

Édition Pi: MINIONS AND MONSTERS

Written by Jay Tyler Barrell

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3.X Edition Pi



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Yes, even the new monsters and flavor text.

INTRODUCTION

You probably already have a copy of the *Edition Pi PHB*, so I am not going to bore you with a retelling of the story behind the *Edition Pi* project. Instead just let me thank you for liking the system so much that you decided to pick up **this** book, and express my hopes that you enjoy it and find it useful.

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If you want to donate artwork or flavor text to this project, please e-mail it to me. I will also need what name you want to be credited under in the e-mail, as well as the term “Edition Pi” in the subject line. All donated material must be owned by you, and sending it to me gives me permission to use it as I see fit in the production and publicity for *Edition Pi*. All people whose donated material is used will receive credit as donators in the book it was used for, as well as a free copy of the pdf for that book sent to either their e-mail or another e-mail of their choice.

Jay Tyler Barrell (Strutinan)

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CHANGES FROM 3.0/3.5

Most of the monster descriptions are taken from the 3.5 version of the monsters. This is done since the monsters in 3.5 are better written and edited, and consistent in mechanics compared to characters. Of course, there **are** some exceptions.

Added Monsters: Astral construct, behkshae, catcher-in-filth, distortion stalker, girded slayer, girded wanderer, kytillion, mindolon, mummy priest (6th-level human cleric), orc shaman, skeleton (orc), solumnian, spectre (vengeful spirit), underground dweller, yviss, zombie (gnoll). Most of these are replacements for monsters that were not released into the 3.0 or 3.5 System Reference Document.

Altered Monsters: Allip, animated object.

Heroic Combat: All monsters have two entries for hit points, the one in <> being for use with the Heroic Combat alternate rules described in the *Edition Pi PHB*.

Space/Reach: Monsters in *Edition Pi* use the face rules for occupied space from 3.0, rather than the space occupied rules from 3.5. Why? Because it makes absolutely no sense that monster described as a long snake occupies a 20 ft square, rather than a long and mutable line. This also prevents the “center point” flanking rules that make no logical sense, but are used in 3.5.

Weapon Sizes: The variant damage for weapons that are larger or smaller than the original weapon has been altered to reflect the system detailed in the *Edition Pi PHB*. In most cases this means that larger than normal weapons deal less damage than the original 3.0/3.5 monster descriptions indicate.

Toughness: Monsters with this feat have more hit points than their 3.5 descriptions show, because of the change in the Toughness feat in *Edition Pi*.

Psionics: Psionic monsters in this book use the psionics system outlined in the *Edition Pi PHB*, instead of the “mageonics” psionics rules in the 3.0 or 3.5 System Reference Documents. They all have a text box that provides spell-like abilities, which can be used in place of these psionics rules if the DM does not want to use psionics.

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MONSTER DESCRIPTIONS

Alphabetical Order	CR Type	Chp	Alphabetical Order	CR Type	Chp
Aboleth	7 aberration	1	Choker	2 aberration	1
Achaierai	5 outsider	9	Chuul	7 aberration	1
Allip	3 undead	11	Cloud Giant	11 giant	4
Angel, Astral Deva	14 outsider	10	Cloaker	5 aberration	1
Angel, Planetar	16 outsider	10	Cockatrice	3 magical beast	7
Angel, Solar	23 outsider	10	Couatl	14 outsider	10
Animated Object, Tiny	1/2 construct	3	Crocodile	2 animal	2
Animated Object, Small	1 construct	3	Crocodile (Giant)	4 animal	2
Animated Object, Medium	2 construct	3	Darkmantle	1 magical beast	7
Animated Object, Large	3 construct	3	Delver	9 aberration	1
Animated Object, Huge	5 construct	3	Demon, Babau	6 outsider	9
Animated Object, Gargantuan	7 construct	3	Demon, Balor	20 outsider	9
Animated Object, Colossal	10 construct	3	Demon, Bebith	10 outsider	9
Ankheg	3 magical beast	7	Demon, Dretch	2 outsider	9
Ape	2 animal	2	Demon, Glabrezu	13 outsider	9
Aranea	4 magical beast	7	Demon, Hezrou	11 outsider	9
Archon, Lantern	2 outsider	10	Demon, Marilith	17 outsider	9
Archon, Hound	4 outsider	10	Demon, Nalfeshnee	14 outsider	9
Archon, Trumpet	14 outsider	10	Demon, Quasit	2 outsider	9
Arrowhawk, Juvenile	3 outsider	8	Demon, Retriever	11 outsider	9
Arrowhawk, Adult	5 outsider	8	Demon, Succubus	7 outsider	9
Arrowhawk, Elder	8 outsider	8	Demon, Vrock	9 outsider	9
Assassin Vine	3 plant	5	Derro	3 humanoid	6
Astral Construct, Minor [New]	1/2 construct	3	Destrachan	8 aberration	1
Astral Construct, Lesser [New]	1 construct	3	Devil, Barbed Devil	11 outsider	9
Astral Construct, Medium [New]	2 construct	3	Devil, Bearded Devil	5 outsider	9
Astral Construct, Greater [New]	4 construct	3	Devil, Bone Devil	9 outsider	9
Astral Construct, Major [New]	5 construct	3	Devil, Chain Devil (Kytan)	6 outsider	9
Astral Construct, Superior [New]	7 construct	3	Devil, Erinyes	8 outsider	9
Astral Construct, Potent [New]	8 construct	3	Devil, Hellcat	7 outsider	9
Astral Construct, Supreme [New]	9 construct	3	Devil, Horned Devil	16 outsider	9
Astral Construct, True [New]	10 construct	3	Devil, Ice Devil	13 outsider	9
Astral Construct, Epic [New]	11 construct	3	Devil, Imp	2 outsider	9
Athach	8 aberration	1	Devil, Lemure	1 outsider	9
Athach Champion (Barbarian 4)	12 aberration	1	Devil, Pit Fiend	20 outsider	9
Avoral	9 outsider	10	Devourer	11 outsider	9
Azer	2 outsider	8	Digester	6 magical beast	7
Baboon	1/2 animal	2	Dinosaur, Deinonychus	3 animal	2
Barghest	4 outsider	9	Dinosaur, Elasmosaurus	7 animal	2
Barghest, Greater	6 outsider	9	Dinosaur, Megaraptor	6 animal	2
Basilisk	5 magical beast	7	Dinosaur, Triceratops	9 animal	2
Bat	1/10 animal	2	Dinosaur, Tyrannosaurus	8 animal	2
Bear, Black	2 animal	2	Dire Ape	3 animal	2
Bear, Brown	4 animal	2	Dire Badger	2 animal	2
Bear, Polar	5 animal	2	Dire Bats	2 animal	2
Behir	8 magical beast	7	Dire Bear	7 animal	2
Behkshae [New]	13 undead	11	Dire Boar	4 animal	2
Belker	6 elemental	8	Dire Lion	5 animal	2
Bison	2 animal	2	Dire Rat	1/3 animal	2
Black Pudding	7 ooze	3	Dire Shark	9 animal	2
Blink Dog	2 magical beast	7	Dire Tiger	8 animal	2
Bodak	8 undead	11	Dire Weasel	2 animal	2
Bralani	6 outsider	10	Dire Wolf	3 animal	2
Bugbear	2 humanoid	6	Dire Wolverine	4 animal	2
Bulette	7 magical beast	7	Distortion Stalker [New]	4 aberration	1
Camel	1 animal	2	Dog	1/3 animal	2
Cat	1/4 animal	2	Dog (Riding)	1 animal	2
Catcher-in-Filth (Emvika) [New]	4 aberration	1	Donkey	1/6 animal	2
Celestial Creature (Template)	V outsider	10	Doppelganger	3 monstrous humanoid	6
Centaur	3 monstrous humanoid	6	Dragon, Black (Chromatic)	--- dragon	4
Centipede (Monstrous), Tiny	1/8 vermin	2	“ Wyrmling	3 dragon	4
Centipede (Monstrous), Small	1/4 vermin	2	“ Very Young	4 dragon	4
Centipede (Monstrous), Medium	1/2 vermin	2	“ Young	5 dragon	4
Centipede (Monstrous), Large	1 vermin	2	“ Juvenile	7 dragon	4
Centipede (Monstrous), Huge	2 vermin	2	“ Young Adult	9 dragon	4
Centipede (Monstrous), Gargantuan	6 vermin	2	“ Adult	11 dragon	4
Centipede (Monstrous), Colossal	9 vermin	2	“ Mature Adult	14 dragon	4
Chaos Beast	7 outsider	8	“ Old	16 dragon	4
Cheetah	2 animal	2	“ Very Old	18 dragon	4
Chimera	7 magical beast	7	“ Ancient	19 dragon	4

Alphabetical Order	CR Type	Chp
“ Wyrm	20 dragon	4
“ Great Wyrm	22 dragon	4
Dragon, Blue (Chromatic)	--- dragon	4
“ Wyrmling	3 dragon	4
“ Very Young	4 dragon	4
“ Young	6 dragon	4
“ Juvenile	8 dragon	4
“ Young Adult	11 dragon	4
“ Adult	14 dragon	4
“ Mature Adult	16 dragon	4
“ Old	18 dragon	4
“ Very Old	19 dragon	4
“ Ancient	21 dragon	4
“ Wyrm	23 dragon	4
“ Great Wyrm	25 dragon	4
Dragon, Brass (Metallic)	--- dragon	4
“ Wyrmling	3 dragon	4
“ Very Young	4 dragon	4
“ Young	6 dragon	4
“ Juvenile	8 dragon	4
“ Young Adult	10 dragon	4
“ Adult	12 dragon	4
“ Mature Adult	15 dragon	4
“ Old	17 dragon	4
“ Very Old	19 dragon	4
“ Ancient	20 dragon	4
“ Wyrm	21 dragon	4
“ Great Wyrm	23 dragon	4
Dragon, Bronze (Metallic)	--- dragon	4
“ Wyrmling	3 dragon	4
“ Very Young	5 dragon	4
“ Young	7 dragon	4
“ Juvenile	9 dragon	4
“ Young Adult	12 dragon	4
“ Adult	15 dragon	4
“ Mature Adult	17 dragon	4
“ Old	19 dragon	4
“ Very Old	20 dragon	4
“ Ancient	22 dragon	4
“ Wyrm	23 dragon	4
“ Great Wyrm	25 dragon	4
Dragon, Copper (Metallic)	--- dragon	4
“ Wyrmling	3 dragon	4
“ Very Young	5 dragon	4
“ Young	7 dragon	4
“ Juvenile	9 dragon	4
“ Young Adult	11 dragon	4
“ Adult	14 dragon	4
“ Mature Adult	16 dragon	4
“ Old	19 dragon	4
“ Very Old	20 dragon	4
“ Ancient	22 dragon	4
“ Wyrm	23 dragon	4
“ Great Wyrm	25 dragon	4
Dragon, Gold (Metallic)	--- dragon	4
“ Wyrmling	5 dragon	4
“ Very Young	7 dragon	4
“ Young	9 dragon	4
“ Juvenile	11 dragon	4
“ Young Adult	14 dragon	4
“ Adult	16 dragon	4
“ Mature Adult	19 dragon	4
“ Old	21 dragon	4
“ Very Old	22 dragon	4
“ Ancient	24 dragon	4
“ Wyrm	25 dragon	4
“ Great Wyrm	27 dragon	4
Dragon, Green (Chromatic)	--- dragon	4
“ Wyrmling	3 dragon	4
“ Very Young	4 dragon	4
“ Young	5 dragon	4
“ Juvenile	8 dragon	4

Alphabetical Order	CR Type	Chp
“ Young Adult	11 dragon	4
“ Adult	13 dragon	4
“ Mature Adult	16 dragon	4
“ Old	18 dragon	4
“ Very Old	19 dragon	4
“ Ancient	21 dragon	4
“ Wyrm	22 dragon	4
“ Great Wyrm	24 dragon	4
Dragon, Red (Chromatic)	--- dragon	4
“ Wyrmling	4 dragon	4
“ Very Young	5 dragon	4
“ Young	7 dragon	4
“ Juvenile	10 dragon	4
“ Young Adult	13 dragon	4
“ Adult	15 dragon	4
“ Mature Adult	18 dragon	4
“ Old	20 dragon	4
“ Very Old	21 dragon	4
“ Ancient	23 dragon	4
“ Wyrm	24 dragon	4
“ Great Wyrm	26 dragon	4
Dragon, Silver (Metallic)	--- dragon	4
“ Wyrmling	4 dragon	4
“ Very Young	5 dragon	4
“ Young	7 dragon	4
“ Juvenile	10 dragon	4
“ Young Adult	13 dragon	4
“ Adult	15 dragon	4
“ Mature Adult	18 dragon	4
“ Old	20 dragon	4
“ Very Old	21 dragon	4
“ Ancient	23 dragon	4
“ Wyrm	24 dragon	4
“ Great Wyrm	26 dragon	4
Dragon, White (Chromatic)	--- dragon	4
“ Wyrmling	2 dragon	4
“ Very Young	3 dragon	4
“ Young	4 dragon	4
“ Juvenile	6 dragon	4
“ Young Adult	8 dragon	4
“ Adult	10 dragon	4
“ Mature Adult	12 dragon	4
“ Old	15 dragon	4
“ Very Old	17 dragon	4
“ Ancient	18 dragon	4
“ Wyrm	19 dragon	4
“ Great Wyrm	21 dragon	4
Dragon Turtle	9 dragon	4
Dragonne	7 magical beast	7
Drider	7 aberration	1
Dryad	3 fey	5
Dwarf	1/2 humanoid	6
Dwarf, Duergar	1 humanoid	6
Eagle	1/2 animal	2
Elemental, Air, Small	1 elemental	8
Elemental, Air, Medium	3 elemental	8
Elemental, Air, Large	5 elemental	8
Elemental, Air, Huge	7 elemental	8
Elemental, Air, Greater	9 elemental	8
Elemental, Air, Elder	11 elemental	8
Elemental, Earth, Small	1 elemental	8
Elemental, Earth, Medium	3 elemental	8
Elemental, Earth, Large	5 elemental	8
Elemental, Earth, Huge	7 elemental	8
Elemental, Earth, Greater	9 elemental	8
Elemental, Earth, Elder	11 elemental	8
Elemental, Fire, Small	1 elemental	8
Elemental, Fire, Medium	3 elemental	8
Elemental, Fire, Large	5 elemental	8
Elemental, Fire, Huge	7 elemental	8
Elemental, Fire, Greater	9 elemental	8
Elemental, Fire, Elder	11 elemental	8

Alphabetical Order	CR Type	Chp	Alphabetical Order	CR Type	Chp
Elemental, Water, Small	1 elemental	8	Harpy	4 monstrous humanoid	6
Elemental, Water, Medium	3 elemental	8	Harpy Archer (Fighter 7)	11 monstrous humanoid	6
Elemental, Water, Large	5 elemental	8	Hawk	1/3 animal	2
Elemental, Water, Huge	7 elemental	8	Hell Hound	3 outsider	
Elemental, Water, Greater	9 elemental	8	Hell Hound, Nessian Warhound	9 outsider	
Elemental, Water, Elder	11 elemental	8	Hellwasp Swarm	10 magical beast	7
Elephant	7 animal	2	Hill Giant	7 giant	4
Elf	1/2 humanoid	6	Hippogriff	2 magical beast	7
Elf, Drow	1 humanoid	6	Hobgoblin	1 humanoid	6
Ethereal Filcher	3 aberration	1	Homunculus	1 construct	3
Ethereal Marauder	3 magical beast	7	Horse, Heavy	1 animal	2
Ettercap	3 aberration	1	Horse, Light	1 animal	2
Ettin	6 giant	4	Horse, Warhorse, Heavy	2 animal	2
Fiendish Creature (Template)	V outsider	9	Horse, warhorse, Light	1 animal	2
Fire Giant	10 giant	4	Howler	3 outsider	
Formian, Worker	1/2 outsider	8	Hyena	1 animal	2
Formian, Warrior	3 outsider	8	Hydra, 5-headed	4 magical beast	7
Formian, Taskmaster	7 outsider	8	Hydra, 6-headed	5 magical beast	7
Formian, Myrmarch	10 outsider	8	Hydra, 7-headed	6 magical beast	7
Formian, Queen	17 outsider	8	Hydra, 8-headed	7 magical beast	7
Frost Giant	9 giant	4	Hydra, 9-headed	8 magical beast	7
Frost Giant (Jarl)	17 giant	4	Hydra, 10-headed	9 magical beast	7
Frost Worm	12 magical beast	7	Hydra, 11-headed	10 magical beast	7
Fungus, Shrieker	1 plant	5	Hydra, 12-headed	11 magical beast	7
Fungus, Violet	3 plant	5	Hydra, -Cryo	+2 magical beast	7
Gargoyle	4 monstrous humanoid	6	Hydra, -Pyro	+2 magical beast	7
Gelatinous Cube	3 ooze	3	Inevitable, Kolarut	12 construct	3
Genie, Djinni	5 outsider		Inevitable, Marut	15 construct	3
Genie, Djinni (noble)	8 outsider		Inevitable, Zelekhut	9 construct	3
Genie, Efreeti	8 outsider		Invisible Stalker	7 elemental	8
Genie, Janni	4 outsider		Kobold	1/4 humanoid	6
Ghaele	13 outsider		Kraken	12 magical beast	7
Ghost (Template)	V undead	11	Krenshar	1 magical beast	7
Ghoul	1 undead	11	Kytillion [New]	2 monstrous humanoid	6
Ghoul, Ghast	3 undead	11	Lamia	6 magical beast	7
Giant Ant, Worker	1 vermin	2	Lammasu	8 magical beast	7
Giant Ant, Soldier	2 vermin	2	Leonal	12 outsider	
Giant Ant, Queen	2 vermin	2	Leopard	2 animal	2
Giant Bee	1 vermin	2	Lich (Template)	V undead	11
Giant Bombardier Beetle	2 vermin	2	Lillend	7 outsider	
Giant Eagle	3 magical beast	7	Lion	3 animal	2
Giant Fire Beetle	1/3 vermin	2	Lizard	1/6 animal	2
Giant Owl	3 magical beast	7	Lizard (Monitor)	2 animal	2
Giant Stag Beetle	4 vermin	2	Lizardfolk	1 humanoid	6
Giant Preying Mantis	3 vermin	2	Locathah	1/2 humanoid	6
Giant Wasp	3 vermin	2	Lycanthrope, Werebear (Human)	5 humanoid	6
Gibbering Mouther	5 aberration	1	Lycanthrope, Wereboar (Human)	4 humanoid	6
Girallon	6 magical beast	7	Lycanthrope, Wererat (Human)	2 humanoid	6
Girded Slayer [New]	2 humanoid	6	Lycanthrope, Weretiger (Human)	5 humanoid	6
Girded Wanderer [New]	2 humanoid	6	Lycanthrope, Werewolf (Human)	3 humanoid	6
Gnoll	1 humanoid	6	Lycanthrope, Werewolf Lord (Human)	14 humanoid	6
Gnome	1/2 humanoid	6	Lycanthrope, Hill Giant Dire Wereboar	11 giant	4
Gnome, Svirfneblin	1 humanoid	6	Magmin	3 elemental	8
Goblin	1/3 humanoid	6	Manta Ray	1 animal	2
Golem, Clay	10 construct	3	Manticore	5 magical beast	7
Golem, Flesh	7 construct	3	Medusa	7 monstrous humanoid	6
Golem, Iron	13 construct	3	Mephit, Air	3 outsider	
Golem, Stone	11 construct	3	Mephit, Dust	3 outsider	
Golem, Stone (Greater)	16 construct	3	Mephit, Earth	3 outsider	
Gorgon	8 magical beast	7	Mephit, Fire	3 outsider	
Gray Ooze	4 ooze	3	Mephit, Ice	3 outsider	
Gray Render	8 magical beast	7	Mephit, Magma	3 outsider	
Grick	3 aberration	1	Mephit, Ooze	3 outsider	
Griffon	4 magical beast	7	Mephit, Salt	3 outsider	
Grimlock	1 monstrous humanoid	6	Mephit, Steam	3 outsider	
Hag, Annis	6 monstrous humanoid	6	Mephit, Water	3 outsider	
Hag, Green	5 monstrous humanoid	6	Merfolk	1/2 humanoid	6
Hag, Sea	4 monstrous humanoid	6	Mimic	4 aberration	1
Half-Celestial (Template)	V outsider		Mindolon [New]	8 aberration	1
Half-Dragon (Template)	V dragon	4	Minotaur	4 monstrous humanoid	6
Half-Fiend (Template)	V outsider		Mohrg	8 undead	11
Halfling	1/2 humanoid	6	Monkey	1/6 animal	2

Alphabetical Order	CR Type	Chp
Mule	1 animal	2
Mummy	5 undead	11
Mummy, Priest [New]	9 undead	11
Naga, Dark	8 aberration	1
Naga, Guardian	10 aberration	1
Naga, Spirit	9 aberration	1
Night Hag	9 outsider	
Nightmare	5 outsider	
Nightshade, Nightcrawler	18 undead	11
Nightshade, Nightwalker	16 undead	11
Nightshade, Nightwing	14 undead	11
Nymph	7 fey	5
Ochre Jelly	5 ooze	3
Octopus	1 animal	2
Octopus (Giant)	8 animal	2
Ogre	3 giant	4
Ogre (Barbarian)	7 giant	4
Ogre Mage	8 giant	4
Orc	1/2 humanoid	6
Orc, Shaman (Adept 3) [New]	2 humanoid	6
Otyugh	4 aberration	1
Owl	1/4 animal	2
Owlbear	4 magical beast	7
Pegasus	3 magical beast	7
Phantom Fungus	3 plant	5
Phase Spider	5 magical beast	7
Phasm	7 aberration	1
Planetouched, Aasimar	1/2 outsider	
Planetouched, Tiefling	1/2 outsider	
Pony	1/4 animal	2
Pony (War)	1/2 animal	2
Porpoise	1/2 animal	2
Pseudodragon	1 dragon	4
Purple Worm	12 magical beast	7
Rakshasa	10 outsider	
Rast	5 outsider	
Rat	1/8 animal	2
Raven	1/6 animal	2
Ravid	5 outsider	
Remorhaz	7 magical beast	7
Retriever	11 construct	3
Rhinoceros	4 animal	2
Roc	9 animal	2
Roper	12 magical beast	7
Rust Monster	3 aberration	1
Sahuagin	2 monstrous humanoid	6
Salamander, Flamebrother	3 outsider	
Salamander, Average	6 outsider	
Salamander, Noble	10 outsider	
Satyr	2 fey	5
Satyr (with pipes)	4 fey	5
Scorpion (Monstrous), Tiny	1/4 vermin	2
Scorpion (Monstrous), Small	1/2 vermin	2
Scorpion (Monstrous), Medium	1 vermin	2
Scorpion (Monstrous), Large	3 vermin	2
Scorpion (Monstrous), Huge	7 vermin	2
Scorpion (Monstrous), Gargantuan	10 vermin	2
Scorpion (Monstrous), Colossal	12 vermin	2
Sea Cat	4 magical beast	7
Shadow	3 undead	11
Shadow Mastiff	5 outsider	
Shambling Mound	6 plant	5
Shark, Medium	1 animal	2
Shark, Large	2 animal	2
Shark, Huge	4 animal	2
Shield Guardian	8 construct	3
Shocker Lizard	2 magical beast	7
Skeleton, Advanced Megaraptor	6 undead	11
Skeleton, Chimera	4 undead	11
Skeleton, Cloud Giant	7 undead	11
Skeleton, Ettin	5 undead	11
Skeleton, Heavy Horse [new]	1 undead	11

Alphabetical Order	CR Type	Chp
Skeleton, Human Warrior	1/3 undead	11
Skeleton, Orc [new]	1 undead	11
Skeleton, Owlbear	2 undead	11
Skeleton, Troll	3 undead	11
Skeleton, Young Adult Red Dragon	8 undead	11
Skeleton, Wolf	1 undead	11
Skum	2 aberration	1
Snake, Constrictor	2 animal	2
Snake, Constrictor, Giant	5 animal	2
Snake, Tiny Viper	1/3 animal	2
Snake, Small Viper	1/2 animal	2
Snake, Medium Viper	1 animal	2
Snake, Large Viper	2 animal	2
Snake, Huge Viper	3 animal	2
Solumian, Red [New]	7 outsider	
Solumian, Yellow [New]	8 outsider	
Solumian, White [New]	9 outsider	
Solumian, Green [New]	10 outsider	
Solumian, Blue [New]	13 outsider	
Spectre	7 undead	11
Spectre, Vengeful Spirit [New]	10 undead	11
Sphinx, Androsphinx	9 magical beast	7
Sphinx, Criosphinx	7 magical beast	7
Sphinx, Gynosphinx	8 magical beast	7
Sphinx, Hieracosphinx	5 magical beast	7
Spider Eater	5 magical beast	7
Spider (Monstrous), Tiny	1/4 vermin	2
Spider (Monstrous), Small	1/2 vermin	2
Spider (Monstrous), Medium	1 vermin	2
Spider (Monstrous), Large	2 vermin	2
Spider (Monstrous), Huge	5 vermin	2
Spider (Monstrous), Gargantuan	8 vermin	2
Spider (Monstrous), Colossal	11 vermin	2
Sprite, Grig	1 fey	5
Sprite, Nixie	1 fey	5
Sprite, Pixie	4 fey	5
Sprite, Pixie (with <i>irresistible dance</i>)	5 fey	5
Squid	1 animal	2
Squid (Giant)	9 animal	2
Stirge	1/2 magical beast	7
Stone Giant	8 giant	4
Stone Giant (Elder)	9 giant	4
Storm Giant	13 giant	4
Swarm, Bat	4 animal	2
Swarm, Centipede	6 vermin	2
Swarm, Locust	5 vermin	2
Swarm, Rat	3 animal	2
Swarm, Spider	3 vermin	2
Tarrasque	20 magical beast	7
Tendriculos	6 plant	5
Thoquua	2 elemental	8
Tiger	4 animal	2
Titan	21 outsider	
Toad	1/10 animal	2
Tojanida, Adult	5 outsider	
Tojanida, Elder	9 outsider	
Tojanida, Juvenile	3 outsider	
Treant	8 plant	5
Triton	2 outsider	
Troglodyte	1 humanoid	6
Troll	5 giant	4
Troll Hunter (Ranger 6)	11 giant	4
Underground Dweller [New]	7 aberration	1
Unicorn	3 magical beast	7
Vampire (Template)	V undead	11
Vampire Spawn	4 undead	11
Vargouille	2 outsider	
Weasel	1/4 animal	2
Whale, Baleen	6 animal	2
Whale, Cachalot	7 animal	2
Whale, Orca	5 animal	2
Wight	3 undead	11

Alphabetical Order	CR Type	Chp
Will-O'-Wisp	6 aberration	1
Winter Wolf	5 magical beast	7
Wolf	1 animal	2
Wolverine	2 animal	2
Worg	2 magical beast	7
Wraith	5 undead	11
Wraith, Dread	11 undead	11
Wyvern	6 dragon	4
Xill	6 outsider	
Xorn, Average	6 outsider	
Xorn, Elder	8 outsider	
Xorn, Minor	3 outsider	
Yeth Hound	3 outsider	
Yrthak	9 magical beast	7
Yviss, Bred [New]	7 monstrous humanoid	6
Yviss, Hatched [New]	5 monstrous humanoid	6
Yviss, Servitor [New]	3 monstrous humanoid	6
Zombie, Bugbear	2 undead	11
Zombie, Gnoll [new]	1 undead	11
Zombie, Gray Render	6 undead	11
Zombie, Human Commoner	1/2 undead	11
Zombie, Kobold	1/2 undead	11
Zombie, Kobold (with light crossbow)	1 undead	11
Zombie, Minotaur	4 undead	11
Zombie, Ogre	4 undead	11
Zombie, Troglydte	2 undead	11
Zombie, Wyvern	4 undead	11

MONSTERS BY CHALLENGE RATING

CR 1/4: Kobold

CR 1/3: Dire rat, goblin, skeleton (human warrior)

CR 1/2: Animated object (tiny), astral construct (minor), dwarf, elf, formian (worker), gnome, halfling, locathah, merfolk, orc, planetouched (aasimar), planetouched (tiefling), stirge, zombie (kobold), zombie (human commoner)

CR 1: Animated object (small), astral construct (lesser), darkmantle, devil (lemure), dwarf (duergar), elemental (air - small), elemental (earth - small), elemental (fire - small), elemental (water - small), elf (drow), fungus (shrieker), ghoul, gnoll, gnome (svirfneblin), grimlock, hobgoblin, homunculus, krenshar, lizardfolk, pseudodragon, skeleton (heavy horse), skeleton (orc), skeleton (wolf), sprite (grig), sprite (nixie), troglodyte, zombie (gnoll), zombie (kobold with light crossbow), zombie (troglydte)

CR 2: Animated object (medium), archon (lantern), astral construct (medium), azer, blink dog, bugbear, choker, demon (dretch), demon (quasit), devil (imp), dire badger, dire bats, dire weasel, dragon (white - wyrmling), girded slayer, girded wanderer, hippogriff, kytilion, lycanthrope (wererat), orc (shaman), sahuagin, satyr, shocker lizard, skeleton (owlbear), skum, thoquua, triton, vargouille, worg, zombie (bugbear)

CR 3: Allip, animated object (large), ankheg, arrowhawk (juvenile), assassin vine, centaur, cockatrice, derro, dinosaur (deinonychus), dire ape, dire wolf, doppelganger, dragon (black - wyrmling), dragon (blue - wyrmling), dragon (brass - wyrmling), dragon (bronze - wyrmling), dragon (copper - wyrmling), dragon (green - wyrmling), dragon (white - very young), dryad, eagle (giant), elemental (air - medium), elemental (earth - medium), elemental (fire - medium), elemental (water - medium), ethereal filcher, ethereal marauder, ettercap, formian (warrior), fungus (violet), ghoul (ghost), grick, hell hound, howler, lycanthrope (werewolf), magmin, mephit, mephit (dust), mephit, mephit (ice), mephit (magma), mephit (ooze), mephit (salt), mephit (steam), mephit, ogre, ooze (gelatinous cube), owl (giant), pegasus, phantom fungus, rust monster, salamander (flamebrother), shadow, skeleton (troll), swarm (rat), swarm (spider), tojanida (juvenile), unicorn, weight, xorn (minor), yeth hound, yviss (servitor)

CR 4: Aranea, archon (hound), astral construct (greater), barghest, catcher-in-filth (emvika), dire boar, dire wolverine, distortion stalker, dragon (black - very young), dragon (blue - very young), dragon (brass - very young), dragon (green - very young), dragon (red - wyrmling), dragon (silver - wyrmling), dragon (white - young), gargoyle, genie (janni), griffon, hag (sea), harpy, hydra (5-headed), lycanthrope

(wereboar), mimic, minotaur, ooze (gray ooze), otyugh, owlbear, satyr (with pipes), sea cat, skeleton (chimera), sprite (pixie), swarm (bat), vampire spawn, zombie (minotaur), zombie (ogre), zombie (wyvern)

CR 5: Achaierai, animated object (huge), arrowhawk (adult), astral construct (major), basilisk, cloaker, devil (bearded devil), dire lion, dragon (black - young), dragon (bronze - very young), dragon (copper - very young), dragon (gold - wyrmling), dragon (green - young), dragon (red - very young), dragon (silver - very young), elemental (air - large), elemental (earth - large), elemental (fire - large), elemental (water - large), genie (djinni), gibbering mouter, hag (green), hydra (6-headed), lycanthrope (werebear), lycanthrope (weretiger), manticores, mummy, nightmare, ooze (ochre jelly), phase spider, rast, ravid, shadow mastiff, skeleton (ettin), sphinx (hieracosphinx), spider eater, sprite (pixie - with irresistible dance), swarm (locust), tojanida (adult), troll, winter wolf, wraith, yviss (hatched)

CR 6: Barghest (greater), belker, bralani, demon (babau), devil (chain devil - kyton), digester, dinosaur (megaraptor), dragon (blue - young), dragon (brass - young), dragon (white - juvenile), ettin, girallon, hag (annis), hydra (7-headed), hydra (5-headed - cryo), hydra (5-headed - pyro), lamia, salamander (average), shambling mound, skeleton (advanced megaraptor), swarm (centipede), tendriculos, will-o'-wisp, wyvern, xill, xorn (average), zombie (gray render)

CR 7: Aboleth, animated object (gargantuan), astral construct (superior), bulette, chaos beast, chimera, chuul, demon (succubus), devil (hellcat), dinosaur (elasmosaurus), dire bear, dragon (black - juvenile), dragon (bronze - young), dragon (copper - young), dragon (gold - very young), dragon (red - young), dragon (silver - young), dragonne, drider, elemental (air - huge), elemental (earth - huge), elemental (fire - huge), elemental (water - huge), formian (taskmaster), giant (hill), golem (flesh), hydra (8-headed), hydra (6-headed - cryo), hydra (6-headed - pyro), invisible stalker, lillend, medusa, nymph, ogre (barbarian), ooze (black pudding), phasm, remorhaz, skeleton (cloud giant), solumian (red), spectre, sphinx (criosphinx), underground dweller, yviss (bred)

CR 8: Arrowhawk (elder), astral construct (potent), athach, behir, bodak, destrachan, devil (erinyes), dinosaur (tyrannosaurus), dire tiger, dragon (blue - juvenile), dragon (brass - juvenile), dragon (green - juvenile), dragon (white - young adult), genie (djinni - noble), genie (efreeti), giant (stone), gorgon, gray render, hydra (9-headed), hydra (7-headed - cryo), hydra (7-headed - pyro), lammasu, mindolon, mohrg, naga (dark), ogre mage, shield guardian, skeleton (young adult red dragon), solumian (yellow), sphinx (gynosphinx), treant, xorn (elder)

CR 9: Astral construct (supreme), avoral, delver, demon (vrock), devil (bone devil), dinosaur (triceratops), dire shark, dragon (black - young adult), dragon (bronze - juvenile), dragon (copper - juvenile), dragon (gold - young), dragon turtle, elemental (air - greater), elemental (earth - greater), elemental (fire - greater), elemental (water - greater), giant (frost), giant (stone - elder), hell hound (nessian warhound), hydra (10-headed), hydra (8-headed - cryo), hydra (8-headed - pyro), inevitable (zelekthum), mummy priest (6th-level human cleric), naga (spirit), night hag, roc, solumian (white), sphinx (androsphinx), tojanida (elder), yrthak

CR 10: Animated object (colossal), astral construct (true), demon (bebilith), dragon (brass - young adult), dragon (red - juvenile), dragon (silver - juvenile), dragon (white - adult), formian (myrmarch), giant, golem (clay), hydra (11-headed), hydra (9-headed - cryo), hydra (9-headed - pyro), naga (guardian), rakshasa, salamander (noble), solumian (green), spectre (vengeful spirit), swarm (hellwasp)

CR 11: Astral construct (epic), demon (hezrou), demon (retriever), devil (barbed devil), devourer, dragon (black - adult), dragon (blue - young adult), dragon (copper - young adult), dragon (gold - juvenile), dragon (green - young adult), elemental (air - elder), elemental (earth - elder), elemental (fire - elder), elemental (water - elder), giant (cloud), golem (stone), harpy (archer), hydra (12-headed), hydra (10-headed - cryo), hydra (10-headed - pyro), lycanthrope (hill giant dire wereboar), troll (ranger), wraith (dread)

CR 12: Dragon (brass - adult), dragon (bronze - young adult), dragon (white - mature adult), frost worm, hydra (11-headed - cryo), hydra (11-headed - pyro), inevitable (kolarut), kraken, leonal, purple worm, roper

CR 13: Behkshae, demon (glabrezu), devil (ice devil), dragon (green - adult), dragon (red - young adult), dragon (silver - young adult), ghaele, giant (storm), golem (iron), hydra (12-headed - cryo), hydra (12-headed - pyro), solumian (blue)

CR 14: Angel (astral deva), archon (trumpet), couatl, demon (nalfeshnee), dragon (black - mature adult), dragon (blue - adult), dragon (copper - adult), dragon (gold - young adult), lycanthrope (werewolf lord), nightshade (nightwing)

CR 15: Dragon (brass - mature adult), dragon (bronze - adult), dragon (red - adult), dragon (silver - adult), dragon (white - old), inevitable (marut)

CR 16: Angel (planetary), devil (horned devil), dragon (black - old), dragon (blue - mature adult), dragon (copper - mature adult), dragon (gold - adult), dragon (green - mature adult), golem (stone - greater), nightshade (nightwalker)

CR 17: Demon (marilith), dragon (brass - old), dragon (bronze - mature adult), dragon (white - very old), formian (queen), giant (frost - jarl)

CR 18: Dragon (black - very old), dragon (blue - old), dragon (green - old), dragon (red - mature adult), dragon (silver - mature adult), dragon (white - ancient), nightshade (nightcrawler)

CR 19: Dragon (black - ancient), dragon (blue - very old), dragon (brass - very old), dragon (bronze - old), dragon (copper - old), dragon (gold - mature adult), dragon (green - very old), dragon (white - wyrm)

CR 20: Demon (balor), devil (pit fiend), dragon (black - wyrm), dragon (brass - ancient), dragon (bronze - very old), dragon (copper - very old), dragon (red - old), dragon (silver - old), tarrasque

CR 21: Dragon (blue - ancient), dragon (brass - wyrm), dragon (gold - old), dragon (green - ancient), dragon (red - very old), dragon (silver - very old), dragon (white - great wyrm), titan

CR 22: Dragon (black - great wyrm), dragon (bronze - ancient), dragon (copper - ancient), dragon (gold - very old), dragon (green - wyrm)

CR 23: Angel (Solar), dragon (blue - wyrm), dragon (brass - great wyrm), dragon (bronze - wyrm), dragon (copper - wyrm), dragon (red - ancient), dragon (silver - ancient)

CR 24: Dragon (gold - ancient), dragon (green - great wyrm), dragon (red - wyrm), dragon (silver - wyrm)

CR 25: Dragon (blue - great wyrm), dragon (bronze - great wyrm), dragon (copper - great wyrm), dragon (gold - wyrm)

CR 26: Dragon (red - great wyrm), dragon (silver - great wyrm)

CR 27: Dragon (gold - great wyrm)

CR Variable: Celestial creature (template), fiendish creature (template), ghost (template), half-celestial (template), half-dragon (template), half-fiend (template), lich (template), vampire (template)

MONSTERS BY TYPE (AND SUBTYPE)

Aberration: aboleth, athach, catcher-in-filth, choker, chuul, cloaker, delver, destrachan, distortion stalker, drider, ethereal filcher, ettercap, gibbering mouter, grick, mimic, mindolon, nagas, otyugh, phasm, rust monster, skum, underground dweller, will-o'-wisp.

(Air): air mephit, arrowhawk, cloud giant, dust mephit, green dragon, ice mephit, will-o'-wisp.

Animal: animals, bat swarm, dinosaurs, dire animals, rat swarm, roc.

(Aquatic): aboleth, aquatic elf, chuul, dire shark, dragon turtle, giant octopus, kraken, kytilion, locathah, merfolk, merrow, octopus, sahuafin, sea cat, sea hag, sharks, skum, squids, water naga.

(Cold): cryohydra, frost giant, frost worm, ice mephit, silver dragon, white dragon, winter wolf.

Construct: animated objects, astral constructs, golems, homunculus, inevitables, retriever, shield guardian.

Dragon: dragons, dragon turtle, pseudodragon, wyvern.

(Earth): blue dragon, copper dragon, earth mephit, gargoyle, salt mephit, stone giant.

Elemental: belker, elementals, invisible stalker, magmin, thoqqua.

Elemental (Air): belker, air elementals, invisible stalker.

Elemental (Earth): earth elementals, thoqqua.

Elemental (Fire): fire elementals, magmin, thoqqua.

Elemental (Water): water elementals.

(Extraplanar): aachierai, angels, arrowhawk, avoral, azer, barghest, belker, bodak, bralani, celestial creature, chaos beast, demons, devils, devourer, elementals, ethereal marauder, fiendish creature, formians, genies, ghaele, girded slayer, girded wanderer, hell hound, howler, inevitables, invisible stalker, leonal, lillend, magmin, mephitis, night hag, nightmare, nightshades, rast, ravid, salamanders, shadow

mastiff, solumians, hellwasp swarm, thoqqua, titan, tojanida, vargouille, xill, xorn, yeth hound.

Fey: dryad, grig, nixie, pixie, satyr.

(Fire): azer, brass dragon, fire giant, fire mephit, gold dragon, magma mephit, pyrohydra, red dragon, steam mephit.

Giant: ettin, giants, ogre, ogre mage, troll.

(Goblinoid): bugbear, goblin, hobgoblin.

Humanoid: bugbear, dwarf, elf, girded slayer, girded wanderer, Gnoll, gnome, goblin, halfling, hobgoblin, kobold, lizardfolk, locathah, merfolk, orc, troglodyte.

(Incorporeal): allip, ghost, shadow, spectre, wraith.

(Lawful): inevitable.

Magical Beast: ankheg, arenea, basilisk, behir, bulette, blink dog, chimera, cockatrice, darkmantle, digester, dragonne, ethereal marauder, frost worm, giant eagle, giant owl, girallon, gorgon, gray render, griffon, hellwasp swarm, hippogriff, hydras, kraken, krenshar, lamia, lammasu, manticores, owlbear, pegasus, phase spider, purple worm, remorhaz, roper, shcker lizard, sea cat, sphinxes, spider eater, stirge, tarrasque, unicorn, winter wolf, worg, yrthak.

Monstrous Humanoid: centaur, derro, doppelganger, gargoyle, grimlock, hags, harpy, kytilion, medusa, Minotaur, sahuagin, yviss.

Ooze: black pudding, gelatinous cube, gray ooze, ochre jelly.

Outsider: ravid.

Outsider (Air): air mephit, arrowhawk, djinni, dust mephit, ice mephit.

Outsider (Chaotic): bralani, chaos beast, demons, ghaele, howler, lillend, solumians, titan.

Outsider (Evil): aachierai, barghest, demons, devils, hell hound, howler, night hag, nightmare, rakshasa, shadow mastiff, vargouille, xill, yeth hound.

Outsider (Earth): earth mephit, slat mephit, xorn.

Outsider (Fire): azer, efreeti, hell hound, fire mephit, magma mephit, steam mephit, rast, salamanders.

Outsider (Good): angels, archons, avoral, bralani, ghaele, leonal, lillend, titan.

Outsider (Lawful): aachierai, archons, barghest, devils, formians, hell hound, rakshasa, xill.

Outsider (Native): Aasimar, couatl, janni, tiefling, rakshasa, triton.

Outsider (Water): ooze mephit, water mephit, todjanidas, triton.

Plant: assassin vine, phantom fungus, shambling mound, shrieker, tendriculos, treant, violet fungus.

(Psionic): aboleth, astral constructs, behkshae, couatl, distortion stalker, girded slayer, girded wanderer, mindolon, underground dweller, yviss.

(Reptilian): kobold, lizardfolk, troglodyte.

(Shapechanger): aranea, barghest, doppelganger, lycanthropes, mimic, phasm.

Undead: allip, behkshae, bodak, devourer, ghast, ghost, ghoul, lich, mohrg, mummy, nightshades, shadow, skeletons, spectre, vampire, vampire spawn, wight, wraith, zombie.

Vermin: centipede swarm, giant insects, locust swarm, monstrous centipedes, monstrous scorpions, monstrous spiders, spider swarm.

(Water): black dragon, bronze dragon, ooze mephit, water mephit.

MONSTERS BY ENVIRONMENT

Any: allip, animated objects, astral constructs, behkshae, devourer, dire rat, doppelganger, gargoyle, ghost, ghoul, ghoul (ghost), golems, homunculus, lich, lycanthrope (wererat), mohrg, mummy, shadow, shield guardian, skeletons, spectre, swarm (rat), tarrasque, vampire, vampire spawn, wight, wraith, zombies

Any Aquatic: gargoyle (kapoacanth), ghoul (lacedon)

Any (warm): yviss

Aquatic (cold): dire shark, troll (scrag)

Aquatic (temperate): dragon turtle, elf, hag (sea), kraken, kytilion, merfolk, naga, ogre (merrow), sea cat, sprite (nixie), triton

Aquatic (warm): dinosaur (elasmosaurus), locathah, sahuagin

Desert (cold): remorhaz

Desert (temperate): blue dragon, dire bat, dragonne, lamia, lammasu, swarm (bat)

Desert (warm): basilisk, brass dragon, genie (janni), sphinxes

Forests (cold): dire bear, dire wolverine, lycanthrope (werebear), winter wolf

Forests (temperate): aranea, assassin vine, centaur, dire badger, dire boar, dire wolf, elf, elf (wood), giant owl, green dragon, gnome (forest), halfling (tallfellow), kobold, krenshar, lycanthrope (wereboar), lycanthrope (werewolf), lycanthrope (werewolf lord), nymph, owlbear, pegagus, pseudodragon, satyr, spider eater, sprite (grig), sprite (pixie), tendriculos, treant, unicorn

Forests (warm): couatl, digester, dinosaur (deinonychus), dinosaur (megaraptor), dire ape, dire tiger, dryad, elf (wild), ettercap, girallon, lycanthrope (weretiger), swarm (spider)

Hills (cold): ettin, ogre mage

Hills (temperate): athach, bronze dragon, bulette, chimera, dire weasel, distortion stalker, giant (hill), gnome, griffon, hippogriff, lycanthrope (hill giant wereboar), naga (dark), ogre

Hills (warm): behir, copper dragon, halfling (deep), hobgoblin, orc, phase spider, wyvern

Marshes (cold): hag (annis), hydras (cryo), ooze (gray)

Marshes (temperate): chuul, gray render, hag (green), harpy, hydras, medusa, naga (spirit), ooze (ochre jelly), shambling mound

Marshes (warm): black dragon, hydras (pyro), lizardfolk, manticore, rakshasas, shocker lizard, stirge, will-o'-wisp

Mountains (cold): giant (frost), white dragon, troll

Mountains (temperate): bugbear, dwarf, elf (gray), giant eagle, giant (cloud), giant (stone), silver dragon, yrthak

Mountains (warm): giant, giant (storm), red dragon, roc

Plains (cold): frost worm

Plains (temperate): blink dog, cockatrice, dinosaur (triceratops), goblin, gorgon, naga (guardian), planetouched (aasimar), planetouched (tiefling), swarm (locust), worg

Plains (warm): ankheg, dinosaur (tyrannosaurus), dire lion, gold dragon, Gnoll, halfling

Underground: aboleth, catcher-in-filth, choker, cloaker, darkmantle, delver, derro, destrachan, drider, dwarf (deep), dwarf (duergar), elf (drow), ethereal filcher, fungus, gibbering moulder, gnome (svirfneblin), grick, grimlock, mimic, mindolon, minotaur, ooze (black pudding), ooze (gelatinous cube), otyugh, phantom fungus, phasm, purple worm, roper, rust monster, skum, spectre, swarm (centipede), troglodyte, underground dweller

Any (evil plane): fiendish creature

Any (good plane): angels, celestial creature

Astral Plane: girded slayer

Evil Planes (chaotic): demons, howler, night hag, nightmare, yeth hound

Evil Planes (lawful): achaierai, barghest, devils, hell hound, swarm (hellwasp)

Evil Planes (neutral): vargouille

Elemental Air: arrowhawk, elementals, genie (djinni), invisible stalker, mephit, mephit (dust), mephit (ice)

Elemental Earth: elementals, mephit, mephit

Elemental Fire: azer, belker, elementals, genie (efreeti), magmin, mephit, mephit (magma), mephit (steam), rast, salamanders, thoqqua

Elemental Water: elementals, mephit (ooze), mephit, tojanida

Ethereal Plane: ethereal marauder, xill

Good Plane (chaotic): bralani, ghaele, lillend, titan

Good Plane (lawful): archons

Good Plane (neutral): avoral, leonal

Chaotic Plane: chaos beast, girded wanderer, solumians

Lawful Plane: formians, inevitables

Positive Energy Plane: ravid

Shadow: nightshades, shadow mastiff

READING THE ENTRIES

Each monster description is organized in the same general format, as outlined below.

Statistics Block

This portion of a monster description contains basic game information on the creature.

Name

This is the name by which the creature is generally known. The descriptive text may provide other names.

Size and Type

This line describes the creature's size. A size modifier applies to the creature's Armor Class (AC) and attack bonus, as well as to certain skills. A creature's size also determines how far it can reach to make a melee attack and how much space it occupies in a fight (see Space/Reach, below).

The size and type line continues with the creature's type. Type determines how magic affects a creature. Type determines certain features, such as Hit Dice size, base attack bonus, base saving throw bonuses, and skill points.

Hit Dice

This line gives the creature's number and type of Hit Dice, and lists any bonus hit points. A parenthetical note gives the average hit points for a creature of the indicated number of Hit Dice. A creature's Hit Dice total is also treated as its level for determining how spells affect the creature, its rate of natural healing, and its maximum ranks in a skill.

Initiative

This line gives the creature's modifier on initiative checks.

Speed

This line gives the creature's tactical speed on land (the amount of distance it can cover in one move action). If the creature wears armor that reduces its speed, the creature's base land speed follows.

If the creature has other modes of movement, these are given after (or in place of) the land speed. Unless noted otherwise, modes of movement are natural (not magical).

Armor Class

The Armor Class line gives the creature's AC for normal combat and includes a parenthetical mention of the modifiers contributing to it (usually size, Dexterity, and natural armor). The creature's touch and flat-footed ACs follow the combat-ready AC.

A creature's armor proficiencies (if it has any) depend on its type, but in general a creature is automatically proficient with any kind of armor it is described as wearing (light, medium, or heavy), and with all lighter kinds of armor.

Base Attack/Grapple

The number before the slash on this line is the creature's base attack bonus (before any modifiers are applied). This number won't often be used, but it can be handy sometimes, especially if the creature has the Power Attack or Combat Expertise feats.

The number after the slash is the creature's grapple bonus, which is used when the creature makes a grapple attack or when someone tries to grapple the creature. The grapple bonus includes all modifiers that apply to the creature's grapple checks (base attack bonus, Strength modifier, special size modifier, and any other applicable modifier, such as a racial bonus on grapple checks).

Attack

This line shows the single attack the creature makes with an attack action. In most cases, this is also the attack the creature uses when making an attack of opportunity as well. The attack line provides the weapon used (natural or manufactured), attack bonus, and form of attack (melee or ranged). The attack bonus given includes modifications for size and Strength (for melee attacks) or Dexterity (for ranged attacks). A creature with the Weapon Finesse feat can use its Dexterity modifier on melee attacks.

If the creature uses natural attacks, the natural weapon given here is the creature's primary natural weapon. If the creature has several different weapons at its disposal, the alternatives are shown, with each different attack separated by the word "or." A creature can use one of its secondary natural weapons when making an attack action, but if it does it takes an attack penalty, as noted in the Full Attack section below.

The damage that each attack deals is noted parenthetically. Damage from an attack is always at least 1 point, even if a subtraction from a die roll reduces the result to 0 or lower.

Full Attack

This line shows all the physical attacks the creature makes when it uses a full-round action to make a full attack. It gives the number of attacks along with the weapon, attack bonus, and form of attack (melee or ranged). The first entry is for the creature's primary weapon, with an attack bonus including modifications for size and Strength (for melee attacks) or Dexterity (for ranged attacks). A creature with the Weapon Finesse feat can use its Dexterity modifier on melee attacks. The remaining weapons are secondary, and attacks with them are made with a -5 penalty to the attack roll, no matter how many there are. Creatures with the Multiattack feat take only a -2 penalty on secondary attacks. The damage that each attack deals is noted parenthetically. Damage from an attack is always at least 1 point, even if a subtraction from a die roll reduces the result to 0 or lower.

A creature's primary attack damage includes its full Strength modifier (1-1/2 times its Strength bonus if the attack is with the creature's sole natural weapon) and is given first. Secondary attacks add only 1/2 the creature's Strength bonus and are given second in the parentheses.

If any attacks also have some special effect other than damage, that information is given here.

Unless noted otherwise, creatures using natural weapons deal double damage on critical hits.

Manufactured Weapons: Creatures that use swords, bows, spears, and the like follow the same rules as characters do. The bonus for attacks with two-handed weapons is 1-1/2 times the creature's Strength modifier (if it is a bonus), and is given first. Offhand weapons add only 1/2 the Strength bonus and are given second in the parentheses.

Space/Reach

This line describes how much space the creature takes up on the battle grid and thereby needs to fight effectively, as well as how close it has to be to threaten an opponent. The numbers before the slash is the creature's space, by length and width. The number after the slash is the creature's natural reach. If the creature has exceptional reach due to a weapon, tentacle, or the like, the extended reach and its source are noted in parentheses at the end of the line.

Special Attacks and Special Qualities

Many creatures have unusual abilities. A monster entry breaks these abilities into special attacks and special qualities. The latter category includes defenses, vulnerabilities, and other special abilities that are not modes of attack. A special ability is either extraordinary (Ex), spell-like (Sp), or supernatural (Su). Additional information (when needed) is provided in the creature's descriptive text.

When a special ability allows a saving throw, the kind of save and the save DC is noted in the descriptive text. Most saving throws against special abilities have DCs calculated as follows: 10 + 1/2 the attacker's racial Hit Dice + the relevant ability modifier. The save DC is given in the creature's description along with the ability on which the DC is based. The most common special attacks and special qualities are shown below.

* **Damage Reduction:** The monster is hard to injure even if struck squarely.

* **Darkvision:** The monster can see in black and white to a certain distance, even in the dark.

* **Low-Light Vision:** The monster halves poor light penalties, including doubling their effective visual range from light sources.

* **Psionics:** The monster has psionic abilities similar to those of a psionicist. Bonus Psionic feats from these manifesting levels are not listed in the monster's regular feat entry, since that would be a needless repetition. A text box of spell-like abilities is also present, that can be used instead of the regular *Edition Pi* psionics system, if desired.

* **Spell-Like Abilities:** The monster has several spell effects that they can generate by force of will, without actually **casting** the spell in the normal manner.

Saves

This line gives the creature's Fortitude, Reflex, and Will save modifiers.

Abilities

This line lists the creature's ability scores, in the customary order: Str, Dex, Con, Int, Wis, Cha. Except where noted otherwise, each creature is assumed to have the standard array of ability scores before racial adjustments (all 11s and 10s). To determine any creature's racial ability adjustments, subtract 10 from any even-numbered ability score and subtract 11 from any odd-numbered score. (Exceptions are noted in the Combat section of a creature's descriptive text.)

Strength: Quadrupeds can carry heavier loads than bipeds can. Any creature with four or more motive limbs can carry a load as a quadruped, even if it does not necessarily use all the limbs at once.

Intelligence: A creature can speak all the languages mentioned in its description, plus one additional language per point of Intelligence bonus. Any creature with an Intelligence score of 3 or higher understands at least one language (Common, unless noted otherwise).

Nonabilities: Some creatures lack certain ability scores. These creatures do not have an ability score of 0 - they lack the ability altogether. The modifier for a nonability is +0.

Skills

This line gives the creature's skills, along with each skill's modifier (including adjustments for ability scores, armor check penalties, and any bonuses from feats or racial traits). All listed skills are class skills, unless the creature has a character class (noted in the entry). A creature's type and Intelligence score determine the number of skill points it has.

The Skills section of the creature's description recaps racial bonuses and other adjustments to skill modifiers for the sake of clarity; these bonuses should not be added to the listed skill modifiers.

An asterisk (*) beside the relevant score and in the Skills section of the descriptive text indicates a conditional adjustment, one that applies only in certain situations.

Natural Tendencies: Some creatures simply aren't made for certain types of physical activity. If it seems clear that a particular creature simply is not made for a particular physical activity, that creature takes a -8 penalty on skill checks that defy its natural tendencies. In extreme circumstances the creature fails the check automatically.

Feats

The line gives the creature's feats. A monster gains feats just as a character does. Sometimes a creature has one or more bonus feats, marked with a bold superscript B (^B). Creatures often do not have the prerequisites for a bonus feat. If this is so, the creature can still use the feat. If you wish to customize the creature with new feats, you can reassign its other feats, but not its bonus feats. A creature cannot have a feat that is not a bonus feat unless it has the feat's prerequisites.

Environment

This line gives a type of climate and terrain where the creature is typically found. This describes a tendency, but is not exclusionary.

Organization

This line describes the kinds of groups the creature might form. A range of numbers in parentheses indicates how many combat-ready adults are in each type of group. Many groups also have a number of noncombatants, expressed as a percentage of the fighting population. Noncombatants can include young, the infirm, slaves, or other individuals who are not inclined to fight. If the organization line contains the term "domesticated," the creature is generally found only in the company of other creatures, whom it serves in some capacity.

Challenge Rating

This shows the average level of a party of adventurers for which one creature would make an encounter of moderate difficulty.

Treasure

This line reflects how much wealth the creature owns. In most cases, a creature keeps valuables in its home or lair and has no treasure with it when it travels. Intelligent creatures that own useful, portable treasure (such as magic items) tend to carry and use these, leaving bulky items at home.

Alignment

This line gives the alignment that the creature is most likely to have. Every entry includes a qualifier that indicates how broadly that alignment applies to the species as a whole.

Advancement

The monster entry usually describes only the most commonly encountered version of a creature. The advancement line shows how tough a creature can get, in terms of extra Hit Dice. (This is not an absolute limit, but exceptions are extremely rare.) Often, intelligent creatures advance by gaining a level in a character class instead of just gaining a new Hit Die.

Level Adjustment

This line is included in the entries of creatures suitable for use as player characters or as cohorts (usually creatures with Intelligence scores of at least 3 and possessing opposable thumbs). Add this number to the creature's total Hit Dice, including class levels, to get the creature's effective character level (ECL). A character's ECL affects the experience the character earns, the amount of experience the character must have before gaining a new level, and the character's starting equipment.

LA Monsters: Angel (astral deva), aranea, archon (hound), archon (trumpet), athach, azer, bralani, bugbear, centaur, demon (dretch), demon (hezrou), demon (succubus), demon (vrock), Derro (if sane), devil (bearded devil), devil (chain devil), devil (erinyes), doppelganger, dragon (all types), drider, ettercap, ettin, gargoyle, genie (djinni), genie

(janni), giant, giant (frost), giant (hill), giant (stone), girded slayer, girded wanderer, gnoll, goblin, goblin, harpy, hobgoblin, inevitable (zelekhut), krenshar, kytilion, lamia, lammasu, lillend, lizardfolk, locathah, merfolk, mindolon, minotaur, nymph, ogre, ogre magi, orc, pseudragon, rakshasa, sahuagin, salamander (flamebrother), salamander (average), satyr, shambling mound, skum, sprite (all types), treant, triton, troglodyte, troll, xill, yviss (all types).

Cohort Monsters: Blink dog, chimera, couatl, dragonne, giant eagle, giant owl, gray render, griffon, hellhound, howler, manticores, mephitis (all types), nightmare, Pegasus, shadow mastiff, sphinx (all types), unicorn, winter wolf, worg, yeth hound.

Improved Familiar Monsters: Celestial (template), demon (quasit), devil (imp), elemental (any small), fiendish (template), homunculus, pseudodragon, mephitis (all types), shocker lizard, stirge.

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Hit Dice:
Initiative:
Speed:
Armor Class:
Base Attack/Grapple:
Attack: (damage)
Full Attack: (damage)
Space/Reach:
Special Attacks:
Special Qualities:
Saves: Fort +, Ref +, Will +
Abilities: Str , Dex , Con ,
 Int , Wis , Cha
Skills:
Feats:
Environment:
Organization:
Challenge Rating:
Treasure:
Alignment:
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Psionics (Psi): Total Manifester Level: , Power Points: (base, bonus), Common Knack Pool: , Psionic Combat Bonus: +.

NAME

Attack Modes:
 Defense Modes:
 Knack Feats (key ability/daily uses):. Daily Uses: (base + bonus).
 Psionic Feats (key ability/bonus):

Manifester Level: Equal to monster Hit Dice.

Combat Modes: Three for 1st monster Hit Die, plus one for every four monster Hit Dice.

Bonus Feats: One Psionic feat for every four monster Hit Dice, and one Knack feat at 1st monster Hit Die plus another for every three monster Hit Dice. These are bonus feats, and are gained in addition to any normally purchased. The monster does not need to have skill prerequisites for these bonus feats.

Challenge Rating: Every two monster Hit Dice for a psionic monster adds +1 to its final Challenge Rating.

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Characters

Monster Class

Level BAB Fort Ref Will

Hit Dice: d.

Skill Points at 1st Level: (X + Intelligence modifier) x 4.

Skill Points Each Additional Level: X + Intelligence modifier.

Monster Class Skills: Craft (Int), Perform (Cha), and Profession (Wis).

Armor and Weapon Proficiency:

CHAPTER ONE: ABERRATIONS

Aboleth, athach, catcher-in-filth, choker, chuul, cloaker, delver, destrachan, distortion stalker, drider, ethereal filcher, ettercap, gibbering mouther, grick, mimic, mindolon, nagas, otyugh, phasm, rust monster, skum, underground dweller, and will-o'-wisp.

ABOLETH

Huge Aberration (Aquatic, Psionic)

Hit Dice:	8d8+40 (76 hp) <40 hp>
Initiative:	+1
Speed:	10 ft. (2 squares), swim 60 ft.
Armor Class:	16 (-2 size, +1 Dex, +7 natural), touch 9, flat-footed 15
Base Attack/Grapple:	+6/+22
Attack:	Tentacle +12 melee (1d6+8 plus slime)
Full Attack:	4 tentacles +12 melee (1d6+8 plus slime)
Space/Reach:	10 ft. x 20 ft. / 10 ft.
Special Attacks:	Enslave, <i>psionics</i> , slime
Special Qualities:	Aquatic subtype, darkvision 60 ft, mucus cloud
Saves:	Fort +7, Ref +3, Will +11
Abilities:	Str 26, Dex 12, Con 20, Int 15, Wis 17, Cha 17
Skills:	Concentration +14, Knowledge (any one) +12, Listen +16, Spot +16, Swim +8
Feats:	Alertness, Chameleon ^B , Illumination ^B , Iron Will, Masking ^B , Missive ^B , Skill Focus (Concentration), Thought Projection ^B
Environment:	Underground
Organization:	Solitary, brood (1d3+1), or slaver brood (1d3+1 plus 1d6+6 skum)
Challenge Rating:	7
Treasure:	Double standard
Alignment:	Usually lawful evil
Advancement:	9-16 HD (Huge); 17-24 HD (Gargantuan)
Level Adjustment:	---

The aboleth is a revolting fishlike amphibian found primarily in subterranean lakes and rivers. An aboleth has a pink belly. Four pulsating blueblack orifices line the bottom of its body and secrete gray slime that smells like rancid grease. It uses its tail for propulsion in the water and drags itself along with its tentacles on land. An aboleth weighs about 6,500 pounds.

Aboleths speak their own language, as well as Undercommon and Aquan.

Combat

An aboleth attacks by flailing with its long, slimy tentacles, though it prefers to fight from a distance using its illusion powers.

Enslave (Su): Three times per day, an aboleth can attempt to enslave any one living creature within 30 feet. The target must succeed on a DC 17 Will save or be affected as though by a *dominate person* spell (caster level 16th). An enslaved creature obeys the aboleth's telepathic commands until freed by remove curse, and can attempt a new Will save every 24 hours to break free. The control is also broken if the aboleth dies or travels more than 1 mile from its slave. The save DC is Charisma-based.

Slime (Ex): A blow from an aboleth's tentacle can cause a terrible affliction. A creature hit by a tentacle must succeed on a DC 19 Fortitude save or begin to transform over the next 1d4+1 minutes, the skin gradually becoming a clear, slimy membrane. An afflicted creature must remain moistened with cool, fresh water or take 1d12 points of damage every 10 minutes. The slime reduces the creature's natural armor bonus by 1 (but never to less than 0). The save DC is Constitution-based.

A *remove disease* spell cast before the transformation is complete will restore an afflicted creature to normal. Afterward, however, only a *heal* or *mass heal* spell can reverse the affliction.

Mucus Cloud (Ex): An aboleth underwater surrounds itself with a viscous cloud of mucus roughly 1 foot thick. Any creature coming into contact with and inhaling this substance must succeed on a DC 19 Fortitude save or lose the ability to breathe air for the next 3 hours. An affected creature suffocates in 2d6 minutes if removed from the water. Renewed contact with the mucus cloud and failing another Fortitude save continues the effect for another 3 hours. The save DC is Constitution-based.

Psionics (Psi): Total Manifest Level: 8th, Power Points: 37 (37 base, 0 bonus), Common Knack Pool: 5, Psionic Combat Bonus: +7.

Attack Modes: *ego whip*, *id insinuation*, *mind thrust*.

Defense Modes: *empty mind*, *thought shield*.

Knack Feats (key ability/daily uses): *Chameleon* (Con/+5), *Illumination* (Int/+2), *Missive* (Cha/+3). Daily Uses: 5.

Psionic Feats (key ability/bonus): *Masking* (Wis), *Thought Projection* (Cha).

Spell-Based Alternative Psionics

Psionics (Su): Effective caster level 16th. The save DCs are Charisma-based.

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 19), *veil* (DC 20).

Skills: An aboleth has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Ecology

ATHACH

	Athach
	Huge Aberration
Hit Dice:	14d8+70 (133 hp) <53 hp>
Initiative:	+1
Speed:	35 ft. in hide armor (7 squares); base speed 50 ft.
Armor Class:	20 (–2 size, +1 Dex, +3 hide armor, +8 natural), touch 9, flat-footed 19
Base Attack/Grapple:	+10/+26
Attack:	Huge morningstar +16 melee (2d6+8) or rock +9 ranged (2d6+8)
Full Attack:	Huge morningstar +12/+7 melee (2d6+8), and 2 Huge morningstars +12 melee (2d6+4), and bite +12 melee (2d8+4 plus poison); or rock +5 ranged (2d6+8), and 2 rocks +5 ranged (2d6+4)
Space/Reach:	10 ft. x 10 ft. / 15 ft.
Special Attacks:	Poison
Special Qualities:	Darkvision 60 ft.
Saves:	Fort +9, Ref +5, Will +10
Abilities:	Str 26, Dex 13, Con 21, Int 7, Wis 12, Cha 6
Skills:	Climb +9, Jump +18, Listen +7, Spot +7
Feats:	Alertness, Cleave, Multiweapon Fighting, Power Attack, Weapon Focus (bite)
Environment:	Temperate hills
Organization:	Solitary, gang (1d3+1), or tribe (1d6+6)
Challenge Rating:	8
Treasure:	1/2 coins; double goods; standard items
Alignment:	Often chaotic evil
Advancement:	15-28 HD (Huge), or by class
Level Adjustment:	+3

	Athach Champion (Barbarian 4)
	Huge Aberration
Hit Dice:	14d8+4d12+101 (187 hp) <72 hp>
Initiative:	+2
Speed:	40 ft. in hide armor (8 squares); base speed 60 ft.
Armor Class:	22 (–2 size, +2 Dex, +5 breastplate, +8 natural), touch 10, flat-footed 19
Base Attack/Grapple:	+14/+30
Attack:	Huge morningstar +21 melee (2d6+8) or rock +13 ranged (2d6+8)
Full Attack:	Huge morningstar +17/+12/+7 melee (2d6+8), and 2 Huge morningstars +17 melee (2d6+4), and bite +16 melee (2d8+4 plus poison); or rock +9/+4 ranged (2d6+8), and 2 rocks +9 ranged (2d6+4)
Space/Reach:	10 ft. x 10 ft. / 15 ft.
Special Attacks:	Poison, rage 2/day
Special Qualities:	Darkvision 60 ft., uncanny dodge, trap sense +1
Saves:	Fort +13, Ref +7, Will +11
Abilities:	Str 26, Dex 14, Con 21, Int 7, Wis 12, Cha 6
Skills:	Climb +9, Jump +18, Listen +9, Spot +9, Survival +5
Feats:	Alertness, Cleave, Multiweapon Fighting, Power Attack, Toughness, Weapon Focus (bite), Weapon Focus (morningstar)
Environment:	Temperate hills
Organization:	Tribe (1 plus 1d6+6 athach)
Challenge Rating:	12
Treasure:	1/2 coins; double goods; standard items
Alignment:	Often chaotic evil
Advancement:	15-28 HD (Huge), or by class
Level Adjustment:	+3

After a few rounds, it concentrates on foes that have been hitting it most often and uses its bite on whoever has dealt it the most damage.

Poison (Ex): Injury, Fortitude DC 22, initial damage 1d6 Str, secondary damage 2d6 Str. The save DC is Constitution-based.

Society

Athach are pitiless marauders who produce nothing and take what they need. They are supremely selfish, even among their own kind; it takes a strong leader to hold together a gang or tribe. They loathe hill giants and attack them on sight if the odds favor them. They fear and shun other giants and indeed any creatures bigger than them.

Athach do not care much for coins or other metallic trinkets, but love gems and crystals. They adorn themselves with such treasures and have been known to spend hours polishing and staring at their “shinys.” Their extra limb and poisonous bite lead some sages to speculate that athach are arachnid in origin, possibly the result of some ancient drow breeding program. Athach themselves have no affinity for spiders.

Athach Champion

Athach tribes will sometimes produce a member of power greater than his fellows, a champion to defend the tribe from the hazards of their environment and depredations by the few predators that Athach have to fear. These champions are always on the front line of the tribe when it is repelling an attack, or raiding. They use the same weapons as other athach, but wear a breastplate made from large metal plates which helps protect them, and gives their tribe an easily visible warrior to rally around.

Athach Characters

Athach characters possess the following racial traits.

* +4 Strength, –2 Dexterity, +4 Constitution; –2 Intelligence, –2 Charisma.

* Large size. –1 penalty to Armor Class, –1 penalty on attack rolls, –4 penalty on Hide checks, +4 bonus on grapple checks, lifting and carrying limits double those of Medium characters.

* **Space/Reach:** 5 ft./10 ft.

* **Base Speed:** 40 ft.

* Darkvision out to 60 ft.

* Natural armor +4.

* **Languages:** All athach speak Giant. *Bonus Languages:* Gnoll, Goblinoid, Orcish, Sylvan.

Before you stands a massive, hulking humanoid with green skin and matted brown hair. It has three muscular arms - two extending from its shoulders, and one sticking out of its chest. Patchworks of rags, furs, and small pieces of armor hang from its body. It has two large tusks and a fat, misshapen face with dull, piggish eyes, and a tiny nose. Its ears are irregular; the right is disproportionately small, and the left is quite large. It has a truly nauseating body odor.

Athaches are large, green-skinned bipeds with three arms. They wear simple rags and cloaks stitched together from whatever they could scavenge or steal. They are, almost without exception, crude, stupid, and violent bullies. An adult stands some 18 feet tall and weighs about 4,500 pounds.

Athachs speak a degenerate dialect of Giant. Anyone fluent in Giant can understand them 80% of the time.

Combat

Athachs charge into melee combat unless their opponents are out of reach, in which case they throw rocks. They sometimes try to overrun armored opponents to reach unarmored opponents in back ranks. With its first few melee attacks, an athach tends to flail about indiscriminately.

- * **Favored Class:** Ranger.
- * **Level Adjustment** +3.

Athach Monster Class

Level	BAB	Fort	Ref	Will	Special Benefits
1	+0	+0	+0	+2	+2 Dexterity
2	+1	+0	+0	+3	+2 Wisdom
3	+2	+1	+1	+3	+1 Natural Armor
4	+3	+1	+1	+4	+1 Natural Armor
5	+3	+1	+1	+4	+2 Dexterity
6	+4	+2	+2	+5	Huge Size
7	+5	+2	+2	+5	+1 Natural Armor
8	+6	+2	+2	+6	+2 Constitution
9	+6	+3	+3	+6	+2 Strength
10	+7	+3	+3	+7	+2 Strength
11	+8	+3	+3	+7	+2 Constitution
12	+9	+4	+4	+8	+10 ft. Speed
13	+9	+4	+4	+8	+2 Strength
14	+10	+4	+4	+9	+2 Strength

Hit Dice: d8.

Skill Points at 1st Level: (2 + Intelligence modifier) x 4.

Skill Points Each Additional Level: 2 + Intelligence modifier.

Athach Class Skills: Climb (Str), Jump (Str), Listen (Wis), Spot (Wis), Survival (Wis).

Armor and Weapon Proficiency: Light and Medium armor, and shields; Simple weapons.

Ability Bonuses: The athach adds these ability score bonuses to their existing racial bonuses. These bonuses are cumulative.

Natural Armor Bonus: The athach adds this amount to their existing natural armor bonus. It is cumulative.

Huge Size: The athach grows in size to Huge size, but gains none of the usual benefits of being Huge size. They are instead spaced out over the following levels, to be gained as the athach becomes accustomed to their increased stature. The character's Space/Reach becomes 10 ft. / 15 ft., and their carrying capacity is now four times normal.

Speed Bonus: The athach's base speed is increased by this amount. This does not count as a bonus, it is added in directly to their existing base speed.

CATCHER-IN-FILTH (EMVIKA)

	Large Aberration
Hit Dice:	3d8 (19 hp) <22 hp>
Initiative:	+2
Speed:	30 ft. (6 squares), climb 15 ft. (3 squares)
Armor Class:	17 (–1 size, +2 Dex, +6 natural), touch 11, flat-footed 15
Base Attack/Grapple:	+2 / +12
Attack:	Tentacle +3 melee touch (grapple)
Full Attack:	8 tentacles +3 melee touch (grapple) and Bite –2 melee (1d4+1)
Space/Reach:	5 ft. x 10 ft. / 5 ft.
Special Attacks:	Improved grab
Special Qualities:	Darkvision 60 ft, scent
Saves:	Fort +3*, Ref +3, Will +5
Abilities:	Str 14, Dex 15, Con 14, Int 1, Wis 15, Cha 6
Skills:	Climb +12, Listen +6, Spot +6
Feats:	Alertness ^B , Improved Grapple, Track
Environment:	Underground
Organization:	Solitary, pair, or cluster (1d3+2)
Challenge Rating:	4
Treasure:	None
Alignment:	Always neutral
Advancement:	4-6 HD (Large); 7-9 HD (Huge)
Level Adjustment:	---

The fetid stench of rotting sewage follows in an almost-visible cloud the beetle-like creature before you. It seems to have a dozen legs, each ending in a gripping claw. Its head is almost completely globular, with the tips of several tentacles peeking from the large lip-like sucker in its center.

A catcher-in-filth is a giant beetle that has adapted to hunt its food in the bizarre underground world. Originally encountered by the dwarves, who gave it its true name of “emvika”, the creatures quickly spread to other cavern and cave complexes throughout the world. In many places they are used as a means of garbage disposal, but their tendency to eventually escape or spread no matter the precautions taken makes this occurrence rare.

Each of the tentacles in the mouth of the catcher-in-filth is about five feet long, which allows it to grapple prey. Most of the muscles in its forward section are resident in these powerful tentacles, leaving few for its mandibles to chew with. This means that captured prey often takes quite a long time to die.

Catchers-in-filth weigh about 500 lbs. Their carapace is a mottled gray/green in coloration, and varies from one specimen to the next.

Combat

Catchers-in-filth do not engage in any special tactics. They attack the nearest creature when hungry, which is almost always, and either chew on it or drag it off to be eaten later. They are incapable of distinguishing between dangerous and less dangerous prey, but if given a choice will attack an obviously injured and frail foe before a healthy one. If they are attacked after having grappled prey, they will retreat with their catch to finish devouring it in safety.

Improved Grab (Ex): Whenever a catcher-in-filth makes a successful tentacle attack against a foe, they get to start a grapple as a free action without provoking an attack of opportunity. If it succeeds in the grapple attempt, it pulls the target to its mouth and can then make automatically successful bite attacks each subsequent round. A catcher-in-filth can only grapple one foe at a time, so it will use multiple tentacles to grapple a foe, even if it is already grappled. Each tentacle successfully grappling a foe provides the catcher-in-filth with a cumulative +2 bonus per tentacle after the first.

Saving Throws (Ex): Catchers-in-filth have a +8 bonus on their Fortitude saves against poisons or diseases.

Ecology

CHOKER

Small Aberration

Hit Dice:	3d8+3 (16 hp) <17 hp>
Initiative:	+6
Speed:	20 ft. (4 squares), climb 10 ft.
Armor Class:	17 (+1 size, +2 Dex, +4 natural), touch 13, flat-footed 15
Base Attack/Grapple:	+2 / +5
Attack:	Tentacle +6 melee (1d3+3)
Full Attack:	2 tentacles +6 melee (1d3+3)
Space/Reach:	5 ft. x 5 ft. / 10 ft.
Special Attacks:	Improved grab, constrict 1d3+3
Special Qualities:	Darkvision 60 ft., quickness
Saves:	Fort +2, Ref +5, Will +4
Abilities:	Str 16, Dex 14, Con 13, Int 4, Wis 13, Cha 7
Skills:	Climb +13, Hide +10, Move Silently +6
Feats:	Improved Initiative ^B , Lightning Reflexes, Stealthy
Environment:	Underground
Organization:	Solitary
Challenge Rating:	2
Treasure:	1/10 coins; 50% goods; 50% items
Alignment:	Usually chaotic evil
Advancement:	4-6 HD (Small); 7-12 HD (Medium)
Level Adjustment:	---

These vicious little predators lurk underground, grabbing whatever prey happens by. Its hands and feet have spiny pads that help the choker grip almost any surface. The creature weighs about 35 pounds.

Chokers speak Undercommon.

Advancement: 12-16 HD (Large); 17-33 HD (Huge)
Level Adjustment: ---

Combat

A choker likes to perch near the ceiling, often at intersections, archways, wells, or staircases, and reach down to attack its prey. A choker attacks creatures of almost any size, but prefers lone prey of its size or larger. If one is very hungry, it may attack a group, but it waits to grab the last creature in line.

Constrict (Ex): A choker deals 1d3+3 points of damage with a successful grapple check against a Large or smaller creature. Because it seizes its victim by the neck, a creature in the choker's grasp cannot speak or cast spells with verbal components.

Improved Grab (Ex): To use this ability, a choker must hit a Large or smaller opponent with a tentacle attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict. Chokers receive a +4 racial bonus on grapple checks, which is already included in the statistics block.

Quickness (Su): Although not particularly dexterous, a choker is supernaturally quick. It can take an extra standard action or move action during its turn each round.

Skills: A chokers has a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

CHUUL

Large Aberration (Aquatic)

Hit Dice: 11d8+44 (93 hp) <42 hp>
Initiative: +7
Speed: 30 ft. (6 squares), swim 20 ft.
Armor Class: 22 (–1 size, +3 Dex, +10 natural), touch 12, flat-footed 19
Base Attack/Grapple: +8 / +17
Attack: Claw +12 melee (2d6+5)
Full Attack: 2 claws +12 melee (2d6+5)
Space/Reach: 5 ft. x 5 ft. / 10 ft.
Special Attacks: Constrict 3d6+5, improved grab, paralytic tentacles
Special Qualities: Amphibious, darkvision 60 ft., immunity to poison
Saves: Fort +7, Ref +6, Will +9
Abilities: Str 20, Dex 16, Con 18, Int 10, Wis 14, Cha 5
Skills: Hide +13, Listen +11, Spot +11, Swim +13
Feats: Alertness, Blind-Fight, Combat Reflexes, Improved Initiative
Environment: Temperate marshes
Organization: Solitary, pair, or pack (1d3+2)
Challenge Rating: 7
Treasure: 1/10th coins; 50% goods; standard items
Alignment: Usually chaotic evil

A horrible mix of crustacean, insect, and serpent, the chuul is an abomination that lurks submerged or partially submerged, awaiting intelligent prey to devour. Although amphibious, chuuls are not good swimmers and actually prefer to be on land or in very shallow water when they attack. A chuul is about 8 feet long and weighs 650 pounds.

Chuuls speak Common (or Undercommon, for the underground variety).

Combat

A chuul prefers to wait by the shore, submerged in murky water, until it hears nearby prey (in or out of the water) that it can attack with surprise. A chuul grabs with its claws and constricts its foe, then passes the opponent to its paralytic tentacles. It tries to always have one claw free, so if it faces a large number of opponents, it drops a paralyzed or dead victim and continues attempting to grab, constrict, and paralyze the rest.

Constrict (Ex): On a successful grapple check, a chuul deals 3d6+5 points of damage.

Improved Grab (Ex): To use this ability, a chuul must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict or on its next turn transfer a grabbed opponent to its tentacles.

Paralytic Tentacles (Ex): A chuul can transfer grabbed victims from a claw to its tentacles as a move action. The tentacles grapple with the same strength as the claw but deal no damage. However, they exude a paralytic secretion. Anyone held in the tentacles must succeed on a DC 19 Fortitude save each round on the chuul's turn or be paralyzed for 6 rounds. The save DC is Constitution-based. While held in the tentacles, paralyzed or not, a victim automatically takes 1d8+2 points of damage each round from the creature's mandibles.

Amphibious (Ex): Although chuuls are aquatic, they can survive indefinitely on land.

Skills: A chuul has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

CLOAKER

Large Aberration

Hit Dice: 6d8+18 (45 hp) <31 hp>
Initiative: +7
Speed: 10 ft. (2 squares), fly 40 ft. (average)
Armor Class: 19 (–1 size, +3 Dex, +7 natural), touch 12, flat-footed 16
Base Attack/Grapple: +4 / +13
Attack: Tail slap +8 melee (1d6+5)
Full Attack: Tail slap +8 melee (1d6+5) and bite +3 melee (1d4+2)
Space/Reach: 5 ft. x 5 ft. / 10 ft. (5 ft. with bite)
Special Attacks: Moan, engulf
Special Qualities: Darkvision 60 ft., shadow shift
Saves: Fort +5, Ref +5, Will +7
Abilities: Str 21, Dex 16, Con 17,

Skills:	Int 14, Wis 15, Cha 15 Hide +8, Listen +13, Move Silently +12, Spot +13
Feats:	Alertness, Combat Reflexes, Improved Initiative
Environment:	Underground
Organization:	Solitary, mob (1d4+2), or flock (1d6+6)
Challenge Rating:	5
Treasure:	Standard
Alignment:	Usually chaotic neutral
Advancement:	7-9 HD (Large); 10-18 HD (Huge)
Level Adjustment:	---

When resting or lying in wait, these creatures are almost impossible to distinguish from common black cloaks (the cloaker's ivory claws look very much like bone clasps). Only when it unfurls does the horrific nature of the creature become apparent.

A cloaker has a wingspan of about 8 feet. It weighs about 100 pounds.

Cloakers speak Undercommon.

Combat

Cloakers usually lie still, watching and listening for prey. If facing a single opponent, a cloaker uses its engulf attack. Against multiple foes, it lashes with its tail in concert with its moan and shadow shift abilities to reduce the opposition's numbers, then engulfs a survivor. Multiple cloakers usually split up, leaving one or two behind to use special abilities while the rest make melee attacks.

Moan (Ex): A cloaker can emit a dangerous subsonic moan as a standard action. By changing the frequency, the cloaker can cause one of four effects. Cloakers are immune to these sonic, mindaffecting attacks. Unless otherwise specified, a creature that successfully saves against one of these effects cannot be affected by the same moan effect from the same cloaker for 24 hours. All save DCs for moan effects are Charisma-based.

* **Unnerve:** Anyone within a 60-foot spread automatically takes a –2 penalty on attack and damage rolls. Those forced to hear the moan for more than 6 consecutive rounds must succeed on a DC 15 Will save or enter a trance, unable to attack or defend themselves until the moaning stops.

* **Fear:** Anyone within a 30-foot spread must succeed on a DC 15 Will save or become panicked for 2 rounds.

* **Nausea:** Anyone in a 30-foot cone must succeed on a DC 15 Fortitude save or be overcome by nausea and weakness. Affected characters fall prone and become nauseated for 1d4+1 rounds.

* **Stupor:** A single creature within 30 feet of the cloaker must succeed on a DC 15 Fortitude save or be affected as though by a hold monster spell for 5 rounds. Even after a successful save, the creature must repeat the save if the cloaker uses this effect again.

Engulf (Ex): A cloaker can try to wrap a Medium or smaller creature in its body as a standard action. The cloaker attempts a grapple that does not provoke an attack of opportunity. If it wins the grapple check, it establishes a hold and bites the engulfed victim with a +4 bonus on its attack roll. It can still use its whiplike tail to strike at other targets.

Attacks that hit an engulfing cloaker deal half their damage to the monster and half to the trapped victim.

Shadow Shift (Su): A cloaker can manipulate shadows. This ability is effective only in shadowy areas and has three possible effects.

* **Obscure Vision:** The cloaker gains concealment (20% miss chance) for 1d4 rounds.

* **Dancing Images:** This effect duplicates a mirror image spell (caster level 6th).

* **Silent Image:** This effect duplicates a silent image spell (DC 15, caster level 6th). The save DC is Charisma-based.

DELVER

Huge Aberration

Hit Dice:	15d8+86 (153 hp) <58 hp>
Initiative:	+5
Speed:	30 ft. (6 squares), burrow 10 ft. 24 (–2 size, +1 Dex, +15 natural), touch 9, flat-footed 23
Armor Class:	+11 / +27
Base Attack/Grapple:	+11 / +27
Attack:	Slam +17 melee (1d6+8 plus 2d6 acid)
Full Attack:	2 slams +17 melee (1d6+8 plus 2d6 acid)
Space/Reach:	10 ft. x 20 ft. / 10 ft.
Special Attacks:	Corrosive slime
Special Qualities:	Darkvision 60 ft., immunity to acid, stone shape, tremorsense 60 ft.
Saves:	Fort +12, Ref +6, Will +11
Abilities:	Str 27, Dex 13, Con 21, Int 14, Wis 14, Cha 12
Skills:	Knowledge (dungeoneering) +14, Knowledge (nature) +4, Listen +20, Move Silently +17, Spot +20, Survival +14 (+16 underground)
Feats:	Alertness, Blind-Fight, Great Fortitude, Improved Initiative, Power Attack, Toughness
Environment:	Underground
Organization:	Solitary
Challenge Rating:	9
Treasure:	None
Alignment:	Usually neutral
Advancement:	16-30 HD (Huge); 31-45 HD (Gargantuan)
Level Adjustment:	---

A delver is about 15 feet long and 10 feet wide. It weighs about 6,000 pounds.

Delvers speak Terran and Undercommon.

Combat

A delver prefers to fight from its tunnel, which it uses to protect its flanks while lashing out with its flippers.

A delver expecting trouble may honeycomb an area with tunnels, leaving most closed with layers of stone 1 or 2 inches thick. The delver can quickly dissolve the stone cover and pop up to attack unexpectedly.

Corrosive Slime (Ex): A delver produces a mucuslike slime that contains a highly corrosive substance. The slime is particularly effective against stone.

A delver's mere touch deals 2d6 points of acid damage to organic creatures or objects. Against metallic creatures or objects, a delver's slime deals 4d8 points of damage, and against stony creatures (including earth elementals) or objects it deals 8d10 points of damage. A slam attack by a delver leaves a patch of slime that deals 2d6 points of damage on contact and another 2d6 points of damage in each of the next 2 rounds. A large quantity (at least a quart) of water or weak acid, such as vinegar, washes off the slime.

An opponent's armor and clothing dissolve and become useless immediately unless the wearer succeeds on a DC 22 Reflex save. Weapons that strike a delver also dissolve immediately unless the wielder succeeds on a DC 22 Reflex save.

A creature attacking a delver with natural weapons takes damage from its slime each time an attack hits unless the creature succeeds on a DC 22 Reflex save. These save DCs are Constitution-based.

Stone Shape (Ex): A delver can alter its slime to temporarily soften stone instead of dissolving it. Once every 10 minutes, a delver can soften and shape up to 25 cubic feet of stone, as a *stone shape* spell (caster level 15th).

DESTRACHAN

Hit Dice:	8d8+24 (60 hp) <34 hp>
Initiative:	+5
Speed:	30 ft. (6 squares)
Armor Class:	18 (–1 size, +1 Dex, +8 natural), touch 10, flat-footed 17
Base Attack/Grapple:	+6 / +14
Attack:	Claw +9 melee (1d6+4)
Full Attack:	2 claws +9 melee (1d6+4)
Space/Reach:	5 ft. x 10 ft. / 5 ft.
Special Attacks:	Destructive harmonics
Special Qualities:	Blindsight 100 ft., immunities, protection from sonics
Saves:	Fort +5, Ref +5, Will +10
Abilities:	Str 18, Dex 12, Con 16, Int 12, Wis 18, Cha 12
Skills:	Hide +8, Listen +25, Move Silently +7, Survival +9
Feats:	Dodge, Improved Initiative, Lightning Reflexes
Environment:	Underground
Organization:	Solitary or pack (1d3+2)
Challenge Rating:	8
Treasure:	None
Alignment:	Usually neutral evil
Advancement:	9-16 HD (Large); 17-24 HD (Huge)
Level Adjustment:	---

The dungeon-dwelling destrachan looks like some bizarre, nonintelligent beast, but it's an incredibly evil and crafty sadist.

A destrachan has a pair of complex, three-part ears that it can adjust to be more or less sensitive to various sounds. It is blind, yet hunts with a sense of hearing more precise than most creatures' sight.

From its tubular mouth a destrachan emits carefully focused harmonics, producing sonic energy so powerful it can shatter a stone wall. So skilled is a destrachan at controlling the sounds it emits that it can choose what type of material to affect with its attack.

A destrachan is about 10 feet long from its mouth to the tip of the tail and weighs about 4,000 pounds.

A destrachan speaks no language but understands Common. If a destrachan must communicate, it does so through action.

Combat

A destrachan uses its claws only as a last resort or to finish off foes weakened by its sonic attacks. It often enters battle with surprise if possible. It first focuses on destroying metal armor and weapons and then changes to harmonics that disrupt flesh.

Destructive Harmonics (Su): A destrachan can blast sonic energy in a cone up to 80 feet long. It can also use this attack to affect any creatures or objects within a 30-foot radius. It can tune the harmonics of this destructive power to affect different types of targets. All save DCs are Charisma-based.

* **Flesh:** Disrupting tissue and rending bone, this attack deals 4d6 points of damage to all within the area (Reflex DC 15 half).

* **Nerves:** A destrachan can focus its harmonics to knock out foes rather than slay them. This attack deals 6d6 points of nonlethal damage to all within the area (Reflex DC 15 half).

* **Material:** When using this form of harmonics, a destrachan chooses wood, stone, metal, or glass. All objects made of that material within the area must succeed on a DC 15 Fortitude save or shatter. Objects (or portions of objects) that have up to 30 hit points are potentially affected by this attack.

Blindsight (Ex): A destrachan can use hearing to ascertain all foes within 100 feet as a sighted creature would.

Immunities: Destrachans have immunity to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

Protection from Sonics (Ex): While they can be affected by loud noises and sonic spells (such as *ghost sound* or *silence*), destrachans are less vulnerable to sonic attacks (+4 circumstance bonus on all saves) because they can protect their ears. A destrachan whose sense of hearing is impaired is effectively *blinded*, and all targets are treated as having total concealment.

Skills: A destrachan has a +10 racial bonus on Listen checks.

DISTORTION STALKER

	Large Aberration (Psionic)
Hit Dice:	6d8+18 (45 hp) <30 hp>
Initiative:	+2
Speed:	40 ft. (8 squares)
Armor Class:	16 (–1 size, +2 Dex, +5 natural), touch 11, flat-footed 14
Base Attack/Grapple:	+4 / +12
Attack:	Foreleg +8 melee (1d6+4)
Full Attack:	2 Forelegs +8 melee (1d6+4) and bite +2 melee (1d8 +2)
Space/Reach:	5 ft x 10 ft. / 5 ft. (15 ft. with forelegs)
Special Attacks:	<i>Psionics</i>
Special Qualities:	Agility, Darkvision 60 ft.
Saves:	Fort +5, Ref +5, Will +5
Abilities:	Str 18, Dex 15, Con 16, Int 5, Wis 12, Cha 8
Skills:	Hide +1*, Listen +5, Move Silently +3, Spot +5
Feats:	Aggravate ^B , Alertness, Illumination ^B , Lightning Reflexes, Masking ^B , Skipping ^B , Weapon Focus (foreleg)
Environment:	Temperate hills
Organization:	Solitary, pair, or pack (1d6+4)
Challenge Rating:	4
Treasure:	1/10 coins; 50% goods; 50% items; Pelt
Alignment:	Usually lawful evil
Advancement:	7-9 HD (Large); 10-18 HD (Huge)

It appears to be the biggest wolf you have ever seen, covered in gray and black fur. Then you notice its front rises up on an extra body segment, with two long and horned arms extending from an extra set of shoulders.

Distortion stalkers are lupine semi-centaurs that use inborn psionic power to disorient and hunt their prey. Their bodies are covered in a thick but short coat of mottled gray and black fur, which helps them blend into their environment. Their rear quarters are totally lupine, if large in size, but their forequarters are segmented into an additional extra rib cage. This fore-section supports a pair of extra arm-like legs with two elbow joints, folded over on them and tipped with a pair of vicious horn-like curved nails. Their wolf-like head lies at the front of this segment, right between the arms.

They persist on a diet of only raw meat, preferably freshly killed, and find humanoid prey to be a particular delicacy. When lying flat they are about 9 ft long, and weigh around 500 lbs.

Distortion stalkers understand Common, but lack the power of speech.

Combat

Distortion stalkers, as their name suggests, like to stalk their prey. They use their psionic abilities to separate it from its friends and to distract it, then pounce on the prey with both forelegs and bites. If the prey cannot be separated from the group, they will use their mental combat abilities to eliminate the toughest-looking of the group before damping all light sources and wading into melee with tentacle attacks.

Agility (Psi): Distortion stalkers have a refined sense of danger that is so acute it allows them to evade ranged attacks. Whenever any ranged attack roll is made against them, excluding ranged touch attacks, they get a Reflex save to avoid it. The DC of this saving throw is equal to the total rolled for the attack.

Psionics (Psi): Total Manifest Level: 6th, Power Points: (base, bonus), Common Knack Pool: 3, Psionic Combat Bonus: +2.

Attack Modes: *id insinuation, mind thrust.*

Defense Modes: *mind blank, thought shield.*

Knack Feats (key ability/daily uses): *Aggravate* (Cha/2 uses), *Illumination* (Int/3 uses), *Skipping* (Wis/+1). Daily Uses: 5.

Psionic Feats (key ability/bonus): *Masking* (Wis).

Spell-Based Alternative Psionics

Psionics (Su): Effective caster level 6th. The save DCs are Charisma-based. At will - *blur, dancing lights, daze* (DC 9); 3/day - *daze monster* (DC 11), *invisibility*.

Skills: Distortion stalker's have a +8 bonus to their Hide scores thanks to their natural camouflage, and can have another bonus to both Hide and Move Silently if they use their *Masking* power.

Pelt

Distortion stalker pelts make unbelievably good cold weather protection and camouflage. A single distortion stalker's pelt can outfit a Medium-size humanoid in a suit of explorer's clothing. This suit of explorer's clothing provides a +2 bonus on all saving throws and ability checks related to cold weather or effects, and provides a +4 circumstance bonus to Hide checks in forests, hills, mountains, or urban areas. A pelt will sell for 300 gp if properly preserved, and a finished suit of clothes has a market price of 500 gp (but is crafted as if it only cost 10 gp).

DRIDER

Large Aberration

Hit Dice: 6d8+18 (45 hp) <30 hp>
Initiative: +2
Speed: 30 ft. (6 squares), climb 15 ft.
Armor Class: 17 (−1 size, +2 Dex, +6 natural), touch 11, flat-footed 15
Base Attack/Grapple: +4 / +10
Attack: Dagger +5 melee (1d4+2/19-20) or bite +6 melee (1d4+1 plus poison) or shortbow +5 ranged (1d6/x3)
Full Attack: 2 daggers +3 melee (1d4+2/19-20, 1d4+2/19-20) and bite +1 melee (1d4+1 plus poison); or shortbow +5 ranged (1d6/x3)

Space/Reach:
Special Attacks:
Special Qualities:
Saves:
Abilities:
Skills:
Feats:
Environment:
Organization:
Challenge Rating:
Treasure:
Alignment:
Advancement:
Level Adjustment:

10 ft. x 10 ft. / 5 ft.
 Spells, spell-like abilities, poison
 Darkvision 60 ft., spell resistance 17
 Fort +5, Ref +4, Will +8
 Str 15, Dex 15, Con 16,
 Int 15, Wis 16, Cha 16
 Climb +14, Concentration +9, Hide +10,
 Listen +9, Move Silently +12, Spot +9
 Combat Casting, Two-Weapon Fighting,
 Weapon Focus (bite)
 Underground
 Solitary, pair, or troupe (1d2 plus 1d6+6
 Medium monstrous spiders)
 7
 Double standard
 Always chaotic evil
 By character class
 +4

Driders speak Elven, Common, and Undercommon.

Combat

Driders seldom pass up an opportunity to attack other creatures, especially from ambush. They usually begin with a spell assault and often *levitate* out of the enemy's reach.

Poison (Ex): Injury, Fortitude DC 16, initial and secondary damage 1d6 Str. The save DC is Constitution based.

Spell-Like Abilities: 1/day - *dancing lights* (DC 13), *clairaudience/clairvoyance, darkness, detect good, detect law, detect magic, dispel magic, faerie fire, levitate, suggestion* (DC 16). Caster level 6th. The save DCs are Charisma-based.

Spells: Driders cast spells as 6th-level clerics, wizards, or sorcerers. Drider clerics can choose from the following domains: Chaos, Destruction, Evil, and Trickery. The typical spells prepared shown here are for a drider sorcerer.

Typical Sorcerer Spells Known (6/7/6/4, base save DC 13 + spell level): 0th - *daze, detect magic, ghost sound, mage hand, ray of frost, read magic, resistance*; 1st - *mage armor, magic missile, ray of enfeeblement, silent image*; 2nd - *invisibility, web*; 3rd - *lightning bolt*.

Skills: A drider has a +4 racial bonus on Hide and Move Silently checks. It has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

Drider Characters

Drider characters possess the following traits.

* Strength +2, Dexterity +4, Constitution +4, Intelligence +6, Wisdom +6, Charisma +4.

* **Poison (Ex):** See above. Saving throw DC equals 10 + Con mod + 1/2 Hit Dice.

* **Spell-Like Abilities:** See above. Caster level equals Hit Dice, saving throws are Charisma-based.

- * **Skills:** See above.
- * **Languages:** Elven, Common, Undercommon. *Bonus Languages:* Any except Druid and Sylvan.
- * **Favored Class:** Cleric, sorcerer, or wizard - the same class as their drider spellcasting levels.
- * **Level Adjustment:** +4.

Drider Monster Class				
Level	BAB	Fort	Ref	Will
1	+0	+0	+0	+2
2	+1	+0	+0	+3
3	+2	+1	+1	+3
4	+3	+1	+1	+4
5	+3	+1	+1	+4
6	+4	+2	+2	+5

Hit Dice: d8.
Skill Points at 1st Level: (2 + Intelligence modifier) x 4.
Skill Points Each Additional Level: 2 + Intelligence modifier.
Monster Class Skills: Climb (Str), Concentration (Con), Craft (Int), Hide (Dex), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Spellcraft (Int), Spot (Wis).
Armor and Weapon Proficiency: Simple and martial weapons, no armor or shields.
Spellcasting: Choose cleric, wizard, or sorcerer. Each level of the drider monster class counts as a level of the chosen class for purposes of spellcasting ability. If cleric is chosen then the drider must choose two domains from the following domains, unless they already have domains from prior cleric levels: Chaos, Destruction, Evil, Trickery. If sorcerer or wizard is chosen, then the drider has an additional +1 Level Adjustment at 3rd and 6th drider monster class level.

ETHEREAL FILCHER

Medium Aberration	
Hit Dice:	5d8 (22 hp) <21 hp>
Initiative:	+8
Speed:	40 ft. (8 squares)
Armor Class:	17 (+4 Dex, +3 natural), touch 14, flat-footed 13
Base Attack/Grapple:	+3 / +3
Attack:	Bite +3 melee (1d4)
Full Attack:	Bite +3 melee (1d4)
Space/Reach:	5 ft. x 5 ft. / 5 ft.
Special Attacks:	---
Special Qualities:	Darkvision 60 ft., detect magic, ethereal jaunt
Saves:	Fort +1, Ref +5, Will +5
Abilities:	Str 10, Dex 18, Con 11, Int 7, Wis 12, Cha 10
Skills:	Listen +9, Sleight of Hand +12, Spot +9
Feats:	Dodge, Improved Initiative
Environment:	Underground
Organization:	Solitary
Challenge Rating:	3
Treasure:	No coins; standard goods; double items
Alignment:	Usually neutral
Advancement:	6-7 HD (Medium); 8-15 HD (Large)

Ethereal filchers are bizarre-looking creatures with a penchant for snatching trinkets from passersby. Their ability to move quickly between the Ethereal Plane and the Material Plane makes them spectacular pickpockets.
Ethereal filchers do not speak.

Combat

An ethereal filcher prowls about, using its ethereal jaunt ability to move about unseen (and often through solid objects). Upon locating a likely mark, it shifts to the Material Plane, attempting to catch its victim unaware. The creature attempts to seize an item, then retreats quickly back to the Ethereal Plane. It is not above delivering a bite to distract its target. Once it secures a trinket, it scurries back to its lair to admire its prize. When badly wounded, a filcher escapes rather than continuing the fight.
Any number of simple ruses can blunt a filcher’s attack.

Detect Magic (Su): Ethereal filchers can *detect magic* as the spell (caster level 5th) at will.
Ethereal Jaunt (Su): An ethereal filcher can shift from the Ethereal Plane to the Material Plane as part of any move action, and shift back again as a free action. It can remain on the Ethereal Plane for 1 round before returning to the Material Plane. The ability is otherwise identical with the *ethereal jaunt* spell (caster level 15th).
Skills: Ethereal filchers have a +8 racial bonus on Sleight of Hand checks, and a +4 racial bonus on Listen and Spot checks.

ETTERCAP

Medium Aberration	
Hit Dice:	5d8+5 (27 hp) <23 hp>
Initiative:	+3
Speed:	30 ft. (6 squares), climb 30 ft.
Armor Class:	14 (+3 Dex, +1 natural), touch 13, flat-footed 11
Base Attack/Grapple:	+3 / +5
Attack:	Bite +5 melee (1d8+2 plus poison)
Full Attack:	Bite +5 melee (1d8+2 plus poison) and 2 claws +3 melee (1d3+1)
Space/Reach:	5 ft. x 5 ft. / 5 ft.
Special Attacks:	Poison, web
Special Qualities:	Low-light vision
Saves:	Fort +4, Ref +4, Will +6
Abilities:	Str 14, Dex 17, Con 13, Int 6, Wis 15, Cha 8
Skills:	Climb +10, Craft (trapmaking) +4, Hide +9, Listen +4, Spot +8
Feats:	Great Fortitude, Multiattack
Environment:	Warm forests
Organization:	Solitary, pair, or troupe (1d2 plus 1d3+1 Medium monstrous spiders)
Challenge Rating:	3
Treasure:	Standard
Alignment:	Usually neutral evil
Advancement:	6-7 HD (Medium); 8-15 HD (Large)
Level Adjustment:	+4

An ettercap is about 6 feet tall and weighs about 200 pounds.
Ettercaps speak Common.

Combat

Ettercaps are not brave creatures, but their cunning traps often ensure that the enemy never draws a weapon. When an ettercap does engage its enemies, it attacks with its keen-edged claws and venomous bite. It usually will not come within melee reach of any foe that is still able to move.
Poison (Ex): Injury, Fortitude DC 15, initial damage 1d6 Dex, secondary damage 2d6 Dex. The save DC is Constitution based and includes a +2 racial bonus.

Alignment: Usually neutral
Advancement: 5-12 HD (Large)
Level Adjustment: ---

Web (Ex): An ettercap can throw a web eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets of up to Medium size. The web anchors the target in place, allowing no movement.

An entangled creature can escape with a DC 13 Escape Artist check or burst the web with a DC 17 Strength check. The check DCs are Constitution-based, and the Strength check DC includes a +4 racial bonus. The web has 6 hit points, hardness 0, and takes double damage from fire.

Ettercaps can also create sheets of sticky webbing from 5 to 60 feet square. They usually position these to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed on a DC 20 Spot check to notice a web, or they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing receive a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot-square section has 6 hit points, hardness 0, and takes double damage from fire.

An ettercap can move across its own sheet web at its climb speed and can determine the exact location of any creature touching the web.

Skills: Ettercaps have a +4 racial bonus on Craft (trapmaking), Hide, and Spot checks. They have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

GIBBERING MOUTHER

Medium Aberration

Hit Dice:	4d8+24 (42 hp) <30 hp>
Initiative:	+1
Speed:	10 ft. (2 squares), swim 20 ft.
Armor Class:	19 (+1 Dex, +8 natural), touch 11, flat-footed 18
Base Attack/Grapple:	+3 / +3
Attack:	Bite +4 melee (1) or spittle +4 ranged touch (1d4 acid plus blindness)
Full Attack:	6 bites +4 melee (1) and spittle +4 ranged touch (1d4 acid plus blindness)
Space/Reach:	5 ft. x 5 ft. / 5 ft.
Special Attacks:	Gibbering, spittle, improved grab, blood drain, engulf, ground manipulation
Special Qualities:	Amorphous, damage reduction 5/bludgeoning, darkvision 60 ft.
Saves:	Fort +7, Ref +4, Will +5
Abilities:	Str 10, Dex 13, Con 22, Int 4, Wis 13, Cha 13
Skills:	Listen +4, Spot +9, Swim +8
Feats:	Lightning Reflexes, Weapon Finesse
Environment:	Underground
Organization:	Solitary
Challenge Rating:	5
Treasure:	None

A gibbering mouter is a horrible creature seemingly drawn from a lunatic's nightmares. Although not evil, it thirsts after bodily fluids and seems to prefer the blood of intelligent creatures.

A gibbering mouter is about 3 feet across and 3 to 4 feet high. It weighs about 200 pounds.

Gibbering mouters can speak Common, but seldom say anything other than gibberish.

Combat

A gibbering mouter attacks by shooting out strings of protoplasmic flesh, each ending in one or more eyes and a mouth that bites at the enemy. A mouter can send out a total of six such members in any round.

Gibbering (Su): As soon as a mouter spots something edible, it begins a constant gibbering as a free action. All creatures (other than mouters) within a 60-foot spread must succeed on a DC 13 Will save or be affected as though by a *confusion* spell for 1d2 rounds. This is a sonic mind-affecting compulsion effect. A creature that successfully saves cannot be affected by the same gibbering mouter's gibbering for 24 hours. The save DC is Charisma-based.

Spittle (Ex): As a free action every round, a gibbering mouter fires a stream of spittle at one opponent within 30 feet. The mouter makes a ranged touch attack; if it hits, it deals 1d4 points of acid damage, and the target must succeed on a DC 18 Fortitude save or be blinded for 1d4 rounds. Eyeless creatures are immune to the blinding effect, but are still subject to the acid damage. The save DC is Constitution-based.

Improved Grab (Ex): To use this ability, a gibbering mouter must hit a Medium or smaller foe with a bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Swallow Whole (Ex): The gibbering mouter can attempt to swallow a grappled opponent of Medium or smaller size by making a successful grapple check. (The gibbering mouter doesn't actually "swallow" the opponent - it engulfs it within its amorphous form - but the effect is essentially the same.) Once inside, the gibbering mouter can use its blood drain ability. A swallowed creature can cut its way out by dealing 5 points of damage to the gibbering mouter (same AC).

The gibbering mouter's body can hold 1 Medium, 2 Small, 8 Tiny, 32 Diminutive, or 128 Fine creatures.

Blood Drain (Ex): A swallowed opponent automatically takes 1d4 points of Constitution damage each round.

Ground Manipulation (Su): At will, as a standard action, a gibbering mouter can cause stone and earth in all adjacent squares to become a morass akin to quicksand. Softening earth, sand, or the like takes 1 round, while stone takes 2 rounds. Anyone other than the mouter in that area must take a move-equivalent action to avoid becoming mired (treat as being pinned).

Amorphous (Ex): A gibbering mouter is not subject to critical hits. It cannot be flanked.

Skills: Thanks to their multiple eyes, gibbering mouters have a +4 racial bonus on Spot checks.

A gibbering mouter has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It always can choose to

take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

GRICK

Medium Aberration

Hit Dice:	2d8 (9 hp) <15 hp>
Initiative:	+2
Speed:	30 ft. (6 squares), climb 20 ft.
Armor Class:	16 (+2 Dex, +4 natural), touch 12, flat-footed 14
Base Attack/Grapple:	+1 / +3
Attack:	Tentacle +3 melee (1d4+2)
Full Attack:	4 tentacles +3 melee (1d4+2); bite –2 melee (1d3+1)
Space/Reach:	5 ft. x 5 ft. / 5 ft.
Special Attacks:	---
Special Qualities:	Damage reduction 10/magic, darkvision 60 ft., scent
Saves:	Fort +0, Ref +2, Will +5
Abilities:	Str 14, Dex 14, Con 11, Int 3, Wis 14, Cha 5
Skills:	Climb +10, Hide +3*, Listen +6, Spot +6
Feats:	Alertness, TrackB
Environment:	Underground
Organization:	Solitary or cluster (1d3+1)
Challenge Rating:	3
Treasure:	1/10 coins; 50% goods; 50% items
Alignment:	Usually neutral
Advancement:	3-4 HD (Medium); 5-6 HD (Large)
Level Adjustment:	---

MIMIC

Large Aberration (Shapechanger)

Hit Dice:	7d8+21 (52 hp) <33 hp>
Initiative:	+1
Speed:	10 ft. (2 squares)
Armor Class:	15 (–1 size, +1 Dex, +5 natural), touch 10, flat-footed 15
Base Attack/Grapple:	+5 / +13
Attack:	Slam +9 melee (1d8+4)
Full Attack:	2 slams +9 melee (1d8+4)
Space/Reach:	5 ft. x 5 ft. / 10 ft.
Special Attacks:	Adhesive, crush
Special Qualities:	Darkvision 60 ft., immunity to acid, mimic shape
Saves:	Fort +5, Ref +5, Will +6
Abilities:	Str 19, Dex 12, Con 17, Int 10, Wis 13, Cha 10
Skills:	Climb +9, Disguise +13, Listen +8, Spot +8
Feats:	Alertness, Lightning Reflexes, Weapon Focus (slam)
Environment:	Underground
Organization:	Solitary
Challenge Rating:	4
Treasure:	1/10th coins; 50% goods; 50% items
Alignment:	Usually neutral
Advancement:	8-10 HD (Large); 11-21 HD (Huge)
Level Adjustment:	---

1: Aberrations

A mimic can have almost any dimensions, but usually is not more than 10 feet long. A typical mimic has a volume of 150 cubic feet (5 feet by 5 feet by 6 feet) and weighs about 4,500 pounds. Mimics speak Common.

An adult grick is about 8 feet long from the tips of its tentacles to the end of its body and weighs some 200 pounds. Its body coloration is uniformly dark, with a pale underbelly.

Combat

Gricks attack when hungry or threatened. They hunt by holing up near high-traffic areas, using their natural coloration to blend into convenient shadows. When prey (virtually anything that moves) ventures near, they lash out with their tentacles. A grick’s rubbery body seems to shed blows of any kind. Its jaws are relatively small and weak compared to its body mass, so rather than consume its kill immediately, a grick normally drags its victim back to its lair to be eaten at its leisure.

A grick’s natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Multiple gricks do not fight in concert. Each attacks the prey closest to it, and breaks off the fight as soon as it can drag dead or unconscious prey away.

Skills: A grick has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened. Their coloration affords gricks a +8 racial bonus on Hide checks when in natural rocky areas.

Combat

A mimic often surprises an unsuspecting adventurer, lashing out with a heavy pseudopod. The creature does not necessarily fight to the death if it can succeed in extorting treasure or food from a party.

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 16 Reflex save. A successful DC 16 Strength check is needed to pry it off.

Strong alcohol dissolves the adhesive, but the mimic still can grapple normally. A mimic can dissolve its adhesive at will, and the substance breaks down 5 rounds after the creature dies.

Crush (Ex): A mimic deals 1d8+4 points of damage with a successful grapple check.

Mimic Shape (Ex): A mimic can assume the general shape of any object that fills roughly 150 cubic feet (5 feet by 5 feet by 6 feet), such as a massive chest, a stout bed, or a wide doorframe. The creature cannot substantially alter its size, though. A mimic’s body is hard and has a rough texture, no matter what appearance it might present. Anyone who examines the mimic can detect the ruse with a successful Spot check

opposed by the mimic's Disguise check. Of course, by this time it is generally far too late.

Skills: A mimic has a +8 racial bonus on Disguise checks.

MINDOLON

Medium Aberration (Psionic)

Hit Dice:	8d8+8 (44 hp) <38 hp>
Initiative:	+2
Speed:	30 ft. (6 squares)
Armor Class:	19 (+2 Dex, +3 natural, +4 <i>Force Shell</i>), touch 12, flat-footed 17
Base Attack/Grapple:	+6 / +7
Attack:	Slam +7 melee (1d6+1) or 10 ft. tongue +8 ranged (1d12+1)
Full Attack:	Slam +7 melee (1d6+1) and 10 ft. tongue +8 ranged (1d12+1)
Space/Reach:	5 ft. x 5 ft. / 5 ft. (10 ft. tongue)
Special Attacks:	Brain feast, improved grab, <i>psionics</i>
Special Qualities:	Darkvision 120 ft., light sensitivity, spell resistance 25, telepathy 100 ft.
Saves:	Fort +3, Ref +4, Will +9
Abilities:	Str 12, Dex 14, Con 12, Int 19, Wis 17, Cha 17
Skills:	Concentration +10, Diplomacy +6, Hide +5, Knowledge (arcana) +8, Knowledge (planes) +8, Knowledge (psionics) +13, Listen +7, Move Silently +6, Psicraft +13, Sense Motive +7, Spot +7, Use Psionic Device +14
Feats:	Force Shell ^B , Missive ^B , Personal Movement ^B , Psionic Flesh ^B , Skipping ^B , Thought Projection, Thought Sense, Translocation
Environment:	Underground
Organization:	Solitary, pair, conspiracy (1d4+2), or task (1d4+2 plus 1d6+5 Grimlocks)
Challenge Rating:	8
Treasure:	Double standard (75% chance each item is psionic)
Alignment:	Usually lawful evil
Advancement:	By character class
Level Adjustment:	+5

It appears to be a partially decayed humanoid corpse, the flesh covered in some thin shiny film. It is wearing fine if a little ill-kempt clothing. The eyes are off somehow, solid black but still even more odd.

Mindolons are psionic parasites that inhabit the preserved humanoid corpse they were bred into. They feed on the brain matter of sentient creatures by means of a whip-like tongue with a bone spike that they project from their body's mouth. A newly bred mindolon takes several days to gestate far enough for it to take physical control over its host body, and is totally dependant on the host body as a kind of exoskeleton. As the mindolon larva consumes the brain of the host body, it exudes tendrils into the host's flesh along its regular neural paths, usurping control over the body and reanimating it. This means that mindolons tend to appear to be partially decayed, often wounded, animated corpses. The body is preserved by means of a kind of resin that the mindolon produces, which halts decay and partially revivifies the dead tissue so that it can move. The host's internal organs are completely replaced by the body of the mindolon. The host body's eyes are replaced with the multi-faceted insect eyes of the mindolon, but they still occupy their same space.

Mindolons must consume one sentient living brain a month to remain healthy. Each missed meal results in them gaining a Negative Level. Negative Levels gained in this way never result in actual level loss, but they cannot be eliminated by any means other than the mindolon replacing the missed meal.

Mindolons exist in a communal hive-like society, with the queen producing eggs that are placed in the open skulls of humanoids in order to create new mindolons. They are a slave-keeping race, which seeks to exert its dominance over all other forms of life. This has often lead them into conflicts with the girded slayers, which they have been at war with since time before either race can recall.

Mindolons understand Common, Undercommon, and up to their Intelligence modifier in other languages. They are incapable of speech, having no vocal cords in order to make room for their thick tongue.

Combat

Mindolons rarely fight straight-forwardly, preferring to attack from ambush, and to use their ranged mental combat abilities to their fullest. They will use *Thought Projection* to seize control of the will of the strongest looking warrior, and force them to attack their allies. Then they will sneak close enough during the commotion to use a *mind blast* on the group, subduing those who make their save against it by means of either a direct assault, if they appear physically weak, or by more uses of *Thought Projection*. If they are severely pressed they will not hesitate to escape by use of *Translocation*. Since it costs them so few Power Points to do so, mindolons typically have an armor bonus from *Force Shell* always active (only costs 3 Power Points for 24 hour protection).

Brain Feats (Ex): Any creature that is grappled by the mindolon's tongue must make a Fortitude DC 15 save at the start of the mindolon's turn. If it fails then the horned barb on the tip of the tongue manages to plunge itself into their brain, and devours it, instantly killing that creature. If the save is successful then they just take 1d12+1 damage from it rooting around trying to breach their skull. Whenever a mindolon successfully eats a creature's brain, it is restored a number of Power Points equal to the Intelligence of the creature.

Improved Grab (Ex): To use this ability a mindolon must hit a Small, Medium, or Large creature with its tongue attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, the tongue winds around the creature's head and its thick-muscled barb begins to dig into their skull. The opponent can escape with a successful grapple or Escape Artist check, but the mindolon receives a +6 circumstance bonus. Grappling a foe in this manner does not prevent the mindolon from using its Slam attacks or psionic abilities.

Light Sensitivity (Ex): Mindolons are *dazzled* when in bright sunlight or the radius of the *daylight* spell.

Psionics (Psi): Total Manifest Level: 8th, Power Points: 37 (37 base, 0 bonus), Common Knack Pool: 5, Psionic Combat Bonus: +7.

Attack Modes: *mind blast*, *psychic crush*.

Defense Modes: *mental barrier*, *mind blank*, *intellect fortress*.

Knack Feats (key ability/daily uses): *Missive* (Cha/+3), *Psionic Flesh* (Con/+1), *Skipping* (Wis/+3). Daily Uses: 5.

Psionic Feats (key ability/bonus): *Force Shell* (Int), *Personal Movement* (Wis), *Thought Projection* (Cha)*, *Thought Sense* (Cha)*, *Translocation* (Wis)*.

* From Hit Dice feats.

Spell-Based Alternative Psionics

Psionics (Su): Effective caster level 8th. The save DCs are Charisma-based. At will - *charm person* (DC 14), *daze monster* (DC 17), *detect thoughts* (DC 15), *dimension door*, *expeditious retreat*, *mage armor*; 3/day - *charm monster* (DC 16), *dominate person* (DC 17), *shield of faith*; 1/day - *teleport*.

Spell Resistance (Ex): Mindolons enjoy spell resistance of 17 + Hit Dice.

Mindolon Society

The central tenet of mindolon society is the inherent superiority of the mindolon race. This concern about superiority also extends to other mindolon as well, with each individual's rank in society based on their expressed superiority. Superiority in mindolon society is based on several factors: psionic ability, amount and quality of slaves, value of possessions, control over institutions of other races, noteworthy accomplishments, and to some degree martial prowess.

Each mindolon hive's organizational structure forms a kind of pyramid. At the top of the pyramid rests the Queen, who is comprised of the minds of the most accomplished and powerful of mindolon since the hive's inception. Just below the Queen comes those individuals that have proven themselves worthy of handling different aspects of the hive's maintenance due to long proven superiority: defense, food supply, social events, trade, and physical upkeep/expansion. In the middle of mindolon society are those who are in charge of different aspects of each

of these areas such as slave traders, and gladiatorial managers. Finally comes those mindolons who have no special duties within society, but have garnered respect for achievements in one or more fields. The lowest rung of mindolon society is those that have no special achievements, and are out to make a name for themselves, which are the ones typically encountered by adventurers.

Mindolon queens are formed from the brains and bodies of at least three mature mindolon. The queen rests in a vat of brine solution, where they came together and merged their exoskeletons. A mindolon queen's mind is the conglomeration of the minds of these mindolon, and is capable of great psionic effects. It ingests the minds and bodies of those mindolon that have proven their worth to the hive when they die, absorbing their memories and skills along with their flesh. In this way the mindolon queen grows more powerful as the hive ages, using its increasing powers to better direct the efforts of the other mindolons. Mindolons view this joining with their queen in the way lesser races view the afterlife.

The mindolon queen produces larva when it consumes the body and mind of a dead mindolon, passing on the genes of the consumed creature mixed with the genes of the mindolon that form the queen itself, usually 50-100 per consumed mindolon. The queen and receives nutrition from the ground brains of sapient creatures fed into the pool, at least two every month. The larva are amphibious long-tongued worm-like creatures that start out only a couple inches in length, and derive nutrients from eating the other larva. After a larva has consumed five of its weaker kin, it matures and becomes six inches long. Only mature larva can be inserted into a dead humanoid body to become mindolon. During the 10-day gestation period in which the larve grows to become a 1 HD mindolon, it receives constant deep psionic instruction from a mature mindolon. It is at this time that it is indoctrinated into mindolon society, and learns its basic life skills. Even mature larva removed from the brine pool of a queen can only survive for up to three days before dying, or being placed within a host body.

Racially, mindolon fear magic. This fear is born from two factors, the immunity of undead to psionic combat and the fact that mindolon cannot speak. This racial muteness prevents them from casting many spells unless they use the Silent Spell feat, preventing them from having access to their own magical powers. Mindolon often manage to develop them anyway, typically by becoming Arcanologists, but they keep this a secret from others of their race. Those that are found out are killed as abominations, and their minds are refused consumption by the hive queen. Despite this fear, or perhaps because of it, the possession of magical treasure is very respected in mindolon society.

Mindolon Abominations

Sometimes the merging of a mindolon larva with its host body has unforeseen consequences. The host body might not have been fully dead when the larva was inserted, which tends to kill the larva and the host (but some survive and become deranged). It might have been the bound anchor of the previous owner's ghost. A Psityche could try to interfere and end up melding with the larva. The host could have had a will so strong, it persisted even after death. The body might have been undead.

In each of these situations, the resulting mindolon is made...wrong. Some small or large part of the host body's previous personality remains, altering the mind of the juvenile mindolon permanently. Most mindolon to whom this happens seek to keep the information secret from their fellows, in order to avoid social stigma or destruction for being an abomination. Some of the most radical cases of such abominations result in the newborn mindolon possessing the full personality, and even class levels, of the host.

Of all the abominations that can result, the most terrifying is the mindolon that was born from an undead body. In these cases the mindolon becomes undead as well, and often gains a few powers and weaknesses from the creature it was made out of. Some examples include a ghoul's paralyzing, or a vampire's shape shifting. These creatures that survive the transformation and are not killed by their mindolon tutor tend to become predators on the hive that spawned them.

Some mindolon develop into undead through other means, typically by the Grave Mind prestige class or by learning forbidden magic and becoming a Lich. Such creatures have the advantage of foresight in their transformations, and can set themselves up very well away from the hive

before becoming undead. Often they do so in order to escape the hive and control their own fates entirely.

Mindolon Characters

Mindolon characters possess the following racial traits.

- * Str +4, Dex +2, Con +2, Int +6, Wis +6, Cha +8.
- * Medium Size.
- * Base Speed 30 ft.
- * Darkvision out to 120 ft.
- * +3 natural armor bonus.
- * Slam attack for 1d6 bludgeoning.
- * 10 ft tongue attack for 1d12 piercing.
- * Brain feast (see above).
- * Improved grab (see above).
- * Light sensitivity (see above).
- * Spell resistance (see above).
- * Telepathy 100 ft.
- * **Automatic Languages:** Common, Undercommon. **Bonus Languages:** Any.
- * **Favored Class:** Psionacist.
- * Level adjustment +5.

Mindolon Monster Class

Level	BAB	Fort	Ref	Will	Special Abilities
1	+0	+0	+0	+2	Manifester level, <i>mental barrier, mind blank, mind blast, Missive</i>
2	+1	+0	+0	+0	Manifester level
3	+2	+1	+1	+1	Manifester level, <i>Skipping</i>
4	+3	+1	+1	+1	Manifester level, <i>intellect fortress, Force Shell</i>
5	+3	+1	+1	+1	Manifester level
6	+4	+2	+2	+2	Manifester level, <i>Psionic Flesh</i>
7	+5	+2	+2	+2	Manifester level
8	+6	+2	+2	+2	Manifester level, <i>Personal Movement, psychic crush</i>

Hit Dice: d8.

Skill Points at 1st Level: (2 + Intelligence modifier) x 4.

Skill Points Each Additional Level: 2 + Intelligence modifier.

Mindolon Class Skills: Concentration (Con), Craft (Int), Diplomacy (Cha), Hide (Dex), Knowledge (all) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Psicraft (Int), Profession (Wis), Sense Motive (Wis), Spot (Wis), and Use Psionic Device (Cha).

Armor and Weapon Proficiency: No armor or shields; Simple weapons.

NAGA

All nagas have long, snakelike bodies covered with glistening scales, and more or less human faces. They range in length from 10 to 20 feet and weigh from 200 to 500 pounds. The eyes of a naga are bright and intelligent, burning with an almost hypnotic inner light.

Combat

Nagas favor spells over other forms of combat. Because they are almost always found in the lairs they guard and know well, they can arrange most encounters to suit their wishes.

	Dark Naga Large Aberration	Guardian Naga Large Aberration	Spirit Naga Large Aberration
Hit Dice:	9d8+18 (58 hp) <34 hp>	11d8+44 (93 hp) <43 hp>	9d8+36 (76 hp) <38 hp>
Initiative:	+2	+2	+1
Speed:	40 ft. (8 squares)	40 ft. (8 squares)	40 ft. (8 squares)
Armor Class:	14 (–1 size, +2 Dex, +3 natural), touch 11, flat-footed 12	18 (–1 size, +2 Dex, +7 natural), touch 11, flat-footed 16	16 (–1 size, +1 Dex, +6 natural), touch 10, flat-footed 15
Base Attack/Grapple:	+6 / +12	+8 / +17	+6 / +14
Attack:	Sting +7 melee (2d4+2 plus poison)	Bite +12 melee (2d6+7 plus poison) or spit +9 ranged touch (poison)	Bite +9 melee (2d6+6 plus poison)
Full Attack:	Sting +7 melee (2d4+2 plus poison) and bite +2 melee (1d4+1)	Bite +12 melee (2d6+7 plus poison) or spit +9 ranged touch (poison)	Bite +9 melee (2d6+6 plus poison)
Space/Reach:	5 ft. x 5 ft. (coiled) / 5 ft.	5 ft. x 5 ft. (coiled) / 5 ft.	5 ft. x 5 ft. (coiled) / 5 ft.
Special Attacks:	Poison, spells	Poison, spit, spells	Charming gaze, poison, spells
Special Qualities:	Darkvision 60 ft., detect thoughts, guarded thoughts, immunity to poison, resistance to charm	Darkvision 60 ft.	Darkvision 60 ft.
Saves:	Fort +5, Ref +7, Will +8	Fort +7, Ref +7, Will +11	Fort +7, Ref +6, Will +9
Abilities:	Str 14, Dex 15, Con 14, Int 16, Wis 15, Cha 17	Str 21, Dex 14, Con 19, Int 16, Wis 19, Cha 18	Str 18, Dex 13, Con 18, Int 12, Wis 17, Cha 17
Skills:	Bluff +9, Concentration +13, Diplomacy +7, Disguise +5 (+7 acting), Intimidate +5, Listen +11, Sense Motive +8, Spellcraft +12, Spot +11	Bluff +18, Concentration +19, Listen +13, Diplomacy +8, Disguise +4 (+6 acting), Intimidate +6, Sense Motive +18, Spellcraft +17, Spot +13	Concentration +13, Listen +14, Spellcraft +10, Spot +14
Feats:	Alertness, Combat Casting, Dodge, Eschew Materials ^B , Lightning Reflexes	Alertness, Combat Casting, Dodge, Eschew Materials ^B , Lightning Reflexes	Ability Focus (charming gaze), Alertness, Combat Casting, Eschew Materials ^B , Lightning Reflexes
Environment:	Temperate hills	Temperate plains	Temperate marshes
Organization:	Solitary or nest (1d3+1)	Solitary or nest (1d3+1)	Solitary or nest (1d3+1)
Challenge Rating:	8	10	9
Treasure:	Standard	Standard	Standard
Alignment:	Usually lawful evil	Usually lawful good	Usually chaotic evil
Advancement:	10-13 HD (Large); 14-27 HD (Huge)	12-16 HD (Large); 17-33 HD (Huge)	10-13 HD (Large); 14-27 HD (Huge)
Level Adjustment:	---	---	---

Dark Naga

Dark nagas speak Common and Infernal.

Combat

Dark nagas prefer to fight from an elevated position where they get a good view of the battlefield while also staying out of reach.

Poison (Ex): Injury, Fortitude DC 16 or lapse into a nightmare-haunted sleep for 2d4 minutes. The save DC is Constitution-based.

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

Typical Sorcerer Spells Known (6/7/7/5; save DC 13 + spell level):

0th - *daze, detect magic, light, mage hand, open/close, ray of frost, read magic*;

1st - *expeditious retreat, magic missile, ray of enfeeblement, shield, silent image*;

2nd - *cat's grace, invisibility, scorching ray*;

3rd - *displacement, lightning bolt*.

Resistance to Charm: Dark nagas have a +2 racial bonus on saving throws against all charm effects (not included in the statistics block).

Detect Thoughts (Su): A dark naga can continuously use *detect thoughts* as the spell (caster level 9th; Will DC 15 negates). This ability is always active. The save DC is Charisma-based.

Guarded Thoughts (Ex): Dark nagas are immune to any form of mind reading.

Guardian Naga

Guardian nagas speak Celestial and Common.

Combat

Guardian nagas usually warn off intruders before attacking. If the warning is ignored, they may begin a spell assault or spit poison.

Poison (Ex): Injury or contact, Fortitude DC 19, initial and secondary damage 1d10 Con. The save DC is Constitution-based.

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.

Spells: Guardian nagas cast spells as 9th-level sorcerers, and can also cast spells from the cleric list and from the Good and Law domains.

The cleric spells and domain spells are considered arcane spells for a guardian naga, meaning that the creature does not need a divine focus to cast them.

Typical Spells Known (6/7/7/5; save DC 14 + spell level):

0th - *cure minor wounds, daze, detect magic, light, mage hand, open/close, ray of frost, read magic*;

1st - *cure light wounds, divine favor, expeditious retreat, mage armor, magic missile*;

2nd - *detect thoughts, lesser restoration, see invisibility, scorching ray*;

3rd - *cure serious wounds, dispel magic, lightning bolt*;

4th - *divine power, greater invisibility*.

Spirit Naga

Spirit nagas speak Abyssal and Common.

Combat

Spirit nagas meet foes boldly so as to use their gaze attacks to best effect. They quickly slither forward to bite foes that avert their eyes.

Charming Gaze (Su): As charm person, 30 feet, Will DC 19 negates. The save DC is Charisma-based.

Poison (Ex): Injury, Fortitude DC 18, initial and secondary damage 1d8 Con. The save DC is Constitution-based.

Spells: Spirit nagas cast spells as 7th-level sorcerers, and can also cast spells from the cleric spell list and from the Chaos and Evil domains as arcane spells. The cleric spells and domain spells are considered arcane spells for a spirit naga, meaning that the creature does not need a divine focus to cast them.

Typical Spells Known (6/7/7/5; save DC 13 + spell level):

0th - *cure minor wounds, daze, detect magic, mage hand, open/close, ray of frost, read magic*;

1st - *charm person, cure light wounds, divine favor, magic missile, shield of faith*;

2nd - *cat's grace, invisibility, summon swarm*;

3rd - *displacement, fireball*.

	Water Naga
	Large Aberration (Aquatic)
Hit Dice:	7d8+28 (59 hp) <34 hp>
Initiative:	+1
Speed:	30 ft. (6 squares), swim 50 ft.
Armor Class:	15 (–1 size, +1 Dex, +5 natural), touch 10, flat-footed 14
Base Attack/Grapple:	+5 / +12
Attack:	Bite +7 melee (2d6+4 plus poison)
Full Attack:	Bite +7 melee (2d6+4 plus poison)
Space/Reach:	5 ft. x 5 ft. (coiled) / 5 ft.
Special Attacks:	Poison, spells
Special Qualities:	Darkvision 60 ft.
Saves:	Fort +6, Ref +5, Will +8
Abilities:	Str 16, Dex 13, Con 18, Int 10, Wis 17, Cha 15
Skills:	Concentration +12, Listen +7, Spellcraft +8, Spot +7, Swim +11
Feats:	Alertness, Combat Casting, Eschew Materials ^B , Lightning Reflexes
Environment:	Temperate aquatic
Organization:	Solitary, pair, or nest (1d2+2)
Challenge Rating:	7
Treasure:	Standard
Alignment:	Usually neutral
Advancement:	8-10 HD (Large); 11-21 HD (Huge)
Level Adjustment:	---

Water nagas speak Aquan and Common.

Combat

Water nagas prefer to stay mostly concealed in a body of water while they launch a spell attack.

Poison (Ex): Injury, Fortitude DC 17, initial and secondary damage 1d8 Con. The save DC is Constitution-based.

Spells: Water nagas cast spells as 7th-level sorcerers but never use fire spells.

Typical Sorcerer Spells Known (6/7/7/4; save DC 12 + spell level):

0th - *acid splash, daze, detect magic, light, mage hand, open/close, read magic;*

1st - *expeditious retreat, magic missile, obscuring mist, shield, true strike;*

2nd - *invisibility, acid arrow, mirror image;*

3rd - *protection from energy, suggestion.*

Skills: A water naga has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

OTYUGH

	Large Aberration
Hit Dice:	6d8+11 (38 hp) <30 hp>
Initiative:	+0
Speed:	20 ft. (4 squares)
Armor Class:	17 (–1 size, +8 natural), touch 9, flat-footed 17
Base Attack/Grapple:	+4 / +8
Attack:	Tentacle +4 melee (1d6)
Full Attack:	2 tentacles +4 melee (1d6) and bite –2 melee (1d4)
Space/Reach:	5 ft. x 5 ft. / 10 ft. (15 ft. with tentacle)
Special Attacks:	Constrict 1d6, disease, improved grab
Special Qualities:	Darkvision 60 ft., scent
Saves:	Fort +3, Ref +2, Will +6
Abilities:	Str 11, Dex 10, Con 13, Int 5, Wis 12, Cha 6
Skills:	Hide –1*, Listen +6, Spot +6
Feats:	Alertness, Toughness, Weapon Focus (tentacle)
Environment:	Underground
Organization:	Solitary, pair, or cluster (1d2+2)
Challenge Rating:	4
Treasure:	Standard
Alignment:	Usually neutral

Advancement:	7-8 HD (Large); 9-18 HD (Huge)
Level Adjustment:	---

A typical otyugh has a body 8 feet in diameter and weighs about 500 pounds.

Otyughs speak Common.

Combat

An otyugh attacks living creatures if it feels threatened or if it is hungry; otherwise it is content to remain hidden. Otyughs slash and squeeze opponents with their tentacles, which they also use to drag prey into their mouths.

Constrict (Ex): An otyugh deals automatic tentacle damage with a successful grapple check.

Disease (Ex): Filth fever - bite, Fortitude DC 14, incubation period 1d3 days; damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.

Improved Grab (Ex): To use this ability, an otyugh must hit with a tentacle attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Skills: An otyugh has a +8 racial bonus on Hide checks when in its lair, due to its natural coloration.

PHASM

	Medium Aberration (Shapechanger)
Hit Dice:	15d8+30 (97 hp) <45 hp>
Initiative:	+6
Speed:	30 ft. (6 squares)
Armor Class:	17 (+2 Dex, +5 natural), touch 12, flat-footed 15
Base Attack/Grapple:	+11 / +12
Attack:	Slam +12 melee (1d3+1)
Full Attack:	Slam +12 melee (1d3+1)
Space/Reach:	5 ft. x 5 ft. / 5 ft.
Special Attacks:	---
Special Qualities:	Alternate form, amorphous, resilient, scent, telepathy 100 ft., tremorsense 60 ft.
Saves:	Fort +11, Ref +11, Will +11
Abilities:	Str 12, Dex 15, Con 15, Int 16, Wis 15, Cha 14
Skills:	Bluff +20, Climb +7, Craft (any one) +12, Diplomacy +12, Disguise +20 (+22 acting)*, Intimidate +4, Knowledge (any one) +18, Listen +12, Spot +12, Survival +8
Feats:	Alertness, Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Mobility
Environment:	Underground
Organization:	Solitary
Challenge Rating:	7
Treasure:	Standard
Alignment:	Usually chaotic neutral
Advancement:	15-21 HD (Huge); 22-45 HD (Gargantuan)
Level Adjustment:	---

A phasm is an amorphous creature that can assume the guise of almost any other creature or object. A phasm in its natural form is about 5 feet in diameter and 2 feet high at the center. Swirls of color indicate sensory organs. In this form, a phasm slithers about like an ooze and can attack with a pseudopod. It weighs about 400 pounds.

Phasms can speak Common but prefer telepathic communication.

Combat

When faced with potential danger, a phasm is equally likely to retreat, parley, or attack, as its fancy strikes.

If pursued or harassed, a phasm transforms into the most fearsome creature it knows and attacks. When seriously hurt, it changes to some fast or agile form and tries to escape.

Amorphous (Ex): A phasm in its natural form has immunity to poison, sleep, paralysis, polymorph, and stunning effects. It is not subject to critical hits and, having no clear front or back, cannot be flanked.

Resilient (Ex): A phasm has a +4 racial bonus on Fortitude and Reflex saves (included in the statistics block).

Alternate Form (Su): A phasm can assume any form of Large size or smaller as a standard action. This ability functions as a *polymorph* spell cast on itself (caster level 15th), except that the phasm does not regain hit points for changing form. A phasm can remain in its alternate form until it chooses to assume a new one or return to its natural form.

Tremorsense (Ex): A phasm can automatically sense the location of anything within 60 feet that is in contact with the ground, so long as it is touching the ground itself.

Skills: When using shapechange, a phasm gains a +10 circumstance bonus on Disguise checks.

RUST MONSTER

Hit Dice:	Medium Aberration 5d8+5 (27 hp) <23 hp>
Initiative:	+3
Speed:	40 ft. (8 squares)
Armor Class:	18 (+3 Dex, +5 natural), touch 13, flat-footed 15
Base Attack/Grapple:	+3 / +3
Attack:	Antennae touch +3 melee (rust)
Full Attack:	Antennae touch +3 melee (rust) and bite –2 melee (1d3)
Space/Reach:	5 ft. x 5 ft. / 5 ft.
Special Attacks:	Rust
Special Qualities:	Darkvision, scent
Saves:	Fort +2, Ref +4, Will +5
Abilities:	Str 10, Dex 17, Con 13, Int 2, Wis 13, Cha 8
Skills:	Listen +7, Spot +7
Feats:	Alertness, Track
Environment:	Underground
Organization:	Solitary or pair
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral
Advancement:	6-8 HD (Medium); 9-15 HD (Large)
Level Adjustment:	---

The hide of these creatures varies in color from a yellowish tan underside to a rust-red upper back. A rust monster's prehensile antennae can rust metals on contact.

The typical rust monster measures 5 feet long and 3 feet high, weighing 200 pounds.

Combat

A rust monster can scent a metal object from up to 90 feet away. When it detects one, it dashes toward the source and attempts to strike it with its antennae. The creature is relentless, chasing characters over long distances if they still possess intact metal objects but usually ceasing its attacks to devour a freshly rusted meal.

The creature targets the largest metal object available, striking first at armor, then at shields and smaller items. It prefers ferrous metals (steel or iron) over precious metals (such as gold or silver) but will devour the latter if given the opportunity.

Rust (Ex): A rust monster that makes a successful touch attack with its antennae causes the target metal to corrode, falling to pieces and becoming useless immediately. The touch can destroy up to a 10-foot cube of metal instantly. Magic armor and weapons, and other magic items made of metal, must succeed on a DC 17 Reflex save or be dissolved. The save DC is Constitution-based and includes a +4 racial bonus.

A metal weapon that deals damage to a rust monster corrodes immediately. Wooden, stone, and other nonmetallic weapons are unaffected.

SKUM

	Medium Aberration (Aquatic)
Hit Dice:	2d8+2 (11 hp) <17 hp>
Initiative:	+1
Speed:	20 ft. (4 squares), swim 40 ft.
Armor Class:	13 (+1 Dex, +2 natural), touch 11, flat-footed 12
Base Attack/Grapple:	+1 / +5
Attack:	Bite +5 melee (2d6+4)
Full Attack:	Bite +5 melee (2d6+4) and 2 claws +0 melee (1d4+2)
Space/Reach:	5 ft. x 5 ft. / 5 ft.
Special Attacks:	Rake 1d6+2
Special Qualities:	Darkvision 60 ft., amphibious
Saves:	Fort +1, Ref +1, Will +3
Abilities:	Str 19, Dex 13, Con 13, Int 10, Wis 10, Cha 6
Skills:	Hide +6*, Listen +7*, Move Silently +6, Spot +7*, Swim +12
Feats:	Alertness
Environment:	Underground
Organization:	Brood (1d4+1) or pack (1d10+5)
Challenge Rating:	2
Treasure:	None
Alignment:	Usually lawful evil
Advancement:	3-4 HD (Medium); 5-6 HD (Large)
Level Adjustment:	+3



A skum is about the same height and weight as a human.
Skum speak Aquan.

Combat

Rake (Ex): Attack bonus +0 melee, damage 1d6+2. A skum also gains two rake attacks when it attacks while swimming.

Skills: Skum have a +4 racial bonus on Hide, Listen, and Spot checks underwater. A skum has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

UNDERGROUND DWELLER

	Large Aberration (Psionic)
Hit Dice:	8d8+39 (75 hp) <40 hp>
Initiative:	+1
Speed:	20 ft. (4 squares), burrow 20 ft.
Armor Class:	10 (–1 size, +1 Dex, +8 natural), touch 10, flat-footed 17
Base Attack/Grapple:	+6 / +16
Attack:	Claw +11 melee (2d4+6)
Full Attack:	2 claws +11 melee (2d4+6), and bite +9 melee (2d8+3)
Space/Reach:	5 ft. x 5 ft. / 10 ft.
Special Attacks:	Preservation cocoons, <i>psionics</i>
Special Qualities:	Darkvision 60 ft., tremorsense 60 ft.
Saves:	Fort +8, Ref +3, Will +6
Abilities:	Str 23, Dex 13, Con 19, Int 11, Wis 11, Cha 13
Skills:	Climb +12, jump +5, Listen +11
Feats:	Aggravate ^B , Distant Senses ^B , Great Fortitude, Matter Shaping ^B , Multiattack, Psionic Fist ^B , Psionic Flesh ^B , Toughness
Environment:	Underground
Organization:	Solitary or cluster (1d3+1)
Challenge Rating:	7
Treasure:	Standard
Alignment:	Usually chaotic evil
Advancement:	9-12 HD (Large), 13-24 (Huge)

An incredibly large figure, easily the size of a horse, but rounded. The entire body appears to be some sort of thick carapace, black like a cockroach's. It moves about on two stubby legs, with a pair of large arms that end in a set of three-fingered claws. The head is totally insect-like, squat to the forward section of the body at the top. Each side of the carapace has a smaller leg in the middle, about 10 inches long, which ends in two scoop-shaped feet. They wave in the air as it moves, and you have no idea what those are for.

Underground dwellers are very similar to cockroaches, if they grew to 8 ft tall and became semi-humanoid in appearance. This leads many sages to believe that they may actually be psionically altered cockroaches, but others think they originated on the elemental plane of earth, or are the inadvertent creations of badly disposed alchemical wastes. Whatever their origins, they are universally despised and thought of as vermin to be exterminated, a feeling not without good cause.

Underground dwellers create extensive tunnels wherever they lair, and travel by means of burrowing from one location to another. They can easily craft durable tunnels with their inherent *Matter Shaping* power, and often use it to trigger cave-in traps for those foolish enough to enter their lairs. After arriving at a new place to lair, their favorites being underneath or near large humanoid settlements, they use *Distant Senses* to track solitary or small groups of prey. They then create tunnels with *Matter Shaping* that take them as close to such places as possible. Over time they will capture as many as possible, destroying their minds with *psychic crush* before placing them in suspended animation cocoons for later consumption.

Mindolons often enslave these creatures in large amounts, valuing them as construction workers, taskmasters, and bodyguards.

Underground dwellers can understand both Common and Undercommon, but lack the ability to speak.

Combat

Underground Dwellers keep a network of tunnels beneath their hunting grounds, with barely-stable entrances and exits made by use of *Matter Shaping*. They will use their *Distant Senses* power to track prey, and ambush them at the nearest tunnel entrance. If the fight goes against the Underground Dweller, it will retreat into its tunnels and use *Matter Shaping* to cause a cave-in and seal off the entrance. If attacked within its lair, it will use *Matter Shaping* to activate cave-in traps it prepared ahead of time. In all cases, it typically starts combat by initiating psionic combat with the strongest-looking fighter, then closing to get into melee with the weaker party members in order to eliminate them.

Psionics (Psi): Total Manifest Level: 8th, Power Points: 37 (37 base, 0 bonus), Common Knack Pool: 5, Psionic Combat Bonus: +5.

Attack Modes: *id insinuation*, *mind thrust*, *psychic crush*.

Defense Modes: *empty mind*, *mental barrier*.

Knack Feats (key ability/daily uses): *Aggravate* (Cha/+1), *Psionic Fist* (Int/+0), *Psionic Flesh* (Con/+4). Daily Uses: 5.

Psionic Feats (key ability/bonus): *Distant Senses* (Wis), *Matter Shaping* (Int).

Spell-Based Alternative Psionics

Psionics (Su): Effective caster level 8th. The save DCs are Charisma-based.

At will - *daze* (DC 11), *divine favor*; 3/day - *clairaudience* / *clairvoyance*, *daze monster* (DC 13); 1/day - *confusion* (DC 15).

Preservation Cocoons (Su): An Underground Dweller can spend a full minute to encapsulate a creature of up to Medium size in a thick cocoon of psionically-imbued silk. The creature trapped inside ceases to age and does not require any food, water, or air; but is completely incapable of any movement. They can be cut out by destroying the cocoon, which has hit points equal to the creature's weight and Hardness 8 against all attacks but slashing. Destroyed cocoon material disintegrates into ash that has no value at all except as fertilizer.

WILL-O'-WISP

Small Aberration (Air)

Hit Dice:	9d8 (40 hp) <26 hp>
Initiative:	+13
Speed:	Fly 50 ft. (perfect) (10 squares)
Armor Class:	29 (+1 size, +9 Dex, +9 deflection), touch 29, flat-footed 20
Base Attack/Grapple:	+6 / -3
Attack:	Shock +16 melee touch (2d8 electricity)
Full Attack:	Shock +16 melee touch (2d8 electricity)
Space/Reach:	5 ft. x 5 ft. / 5 ft.
Special Attacks:	---
Special Qualities:	Darkvision 60 ft., immunity to magic, natural invisibility
Saves:	Fort +3, Ref +12, Will +9
Abilities:	Str 1, Dex 29, Con 10, Int 15, Wis 16, Cha 12
Skills:	Bluff +13, Diplomacy +3, Disguise +1 (+3 acting), Intimidate +3, Listen +17, Search +14, Spot +17, Survival +3 (+5 following tracks)
Feats:	Alertness, Blind-Fight, Dodge, Improved Initiative, Weapon Finesse ^B
Environment:	Temperate marshes
Organization:	Solitary, pair, or string (1d2+2)
Challenge Rating:	6
Treasure:	1/10 coins; 50% goods; 50% items
Alignment:	Usually chaotic evil
Advancement:	10-18 HD (Small)
Level Adjustment:	---

Combat

Will-o'-wisps usually avoid combat. They prefer to confuse and bewilder adventurers, luring them into morasses or other hazardous places. When they are forced to fight, they loose small electrical shocks, which act as melee touch attacks.

Immunity to Magic (Ex): A will-o'-wisp is immune to most spells or spell-like abilities that allow spell resistance, except *magic missile* and *maze*.

Natural Invisibility (Ex): A startled or frightened will-o'-wisp can extinguish its glow, effectively becoming *invisible* as the spell.

Will-o'-wisps can be yellow, white, green, or blue. They are easily mistaken for lanterns, especially in the foggy marshes and swamps where they reside. A will-o'-wisp's body is a globe of spongy material about 1 foot across and weighing about 3 pounds, and its glowing body sheds as much light as a torch.

Will-o'-wisps speak Common and Auran. They have no vocal apparatus but can vibrate to create a voice with a ghostly sound.

CHAPTER TWO: ANIMALS & VERMIN

Ape, baboon, badger, bat, bear (black), bear (brown), bear (polar), bison, boar, camel, cat, centipedes (monstrous), cheetah, crocodile, crocodile (giant), dinosaur (deinonychus), dinosaur (elasmosaurus), dinosaur (megaraptor), dinosaur (triceratops), dinosaur (tyrannosaurus), dire ape, dire badger, dire bats, dire bear, dire boar, dire lion, dire rat, dire shark, dire tiger, dire weasel, dire wolf, dire wolverine, dog, dog (riding), donkey, eagle, elephant, giant ant, giant bee, giant bombardier beetle, giant fire beetle, giant stag beetle, giant praying mantis, giant wasp, hawk, horse, hyena, leopard, lion, lizard, lizard (monitor), manta ray, monkey, mule, octopus, octopus (giant), owl, pony, pony (war), porpoise, rat, raven, rhinoceros, roc, scorpions (monstrous), shark, snake, spiders (monstrous), squid, squid (giant), swarm (bat), swarm (centipede), swarm (locust), swarm (spider), tiger, toad, weasel, whale, wolf, wolverine

APE

Large Animal

Hit Dice:	4d8+15 (33 hp) <27 hp>
Initiative:	+2
Speed:	30 ft. (6 squares), climb 30 ft.
Armor Class:	14 (−1 size, +2 Dex, +3 natural), touch 11, flat-footed 12
Base Attack/Grapple:	+3 / +12
Attack:	Claws +7 melee (1d6+5)
Full Attack:	2 claws +7 melee (1d6+5) and bite +2 melee (1d6+2)
Space/Reach:	5 ft. x 5 ft. / 10 ft.
Special Attacks:	---
Special Qualities:	Low-light vision, scent
Saves:	Fort +6, Ref +6, Will +2
Abilities:	Str 21, Dex 15, Con 14, Int 2, Wis 12, Cha 7
Skills:	Climb +14, Listen +6, Spot +6
Feats:	Alertness, Toughness
Environment:	Warm forests
Organization:	Solitary, pair, or company (1d3+2)
Challenge Rating:	2
Advancement:	5-8 HD (Large)
Level Adjustment:	---

These powerful omnivores resemble gorillas but are far more aggressive; they kill and eat anything they can catch. An adult male ape is 5-1/2 to 6 feet tall and weighs 300 to 400 pounds.

Combat

Skills: Apes have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

BABOON

Medium Animal

Hit Dice:	1d8+1 (5 hp) <14 hp>
Initiative:	+2
Speed:	40 ft. (8 squares), climb 30 ft.
Armor Class:	13 (+2 Dex, +1 natural), touch 12, flat-footed 11
Base Attack/Grapple:	+0 / +2
Attack:	Bite +2 melee (1d6+3)
Full Attack:	Bite +2 melee (1d6+3)
Space/Reach:	5 ft. x 5 ft. / 5 ft.
Special Attacks:	---
Special Qualities:	Low-light vision, scent
Saves:	Fort +3, Ref +4, Will +1
Abilities:	Str 15, Dex 14, Con 12, Int 2, Wis 12, Cha 4
Skills:	Climb +10, Listen +5, Spot +5
Feats:	Alertness
Environment:	Warm plains
Organization:	Solitary or troop (1d4x10)
Challenge Rating:	1/2
Advancement:	2-3 HD (Medium)
Level Adjustment:	---

Baboons are powerful and aggressive primates adapted to life on the ground. They prefer open spaces but climb trees to find safe places to rest overnight. A typical baboon is the size of a big dog.

Males can be 2 to 4 feet long and weigh as much as 90 pounds.

Combat

Baboons usually attack in groups.

Skills: Baboons have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

BADGER

Small Animal

Hit Dice:	1d8+2 (6 hp) <15 hp>
Initiative:	+3
Speed:	30 ft. (6 squares), burrow 10 ft.
Armor Class:	15 (+1 size, +3 Dex, +1 natural), touch 14, flat-footed 12
Base Attack/Grapple:	+0 / −5
Attack:	Claw +4 melee (1d2−1)
Full Attack:	2 claws +4 melee (1d2−1) and bite −1 melee (1d3−1)
Space/Reach:	5 ft. x 5 ft. / 5 ft.
Special Attacks:	Rage
Special Qualities:	Low-light vision, scent
Saves:	Fort +4, Ref +5, Will +1
Abilities:	Str 8, Dex 17, Con 15, Int 2, Wis 12, Cha 6
Skills:	Escape Artist +9, Listen +3, Spot +3
Feats:	Agile, Track ^B , Weapon Finesse ^B
Environment:	Temperate forests
Organization:	Solitary, pair, or cete (1d3+2)
Challenge Rating:	1/2
Advancement:	2 HD (Small)
Level Adjustment:	---

The badger is a furry animal with a squat, powerful body. Its strong forelimbs are armed with long claws for digging.

An adult badger is 2 to 3 feet long and weighs 25 to 35 pounds.

Combat

Badgers attack with their sharp claws and teeth.

Rage (Ex): A badger that takes damage in combat flies into a berserk rage on its next turn, clawing and biting madly until either it or its opponent is dead. It gains +4 to Strength, +4 to Constitution, and −2 to Armor Class. The creature cannot end its rage voluntarily.

Skills: A badger has a +4 racial bonus on Escape Artist checks.

BAT

Diminutive Animal

Hit Dice:	1/4 d8 (1 hp) <4 hp>
Initiative:	+2
Speed:	5 ft (1 square), fly 40 ft. (good)
Armor Class:	16 (+4 size, +2 Dex), touch 16, flat-footed 14
Base Attack/Grapple:	+0 / −17
Attack:	---
Full Attack:	---
Space/Reach:	1 ft. x 1 ft. / 0 ft.
Special Attacks:	---
Special Qualities:	Blindsense 20 ft., low-light vision
Saves:	Fort +2, Ref +4, Will +2
Abilities:	Str 1, Dex 15, Con 10, Int 2, Wis 14, Cha 4
Skills:	Hide +14, Listen +8*, Move Silently +6, Spot +8*
Feats:	Alertness
Environment:	Temperate deserts
Organization:	Colony (1d4x10) or crowd ([1d4+1]x10)

Challenge Rating: 1/10
Advancement: ---
Level Adjustment: ---

Bats are nocturnal flying mammals. The statistics presented here describe small, insectivorous bats.

Combat

Blindsense (Ex): A bat notices and locates creatures within 20 feet. Opponents still have 100% concealment against a creature with blindsense.

Skills: A bat has a +4 racial bonus on Spot and Listen checks. These bonuses are lost if its blindsense is negated.

BEAR

Black
Medium Animal
Hit Dice: 3d8+6 (19 hp) <21 hp>
Initiative: +1
Speed: 40 ft. (8 squares)
Armor Class: 13 (+1 Dex, +2 natural), touch 11, flat-footed 12
Base Attack/Grapple: +2 / +6
Attack: Claw +6 melee (1d4+4)
Full Attack: 2 claws +6 melee (1d4+4) and bite +1 melee (1d6+2)
Space/Reach: 5 ft. x 5 ft. / 5 ft.
Special Attacks: ---
Special Qualities: Low-light vision, scent
Saves: Fort +5, Ref +4, Will +2
Abilities: Str 19, Dex 13, Con 15, Int 2, Wis 12, Cha 6
Skills: Climb +4, Listen +4, Spot +4, Swim +8
Feats: Endurance, Run
Environment: Temperate forests
Organization: Solitary or pair
Challenge Rating: 2
Advancement: 4-5 HD (Medium)
Level Adjustment: ---

Brown
Large Animal
Hit Dice: 6d8+24 (51 hp) <33 hp>
Initiative: +1
Speed: 40 ft. (8 squares)
Armor Class: 15 (–1 size, +1 Dex, +5 natural), touch 10, flat-footed 14
Base Attack/Grapple: +4 / +16
Attack: Claw +11 melee (1d8+8)
Full Attack: 2 claws +11 melee (1d8+8) and bite +6 melee (2d6+4)
Space/Reach: 5 ft. x 10 ft. / 5 ft.
Special Attacks: Improved grab
Special Qualities: Low-light vision, scent
Saves: Fort +9, Ref +6, Will +3
Abilities: Str 27, Dex 13, Con 19, Int 2, Wis 12, Cha 6
Skills: Listen +4, Spot +7, Swim +12
Feats: Endurance, Run, Track
Environment: Cold forests
Organization: Solitary or pair
Challenge Rating: 4
Advancement: 7-10 HD (Large)
Level Adjustment: ---

Polar
Large Animal
Hit Dice: 8d8+32 (68 hp) <37 hp>
Initiative: +1
Speed: 40 ft. (8 squares), swim 30 ft.
Armor Class: 15 (–1 size, +1 Dex, +5 natural), touch 10, flat-footed 14
Base Attack/Grapple: +6 / +18
Attack: Claw +13 (1d8+8)
Full Attack: 2 claws +13 melee (1d8+8) and bite +8 melee (2d6+4)
Space/Reach: 5 ft. x 10 ft. / 5 ft.
Special Attacks: Improved grab
Special Qualities: Low-light vision, scent
Saves: Fort +10, Ref +7, Will +3
Abilities: Str 27, Dex 13, Con 19, Int 2, Wis 12, Cha 6
Skills: Hide –2*, Listen +5, Spot +7, Swim +16
Feats: Endurance, Run, Track
Environment: Cold plains
Organization: Solitary or pair
Challenge Rating: 5
Advancement: 9-12 HD (Large)
Level Adjustment: ---

Black

The black bear is a forest-dwelling omnivore that usually is not dangerous unless an interloper threatens its cubs or food supply. Black bears can be pure black, blond, or cinnamon in color and are rarely more than 5 feet long.

Combat

Black bears rip prey with their claws and teeth.
Skills: A black bear has a +4 racial bonus on Swim checks.

Brown

These massive carnivores weigh more than 1,800 pounds and stand nearly 9 feet tall when they rear up on their hind legs. They are bad-tempered and territorial. The brown bear’s statistics can be used for almost any big bear, including the grizzly.

Combat

A brown bear attacks mainly by tearing at opponents with its claws.
Improved Grab (Ex): To use this ability, a brown bear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.
Skills: A brown bear has a +4 racial bonus on Swim checks.

Polar

These long, lean carnivores are slightly taller than brown bears.

Combat

Polar bears fight just as brown bears do.
Improved Grab (Ex): To use this ability, a polar bear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.
Skills: A polar bear has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. A polar bear’s white coat bestows a +12 racial bonus on Hide checks in snowy areas.

BISON

Large Animal
Hit Dice: 5d8+15 (37 hp) <28 hp>
Initiative: +0
Speed: 40 ft. (8 squares)
Armor Class: 13 (–1 size, +4 natural), touch 9, flat-footed 13
Base Attack/Grapple: +3 / +13
Attack: Gore +8 melee (1d8+9)
Full Attack: Gore +8 melee (1d8+9)
Space/Reach: 5 ft. x 10 ft. / 5 ft.
Special Attacks: Stampede
Special Qualities: Low-light vision, scent
Saves: Fort +7, Ref +4, Will +1
Abilities: Str 22, Dex 10, Con 16, Int 2, Wis 11, Cha 4
Skills: Listen +7, Spot +5
Feats: Alertness, Endurance
Environment: Temperate plains
Organization: Solitary or herd (1d6x5)
Challenge Rating: 2
Advancement: 6-7 HD (Large)
Level Adjustment: ---

These herd animals can be aggressive when protecting young and during the mating season, but they generally prefer flight to fighting. A bison stands more than 6 feet tall at the shoulder and is 9 to 12 feet long. It weighs 1,800 to 2,400 pounds. The bison’s statistics can be used for almost any large herd animal.

Combat

Stampede (Ex): A frightened herd of bison flees as a group in a random direction (but always away from the perceived source of danger). They literally run over anything of Large size or smaller that gets in their way, dealing 1d12 points of damage for each five bison in the herd (Reflex DC 18 half). The save DC is Strength-based.

BOAR**Medium Animal**

Hit Dice:	3d8+15 (28 hp) <26 hp>
Initiative:	+0
Speed:	40 ft. (8 squares)
Armor Class:	16 (+6 natural), touch 10, flat-footed 16
Base Attack/Grapple:	+2 / +4
Attack:	Gore +4 melee (1d8+3)
Full Attack:	Gore +4 melee (1d8+3)
Space/Reach:	5 ft. x 5 ft. / 5 ft.
Special Attacks:	Ferocity
Special Qualities:	Low-light vision, scent
Saves:	Fort +6, Ref +3, Will +2
Abilities:	Str 15, Dex 10, Con 17, Int 2, Wis 13, Cha 4
Skills:	Listen +7, Spot +5
Feats:	Alertness, Toughness
Environment:	Temperate forests
Organization:	Solitary or herd (1d4+4)
Challenge Rating:	2
Advancement:	4-5 HD (Medium)
Level Adjustment:	---

Though not carnivores, these wild swine are bad-tempered and usually charge anyone who disturbs them.

A boar is covered in coarse, grayish-black fur. Adult males are about 4 feet long and 3 feet high at the shoulder.

Combat

Ferocity (Ex): A boar is such a tenacious combatant that it continues to fight without penalty even while disabled or dying.

CAMEL**Large Animal**

Hit Dice:	3d8+6 (19 hp) <22 hp>
Initiative:	+3
Speed:	50 ft. (10 squares)
Armor Class:	13 (-1 size, +3 Dex, +1 natural), touch 12, flat-footed 10
Base Attack/Grapple:	+2 / +10
Attack:	Bite +0 melee (1d4+2*)
Full Attack:	Bite +0 melee* (1d4+2*)
Space/Reach:	5 ft. x 10 ft. / 5 ft.
Special Attacks:	---
Special Qualities:	Low-light vision, scent
Saves:	Fort +5, Ref +6, Will +1
Abilities:	Str 18, Dex 16, Con 14, Int 2, Wis 11, Cha 4
Skills:	Listen +5, Spot +5
Feats:	Alertness, Endurance
Environment:	Warm deserts
Organization:	Domesticated or herd (1d6x5)
Challenge Rating:	1
Advancement:	---
Level Adjustment:	---

Camels are known for their ability to travel long distances without food or water.

The statistics presented here are for the dromedary, or one-humped camel, which thrives in warm deserts. A dromedary stands about 7 feet tall at the shoulder, with its hump rising 1 foot higher.

The two-humped, or Bactrian, camel is suited to cooler, rocky areas. It is stockier, slower (speed 40 feet), and has a higher Constitution score (16).

Carrying Capacity: A light load for a camel is up to 300 pounds; a medium load, 301-600 pounds; and a heavy load, 601-900 pounds. A camel can drag 4,500 pounds.

Combat

A camel's bite is treated as a secondary attack and adds only half the camel's Strength bonus to the damage roll.

CENTIPEDE, MONSTROUS**Monstrous Centipede, Tiny****Tiny Vermin**

Hit Dice:	1/4 d8 (1 hp) <6 hp>
Initiative:	+2
Speed:	20 ft. (4 squares), climb 20 ft.
Armor Class:	14 (+2 size, +2 Dex), touch 14, flat-footed 12
Base Attack/Grapple:	+0 / -13
Attack:	Bite +4 melee (1d3-5 plus poison)
Full Attack:	Bite +4 melee (1d3-5 plus poison)
Space/Reach:	1 ft. x 2-1/2 ft. / 0 ft.
Special Attacks:	Poison
Special Qualities:	Darkvision 60 ft, vermin traits
Saves:	Fort +2, Ref +2, Will +0
Abilities:	Str 1, Dex 15, Con 10, Int ---, Wis 10, Cha 2
Skills:	Climb +10, Hide +18, Spot +4
Feats:	Weapon Finesse ^B
Environment:	Underground
Organization:	Colony (1d10+7)
Challenge Rating:	1/8
Advancement:	---
Level Adjustment:	---

Monstrous Centipede, Large**Large Vermin**

Hit Dice:	3d8 (13 hp) <18 hp>
Initiative:	+2
Speed:	40 ft. (8 squares), climb 40 ft.
Armor Class:	14 (-1 size, +2 Dex, +3 natural), touch 11, flat-footed 12
Base Attack/Grapple:	+2 / +7

Monstrous Centipede, Small**Small Vermin**

Hit Dice:	1/2 d8 (2 hp) <9 hp>
Initiative:	+2
Speed:	30 ft. (6 squares), climb 30 ft.
Armor Class:	14 (+1 size, +2 Dex, +1 natural), touch 13, flat-footed 12
Base Attack/Grapple:	+0 / -7
Attack:	Bite +3 melee (1d4-3 plus poison)
Full Attack:	Bite +3 melee (1d4-3 plus poison)
Space/Reach:	5 ft. x 5 ft. / 5 ft.
Special Attacks:	Poison
Special Qualities:	Darkvision 60 ft, vermin traits
Saves:	Fort +2, Ref +2, Will +0
Abilities:	Str 5, Dex 15, Con 10, Int ---, Wis 10, Cha 2
Skills:	Climb +10, Hide +14, Spot +4
Feats:	Weapon Finesse ^B
Environment:	Underground
Organization:	Colony (1d4+1) or swarm (1d6+5)
Challenge Rating:	1/4
Advancement:	---
Level Adjustment:	---

Monstrous Centipede, Huge**Huge Vermin**

Hit Dice:	6d8+6 (33 hp) <28 hp>
Initiative:	+2
Speed:	40 ft. (8 squares), climb 40 ft.
Armor Class:	16 (-2 size, +2 Dex, +6 natural), touch 10, flat-footed 14
Base Attack/Grapple:	+4 / +15

Monstrous Centipede, Medium**Medium Vermin**

Hit Dice:	1d8 (4 hp) <12 hp>
Initiative:	+2
Speed:	40 ft. (8 squares), climb 40 ft.
Armor Class:	14 (+2 Dex, +2 natural), touch 12, flat-footed 12
Base Attack/Grapple:	+0 / -1
Attack:	Bite +2 melee (1d6-1 plus poison)
Full Attack:	Bite +2 melee (1d6-1 plus poison)
Space/Reach:	5 ft. x 5 ft. / 5 ft.
Special Attacks:	Poison
Special Qualities:	Darkvision 60 ft, vermin traits
Saves:	Fort +2, Ref +2, Will +0
Abilities:	Str 9, Dex 15, Con 10, Int ---, Wis 10, Cha 2
Skills:	Climb +10, Hide +10, Spot +4
Feats:	Weapon Finesse ^B
Environment:	Underground
Organization:	Solitary or colony (1d4+1)
Challenge Rating:	1/2
Advancement:	---
Level Adjustment:	---

Monstrous Centipede, Gargantuan**Gargantuan Vermin**

Hit Dice:	12d8+12 (66 hp) <42 hp>
Initiative:	+2
Speed:	40 ft. (8 squares), climb 40 ft.
Armor Class:	18 (-4 size, +2 Dex, +10 natural), touch 8, flat-footed 16
Base Attack/Grapple:	+9 / +27

Attack:	Bite +3 melee (1d8+1 plus poison)	Bite +5 melee (2d6+4 plus poison)	Bite +11 melee (2d8+9 plus poison)
Full Attack:	Bite +3 melee (1d8+1 plus poison)	Bite +5 melee (2d6+4 plus poison)	Bite +11 melee (2d8+9 plus poison)
Space/Reach:	5 ft. x 10 ft. / 5 ft.	10 ft. x 30 ft. / 10 ft.	15 ft. x 60 ft. / 10 ft.
Special Attacks:	Poison	Poison	Poison
Special Qualities:	Darkvision 60 ft, vermin traits	Darkvision 60 ft, vermin traits	Darkvision 60 ft, vermin traits
Saves:	Fort +3, Ref +3, Will +1	Fort +6, Ref +4, Will +2	Fort +9, Ref +6, Will +4
Abilities:	Str 13, Dex 15, Con 10, Int ---, Wis 10, Cha 2	Str 17, Dex 15, Con 12, Int ---, Wis 10, Cha 2	Str 23, Dex 15, Con 12, Int ---, Wis 10, Cha 2
Skills:	Climb +10, Hide +6, Spot +4	Climb +11, Hide +2, Spot +4	Climb +14, Hide -2, Spot +4
Feats:	Weapon Finesse ^B	---	---
Environment:	Underground	Underground	Underground
Organization:	Solitary or colony (1d4+1)	Solitary or colony (1d4+1)	Solitary
Challenge Rating:	1	2	6
Advancement:	4-5 HD (Large)	7-11 HD (Huge)	17-23 HD (Gargantuan)
Level Adjustment:	---	---	---

	Monstrous Centipede, Colossal
	Colossal Vermin
Hit Dice:	24d8+24 (132 hp) <68 hp>
Initiative:	+1
Speed:	40 ft. (8 squares), climb 40 ft.
Armor Class:	20 (-8 size, +2 Dex, +16 natural), touch 4, flat-footed 18
Base Attack/Grapple:	+18 / +42
Attack:	Bite +18 melee (4d6+12 plus poison)
Full Attack:	Bite +18 melee (4d6+12 plus poison)
Space/Reach:	30 ft. x 120 ft. / 15 ft.
Special Attacks:	Poison
Special Qualities:	Darkvision 60 ft, vermin traits
Saves:	Fort +15, Ref +9, Will +8
Abilities:	Str 27, Dex 13, Con 12, Int ---, Wis 10, Cha 2
Skills:	Climb +16, Hide -7, Spot +4
Feats:	---
Environment:	Underground
Organization:	Solitary
Challenge Rating:	9
Advancement:	25-48 HD (Colossal)
Level Adjustment:	---

Monstrous centipedes tend to attack anything that resembles food, biting with their jaws and injecting their poison.

Size	Fort DC	Damage
Tiny	10	1 Dex
Small	10	1d2 Dex
Medium	10	1d3 Dex
Large	11	1d4 Dex
Huge	14	1d6 Dex
Gargantuan	17	1d8 Dex
Colossal	23	2d6 Dex

Poison (Ex): A monstrous centipede has a poisonous bite. The details vary by the centipede's size, as shown on the table above. The save DCs are Constitution-based. The indicated damage is both initial and secondary damage.

Skills: Monstrous centipedes have a +4 racial bonus on Spot checks, and a +8 racial bonus on Climb and Hide checks. They can use either their Strength or Dexterity modifier for Climb checks, whichever is higher. Monstrous scorpions can take 10 on Climb checks, even if threatened or distracted.

CAT

	Tiny Animal
Hit Dice:	1/2 d8 (2 hp) <11 hp>
Initiative:	+2
Speed:	30 ft. (6 squares)
Armor Class:	14 (+2 size, +2 Dex), touch 14, flat-footed 12
Base Attack/Grapple:	+0 / -12
Attack:	Claw +4 melee (1d2-4)
Full Attack:	2 claws +4 melee (1d2-4) and bite -1 melee (1d3-4)
Space/Reach:	1 ft. x 2-1/2 ft. / 0 ft.

Special Attacks:	---
Special Qualities:	Low-light vision, scent
Saves:	Fort +2, Ref +4, Will +1
Abilities:	Str 3, Dex 15, Con 10, Int 2, Wis 12, Cha 7
Skills:	Balance +10, Climb +6, Hide +16*, Jump +10, Listen +3, Move Silently +8, Spot +3
Feats:	Stealthy, Weapon Finesse ^B
Environment:	Temperate plains
Organization:	Domesticated or solitary
Challenge Rating:	1/4
Advancement:	---
Level Adjustment:	---

The statistics presented here describe a common housecat.

Combat

Cats prefer to sneak up on their prey.

Skills: Cats have a +4 racial bonus on Climb, Hide, and Move Silently checks and a +8 racial bonus on Jump checks. Cats have a +8 racial bonus on Balance checks. They use their Dexterity modifier instead of their Strength modifier for Climb and Jump checks. *In areas of tall grass or heavy undergrowth, the Hide bonus rises to +8.

CHEETAH

	Medium Animal
Hit Dice:	3d8+6 (19 hp) <21 hp>
Initiative:	+4
Speed:	50 ft. (10 squares)
Armor Class:	15 (+4 Dex, +1 natural), touch 14, flat-footed 11
Base Attack/Grapple:	+2 / +5
Attack:	Bite +6 melee
Full Attack:	Bite +6 melee (1d6+3) and 2 claws +1 melee (1d2+1)
Space/Reach:	5 ft. x 5 ft. / 5 ft.
Special Attacks:	Trip
Special Qualities:	Low-light vision, scent, sprint
Saves:	Fort +5, Ref +7, Will +2
Abilities:	Str 16, Dex 19, Con 15, Int 2, Wis 12, Cha 6
Skills:	Hide +6, Listen +4, Move Silently +6, Spot +4
Feats:	Alertness, Weapon Finesse
Environment:	Warm plains
Organization:	Solitary, pair, or family (1d3+2)
Challenge Rating:	2
Advancement:	4-5 HD (Medium)
Level Adjustment:	---

Cheetahs are swift feline predators of the plains. A cheetah is 3 to 5 feet long and weighs 110 to 130 pounds.

Combat

Cheetahs make sudden sprints to bring down prey.

Trip (Ex): A cheetah that hits with a claw or bite attack can attempt to trip the opponent (+3 check modifier) as a free action without making

a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the cheetah.

Sprint (Ex): Once per hour, a cheetah can move ten times its normal speed (500 feet) when it makes a charge.

CROCODILE

Medium Animal

Hit Dice:	3d8+9 (22 hp) <23 hp>
Initiative:	+1
Speed:	20 ft. (4 squares), swim 30 ft.
Armor Class:	15 (+1 Dex, +4 natural), touch 11, flat-footed 14
Base Attack/Grapple:	+2 / +6
Attack:	Bite +6 melee (1d8+6) or tail slap +6 melee (1d12+6)
Full Attack:	Bite +6 melee (1d8+6) or tail slap +6 melee (1d12+6)
Space/Reach:	5 ft. x 5 ft. / 5 ft.
Special Attacks:	Improved grab
Special Qualities:	Hold breath, low-light vision
Saves:	Fort +6, Ref +4, Will +2
Abilities:	Str 19, Dex 12, Con 17, Int 1, Wis 12, Cha 2
Skills:	Hide +7*, Listen +4, Spot +4, Swim +12
Feats:	Alertness, Skill Focus (Hide)
Environment:	Warm marshes
Organization:	Solitary or colony (1d6+5)
Challenge Rating:	2
Advancement:	4-5 HD (Medium)
Level Adjustment:	---

Crocodiles are aggressive predators 11 to 12 feet long. They lie mostly submerged in rivers or marshes, with only their eyes and nostrils showing, waiting for prey to come within reach.

Combat

Improved Grab (Ex): To use this ability, a crocodile must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, the crocodile establishes a hold on the opponent with its mouth and drags it into deep water, attempting to pin it to the bottom.

Hold Breath (Ex): A crocodile can hold its breath for a number of rounds equal to 4 x its Constitution score before it risks drowning.

Skills: A crocodile has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. A crocodile gains a +4 racial bonus on Hide checks when in the water. Further, a crocodile can lie in the water with only its eyes and nostrils showing, gaining a +10 cover bonus on Hide checks.

CROCODILE, GIANT

Huge Animal

Hit Dice:	7d8+28 (59 hp) <37 hp>
Initiative:	+1
Speed:	20 ft. (4 squares), swim 30 ft.
Armor Class:	16 (–2 size, +1 Dex, +7 natural), touch 9, flat-footed 15
Base Attack/Grapple:	+5 / +21
Attack:	Bite +11 melee (2d8+12) or tail slap +11 melee (1d12+12)
Full Attack:	Bite +11 melee (2d8+12) or tail slap +11 melee (1d12+12)
Space/Reach:	10 ft. x 20 ft. / 10 ft.
Special Attacks:	Improved grab
Special Qualities:	Hold breath, low-light vision
Saves:	Fort +9, Ref +6, Will +3
Abilities:	Str 27, Dex 12, Con 19, Int 1, Wis 12, Cha 2
Skills:	Hide +1*, Listen +5, Spot +5, Swim +16
Feats:	Alertness, Endurance, Skill Focus (Hide)
Environment:	Warm marshes
Organization:	Solitary or colony (1d6+5)
Challenge Rating:	4
Advancement:	8-14 HD (Huge)
Level Adjustment:	---

These huge creatures usually live in salt water and can be more than 20 feet long.

Giant crocodiles fight and behave like their smaller cousins.

DINOSAUR

Elasmosaurus

Huge Animal

Hit Dice:	10d8+94 (129 hp) <52 hp>
Initiative:	+2
Speed:	20 ft. (4 squares), swim 50 ft.
Armor Class:	13 (–2 size, +2 Dex, +3 natural), touch 10, flat-footed 11
Base Attack/Grapple:	+7 / +23
Attack:	Bite +13 melee (2d8+12)
Full Attack:	Bite +13 melee (2d8+12)
Space/Reach:	10 ft. x 20 ft. / 10 ft.
Special Attacks:	---
Special Qualities:	Low-light vision, scent
Saves:	Fort +15, Ref +9, Will +4
Abilities:	Str 26, Dex 14, Con 22, Int 2, Wis 13, Cha 9
Skills:	Hide –4*, Listen +4, Spot +9, Swim +16
Feats:	Dodge, Great Fortitude, Toughness x 2
Environment:	Warm aquatic
Organization:	Solitary, pair, or herd (1d4+4)
Challenge Rating:	7
Treasure:	None
Alignment:	Always neutral
Advancement:	11-20 HD (Huge); 21-30 HD (Gargantuan)
Level Adjustment:	---

Megaraptor

Huge Animal

Hit Dice:	8d8+48 (84 hp) <42 hp>
Initiative:	+2
Speed:	60 ft. (12 squares)
Armor Class:	16 (–2 size, +2 Dex, +6 natural), touch 11, flat-footed 15
Base Attack/Grapple:	+6 / +19
Attack:	Talons +9 melee (2d6+5)
Full Attack:	Talons +9 melee (2d6+5) and 2 foreclaws +4 melee (1d4+2) and bite +4 melee (1d8+2)
Space/Reach:	10 ft. x 10 ft. / 15 ft.
Special Attacks:	Pounce
Special Qualities:	Low-light vision, scent
Saves:	Fort +10, Ref +8, Will +4
Abilities:	Str 21, Dex 15, Con 21, Int 2, Wis 15, Cha 10
Skills:	Hide +9, Jump +27, Listen +12, Spot +12, Survival +12
Feats:	Run, Toughness, Track
Environment:	Warm forests
Organization:	Solitary, pair, or pack (1d4+2)
Challenge Rating:	6
Treasure:	None
Alignment:	Always neutral
Advancement:	9-16 HD (Large); 17-24 HD (Huge)
Level Adjustment:	---

Deinonychus

Large Animal

Hit Dice:	4d8+16 (34 hp) <27 hp>
Initiative:	+2
Speed:	60 ft. (12 squares)
Armor Class:	16 (–1 Size, +2 Dex, +5 natural), touch 12, flat-footed 15
Base Attack/Grapple:	+3 / +11
Attack:	Talons +6 melee (1d8+4)
Full Attack:	Talons +6 melee (1d8+4) and 2 foreclaws +1 melee (1d3+2) and bite +1 melee (2d4+2)
Space/Reach:	5 ft. x 5 ft./10 ft.
Special Attacks:	Pounce
Special Qualities:	Low-light vision, scent
Saves:	Fort +8, Ref +6, Will +2
Abilities:	Str 19, Dex 15, Con 19, Int 2, Wis 12, Cha 10
Skills:	Hide +12, Jump +26, Listen +10, Spot +10, Survival +10
Feats:	Run, Track
Environment:	Warm forests
Organization:	Solitary, pair, or pack (1d4+2)
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral
Advancement:	5-8 HD (Medium)
Level Adjustment:	---

Dinosaurs come in many sizes and shapes. Bigger varieties have drab coloration, while smaller dinosaurs have more colorful markings. Most dinosaurs have a pebbly skin texture.

Combat

Dinosaurs take full advantage of their size and speed. The swift carnivores stalk prey, staying hidden in cover until they can get into charge range and rush to the attack. Herbivores frequently overrun and trample their opponents.

Deinonychus

A deinonychus is bright green along its back and flanks, with a much lighter shade of the same color on its underside. The body has darker spots or stripes. Its tail extends straight out behind itself, held aloft by an intricate structure of bony supports, thus allowing its weight to be carried entirely by the back legs. It weighs about 600 pounds.

	Triceratops Huge Animal
Hit Dice:	16d8+172 (244hp) <73 hp>
Initiative:	-1
Speed:	30 ft. (6 squares)
Armor Class:	18 (-2 size, -1 Dex, +11 natural), touch 7, flat-footed 18
Base Attack/Grapple:	+12 / +30
Attack:	Gore +20 melee (2d8+15)
Full Attack:	Gore +20 melee (2d8+15)
Space/Reach:	10 ft. x 20 ft. / 10 ft.
Special Attacks:	Powerful charge, trample 2d12+15
Special Qualities:	Low-light vision, scent
Saves:	Fort +19, Ref +9, Will +6
Abilities:	Str 30, Dex 9, Con 25, Int 1, Wis 12, Cha 7
Skills:	Listen +13, Spot +12
Feats:	Alertness, Great Fortitude, Toughness (4)
Environment:	Temperate plains
Organization:	Solitary, pair, or herd (1d4+4)
Challenge Rating:	9
Treasure:	None
Alignment:	Always neutral
Advancement:	17-32 HD (Huge); 33-48 HD (Gargantuan)
Level Adjustment:	---

Triceratops

A triceratops has a body about 25 feet long and weighs about 20,000 pounds.

Combat

These creatures are likely to charge and skewer any creature of at least Large size that infringes on their territory. A triceratops uses its trample attack on smaller opponents.

Powerful Charge (Ex): When a triceratops charges, its gore attack deals 4d8+20 points of damage.

Combat

A deinonychus uses a combination of speed, grasping forearms, large teeth, and hind legs with ripping talons. It hunts by running at prey, leaping, and ripping with its rear talons as it claws and bites. The talons count as one attack. A deinonychus has a relatively large brain for a dinosaur, and its pack hunts with cunning tactics.

Pounce (Ex): If a deinonychus charges, it can make a full attack.

Skills: A deinonychus has a +8 racial bonus on Hide, Jump, Listen, Spot, and Survival checks.

Elasmosaurus

Though it resides primarily in the water, an elasmosaurus only breathes air. An elasmosaurus has a total length of some 30 feet, including a tail half as long as its entire body, and weighs about 5,000 pounds. Observers who see only its head or tail might easily mistake it for a massive snake.

Combat

An elasmosaurus is aggressive and attacks anything it notices. The creature is strong, fast, and highly maneuverable, able to turn quickly and lunge at prey. When hunting, it travels with its head out of the water, snapping down quickly to seize prey.

Skills: An elasmosaurus has a +8 racial bonus on Hide checks in water.

Megaraptor

This creature is a larger version of the deinonychus, standing about 12 feet tall with a total length of 24 feet. It has the same appearance, habits, and abilities of the smaller version.

Pounce (Ex): If a megaraptor charges, it can make a full attack.

Skills: A megaraptor has a +8 racial bonus on Hide, Jump, Listen, Spot, and Survival checks.

Tyrannosaurus

Huge Animal
18d8+132 (213hp) <70 hp>
+1
40 ft. (8 squares)
14 (-2 size, +1 Dex, +5 natural) touch 9, flat-footed 13
+13 / +30
Bite +20 melee (3d6+13)
Bite +20 melee (3d6+13)
10 ft. x 10 ft. / 15 ft.
Improved grab, swallow whole
Low-light vision, scent
Fort +16, Ref +12, Will +8
Str 28, Dex 12, Con 21, Int 2, Wis 15, Cha 10
Hide -2, Listen +14, Spot +14
Alertness, Improved Natural Attack (bite), Run, Toughness x 3, Track
Warm plains
Solitary or pair
8
None
Always neutral
19-36 HD (Huge); 37-54 HD (Gargantuan)

Trample (Ex): Reflex half DC 28. The save DC is Strength-based.

Tyrannosaurus

Despite its enormous size and 6-ton weight, a tyrannosaurus is a swift runner. Its head is nearly 6 feet long, and its teeth are from 3 to 6 inches in length. It is slightly more than 30 feet long from nose to tail.

Combat

A tyrannosaurus pursues and eats just about anything it sees. Its tactics are simple - charge in and bite.

Improved Grab (Ex): To use this ability, a tyrannosaurus must hit an opponent of up to one size smaller with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can try to swallow the foe the following round.

Swallow Whole (Ex): A tyrannosaurus can try to swallow a grabbed opponent of up to two sizes smaller by making a successful grapple check. The swallowed creature takes 2d8+8 points of bludgeoning damage and 8 points of acid damage per round from the

tyrannosaurus's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (AC 12). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

A Huge tyrannosaurus's gizzard can hold 2 Medium, 8 Small, 32 Tiny, or 128 Diminutive or smaller opponents.

Skills: A tyrannosaurus has a +2 racial bonus on Listen and Spot checks.

DIRE ANIMAL

	Dire Ape Large Animal	Dire Badger Medium Animal	Dire Bats Large Animal
Hit Dice:	5d8+17 (39 hp) <29 hp>	3d8+18 (31 hp) <28 hp>	4d8+12 (30 hp) <27 hp>
Initiative:	+2	+3	+6
Speed:	30 ft. (6 squares), climb 15 ft.	30 ft. (6 squares), burrow 10 ft.	20 ft. (4 squares), fly 40 ft. (good)
Armor Class:	15 (–1 size, +2 Dex, +4 natural), touch 11, flat-footed 13	16 (+3 Dex, +3 natural), touch 13, flat-footed 13	20 (–1 size, +6 Dex, +5 natural), touch 15, flat-footed 14
Base Attack/Grapple:	+3 / +13	+2 / +4	+3 / +10
Attack:	Claw +8 melee (1d6+6)	Claw +4 melee (1d4+2)	Bite +5 melee (1d8+4)
Full Attack:	2 claws +8 melee (1d6+6) and bite +3 melee (1d8+3)	2 claws +4 melee (1d4+2) and bite –1 melee (1d6+1)	Bite +5 melee (1d8+4)
Space/Reach:	5 ft. x 5 ft. / 10 ft.	5 ft. x 5 ft. / 5 ft.	5 ft. x 10 ft. / 5 ft.
Special Attacks:	Rend 2d6+9	Rage	---
Special Qualities:	Low-light vision, scent	Low-light vision, scent	Blindsense 40 ft.
Saves:	Fort +6, Ref +6, Will +5	Fort +7, Ref +6, Will +4	Fort +7, Ref +10, Will +6
Abilities:	Str 22, Dex 15, Con 14, Int 2, Wis 12, Cha 7	Str 14, Dex 17, Con 19, Int 2, Wis 12, Cha 10	Str 17, Dex 22, Con 17, Int 2, Wis 14, Cha 6
Skills:	Climb +14, Listen +5, Move Silently +4, Spot +6	Listen +6, Spot +6	Hide +4, Listen +12*, Move Silently +11, Spot +8*
Feats:	Alertness, Toughness	Alertness, Toughness, Track ^B	Alertness, Stealthy
Environment:	Warm forests	Temperate forests	Temperate deserts
Organization:	Solitary or company (1d4+4)	Solitary or cete (1d4+1)	Solitary or colony (1d4+4)
Challenge Rating:	3	2	2
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	6-15 HD (Large)	4-9 HD (Large)	5-12 HD (Large)
Level Adjustment:	---	---	---

Dire animals are larger, tougher, meaner versions of ordinary animals. Each kind tends to have a feral, prehistoric, or even demonic appearance.

A dire badger is from 5 to 7 feet in length and can weigh up to 500 pounds.

Dire Ape

A dire ape stands about 9 feet tall and weighs from 800 to 1,200 pounds.

Combat

Dire apes attack anything that enters their territory, even other dire apes. If an opponent's armor foils a dire ape's attacks, the creature will attempt to grapple and pin, then rend the prone opponent.

Rend (Ex): A dire ape that hits with both claw attacks latches onto the opponent's body and tears the flesh. This attack automatically deals an extra 2d6+12 points of damage.

Skills: Dire apes have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

Dire Badger

These vicious creatures tolerate no intrusions. They cannot burrow into solid rock, but can move through just about any material softer than that. A dire badger usually leaves behind a usable tunnel 5 feet in diameter when burrowing unless the material it's moving through is very loose.

Combat

Dire badgers attack with their sharp claws and teeth.

Rage (Ex): A dire badger that takes damage in combat flies into a berserk rage on its next turn, clawing and biting madly until either it or its opponent is dead. It gains +4 Strength, +4 Constitution, and –2 AC. The creature cannot end its rage voluntarily.

Dire Bat

A dire bat has a wingspan of 15 feet and weighs about 200 pounds.

Combat

Dire bats swoop down upon unsuspecting prey from above.

Blindsense (Ex): A dire bat uses echolocation to pinpoint creatures within 40 feet. Opponents still have total concealment against the bat unless it can actually see them.

Skills: Dire bats have a +4 racial bonus on Spot and Listen checks. These bonuses are lost if its blindsense is negated.

	Dire Bear Large Animal	Dire Boar Large Animal	Dire Lion Large Animal
Hit Dice:	12d8+59 (113 hp) <48 hp>	7d8+21 (52 hp) <35 hp>	8d8+24 (60 hp) <35 hp>
Initiative:	+1	+0	+2
Speed:	40 ft. (8 squares)	40 ft. (8 squares)	40 ft. (8 squares)
Armor Class:	17 (–1 size, +1 Dex, +7 natural), touch 10, flat-footed 16	15 (–1 size, +6 natural), touch 9, flat-footed 15	15 (–1 size, +2 Dex, +4 natural), touch 11, flat-footed 13
Base Attack/Grapple:	+9 / +23	+5 / +17	+6 / +17
Attack:	Claw +19 melee (2d4+10)	Gore +12 melee (1d8+12)	Claw +13 melee (1d6+7)
Full Attack:	2 claws +19 melee (2d4+10) and bite +13 melee (2d8+5)	Gore +12 melee (1d8+12)	2 claws +13 melee (1d6+7) and bite +7 melee (1d8+3)

Space/Reach:	10 ft. x 20 ft. / 10 ft.
Special Attacks:	Improved grab
Special Qualities:	Low-light vision, scent
Saves:	Fort +12, Ref +9, Will +9
Abilities:	Str 31, Dex 13, Con 19, Int 2, Wis 12, Cha 10
Skills:	Listen +10, Spot +10, Swim +13
Feats:	Alertness, Endurance, Run, Toughness, Weapon Focus (claw)
Environment:	Cold forests
Organization:	Solitary or pair
Challenge Rating:	7
Treasure:	None
Alignment:	Always neutral
Advancement:	13-16 HD (Large); 17-36 HD (Huge)
Level Adjustment:	---

5 ft. x 10 ft. / 5 ft.
Ferocity
Low-light vision, scent
Fort +8, Ref +5, Will +8
Str 27, Dex 10, Con 17, Int 2, Wis 13, Cha 8
Listen +8, Spot +8
Alertness, Endurance, Iron Will
Temperate forests
Solitary or herd (1d4+4)
4
None
Always neutral
8-16 HD (Large); 17-21 HD (Huge)

5 ft. x 10 ft. / 5 ft.
Improved grab, pounce, rake 1d6+3
Low-light vision, scent
Fort +9, Ref +8, Will +7
Str 25, Dex 15, Con 17, Int 2, Wis 12, Cha 10
Hide +2*, Listen +7, Move Silently +5*, Spot +7
Alertness, Run, Weapon Focus (claw)
Warm plains
Solitary, pair, or pride (1d6+4)
5
None
Always neutral
9-16 HD (Large); 17-24 HD (Huge)

Improved Grab (Ex): To use this ability, a dire bear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Dire Boar

Dire boars are omnivorous and spend most of their time rooting around, much as ordinary pigs do. They viciously attack anything that approaches them, however.

Dire boars grow up to 12 feet long and weigh as much as 2,000 pounds.

Combat

A dire boar charges its opponent, trying to rip the target open with its tusks.

Ferocity (Ex): A dire boar is such a tenacious combatant that it continues to fight without penalty even while disabled or dying.

Dire Lion

Dire lions are patient hunters, just like their smaller cousins, but apt to take on bigger prey.

Dire lions grow to be up to 15 feet long and weigh up to 3,500 pounds.

Combat

A dire lion attacks by running at prey, leaping, and clawing and biting as it rakes with its rear claws. It often jumps onto a creature larger than itself.

Improved Grab (Ex): To use this ability, a dire lion must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Pounce (Ex): If a dire lion charges, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +12 melee, damage 1d6+3.

Skills: Dire lions have a +4 racial bonus on Hide and Move Silently checks. In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.

Dire Bear

The omnivorous dire bear usually does not bother creatures that try to avoid it, but will aggressively defend a kill or other source of food. It will not hesitate to rip apart anything that might contain something edible.

A typical dire bear is 12 feet long and weighs as much as 8,000 pounds.

Combat

A dire bear attacks by tearing at opponents with its claws.

	Dire Rat Small Animal
Hit Dice:	1d8+1 (5 hp) <10 hp>
Initiative:	+3
Speed:	40 ft. (8 squares), climb 20 ft.
Armor Class:	15 (+1 size, +3 Dex, +1 natural), touch 14, flat-footed 12
Base Attack/Grapple:	+0 / -4
Attack:	Bite +4 melee (1d4 plus disease)
Full Attack:	Bite +4 melee (1d4 plus disease)
Space/Reach:	5 ft. x 5 ft. / 5 ft.
Special Attacks:	Disease
Special Qualities:	Low-light vision, scent
Saves:	Fort +3, Ref +5, Will +3

	Dire Shark Huge Animal (Aquatic)
	18d8+110 (193 hp) <69 hp>
	+2
	Swim 60 ft. (12 squares)
	17 (-2 size, +2 Dex, +7 natural), touch 10, flat-footed 15
	+13 / +27
	Bite +18 melee (2d8+9)
	Bite +18 melee (2d8+9)
	10 ft. x 50 ft. / 10 ft.
	Improved grab, swallow whole
	Keen scent
	Fort +14, Ref +13, Will +12

	Dire Tiger Huge Animal
	16d8+48 (120 hp) <51 hp>
	+2
	40 ft. (8 squares)
	16 (-2 size, +2 Dex, +6 natural), touch 11, flat-footed 15
	+12 / +28
	Claw +19 melee (2d4+8)
	2 claws +19 melee (2d4+8) and bite +13 melee (2d6+4)
	10 ft. x 30 ft. / 10 ft.
	Improved grab, pounce, rake 2d4+4
	Low-light vision, scent
	Fort +13, Ref +12, Will +11

Abilities:	Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 4	Str 23, Dex 15, Con 17, Int 1, Wis 12, Cha 10	Str 27, Dex 15, Con 17, Int 2, Wis 12, Cha 10
Skills:	Climb +11, Hide +8, Listen +4, Move Silently +4, Spot +4, Swim +11	Listen +12, Spot +11, Swim +14	Hide +3*, Jump +14, Listen +6, Move Silently +11, Spot +7, Swim +10
Feats:	Alertness, Weapon Finesse ^B	Improved Natural Attack (bite), Toughness (4), Weapon Focus (bite)	Alertness, Improved Natural Attack (claw), Improved Natural Attack (bite), Run, Stealthy, Weapon Focus (claw)
Environment:	Any	Cold aquatic	Warm forests
Organization:	Solitary or pack (1d10+10)	Solitary or school (1d4+1)	Solitary or pair
Challenge Rating:	1/3	9	8
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	2-3 HD (Small); 4-6 HD (Medium)	19-32 (Huge); 33-54 (Gargantuan)	17-32 HD (Large); 33-48 (Huge)
Level Adjustment:	---	---	---

Dire Rat

Dire rats are omnivorous scavengers, but will attack to defend their nests and territories.

A dire rat can grow to be up to 4 feet long and weigh over 50 pounds.

Combat

Dire rat packs attack fearlessly, biting and chewing with their sharp incisors.

Disease (Ex): Filth fever - bite, Fortitude DC 11, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.

Skills: Dire rats have a +8 racial bonus on Swim checks. Dire rats have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened. Dire rats use their Dexterity modifier for Climb and Swim checks.

Dire Shark

Dire sharks attack anything they perceive to be edible, even larger creatures.

This monstrous fish can grow to a length of 25 feet and weigh more than 20,000 pounds.

Combat

Dire sharks bite with their powerful jaws, swallowing smaller creatures in one gulp.

Improved Grab (Ex): To use this ability, a dire shark must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can try to swallow the foe in the following round.

Swallow Whole (Ex): A dire shark can try to swallow a grabbed opponent of up to one size smaller by making a successful grapple check. Once inside, the opponent takes 2d6+6 points of bludgeoning

damage plus 1d8+4 points of acid damage per round from the shark's digestive juices. A swallowed creature can cut its way out using a light slashing or piercing weapon by dealing 25 points of damage to the shark's digestive tract (AC 13). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

A Huge dire shark's gullet can hold 2 Large, 8 Medium or Small, 32 Tiny, 128 Diminutive, or 512 Fine or smaller opponents.

Keen Scent (Ex): A dire shark can notice creatures by scent in a 180-foot radius and can detect blood in the water at a range of up to 1 mile.

Skills: A dire shark has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Dire Tiger

Dire tigers prey on just about anything that moves. They will patiently stalk a potential meal, striking whenever the creature lets down its guard.

Dire tigers grow to be over 12 feet long and can weigh up to 6,000 pounds.

Combat

A dire tiger attacks by running at prey, leaping, and clawing and biting as it rakes with its rear claws.

Improved Grab (Ex): To use this ability, a dire tiger must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Pounce (Ex): If a dire tiger charges, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +18 melee, damage 2d4+4.

Skills: Dire tigers have a +4 racial bonus on Hide and Move Silently checks. *In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.

	Dire Weasel Medium Animal	Dire Wolf Large Animal	Dire Wolverine Large Animal
Hit Dice:	3d8 (13 hp) <16 hp>	6d8+18 (45 hp) <31 hp>	5d8+27 (49 hp) <34 hp>
Initiative:	+4	+2	+3
Speed:	40 ft. (8 squares)	50 ft. (10 squares)	30 ft. (6 squares), climb 10 ft.
Armor Class:	16 (+4 Dex, +2 natural), touch 14, flat-footed 12	14 (-1 size, +2 Dex, +3 natural), touch 11, flat-footed 12	16 (-1 size, +3 Dex, +4 natural), touch 12, flat-footed 13
Base Attack/Grapple:	+2 / +4	+4 / +15	+3 / +13
Attack:	Bite +6 melee (1d6+3)	Bite +11 melee (1d8+10)	Claw +8 melee (1d6+6)
Full Attack:	Bite +6 melee (1d6+3)	Bite +11 melee (1d8+10)	2 claws +8 melee (1d6+6) and bite +3 melee (1d8+3)
Space/Reach:	5 ft. x 5 ft. / 5 ft.	5 ft. x 10 ft. / 5 ft.	5 ft. x 10 ft. / 5 ft.
Special Attacks:	Attach, blood drain	Trip	Rage
Special Qualities:	Low-light vision, scent	Low-light vision, scent	Low-light vision, scent
Saves:	Fort +3, Ref +7, Will +4	Fort +8, Ref +7, Will +6	Fort +8, Ref +7, Will +5
Abilities:	Str 14, Dex 19, Con 10, Int 2, Wis 12, Cha 11	Str 25, Dex 15, Con 17, Int 2, Wis 12, Cha 10	Str 22, Dex 17, Con 19, Int 2, Wis 12, Cha 10
Skills:	Hide +8, Listen +3, Move Silently +8, Spot +5	Hide +0, Listen +7, Move Silently +4, Spot +7, Survival +2*	Climb +14, Listen +7, Spot +7
Feats:	Alertness, Stealthy, Weapon Finesse ^B	Alertness, Run, Track ^B , Weapon Focus (bite)	Alertness, Toughness, Track ^B
Environment:	Temperate hills	Temperate forests	Cold forests

Organization:	Solitary or pair	Solitary or pack (1d4+4)	Solitary or pair
Challenge Rating:	2	3	4
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	4-6 HD (Medium); 7-9 HD (Large)	7-18 HD (Large)	6-15 HD (Large)
Level Adjustment:	---	---	---

Dire Weasel

Dire weasels grow to be up to 10 feet long and can reach a weight of 700 pounds.

Combat

Dire weasels stalk their prey in the dark and then leap on it, biting and clawing.

Attach (Ex): A dire weasel that hits with its bite attack latches onto the opponent's body with its powerful jaws. An attached dire weasel loses its Dexterity bonus to AC and thus has an AC of 12. An attached dire weasel can be struck with a weapon or grappled itself. To remove an attached dire weasel through grappling, the opponent must achieve a pin against the creature.

Blood Drain (Ex): A dire weasel drains blood for 1d4 points of Constitution damage each round it remains attached.

Dire Wolf

Dire wolves are efficient pack hunters that will kill anything they can catch.

Dire wolves are mottled gray or black, about 9 feet long and weighing some 800 pounds.

Combat

Dire wolves prefer to attack in packs, surrounding and flanking a foe when they can.

Trip (Ex): A dire wolf that hits with a bite attack can attempt to trip its opponent (+11 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the dire wolf.

Skills: A dire wolf has a +2 racial bonus on Hide, Listen, Move Silently, and Spot checks. It also has a +4 racial bonus on Survival checks when tracking by scent.

Dire Wolverine

Dire wolverines grow to about 12 feet in length and can weigh as much as 2,000 pounds.

Combat

Dire wolverines attack opponents wantonly, fearing no other creatures.

Rage (Ex): A dire wolverine that takes damage in combat flies into a berserk rage on its next turn, clawing and biting madly until either it or its opponent is dead. An enraged dire wolverine gains +4 Strength, +4 Constitution, and -2 AC. The creature cannot end its rage voluntarily.

Skills: A dire wolverine has a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

DOG

Small Animal

Hit Dice:	1d8+2 (6 hp) <15 hp>
Initiative:	+3
Speed:	40 ft. (8 squares)
Armor Class:	15 (+1 size, +3 Dex, +1 natural), touch 14, flat-footed 12
Base Attack/Grapple:	+0 / -3
Attack:	Bite +2 melee (1d4+1)
Full Attack:	Bite +2 melee (1d4+1)
Space/Reach:	5 ft. x 5 ft. / 5 ft.
Special Attacks:	---
Special Qualities:	Low-light vision, scent
Saves:	Fort +4, Ref +5, Will +1
Abilities:	Str 13, Dex 17, Con 15, Int 2, Wis 12, Cha 6
Skills:	Jump +7, Listen +5, Spot +5, Survival +1*
Feats:	Alertness, Track ^B

Environment:	Temperate plains
Organization:	Solitary or pack (1d8+4)
Challenge Rating:	1/3
Advancement:	---
Level Adjustment:	---

The statistics presented here describe a fairly small dog of about 20 to 50 pounds in weight. They also can be used for small wild canines such as coyotes, jackals, and African wild dogs.

Combat

Dogs generally hunt in packs, chasing and exhausting prey until they can drag it down.

Skills: Dogs have a +4 racial bonus on Jump checks. *Dogs have a +4 racial bonus on Survival checks when tracking by scent.

DOG, RIDING

Medium Animal

Hit Dice:	2d8+4 (13 hp) <19 hp>
Initiative:	+2
Speed:	40 ft. (8 squares)
Armor Class:	16 (+2 Dex, +4 natural), touch 12, flat-footed 14
Base Attack/Grapple:	+1 / +3
Attack:	Bite +3 melee (1d6+3)
Full Attack:	Bite +3 melee (1d6+3)
Space/Reach:	5 ft. x 5 ft. / 5 ft.
Special Attacks:	---
Special Qualities:	Low-light vision, scent
Saves:	Fort +5, Ref +5, Will +1
Abilities:	Str 15, Dex 15, Con 15, Int 2, Wis 12, Cha 6
Skills:	Jump +8, Listen +5, Spot +5, Swim +3, Survival +1*
Feats:	Alertness, Track ^B
Environment:	Temperate plains
Organization:	Solitary or pack (1d8+4)
Challenge Rating:	1
Advancement:	---
Level Adjustment:	---

This category includes working breeds such as collies, huskies, and St. Bernards.

Carrying Capacity: A light load for a riding dog is up to 100 pounds; a medium load, 101-200 pounds; and a heavy load, 201-300 pounds. A riding dog can drag 1,500 pounds.

Combat

If trained for war, these animals can make trip attacks just as wolves do (see the Wolf entry). A riding dog can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Skills: Riding dogs have a +4 racial bonus on Jump checks. Riding dogs have a +4 racial bonus on Survival checks when tracking by scent.

DONKEY

Medium Animal

Hit Dice:	2d8+2 (11 hp) <16 hp>
Initiative:	+1
Speed:	30 ft. (6 squares)
Armor Class:	13 (+1 Dex, +2 natural), touch 11, flat-footed 12
Base Attack/Grapple:	+1 / +1
Attack:	Bite +1 melee (1d2)
Full Attack:	Bite +1 melee (1d2)
Space/Reach:	5 ft. x 5 ft. / 5 ft.
Special Attacks:	---

Special Qualities: Low-light vision, scent
Saves: Fort +4, Ref +4, Will +0
Abilities: Str 10, Dex 13, Con 12, Int 2, Wis 11, Cha 4
Skills: Balance +3, Listen +3, Spot +2
Feats: Endurance
Environment: Temperate deserts
Organization: Solitary
Challenge Rating: 1/6
Advancement: ---
Level Adjustment: ---

These long-eared, horselike creatures are surefooted and sturdy. The statistics presented here could also describe burros.

Carrying Capacity: A light load for a donkey is up to 50 pounds; a medium load, 51-100 pounds; and a heavy load, 101-150 pounds. A donkey can drag 750 pounds.

Combat

A donkey bites only when it has no way to escape.

Skills: Donkeys have a +2 racial bonus on Balance checks.

EAGLE

Small Animal

Hit Dice: 1d8+1 (5 hp) <12 hp>
Initiative: +2
Speed: 10 ft. (2 squares), fly 80 ft. (average)
Armor Class: 14 (+1 size, +2 Dex, +1 natural), touch 13, flat-footed 12
Base Attack/Grapple: +0 / -4
Attack: Talons +3 melee (1d4)
Full Attack: 2 talons +3 melee (1d4) and bite -2 melee (1d4)
Space/Reach: 5 ft. x 5 ft. / 5 ft.
Special Attacks: ---
Special Qualities: Low-light vision
Saves: Fort +3, Ref +4, Will +2
Abilities: Str 10, Dex 15, Con 12, Int 2, Wis 14, Cha 6
Skills: Listen +4, Spot +16
Feats: Alertness, Weapon Finesse^B
Environment: Temperate mountains
Organization: Solitary or pair
Challenge Rating: 1/2
Advancement: 2-3 HD (Medium)
Level Adjustment: ---

These birds of prey inhabit nearly every terrain and climate, though they all prefer high, secluded nesting spots.

A typical eagle is about 3 feet long and has a wingspan of about 7 feet. The statistics presented here can describe any similar-sized, diurnal bird of prey.

Combat

Eagles dive at prey, raking with their powerful talons.

Skills: Eagles have a +8 racial bonus on Spot checks.

ELEPHANT

Huge Animal

Hit Dice: 11d8+55 (104 hp) <47 hp>
Initiative: +0
Speed: 40 ft. (8 squares)
Armor Class: 15 (-2 size, +7 natural), touch 8, flat-footed 15
Base Attack/Grapple: +8 / +26
Attack: Gore +16 melee (2d8+15)
Full Attack: Slam +16 melee (2d6+10) and 2 stamps +11 melee (2d6+5); or gore +16 melee (2d8+15)
Space/Reach: 10 ft. x 20 ft. / 10 ft.
Special Attacks: Trample 2d8+15
Special Qualities: Low-light vision, scent
Saves: Fort +12, Ref +7, Will +6
Abilities: Str 30, Dex 10, Con 21, Int 2, Wis 13, Cha 7
Skills: Listen +12, Spot +10
Feats: Alertness, Endurance, Iron Will, Skill Focus (Listen)
Environment: Warm plains
Organization: Solitary or herd (1d6x5)
Challenge Rating: 7
Advancement: 12-22 HD (Huge)
Level Adjustment: ---

Massive herbivores of tropical lands, elephants are unpredictable creatures but nevertheless are sometimes used as mounts or beasts of burden.

This entry describes an African elephant. Indian elephants are slightly smaller and weaker (Strength 28), but more readily trained (Wisdom 15). These statistics can also represent prehistoric creatures such as mammoths and mastodons.

Combat

Elephants tend to charge at threatening creatures.

Trample (Ex): Reflex half DC 25. The save DC is Strength-based.

GIANT ANT

Giant Ant, Worker

Medium Vermin

Hit Dice: 2d8 (9 hp) <14 hp>
Initiative: +0
Speed: 50 ft. (10 squares), climb 20 ft.
Armor Class: 17 (+7 natural), touch 10, flat-footed 17
Base Attack/Grapple: +1 / +1
Attack: Bite +1 melee (1d6)
Full Attack: Bite +1 melee (1d6)
Space/Reach: 5 ft. x 5 ft. / 5 ft.
Special Attacks: Improved grab
Special Qualities: Scent, vermin traits
Saves: Fort +3, Ref +0, Will +0
Abilities: Str 10, Dex 10, Con 10, Int ---, Wis 11, Cha 9
Skills: Climb +8
Feats: Track^B
Environment: Temperate plains
Organization: Gang (1d4+2) or crew (1d6+5 plus 1 giant ant soldier)
Challenge Rating: 1
Treasure: None
Advancement: 3-4 HD (Medium); 5-6 HD (Large)
Level Adjustment: ---

Giant Ant, Soldier

Medium Vermin

Hit Dice: 2d8+2 (11 hp) <17 hp>
Initiative: +0
Speed: 50 ft. (10 squares), climb 20 ft.
Armor Class: 17 (+7 natural), touch 10, flat-footed 17
Base Attack/Grapple: +1 / +3
Attack: Bite +3 melee (2d4+3)
Full Attack: Bite +3 melee (2d4+3)
Space/Reach: 5 ft. x 5 ft. / 5 ft.
Special Attacks: Improved grab, acid sting
Special Qualities: Scent, vermin traits
Saves: Fort +4, Ref +0, Will +1
Abilities: Str 14, Dex 10, Con 13, Int ---, Wis 13, Cha 11
Skills: Climb +10
Feats: Track^B
Environment: Temperate plains
Organization: Solitary or gang (1d3+1)
Challenge Rating: 2
Treasure: None
Advancement: 3-4 HD (Medium); 5-6 HD (Large)
Level Adjustment: ---

Giant Ant, Queen

Large Vermin

Hit Dice: 4d8+4 (22 hp) <23 hp>
Initiative: -1
Speed: 40 ft. (8 squares)
Armor Class: 17 (-1 size, -1 Dex, +9 natural), touch 8, flat-footed 17
Base Attack/Grapple: +3 / +10
Attack: Bite +5 melee (2d6+4)
Full Attack: Bite +5 melee (2d6+4)
Space/Reach: 5 ft. x 10 ft. / 5 ft.
Special Attacks: Improved grab
Special Qualities: Scent, vermin traits
Saves: Fort +5, Ref +0, Will +2
Abilities: Str 16, Dex 9, Con 13, Int ---, Wis 13, Cha 11
Skills: ---
Feats: Track^B
Environment: Temperate plains
Organization: Hive (1 plus 1d10x10 workers and 3d6+2 soldiers)
Challenge Rating: 2
Treasure: 1/10 coins; 50% goods; 50% items
Advancement: 5-6 HD (Large); 7-8 HD (Huge)
Level Adjustment: ---

Giant ants are among the hardest and most adaptable vermin. Soldiers and workers are about 6 feet long, while queens can grow to a length of 9 feet.

Acid Sting (Ex): A giant soldier ant has a stinger and an acid-producing gland in its abdomen. If it successfully grabs an opponent, it can attempt to sting each round (+3 attack bonus). A hit with the sting attack deals 1d4+1 points of piercing damage and 1d4 points of acid damage.

Improved Grab (Ex): To use this ability, a giant ant must hit with its bite attack. A giant soldier ant that wins the ensuing grapple check establishes a hold and can sting.

Skills: Giant ants have a +4 racial bonus on Survival checks when tracking by scent and a +8 racial bonus on Climb checks. A giant ant can always choose to take 10 on Climb checks, even if rushed or threatened.

GIANT BEE

	Medium Vermin
Hit Dice:	2d8 (9 hp) <14 hp>
Initiative:	+2
Speed:	20 ft. (4 squares), fly 80 ft. (good)
Armor Class:	14 (+2 Dex, +2 natural), touch 12, flat-footed 12
Base Attack/Grapple:	+1 / +2
Attack:	Sting +1 melee (1d4 plus poison)
Full Attack:	Sting +1 melee (1d4 plus poison)
Space/Reach:	5 ft. x 5 ft. / 5 ft.
Special Attacks:	Poison
Special Qualities:	Darkvision 60 ft, vermin traits
Saves:	Fort +3, Ref +2, Will +1
Abilities:	Str 11, Dex 14, Con 11, Int ---, Wis 12, Cha 9
Skills:	Spot +5, Survival +1*
Feats:	---
Environment:	Temperate plains
Organization:	Solitary, buzz (1d4+1), or hive (1d10+10)
Challenge Rating:	1
Treasure:	No coins; 1/4 goods (honey only); no items
Advancement:	4-6 HD (Medium); 7-9 HD (Large)
Level Adjustment:	---

Although many times larger, growing to a length of about 5 feet, giant bees behave generally the same as their smaller cousins.

Giant bees are usually not aggressive except when defending themselves or their hive.

Poison (Ex): Injury, Fortitude DC 11, initial and secondary damage 1d4 Con. The save DC is Constitution-based.

A giant bee that successfully stings another creature pulls away, leaving its stinger in the creature. The bee then dies.

Skills: Giant bees have a +4 racial bonus on Spot checks. They also have a +4 racial bonus on Survival checks to orient themselves.

GIANT BOMBARDIER BEETLE

	Medium Vermin
Hit Dice:	2d8+4 (13 hp) <18 hp>
Initiative:	+0
Speed:	30 ft. (6 squares)
Armor Class:	16 (+6 natural), touch 10, flat-footed 16
Base Attack/Grapple:	+1 / +2
Attack:	Bite +2 melee (1d4+1)
Full Attack:	Bite +2 melee (1d4+1)
Space/Reach:	5 ft. x 5 ft. / 5 ft.
Special Attacks:	Acid spray
Special Qualities:	Darkvision 60 ft, vermin traits
Saves:	Fort +5, Ref +0, Will +0
Abilities:	Str 13, Dex 10, Con 14, Int ---, Wis 10, Cha 9
Skills:	---
Feats:	---
Environment:	Warm forests
Organization:	Cluster (1d4+1) or click (1d6+5)
Challenge Rating:	2
Advancement:	3-4 HD (Medium); 5-6 HD (Large)

Level Adjustment: ---

These creatures feed primarily on carrion and offal, gathering heaps of the stuff in which to build nests and lay eggs. A giant bombardier beetle is about 6 feet long.

Giant bombardier beetles normally attack only to defend themselves, their nests, or their eggs.

Acid Spray (Ex): When attacked or disturbed, the creature can release a 10-foot cone of acidic vapor once per round. Those within the cone must succeed on a DC 13 Fortitude save or take 1d4+2 points of acid damage. The save DC is Constitution-based.

GIANT FIRE BEETLE

	Small Vermin
Hit Dice:	1d8 (4 hp) <11 hp>
Initiative:	+0
Speed:	30 ft. (6 squares)
Armor Class:	16 (+1 size, +5 natural), touch 11, flat-footed 16
Base Attack/Grapple:	+0 / -4
Attack:	Bite +1 melee (2d4)
Full Attack:	Bite +1 melee (2d4)
Space/Reach:	5 ft. x 5 ft. / 5 ft.
Special Attacks:	---
Special Qualities:	Darkvision 60 ft, vermin traits
Saves:	Fort +2, Ref +0, Will +0
Abilities:	Str 10, Dex 11, Con 11, Int ---, Wis 10, Cha 7
Skills:	---
Feats:	---
Environment:	Warm plains
Organization:	Cluster (1d4+1) or colony (1d6+5)
Challenge Rating:	1/3
Advancement:	2-3 HD (Small)
Level Adjustment:	---

These luminous nocturnal insects are prized by miners and adventurers. They have two glands, one above each eye, that produce a red glow. The glands' luminosity persists for 1d6 days after removal from the beetle, illuminating a roughly circular area with a 10-foot radius. Giant fire beetles are about 2 feet long.

GIANT PRAYING MANTIS

	Large Vermin
Hit Dice:	4d8+8 (26 hp) <25 hp>
Initiative:	-1
Speed:	20 ft. (4 squares), fly 40 ft. (poor)
Armor Class:	14 (-1 size, -1 Dex, +6 natural), touch 8, flat-footed 14
Base Attack/Grapple:	+3 / +11
Attack:	Claws +6 melee (1d8+4)
Full Attack:	Claws +6 melee (1d8+4) and bite +1 melee (1d6+2)
Space/Reach:	5 ft. x 10 ft. / 5 ft.
Special Attacks:	Improved grab
Special Qualities:	Darkvision 60 ft, vermin traits
Saves:	Fort +6, Ref +0, Will +3
Abilities:	Str 19, Dex 8, Con 15, Int ---, Wis 14, Cha 11
Skills:	Hide -1*, Spot +6
Feats:	---
Environment:	Temperate forests
Organization:	Solitary
Challenge Rating:	3
Advancement:	5-8 HD (Large); 9-12 HD (Huge)
Level Adjustment:	---

This patient carnivore remains completely still as it waits for prey to come near.

Improved Grab (Ex): To use this ability, a giant praying mantis must hit with its claws attack. If it wins the ensuing grapple check, it establishes a hold and makes a bite attack as a primary attack (at its full +6 attack bonus).

Skills: A giant praying mantis has a +4 racial bonus on Hide and Spot checks. Because of its camouflage, the Hide bonus increases to +12 when a mantis is surrounded by foliage.

GIANT STAG BEETLE

Large Vermin

Hit Dice: 7d8+21 (52 hp) <33 hp>
Initiative: +0
Speed: 20 ft. (4 squares)
Armor Class: 19 (–1 size, +10 natural), touch 9, flat-footed 19
Base Attack/Grapple: +5 / +15
Attack: Bite +10 melee (4d6+9)
Full Attack: Bite +10 melee (4d6+9)
Space/Reach: 5 ft. x 10 ft. / 5 ft.
Special Attacks: Trample 2d8+3
Special Qualities: Darkvision 60 ft, vermin traits
Saves: Fort +8, Ref +2, Will +2
Abilities: Str 23, Dex 10, Con 17, Int ---, Wis 10, Cha 9
Skills: ---
Feats: ---
Environment: Temperate forests
Organization: Cluster (1d4+1) or mass (1d6+5)
Challenge Rating: 4
Alignment: Always neutral
Advancement: 8-10 HD (Large); 11-21 HD (Huge)
Level Adjustment: ---

These creatures are serious pests that greedily devour cultivated crops. A single beetle can strip an entire farm in short order. An adult giant stag beetle is about 10 feet long.

Trample (Ex): Reflex half DC 19. The save DC is Strength-based.

GIANT WASP

Large Vermin

Hit Dice: 5d8+10 (32 hp) <26 hp>
Initiative: +1
Speed: 20 ft. (4 squares), fly 60 ft. (good)
Armor Class: 14 (–1 size, +1 Dex, +4 natural), touch 10, flat-footed 13
Base Attack/Grapple: +3 / +11
Attack: Sting +6 melee (1d3+6 plus poison)
Full Attack: Sting +6 melee (1d3+6 plus poison)
Space/Reach: 5 ft. x 10 ft. / 5 ft.
Special Attacks: Poison
Special Qualities: Darkvision 60 ft, vermin traits
Saves: Fort +6, Ref +2, Will +2
Abilities: Str 18, Dex 12, Con 14,

Horse, Heavy

Large Animal

Hit Dice: 3d8+6 (19 hp) <23 hp>
Initiative: +1
Speed: 50 ft. (10 squares)
Armor Class: 13 (–1 size, +1 Dex, +3 natural), touch 10, flat-footed 12
Base Attack/Grapple: +2 / +9
Attack: Hoof –1 melee (1d6+1*)
Full Attack: 2 hooves –1 melee (1d6+1*)
Space/Reach: 5 ft. x 10 ft. / 5 ft.
Special Attacks: ---
Special Qualities: Low-light vision, scent
Saves: Fort +5, Ref +4, Will +2
Abilities: Str 16, Dex 13, Con 15, Int 2, Wis 12, Cha 6
Skills: Listen +4, Spot +4
Feats: Endurance, Run
Environment: Temperate plains
Organization: Domesticated
Challenge Rating: 1
Advancement: ---
Level Adjustment: ---

Int ---, Wis 13, Cha 11

Spot +9, **Survival** +1*

Skills:

Feats: ---

Environment:

Organization:

Challenge Rating:

Advancement:

Level Adjustment: ---

Temperate forests

Solitary, swarm (1d4+1), or nest (1d10+10)

3

6-8 HD (Large); 9-15 HD (Huge)

Giant wasps attack when hungry or threatened, stinging their prey to death. They take dead or incapacitated opponents back to their lairs as food for their unhatched young.

Poison (Ex): Injury, Fortitude DC 14, initial and secondary damage 1d6 Dex. The save DC is Constitution-based.

Skills: Giant wasps have a +8 racial bonus on Spot checks. They also have a +4 racial bonus on Survival checks to orient themselves.

HAWK

Tiny Animal

Hit Dice: 1d8 (4 hp) <8 hp>
Initiative: +3
Speed: 10 ft. (2 squares), fly 60 ft. (average)
Armor Class: 17 (+2 size, +3 Dex, +2 natural), touch 15, flat-footed 14
Base Attack/Grapple: +0 / –10
Attack: Talons +5 melee (1d4–2)
Full Attack: Talons +5 melee (1d4–2)
Space/Reach: 1 ft. x 2-1/2 ft. / 0 ft.
Special Attacks: ---
Special Qualities: Low-light vision
Saves: Fort +2, Ref +5, Will +2
Abilities: Str 6, Dex 17, Con 10, Int 2, Wis 14, Cha 6
Skills: Listen +4, Spot +16
Feats: Alertness, Weapon Finesse^B
Environment: Temperate forests
Organization: Solitary or pair
Challenge Rating: 1/3
Advancement: ---
Level Adjustment: ---

These creatures are similar to eagles but slightly smaller: 1 to 2 feet long, with wingspans of 6 feet or less.

Combat

Hawks combine both talons into a single attack.

Skills: Hawks have a +8 racial bonus on Spot checks.

HORSE

Horse, Light

Large Animal

Hit Dice: 3d8+6 (19 hp) <23 hp>
Initiative: +1
Speed: 60 ft. (12 squares)
Armor Class: 13 (–1 size, +1 Dex, +3 natural), touch 10, flat-footed 12
Base Attack/Grapple: +2 / +8
Attack: Hoof –2 melee (1d4+1*)
Full Attack: 2 hooves –2 melee (1d4+1*)
Space/Reach: 5 ft. x 10 ft. / 5 ft.
Special Attacks: ---
Special Qualities: Low-light vision, scent
Saves: Fort +5, Ref +4, Will +2
Abilities: Str 14, Dex 13, Con 15, Int 2, Wis 12, Cha 6
Skills: Listen +4, Spot +4
Feats: Endurance, Run
Environment: Temperate plains
Organization: Domesticated or herd (1d6x5)
Challenge Rating: 1
Advancement: ---
Level Adjustment: ---

Horses are widely domesticated for riding and as beasts of burden.

Combat

A horse not trained for war does not normally use its hooves to attack. Its hoof attack is treated as a secondary attack and adds only half the horse's Strength bonus to damage. (These secondary attacks are noted with an asterisk in the Attack and Full Attack entries for the heavy horse and the light horse.)

Horse, Heavy

The statistics presented here describe large breeds of working horses such as Clydesdales. These animals are usually ready for heavy work by age three. A heavy horse cannot fight while carrying a rider.

	Warhorse, Heavy
	Large Animal
Hit Dice:	4d8+12 (30 hp) <27 hp>
Initiative:	+1
Speed:	50 ft. (10 squares)
Armor Class:	14 (–1 size, +1 Dex, +4 natural), touch 10, flat-footed 13
Base Attack/Grapple:	+3 / +11
Attack:	Hoof +6 melee (1d6+4)
Full Attack:	2 hooves +6 melee (1d6+4) and bite +1 melee (1d4+2)
Space/Reach:	5 ft. x 10 ft. / 5 ft.
Special Attacks:	---
Special Qualities:	Low-light vision, scent
Saves:	Fort +7, Ref +5, Will +2
Abilities:	Str 18, Dex 13, Con 17, Int 2, Wis 13, Cha 6
Skills:	Listen +5, Spot +4
Feats:	Endurance, Run
Environment:	Temperate plains
Organization:	Domesticated
Challenge Rating:	2
Advancement:	---
Level Adjustment:	---

Warhorse, Heavy

These animals are similar to heavy horses but are trained and bred for strength and aggression. A heavy warhorse can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Carrying Capacity: A light load for a heavy warhorse is up to 300 pounds; a medium load, 301-600 pounds; and a heavy load, 601-900 pounds. A heavy warhorse can drag 4,500 pounds.

Warhorse, Light

These animals or similar to light horses but are trained and bred for strength and aggression. They usually are not ready for warfare before age three. A light warhorse can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Carrying Capacity: A light load for a light warhorse is up to 230 pounds; a medium load, 231-460 pounds; and a heavy load, 461-690 pounds. A light warhorse can drag 3,450 pounds.

HYENA

	Medium Animal
Hit Dice:	2d8+4 (13 hp) <19 hp>
Initiative:	+2
Speed:	50 ft. (10 squares)
Armor Class:	14 (+2 Dex, +2 natural), touch 12, flat-footed 12
Base Attack/Grapple:	+1 / +3
Attack:	Bite +3 melee (1d6+3)
Full Attack:	Bite +3 melee (1d6+3)
Space/Reach:	5 ft. x 5 ft. / 5 ft.
Special Attacks:	Trip
Special Qualities:	Low-light vision, scent
Saves:	Fort +5, Ref +5, Will +1
Abilities:	Str 14, Dex 15, Con 15, Int 2, Wis 13, Cha 6
Skills:	Hide +3*, Listen +6, Spot +4
Feats:	Alertness

Carrying Capacity: A light load for a heavy horse is up to 200 pounds; a medium load, 201-400 pounds; and a heavy load, 401-600 pounds. A heavy horse can drag 3,000 pounds.

Horse, Light

The statistics presented here describe smaller breeds of working horses such as quarter horses and Arabians as well as wild horses. These animals are usually ready for useful work by age two. A light horse cannot fight while carrying a rider.

Carrying Capacity: A light load for a light horse is up to 150 pounds; a medium load, 151-300 pounds; and a heavy load, 301-450 pounds. A light horse can drag 2,250 pounds.

Warhorse, Light

	Large Animal
Hit Dice:	3d8+9 (22 hp) <25 hp>
Initiative:	+1
Speed:	60 ft. (12 squares)
Armor Class:	14 (–1 size, +1 Dex, +4 natural), touch 10, flat-footed 13
Base Attack/Grapple:	+2 / +9
Attack:	Hoof +4 melee (1d4+3)
Full Attack:	2 hooves +4 melee (1d4+3) and bite –1 melee (1d3+1)
Space/Reach:	5 ft. x 10 ft. / 5 ft.
Special Attacks:	---
Special Qualities:	Low-light vision, scent
Saves:	Fort +6, Ref +4, Will +2
Abilities:	Str 16, Dex 13, Con 17, Int 2, Wis 13, Cha 6
Skills:	Listen +4, Spot +4
Feats:	Endurance, Run
Environment:	Temperate plains
Organization:	Domesticated
Challenge Rating:	1
Advancement:	---
Level Adjustment:	---

Environment:	Warm deserts
Organization:	Solitary, pair, or pack (1d10+6)
Challenge Rating:	1
Advancement:	3 HD (Medium); 4-5 HD (Large)
Level Adjustment:	---

Hyenas are pack hunters infamous for their cunning and their unnerving vocalizations. The statistics presented here are for a striped hyena, which is about 3 feet long and weighs about 120 pounds.

Combat

A favorite tactic is to send a few individuals against the foe's front while the rest of the pack circles and attacks from the flanks or rear.

Trip (Ex): A hyena that hits with its bite attack can attempt to trip the opponent (+2 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the hyena.

Skills: Hyenas have a +4 racial bonus on Hide checks in areas of tall grass or heavy undergrowth.

LEOPARD

	Medium Animal
Hit Dice:	3d8+6 (19 hp) <21 hp>
Initiative:	+4
Speed:	40 ft (8 squares), climb 20 ft.
Armor Class:	15 (+4 Dex, +1 natural), touch 14, flat-footed 11
Base Attack/Grapple:	+2 / +5
Attack:	Bite +6 melee (1d6+3)
Full Attack:	Bite +6 melee (1d6+3) and 2 claws +1 melee (1d3+1)
Space/Reach:	5 ft. x 5 ft. / 5 ft.
Special Attacks:	Improved grab, pounce, rake 1d3+1
Special Qualities:	Low-light vision, scent
Saves:	Fort +5, Ref +7, Will +2
Abilities:	Str 16, Dex 19, Con 15, Int 2, Wis 12, Cha 6

Skills: Balance +12, Climb +11, Hide +8*, Jump +11, Listen +6, Move Silently +8, Spot +6
Feats: Alertness, Weapon Finesse
Environment: Warm forests
Organization: Solitary or pair
Challenge Rating: 2
Advancement: 4-5 HD (Medium)
Level Adjustment: ---

These jungle cats are about 4 feet long and weigh about 120 pounds. They usually hunt at night.

The statistics presented here can describe any feline of similar size, such as jaguars, panthers, and mountain lions.

Combat

Improved Grab (Ex): To use this ability, a leopard must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Pounce (Ex): If a leopard charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +6 melee, damage 1d3+1.

Skills: Leopards have a +8 racial bonus on Jump checks and a +4 racial bonus on Hide and Move Silently checks. Leopards have a +8 racial bonus on Balance and Climb checks. A leopard can always choose to take 10 on a Climb check, even if rushed or threatened. *In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.

LION

Large Animal

Hit Dice: 5d8+10 (32 hp) <27 hp>
Initiative: +3
Speed: 40 ft. (8 squares)
Armor Class: 15 (-1 size, +3 Dex, +3 natural), touch 12, flat-footed 12
Base Attack/Grapple: +3 / +12
Attack: Claw +7 melee (1d4+5)
Full Attack: 2 claws +7 melee (1d4+5) and bite +2 melee (1d8+2)
Space/Reach: 5 ft. x 10 ft. / 5 ft.
Special Attacks: Pounce, improved grab, rake 1d4+2
Special Qualities: Low-light vision, scent
Saves: Fort +6, Ref +7, Will +2
Abilities: Str 21, Dex 17, Con 15, Int 2, Wis 12, Cha 6
Skills: Balance +7, Hide +3*, Listen +5, Move Silently +11, Spot +5
Feats: Alertness, Run
Environment: Warm plains
Organization: Solitary, pair, or pride (1d6+4)
Challenge Rating: 3
Advancement: 6-8 HD (Large)
Level Adjustment: ---

The statistics presented here describe a male African lion, which is 5 to 8 feet long and weighs 330 to 550 pounds. Females are slightly smaller but use the same statistics.

Combat

Pounce (Ex): If a lion charges a foe, it can make a full attack, including two rake attacks.

Improved Grab (Ex): To use this ability, a lion must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Rake (Ex): Attack bonus +7 melee, damage 1d4+2.

Skills: Lions have a +4 racial bonus on Balance, Hide, and Move Silently checks. *In areas of tall grass or heavy undergrowth, the Hide bonus improves to +12.

LIZARD

Tiny Animal

Hit Dice: 1/2 d8 (2 hp) <7 hp>

Initiative: +2
Speed: 20 ft. (4 squares), climb 20 ft.
Armor Class: 14 (+2 size, +2 Dex), touch 14, flat-footed 12
Base Attack/Grapple: +0 / -12
Attack: Bite +4 melee (1d4-4)
Full Attack: Bite +4 melee (1d4-4)
Space/Reach: 1 ft. x 2-1/2 ft. / 0 ft.
Special Attacks: ---
Special Qualities: Low-light vision
Saves: Fort +2, Ref +4, Will +1
Abilities: Str 3, Dex 15, Con 10, Int 1, Wis 12, Cha 2
Skills: Balance +10, Climb +12, Hide +12, Listen +3, Spot +3
Feats: Stealthy, Weapon Finesse^B
Environment: Warm forests
Organization: Solitary
Challenge Rating: 1/6
Advancement: ---
Level Adjustment: ---

The statistics presented here describe small, nonvenomous lizards of perhaps a foot or two in length, such as an iguana.

Combat

Lizards prefer flight to combat, but they can bite painfully if there is no other option.

Skills: Lizards have a +8 racial bonus on Balance checks. They also have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened. Lizards use their Dexterity modifier instead of their Strength modifier for Climb checks.

LIZARD, MONITOR

Medium Animal

Hit Dice: 3d8+9 (22 hp) <23 hp>
Initiative: +2
Speed: 30 ft. (6 squares), swim 30 ft.
Armor Class: 15 (+2 Dex, +3 natural), touch 12, flat-footed 13
Base Attack/Grapple: +2 / +5
Attack: Bite +5 melee (1d8+4)
Full Attack: Bite +5 melee (1d8+4)
Space/Reach: 5 ft. x 5 ft. / 5 ft.
Special Attacks: ---
Special Qualities: Low-light vision
Saves: Fort +8, Ref +5, Will +2
Abilities: Str 17, Dex 15, Con 17, Int 1, Wis 12, Cha 2
Skills: Climb +7, Hide +6*, Listen +4, Move Silently +6, Spot +4, Swim +11
Feats: Alertness, Great Fortitude
Environment: Warm forests
Organization: Solitary
Challenge Rating: 2
Advancement: 4-5 HD (Medium)
Level Adjustment: ---

This category includes fairly large, carnivorous lizards from 3 to 5 feet long.

Combat

Monitor lizards can be aggressive, using their powerful jaws to tear at prey or enemies.

Skills: A monitor lizard has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. Monitor lizards have a +4 racial bonus on Hide and Move Silently checks. *In forested or overgrown areas, the Hide bonus improves to +8.

MANTARAY

Large Animal (Aquatic)

Hit Dice: 4d8 (18 hp) <20 hp>

Initiative:	+0
Speed:	Swim 30 ft. (6 squares)
Armor Class:	12 (–1 size, +3 natural), touch 9, flat-footed 12
Base Attack/Grapple:	+3 / +9
Attack:	Ram –1 melee* (1d6+1)
Full Attack:	Ram –1 melee* (1d6+1)
Space/Reach:	5 ft. x 10 ft. / 5 ft.
Special Attacks:	---
Special Qualities:	Low-light vision
Saves:	Fort +4, Ref +4, Will +2
Abilities:	Str 15, Dex 11, Con 10, Int 1, Wis 12, Cha 2
Skills:	Listen +7, Spot +6, Swim +10
Feats:	Alertness, Endurance
Environment:	Warm aquatic
Organization:	Solitary or school (1d4+1)
Challenge Rating:	1
Advancement:	5-6 HD (Medium)
Level Adjustment:	---

These fish are nonaggressive and generally avoid contact with other creatures. They filter plankton and similar small organisms from the water through their gaping, toothless maws.

Combat

If threatened, a manta ray uses its size and weight to ram opponents. This is treated as a secondary attack.

Skills: A manta ray has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

MONKEY

	Tiny Animal
Hit Dice:	1d8 (4 hp) <8 hp>
Initiative:	+2
Speed:	30 ft. (6 squares), climb 30 ft.
Armor Class:	14 (+2 size, +2 Dex), touch 14, flat-footed 12
Base Attack/Grapple:	+0 / –12
Attack:	Bite +4 melee (1d3–4)
Full Attack:	Bite +4 melee (1d3–4)
Space/Reach:	2-1/2 ft. x 2-1/2 ft. / 0 ft.
Special Attacks:	---
Special Qualities:	Low-light vision
Saves:	Fort +2, Ref +4, Will +1
Abilities:	Str 3, Dex 15, Con 10, Int 2, Wis 12, Cha 5
Skills:	Balance +12, Climb +10, Hide +10, Listen +3, Spot +3
Feats:	Agile, Weapon Finesse ^B
Environment:	Warm forests
Organization:	Troop (1d4x10)
Challenge Rating:	1/6
Advancement:	2-3 HD (Small)
Level Adjustment:	---

The statistics presented here can describe any arboreal monkey that is no bigger than a housecat, such as a colobus or capuchin.

Combat

Monkeys generally flee into the safety of the trees, but if cornered can fight ferociously.

Skills: Monkeys have a +8 racial bonus on Balance and Climb checks. They can always choose to take 10 on Climb checks, even if rushed or threatened. They use their Dexterity modifier instead of their Strength modifier for Climb checks.

MULE

	Large Animal
Hit Dice:	3d8+9 (22 hp) <25 hp>
Initiative:	+1
Speed:	30 ft. (6 squares)
Armor Class:	13 (–1 size, +1 Dex, +3 natural),

	touch 10, flat-footed 12
Base Attack/Grapple:	+2 / +9
Attack:	Hoof +4 melee (1d4+3)
Full Attack:	2 hooves +4 melee (1d4+3)
Space/Reach:	5 ft. x 10 ft. / 5 ft.
Special Attacks:	---
Special Qualities:	Low-light vision, scent
Saves:	Fort +6, Ref +4, Will +1
Abilities:	Str 16, Dex 13, Con 17, Int 2, Wis 11, Cha 6
Skills:	Listen +6, Spot +6
Feats:	Alertness, Endurance
Environment:	Warm plains
Organization:	Domesticated
Challenge Rating:	1
Advancement:	---
Level Adjustment:	---

Mules are sterile crossbreeds of donkeys and horses. A mule is similar to a light horse, but slightly stronger and more agile.

Combat

A mule's powerful kick can be dangerous.

Carrying Capacity: A light load for a mule is up to 230 pounds; a medium load, 231-460 pounds; and a heavy load, 461-690 pounds. A mule can drag 3,450 pounds.

Skills: Mules have a +2 racial bonus on Dexterity checks to avoid slipping or falling.

OCTOPUS

	Small Animal (Aquatic)
Hit Dice:	2d8 (9 hp) <13 hp>
Initiative:	+3
Speed:	20 ft. (4 squares), swim 30 ft.
Armor Class:	16 (+1 size, +3 Dex, +2 natural), touch 14, flat-footed 13
Base Attack/Grapple:	+1 / +2
Attack:	Arms +5 melee (0)
Full Attack:	Arms +5 melee (0) and bite +0 melee (1d3)
Space/Reach:	5 ft. x 5 ft. / 5 ft.
Special Attacks:	Improved grab
Special Qualities:	Ink cloud, jet, low-light vision
Saves:	Fort +3, Ref +6, Will +1
Abilities:	Str 12, Dex 17, Con 11, Int 2, Wis 12, Cha 3
Skills:	Escape Artist +13, Hide +11, Listen +2, Spot +5, Swim +9
Feats:	Weapon Finesse
Environment:	Warm aquatic
Organization:	Solitary
Challenge Rating:	1
Advancement:	3-6 HD (Medium)
Level Adjustment:	---

These bottom-dwelling sea creatures are dangerous only to their prey. If disturbed, they usually try to escape.

Combat

Improved Grab (Ex): To use this ability, an octopus must hit an opponent of any size with its arms attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and automatically deals bite damage.

Ink Cloud (Ex): An octopus can emit a cloud of jet-black ink 10 feet high by 10 feet wide by 10 feet long once per minute as a free action. The cloud provides total concealment, which the octopus normally uses to escape a losing fight. All vision within the cloud is obscured.

Jet (Ex): An octopus can jet backward once per round as a full-round action, at a speed of 200 feet. It must move in a straight line, but does not provoke attacks of opportunity while jetting.

Skills: An octopus can change colors, giving it a +4 racial bonus on Hide checks. An octopus also can squeeze and contort its body, giving it

a +10 racial bonus on Escape Artist checks. An octopus has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

OCTOPUS, GIANT

Hit Dice:	Large Animal (Aquatic) 8d8+17 (53 hp) <34 hp>
Initiative:	+2
Speed:	20 ft. (4 squares), swim 30 ft.
Armor Class:	18 (–1 size, +2 Dex, +7 natural), touch 11, flat-footed 16
Base Attack/Grapple:	+6 / +15
Attack:	Tentacle +10 melee (1d4+5)
Full Attack:	8 tentacles +10 melee (1d4+5) and bite +5 melee (1d8+2)
Space/Reach:	5 ft. x 5 ft. / 10 ft. (20 ft. with tentacle)
Special Attacks:	Improved grab, constrict
Special Qualities:	Ink cloud, jet, low-light vision
Saves:	Fort +7, Ref +8, Will +3
Abilities:	Str 20, Dex 15, Con 13, Int 2, Wis 12, Cha 3
Skills:	Escape Artist +12, Hide +12, Listen +4, Spot +6, Swim +13
Feats:	Alertness, Skill Focus (Hide), Toughness
Environment:	Warm aquatic
Organization:	Solitary
Challenge Rating:	8
Advancement:	9-12 HD (Large); 13-24 HD (Huge)
Level Adjustment:	---

These creatures are aggressive and territorial hunters, with arms reaching 10 feet or more in length. Their tentacles are studded with barbs and sharp-edged suckers.

Combat

An opponent can attack a giant octopus's tentacles with a sunder attempt as if they were weapons. A giant octopus's tentacles have 10 hit points each. If a giant octopus is currently grappling a target with the tentacle that is being attacked, it usually uses another limb to make its attack of opportunity against the opponent making the sunder attempt. Severing one of a giant octopus's tentacles deals 5 points of damage to the creature. A giant octopus usually withdraws from combat if it loses four tentacles. The creature regrows severed limbs in 1d10+10 days.

Constrict (Ex): A giant octopus deals 2d8+6 points of damage with a successful grapple check.

Improved Grab (Ex): To use this ability, a giant octopus must hit an opponent of any size with a tentacle attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Ink Cloud (Ex): A giant octopus can emit a cloud of jet-black ink 20 feet high by 20 feet wide by 20 feet long once per minute as a free action. The cloud provides total concealment, which the octopus normally uses to escape a losing fight. All vision within the cloud is obscured.

Jet (Ex): A giant octopus can jet backward once per round as a full-round action, at a speed of 200 feet. It must move in a straight line, but does not provoke attacks of opportunity while jetting.

Skills: A giant octopus can change colors, giving it a +4 racial bonus on Hide checks. A giant octopus also can squeeze and contort its body, giving it a +10 racial bonus on Escape Artist checks. A giant octopus has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

OWL

Tiny Animal

Hit Dice:	1d8 (4 hp) <8 hp>
Initiative:	+3
Speed:	10 ft. (2 squares), fly 40 ft. (average)
Armor Class:	17 (+2 size, +3 Dex, +2 natural), touch 15, flat-footed 14
Base Attack/Grapple:	+0 / –11
Attack:	Talons +5 melee (1d4–3)
Full Attack:	Talons +5 melee (1d4–3)
Space/Reach:	1 ft. x 2-1/2 ft. / 0 ft.
Special Attacks:	---
Special Qualities:	Low-light vision
Saves:	Fort +2, Ref +5, Will +2
Abilities:	Str 4, Dex 17, Con 10, Int 2, Wis 14, Cha 4
Skills:	Listen +16, Move Silently +17, Spot +8*
Feats:	Alertness, Weapon Finesse ^B
Environment:	Temperate forests
Organization:	Solitary
Challenge Rating:	1/4
Advancement:	2 HD (Small)
Level Adjustment:	---

The statistics presented here describe nocturnal birds of prey from 1 to 2 feet long, with wingspans up to 6 feet. They combine both talons into a single attack.

Combat

Owls swoop quietly down onto prey, attacking with their powerful talons.

Skills: Owls have a +8 racial bonus on Listen checks and a +14 racial bonus on Move Silently checks. *They have a +8 racial bonus on Spot checks in areas of shadowy illumination.

PONY

Medium Animal

Hit Dice:	2d8+2 (11 hp) <16 hp>
Initiative:	+1
Speed:	40 ft. (8 squares)
Armor Class:	13 (+1 Dex, +2 natural), touch 11, flat-footed 12
Base Attack/Grapple:	+1 / +2
Attack:	Hoof –3 melee (1d3*)
Full Attack:	2 hooves –3 melee (1d3*)
Space/Reach:	5 ft. x 5 ft. / 5 ft.
Special Attacks:	---
Special Qualities:	Low-light vision, scent
Saves:	Fort +4, Ref +4, Will +0
Abilities:	Str 13, Dex 13, Con 12, Int 2, Wis 11, Cha 4
Skills:	Listen +5, Spot +5
Feats:	Endurance
Environment:	Temperate plains
Organization:	Solitary
Challenge Rating:	1/4
Advancement:	---
Level Adjustment:	---

The statistics presented here describe a small horse, under 5 feet tall at the shoulder. Ponies are otherwise similar to light horses and cannot fight while carrying a rider.

Combat

A pony not trained for war does not normally use its hooves to attack but rather to run. Its hoof attack is treated as a secondary attack and adds only half the pony's Strength bonus to damage.

Carrying Capacity: A light load for a pony is up to 75 pounds; a medium load, 76-150 pounds; and a heavy load, 151-225 pounds. A pony can drag 1,125 pounds.

PONY, WAR

Medium Animal

Hit Dice:	2d8+4 (13 hp) <18 hp>
Initiative:	+1
Speed:	40 ft. (8 squares)
Armor Class:	13 (+1 Dex, +2 natural), touch 11, flat-footed 12
Base Attack/Grapple:	+1 / +3
Attack:	Hoof +3 melee (1d3+2)
Full Attack:	2 hooves +3 melee (1d3+2)
Space/Reach:	5 ft. x 5 ft. / 5 ft.
Special Attacks:	---
Special Qualities:	Low-light vision, scent
Saves:	Fort +5, Ref +4, Will +0
Abilities:	Str 15, Dex 13, Con 14, Int 2, Wis 11, Cha 4
Skills:	Listen +5, Spot +5
Feats:	Endurance
Environment:	Temperate plains
Organization:	Domesticated
Challenge Rating:	1/2
Advancement:	---
Level Adjustment:	---

Warponies are bred for strength and aggression, and are similar to light warhorses.

Combat

A warpony can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Carrying Capacity: A light load for a warpony is up to 100 pounds; a medium load, 101-200 pounds; and a heavy load, 201-300 pounds. A warpony can drag 1,500 pounds.

PORPOISE

Medium Animal

Hit Dice:	2d8+2 (11 hp) <17 hp>
Initiative:	+3
Speed:	Swim 80 ft. (16 squares)
Armor Class:	15 (+3 Dex, +2 natural), touch 13, flat-footed 12
Base Attack/Grapple:	+1 / +1
Attack:	Slam +4 melee (2d4)
Full Attack:	Slam +4 melee (2d4)
Space/Reach:	5 ft. x 5 ft. / 5 ft.
Special Attacks:	---
Special Qualities:	Blindsight 120 ft., hold breath, low-light vision
Saves:	Fort +4, Ref +6, Will +1
Abilities:	Str 11, Dex 17, Con 13, Int 2, Wis 12, Cha 6
Skills:	Listen +8*, Spot +7*, Swim +8
Feats:	Weapon Finesse
Environment:	Temperate aquatic
Organization:	Solitary, pair, or school (2d10)
Challenge Rating:	1/2
Advancement:	3-4 HD (Medium); 5-6 HD (Large)
Level Adjustment:	---

Porpoises are mammals that tend to be playful, friendly, and helpful. A typical porpoise is 4 to 6 feet long and weighs 110 to 160 pounds. The statistics presented here can describe any small whale of similar size.

Combat

Blindsight (Ex): Porpoises can “see” by emitting high-frequency sounds, inaudible to most other creatures, that allow them to locate objects and creatures within 120 feet. A *silence* spell negates this and forces the porpoise to rely on its vision, which is approximately as good as a human’s.

Hold Breath (Ex): A porpoise can hold its breath for a number of rounds equal to 6 x its Constitution score before it risks drowning.

Skills: A porpoise has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use

the run action while swimming, provided it swims in a straight line. A porpoise has a +4 racial bonus on Spot and Listen checks. These bonuses are lost if its blindsight is negated.

RAT

Tiny Animal

Hit Dice:	1/4 d8 (1 hp) <6 hp>
Initiative:	+2
Speed:	15 ft. (3 squares), climb 15 ft., swim 15 ft.
Armor Class:	14 (+2 size, +2 Dex), touch 14, flat-footed 12
Base Attack/Grapple:	+0 / -12
Attack:	Bite +4 melee (1d3-4)
Full Attack:	Bite +4 melee (1d3-4)
Space/Reach:	1 ft. x 2-1/2 ft. / 0 ft.
Special Attacks:	---
Special Qualities:	Low-light vision, scent
Saves:	Fort +2, Ref +4, Will +1
Abilities:	Str 2, Dex 15, Con 10, Int 2, Wis 12, Cha 2
Skills:	Balance +10, Climb +12, Hide +16, Move Silently +12, Swim +10
Feats:	Stealthy, Weapon Finesse ^B
Environment:	Any
Organization:	Plague (1d10x10)
Challenge Rating:	1/8
Advancement:	---
Level Adjustment:	---

These omnivorous rodents thrive almost anywhere.

Combat

Rats usually run away. They bite only as a last resort.

Skills: Rats have a +4 racial bonus on Hide and Move Silently checks, and a +8 racial bonus on Balance, Climb, and Swim checks. A rat can always choose to take 10 on Climb checks, even if rushed or threatened. A rat uses its Dexterity modifier instead of its Strength modifier for Climb and Swim checks. A rat has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

RAVEN

Tiny Animal

Hit Dice:	1/4 d8 (1 hp) <6 hp>
Initiative:	+2
Speed:	10 ft. (2 squares), fly 40 ft. (average)
Armor Class:	14 (+2 size, +2 Dex), touch 14, flat-footed 12
Base Attack/Grapple:	+0 / -13
Attack:	Claws +4 melee (1d2-5)
Full Attack:	Claws +4 melee (1d2-5)
Space/Reach:	1 ft. x 2-1/2 ft. / 0 ft.
Special Attacks:	---
Special Qualities:	Low-light vision
Saves:	Fort +2, Ref +4, Will +2
Abilities:	Str 1, Dex 15, Con 10, Int 2, Wis 14, Cha 6
Skills:	Listen +5, Spot +7
Feats:	Alertness, Weapon Finesse ^B
Environment:	Temperate forests
Organization:	Solitary
Challenge Rating:	1/6
Advancement:	---
Level Adjustment:	---

These glossy black birds are about 2 feet long and have wingspans of about 4 feet. They combine both claws into a single attack.

The statistics presented here can describe most non-predatory birds of similar size.

RHINOCEROS**Large Animal**

Hit Dice:	8d8+40 (76 hp) <39 hp>
Initiative:	+0
Speed:	30 ft. (6 squares)
Armor Class:	16 (–1 size, +7 natural), touch 9, flat-footed 16
Base Attack/Grapple:	+6 / +18
Attack:	Gore +13 melee (2d6+12)
Full Attack:	Gore +13 melee (2d6+12)
Space/Reach:	5 ft. x 10 ft. / 5 ft.
Special Attacks:	Powerful charge
Special Qualities:	Low-light vision
Saves:	Fort +11, Ref +6, Will +3
Abilities:	Str 26, Dex 10, Con 21, Int 2, Wis 13, Cha 2
Skills:	Listen +14, Spot +3
Feats:	Alertness, Endurance, Improved Natural Attack (gore)
Environment:	Warm plains
Organization:	Solitary or herd (2d6)
Challenge Rating:	4
Advancement:	9-12 HD (Large); 13-24 HD (Huge)
Level Adjustment:	---

The rhinoceros is infamous for its bad temper and willingness to charge intruders.

The statistics presented here are based on the African black rhino, which is 6 to 14 feet long, 3 to 6 feet high at the shoulder, and weighs up to 6,000 pounds. These statistics can describe any herbivore of similar size and similar natural weapons (antlers, horns, tusks, or the like).

Combat

When it is harassed or annoyed, a rhinoceros lowers its head and charges.

Powerful Charge (Ex): A rhinoceros deals 4d6+24 points of damage when it makes a charge.

Space/Reach:	melee (2d8+6) 20 ft. x 40 ft. / 10 ft.
Special Attacks:	---
Special Qualities:	Low-light vision
Saves:	Fort +18, Ref +13, Will +9
Abilities:	Str 34, Dex 15, Con 24, Int 2, Wis 13, Cha 11
Skills:	Hide –3, Listen +10, Spot +14
Feats:	Alertness, Flyby Attack, Iron Will, Multiattack, Power Attack, Snatch, Wingover
Environment:	Warm mountains
Organization:	Solitary or pair
Challenge Rating:	9
Treasure:	None
Alignment:	Always neutral
Advancement:	19-32 HD (Gargantuan); 33-54 (Colossal)
Level Adjustment:	---

ROC**Gargantuan Animal**

Hit Dice:	18d8+126 (207 hp) <66 hp>
Initiative:	+2
Speed:	20 ft. (4 squares), fly 80 ft. (average)
Armor Class:	17 (–4 size, +2 Dex, +9 natural), touch 8, flat-footed 15
Base Attack/Grapple:	+13 / +37
Attack:	Talon +21 melee (2d6+12)
Full Attack:	2 talons +21 melee (2d6+12) and bite +19

A roc's plumage is either dark brown or golden from head to tail. These enormous creatures are 30 feet long from the beak to the base of the tail, with wingspans as wide as 80 feet. A roc weighs about 8,000 pounds.

Combat

A roc attacks from the air, swooping earthward to snatch prey in its powerful talons and carry it off for itself and its young to devour. A solitary roc is typically hunting and will attack any Medium or larger creature that appears edible. A mated pair of rocs attack in concert, fighting to the death to defend their nests or hatchlings.

Skills: Rocs have a +4 racial bonus on Spot checks.

SCORPION, MONSTROUS**Monstrous Scorpion, Tiny****Tiny Vermin**

Hit Dice:	1/2 d8+2 (4 hp) <11 hp>
Initiative:	+0
Speed:	20 ft. (4 squares)
Armor Class:	14 (+2 size, +2 natural), touch 12, flat-footed 14
Base Attack/Grapple:	+0 / –8
Attack:	Claw +2 melee (1d2–4)
Full Attack:	2 claws +2 melee (1d2–4) and sting –3 melee (1d2–4 plus poison)
Space/Reach:	2-1/2 ft. x 2-1/2 ft. / 0 ft.
Special Attacks:	Constrict 1d2–4, improved grab, poison
Special Qualities:	Darkvision 60 ft, tremorsense 60 ft, vermin traits
Saves:	Fort +4, Ref +0, Will +0
Abilities:	Str 3, Dex 10, Con 14, Int ---, Wis 10, Cha 2
Skills:	Climb +0, Hide +12, Spot +4
Feats:	Weapon Finesse ^B
Environment:	Warm deserts
Organization:	Colony (1d10+6)

Monstrous Scorpion, Small**Small Vermin**

Hit Dice:	1d8+2 (6 hp) <14 hp>
Initiative:	+0
Speed:	30 ft. (6 squares)
Armor Class:	14 (+1 size, +3 natural), touch 11, flat-footed 14
Base Attack/Grapple:	+0 / –4
Attack:	Claw +1 melee (1d3–1)
Full Attack:	2 claws +1 melee (1d3–1) and sting –4 melee (1d3–1 plus poison)
Space/Reach:	5 ft. x 5 ft. / 5 ft.
Special Attacks:	Constrict 1d3–1, improved grab, poison
Special Qualities:	Darkvision 60 ft, tremorsense 60 ft, vermin traits
Saves:	Fort +4, Ref +0, Will +0
Abilities:	Str 9, Dex 10, Con 14, Int ---, Wis 10, Cha 2
Skills:	Climb +3, Hide +8, Spot +4
Feats:	Weapon Finesse ^B
Environment:	Warm deserts
Organization:	Colony (1d4+1) or swarm (1d6+5)

Monstrous Scorpion, Medium**Medium Vermin**

Hit Dice:	2d8+4 (13 hp) <18 hp>
Initiative:	+0
Speed:	40 ft. (8 squares)
Armor Class:	14 (+4 natural), touch 10, flat-footed 14
Base Attack/Grapple:	+1 / +2
Attack:	Claw +2 melee (1d4+1)
Full Attack:	2 claws +2 melee (1d4+1) and sting –3 melee (1d4 plus poison)
Space/Reach:	5 ft. x 5 ft. / 5 ft.
Special Attacks:	Constrict 1d4+1, improved grab, poison
Special Qualities:	Darkvision 60 ft, tremorsense 60 ft, vermin traits
Saves:	Fort +5, Ref +0, Will +0
Abilities:	Str 13, Dex 10, Con 14, Int ---, Wis 10, Cha 2
Skills:	Climb +5, Hide +4, Spot +4
Feats:	---
Environment:	Warm deserts
Organization:	Solitary or colony (1d4+1)

Challenge Rating:	1/4	1/2	1
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	---	---	3-4 HD (Medium)
Level Adjustment:	---	---	---

	Monstrous Scorpion, Large Large Vermin	Monstrous Scorpion, Huge Huge Vermin	Monstrous Scorpion, Gargantuan Gargantuan Vermin
Hit Dice:	5d8+10 (32 hp) <26 hp>	10d8+30 (75 hp) <40 hp>	20d8+60 (150 hp) <62 hp>
Initiative:	+0	+0	+0
Speed:	50 ft. (10 squares)	50 ft. (10 squares)	50 ft. (10 squares)
Armor Class:	16 (–1 size, +7 natural), touch 9, flat-footed 16	20 (–2 size, +12 natural), touch 8, flat-footed 20	24 (–4 size, +18 natural), touch 6, flat-footed 24
Base Attack/Grapple:	+3 / +11	+7 / +21	+15 / +37
Attack:	Claw +6 melee (1d6+4)	Claw +11 melee (1d8+6)	Claw +21 melee (2d6+10)
Full Attack:	2 claws +6 melee (1d6+4) and sting +1 melee (1d6+2 plus poison)	2 claws +11 melee (1d8+6) and sting +6 melee (2d4+3 plus poison)	2 claws +21 melee (2d6+10) and sting +16 melee (2d6+5 plus poison)
Space/Reach:	5 ft. x 10 ft. / 5 ft.	10 ft. x 20 ft. / 10 ft.	20 ft. x 40 ft. / 10 ft.
Special Attacks:	Constrict 1d6+4, improved grab, poison	Constrict 1d8+6, improved grab, poison	Constrict 2d6+10, improved grab, poison
Special Qualities:	Darkvision 60 ft, tremorsense 60 ft, vermin traits	Darkvision 60 ft, tremorsense 60 ft, vermin traits	Darkvision 60 ft, tremorsense 60 ft, vermin traits
Saves:	Fort +6, Ref +1, Will +1	Fort +10, Ref +3, Will +3	Fort +15, Ref +6, Will +6
Abilities:	Str 19, Dex 10, Con 14, Int ---, Wis 10, Cha 2	Str 23, Dex 10, Con 16, Int ---, Wis 10, Cha 2	Str 31, Dex 10, Con 16, Int ---, Wis 10, Cha 2
Skills:	Climb +8, Hide +0, Spot +4	Climb +10, Hide –4, Spot +4	Climb +14, Hide –8, Spot +4
Feats:	---	---	---
Environment:	Warm deserts	Warm deserts	Warm deserts
Organization:	Solitary or colony (1d4+1)	Solitary or colony (1d4+1)	Solitary
Challenge Rating:	3	7	10
Treasure:	1/10 coins; 50% goods; 50% items	1/10 coins; 50% goods; 50% items	1/10 coins; 50% goods; 50% items
Advancement:	6-9 HD (Large)	11-19 HD (Huge)	21-39 HD (Gargantuan)
Level Adjustment:	---	---	---

	Monstrous Scorpion, Colossal Colossal Vermin
Hit Dice:	40d8+120 (300 hp) <104 hp>
Initiative:	–1
Speed:	50 ft. (10 squares)
Armor Class:	26 (–8 size, –1 Dex, +25 natural), touch 1, flat-footed 26
Base Attack/Grapple:	+30 / +58
Attack:	Claw +34 melee (2d8+12)
Full Attack:	2 claws +34 melee (2d8+12) and sting +29 melee (2d8+6 plus poison)
Space/Reach:	40 ft. x 80 ft. / 15 ft.
Special Attacks:	Constrict 2d8+12, improved grab, poison
Special Qualities:	Darkvision 60 ft, tremorsense 60 ft, vermin traits
Saves:	Fort +25, Ref +12, Will +13
Abilities:	Str 35, Dex 8, Con 16, Int ---, Wis 10, Cha 2
Skills:	Climb +16, Hide -12, Spot +4
Feats:	---
Environment:	Warm deserts
Organization:	Solitary
Challenge Rating:	12
Treasure:	1/10 coins; 50% goods; 50% items
Advancement:	41-60 HD (Colossal)
Level Adjustment:	---

Monstrous scorpions are likely to attack any creature that approaches, and they usually charge when attacking prey.

Constrict (Ex): A monstrous scorpion deals automatic claw damage on a successful grapple check.

Improved Grab (Ex): To use this ability, a monstrous scorpion must hit with a claw attack. A monstrous scorpion can use either its Strength modifier or Dexterity modifier for grapple checks, whichever is better.

Poison (Ex): A monstrous scorpion has a poisonous sting. The details vary by the scorpion’s size, as follows. The save DCs are Constitution-based. The indicated damage is initial and secondary damage.

Size	Fort	DC	Damage
Tiny	12	1	Con
Small	12	1d2	Con
Medium	13	1d3	Con
Large	14	1d4	Con
Huge	18	1d6	Con
Gargantuan	23	1d8	Con
Colossal	33	1d10	Con

Skills: A monstrous scorpion has a +4 racial bonus on Climb, Hide, and Spot checks.

SHARK

	Shark, Medium Medium Animal (Aquatic)	Shark, Large Large Animal (Aquatic)	Shark, Huge Huge Animal (Aquatic)
Hit Dice:	3d8+3 (16 hp) <19 hp>	7d8+7 (38 hp) <29 hp>	10d8+20 (65 hp) <39 hp>
Initiative:	+2	+6	+6
Speed:	Swim 60 ft. (12 squares)	Swim 60 ft. (12 squares)	Swim 60 ft. (12 squares)
Armor Class:	15 (+2 Dex, +3 natural), touch 12, flat-footed 13	15 (–1 size, +2 Dex, +4 natural), touch 11, flat-footed 13	15 (–2 size, +2 Dex, +5 natural), touch 10, flat-footed 13
Base Attack/Grapple:	+2 / +3	+5 / +12	+7 / +20
Attack:	Bite +4 melee (1d6+1)	Bite +7 melee (1d8+4)	Bite +10 melee (2d6+7)
Full Attack:	Bite +4 melee (1d6+1)	Bite +7 melee (1d8+4)	Bite +10 melee (2d6+7)
Space/Reach:	5 ft. x 5 ft. / 5 ft.	5 ft. x 10 ft. / 5 ft.	5 ft. x 15 ft. / 10 ft.
Special Attacks:	---	---	---

Special Qualities:	Blindsense, keen scent	Blindsense, keen scent	Blindsense, keen scent
Saves:	Fort +4, Ref +5, Will +2	Fort +8, Ref +7, Will +3	Fort +11, Ref +9, Will +4
Abilities:	Str 13, Dex 15, Con 13, Int 1, Wis 12, Cha 2	Str 17, Dex 15, Con 13, Int 1, Wis 12, Cha 2	Str 21, Dex 15, Con 15, Int 1, Wis 12, Cha 2
Skills:	Listen +6, Spot +6, Swim +9	Listen +8, Spot +7, Swim +11	Listen +10, Spot +10, Swim +13
Feats:	Alertness, Weapon Finesse	Alertness, Great Fortitude, Improved Initiative	Alertness, Great Fortitude, Improved Initiative, Iron Will
Environment:	Cold aquatic	Cold aquatic	Cold aquatic
Organization:	Solitary, school (1d4+1), or pack (1d6+5)	Solitary, school (1d4+1), or pack (1d6+5)	Solitary, school (1d4+1), or pack (1d6+5)
Challenge Rating:	1	2	4
Advancement:	4-6 HD (Medium)	8-9 HD (Large)	11-17 HD (Huge)
Level Adjustment:	---	---	---

These carnivorous fish are aggressive and liable to make unprovoked attacks against anything that approaches them.

Smaller sharks are from 5 to 8 feet long and not usually dangerous to creatures other than their prey. Large sharks can reach around 15 feet in length and are a serious threat. Huge sharks are true monsters, like great whites, that can exceed 20 feet in length.

Combat

Sharks circle and observe potential prey, then dart in and bite with their powerful jaws.

Blindsense (Ex): A shark can locate creatures underwater within a 30-foot radius. This ability works only when the shark is underwater.

Keen Scent (Ex): A shark can notice creatures by scent in a 180-foot radius and detect blood in the water at ranges of up to a mile.

Skills: A shark has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

SNAKE

Snakes usually are not aggressive and flee when confronted.

Skills: Snakes have a +4 racial bonus on Hide, Listen, and Spot checks and a +8 racial bonus on Balance and Climb checks. A snake can always choose to take 10 on a Climb check, even if rushed or threatened. Snakes use either their Strength modifier or Dexterity modifier for Climb

checks, whichever is higher. A snake has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

	Constrictor Snake
	Medium Animal
Hit Dice:	3d8+9 (22 hp) <22 hp>
Initiative:	+3
Speed:	20 ft. (4 squares), climb 20 ft., swim 20 ft.
Armor Class:	15 (+3 Dex, +2 natural), touch 13, flat-footed 12
Base Attack/Grapple:	+2 / +5
Attack:	Bite +5 melee (1d3+4)
Full Attack:	Bite +5 melee (1d3+4)
Space/Reach:	5 ft. x 5 ft. (coiled) / 5 ft.
Special Attacks:	Constrict 1d3+4, improved grab
Special Qualities:	Scent
Saves:	Fort +4, Ref +6, Will +2
Abilities:	Str 17, Dex 17, Con 13, Int 1, Wis 12, Cha 2
Skills:	Balance +11, Climb +14, Hide +10, Listen +7, Spot +7, Swim +11
Feats:	Alertness, Toughness
Environment:	Warm forests
Organization:	Solitary
Challenge Rating:	2
Advancement:	4-5 HD (Medium); 6-10 HD (Large)
Level Adjustment:	---

Constrictor Snake

Constrictor snakes usually are not aggressive and flee when confronted. They hunt for food but do not attempt to make a meal out of any creature that is too large to constrict.

Combat

Constrictor snakes hunt by grabbing prey with their mouths and then squeezing it with their powerful bodies.

Constrictor Snake, Giant

	Huge Animal
Hit Dice:	11d8+21 (70 hp) <42 hp>
Initiative:	+3
Speed:	20 ft. (4 squares), climb 20 ft., swim 20 ft.
Armor Class:	15 (−2 size, +3 Dex, +4 natural), touch 11, flat-footed 12
Base Attack/Grapple:	+8 / +23
Attack:	Bite +13 melee (1d8+10)
Full Attack:	Bite +13 melee (1d8+10)
Space/Reach:	15 ft. x 15 ft. (coiled) / 10 ft.
Special Attacks:	Constrict 1d8+10, improved grab
Special Qualities:	Scent
Saves:	Fort +8, Ref +10, Will +4
Abilities:	Str 25, Dex 17, Con 13, Int 1, Wis 12, Cha 2
Skills:	Balance +11, Climb +17, Hide +10, Listen +9, Spot +9, Swim +16
Feats:	Alertness, Endurance, Skill Focus (Hide), Toughness
Environment:	Warm forests
Organization:	Solitary
Challenge Rating:	5
Advancement:	12-16 HD (Huge); 17-33 HD (Gargantuan)
Level Adjustment:	---

Constrict (Ex): On a successful grapple check, a constrictor snake deals 1d3+4 points of damage.

Improved Grab (Ex): To use this ability, a constrictor snake must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Constrictor Snake, Giant

Giant constrictor snakes are more aggressive than their smaller cousins, principally because they need a great amount of food to survive.

	Snake, Tiny Viper Tiny Animal
Hit Dice:	1/4 d8 (1 hp) <7 hp>
Initiative:	+7
Speed:	15 ft. (3 squares), climb 15 ft., swim 15 ft.
Armor Class:	17 (+2 size, +3 Dex, +2 natural), touch 15, flat-footed 14
Base Attack/Grapple:	+0 / -11
Attack:	Bite +5 melee (1 plus poison)
Full Attack:	Bite +5 melee (1 plus poison)
Space/Reach:	2-1/2 ft. x 2-1/2 ft. (coiled) / 0 ft.
Special Attacks:	Poison
Special Qualities:	Scent
Saves:	Fort +2, Ref +5, Will +1
Abilities:	Str 4, Dex 17, Con 11, Int 1, Wis 12, Cha 2
Skills:	Balance +11, Climb +11, Hide +15, Listen +6, Spot +6, Swim +5
Feats:	Improved Initiative, Weapon Finesse ^B
Environment:	Temperate marshes
Organization:	Solitary
Challenge Rating:	1/3
Advancement:	---
Level Adjustment:	---

	Snake, Small Viper Small Animal
Hit Dice:	1d8 (4 hp) <11 hp>
Initiative:	+7
Speed:	20 ft. (4 squares), climb 20 ft., swim 20 ft.
Armor Class:	17 (+1 size, +3 Dex, +3 natural), touch 14, flat-footed 14
Base Attack/Grapple:	+0 / -6
Attack:	Bite +4 melee (1d2-2 plus poison)
Full Attack:	Bite +4 melee (1d2-2 plus poison)
Space/Reach:	5 ft. x 5 ft. (coiled) / 5 ft.
Special Attacks:	Poison
Special Qualities:	Scent
Saves:	Fort +2, Ref +5, Will +1
Abilities:	Str 6, Dex 17, Con 11, Int 1, Wis 12, Cha 2
Skills:	Balance +11, Climb +11, Hide +11, Listen +7, Spot +7, Swim +6
Feats:	Improved Initiative, Weapon Finesse ^B
Environment:	Temperate marshes
Organization:	Solitary
Challenge Rating:	1/2
Advancement:	---
Level Adjustment:	---

	Snake, Medium Viper Medium Animal
Hit Dice:	2d8 (9 hp) <15 hp>
Initiative:	+7
Speed:	20 ft. (4 squares), climb 20 ft., swim 20 ft.
Armor Class:	16 (+3 Dex, +3 natural), touch 13, flat-footed 13
Base Attack/Grapple:	+1 / +0
Attack:	Bite +4 melee (1d4-1 plus poison)
Full Attack:	Bite +4 melee (1d4-1 plus poison)
Space/Reach:	5 ft. x 5 ft. (coiled) / 5 ft.
Special Attacks:	Poison
Special Qualities:	Scent
Saves:	Fort +3, Ref +6, Will +1
Abilities:	Str 8, Dex 17, Con 11, Int 1, Wis 12, Cha 2
Skills:	Balance +11, Climb +11, Hide +12, Listen +5, Spot +5, Swim +7
Feats:	Improved Initiative, Weapon Finesse ^B
Environment:	Temperate marshes
Organization:	Solitary
Challenge Rating:	1
Advancement:	---
Level Adjustment:	---

	Snake, Large Viper Large Animal
Hit Dice:	3d8 (13 hp) <19 hp>
Initiative:	+7
Speed:	20 ft. (4 squares), climb 20 ft., swim 20 ft.
Armor Class:	15 (-1 size, +3 Dex, +3 natural), touch 12, flat-footed 12
Base Attack/Grapple:	+2 / +6
Attack:	Bite +4 melee (1d4 plus poison)
Full Attack:	Bite +4 melee (1d4 plus poison)
Space/Reach:	10 ft. x 10 ft. (coiled) / 5 ft.
Special Attacks:	Poison
Special Qualities:	Scent
Saves:	Fort +3, Ref +6, Will +2
Abilities:	Str 10, Dex 17, Con 11, Int 1, Wis 12, Cha 2
Skills:	Balance +11, Climb +11, Hide +8, Listen +5, Spot +6, Swim +8
Feats:	Improved Initiative, Weapon Finesse
Environment:	Temperate marshes
Organization:	Solitary
Challenge Rating:	2
Advancement:	---
Level Adjustment:	---

	Snake, Huge Viper Huge Animal
Hit Dice:	6d8+6 (33 hp) <31 hp>
Initiative:	+6
Speed:	20 ft. (4 squares), climb 20 ft., swim 20 ft.
Armor Class:	15 (-2 size, +2 Dex, +5 natural), touch 10, flat-footed 15
Base Attack/Grapple:	+4 / +15
Attack:	Bite +6 melee (1d6+4 plus poison)
Full Attack:	Bite +6 melee (1d6+4 plus poison)
Space/Reach:	15 ft. x 15 ft. (coiled) / 10 ft.
Special Attacks:	Poison
Special Qualities:	Scent
Saves:	Fort +6, Ref +7, Will +3
Abilities:	Str 16, Dex 15, Con 13, Int 1, Wis 12, Cha 2
Skills:	Balance +10, Climb +11, Hide +3, Listen +7, Spot +7, Swim +11
Feats:	Improved Initiative, Run, Weapon Focus (bite)
Environment:	Temperate marshes
Organization:	Solitary
Challenge Rating:	3
Advancement:	7-18 HD (Huge)
Level Adjustment:	---

These creatures range widely in size. They are not particularly aggressive, but will often lash out with a bite attack before attempting to retreat.

Combat

Viper snakes rely on their venomous bite to kill prey and defend themselves.

Poison (Ex): A viper snake has a poisonous bite that deals initial and secondary damage of 1d6 Con. The save DC varies by the snake's size, as shown on the table below. The save DCs are Constitution-based.

Size	Fort DC	Damage
Tiny	10	1 Con
Small	10	1d2 Con
Medium	11	1d3 Con
Large	11	1d4 Con
Huge	14	1d6 Con

SPIDER, MONSTROUS

	Monstrous Spider, Tiny Tiny Vermin
Hit Dice:	1/2 d8 (2 hp) <7 hp>
Initiative:	+3
Speed:	20 ft. (4 squares), climb 10 ft.
Armor Class:	15 (+2 size, +3 Dex), touch 15, flat-footed 12
Base Attack/Grapple:	+0 / -12
Attack:	Bite +5 melee (1d3-4 plus poison)
Full Attack:	Bite +5 melee (1d3-4 plus poison)
Space/Reach:	2-1/2 ft. x 2-1/2 ft. / 0 ft.
Special Attacks:	Poison, web

	Monstrous Spider, Small Small Vermin
Hit Dice:	1d8 (4 hp) <10 hp>
Initiative:	+3
Speed:	30 ft. (6 squares), climb 20 ft.
Armor Class:	14 (+1 size, +3 Dex), touch 14, flat-footed 11
Base Attack/Grapple:	+0 / -6
Attack:	Bite +4 melee (1d4-2 plus poison)
Full Attack:	Bite +4 melee (1d4-2 plus poison)
Space/Reach:	5 ft. x 5 ft. / 5 ft.
Special Attacks:	Poison, web

	Monstrous Spider, Medium Medium Vermin
Hit Dice:	2d8+2 (11 hp) <16 hp>
Initiative:	+3
Speed:	30 ft. (6 squares), climb 20 ft.
Armor Class:	14 (+3 Dex, +1 natural), touch 13, flat-footed 11
Base Attack/Grapple:	+1 / +1
Attack:	Bite +4 melee (1d6 plus poison)
Full Attack:	Bite +4 melee (1d6 plus poison)
Space/Reach:	5 ft. x 5 ft. / 5 ft.
Special Attacks:	Poison, web

Special Qualities:	Darkvision 60 ft, tremorsense 60 ft, vermin traits	Darkvision 60 ft, tremorsense 60 ft, vermin traits	Darkvision 60 ft, tremorsense 60 ft, vermin traits
Saves:	Fort +2, Ref +3, Will +0	Fort +2, Ref +3, Will +0	Fort +4, Ref +3, Will +0
Abilities:	Str 3, Dex 17, Con 10, Int ---, Wis 10, Cha 2	Str 7, Dex 17, Con 10, Int ---, Wis 10, Cha 2	Str 11, Dex 17, Con 12, Int ---, Wis 10, Cha 2
Skills:	Climb +11, Hide +15*, Jump -4*, Spot +4*	Climb +11, Hide +11*, Jump -2*, Spot +4*	Climb +11, Hide +7*, Jump +0*, Spot +4*
Feats:	Weapon Finesse ^B	Weapon Finesse ^B	Weapon Finesse ^B
Environment:	Temperate forests	Temperate forests	Temperate forests
Organization:	Colony (1d10+6)	Colony (1d4+1) or swarm (1d6+5)	Solitary or colony (1d4+1)
Challenge Rating:	1/4	1/2	1
Treasure:	None	None	1/10 coins; 50% goods; 50% items
Advancement:	---	---	3 HD (Medium)
Level Adjustment:	---	---	---

	Monstrous Spider, Large Large Vermin	Monstrous Spider, Huge Huge Vermin	Monstrous Spider, Gargantuan Gargantuan Vermin
Hit Dice:	4d8+4 (22 hp) <22 hp>	8d8+16 (52 hp) <34 hp>	16d8+32 (104 hp) <52 hp>
Initiative:	+3	+3	+3
Speed:	30 ft. (6 squares), climb 20 ft.	30 ft. (6 squares), climb 20 ft.	30 ft. (6 squares), climb 20 ft.
Armor Class:	14 (-1 size, +3 Dex, +2 natural), touch 12, flat-footed 11	16 (-2 size, +3 Dex, +5 natural), touch 11, flat-footed 13	19 (-4 size, +3 Dex, +10 natural), touch 9, flat-footed 16
Base Attack/Grapple:	+3 / +9	+6 / +18	+12 / +31
Attack:	Bite +4 melee (1d8+3 plus poison)	Bite +9 melee (2d6+6 plus poison)	Bite +15 melee (2d8+10 plus poison)
Full Attack:	Bite +4 melee (1d8+3 plus poison)	Bite +9 melee (2d6+6 plus poison)	Bite +15 melee (2d8+10 plus poison)
Space/Reach:	10 ft. x 10 ft. / 5 ft.	15 ft. x 15 ft. / 10 ft.	20 ft. x 20 ft. / 10 ft.
Special Attacks:	Poison, web	Poison, web	Poison, web
Special Qualities:	Darkvision 60 ft, tremorsense 60 ft, vermin traits	Darkvision 60 ft, tremorsense 60 ft, vermin traits	Darkvision 60 ft, tremorsense 60 ft, vermin traits
Saves:	Fort +5, Ref +4, Will +1	Fort +8, Ref +5, Will +2	Fort +12, Ref +8, Will +5
Abilities:	Str 15, Dex 17, Con 12, Int ---, Wis 10, Cha 2	Str 19, Dex 17, Con 14, Int ---, Wis 10, Cha 2	Str 25, Dex 17, Con 14, Int ---, Wis 10, Cha 2
Skills:	Climb +11, Hide +3*, Jump +2*, Spot +4*	Climb +12, Hide -1*, Jump +4*, Spot +4*	Climb +14, Hide -5*, Jump +7*, Spot +4*
Feats:	---	---	---
Environment:	Temperate forests	Temperate forests	Temperate forests
Organization:	Solitary or colony (1d4+1)	Solitary or colony (1d4+1)	Solitary
Challenge Rating:	2	5	8
Treasure:	1/10 coins; 50% goods; 50% items	1/10 coins; 50% goods; 50% items	1/10 coins; 50% goods; 50% items
Advancement:	5-7 HD (Large)	9-15 HD (Huge)	17-31 HD (Gargantuan)
Level Adjustment:	---	---	---

	Monstrous Spider, Colossal Colossal Vermin
Hit Dice:	32d8+64 (208 hp) <86 hp>
Initiative:	+2
Speed:	30 ft. (6 squares), climb 20 ft.
Armor Class:	22 (-8 size, +2 Dex, +18 natural), touch 4, flat-footed 20
Base Attack/Grapple:	+24 / +50
Attack:	Bite +26 melee (4d6+15 plus poison)
Full Attack:	Bite +26 melee (4d6+15 plus poison)
Space/Reach:	40 ft. x 40 ft. / 15 ft.
Special Attacks:	Poison, web
Special Qualities:	Darkvision 60 ft, tremorsense 60 ft, vermin traits
Saves:	Fort +20, Ref +12, Will +10
Abilities:	Str 31, Dex 15, Con 14, Int ---, Wis 10, Cha 2
Skills:	Climb +16, Hide -10*, Jump +10*, Spot +7*
Feats:	---
Environment:	Temperate forests
Organization:	Solitary
Challenge Rating:	11
Treasure:	1/10 coins; 50% goods; 50% items
Advancement:	33-60 HD (Colossal)
Level Adjustment:	---

All monstrous spiders are aggressive predators that use their poisonous bites to subdue or kill prey.

Monstrous spiders come in two general types: hunters and web spinners. Hunters rove about, while web spinners usually attempt to trap prey. Hunting spiders can spin webs to use as lairs, but cannot use their

webs as weapons the way web spinners can. A hunting spider has a base land speed 10 feet faster than the figures given in the statistics blocks.

Poison (Ex): A monstrous spider has a poisonous bite. The details vary by the spider's size, as shown on the table below. The save DCs are Constitution-based. The indicated damage is initial and secondary damage.

Size	Fort DC	Damage
Tiny	10	1d2 Str
Small	10	1d3 Str
Medium	12	1d4 Str
Large	13	1d6 Str
Huge	16	1d8 Str
Gargantuan	20	2d6 Str
Colossal	28	2d8 Str

Web (Ex): Both types of monstrous spiders often wait in their webs or in trees, then lower themselves silently on silk strands and leap onto prey passing beneath. A single strand is strong enough to support the spider and one creature of the same size.

Web spinners can throw a web eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size category larger than the spider.

An entangled creature can escape with a successful Escape Artist check or burst it with a Strength check. Both are standard actions whose DCs are given in the table below. The check DCs are Constitution-based, and the Strength check DC includes a +4 racial bonus.

Web spinners often create sheets of sticky webbing from 5 to 60 feet square, depending on the size of the spider. They usually position these sheets to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed on a DC 20 Spot 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 section has the hit points given on the table, and sheet webs have damage reduction 5/-.
A monstrous spider can move across its own web at its climb speed and can pinpoint the location of any creature touching its web.

	Escape		
Size	Artist DC	Break DC	Hit Points
Tiny	10	14	2
Small	10	14	4
Medium	12	16	6
Large	13	17	12
Huge	16	20	14
Gargantuan	20	24	16
Colossal	28	32	18

Tremorsense (Ex): A monstrous spider can detect and pinpoint any creature or object within 60 feet in contact with the ground, or within any range in contact with the spider’s webs.
Skills: Monstrous spiders have a +4 racial bonus on Hide and Spot checks and a +8 racial bonus on Climb checks. A monstrous spider can always choose to take 10 on Climb checks, even if rushed or threatened. Monstrous spiders use either their Strength or Dexterity modifier for Climb checks, whichever is higher. Hunting spiders have a +10 racial bonus on Jump checks and a +8 racial bonus on Spot checks. Web-spinning spiders have a +8 racial bonus on Hide and Move Silently checks when using their webs.

SQUID

	Medium Animal (Aquatic)
Hit Dice:	3d8 (13 hp) <17 hp>
Initiative:	+3
Speed:	Swim 60 ft. (12 squares)
Armor Class:	16 (+3 Dex, +3 natural), touch 13, flat-footed 13
Base Attack/Grapple:	+2 / +8*
Attack:	Arms +4 melee (0)
Full Attack:	Arms +4 melee (0) and bite –1 melee (1d6+1)
Space/Reach:	5 ft. x 5 ft. / 5 ft.
Special Attacks:	Improved grab
Special Qualities:	Ink cloud, jet, low-light vision
Saves:	Fort +3, Ref +6, Will +2
Abilities:	Str 14, Dex 17, Con 11, Int 1, Wis 12, Cha 2
Skills:	Listen +7, Spot +7, Swim +10
Feats:	Alertness, Endurance
Environment:	Temperate aquatic
Organization:	Solitary or school (1d6+5)
Challenge Rating:	1
Advancement:	4-6 HD (Medium); 7-11 HD (Large)
Level Adjustment:	---

These free-swimming mollusks are fairly aggressive. They are more feared than sharks in some locales.

Combat

Improved Grab (Ex): To use this ability, a squid must hit an opponent of any size with its arms attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and automatically deals bite damage. A squid has a +4 racial bonus on grapple checks.
Ink Cloud (Ex): A squid can emit a cloud of jet-black ink 10 feet high by 10 feet wide by 10 feet long once per minute as a free action. The cloud provides total concealment, which the squid normally uses to escape a losing fight. All vision within the cloud is obscured.
Jet (Ex): A squid can jet backward once per round as a full-round action, at a speed of 240 feet. It must move in a straight line, but does not provoke attacks of opportunity while jetting.
Skills: A squid has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line

SQUID, GIANT

	Huge Animal (Aquatic)
Hit Dice:	12d8+34 (88 hp) <47 hp>
Initiative:	+3
Speed:	Swim 80 ft. (16 squares)
Armor Class:	17 (–2 size, +3 Dex, +6 natural), touch 11, flat-footed 14
Base Attack/Grapple:	+9 / +29
Attack:	Tentacle +15 melee (1d6+8)
Full Attack:	10 tentacles +15 melee (1d6+8) and bite +10 melee (2d8+4)
Space/Reach:	10 ft. x 20 ft. / 10 ft. (40 ft. with tentacle)
Special Attacks:	Constrict 1d6+8, improved grab
Special Qualities:	Ink cloud, jet, low-light vision
Saves:	Fort +9, Ref +11, Will +5
Abilities:	Str 26, Dex 17, Con 13, Int 1, Wis 12, Cha 2
Skills:	Listen +10, Spot +11, Swim +16
Feats:	Alertness, Diehard, Endurance, Toughness (2)
Environment:	Temperate aquatic
Organization:	Solitary
Challenge Rating:	9
Advancement:	13-18 HD (Huge); 19-36 HD (Gargantuan)
Level Adjustment:	---

These voracious creatures can have bodies more than 20 feet long and attack almost anything they meet.

Combat

An opponent can attack a giant squid’s tentacles with a sunder attempt as if they were weapons. A giant squid’s tentacles have 10 hit points each. If a giant squid is currently grappling a target with the tentacle that is being attacked, it usually uses another limb to make its attack of opportunity against the opponent making the sunder attempt. Severing one of a giant squid’s tentacles deals 5 points of damage to the creature. A giant squid usually withdraws from combat if it loses five tentacles. The creature regrows severed limbs in 1d10+10 days.
Constrict (Ex): A giant squid deals 1d6+8 points of damage with a successful grapple check.
Improved Grab (Ex): To use this ability, a giant squid must hit an opponent of any size with a tentacle attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict. A giant squid has a +4 racial bonus on grapple checks.
Ink Cloud (Ex): A giant squid can emit a cloud of jet-black ink 20 feet high by 20 feet wide by 20 feet long once per minute as a free action. The cloud provides total concealment, which the squid normally uses to escape a losing fight. All vision within the cloud is obscured.
Jet (Ex): A giant squid can jet backward once per round as a full-round action, at a speed of 320 feet. It must move in a straight line, but does not provoke attacks of opportunity while jetting.
Skills: A giant squid has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

SWARM

Swarms are dense masses of Fine, Diminutive, or Tiny creatures that would not be particularly dangerous in small groups, but can be terrible foes when gathered in sufficient numbers. For game purposes a swarm is defined as a single creature with a space of 10 feet - gigantic hordes are actually composed of dozens of swarms in close proximity. A swarm has a single pool of Hit Dice and hit points, a single initiative modifier, a single speed, and a single Armor Class. It makes saving throws as a single creature.
Many different creatures can mass as swarms; bat swarms, centipede swarms, hellwasp swarms, locust swarms, rat swarms, and spider swarms are described here. The swarm’s type varies with the nature of the component creature (most are animals or vermin), but all swarms have the swarm subtype.
A swarm of Tiny creatures consists of 300 nonflying creatures or 1,000 flying creatures. A swarm of Diminutive creatures consists of 1,500 nonflying creatures or 5,000 flying creatures. A swarm of Fine

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

Combat

In order to attack, a single swarm moves into opponents' spaces, which provokes an attack of opportunity. It can occupy the same space as a creature of any size, since it crawls all over its prey, but remains a creature with a 10-foot space. Swarms never make attacks of opportunity, but they can provoke attacks of opportunity.

Bat Swarm

Diminutive Animal (Swarm)

Hit Dice:	3d8 (13 hp) <10 hp>
Initiative:	+2
Speed:	5 ft. (1 square), fly 40 ft. (good)
Armor Class:	16 (+4 size, +2 Dex), touch 14, flat-footed 12
Base Attack/Grapple:	+2 / -
Attack:	Swarm (1d6)
Full Attack:	Swarm (1d6)
Space/Reach:	Four contiguous 5 ft. squares / 0 ft.
Special Attacks:	Distraction, wounding
Special Qualities:	Blindsense 20 ft., immune to weapon damage, low-light vision, swarm traits
Saves:	Fort +3, Ref +7, Will +3
Abilities:	Str 3, Dex 15, Con 10, Int 2, Wis 14, Cha 4
Skills:	Listen +11, Spot +11
Feats:	Alertness, Lightning Reflexes
Environment:	Temperate deserts
Organization:	Solitary, flight (1d3+1 swarms), or colony (1d10+10 swarms)
Challenge Rating:	4
Treasure:	None
Alignment:	Always neutral
Advancement:	None
Level Adjustment:	---

Bat Swarm

A bat swarm is nocturnal, and is never found aboveground in daylight.

Combat

A bat swarm seeks to surround and attack any warm-blooded prey it encounters. The swarm deals 1d6 points of damage to any creature whose space it occupies at the end of its move.

Distraction (Ex): Any living creature that begins its turn with a swarm in its space must succeed on a DC 11 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

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.

Blindsense (Ex): A bat swarm notices and locates creatures within 20 feet. Opponents still have total concealment against the bat swarm (but swarm attacks ignore concealment).

Unlike other creatures with a 10-foot space, a swarm is shapeable. It can occupy any four contiguous squares, and it can squeeze through any space large enough to contain one of its component creatures.

Vulnerabilities of Swarms

Swarms are extremely difficult to fight with physical attacks. However, they have a few special vulnerabilities, as follows:

A lit torch swung as an improvised weapon deals 1d3 points of fire damage per hit.

A weapon with a special ability such as flaming or frost deals its full energy damage with each hit, even if the weapon's normal damage can't affect the swarm.

A lit lantern can be used as a thrown weapon, dealing 1d4 points of fire damage to all creatures in squares adjacent to where it breaks.

Centipede Swarm

Diminutive Vermin (Swarm)

Hit Dice:	9d8-9 (31 hp) <20 hp>
Initiative:	+4
Speed:	20 ft. (4 squares), climb 20 ft.
Armor Class:	18 (+4 size, +4 Dex), touch 18, flat-footed 14
Base Attack/Grapple:	+6 / -
Attack:	Swarm (2d6 plus poison)
Full Attack:	Swarm (2d6 plus poison)
Space/Reach:	Four contiguous 5 ft. squares / 0 ft.
Special Attacks:	Distraction, poison
Special Qualities:	Darkvision 60 ft, immune to weapon damage, swarm traits, tremorsense 30 ft, vermin traits
Saves:	Fort +5, Ref +7, Will +3
Abilities:	Str 1, Dex 19, Con 8, Int ---, Wis 10, Cha 2
Skills:	Climb +12, Spot +4
Feats:	Weapon Finesse ^B
Environment:	Underground
Organization:	Solitary, tangle (1d3+1 swarms), or colony (1d6+6 swarms)
Challenge Rating:	6
Treasure:	None
Alignment:	Always neutral
Advancement:	None
Level Adjustment:	---

Skills: A bat swarm has a +4 racial bonus on Listen and Spot checks. These bonuses are lost if its blindsense is negated.

Centipede Swarm

Combat

A centipede swarm seeks to surround and attack any living prey it encounters. A swarm deals 2d6 points of damage to any creature whose space it occupies at the end of its move.

Distraction (Ex): Any living creature that begins its turn with a centipede swarm in its space must succeed on a DC 13 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Poison (Ex): Injury, Fortitude DC 13, initial and secondary damage 1d4 Dex. The save DC is Constitution-based.

Skills: A centipede swarm has a +4 racial bonus on Spot checks and a +8 racial bonus on Climb checks, and uses its Dexterity modifier instead of its Strength modifier for Climb checks. A centipede swarm has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

	Locust Swarm	Rat Swarm	Spider Swarm
	Diminutive Vermin (Swarm)	Tiny Animal (Swarm)	Diminutive Vermin (Swarm)
Hit Dice:	6d8–6 (21 hp) <14 hp>	4d8 (13 hp) <12 hp>	2d8 (9 hp) <8 hp>
Initiative:	+4	+2	+3
Speed:	10 ft. (2 squares), fly 30 ft. (poor)	15 ft. (3 squares), climb 15 ft.	20 ft. (4 squares), climb 20 ft.
Armor Class:	18 (+4 size, +4 Dex), touch 18, flat-footed 14	14 (+2 size, +2 Dex), touch 14, flat-footed 12	17 (+4 size, +3 Dex), touch 17, flat-footed 14
Base Attack/Grapple:	+4 / –	+3 / –	+1 / –
Attack:	Swarm (2d6)	Swarm (1d6 plus disease)	Swarm (1d6 plus poison)
Full Attack:	Swarm (2d6)	Swarm (1d6 plus disease)	Swarm (1d6 plus poison)
Space/Reach:	Four contiguous 5 ft. squares / 0 ft.	Four contiguous 5 ft. squares / 0 ft.	Four contiguous 5 ft. squares / 0 ft.
Special Attacks:	Distraction	Disease, distraction	Distraction, poison
Special Qualities:	Darkvision 60 ft, immune to weapon damage, swarm traits, vermin traits	Half damage from slashing and piercing, low-light vision, scent, swarm traits	Darkvision 60 ft, immune to weapon damage, swarm traits, tremorsense 30 ft, vermin traits
Saves:	Fort +4, Ref +6, Will +2	Fort +4, Ref +6, Will +2	Fort +3, Ref +3, Will +0
Abilities:	Str 1, Dex 19, Con 8, Int ---, Wis 10, Cha 2	Str 2, Dex 15, Con 10, Int 2, Wis 12, Cha 2	Str 1, Dex 17, Con 10, Int ---, Wis 10, Cha 2
Skills:	Listen +4, Spot +4	Balance +10, Climb +10, Hide +16, Listen +6, Spot +7, Swim +10	Climb +11, Listen +6, Spot +6
Feats:	---	Alertness, Stealthy, Weapon Finesse ^B	Alertness
Environment:	Temperate plains	Any	Warm forests
Organization:	Solitary, cloud (1d6+1 swarms), or plague (1d10+10 swarms)	Solitary, pack (1d3+1 swarms), or infestation (1d6+6 swarms)	Solitary, tangle (1d3+1 swarms), or colony (1d6+6 swarms)
Challenge Rating:	5	3	3
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	None	None	None
Level Adjustment:	---	---	---

Rat Swarm

Combat

A rat swarm seeks to surround and attack any warm-blooded prey it encounters. A swarm deals 1d6 points of damage to any creature whose space it occupies at the end of its move.

Disease (Ex): Filth fever - swarm attack, Fortitude DC 12, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.

Distraction (Ex): Any living creature that begins its turn with a swarm in its square must succeed on a DC 12 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Skills: A rat swarm has a +4 racial bonus on Hide and Move Silently checks, and a +8 racial bonus on Balance, Climb, and Swim checks. A rat swarm can always choose to take 10 on all Climb checks, even if rushed or threatened.

A rat swarm uses its Dexterity modifier instead of its Strength modifier for Climb and Swim checks.

A rat swarm has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Spider Swarm

Combat

A spider swarm seeks to surround and attack any living prey it encounters. A swarm deals 1d6 points of damage to any creature whose space it occupies at the end of its move.

Distraction (Ex): Any living creature that begins its turn with a spider swarm in its space must succeed on a DC 11 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Poison (Ex): Injury, Fortitude DC 11, initial and secondary damage 1d3 Str. The save DC is Constitution-based.

Skills: A spider swarm has a +4 racial bonus on Hide and Spot checks and a +8 racial bonus on Climb checks. It uses its Dexterity modifier instead of its Strength modifier for Climb checks. It can always choose to take 10 on a Climb check, even if rushed or threatened.

Locust Swarm

A locust swarm is a cloud of thousands of winged vermin that devours any organic material in its path.

Combat

A locust swarm surrounds and attacks any living prey it encounters. A swarm deals 2d6 points of damage to any creature whose space it occupies at the end of its move.

Distraction (Ex): Any living creature that begins its turn with a locust swarm in its space must succeed on a DC 12 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Skills: A locust swarm has a +4 racial bonus on Listen and Spot checks.

TIGER

Large Animal

Hit Dice:	6d8+18 (45 hp) <31 hp>
Initiative:	+2
Speed:	40 ft. (8 squares)
Armor Class:	14 (-1 size, +2 Dex, +3 natural), touch 11, flat-footed 12
Base Attack/Grapple:	+4 / +14
Attack:	Claw +9 melee (1d8+6)
Full Attack:	2 claws +9 melee (1d8+6) and bite +4 melee (2d6+3)
Space/Reach:	5 ft. x 10 ft. / 5 ft.
Special Attacks:	Improved grab, pounce, rake 1d8+3
Special Qualities:	Low-light vision, scent
Saves:	Fort +8, Ref +7, Will +3
Abilities:	Str 23, Dex 15, Con 17, Int 2, Wis 12, Cha 6
Skills:	Balance +6, Hide +3*, Listen +3, Move Silently +9, Spot +3, Swim +11
Feats:	Alertness, Improved Natural Weapon (bite), Improved Natural Weapon (claw).
Environment:	Warm forests
Organization:	Solitary
Challenge Rating:	4
Advancement:	7-12 HD (Large); 13-18 HD (Huge)
Level Adjustment:	---

These great cats stand more than 3 feet tall at the shoulder and are about 9 feet long. They weigh from 400 to 600 pounds.

Combat

Improved Grab (Ex): To use this ability, a tiger must hit with a claw or bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Pounce (Ex): If a tiger charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +9 melee, damage 1d8+3.

Skills: Tigers have a +4 racial bonus on Balance, Hide, and Move Silently checks. *In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.

TOAD

Diminutive Animal

Hit Dice:	1/4 d8 (1 hp) <5 hp>
Initiative:	+1
Speed:	5 ft. (1 square)
Armor Class:	15 (+4 size, +1 Dex), touch 15, flat-footed 14
Base Attack/Grapple:	+0 / -17
Attack:	---
Full Attack:	---
Space/Reach:	1 ft. x 1 ft. / 0 ft.
Special Attacks:	---
Special Qualities:	Amphibious, low-light vision
Saves:	Fort +2, Ref +3, Will +2
Abilities:	Str 1, Dex 12, Con 11, Int 1, Wis 14, Cha 4
Skills:	Hide +21, Listen +4, Spot +4
Feats:	Alertness
Environment:	Temperate marshes
Organization:	Swarm (1d10x10)
Challenge Rating:	1/10
Advancement:	---
Level Adjustment:	---

These diminutive amphibians are innocuous and beneficial, since they eat insects.

Skills: A toad's coloration gives it a +4 racial bonus on Hide checks.

WEASEL

Tiny Animal

Hit Dice:	1/2 d8 (2 hp) <5 hp>
Initiative:	+2
Speed:	20 ft. (4 squares), climb 20 ft.
Armor Class:	14 (+2 size, +2 Dex), touch 14, flat-footed 12
Base Attack/Grapple:	+0 / -12
Attack:	Bite +4 melee (1d3-4)
Full Attack:	Bite +4 melee (1d3-4)
Space/Reach:	1 ft. x 2-1/2 ft. / 0 ft.
Special Attacks:	Attach
Special Qualities:	Low-light vision, scent
Saves:	Fort +2, Ref +4, Will +1
Abilities:	Str 3, Dex 15, Con 10, Int 2, Wis 12, Cha 5
Skills:	Balance +12, Climb +10, Hide +11, Move Silently +8, Spot +3
Feats:	Agile, Weapon Finesse ^B
Environment:	Temperate hills
Organization:	Solitary
Challenge Rating:	1/4
Advancement:	---
Level Adjustment:	---

These little mammals are aggressive predators but usually confine themselves to smaller prey. The statistics presented here can also apply to ferrets.

Combat

Attach (Ex): If a weasel hits with a bite attack, it uses its powerful jaws to latch onto the opponent's body and automatically deals bite damage each round it remains attached. An attached weasel loses its Dexterity bonus to Armor Class and has an AC of 12. An attached weasel can be struck with a weapon or grappled itself. To remove an attached weasel through grappling, the opponent must achieve a pin against the creature.

Skills: Weasels have a +4 racial bonus on Move Silently checks and a +8 racial bonus on Balance and Climb checks. They use their Dexterity modifier for Climb checks. A weasel can always choose to take 10 on a Climb check, even if rushed or threatened.

WHALE

Some varieties of these seagoing mammals are among the largest animals known. Relatively small whales (such as the orca presented here) can be vicious predators, attacking virtually anything they detect.

Blindsight (Ex): Whales can "see" by emitting high-frequency sounds, inaudible to most other creatures, that allow them to locate objects and creatures within 120 feet. A *silence* spell negates this and forces the whale to rely on its vision, which is approximately as good as a human's.

Hold Breath (Ex): A whale can hold its breath for a number of rounds equal to 8 x its Constitution score before it risks drowning.

Skills: A whale has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. A whale has a +4 racial bonus on Spot and Listen checks. These bonuses are lost if its blindsight is negated.

	Baleen Whale Gargantuan Animal
Hit Dice:	12d8+94 (148 hp) <58 hp>
Initiative:	+1
Speed:	Swim 40 ft. (8 squares)
Armor Class:	16 (–4 size, +1 Dex, +9 natural), touch 7, flat-footed 15
Base Attack/Grapple:	+9 / +33
Attack:	Tail slap +17 melee (1d8+18)
Full Attack:	Tail slap +17 melee (1d8+18)
Space/Reach:	20 ft. x 40 ft. / 10 ft.
Special Attacks:	---
Special Qualities:	Blindsight 120 ft., hold breath, low-light vision
Saves:	Fort +14, Ref +9, Will +5
Abilities:	Str 35, Dex 13, Con 22, Int 2, Wis 12, Cha 6
Skills:	Listen +15*, Spot +14*, Swim +20
Feats:	Alertness, Diehard, Endurance, Toughness x 2
Environment:	Warm aquatic
Organization:	Solitary
Challenge Rating:	6
Advancement:	13-18 HD (Gargantuan); 19-36 HD (Colossal)
Level Adjustment:	---

	Cachalot Whale Gargantuan Animal
Hit Dice:	12d8+95 (149 hp) <57 hp>
Initiative:	+1
Speed:	Swim 40 ft. (8 squares)
Armor Class:	16 (–4 size, +1 Dex, +9 natural), touch 7, flat-footed 15
Base Attack/Grapple:	+9 / +33
Attack:	Bite +17 melee (4d6+12)
Full Attack:	Bite +17 melee (4d6+12) and tail slap +12 melee (1d8+6)
Space/Reach:	20 ft. x 40 ft. / 10 ft.
Special Attacks:	---
Special Qualities:	Blindsight 120 ft., hold breath, low-light vision
Saves:	Fort +15, Ref +9, Will +6
Abilities:	Str 35, Dex 13, Con 24, Int 2, Wis 14, Cha 6
Skills:	Listen +15*, Spot +14*, Swim +20
Feats:	Alertness, Diehard, Endurance, Improved Natural Attack (bite), Toughness
Environment:	Temperate aquatic
Organization:	Solitary or pod (1d6+5)
Challenge Rating:	7
Advancement:	13-18 HD (Gargantuan); 19-36 HD (Colossal)
Level Adjustment:	---

	Orca Huge Animal
Hit Dice:	9d8+54 (94 hp) <46 hp>
Initiative:	+2
Speed:	Swim 50 ft. (10 squares)
Armor Class:	16 (–2 size, +2 Dex, +6 natural), touch 10, flat-footed 14
Base Attack/Grapple:	+6 / +22
Attack:	Bite +12 melee (2d6+12)
Full Attack:	Bite +12 melee (2d6+12)
Space/Reach:	10 ft. x 20 ft. / 10 ft.
Special Attacks:	---
Special Qualities:	Blindsight 120 ft., hold breath, low-light vision
Saves:	Fort +11, Ref +8, Will +5
Abilities:	Str 27, Dex 15, Con 21, Int 2, Wis 14, Cha 6
Skills:	Listen +14*, Spot +14*, Swim +16
Feats:	Alertness, Endurance, Run, Toughness
Environment:	Cold aquatic
Organization:	Solitary or pod (1d6+5)
Challenge Rating:	5
Advancement:	10-13 HD (Huge); 14-27 HD (Gargantuan)
Level Adjustment:	---

Baleen Whale

The statistics here describe a plankton-feeding whale between 30 and 60 feet long, such as gray, humpback, and right whales.

These massive creatures are surprisingly gentle. If harassed or provoked, they are as likely to flee as they are to retaliate.

Cachalot Whale

Also known as sperm whales, these creatures can be up to 60 feet long. They prey on giant squids.

Orca

These ferocious creatures are about 30 feet long. They eat fish, squid, seals, and other whales.

WOLF

	Medium Animal
Hit Dice:	2d8+7 (16 hp) <21 hp>
Initiative:	+2
Speed:	50 ft. (10 squares)
Armor Class:	14 (+2 Dex, +2 natural), touch 12, flat-footed 12
Base Attack/Grapple:	+1 / +2
Attack:	Bite +3 melee (1d6+1)
Full Attack:	Bite +3 melee (1d6+1)
Space/Reach:	5 ft. x 5 ft. / 5 ft.
Special Attacks:	Trip
Special Qualities:	Low-light vision, scent
Saves:	Fort +5, Ref +5, Will +1
Abilities:	Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6
Skills:	Hide +2, Listen +3, Move Silently +3, Spot +3, Survival +1*
Feats:	Track ^B , Weapon Focus (bite)
Environment:	Temperate forests
Organization:	Solitary, pair, or pack (1d10+6)
Challenge Rating:	1
Advancement:	3 HD (Medium); 4-6 HD (Large)
Level Adjustment:	---

Wolves are pack hunters known for their persistence and cunning.

Combat

A favorite tactic is to send a few individuals against the foe's front while the rest of the pack circles and attacks from the flanks or rear.

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent (+1 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Skills: Wolves have a +4 racial bonus on Survival checks when tracking by scent.

WOLVERINE

	Medium Animal
Hit Dice:	3d8+18 (31 hp) <28 hp>
Initiative:	+2
Speed:	30 ft. (6 squares), burrow 10 ft., climb 10 ft.
Armor Class:	14 (+2 Dex, +2 natural), touch 12, flat-footed 12
Base Attack/Grapple:	+2 / +4
Attack:	Claw +4 melee (1d4+2)
Full Attack:	2 claws +4 melee (1d4+2) and bite –1 melee (1d6+1)
Space/Reach:	5 ft. x 5 ft. / 5 ft.
Special Attacks:	Rage
Special Qualities:	Low-light vision, scent
Saves:	Fort +7, Ref +5, Will +2
Abilities:	Str 14, Dex 15, Con 19, Int 2, Wis 12, Cha 10
Skills:	Climb +10, Listen +6, Spot +6
Feats:	Alertness, Toughness, Track ^B
Environment:	Cold forests
Organization:	Solitary
Challenge Rating:	2
Advancement:	4-5 HD (Large)
Level Adjustment:	---

These creatures are similar to badgers but are bigger, stronger, and even more ferocious.

Combat

Rage (Ex): A wolverine that takes damage in combat flies into a berserk rage on its next turn, clawing and biting madly until either it or its opponent is dead. It gains +4 to Strength, +4 to Constitution, and –2 to Armor Class. The creature cannot end its rage voluntarily.

Skills: Wolverines have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

CHAPTER THREE: CONSTRUCTS & OOZES

Animated objects, astral constructs, black pudding, gelatinous cube, golems, gray ooze, homunculus, inevitables, ochre jelly, retriever, shield guardian

ANIMATED OBJECT

	Animated Object, Tiny Tiny Construct	Animated Object, Small Small Construct	Animated Object, Medium Medium Construct
Hit Dice:	1/2 d10 (2 hp) <7 hp>	1d10+10 (15 hp) <11 hp>	2d10+20 (31 hp) <16 hp>
Initiative:	+2	+1	+0
Speed:	15 ft. (8 squares); 25 ft. legs, 35 ft. multiple legs; 55 ft. wheels	20 ft. (6 squares); 30 ft. legs, 20 ft. multiple legs, 60 ft. wheels	30 ft. (6 squares); 40 ft. legs, 50 ft. multiple legs, 70 ft. wheels
Armor Class:	14 (+2 size, +2 Dex), touch 14, flat-footed 12	14 (+1 size, +1 Dex, +2 natural), touch 12, flat-footed 13	14 (+4 natural), touch 10, flat-footed 14
Base Attack/Grapple:	+0 / -9	+0 / -4	+1 / +2
Attack:	Slam +1 melee (1d3-1)	Slam +1 melee (1d4)	Slam +2 melee (1d6+1)
Full Attack:	Slam +1 melee (1d3-1)	Slam +1 melee (1d4)	Slam +2 melee (1d6+1)
Space/Reach:	2-1/2 ft. x 2-1/2 ft. / 0 ft.	5 ft. x 5 ft. / 5 ft.	5 ft. x 5 ft. / 5 ft.
Special Attacks:	See text	See text	See text
Special Qualities:	----- Construct traits, darkvision 60 ft., low-light vision; also see text -----		
Saves:	Fort +0, Ref +2, Will -5	Fort +0, Ref +1, Will -5	Fort +0, Ref +0, Will -5
Abilities:	Str 8, Dex 14, Con ---, Int ---, Wis 1, Cha 1	Str 10, Dex 12, Con ---, Int ---, Wis 1, Cha 1	Str 12, Dex 10, Con ---, Int ---, Wis 1, Cha 1
Skills:	---	---	---
Feats:	---	---	---
Environment:	Any	Any	Any
Organization:	Group (4)	Pair	Solitary
Challenge Rating:	1/2	1	2
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	---	---	---
Level Adjustment:	---	---	---

	Animated Object, Large Large Construct	Animated Object, Huge Huge Construct	Animated Object, Gargantuan Gargantuan Construct
Hit Dice:	4d10+30 (52 hp) <30 hp>	8d10+40 (84 hp) <48 hp>	16d10+60 (148 hp) <78 hp>
Initiative:	+0	-1	-2
Speed:	40 ft. (4 squares); 50 ft. legs, 60 ft. multiple legs, 80 ft. wheels	50 ft. (4 squares); 60 ft. legs, 70 ft. multiple legs, 90 ft. wheels	60 ft. (2 squares); 70 ft. legs, 80 ft. multiple legs, 100 ft. wheels
Armor Class:	14 (-1 size, +5 natural), touch 9, flat-footed 14	13 (-2 size, -1 Dex, +6 natural), touch 7, flat-footed 13	12 (-4 size, -2 Dex, +8 natural), touch 4, flat-footed 12
Base Attack/Grapple:	+3 / +10	+6 / +19	+12 / +31
Attack:	Slam +5 melee (1d8+4)	Slam +9 melee (1d10+7)	Slam +15 melee (2d6+10)
Full Attack:	Slam +5 melee (1d8+4)	Slam +9/+1 melee (1d10+7)	Slam +15/+10/+5 melee (2d6+10)
Space/Reach:	5 ft. x 10 ft. / 5 ft. (long) 5 ft. x 5 ft. / 10 ft. (tall)	10 ft. x 20 ft. / 10 ft. (long) 10 ft. x 10 ft. / 15 ft. (tall)	20 ft. x 40 ft. / 10 ft. (long) 20 ft. x 20 ft. / 20 ft. (tall)
Special Attacks:	See text	See text	See text
Special Qualities:	----- Construct traits, darkvision 60 ft., low-light vision; also see text -----		
Saves:	Fort +1, Ref +1, Will -4	Fort +2, Ref +1, Will -3	Fort +5, Ref +3, Will +0
Abilities:	Str 16, Dex 10, Con ---, Int ---, Wis 1, Cha 1	Str 20, Dex 8, Con ---, Int ---, Wis 1, Cha 1	Str 24, Dex 6, Con ---, Int ---, Wis 1, Cha 1
Skills:	---	---	---
Feats:	---	---	---
Environment:	Any	Any	Any
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	3	5	7
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	---	---	---
Level Adjustment:	---	---	---

Animated Object, Colossal Colossal Construct

Hit Dice:	32d10+80 (256 hp) <132 hp>
Initiative:	−3
Speed:	80 ft. (2 squares); 90 ft. legs, 100 ft. multiple legs, 120 ft. wheels
Armor Class:	11 (−8 size, −3 Dex, +12 natural), touch −1, flat-footed 11
Base Attack/Grapple:	+24 / +49
Attack:	Slam +25 melee (4d6+13)
Full Attack:	Slam +25/+20/+15/+10/+5 melee (4d6+13)
Space/Reach:	40 ft. x 80 ft. / 15 ft. (long) 40 ft. x 40 ft. / 25 ft. (tall)
Special Attacks:	See text
Special Qualities:	Construct traits, darkvision 60 ft., low-light vision; also see text
Saves:	Fort +10, Ref +7, Will +5
Abilities:	Str 28, Dex 4, Con ---, Int ---, Wis 1, Cha 1
Skills:	---
Feats:	---
Environment:	Any
Organization:	Solitary
Challenge Rating:	10
Treasure:	None
Alignment:	Always neutral
Advancement:	---
Level Adjustment:	---

Cathon padded silently across the nobleman's kitchen, his eyes set upon the Silver forks displayed on the wall. He was quite surprised when the forks leaped upon his hand and began to stab at his wrist.

Animated objects come in all sizes, shapes, and colors. They owe their existence as creatures to spells such as *animate objects* or similar supernatural abilities.

Combat

Animated objects fight only as directed by the animator. They follow orders without question and to the best of their abilities. Since they do not need to breathe and never tire, they can be extremely capable minions.

An animated object can have one or more of the following special abilities, depending on its form.

Blind (Ex): A sheetlike animated object such as a carpet or tapestry can grapple an opponent up to three sizes larger than itself. The object makes a normal grapple check. If it wins, it wraps itself around the opponent's head, causing that creature to be blinded until removed.

Constrict (Ex): A flexible animated object such as a rope, vine, or rug deals damage equal to its slam damage value plus 1- 1/2 times its Strength bonus with a successful grapple check against a creature up to one size larger than itself.

An object of at least Large size can make constriction attacks against multiple creatures at once, if they all are at least two sizes smaller than the object and can fit under it.

Hardness (Ex): An animated object has the same hardness it had before it was animated. The harder it is, the less coordinated it becomes. Here is a table listing the Hardness of various materials, and the Dexterity modifier an animate object has when it is primarily composed of that material.

Material	Hardness	Dex	Str
Paper or cloth	0	+4	−4
Rope	0	+4	−4
Glass	1	+4	−4
Ice	0	+4	−4
Leather or hide	2	+2	−2
Wood	5	+0	+0
Stone	8	−2	+2
Iron or steel	10	−2	+2
Mithral	15	−4	+4
Adamantine	20	−4	+4

Improved Speed (Ex): The base land speed given in the statistics block assume that an animated object lurches, rocks, or slithers along.

Objects with two legs (statues, ladders) or a similar shape that allows faster movement have a +10 foot bonus to speed. Objects with multiple legs (tables, chairs) have a +20 foot bonus to Speed. Wheeled objects have a +40 foot bonus to Speed.

Objects might have additional modes of movement. A wooden object can float and has a swim Speed equal to half its land Speed. A rope or similar sinuous object has a climb Speed equal to half its land Speed. A sheetlike object can fly (clumsy maneuverability) at half its normal Speed.

Trample (Ex): An animated object of at least Large size and with a hardness of at least 10 can trample creatures two or more sizes smaller than itself, dealing damage equal to the object's slam damage + 1-1/2 times its Strength bonus. Opponents who do not make attacks of opportunity against the object can attempt Reflex saves (DC 10 + 1/2 object's HD + object's Str modifier) to halve the damage.

ASTRAL CONSTRUCT

Minor Astral Construct
Small Construct (Psionic)
Hit Dice: 1d10 (5 hp) <14 hp>
Initiative: +2
Speed: 40 ft (8 squares)
Armor Class: 14 (+1 size, +2 Dex, +1 natural), touch 13, flat-footed 12
Base Attack/Grapple: +0/-3
Attack: Slam +1 melee (1d4+1)
Full Attack: Slam +1 melee (1d4+1)
Space/Reach: 5 ft. x 5 ft. / 5 ft.
Special Attacks: 1 ability from Menu A
Special Qualities: Astral flaws, construct traits, darkvision 60 ft, low-light vision
Saves: Fort +0, Ref +2, Will +1
Abilities: Str 13, Dex 15, Con ---, Int ---, Wis 12, Cha 6
Skills: ---
Feats: ---
Environment: Any land and underground
Organization: Solitary
Challenge Rating: 1/2
Treasure: None
Alignment: Always Neutral
Advancement: ---

Greater Astral Construct
Large Construct (Psionic)
Hit Dice: 5d10 (27 hp) <42 hp>
Initiative: +2
Speed: 50 ft (10 squares)
Armor Class: 16 (-1 size, +2 Dex, +5 natural), touch 11, flat-footed 14
Base Attack/Grapple: +3/+14
Attack: Slam +10 melee (1d8+7)
Full Attack: Slam +10 melee (1d8+7)
Space/Reach: 5 ft. x 5 ft. / 10 ft.
Special Attacks: 1 ability from Menu B
Special Qualities: Astral flaws, construct traits, damage reduction 5/adamantine, darkvision 60 ft, low-light vision
Saves: Fort +1, Ref +3, Will +3
Abilities: Str 25, Dex 15, Con ---, Int ---, Wis 15, Cha 6
Skills: ---
Feats: ---
Environment: Any land and underground
Organization: Solitary
Challenge Rating: 4
Treasure: None
Alignment: Always Neutral
Advancement: 6 HD (Large)

Lesser Astral Construct
Medium Construct (Psionic)
Hit Dice: 2d10 (11 hp) <19 hp>
Initiative: +2
Speed: 40 ft (8 squares)
Armor Class: 14 (+2 Dex, +2 natural), touch 12, flat-footed 12
Base Attack/Grapple: +1/+2
Attack: Slam +2 melee (1d6+1)
Full Attack: Slam +2 melee (1d6+1)
Space/Reach: 5 ft. x 5 ft. / 5 ft.
Special Attacks: 2 abilities from Menu A
Special Qualities: Astral flaws, construct traits, darkvision 60 ft, low-light vision
Saves: Fort +0, Ref +2, Will +1
Abilities: Str 13, Dex 15, Con ---, Int ---, Wis 12, Cha 6
Skills: ---
Feats: ---
Environment: Any land and underground
Organization: Solitary
Challenge Rating: 1
Treasure: None
Alignment: Always Neutral
Advancement: ---

Major Astral Construct
Large Construct (Psionic)
Hit Dice: 7d10 (38 hp) <52 hp>
Initiative: +2
Speed: 50 ft (10 squares)
Armor Class: 17 (-1 size, +2 Dex, +6 natural), touch 11, flat-footed 15
Base Attack/Grapple: +5/+18
Attack: Slam +14 melee (1d8+9)
Full Attack: Slam +14 melee (1d8+9)
Space/Reach: 5 ft. x 5 ft. / 10 ft.
Special Attacks: 2 abilities from Menu B
Special Qualities: Astral flaws, construct traits, darkvision 60 ft, damage reduction 5/adamantine, low-light vision
Saves: Fort +2, Ref +4, Will +4
Abilities: Str 29, Dex 15, Con ---, Int ---, Wis 15, Cha 6
Skills: ---
Feats: ---
Environment: Any land and underground
Organization: Solitary
Challenge Rating: 5
Treasure: None
Alignment: Always Neutral
Advancement: 8-9 HD (Large)

Medium Astral Construct
Medium Construct (Psionic)
Hit Dice: 3d10 (16 hp) <26 hp>
Initiative: +2
Speed: 40 ft (8 squares)
Armor Class: 16 (+2 Dex, +4 natural), touch 12, flat-footed 14
Base Attack/Grapple: +2/+5
Attack: Slam +5 melee (1d6+3)
Full Attack: Slam +5 melee (1d6+3)
Space/Reach: 5 ft. x 5 ft. / 5 ft.
Special Attacks: 3 abilities from Menu A
Special Qualities: Astral flaws, construct traits, darkvision 60 ft, low-light vision
Saves: Fort +1, Ref +3, Will +3
Abilities: Str 17, Dex 15, Con ---, Int ---, Wis 15, Cha 6
Skills: ---
Feats: ---
Environment: Any land and underground
Organization: Solitary
Challenge Rating: 2
Treasure: None
Alignment: Always Neutral
Advancement: 4 HD (Medium)

Superior Astral Construct
Large Construct (Psionic)
Hit Dice: 10d10 (55 hp) <61 hp>
Initiative: +2
Speed: 50 ft (10 squares)
Armor Class: 18 (-1 size, +2 Dex, +7 natural), touch 11, flat-footed 16
Base Attack/Grapple: +7/+20
Attack: Slam +16 melee (1d8+9)
Full Attack: Slam +16/+11 melee (1d8+9)
Space/Reach: 5 ft. x 5 ft. / 10 ft.
Special Attacks: 3 abilities from Menu B
Special Qualities: Astral flaws, construct traits, darkvision 60 ft, damage reduction 5/adamantine, low-light vision
Saves: Fort +3, Ref +5, Will +5
Abilities: Str 29, Dex 15, Con ---, Int ---, Wis 15, Cha 6
Skills: ---
Feats: ---
Environment: Any land and underground
Organization: Solitary
Challenge Rating: 7
Treasure: None
Alignment: Always Neutral
Advancement: 11-12 HD (Large)

	Potent Astral Construct
	Large Construct (Psionic)
Hit Dice:	13d10 (71 hp) <72 hp>
Initiative:	+2
Speed:	50 ft (10 squares)
Armor Class:	19 (–1 size, +2 Dex, +8 natural), touch 11, flat-footed 17
Base Attack/Grapple:	+9/+23
Attack:	Slam +19 melee (1d8+10)
Full Attack:	Slam +19/+14 melee (1d8+10)
Space/Reach:	5 ft. x 5 ft. / 10 ft.
Special Attacks:	1 ability from Menu C
Special Qualities:	Astral flaws, construct traits, darkvision 60 ft, damage reduction 10/adamantine, low-light vision
Saves:	Fort +4, Ref +6, Will +6
Abilities:	Str 31, Dex 15, Con ---, Int ---, Wis 15, Cha 6
Environment:	Any land and underground
Organization:	Solitary
Challenge Rating:	8
Treasure:	None
Alignment:	Always Neutral
Advancement:	14-15 HD (Large)

	Supreme Astral Construct
	Large Construct (Psionic)
Hit Dice:	16d10 (88 hp) <85 hp>
Initiative:	+2
Speed:	50 ft (10 squares)
Armor Class:	20 (–1 size, +2 Dex, +9 natural), touch 11, flat-footed 18
Base Attack/Grapple:	+12/+28
Attack:	Slam +24 melee (1d8+12)
Full Attack:	Slam +24/+19/+14 melee (1d8+12)
Space/Reach:	5 ft. x 5 ft. / 10 ft.
Special Attacks:	2 abilities from Menu C
Special Qualities:	Astral flaws, construct traits, darkvision 60 ft, damage reduction 10/adamantine, low-light vision
Saves:	Fort +5, Ref +7, Will +7
Abilities:	Str 35, Dex 15, Con ---, Int ---, Wis 15, Cha 6
Environment:	Any land and underground
Organization:	Solitary
Challenge Rating:	9
Treasure:	None
Alignment:	Always Neutral
Advancement:	17-18 HD (Large)

	True Astral Construct
	Huge Construct (Psionic)
Hit Dice:	19d10 (104 hp) <98 hp>
Initiative:	+2
Speed:	50 ft (10 squares)
Armor Class:	20 (–2 size, +2 Dex, +10 natural), touch 11, flat-footed 19
Base Attack/Grapple:	+14/+31
Attack:	Slam +27 melee (2d6+13)
Full Attack:	Slam +27/+22/+17 melee (2d6+13)
Space/Reach:	10 ft. x 10 ft. / 15 ft.
Special Attacks:	3 abilities from Menu C
Special Qualities:	Astral flaws, construct traits, darkvision 60 ft, damage reduction 15/adamantine, low-light vision
Saves:	Fort +6, Ref +8, Will +8
Abilities:	Str 37, Dex 15, Con ---, Int ---, Wis 15, Cha 6
Environment:	Any land and underground
Organization:	Solitary
Challenge Rating:	10
Treasure:	None
Alignment:	Always Neutral
Advancement:	20-21 HD (Huge)

	Epic Astral Construct
	Huge Construct (Psionic)
Hit Dice:	22d10 (121 hp) <109 hp>
Initiative:	+2
Speed:	50 ft (10 squares)
Armor Class:	20 (–2 size, +2 Dex, +10 natural), touch 11, flat-footed 19
Base Attack/Grapple:	+16/+38
Attack:	Slam +30 melee (2d6+14)
Full Attack:	Slam +30/+25/+20/+15 melee (2d6+14)
Space/Reach:	10 ft. x 10 ft. / 15 ft.
Special Attacks:	3 abilities from Menu C, 1 ability from the Epic Menu
Special Qualities:	Astral flaws, construct traits, darkvision 60 ft, damage reduction 15/adamantine, low-light vision
Saves:	Fort +7, Ref +9, Will +9
Abilities:	Str 39, Dex 15, Con ---, Int ---, Wis 15, Cha 6
Skills:	---
Feats:	---
Environment:	Any land and underground
Organization:	Solitary
Challenge Rating:	11
Treasure:	None
Alignment:	Always Neutral
Advancement:	23-24 HD (Huge), 25+ (Gargantuan)

The creature looks like a humanoid figure. It appears to be glowing faintly, like the reflection of the moon in still water. As it moves it does so with a faint slurping sound, which is when you notice that its entire body appears to be comprised of some half-melted type of gel.

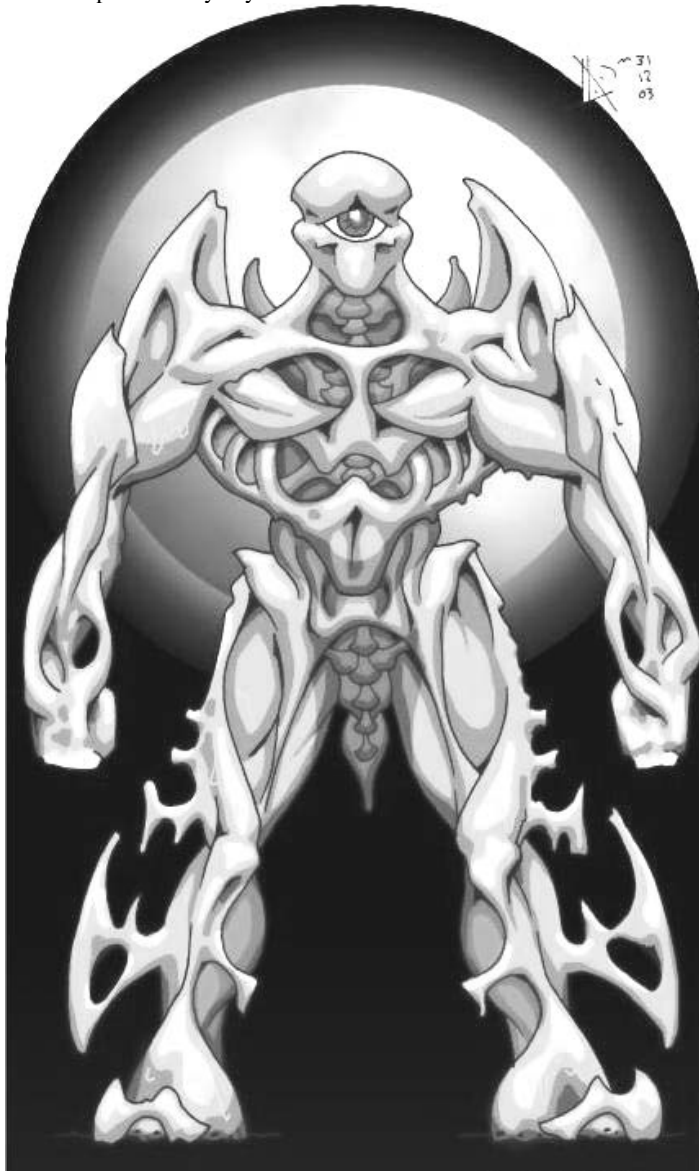
Astral constructs look like faintly glowing figures comprised of slightly gooey gel. Their creator can have them assume any form he wishes, sculpting them to accommodate what menu options he chose for them. No matter what form he chooses, they all have the general characteristics listed above, and look like faintly glowing slightly gooey gel.

Combat

Astral construct are in continual telepathic contact with their creator. Their creator can issue commands to them as a free action, whenever he desires to do so. If their creator is out of sight, or unconscious, the Astral construct will do its best to obey its last order. Having no real mind of its own, its best is typically only following a simple two or three word command like “kill all elves”, “hold open door”, or “keep them away”.

Telepathic prompting from its maker can allow it to perform more complex tasks, but it will stop doing so as soon as it can no longer hear

the mind of its maker. Unless otherwise ordered to do so, it will attack and attempt to destroy any creature that tries to hurt it.



Astral Flaws (Ex): Being composed of ephemeral ectoplasm from the astral plane, astral constructs are susceptible to many things that normally do not affect constructs. When subjected to one of the following spells the astral construct must pass a Fortitude save against it

or be destroyed outright in addition to any other effects: *greater shout*, *shatter*, *shout*, *sound burst*. Any effect which causes sonic damage also requires a Fortitude saving throw to avoid outright destruction, with a DC of 10 + Constitution modifier + 1/2 source's HD if it is a creature's special ability and not a spell or psionic effect. The following spells cause the astral construct to lose all of its Construct Menu abilities for the spell's duration, instead of their normal effects, if it fails a Fortitude save against them: *banishment* (permanent loss), *dimensional anchor*, *dimensional lock*, *dismissal*, *suppression*, *suppression field*. The astral construct can also be sundered as if it was an item, with every 5 points of damage dealt in this way causing it to lose 1 point of Strength...permanently!

Creating an Astral Construct

When manifesting the *Ectominion* power, the manifester assembles the desired creature from a menu of choices as specified in the construct's statistics block. A manifester can always substitute two abilities on a lesser menu for one choice on the next higher menu. Astral constructs generally appear as animate clumps of ectoplasm with a vaguely humanoid shape, but the manifester can mold or sculpt them according to his or her whim within the limits imposed by the creature's size. The quality of such "construct sculpture" is determined by a Craft (sculpting) check with the appropriate DC set by the Dungeon Master. Since astral constructs are semi-solidified unstable ectoplasm, they do not get the hit point bonus for size that constructs normally have.

Construct: Constructs usually have no Intelligence scores and never have Constitution scores. A construct is immune to mind-influencing effects (charms, compulsions, phantasms, patterns, and morale effects) and to poison, sleep, paralysis, stunning, disease, death effects, and necromantic effects.

Constructs cannot heal damage, though they can be healed. They can be repaired in the same way an object can.

A construct is not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. It is immune to any effect that requires a Fortitude save (unless the effect also works on objects). A construct is not at risk of death from massive damage, but when reduced to 0 hit points or less, it is immediately destroyed. Since it was never alive, a construct cannot be raised or resurrected. Constructs do not require air.

Astral Construct Menu A

Additional Attack: One additional attack at highest attack bonus; both attacks –2 to attack roll.

Armor (Ex): +1 deflection bonus to AC.

Combat Feat (Ex): The astral construct can use the Weapon Focus (Slam) feat as a bonus feat.

Fire-Friend (Psi): The astral construct has the *Fire Finger* Knack feat as a bonus feat, even though it does not have any Intelligence score. It can use this feat an unlimited number of times a day, losing 1 hit point with each use, and uses its Hit Dice as its Manifester Level.

Fly (Ex): Construct has physical wings (6-foot wingspan). Speed 60 ft. (average).

Resistance (Ex): Choose one of fire, cold, acid, electricity, or sonic resistance 5. The same resistance can be chosen multiple times and stacks.

Skillful (Ex): The astral construct can utilize a single skill you have ranks in, but uses its own modifiers to get the skill total. Intelligence-linked skills are at a -5 penalty, and can only be used with continual telepathic prompting. Psionic skills cannot be used at all.

Sprint (Ex): Once per hour, the construct can take a charge action to move 10 times normal speed.

Swim (Ex): Construct becomes streamlined and shark-like. Speed 60 ft.

Trample (Ex): As a standard action during its turn each round, the construct can run over an opponent at least one size smaller than itself. It merely has to move over the opponent to deal bludgeoning damage equal to 1d4 + Strength modifier.

Trip (Ex): If the construct hits with a slam attack it can attempt to trip the opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the astral construct.

Astral Construct Menu B

(Any choice from this menu may be replaced with two choices on Menu A.)

Buff (Ex): Construct gains 3d10 temporary hit points (multiple selections do not stack).

Charge (Ex): If the construct charges a foe during the first round of combat, it can make a full attack even if it has already taken a move action. If it has the squeeze ability, it can also use this (see entry below).

Ectoplasmic Bomb (Psi): When destroyed, the astral construct explodes, dealing force-based damage to all creatures and objects in the blast radius. This is a burst-effect with a blast radius equal to 5 ft/2 HD, and deals (HD)d6 damage. All creatures are allowed a Reflex save for half damage, with a DC equal to 10 + 1/2 HD. Astral constructs with this ability start with half their normal amount of hit points.

Heavy Armor (Ex): +4 deflection bonus to AC.

Improved Combat Feat (Ex): The astral construct can use the Weapon Focus (Slam), and Power Attack feats as a bonus feats.

Improved Grab (Ex): To use this ability, the construct must hit with its slam attack. If it gets a hold, it can squeeze (must have the squeeze ability; see entry below).

Shocker (Psi): As a standard action the astral construct can manifest the *Electrokinesis* Psionic feat, even though it does not have any Intelligence. It is treated as a manifester of a level equal to its Hit Dice when it does so. It must spend hit points instead of Power Points to manifest this ability, on a 1-for-1 basis, but has no penalty to the amount it can spend nor to the saving throw.

Smack Down (Psi): Once per day the construct can make a normal attack to deal additional damage equal to its HD. Using this ability is a free action, which can be taken as soon as the construct connects with an attack.

Squeeze (Ex): A construct that gets a hold can make a squeeze attack (+9 melee) to deal damage of 2d4 + Strength modifier. If it charges an opponent on the first round of combat, it can also squeeze (must also have the charge ability; see entry above).

Astral Construct Menu C

(Any choice from this menu may be replaced with two choices on Menu B.)

Concussion (Psi): Once each round as a free action, the astral construct can manifest the *Force Blast* Psionic feat. It only deals 1d6 per Hit Dice damage with this ability, no modifications, and the Fortitude save DC equals 10 + 1/2 Hit Dice. There is no limit to the number of times it can use this ability while it exists, but only once each turn, and every use costs it 3 hit points.

Cone of Sound (Psi): As a standard action the astral construct can manifest a harmful cone of sonic energy that deals up to 1d4 per Hit Die points of sonic damage to everything within a cone area out to Close range (25 ft + 5 ft/2 HD). Targets get a Reflex save against a DC of 10 + 1/2 Hit Die for half damage. Each use costs it 1 hit point per 1d4 damage.

Dimension Slide (Psi): As a move-equivalent action the astral construct can use the *Skipping* Knack feat, as a bonus feat. It can do this an unlimited number of times during its existence, but only once each round and at the cost of 1 hit point per use. Its effective Manifester Level with this feat equals its Hit Dice.

Extra Buff (Ex): Construct gains 10d10 temporary hit points (multiple selections do not stack).

Gore (Ex): Construct has horns and gains one additional gore attack with an attack bonus equal to slam attack bonus +15, dealing damage of 1d8 + Strength modifier.

Greater Combat Feat (Ex): The astral construct can use the Weapon Focus (Slam), Power Attack, and Weapon Specialization (Slam) feats as a bonus feats.

Invisibility (Psi): As a standard action the astral construct can turn *invisible*. This does not provoke an attack of opportunity or cost any Power Points. If it attacks or takes any hostile action, it immediately becomes visible.

See Invisibility (Su): Can see *invisible* creatures and objects at all times.

Superheavy Armor (Ex): +7 deflection bonus to AC.

Astral Construct Epic Menu

(Any choice from this menu may be replaced with two choices on Menu C.)

Amplified Invisibility (Psi): As the *invisibility* Menu C ability, except that attacking and taking hostile actions does not make the astral construct become visible.

Dimension Travel (Psi): As a move-equivalent action the astral construct can manifest the *Translocation* Psionic feat, but only as if it had spent five Power Points on it and without any penalty to the Power Points it can spend. Its Manifester Level with this ability equals its Hit Dice. Using this ability costs it 5 hit points.

Disintegrate (Psi): As a standard action the astral construct can manifest the *Matter Destabilization* Psionic feat, but only as if it had spent five Power Points on it and without any penalty to the Power Points it can spend. Its Manifester Level with this ability equals its Hit Dice. Using this ability costs it 5 hit points.

Epic Armor (Ex): +10 deflection bonus to AC.

Epic Buff (Ex): Construct gains 14d10 temporary hit points.

Epic Combat Feat (Ex): The astral construct can use the Power Attack, Weapon Focus (Slam), Weapon Specialization (Slam), and Whirlwind Attack feats as a bonus feats.

True Seeing (Su): The astral construct ignores *invisibility* and all forms of *concealment*, can see the true form of any shape-changed or disguised thing, and is totally unaffected by all forms of illusions and glamers.

BLACK PUDDING

Huge Ooze

Hit Dice: 10d10+60 (115 hp) <66 hp>
Initiative: -5
Speed: 20 ft. (4 squares), climb 20 ft.
Armor Class: 3 (-2 size, -5 Dex), touch 3, flat-footed 3
Base Attack/Grapple: +7 / +18
Attack: Slam +8 melee (2d6+4 plus 2d6 acid)
Full Attack: Slam +8 melee (2d6+4 plus 2d6 acid)
Space/Reach: 5 ft. x 20 ft. / 10 ft.
Special Attacks: Acid, constrict 2d6+4 plus 2d6 acid, improved grab
Special Qualities: Blindsight 60 ft., split, ooze traits
Saves: Fort +9, Ref -2, Will -2
Abilities: Str 17, Dex 1, Con 22, Int ---, Wis 1, Cha 1
Skills: Climb +11
Feats: ---
Environment: Underground
Organization: Solitary
Challenge Rating: 7
Treasure: None
Alignment: Always neutral
Advancement: 11-15 HD (Huge); 16-30 HD (Gargantuan)
Level Adjustment: ---

Oozes are amorphous creatures that live only to eat. They inhabit underground areas throughout the world, scouring caverns, ruins, and dungeons in search of organic matter - living or dead.

The typical black pudding measures 15 feet across and 2 feet thick. It weighs about 18,000 pounds.

Combat

Oozes attack any creatures they encounter. They lash out with pseudopods or simply engulf opponents with their bodies, which secrete acids that help them catch or digest their prey. A black pudding attacks by grabbing and squeezing their prey.

Acid (Ex): The creature secretes a digestive acid that dissolves organic material and metal quickly, but does not affect stone. Any melee hit or constrict attack deals acid damage, and the opponent's armor and clothing dissolve and become useless immediately unless they succeed on DC 21 Reflex saves. A metal or wooden weapon that strikes a black pudding also dissolves immediately unless it succeeds on a DC 21 Reflex save. The save DCs are Constitution-based.

The pudding's acidic touch deals 21 points of damage per round to wooden or metal objects, but the ooze must remain in contact with the object for 1 full round to deal this damage.

Blindsight (Ex): An ooze's entire body is a primitive sensory organ that can ascertain prey by scent and vibration within 60 feet.

Constrict (Ex): A black pudding deals automatic slam and acid damage with a successful grapple check. The opponent's clothing and armor take a -4 penalty on Reflex saves against the acid.

Improved Grab (Ex): To use this ability, a black pudding must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

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.

Skills: A black pudding has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

GELATINOUS CUBE

Large Ooze

Hit Dice: 4d10+32 (54 hp) <40 hp>
Initiative: -5
Speed: 15 ft. (3 squares)
Armor Class: 4 (-1 size, -5 Dex), touch 4, flat-footed 4
Base Attack/Grapple: +3 / +7
Attack: Slam +2 melee (1d6 plus 1d6 acid)
Full Attack: Slam +2 melee (1d6 plus 1d6 acid)
Space/Reach: 10 ft. x 10 ft. / 10 ft.
Special Attacks: Acid, engulf, paralysis
Special Qualities: Blindsight 60 ft., immunity to electricity, ooze traits, transparent
Saves: Fort +9, Ref -4, Will -4
Abilities: Str 10, Dex 1, Con 26, Int ---, Wis 1, Cha 1
Skills: ---
Feats: ---
Environment: Underground
Organization: Solitary
Challenge Rating: 3
Treasure: 1/10th coins, 50% goods (no nonmetal or nonstone), 50% items (no nonmetal or nonstone)
Alignment: Always neutral
Advancement: 5-12 HD (Large); 13-24 HD (Huge)
Level Adjustment: ---

Oozes are amorphous creatures that live only to eat. They inhabit underground areas throughout the world, scouring caverns, ruins, and dungeons in search of organic matter - living or dead.

The nearly transparent gelatinous cube travels slowly along dungeon corridors and cave floors, absorbing carrion, creatures, and trash. Inorganic material remains trapped and visible inside the cube's body.

A typical gelatinous cube is 15 feet on a side and weighs about 50,000 pounds, though much larger specimens are not unknown.

Combat

Oozes attack any creatures they encounter. They lash out with pseudopods or simply engulf opponents with their bodies, which secrete acids that help them catch or digest their prey. A gelatinous cube attacks by slamming its body into its prey. It is capable of lashing out with a pseudopod, but usually engulfs foes.

Acid (Ex): A gelatinous cube's acid does not harm metal or stone.

Blindsight (Ex): An ooze's entire body is a primitive sensory organ that can ascertain prey by scent and vibration within 60 feet.

Engulf (Ex): Although it moves slowly, a gelatinous cube can simply mow down Large or smaller creatures 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 opportunity attacks against

the cube, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed on a DC 13 Reflex save or be 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, and are considered to be grappled and trapped within its body. The save DC is Strength-based and includes a +1 racial bonus.

Paralysis (Ex): A gelatinous cube secretes an anesthetizing slime. A target hit by a cube's melee or engulf attack must succeed on a DC 20 Fortitude save or be paralyzed for 3d6 rounds. The cube can automatically engulf a paralyzed opponent. The save DC is Constitution-based.

Transparent (Ex): Gelatinous cubes are hard to see, even under ideal conditions, and it takes a DC 15 Spot check to notice one. Creatures who fail to notice a cube and walk into it are automatically engulfed.

GOLEM

Golems are magically created automatons of great power. Constructing one involves the employment of mighty magic and elemental forces.

The animating force for a golem is a spirit from the Elemental Plane of Earth. The process of creating the golem binds the unwilling spirit to the artificial body and subjects it to the will of the golem's creator.

Combat

Golems are tenacious in combat and prodigiously strong as well. Being mindless, they do nothing without orders from their creators. They follow instructions explicitly and are incapable of any strategy or tactics. They are emotionless in combat and cannot be provoked.

A golem's creator can command it if the golem is within 60 feet and can see and hear its creator. If uncommanded, a golem usually follows its last instruction to the best of its ability, though if attacked it returns the attack. The creator can give the golem a simple command to govern its actions in his or her absence. The golem's creator can order the golem to obey the commands of another person (who might in turn place the golem under someone else's control, and so on), but the golem's creator can always resume control over his creation by commanding the golem to obey him alone.

Immunity to Magic (Ex): Golems have immunity to most magical and supernatural effects, except when otherwise noted.

Construction

Golems are created using the rules outlined in the "Making Constructs and Golems" section in Chapter 16 of the *DMG*. All golems are advanced constructs with the Golem trait. Beyond this, their traits vary drastically. The most commonly created Golems are detailed here.

	Clay Golem	Flesh Golem	Iron Golem
	Large Construct	Large Construct	Large Construct
Hit Dice:	11d10+30 (90 hp) <60 hp>	9d10+30 (79 hp) <50 hp>	18d10+30 (129 hp) <89 hp>
Initiative:	-1	-1	-1
Speed:	20 ft. (4 squares)	30 ft. (6 squares)	20 ft. (4 squares)
Armor Class:	22 (-1 size, -1 Dex, +14 natural), touch 8, flat-footed 22	18 (-1 size, -1 Dex, +10 natural), touch 8, flat-footed 18	30 (-1 size, -1 Dex, +22 natural), touch 8, flat-footed 30
Base Attack/Grapple:	+8 / +19	6 / +15	+12 / +28
Attack:	Slam +14 melee (2d10+7 plus cursed wound)	Slam +10 melee (2d8+5)	Slam +23 melee (2d10+11)
Full Attack:	2 slams +14 melee (2d10+7 plus cursed wound)	2 slams +10 melee (2d8+5)	2 slams +23 melee (2d10+11)
Space/Reach:	5 ft. x 5 ft. / 10 ft.	5 ft. x 5 ft. / 10 ft.	5 ft. x 5 ft. / 10 ft.
Special Attacks:	Berserk, cursed wound	Berserk	Breath weapon
Special Qualities:	Construct traits, damage reduction 10/adamantine and bludgeoning, darkvision 60 ft., haste, immunity to magic, low-light vision	Construct traits, damage reduction 5/adamantine, darkvision 60 ft., immunity to magic, low-light vision	Construct traits, damage reduction 15/adamantine, darkvision 60 ft., immunity to magic, low-light vision
Saves:	Fort +3, Ref +2, Will +3	Fort +3, Ref +2, Will +3	Fort +6, Ref +5, Will +6
Abilities:	Str 25, Dex 9, Con ---, Int ---, Wis 11, Cha 1	Str 21, Dex 9, Con ---, Int ---, Wis 11, Cha 1	Str 33, Dex 9, Con ---, Int ---, Wis 11, Cha 1
Skills:	---	---	---
Feats:	---	---	---
Environment:	Any	Any	Any
Organization:	Solitary or gang (1d3+1)	Solitary or gang (1d3+1)	Solitary or gang (1d3+1)
Challenge Rating:	10	7	13
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	12-18 HD (Large); 19-33 HD (Huge)	10-18 HD (Large); 19-27 HD (Huge)	19-24 HD (Large); 25-54 HD (Huge)
Level Adjustment:	---	---	---

Clay Golem

This golem has a humanoid body made from clay. A clay golem wears no clothing except for a metal or stiff leather garment around its hips.

A clay golem cannot speak or make any vocal noise. It walks and moves with a slow, clumsy gait. It weighs around 600 pounds.

Combat

Berserk (Ex): When a clay golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and the golem goes berserk. The uncontrolled golem goes on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to spread more

destruction. Once a clay golem goes berserk, no known method can reestablish control.

Cursed Wound (Ex): The damage a clay golem deals doesn't heal naturally and resists healing spells. A character attempting to cast a conjuration (healing) spell on a creature damaged by a clay golem must succeed on a DC 26 caster level check, or the spell has no effect on the injured character.

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.

A *disintegrate* spell *slows* the golem (as the *slow* spell) for 1d6 rounds and deals 1d12 points of damage.

An *earthquake* spell cast directly at a clay golem stops it from moving on its next turn and deals 5d10 points of damage. The golem gets no saving throw against any of these effects.

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. For example, a clay golem hit by the breath weapon of a black dragon heals 7 points of damage if the attack would have dealt 22 points of damage. A clay golem gets no saving throw against magical attacks that deal acid damage.

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.

Construction

Large Size; HD 11 (actual), 19 (total); Clay Body; +9 Str, DR 10/adamantine, Golem, Haste; CR 10; CL 11th; Prerequisites: Craft Magic Arms and Armor, Craft Wondrous Item, *commune*, *geas/quest*, *haste*; Price 38,000 gp (body +1,375 gp).

Flesh Golem

A flesh golem is a ghoulish collection of stolen humanoid body parts, stitched together into a single composite form. No natural animal willingly tracks a flesh golem. The golem wears whatever clothing its creator desires, usually just a ragged pair of trousers. It has no possessions and no weapons. It stands 8 feet tall and weighs almost 500 pounds.

A flesh golem cannot speak, although it can emit a hoarse roar of sorts. It walks and moves with a stiff-jointed gait, as if not in complete control of its body.

Combat

Berserk (Ex): When a flesh golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and the golem goes berserk. The uncontrolled golem goes on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction. The golem's creator, if within 60 feet, can try to regain control by speaking firmly and persuasively to the golem, which requires a DC 19 Charisma check. It takes 1 minute of inactivity by the golem to reset the golem's berserk chance to 0%.

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, with no saving throw.

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. For example, a flesh golem hit by a lightning bolt heals 3 points of damage if the attack would have dealt 11 points of damage. A flesh golem gets no saving throw against attacks that deal electricity damage.

Construction

Large Size; HD 9 (actual), 13 (total); Flesh Body; +5 Str, DR 5/adamantine, Golem; CR 7; CL 8th; Prerequisites: Craft Magic Arms

and Armor, Craft Wondrous Item, *animate dead*, *geas/quest*; Price 18,200 gp (body +450 gp).

Iron Golem

This golem has a humanoid body made from iron. An iron golem can be fashioned in any manner, just like a stone golem (see below), although it almost always displays armor of some sort. Its features are much smoother than those of a stone golem. Iron golems sometimes carry a short sword in one hand.

An iron golem is 12 feet tall and weighs about 5,000 pounds.

An iron golem cannot speak or make any vocal noise, nor does it have any distinguishable odor. It moves with a ponderous but smooth gait. Each step causes the floor to tremble unless it is on a thick, solid foundation.

Combat

Breath Weapon (Su): 10-foot cube, cloud of poisonous gas lasting 1 round, free action once every 1d4+1 rounds; initial damage 1d4 Con, secondary damage 3d4 Con, Fortitude DC 19 negates. The save DC is Constitution-based.

Immunity to Magic (Ex): An iron 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 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. For example, an iron golem hit by a fireball gains back 6 hit points if the damage total is 18 points. An iron golem gets no saving throw against fire effects.

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

Construction

Large Size; HD 18 (actual), 29 (total); Iron Body; +17 Str, DR 15/adamantine, Golem, Poison Breath; CR 15; CL 16th; Prerequisites: Craft Magic Arms and Armor, Craft Wondrous Item, *cloudkill*, *geas/quest*; Price 87,000 gp (body +63,000 gp).

Stone Golem**Large Construct**

Hit Dice:	14d10+30 (107 hp) <73 hp>
Initiative:	-1
Speed:	20 ft. (4 squares)
Armor Class:	26 (-1 size, -1 Dex, +18 natural), touch 8, flat-footed 26
Base Attack/Grapple:	+10 / +23
Attack:	Slam +18 melee (2d10+9)
Full Attack:	2 slams +18 melee (2d10+9)
Space/Reach:	5 ft. x 5 ft. / 10 ft.
Special Attacks:	Slow
Special Qualities:	Construct traits, damage reduction 10/adamantine, darkvision 60 ft., immunity to magic, low-light vision
Saves:	Fort +4, Ref +3, Will +4
Abilities:	Str 29, Dex 9, Con ---, Int ---, Wis 11, Cha 1
Skills:	---
Feats:	---
Environment:	Any
Organization:	Solitary or gang (1d3+1)
Challenge Rating:	11
Treasure:	None
Alignment:	Always neutral
Advancement:	15-21 HD (Large); 22-42 (Huge)
Level Adjustment:	---

This golem has a humanoid body made from stone.

A stone golem is 9 feet tall and weighs around 2,000 pounds. Its body is frequently stylized to suit its creator. For example, it might look like it is wearing armor, with a particular symbol carved on the breastplate, or have designs worked into the stone of its limbs.

Combat

Stone golems are formidable opponents, being physically powerful and difficult to harm.

Slow (Su): A stone golem can use a *slow* effect, as the spell, as a free action once every 2 rounds. The effect has a range of 10 feet and a duration of 7 rounds, requiring a DC 17 Will save to negate. The save DC is Constitution-based.

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.

Construction

A stone golem's body is chiseled from a single block of hard stone, such as granite, weighing at least 3,000 pounds. The stone must be of exceptional quality, and costs 5,000 gp. Assembling the body requires a DC 17 Craft (sculpting) check or a DC 17 Craft (stonemasonry) check.

CL 14th; Craft Construct, antimagic field, *geas/quest*, *slow*, symbol of stunning, caster must be at least 14th level; Price 90,000 gp; Cost 50,000 gp + 3,400 XP.

Greater Stone Golem

Large Size; HD 14 (actual), 24 (total); Iron Body; +13 Str, DR 10/adamantine, Golem, Slow; CR 13; CL 14th; Prerequisites: Craft Magic Arms and Armor, Craft Wondrous Item, *geas/quest*, *symbol of stunning*; Price 62,400 gp (body +14,000 gp).

Greater Stone Golem**Huge Construct**

Hit Dice:	42d10+40 (271 hp) <167 hp>
Initiative:	-2
Speed:	20 ft. (4 squares)
Armor Class:	27 (-2 size, -2 Dex, +21 natural), touch 6, flat-footed 27
Base Attack/Grapple:	+31 / +52
Attack:	Slam +42 melee (4d8+13)
Full Attack:	2 slams +42 melee (4d8+13)
Space/Reach:	10 ft x 10 ft. / 15 ft.
Special Attacks:	Slow
Special Qualities:	Construct traits, damage reduction 10/adamantine, darkvision 60 ft., immunity to magic, low-light vision
Saves:	Fort +14, Ref +12, Will +14
Abilities:	Str 37, Dex 7, Con ---, Int ---, Wis 11, Cha 1
Skills:	---
Feats:	---
Environment:	Any
Organization:	Solitary or gang (1d3+1)
Challenge Rating:	16
Treasure:	None
Alignment:	Always neutral
Advancement:	---
Level Adjustment:	---

GRAY OOZE**Medium Ooze**

Hit Dice:	3d10+15 (31 hp) <30 hp>
Initiative:	-5
Speed:	10 ft. (2 squares)
Armor Class:	5 (-5 Dex), touch 5, flat-footed 5
Base Attack/Grapple:	+2 / +3
Attack:	Slam +3 melee (1d6+1 plus 1d6 acid)
Full Attack:	Slam +3 melee (1d6+1 plus 1d6 acid)
Space/Reach:	5 ft. x 5 ft. / 5 ft.
Special Attacks:	Acid, constrict 1d6+1 plus 1d6 acid, improved grab
Special Qualities:	Blindsight 60 ft., immunity to cold and fire, ooze traits, transparent
Saves:	Fort +6, Ref -4, Will -4
Abilities:	Str 12, Dex 1, Con 21, Int ---, Wis 1, Cha 1
Skills:	---
Feats:	---
Environment:	Cold marshes
Organization:	Solitary
Challenge Rating:	4
Treasure:	None
Alignment:	Always neutral
Advancement:	4-6 HD (Medium); 7-9 HD (Large)
Level Adjustment:	---

Oozes are amorphous creatures that live only to eat. They inhabit underground areas throughout the world, scouring caverns, ruins, and dungeons in search of organic matter - living or dead.

A gray ooze can grow to a diameter of up to 10 feet and a thickness of about 6 inches. A typical specimen weighs about 700 pounds.

Combat

Oozes attack any creatures they encounter. They lash out with pseudopods or simply engulf opponents with their bodies, which secrete acids that help them catch or digest their prey. A gray ooze strikes like a snake, slamming opponents with its body.

Acid (Ex): A gray ooze secretes a digestive acid that quickly dissolves organic material and metal, but not stone. Any melee hit or constrict attack deals acid damage. Armor or clothing dissolves and becomes useless immediately unless it succeeds on a DC 16 Reflex save. A metal or wooden weapon that strikes a gray ooze also dissolves

immediately unless it succeeds on a DC 16 Reflex save. The save DCs are Constitution-based.

The ooze's acidic touch deals 16 points of damage per round to wooden or metal objects, but the ooze must remain in contact with the object for 1 full round to deal this damage.

Blindsight (Ex): An ooze's entire body is a primitive sensory organ that can ascertain prey by scent and vibration within 60 feet.

Constrict (Ex): A gray ooze deals automatic slam and acid damage with a successful grapple check. The opponent's clothing and armor take a -4 penalty on Reflex saves against the acid.

Improved Grab (Ex): To use this ability, a gray ooze must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Transparent (Ex): A gray ooze is hard to identify, even under ideal conditions, and it takes a DC 15 Spot check to notice one. Creatures who fail to notice a gray ooze and walk into it are automatically hit with a melee attack for slam and acid damage.

HOMUNCULUS

Tiny Construct

Hit Dice:	2d10 (11 hp) <10 hp>
Initiative:	+2
Speed:	20 ft. (4 squares), fly 50 ft. (good)
Armor Class:	14 (+2 Dex, +2 size), touch 14, flat-footed 12
Base Attack/Grapple:	+1 / -8
Attack:	Bite +2 melee (1d4-1 plus poison)
Full Attack:	Bite +2 melee (1d4-1 plus poison)
Space/Reach:	2-1/2 ft. x 2-1/2 ft. / 0 ft.
Special Attacks:	Poison
Special Qualities:	Construct traits, darkvision 60 ft., low-light vision
Saves:	Fort +0, Ref +4, Will +1
Abilities:	Str 8, Dex 15, Con ---, Int 10, Wis 12, Cha 7
Skills:	Hide +14, Listen +4, Spot +4
Feats:	Lightning Reflexes
Environment:	Any
Organization:	Solitary
Challenge Rating:	1
Treasure:	None
Alignment:	Any (same as creator)
Advancement:	3-6 HD (Tiny)
Level Adjustment:	--- (Improved Familiar -6 level)

A homunculus is a miniature servant created by a wizard. These creatures are weak combatants but make effective spies, messengers, and scouts.

A homunculus's creator determines its precise features.

Homunculi are little more than tools designed to carry out assigned tasks. They are extensions of their creators, sharing the same alignment and basic nature. A homunculus cannot speak, but the process of

creating one links it telepathically with its creator. It knows what its master knows and can convey to him or her everything it sees and hears, out to a distance of 1,500 feet. A homunculus never travels beyond this range willingly, though it can be removed forcibly. If this occurs, the creature does everything in its power to regain contact with its master. An attack that destroys a homunculus deals 2d10 points of damage to its master. If the creature's master is slain, the homunculus also dies, and its body swiftly melts away into a pool of ichor.

Combat

Homunculi land on their victims and bite with their venomous fangs.

Poison (Ex): Injury, Fortitude DC 13, initial damage sleep for 1 minute, secondary damage sleep for another 5d6 minutes. The save DC is Constitution-based and includes a +2 racial bonus.

Construction

A homunculus is shaped from a mixture of clay, ashes, mandrake root, spring water, and one pint of the creator's own blood. The materials cost 50 gp. The creature's master may assemble the body or hire someone else to do the job. Creating the body requires a DC 12 Craft (sculpting) check or a DC 12 Craft (pottery) check. After the body is sculpted, it is animated through an extended magical ritual that requires a specially prepared laboratory or workroom, similar to an alchemist's laboratory and costing 500 gp to establish. If the creator is personally constructing the creature's body, the building and ritual can be performed together.

A homunculus with more than 2 Hit Dice can be created, but each additional Hit Die adds +2,000 gp to the cost to create.

Craft Construct, arcane eye, mirror image, mending, caster must be at least 4th level; *Price* --- (never sold); *Cost* 1,050 gp + 78 XP.

INEVITABLE

Inevitables are constructs whose sole aim is to enforce the natural laws of the universe.

Each type of inevitable is designed to find and punish a particular kind of transgression, hunting down a person or group that has violated a fundamental principle. When an inevitable is created, it receives its first mission, then finds the transgressors and metes out appropriate punishment. The sentence is usually death, although some inevitables insist on compensation to the wronged party instead, using geas and mark of justice to ensure compliance. From its first step, an inevitable focuses totally on its target. It continues its efforts no matter how cold the trail or hopeless the task.

Inevitables are single-minded in pursuit of their quarry, but they are under orders to leave innocents alone. Accomplices to their prey are fair game, however, which sometimes creates conflicts within their programming.

Inevitables gladly sacrifice themselves to complete a mission, but they aren't suicidal. Faced with impending defeat, they are likely to withdraw and seek a way to even the odds. They are determined but patient foes. They ally with others if that helps accomplish their mission, but they have a hard time keeping allies for long.

Inevitables tend to stick out in a crowd while they're in observation mode, but they seem oblivious to the attention. Their forms vary, but all inevitables are gold-and-silver clockwork creatures, with gears and pistons where muscles would be on flesh-and-blood creatures. Their eyes glow with a golden radiance.

Note that unlike most constructs, inevitables have an Intelligence score and can think, learn, and remember.

Inevitables speak Abyssal, Celestial, Infernal, and the native language of their first target.

Combat

Unless their very existence is threatened, inevitables focus completely on the transgressor they've been assigned to, ignoring other combatants completely. An inevitable might attack anyone who hinders its progress, but it won't tarry beyond the point where it can reengage its quarry. Inevitables take self-defense very seriously; anyone who attacks an inevitable with what the creature perceives as deadly force is met with deadly force in return.

An inevitable's natural weapons, as well as any weapons it wields, are treated as lawful-aligned for the purpose of overcoming damage reduction.

Fast Healing (Ex): An inevitable heals a certain amount of damage each round (specified in each variety's description) as long as it has at least 1 hit point. However, damage dealt by chaotic weapons heals at the normal rate.

Kolyaruts mete out punishment to those who break bargains and oaths.

Before beginning a mission against a deal-breaker, a kolyarut learns as much about the contract or oath as possible. It's not interested in those who break deals accidentally or against their will - only those who willingly break contracts violate the principle that kolyaruts are created to uphold. If a written contract was broken, the kolyarut typically carries a copy of the contract with it.

Kolyaruts are the most talkative of the inevitables, making credible attempts at social niceties such as proper greetings before getting down to the matter at hand. They can use disguise self to appear as almost any kind of humanoid - useful if they need to go undercover to catch their quarry.

Combat

Like all inevitables, a kolyarut is patient enough to study a target before striking. It has a good idea of the deal-breaker's abilities and defenses before it enters battle. When it fights, it tries to get the conflict over as soon as possible, minimizing excess bloodshed and mayhem. It doesn't let concern for innocents delay or endanger its mission, however.

A kolyarut's favorite tactic is to use invisibility or disguise self to sneak close, then eliminate the quarry with its vampiric touch ability before it can react. A kolyarut has no compunctions about using its vampiric touch ability on allies to increase its own power, if doing so helps it complete its mission.

A kolyarut's natural weapons, as well as any weapons it wields, are treated as lawful-aligned for the purpose of overcoming damage reduction.

Enervation Ray (Su): A kolyarut can fire a black enervation ray at targets within 200 feet. The effect is identical with the *enervation* spell (caster level 13th).

Spell-Like Abilities: Caster level 13th. The save DCs are Charisma-based. At will - *discern lies* (DC 17), *disguise self*, *fear* (DC 17), *hold person* (DC 16), *invisibility*, *locate creature*, *suggestion* (DC 16); 1/day - *hold monster* (DC 17), *mark of justice*; 1/week - *geas/quest*.

Vampiric Touch (Su): As a melee touch attack, a kolyarut can steal life force from its foe, as the *vampiric touch* spell (caster level 13th).

Skills: A kolyarut has a +4 racial bonus on Disguise, Gather Information, and Sense Motive checks.

Kolyarut

Medium Construct (Extraplanar, Lawful)

Hit Dice:	13d10+20 (91 hp) <53 hp>
Initiative:	+1
Speed:	20 ft. in banded mail (4 squares); base speed 30 ft.
Armor Class:	27 (+1 Dex, +10 natural, +6 banded mail), touch 11, flat-footed 26
Base Attack/Grapple:	+9/+11
Attack:	Vampiric touch +11 melee touch (5d6) or enervation ray +10 ranged touch (as spell) or +2 longsword +13 melee (1d8+5/19-20) or slam +11 melee (1d6+3)
Full Attack:	Vampiric touch +11/+6 melee touch (5d6) or enervation ray +10 ranged touch (as spell) or +2 longsword +13/+8 melee (1d8+5/19-20) or slam +11/+6 melee (1d6+3)
Space/Reach:	5 ft. x 5 ft. / 5 ft.
Special Attacks:	Enervation ray, spell-like abilities, vampiric touch
Special Qualities:	Construct traits, damage reduction 10/chaotic, darkvision 60 ft., fast healing 5, low-light vision, spell resistance 22
Saves:	Fort +6, Ref +7, Will +7
Abilities:	Str 14, Dex 13, Con ---, Int 10, Wis 17, Cha 16
Skills:	Diplomacy +5, Disguise +12, Gather Information +12, Listen +11, Search +5, Sense Motive +12, Spot +11, Survival +3 (+5 following tracks)
Feats:	Alertness, Combat Casting, Great Fortitude, Lightning Reflexes, Quicken Spell-Like Ability (<i>suggestion</i>)
Environment:	A lawful-aligned plane
Organization:	Solitary
Challenge Rating:	12
Treasure:	None
Alignment:	Always lawful neutral
Advancement:	14-22 HD (Medium); 23-39 HD (Large)
Level Adjustment:	---

Marut

Large Construct (Extraplanar, Lawful)

Hit Dice:	15d10+30 (112 hp) <82 hp>
Initiative:	+1
Speed:	30 ft. in full plate armor (6 squares); base speed 40 ft.
Armor Class:	34 (-1 size, +1 Dex, +16 natural, +8 full plate armor), touch 10, flat-footed 33
Base Attack/Grapple:	+11/+27
Attack:	Slam +22 melee (2d6+12 plus 3d6 sonic or 3d6 electricity)
Full Attack:	2 slams +22 melee (2d6+12 plus 3d6 sonic or 3d6 electricity)
Space/Reach:	5 ft. x 5 ft. / 10 ft.
Special Attacks:	Fists of thunder and lightning, spell-like abilities
Special Qualities:	Construct traits, damage reduction 15/chaotic, darkvision 60 ft., fast healing 10, low-light vision, spell resistance 25
Saves:	Fort +7, Ref +6, Will +8
Abilities:	Str 35, Dex 13, Con ---, Int 12, Wis 17, Cha 18
Skills:	Concentration +13, Diplomacy +6, Knowledge (religion) +10, Listen +16, Search +10, Sense Motive +12, Spot +16, Survival +3 (+5 following tracks)
Feats:	Ability Focus (fists), Awesome Blow, Combat Casting, Great Fortitude, Improved Bull Rush, Power Attack
Environment:	A lawful-aligned plane
Organization:	Solitary
Challenge Rating:	15

Treasure: None
Alignment: Always lawful neutral
Advancement: 16-28 HD (Large); 29-45 HD (Huge)
Level Adjustment: ---

Maruts confront those who would try to deny the grave itself.

Any who use unnatural means to extend their life span could be targeted by a marut. Those who take extraordinary measures to cheat death in some other way might be labeled transgressors as well. Those who use magic to reverse death aren't worthy of a marut's attention unless they do so repeatedly or on a massive scale.

When a marut has identified its target, it walks surely and implacably toward the foe, never resting.

Combat

Once it has found its target, a marut brings it the death it has been trying to avoid. Those who defile death through necromancy may instead receive a geas and/or mark of justice to enforce proper respect. It typically uses wall of force to shut off any escape routes, then opens up with chain lightning while it closes to melee range. Once there, it strikes with its massive fists, using circle of death if beset by numbers of defenders. It hits spellcasting opponents with repeated uses of greater dispel magic, and it uses dimension door and locate creature to track down foes who flee.

A marut's natural weapons, as well as any weapons it wields, are treated as lawful-aligned for the purpose of overcoming damage reduction.

Fists of Thunder and Lightning (Su): A marut's left fist delivers a loud thunderclap whenever it hits something, dealing an extra 3d6 points of sonic damage and causing the target to be deafened for 2d6 rounds (Fortitude DC 31 negates the deafness). Its right fist delivers a shock for an extra 3d6 points of electricity damage, and the flash of lightning causes the target to be blinded for 2d6 rounds (Fortitude DC 31 negates the blindness). The save DCs are Strength-based and include the marut's Ability Focus feat.

Spell-Like Abilities: Caster level 14th. The save DCs are Charisma-based. At will - *air walk, dimension door, fear* (DC 18), *greater command* (DC 19), *greater dispel magic, mass inflict light wounds* (DC 19), *locate creature, true seeing*; 1/day - *chain lightning* (DC 20), *circle of death* (DC 20), *mark of justice, wall of force*; 1/week - *earthquake* (DC 22), *geas/quest, plane shift* (DC 21).

Skills: A marut has a +4 racial bonus on Concentration, Listen, and Spot checks.

	Zelekhut Large Construct (Extraplanar, Lawful)
Hit Dice:	8d10+30 (74 hp) <47 hp>
Initiative:	+0
Speed:	35 ft. in plate barding (7 squares), fly 40 ft. (average) in plate barding (8 squares); base speed 50 ft., fly 60 ft. (average)
Armor Class:	27 (-1 size, +10 natural, +8 plate barding), touch 9, flat-footed 27
Base Attack/Grapple:	+6/+15
Attack:	Huge spiked chain +10 melee (2d6+5 plus 1d6 electricity)
Full Attack:	2 Huge spiked chains +10 melee (2d6+5 plus 1d6 electricity)
Space/Reach:	5 ft. x 5 ft. / 10 ft.
Special Attacks:	Spell-like abilities
Special Qualities:	Construct traits, damage reduction 10/chaotic, darkvision 60 ft., fast healing 5, low-light vision, spell resistance 20
Saves:	Fort +4, Ref +2, Will +5
Abilities:	Str 21, Dex 11, Con ---, Int 10, Wis 17, Cha 15
Skills:	Diplomacy +4, Listen +9, Search +9, Sense Motive +12, Spot +9, Survival +3 (+5 following tracks)
Feats:	Great Fortitude, Ride-By Attack, Spirited Charge
Environment:	A lawful-aligned plane
Organization:	Solitary

Challenge Rating: 9
Treasure: None
Alignment: Always lawful neutral
Advancement: 9-16 HD (Large); 17-24 HD (Huge)
Level Adjustment: +7

Zelekhtus are charged with hunting down those who would deny justice - especially those who flee to escape punishment. Expert trackers, they use a combination of natural skill and magic to find fugitives wherever they may hide.

A zelekhut may initially appear rather non-threatening - but when it is about to enter combat, it can cause two spiked chains to spring forth from its forearms as a free action. In similar fashion, it can cause a pair of golden metallic wings to emerge from its back. Retracting the chains or the wings is also a free action.

Combat

Once it has found its fugitive, a zelekhut uses its speed and its spell-like abilities to cover the most likely escape routes. Then it immobilizes any defenders while attempting to protect any innocent bystanders. Finally, it apprehends the fugitive with its spiked chains, tripping or disarming the foe as needed.

A zelekhut's natural weapons, as well as any weapons it wields, are treated as lawful-aligned for the purpose of overcoming damage reduction.

Spell-Like Abilities: Caster level 8th. The save DCs are Charisma-based. At will - *clairaudience/clairvoyance, dimensional anchor, dispel magic, fear* (DC 16), *hold person* (DC 15), *locate creature, true seeing*; 3/day - *hold monster* (DC 17), *mark of justice*; 1/week - *lesser geas* (DC 16).

Skills: A zelekhut has a +4 racial bonus on Search and Sense Motive checks.

Feats: Due to its centaur-like construction, a zelekhut qualifies for feats as if it had the Mounted combat feat.

OCHRE JELLY

	Large Ooze
Hit Dice:	6d10+36 (69 hp) <40 hp>
Initiative:	-5
Speed:	10 ft. (2 squares), climb 10 ft.
Armor Class:	4 (-1 size, -5 Dex), touch 4, flat-footed 4
Base Attack/Grapple:	+4 / +10
Attack:	Slam +5 melee (2d4+3 plus 1d4 acid)
Full Attack:	Slam +5 melee (2d4+3 plus 1d4 acid)
Space/Reach:	5 ft. x 10 ft. / 5 ft.
Special Attacks:	Acid, constrict 2d4+3 plus 1d4 acid, improved grab
Special Qualities:	Blindsight 60 ft., split, ooze traits
Saves:	Fort +8, Ref -3, Will -3
Abilities:	Str 15, Dex 1, Con 22, Int ---, Wis 1, Cha 1
Skills:	Climb +10
Feats:	---
Environment:	Temperate marshes
Organization:	Solitary
Challenge Rating:	5
Treasure:	None
Alignment:	Always neutral
Advancement:	7-9 HD (Large); 10-18 HD (Huge)
Level Adjustment:	---

Oozes are amorphous creatures that live only to eat. They inhabit underground areas throughout the world, scouring caverns, ruins, and dungeons in search of organic matter - living or dead.

An ochre jelly can grow to a diameter of about 15 feet and a thickness of about 6 inches, but can compress its body to fit into cracks as small as 1 inch wide. A typical specimen weighs about 5,600 pounds.

Combat

Oozes attack any creatures they encounter. They lash out with pseudopods or simply engulf opponents with their bodies, which secrete acids that help them catch or digest their prey. An ochre jelly attempts to envelop and squeeze its prey.

Constrict (Ex): An ochre jelly deals automatic slam and acid damage with a successful grapple check.

Improved Grab (Ex): To use this ability, an ochre jelly must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Split (Ex): Slashing and piercing weapons and electricity attacks deal no damage to an ochre jelly. Instead the creature splits into two identical jellies, each with half of the original's current hit points (round down). A jelly with 10 hit points or less cannot be further split and dies if reduced to 0 hit points.

Skills: An ochre jelly has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

RETRIEVER

Huge Construct (Extraplanar)

Hit Dice:	10d10+80 (135 hp) <65 hp>
Initiative:	+3
Speed:	50 ft. (10 squares)
Armor Class:	21 (–2 size, +3 Dex, +10 natural), touch 11, flat-footed 18
Base Attack/Grapple:	+7 / +25
Attack:	Claw +15 melee (2d6+10) and eye ray +8 ranged touch
Full Attack:	4 claws +15 melee (2d6+10) and bite +10 melee (1d8+5) and eye ray +8 ranged touch
Space/Reach:	10 ft. x 10 ft. / 10 ft.
Special Attacks:	Eye rays, <i>find target</i> , improved grab
Special Qualities:	Construct traits, darkvision 60 ft., fast healing 5, low-light vision
Saves:	Fort +3, Ref +6, Will +3
Abilities:	Str 31, Dex 17, Con ---, Int ---, Wis 11, Cha 1
Skills:	---
Feats:	---
Environment:	A chaotic evil-aligned plane
Organization:	Solitary
Challenge Rating:	11
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	11-15 HD (Huge); 16-30 HD (Gargantuan)
Level Adjustment:	---

A retriever specializes in recovering lost or desired objects, runaway slaves, and enemies and bringing them back to its master. A retriever has a body the size of an ox, with legs spanning more than 14 feet. It weighs about 6,500 pounds.

Combat

Retrievers attack with four claws, but their eye rays are far more deadly.

Eye Rays (Su): A retriever's eyes can produce four different magical rays 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. The save DC for all rays is 18. The save DC is Dexterity-based.

The four eye effects are:

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

Find Target (Sp): When ordered to find an item or a creature, a retriever does so unerringly, as though guided by discern location. The being giving the order must have seen (or must have an item belonging to) the creature to be found, or must have touched the object to be located. This ability is the equivalent of an 8th-level spell.

Acid (Ex): An ochre jelly secretes a digestive acid that dissolves only flesh. Any melee hit or constrict attack deals acid damage.

Blindsight (Ex): An ooze's entire body is a primitive sensory organ that can ascertain prey by scent and vibration within 60 feet.

Improved Grab (Ex): To use this ability, a retriever must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and grips the opponent fast in its mouth. This is the method by which it usually "retrieves" things.

SHIELD GUARDIAN

Large Construct

Hit Dice:	15d10+30 (112 hp) <69 hp>
Initiative:	+0
Speed:	30 ft. (6 squares)
Armor Class:	24 (–1 size, +15 natural), touch 9, flat-footed 24
Base Attack/Grapple:	+11 / +21
Attack:	Slam +16 melee (1d8+6)
Full Attack:	2 slams +16 melee (1d8+6)
Space/Reach:	5 ft. x 5 ft. / 10 ft.
Special Attacks:	---
Special Qualities:	Construct traits, darkvision 60 ft., fast healing 5, <i>find master</i> , guard, low-light vision, <i>shield other</i> , <i>spell storing</i>
Saves:	Fort +5, Ref +5, Will +5
Abilities:	Str 22, Dex 10, Con ---, Int ---, Wis 10, Cha 1
Environment:	Any
Organization:	Solitary
Challenge Rating:	8
Treasure:	None
Alignment:	Always neutral
Advancement:	16-24 HD (Large); 25-45 HD (Huge)
Level Adjustment:	---

Created by spellcasters to be bodyguards, shield guardians are constructs that protect their masters with spells and stamina. When it is fashioned, a shield guardian is keyed to a particular magical amulet. Henceforth, it regards the wearer of that amulet to be its master, protecting and following that individual everywhere (unless specifically commanded not to do so).

A shield guardian obeys its master's verbal commands to the best of its ability, although it is not good for much beyond combat and possibly simple manual labor. It can also be keyed to perform specific tasks at specific times or when certain conditions are met. The wearer of the amulet can call the shield guardian from any distance, and it will come as long as it is on the same plane.

A shield guardian is some 9 feet tall and weighs more than 1,200 pounds.

Shield guardians cannot speak, but they understand commands given in any language.

Combat

Shield guardians are straightforward in battle, bashing with their heavy stone fists. They are made for defense and are not particularly impressive on offense.

Find Master (Su): As long as a shield guardian and its amulet are on the same plane, the shield guardian can find the amulet wearer (or just the amulet, if it is removed after the guardian is called).

Guard (Ex): If ordered to do so, a shield guardian moves swiftly to defend the wearer of its amulet, blocking blows and disrupting foes. All attacks against the amulet wearer take a –2 penalty when the shield guardian is adjacent to its master.

Shield Other (Sp): The wearer of a shield guardian's amulet can activate this defensive ability if within 100 feet of the shield guardian. Just as the spell of the same name, this ability transfers to the shield guardian half the damage that would be dealt to the amulet wearer (this ability does not provide the spell's AC or save bonuses).

Spell Storing (Sp): A shield guardian can store one spell of 4th level or lower that is cast into it by another creature. It "casts" this spell when commanded to do so or when a predefined situation arises. Once this spell is used, the shield guardian can store another spell (or the same spell again).

Construction

Shield guardians are created using the rules outlined in the "Making Constructs and Golems" section in Chapter 16 of the *DMG*. All shield guardians are advanced constructs **without** the Golem trait, but instead have the Shield Other trait. The exact construction statistics for a shield guardian as presented here are shown below:

Large Size; HD 15 (actual), 20 (total); Miscellaneous Body; +6 Str, Find Master, Guard, *Shield Other*; CR 11; CL 13th; Prerequisites: Craft Magic Arms and Armor, Craft Wondrous Item, *discern location*, *shield*, *shield other*; Price 44,000 gp (body +45,000 gp, amulet +20,000 gp).

Amulet

If a shield guardian's amulet is destroyed, the guardian ceases to function until a new one is created. If the wearer dies but the amulet is intact, the shield guardian carries out the last command it was given.

CHAPTER FOUR: DRAGONS & GIANTS

Cloud giant, dragons (chromatic), dragons (metallic), dragon turtle, ettin, fire giant, frost giant, hill giant, ogre, ogre mage, pseudodragon, stone giant, storm giant, troll, wyvern

CLOUD GIANT

Cloud Giant

Huge Giant (Air)

Hit Dice:	17d8+102 (178 hp) <61 hp>
Initiative:	+1
Speed:	50 ft. (10 squares)
Armor Class:	25 (−2 size, +1 Dex, +12 natural, +4 chain shirt), touch 9, flat-footed 24
Base Attack/Grapple:	+12 / +32
Attack:	Huge morningstar +22 melee (2d6+18) or slam +22 melee (1d6+12) or rock +12 ranged (2d8+12)
Full Attack:	Huge morningstar +22 / +17 / +12 melee (2d6+18) or 2 slams +22 melee (1d6+12) or rock +12 ranged (2d8+12)
Space/Reach:	10 ft. x 10 ft. / 15 ft.
Special Attacks:	Rock throwing, spell-like abilities
Special Qualities:	Low-light vision, oversized weapon, rock catching, scent
Saves:	Fort +16, Ref +6, Will +10
Abilities:	Str 35, Dex 13, Con 23, Int 12, Wis 16, Cha 13
Skills:	Climb +19, Craft (any one) +11, Diplomacy +3, Intimidate +11, Listen +15, Perform (stringed instrument) +2, Sense Motive +9, Spot +15
Feats:	Awesome Blow, Cleave, Improved Bull Rush, Improved Overrun, Iron Will, Power Attack
Environment:	Temperate mountains
Organization:	Solitary, gang (1d3+1), family (1d3+1 plus 35% noncombatants plus 1 sorcerer or cleric of 4th-7th level plus 1d4+1 griffons or 2d4 dire lions), or band (1d4+5 plus 1 sorcerer or cleric of 4th-7th level plus 1d4+1 griffons or 2d4 dire lions)
Challenge Rating:	11
Treasure:	Standard coins; double goods; standard items
Alignment:	Usually neutral good or neutral evil
Advancement:	By character class
Level Adjustment:	---

Adult males are about 18 feet tall and weigh about 5,000 pounds. Females are slightly shorter and lighter. Cloud giants can live to be 400 years old.

Cloud giants dress in the finest clothing available and wear jewelry. To many, appearance indicates station: The better the clothes and the finer the jewelry, the more important the wearer. They also appreciate music, and most can play one or more instruments (the harp is a favorite).

All giants speak Giant. Those with Intelligence scores of 10 or higher also speak Common.

Most cloud giant groups include a sorcerer or a cleric.

Good-aligned clerics have access to two of the following domains: Good, Healing, Strength, or Sun. Evil-aligned clerics have access to two of the following domains: Death, Evil, or Trickery.

Combat

Cloud giants fight in well-organized units, using carefully developed battle plans. They prefer to fight from a position above their opponents. A favorite tactic is to circle the enemies, barraging them with rocks while the giants with magical abilities confound them with spells.

Giants relish melee combat. They favor massive two-handed weapons and wield them with impressive skill. They have enough cunning to soften up a foe with ranged attacks first, if they can. A giant's favorite ranged weapon is a big rock.

Rock Catching (Ex): A giant of at least Large size can catch Small, Medium, or Large rocks (or projectiles of similar shape). Once per round, a giant 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 giant must be ready for and aware of the attack in order to make a rock catching attempt.

Rock Throwing (Ex): Adult giants are accomplished rock throwers and receive a +1 racial bonus on attack rolls when throwing rocks. A giant of at least Large size can hurl rocks weighing 40 to 50 pounds each (Small objects) up to five range increments. The size of the range increment varies with the giant's variety. A Huge giant can hurl rocks of 60 to 80 pounds (Medium objects). The range increment is 140 feet for a cloud giant's thrown rocks.

Oversized Weapon (Ex): A cloud giant wields a great, two-handed morningstar (big enough for Gargantuan creatures) without penalty.

Spell-Like Abilities: Caster level 15th. 3/day - *levitate* (self plus 2,000 pounds), *obscuring mist*; 1/day - *fog cloud*.

DRAGONS (GENERAL INFO)

The known varieties of true dragons (as opposed to other creatures that have the dragon type) fall into two broad categories: chromatic and metallic. The chromatic dragons are black, blue, green, red, and white; they are all evil and extremely fierce. The metallic dragons are brass, bronze, copper, gold, and silver; they are all good, usually noble, and highly respected by the wise.

All true dragons gain more abilities and greater power as they age. (Other creatures that have the dragon type do not.) They range in length from several feet upon hatching to more than 100 feet after attaining the status of great wyrm. The size of a particular dragon varies according to age and variety.

A dragon's metabolism operates like a highly efficient furnace and can metabolize even inorganic material. Some dragons have developed a taste for such fare.

Although goals and ideals vary among varieties, all dragons are covetous. They like to hoard wealth, collecting mounds of coins and gathering as many gems, jewels, and magic items as possible. Those with large hoards are loath to leave them for long, venturing out of their lairs only to patrol the immediate area or to get food. For dragons, there is no such thing as enough treasure. It's pleasing to look at, and they bask in its radiance. Dragons like to make beds of their hoards, shaping nooks and mounds to fit their bodies. By the time a dragon matures to

Cloud giants' skin ranges in color from milky white to light sky blue. Their hair is silvery white or brass, and their eyes are iridescent blue.

the age of great wyrms, hundreds of gems and coins may be imbedded in its hide.

All dragons speak Draconic.

Combat

A dragon attacks with its powerful claws and bite, and can also use a breath weapon and special physical attacks, depending on its size. It prefers to fight on the wing, staying out of reach until it has worn down the enemy with ranged attacks. Older, more intelligent dragons are adept at sizing up the opposition and eliminating the most dangerous foes first (or avoiding them while picking off weaker enemies).

The table below provides space and reach statistics for dragons of various sizes, plus the natural weapons a dragon of a certain size can employ and the damage those attacks deal.

Bite: Bite attacks deal the indicated damage plus the dragon's Strength bonus. A dragon also can use its bite to snatch opponents if it has the Snatch feat.

Claw: Claw attacks deal the indicated damage plus 1/2 the dragon's Strength bonus (round down). The dragon also can use its claws to snatch opponents if it has the Snatch feat. Claw attacks are secondary attacks, requiring a -5 penalty on the attack roll. (Many dragons choose the Multiattack feat to lessen this penalty to -2).

Wing: The dragon can slam opponents with its wings, even when flying. Wing attacks deal the indicated damage plus 1/2 the dragon's Strength bonus (round down) and are treated as secondary attacks.

Tail Slap: The dragon can slap one opponent each round with its tail. A tail slap deals the indicated damage plus 1-1/2 times the dragon's Strength bonus (round down) and is treated as a secondary attack.

Crush (Ex): This special attack allows a flying or jumping dragon of at least Huge size to land on opponents as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon (though it can attempt normal overrun or grapple attacks against larger opponents).

A crush attack affects as many creatures as can fit under the dragon's body. Creatures in the affected area must succeed on a Reflex save (DC equal to that of the dragon's breath weapon) or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, treat it as a normal grapple attack. Pinned opponents take damage from the crush each round if they don't escape.

A crush attack deals the indicated damage plus 1-1/2 times the dragon's Strength bonus (round down).

Tail Sweep (Ex): This special attack allows a dragon of at least Gargantuan size to sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet (or 40 feet for a Colossal dragon), extending from an intersection on the edge of the dragon's space in any direction. Creatures within the swept area are affected if they are four or more size categories smaller than the dragon. A tail sweep automatically deals the indicated damage plus 1-1/2 times the dragon's Strength bonus (round down). Affected creatures can attempt Reflex saves to take half damage (DC equal to that of the dragon's breath weapon).

Grappling: Dragons do not favor grapple attacks, though their crush attack (and Snatch feat, if they know it) use normal grapple rules.

A dragon can always use its breath weapon while grappling, as well as its spells and spell-like or supernatural abilities, provided it succeeds on Concentration checks.

Breath Weapon (Su): Using a breath weapon is a standard action. Once a dragon breathes, it can't breathe again until 1d4 rounds later. If a dragon has more than one type of breath weapon, it still can breathe only once every 1d4 rounds. A blast from a breath weapon always starts at any intersection adjacent to the dragon and extends in a direction of the dragon's choice, with an area as noted on the table below. If the breath weapon deals damage, creatures caught in the area can attempt Reflex saves to take half damage; the DC depends on the dragon's age and variety, and is given in each individual entry. Saves against nondamaging breath weapons use the same DC; the kind of saving throw is noted in the variety descriptions. The save DC against a breath weapon is 10 + 1/2 dragon's HD + dragon's Con modifier.

Breath weapons come in two basic shapes, line and cone, whose areas vary with the dragon's size.

Dragon Breath Weapons

Dragon Size	Line* (Length)	Cone** (Length)
Tiny	30 ft.	15 ft.
Small	40 ft.	20 ft.
Medium	60 ft.	30 ft.
Large	80 ft.	40 ft.
Huge	100 ft.	50 ft.
Gargantuan	120 ft.	60 ft.
Colossal	140 ft.	70 ft.

* A line is always 5 feet high and 5 feet wide.

** A cone is as high and wide as its length.

Frightful Presence (Ex): A young adult or older dragon can unsettle foes with its mere presence. The ability takes effect automatically whenever the dragon attacks, charges, or flies overhead. Creatures within a radius of 30 feet x the dragon's age category are subject to the effect if they have fewer HD than the dragon. A potentially affected creature that succeeds on a Will save (DC 10 + 1/2 dragon's HD + dragon's Cha modifier) remains immune to that dragon's frightful presence for 24 hours. On a failure, creatures with 4 or less HD become panicked for 4d6 rounds and those with 5 or more HD become shaken for 4d6 rounds. Dragons ignore the frightful presence of other dragons.

Spells: A dragon knows and casts arcane spells as a sorcerer of the level indicated in its variety description, gaining bonus spells for a high Charisma score. Some dragons can also cast spells from the cleric list or cleric domain lists as arcane spells.

Spell-Like Abilities: A dragon's spell-like abilities depend on its age and variety. It gains the abilities indicated for its age plus all previous ones. Its age category or its sorcerer caster level, whichever is higher, is the caster level for these abilities. The save DC is 10 + dragon's Cha modifier + spell level. All spell-like abilities are usable once per day unless otherwise noted.

Damage Reduction (Ex): Young adult and older dragons have damage reduction. Their natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Immunities (Ex): All dragons have immunity to sleep and paralysis effects. Each variety of dragon has immunity to one or two additional forms of attack no matter what its age, as given in its description.

Spell Resistance (Ex): As dragons age, they become more resistant to spells and spell-like abilities, as indicated in the variety descriptions.

Blindsense (Ex): Dragons can pinpoint creatures within a distance of 60 feet. Opponents the dragon can't actually see still have total concealment against the dragon.

Keen Senses (Ex): A dragon sees four times as well as a human in shadowy illumination and twice as well in normal light. It also has darkvision out to 120 feet.

Dragon Age Categories	
Category	Age (Years)
1 Wyrmling	0-5
2 Very young	6-15
3 Young	16-25
4 Juvenile	26-50
5 Young adult	51-100
6 Adult	101-200
7 Mature adult	201-400
8 Old	401-600
9 Very old	601-800
10 Ancient	801-1,000
11 Wyrms	1,001-1,200
12 Great wyrms	1,201 or more

Skills: All dragons have skill points equal to (6 + Int modifier, minimum 1) x (Hit Dice + 3). Most dragons purchase the following skills at the maximum ranks possible: Listen, Search, and Spot. The remaining skill points are generally spent on Concentration, Diplomacy, Escape Artist, Intimidate, Knowledge (any), Sense Motive, and Use Magic Device at a cost of 1 skill point per rank. All these skills are considered class skills for dragons. (Each dragon has other class skills as well, as noted in the variety descriptions.)

Feats: All dragons have one feat, plus additional feats based on Hit Dice just like any other creature. Dragons favor Alertness, Blind-Fight, Cleave, Flyby Attack, Hover, Improved Initiative, Improved Sunder, Power Attack, Snatch, Weapon Focus (claw or bite), Wingover, and any metamagic feat that is available and useful to sorcerers.

Dragon Space/Reach, Attacks, and Damage					1 Tail		1 Tail
Size	Space/Reach*	1 Bite	2 Claws	2 Wings	Slap	1 Crush	Sweep
Tiny	2-1/2 ft. / 5 ft.	1d4	1d3	---	---	---	---
Small	5 ft. x 5 ft. / 5 ft.	1d6	1d4	---	---	---	---
Medium	5 ft. x 5 ft. / 5 ft.	1d8	1d6	1d4	---	---	---
Large	5 ft. x 10 ft. / 10 ft.	2d6	1d8	1d6	1d8	---	---
Huge	10 ft. x 20 ft. / 10 ft.	2d8	2d6	1d8	2d6	2d8	---
Gargantuan	20 ft. x 40 ft. / 15 ft.	4d6	2d8	2d6	2d8	4d6	2d6
Colossal	40 ft. x 80 ft. / 15 ft.	4d8	4d6	2d8	4d6	4d8	2d8

* A dragon's bite attack has reach as if the creature were one size category larger. All other attacks are made with the standard reach for the dragon's size.

Dragon Overland Movement

Chromatic and metallic dragons are exceedingly strong flyers and can cover vast distances quickly. A dragon's overland flying speed is a function of its tactical fly speed, as shown on the table below.

Dragon Overland Flying Speeds

Dragon's Fly Speed				
	100 feet	150 feet	200 feet	250 feet
One Hour				
Normal	15 miles	20 miles	30 miles	40 miles
Hustle	24 miles	40 miles	60 miles	80 miles
One Day	120 miles	160 miles	240 miles	320 miles

Dragons do not tire as quickly as other creatures when moving overland on the ground. If a dragon attempts a hustle or a forced march, check for nonlethal damage once every 2 hours instead of every hour.

Dragonhide

Armorsmiths can work with the hides of dragons to produce armor or shields of masterwork quality, and provides an enhancement bonus to the wearer's energy resistance equal to +2 x AC bonus (base armor/shield only). This energy resistance stacks with all other forms of energy resistance, including with a shield of the same type of dragonhide, which is an exception to the usual energy resistance stacking rules. The type of energy it protects from is the same as the type of energy the dragon had immunity to. Dragonhide armor costs an extra amount equal to the AC bonus squared, x 500 gp, in addition to the 300 gp cost or being masterwork and the base cost of the armor. When Crafting dragonhide armor, only the materials costs of the base armor must be paid and counts towards progress towards its completion.

The hide is as tough and heavy as steel or leather, depending on how it is worked, so it can be crafted into any form of armor or shield except for padded armor. Dragon hides provide enough material for a set weight of armor depending on their size category, providing the hide is reasonably intact.

Dragonhide Armor Weight

Size	Total Weight
Tiny	5 lbs
Small	10 lbs
Medium	20 lbs
Large	50 lbs

Black Dragons by Age

Age	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	BAB/Grapple	Attack	Fort	Ref	Will	Breath Weapon DC	Frightful Presence DC
Wyrmling	T	4d12+4 (30)	11	10	13	8	11	8	+4 / -4	+6	+5	+4	+4	2d4 (13)	---
Very young	S	7d12+7 (52)	13	10	13	8	11	8	+7 / +4	+9	+6	+5	+5	4d4 (14)	---
Young	M	10d12+20 (85)	15	10	15	10	11	10	+10 / +12	+12	+9	+7	+7	6d4 (17)	---
Juvenile	M	13d12+26 (110)	17	10	15	10	11	10	+13 / +16	+16	+10	+8	+8	8d4 (18)	---
Young adult	L	16d12+48 (152)	19	10	17	12	13	12	+16 / +24	+19	+13	+10	+11	10d4 (21)	19
Adult	L	19d12+76 (199)	23	10	19	12	13	12	+19 / +29	+24	+15	+11	+12	12d4 (23)	20
Mature adult	H	22d12+110 (253)	27	10	21	14	15	14	+22 / +38	+28	+18	+13	+15	14d4 (26)	23
Old	H	25d12+125 (287)	29	10	21	14	15	14	+25 / +42	+32	+19	+14	+16	16d4 (27)	24
Very old	H	28d12+168 (350)	31	10	23	16	17	16	+28 / +46	+36	+22	+16	+19	18d4 (30)	27
Ancient	H	31d12+186 (387)	33	10	23	16	17	16	+31 / +50	+40	+23	+17	+20	20d4 (31)	28
Wyrmling	G	34d12+238 (459)	35	10	25	18	19	18	+34 / +58	+42	+26	+19	+23	22d4 (34)	31
Great wyrmling	G	37d12+296 (536)	37	10	27	20	21	20	+37 / +62	+46	+28	+20	+25	24d4 (36)	33

Huge	100 lbs
Gargantuan	250 lbs
Colossal	500 lbs

Dragons, Chromatic and Metallic

Chromatic dragons form the evil branch of dragonkind. They are aggressive, greedy, vain, and nasty.

Metallic dragons make up the good branch of dragonkind, but they are every bit as aggressive as their evil cousins when threatened or challenged. They also tend to be covetous and proud.

DRAGON, BLACK

Dragon (Water)

Warm marshes

Environment:

Organization: Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (1d4+1); adult, mature adult, old, very old, ancient, wyrmling, or great wyrmling: solitary, pair, or family (1d2 and 1d4+1 offspring)

Challenge Rating: Wyrmling 3; very young 4; young 5; juvenile 7; young adult 9; adult 11; mature adult 14; old 16; very old 18; ancient 19; wyrmling 20; great wyrmling 22

Treasure: Triple standard

Alignment: Always chaotic evil

Advancement: Wyrmling 5-6 HD; very young 8-9 HD; young 11-12 HD; juvenile 14-15 HD; young adult 17-18 HD; adult 20-21 HD; mature adult 23-24 HD; old 26-27 HD; very old 29-30 HD; ancient 32-33 HD; wyrmling 35-36 HD; great wyrmling 38+ HD

Level Adjustment: See "Dragon Characters" below.

Black Dragon Abilities by Age						Caster Level	SR
Age	Speed	Initiative	Armor Class	Special Abilities			
Wyrmling	60 ft., fly 100 ft. (average), swim 60 ft.	+0	15 (+2 size, +3 natural), touch 12, flat-footed 15	Immunity to acid, water breathing	---	---	
Very young	60 ft., fly 100 ft. (average), swim 60 ft.	+0	17 (+1 size, +6 natural), touch 11, flat-footed 17	---	---	---	
Young	60 ft., fly 150 ft. (poor), swim 60 ft.	+0	19 (+9 natural), touch 10, flat-footed 19	---	---	---	
Juvenile	60 ft., fly 150 ft. (poor), swim 60 ft.	+0	22 (+12 natural), touch 10, flat-footed 22	Darkness	---	---	
Young adult	60 ft., fly 150 ft. (poor), swim 60 ft.	+0	24 (−1 size, +15 natural), touch 9, flat-footed 24	DR 5/magic	1st		17
Adult	60 ft., fly 150 ft. (poor), swim 60 ft.	+0	27 (−1 size, +18 natural), touch 9, flat-footed 27	Corrupt water	3rd		18
Mature adult	60 ft., fly 150 ft. (poor), swim 60 ft.	+0	29 (−2 size, +21 natural), touch 8, flat-footed 29	DR 10/magic	5th		21
Old	60 ft., fly 150 ft. (poor), swim 60 ft.	+0	32 (−2 size, +24 natural), touch 8, flat-footed 32	Plant growth	7th		22
Very old	60 ft., fly 150 ft. (poor), swim 60 ft.	+0	35 (−2 size, +27 natural), touch 8, flat-footed 35	DR 15/magic	9th		23
Ancient	60 ft., fly 150 ft. (poor), swim 60 ft.	+0	38 (−2 size, +30 natural), touch 8, flat-footed 38	Insect plague	11th		25
Wyrm	60 ft., fly 200 ft. (clumsy), swim 60 ft.	+0	39 (−4 size, +33 natural), touch 6, flat-footed 39	DR 20/magic	13th		26
Great wyrm	60 ft., fly 200 ft. (clumsy), swim 60 ft.	+0	42 (−4 size, +36 natural), touch 6, flat-footed 42	Charm reptiles	15th		28

Black dragon are sometimes known as skull dragons because of their skeletal faces. Adding to the skeletal impression is the gradual deterioration of the hide around the base of the horn and the cheekbones. This deterioration increases with age and does not harm the dragon. On hatching, a black dragon’s scales are thin, small, and glossy. As the dragon ages, they become larger, thicker, and duller, helping it camouflage itself in swamps and marshes.

Black dragons are especially fond of coins. Older dragons sometimes capture and question humanoids about stockpiles of gold, silver, and platinum coins before killing them.

Combat

Black dragons prefer to ambush their targets, using their surroundings as cover. When fighting in heavily forested swamps and marshes, they try to stay in the water or on the ground; trees and leafy canopies limit their aerial maneuverability. When outmatched, a black dragon attempts to fly out of sight, so as not to leave tracks, and hide in a deep pond or bog.

Breath Weapon (Su): A black dragon has one type of breath weapon, a line of acid.

Water Breathing (Ex): A black dragon can breathe underwater indefinitely and can freely use its breath weapon, spells, and other abilities while submerged.

Corrupt Water (Sp): Once per day an adult or older black dragon can stagnate 10 cubic feet of water, making it become still, foul, and unable to support animal life. The ability spoils liquids containing water. Magic items (such as potions) and items in a creature’s possession must succeed on a Will save (DC equal to that of the dragon’s frightful presence) or become fouled. This ability is the equivalent of a 1st-level spell. Its range is equal to that of the dragon’s frightful presence.

Charm Reptiles (Sp): A great wyrm black dragon can use this ability three times per day. It works as a *mass charm* spell that affects only reptilian animals. The dragon can communicate with any charmed reptiles as though casting a *speak with animals* spell. This ability is the equivalent of a 1st-level spell.

Other Spell-Like Abilities: 3/day - *darkness* (juvenile or older; radius 10 feet per age category), *insect plague* (ancient or older); 1/day - *plant growth* (old or older).

Skills: Hide, Move Silently, and Swim are considered class skills for black dragons.

DRAGON, BLUE

Dragon (Earth)
Temperate deserts

Environment: Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (1d4+1); adult, mature adult, old, very old, ancient, wyrm, or great wyrm: solitary, pair, or family (1d2 and 1d4+1 offspring)

Challenge Ratings: Wyrmling 3; very young 4; young 6; juvenile 8; young adult 11; adult 14; mature adult 16; old 18; very old 19; ancient 21; wyrm 23; great wyrm 25

Treasure: Triple standard

Alignment: Always lawful evil

Advancement: Wyrmling 7-8 HD; very young 10-11 HD; young 13-14 HD; juvenile 16-17 HD; young adult 19-20 HD; adult 22-23 HD; mature adult 25-26 HD; old 28-29 HD; very old 31-32 HD; ancient 34-35 HD; wyrm 37-38 HD; great wyrm 40+ HD

Level Adjustment: See “Dragon Characters” below.

Blue Dragons by Age										BAB/				Breath			Frightful	
Age	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	Grapple	Attack	Fort	Ref	Will	Weapon DC			Presence DC	
Wyrmling	S	6d12+6 (45)	13	10	13	10	11	10	+6 / +3	+8	+6	+5	+5	2d8 (14)	---			
Very young	M	9d12+18 (76)	15	10	15	10	11	10	+9 / +11	+11	+8	+6	+6	4d8 (16)	---			
Young	M	12d12+24 (102)	17	10	15	12	13	12	+12 / +15	+15	+10	+8	+9	6d8 (18)	---			
Juvenile	L	15d12+45 (142)	19	10	17	14	15	14	+15 / +23	+18	+12	+9	+11	8d8 (20)	---			
Young adult	L	18d12+72 (189)	23	10	19	14	15	14	+18 / +28	+23	+15	+11	+13	10d8 (23)			21	
Adult	H	21d12+105 (241)	27	10	21	16	17	16	+21 / +37	+27	+17	+12	+15	12d8 (25)			23	
Mature adult	H	24d12+120 (276)	29	10	21	16	17	16	+24 / +41	+31	+19	+14	+17	14d8 (27)			25	
Old	H	27d12+162 (337)	31	10	23	18	19	18	+27 / +45	+35	+21	+15	+19	16d8 (29)			27	
Very old	H	30d12+180 (375)	33	10	23	18	19	18	+30 / +49	+39	+23	+17	+21	18d8 (31)			29	
Ancient	G	33d12+231 (445)	35	10	25	20	21	20	+33 / +57	+41	+25	+18	+23	20d8 (33)			31	
Wyrm	G	36d12+288 (522)	37	10	27	20	21	20	+36 / +61	+45	+28	+20	+25	22d8 (36)			33	
Great wyrm	G	39d12+312 (565)	39	10	27	22	23	22	+39 / +65	+49	+29	+21	+27	24d8 (37)			35	

Blue Dragon Abilities by Age					Caster Level*	SR
Age	Speed	Initiative	Armor Class	Special Abilities		
Wyrmling	40 ft., burrow 20 ft., fly 100 ft. (average)	+0	16 (+1 size, +5 natural), touch 11, flat-footed 16	Immunity to electricity, <i>create/destroy water</i>	---	---
Very young	40 ft., burrow 20 ft., fly 150 ft. (poor)	+0	18 (+8 natural), touch 10, flat-footed 18	---	---	---
Young	40 ft., burrow 20 ft., fly 150 ft. (poor)	+0	21 (+11 natural), touch 10, flat-footed 21	---	---	---
Juvenile	40 ft., burrow 20 ft., fly 150 ft. (poor)	+0	23 (–1 size, +14 natural), touch 9, flat-footed 23	Sound imitation	1st	---
Young adult	40 ft., burrow 20 ft., fly 150 ft. (poor)	+0	26 (–1 size, +17 natural), touch 9, flat-footed 26	DR 5/magic	3rd	19
Adult	40 ft., burrow 20 ft., fly 150 ft. (poor)	+0	28 (–2 size, +20 natural), touch 8, flat-footed 28	Ventriloquism	5th	21
Mature adult	40 ft., burrow 20 ft., fly 150 ft. (poor)	+0	31 (–2 size, +23 natural), touch 8, flat-footed 31	DR 10/magic	7th	22
Old	40 ft., burrow 20 ft., fly 150 ft. (poor)	+0	34 (–2 size, +26 natural), touch 8, flat-footed 34	Hallucinatory terrain	9th	24
Very old	40 ft., burrow 20 ft., fly 150 ft. (poor)	+0	37 (–2 size, +29 natural), touch 8, flat-footed 37	DR 15/magic	11th	25
Ancient	40 ft., burrow 20 ft., fly 200 ft. (clumsy)	+0	38 (–4 size, +32 natural), touch 6, flat-footed 38	Veil	13th	27
Wyrmling	40 ft., burrow 20 ft., fly 200 ft. (clumsy)	+0	41 (–4 size, +35 natural), touch 6, flat-footed 41	DR 20/magic	15th	29
Great wyrmling	40 ft., burrow 20 ft., fly 200 ft. (clumsy)	+0	44 (–4 size, +38 natural), touch 6, flat-footed 44	Mirage arcana	17th	31

* Can also cast cleric spells and those from the Air, Evil, and Law domains as arcane spells.

A blue dragon's scales vary in color from an iridescent azure to a deep indigo, polished to a glossy finish by blowing desert sands. The size of its scales increases little as the dragon ages, although they do become thicker and harder. Its hide tends to hum and crackle faintly with built-up static electricity. These effects intensify when the dragon is angry or about to attack, giving off an odor of ozone and sand. Their vibrant color makes blue dragons easy to spot in barren desert surroundings. However, they often burrow into the sand so only part of their heads are exposed.

Blue dragons love to soar in the hot desert air, usually flying in the daytime when temperatures are highest. Some nearly match the color of the desert sky and use this coloration to their advantage.

Blue dragons lair in vast underground caverns, where they also store their treasure. Although they collect anything that looks valuable, they are most fond of gems - especially sapphires.

Combat

Typically, blue dragons attack from above or burrow beneath the sands until opponents come within 100 feet. Older dragons use their special abilities, such as hallucinatory terrain, in concert with these tactics to

mask the land and improve their chances to surprise the target. Blue dragons run from a fight only if they are severely damaged, since they view retreat as cowardly.

Breath Weapon (Su): A blue dragon has one type of breath weapon, a line of lightning.

Create/Destroy Water (Sp): A blue dragon of any age can use this ability three times per day. It works like the *create water* spell, except that the dragon can decide to destroy water instead of creating it, which automatically spoils unattended liquids containing water. Magic items (such as potions) and items in a creature's possession must succeed on a Will save (DC equal to that of the dragon's frightful presence) or be ruined. This ability is the equivalent of a 1st-level spell.

Sound Imitation (Ex): A juvenile or older blue dragon can mimic any voice or sound it has heard, anytime it likes. Listeners must succeed on a Will save (DC equal to that of the dragon's frightful presence) to detect the ruse.

Other Spell-Like Abilities: 3/day - *ventriloquism* (adult or older); 1/day - *hallucinatory terrain* (old or older), *veil* (ancient or older), *mirage arcana* (great wyrmling).

Skills: Bluff, Hide, and Spellcraft are considered class skills for blue dragons.

DRAGON, BRASS

Dragon (Fire)

Warm deserts

Environment:

Organization:

Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (1d4+1); adult, mature adult, old, very old, ancient, wyrmling, or great wyrmling: solitary, pair, or family (1d2 and 1d4+1 offspring)

Challenge Ratings: Wyrmling 3; very young 4; young 6; juvenile 8; young adult 10; adult 12; mature adult 15; old 17; very old 19; ancient 20; wyrmling 21; great wyrmling 23

Treasure: Triple standard

Alignment: Always chaotic good

Advancement: Wyrmling 5-6 HD; very young 8-9 HD; young 11-12 HD; juvenile 14-15 HD; young adult 17-18 HD; adult 20-21 HD; mature adult 23-24 HD; old 26-27 HD; very old 29-30 HD; ancient 32-33 HD; wyrmling 35-36 HD; great wyrmling 38+ HD

Level Adjustment: See "Dragon Characters" below.

Brass Dragons by Age										BAB/				Breath			Frightful	
Age	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	Grapple	Attack	Fort	Ref	Will	Weapon	DC	Presence	DC	
Wyrmling	T	4d12+4 (30)	11	10	13	10	11	10	+4 / -4	+6	+5	+4	+4	1d6 (13)	---	---	---	
Very young	S	7d12+7 (52)	13	10	13	10	11	10	+7 / +4	+9	+6	+5	+5	2d6 (14)	---	---	---	
Young	M	10d12+20 (85)	15	10	15	12	13	12	+10 / +12	+12	+9	+7	+8	3d6 (17)	---	---	---	
Juvenile	M	13d12+26 (110)	17	10	15	12	13	12	+13 / +16	+16	+10	+8	+9	4d6 (18)	---	---	---	
Young adult	L	16d12+48 (152)	19	10	17	14	15	14	+16 / +24	+19	+13	+10	+12	5d6 (21)	20	20	20	
Adult	L	19d12+76 (199)	23	10	19	14	15	14	+19 / +29	+24	+15	+11	+13	6d6 (23)	21	21	21	
Mature adult	H	22d12+110 (253)	27	10	21	16	17	16	+22 / +38	+28	+18	+13	+16	7d6 (26)	24	24	24	
Old	H	25d12+125 (287)	29	10	21	16	17	16	+25 / +42	+32	+19	+14	+17	8d6 (27)	25	25	25	
Very old	H	28d12+168 (350)	31	10	23	18	19	18	+28 / +46	+36	+22	+16	+20	9d6 (30)	28	28	28	
Ancient	H	31d12+186 (387)	33	10	23	18	19	18	+31 / +50	+40	+23	+17	+21	10d6 (31)	29	29	29	
Wyrmling	G	34d12+238 (459)	35	10	25	20	21	20	+34 / +58	+42	+26	+19	+24	11d6 (34)	32	32	32	
Great wyrmling	G	37d12+296 (536)	37	10	27	20	21	20	+37 / +62	+46	+28	+20	+25	12d6 (36)	33	33	33	

Brass Dragon Abilities by Age					Caster	
Age	Speed	Initiative	Armor Class	Special Abilities	Level*	SR
Wyrmling	60 ft., burrow 30 ft., fly 150 ft. (average)	+0	15 (+2 size, +3 natural), touch 12, flat-footed 15	Immunity to fire, <i>speak with animals</i> , vulnerability to cold	---	---
Very young	60 ft., burrow 30 ft., fly 150 ft. (average)	+0	17 (+1 size, +6 natural), touch 11, flat-footed 17	---	---	---
Young	60 ft., burrow 30 ft., fly 200 ft. (poor)	+0	19 (+9 natural), touch 10, flat-footed 19	---	1st	---
Juvenile	60 ft., burrow 30 ft., fly 200 ft. (poor)	+0	22 (+12 natural), touch 10, flat-footed 22	<i>Endure elements</i>	3rd	---
Young adult	60 ft., burrow 30 ft., fly 200 ft. (poor)	+0	24 (−1 size, +15 natural), touch 9, flat-footed 24	DR 5/magic	5th	18
Adult	60 ft., burrow 30 ft., fly 200 ft. (poor)	+0	27 (−1 size, +18 natural), touch 9, flat-footed 27	<i>Suggestion</i>	7th	20
Mature adult	60 ft., burrow 30 ft., fly 200 ft. (poor)	+0	29 (−2 size, +21 natural), touch 8, flat-footed 29	DR 10/magic	9th	22
Old	60 ft., burrow 30 ft., fly 200 ft. (poor)	+0	32 (−2 size, +24 natural), touch 8, flat-footed 32	<i>Control winds</i>	11th	24
Very old	60 ft., burrow 30 ft., fly 200 ft. (poor)	+0	35 (−2 size, +27 natural), touch 8, flat-footed 35 DR	15/magic	13th	25
Ancient	60 ft., burrow 30 ft., fly 200 ft. (poor)	+0	38 (−2 size, +30 natural), touch 8, flat-footed 38	<i>Control weather</i>	15th	27
Wyrmling	60 ft., burrow 30 ft., fly 250 ft. (clumsy)	+0	39 (−4 size, +33 natural), touch 6, flat-footed 39	DR 20/magic	17th	28
Great wyrmling	60 ft., burrow 30 ft., fly 250 ft. (clumsy)	+0	42 (−4 size, +36 natural), touch 6, flat-footed 42	<i>Summon djinni</i>	19th	30

* Can also cast cleric spells and those from the Chaos and Knowledge domains as arcane spells.

At birth, a brass dragon’s scales are a dull, mottled brown. As the dragon gets older, the scales become more brassy until they reach a warm, burnished appearance. The grand head-plates of a brass dragon are smooth and metallic, and it sports bladed chin horns that grow sharper with age. Wings and frills are mottled green toward the edges, darkening with age. As the dragon grows older, its pupils fade until the eyes resemble molten metal orbs.

Combat

Brass dragons would rather talk than fight. If an intelligent creature tries to leave without engaging in conversation, the dragon might force compliance in a fit of pique, using suggestion or a dose of sleep gas. A creature put to sleep may wake to find itself pinned or buried to the neck in the sand until the dragon’s thirst for small talk is slaked. When faced

with real danger, younger brass dragons fly out of sight, then hide by burrowing into the sand. Older dragons spurn this ploy but still prefer to have the advantage in combat.

Breath Weapon (Su): A brass dragon has two types of breath weapon, a line of fire and a cone of sleep. Creatures within the cone must succeed on a Will save or fall asleep, regardless of HD, for 1d6 rounds plus 1 round per age category of the dragon.

Spell-Like Abilities: At will - *speak with animals*; 3/day - *endure elements* (juvenile or older; radius 10 ft. x dragon’s age category); 1/day - *suggestion* (adult or older), *control winds* (old or older), *control weather* (ancient or older).

Summon Djinni (Sp): This ability, usable by a great wyrmling brass dragon, works like a *summon monster* spell, except that it summons one djinni. This ability is the equivalent of a 7th-level spell.

Skills: Bluff, Gather Information, and Survival are considered class skills for brass dragons.

DRAGON, BRONZE

Dragon (Water)

Environment: Temperate hills
Organization: Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (1d4+1); adult, mature adult, old, very old, ancient, wyrmling, or great wyrmling: solitary, pair, or family (1d2 and 1d4+1 offspring)

Challenge Ratings: Wyrmling 3; very young 5; young 7; juvenile 9; young adult 12; adult 15; mature adult 17; old 19; very old 20; ancient 22; wyrmling 23; great wyrmling 25

Treasure: Triple standard
Alignment: Always lawful good

Advancement: Wyrmling 7-8 HD; very young 10-11 HD; young mature adult 25-26 HD; old 28-29 HD; very old 31-32 HD; ancient 34-13-14 HD; juvenile 16-17 HD; young adult 19-20 HD; adult 22-23 HD; 35 HD; wyrm 37-38 HD; great wyrm 40+ HD

Level Adjustment: See “Dragon Characters” below.

Bronze Dragons by Age

Age	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	BAB/ Grapple	Attack	Fort	Ref	Will	Breath Weapon DC	Frightful Presence DC
Wyrmling	S	6d12+6 (45)	13	10	13	14	15	14	+6 / +3	+8	+6	+5	+7	2d6 (14)	---
Very young	M	9d12+18 (76)	15	10	15	14	15	14	+9 / +11	+11	+8	+6	+8	4d6 (16)	---
Young	M	12d12+24 (102)	17	10	15	16	17	16	+12 / +15	+15	+10	+8	+11	6d6 (18)	---
Juvenile	L	15d12+45 (142)	19	10	17	18	19	18	+15 / +23	+18	+12	+9	+13	8d6 (20)	---
Young adult	L	18d12+72 (189)	23	10	19	18	19	18	+18 / +28	+23	+15	+11	+15	10d6 (23)	23
Adult	H	21d12+105 (241)	27	10	21	20	21	20	+21 / +37	+27	+17	+12	+17	12d6 (25)	25
Mature adult	H	24d12+120 (276)	29	10	21	20	21	20	+24 / +41	+31	+19	+14	+19	14d6 (27)	27
Old	H	27d12+162 (337)	31	10	23	22	23	22	+27 / +45	+35	+21	+15	+21	16d6 (29)	29
Very old	H	30d12+180 (375)	33	10	23	22	23	22	+30 / +49	+39	+23	+17	+23	18d6 (31)	31
Ancient	G	33d12+231 (445)	35	10	25	24	25	24	+33 / +57	+41	+25	+18	+25	20d6 (33)	33
Wyrm	G	36d12+288 (522)	37	10	27	26	27	26	+36 / +61	+45	+28	+20	+28	22d6 (36)	36
Great wyrm	G	39d12+312 (565)	39	10	27	26	27	26	+39 / +65	+49	+29	+21	+29	24d6 (37)	37

Bronze Dragon Abilities by Age

Age	Speed	Initiative	Armor Class	Special Abilities	Caster Level*	SR
Wyrmling	40 ft., fly 100 ft. (average), swim 60 ft.	+0	16 (+1 size, +5 natural), touch 11, flat-footed 16	Immunity to electricity, water breathing, <i>speak with animals</i>	---	---
Very young	40 ft., fly 150 ft. (poor), swim 60 ft.	+0	18 (+8 natural), touch 10, flat-footed 18		---	---
Young	40 ft., fly 150 ft. (poor), swim 60 ft.	+0	21 (+11 natural), touch 10, flat-footed 21	Alternate form	1st	---
Juvenile	40 ft., fly 150 ft. (poor), swim 60 ft.	+0	23 (–1 size, +14 natural), touch 9, flat-footed 23	---	3rd	---
Young adult	40 ft., fly 150 ft. (poor), swim 60 ft.	+0	26 (–1 size, +17 natural), touch 9, flat-footed 26	DR 5/magic	5th	20
Adult	40 ft., fly 150 ft. (poor), swim 60 ft.	+0	28 (–2 size, +20 natural), touch 8, flat-footed 28	<i>Create food and water, fog cloud</i>	7th	22
Mature adult	40 ft., fly 150 ft. (poor), swim 60 ft.	+0	31 (–2 size, +23 natural), touch 8, flat-footed 31	DR 10/magic	9th	23
Old	40 ft., fly 150 ft. (poor), swim 60 ft.	+0	34 (–2 size, +26 natural), touch 8, flat-footed 34	<i>Detect thoughts</i>	11th	25
Very old	40 ft., fly 150 ft. (poor), swim 60 ft.	+0	37 (–2 size, +29 natural), touch 8, flat-footed 37	DR 15/magic	13th	26
Ancient	40 ft., fly 200 ft. (clumsy), swim 60 ft.	+0	38 (–4 size, +32 natural), touch 6, flat-footed 38	<i>Control water</i>	15th	28
Wyrm	40 ft., fly 200 ft. (clumsy), swim 60 ft.	+0	41 (–4 size, +35 natural), touch 6, flat-footed 41	DR 20/magic	17th	29
Great wyrm	40 ft., fly 200 ft. (clumsy), swim 60 ft.	+0	44 (–4 size, +38 natural), touch 6, flat-footed 44	<i>Control weather</i>	19th	31

* Can also cast cleric spells and those from the Animal, Law, and Water domains as arcane spells.

webbed feet and smooth, flat scales. The pupils of its eyes fade as a dragon ages, until in the oldest the eyes resemble glowing green orbs.

Combat

Bronze dragons dislike killing animals and would rather bribe them (perhaps with food) or force them away magically. They use detect thoughts to learn intelligent creatures' intentions.

When attacking they blind their opponents with *fog cloud* and then charge or, if flying, snatch them up. Against seafaring opponents they conjure up a storm or use their tails to smash the vessels' hulls. If a dragon is inclined to be lenient, ships might be merely becalmed, fogbound, or broken-masted.

Breath Weapon (Su): Bronze dragons have two types of breath weapon, a line of lightning and a cone of repulsion gas. Creatures within the cone must succeed on a Will save or be compelled to do nothing but move away from the dragon for 1d6 rounds plus 1 round per age category of the dragon. This is a mind-affecting compulsion enchantment effect.

Water Breathing (Ex): A bronze dragon can breathe underwater indefinitely and can freely use its breath weapon, spells, and other abilities while submerged.

Alternate Form (Su): A young or older bronze dragon can assume any animal or humanoid form of Medium size or smaller as a standard action three times per day. This ability functions as a *polymorph* spell cast on itself at its caster level, except that the dragon does not regain hit points for changing form and can only assume the form of an animal or

A bronze wyrmling's scales are yellow tinged with green, showing only a hint of bronze. As the dragon approaches adulthood, its color deepens slowly to a darker, rich bronze tone. Very old dragons develop a blue-black tint to the edges of their scales. Powerful swimmers, they have

humanoid. The dragon can remain in its animal or humanoid form until it chooses to assume a new one or return to its natural form.

Spell-Like Abilities: At will - *speak with animals*; 3/day - *create food and water* (adult or older), *fog cloud* (adult or older), *detect thoughts* (old or older), *control water* (ancient or older); 1/day - *control weather* (great wyrm).

Skills: Disguise, Swim, and Survival are considered class skills for bronze dragons.

DRAGON, COPPER

Dragon (Earth)

Environment: Warm hills
Organization: Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (1d4+1); adult, mature adult, old, very old, ancient, wyrm, or great wyrm: solitary, pair, or family (1d2 and 1d4+1 offspring)
Challenge Ratings: Wyrmling 3; very young 5; young 7; juvenile 9; young adult 11; adult 14; mature adult 16; old 19; very old 20; ancient 22; wyrm 23; great wyrm 25
Treasure: Triple standard
Alignment: Always chaotic good

Advancement: Wyrmling 6-7 HD; very young 9-10 HD; young 12-13 HD; juvenile 15-16 HD; young adult 18-19 HD; adult 21-22 HD; mature adult 24-25 HD; old 27-28 HD; very old 30-31 HD; ancient 33-34 HD; wyrm 36-37 HD; great wyrm 39+ HD
Level Adjustment: See “Dragon Characters” below.

Copper Dragons by Age

Age	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	BAB/Grapple	Attack	Fort	Ref	Will	Breath Weapon DC	Frightful Presence DC
Wyrmling	T	5d12+5 (37)	11	10	13	12	13	12	+5 / -3	+7	+5	+4	+5	2d4 (13)	---
Very young	S	8d12+8 (60)	13	10	13	12	13	12	+8 / +5	+10	+7	+6	+7	4d4 (15)	---
Young	M	11d12+22 (93)	15	10	15	14	15	14	+11 / +13	+13	+9	+7	+9	6d4 (17)	---
Juvenile	M	14d12+28 (119)	17	10	15	14	15	14	+14 / +17	+17	+11	+9	+11	8d4 (19)	---
Young adult	L	17d12+51 (161)	19	10	17	16	17	16	+17 / +25	+20	+13	+10	+13	10d4 (21)	21
Adult	L	20d12+80 (210)	23	10	19	16	17	16	+20 / +30	+25	+16	+12	+15	12d4 (24)	23
Mature adult	H	23d12+115 (264)	27	10	21	18	19	18	+23 / +39	+29	+18	+13	+17	14d4 (26)	25
Old	H	26d12+130 (299)	29	10	21	18	19	18	+26 / +43	+33	+20	+15	+19	16d4 (28)	27
Very old	H	29d12+174 (362)	31	10	23	20	21	20	+29 / +47	+37	+22	+16	+21	18d4 (30)	29
Ancient	H	32d12+192 (400)	33	10	23	20	21	20	+32 / +51	+41	+24	+18	+23	20d4 (32)	31
Wyrm	G	35d12+245 (472)	35	10	25	22	23	22	+35 / +59	+43	+26	+19	+25	22d4 (34)	33
Great wyrm	G	38d12+304 (551)	37	10	27	22	23	22	+38 / +63	+47	+29	+21	+27	24d4 (37)	35

Copper Dragon Abilities by Age

Age	Speed	Initiative	Armor Class	Special Abilities	Caster Level*	SR
Wyrmling	40 ft., fly 100 ft. (average)	+0	16 (+2 size, +4 natural), touch 12, flat-footed 16	Immunity to acid, spider climb	---	---
Very young	40 ft., fly 100 ft. (average)	+0	18 (+1 size, +7 natural), touch 11, flat-footed 18	---	---	---
Young	40 ft., fly 150 ft. (poor)	+0	20 (+10 natural), touch 10, flat-footed 20	---	1st	---
Juvenile	40 ft., fly 150 ft. (poor)	+0	23 (+13 natural), touch 10, flat-footed 23	---	3rd	---
Young adult	40 ft., fly 150 ft. (poor)	+0	25 (-1 size, +16 natural), touch 9, flat-footed 25	DR 5/magic	5th	19
Adult	40 ft., fly 150 ft. (poor)	+0	28 (-1 size, +19 natural), touch 9, flat-footed 28	Stone shape	7th	21
Mature adult	40 ft., fly 150 ft. (poor)	+0	30 (-2 size, +22 natural), touch 8, flat-footed 30	DR 10/magic	9th	23
Old	40 ft., fly 150 ft. (poor)	+0	33 (-2 size, +25 natural), touch 8, flat-footed 33	Transmute rock to mud/mud to rock	11th	25
Very old	40 ft., fly 150 ft. (poor)	+0	36 (-2 size, +28 natural), touch 8, flat-footed 36	DR 15/magic	13th	26
Ancient	40 ft., fly 150 ft. (poor)	+0	39 (-2 size, +31 natural), touch 8, flat-footed 39	Wall of stone	15th	28
Wyrm	40 ft., fly 200 ft. (clumsy)	+0	40 (-4 size, +34 natural), touch 6, flat-footed 40	DR 20/magic	17th	29
Great wyrm	40 ft., fly 200 ft. (clumsy)	+0	43 (-4 size, +37 natural), touch 6, flat-footed 43	Move earth	19th	31

* Can also cast cleric spells and those from the Chaos, Earth, and Trickery domains as arcane spells.

At birth, a copper dragon’s scales have a ruddy brown color with a metallic tint. As the dragon gets older, the scales become finer and more coppery, assuming a soft, warm gloss by young adult age. Very old dragons’ scales pick up a green tint. A copper dragon’s pupils fade with age, and the eyes of great wyrms resemble glowing turquoise orbs.

Combat

A copper dragon appreciates wit and usually doesn’t harm creatures that can relate a joke, humorous story, or riddle the dragon has not heard before. It quickly gets annoyed with anyone who doesn’t laugh at its jokes or accept its tricks with good humor. It likes to taunt and annoy opponents into giving up or acting foolishly.

An angry copper dragon prefers to mire foes using transmute rock to mud. The dragon pushes trapped opponents into the mud or snatches and carries them aloft. A copper dragon tries to draw airborne enemies into narrow, stony gorges where it can use its spider climb ability and maneuver them into colliding with the walls.

Breath Weapon (Su): A copper dragon has two types of breath weapon, a line of acid and a cone of *slow* gas. Creatures within the cone must succeed on a Fortitude save or be *slowed* for 1d6 rounds plus 1 round per age category of the dragon.

Spider Climb (Ex): A copper dragon can climb on stone surfaces as though using the *spider climb* spell.

Spell-Like Abilities: 2/day - *stone shape* (adult or older); 1/day - *transmute rock to mud* or *mud to rock* (old or older), *wall of stone* (ancient or older), *move earth* (great wyrm).

Skills: Bluff, Hide, and Jump are considered class skills for copper dragons.

Challenge Ratings: Wyrmling 5; very young 7; young 9; juvenile 11; young adult 14; adult 16; mature adult 19; old 21; very old 22; ancient 24; wyrm 25; great wyrm 27

Treasure: Triple standard

Alignment: Always lawful good

Advancement: Wyrmling 9-10 HD; very young 12-13 HD; young 15-16 HD; juvenile 18-19 HD; young adult 21-22 HD; adult 24-25 HD; mature adult 27-28 HD; old 30-31 HD; very old 33-34 HD; ancient 36-37 HD; wyrm 39-40 HD; great wyrm 42+ HD

Level Adjustment: See "Dragon Characters" below.

DRAGON, GOLD

Dragon (Fire)

Environment: Warm plains

Organization: Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (1d4+1); adult, mature adult, old, very old, ancient, wyrm, or great wyrm: solitary, pair, or family (1d2 and 1d4+1 offspring)

Gold Dragons by Age

Age	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	BAB/Grapple	Attack	Fort	Ref	Will	Breath Weapon DC	Frightful Presence DC
Wyrmling	M	8d12+16 (68)	17	10	15	14	15	14	+8 / +11	+11	+8	+6	+8	2d10 (16)	---
Very young	L	11d12+33 (104)	21	10	17	16	17	16	+11 / +20	+15	+10	+7	+10	4d10 (18)	---
Young	L	14d12+42 (133)	25	10	17	16	17	16	+14 / +25	+20	+12	+9	+12	6d10 (20)	---
Juvenile	L	17d12+68 (178)	29	10	19	18	19	18	+17 / +30	+25	+14	+10	+14	8d10 (22)	---
Young adult	H	20d12+100 (230)	31	10	21	18	19	18	+20 / +38	+28	+17	+12	+16	10d10 (25)	24
Adult	H	23d12+115 (264)	33	10	21	20	21	20	+23 / +42	+32	+18	+13	+18	12d10 (26)	26
Mature adult	H	26d12+156 (325)	35	10	23	20	21	20	+26 / +46	+36	+21	+15	+20	14d10 (29)	28
Old	G	29d12+203 (391)	39	10	25	24	25	24	+29 / +55	+39	+23	+16	+23	16d10 (31)	31
Very old	G	32d12+256 (464)	41	10	27	26	27	26	+32 / +59	+43	+26	+18	+26	18d10 (34)	34
Ancient	G	35d12+315 (542)	43	10	29	28	29	28	+35 / +63	+47	+28	+19	+28	20d10 (36)	36
Wyrm	C	38d12+380 (627)	45	10	31	30	31	30	+38 / +71	+47	+31	+21	+31	22d10 (39)	39
Great wyrm	C	41d12+451 (717)	47	10	33	32	33	32	+41 / +75	+51	+33	+22	+33	24d10 (41)	41

Gold Dragon Abilities by Age

Age	Speed	Initiative	Armor Class	Special Abilities	Caster Level*	SR
Wyrmling	60 ft., fly 200 ft. (poor), swim 60 ft.	+0	17 (+7 natural), touch 10, flat-footed 17	Alternate form, immunity to fire, vulnerability to cold, water breathing	---	---
Very young	60 ft., fly 200 ft. (poor), swim 60 ft.	+0	19 (–1 size, +10 natural), touch 9, flat-footed 19	---	---	---
Young	60 ft., fly 200 ft. (poor), swim 60 ft.	+0	22 (–1 size, +13 natural), touch 9, flat-footed 22	---	1st	---
Juvenile	60 ft., fly 200 ft. (poor), swim 60 ft.	+0	25 (–1 size, +16 natural), touch 9, flat-footed 25	<i>Bless</i>	3rd	---
Young adult	60 ft., fly 200 ft. (poor), swim 60 ft.	+0	27 (–2 size, +19 natural), touch 8, flat-footed 27	DR 5/magic	5th	21
Adult	60 ft., fly 200 ft. (poor), swim 60 ft.	+0	30 (–2 size, +22 natural), touch 8, flat-footed 30	<i>Luck bonus</i>	7th	23
Mature adult	60 ft., fly 200 ft. (poor), swim 60 ft.	+0	33 (–2 size, +25 natural), touch 8, flat-footed 33	DR 10/magic	9th	25
Old	60 ft., fly 250 ft. (clumsy), swim 60 ft.	+0	34 (–4 size, +28 natural), touch 6, flat-footed 34	<i>Geas/quest, detect gems</i>	11th	27
Very old	60 ft., fly 250 ft. (clumsy), swim 60 ft.	+0	37 (–4 size, +31 natural), touch 6, flat-footed 37	DR 15/magic	13th	28
Ancient	60 ft., fly 250 ft. (clumsy), swim 60 ft.	+0	40 (–4 size, +34 natural), touch 6, flat-footed 40	<i>Sunburst</i>	15th	30
Wyrm	60 ft., fly 250 ft. (clumsy), swim 60 ft.	+0	39 (–8 size, +37 natural), touch 2, flat-footed 39	DR 20/magic	17th	31
Great wyrm	60 ft., fly 250 ft. (clumsy), swim 60 ft.	+0	42 (–8 size, +40 natural), touch 2, flat-footed 42	<i>Foresight</i>	19th	33

* Can also cast cleric spells and those from the Law, Luck, and Good domains as arcane spells.

On hatching, a gold dragon's scales are dark yellow with golden metallic flecks. The flecks get larger as the dragon matures until, at the adult stage, the scales are completely golden. Gold dragons' faces are

bewhiskered and sagacious; as they age, their pupils fade until the eyes resemble pools of molten gold.

Combat

Gold dragons usually parley before fighting. When conversing with intelligent creatures, they use Intimidate and Sense Motive to gain the upper hand. In combat, they employ bless and their luck bonus; older dragons use their luck bonus at the start of each day. They make heavy use of spells in combat. Among their favorites are *cloudkill*, *delayed blast fireball*, *fire shield*, *globe of invulnerability*, *maze*, *sleep*, *slow*, and *stinking cloud*.

Breath Weapon (Su): A gold dragon has two types of breath weapon, a cone of fire and a cone of weakening gas. Creatures within a cone of weakening gas must succeed on a Fortitude save or take 1 point of Strength damage per age category of the dragon.

Alternate Form (Su): A gold dragon can assume any animal or humanoid form of Medium size or smaller as a standard action three times per day. This ability functions as a *polymorph* spell cast on itself at its caster level, except that the dragon does not regain hit points for changing form and can only assume the form of an animal or humanoid. The dragon can remain in its animal or humanoid form until it chooses to assume a new one or return to its natural form.

Water Breathing (Ex): A gold dragon can breathe underwater indefinitely and can freely use its breath weapon, spells, and other abilities while submerged (the cone of fire becomes a cone of superheated steam underwater).

Luck Bonus (Sp): Once per day an adult or older gold dragon can touch a gem, usually one embedded in the dragon's hide, and enspell it to bring good luck. As long as the dragon carries the gem, it and every good creature in a 10-foot radius per age category of the dragon receives a +1 luck bonus on all saving throws and similar rolls, as for a stone of good luck. If the dragon gives an enspelled gem to another creature, only that bearer gets the bonus. The effect lasts 1d3 hours plus 3 hours

per age category of the dragon but ends if the gem is destroyed. This ability is the equivalent of a 2nd-level spell.

Detect Gems (Sp): An old or older gold dragon can use this ability three times per day. This is a divination effect similar to a *detect magic* spell, except that it finds only gems. The dragon can scan a 60-degree arc each round: By concentrating for 1 round it knows if there are any gems within the arc; 2 rounds of concentration reveal the exact number of gems; and 3 rounds reveal their exact location, type, and value. This ability is the equivalent of a 2nd-level spell.

Other Spell-Like Abilities: 3/day - *bless* (juvenile or older); 1/day - *geas/quest* (old or older), *sunburst* (ancient or older), *foresight* (great wyrms).

Skills: Disguise, Heal, and Swim are considered class skills for gold dragons.

DRAGON, GREEN

Dragon (Air)

Environment: Temperate forests
Organization: Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (1d4+1); adult, mature adult, old, very old, ancient, wyrms, or great wyrms: solitary, pair, or family (1d2 and 1d4+1 offspring)

Challenge Ratings: Wyrmling 3; very young 4; young 5; juvenile 8; young adult 11; adult 13; mature adult 16; old 18; very old 19; ancient 21; wyrms 22; great wyrms 24

Treasure: Triple standard

Alignment: Always lawful evil

Advancement: Wyrmling 6-7 HD; very young 9-10 HD; young 12-13 HD; juvenile 15-16 HD; young adult 18-19 HD; adult 21-22 HD; mature adult 24-25 HD; old 27-28 HD; very old 30-31 HD; ancient 33-34 HD; wyrms 36-37 HD; great wyrms 39+ HD

Level Adjustment: See "Dragon Characters" below.

Green Dragons by Age

Age	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	BAB/ Grapple	Attack	Fort	Ref	Will	Breath Weapon DC	Frightful Presence DC
Wyrmling	S	5d12+5 (37)	13	10	13	10	11	10	+5 / +2	+7	+5	+4	+4	2d6 (13)	---
Very young	M	8d12+16 (68)	15	10	15	10	11	10	+8 / +10	+10	+8	+6	+6	4d6 (16)	---
Young	M	11d12+22 (93)	17	10	15	12	13	12	+11 / +14	+14	+9	+7	+8	6d6 (17)	---
Juvenile	L	14d12+42 (133)	19	10	17	14	15	14	+14 / +22	+17	+12	+9	+11	8d6 (20)	---
Young adult	L	17d12+68 (178)	23	10	19	14	15	14	+17 / +27	+22	+14	+10	+12	10d6 (22)	20
Adult	H	20d12+100 (230)	27	10	21	16	17	16	+20 / +36	+26	+17	+12	+15	12d6 (25)	23
Mature adult	H	23d12+115 (264)	29	10	21	16	17	16	+23 / +40	+30	+18	+13	+16	14d6 (26)	24
Old	H	26d12+156 (325)	31	10	23	18	19	18	+26 / +44	+34	+21	+15	+19	16d6 (29)	27
Very old	H	29d12+174 (362)	33	10	23	18	19	18	+29 / +48	+38	+22	+16	+20	18d6 (30)	28
Ancient	G	32d12+224 (432)	35	10	25	20	21	20	+32 / +56	+40	+25	+18	+23	20d6 (33)	31
Wyrms	G	35d12+280 (507)	37	10	27	20	21	20	+35 / +60	+44	+27	+19	+24	22d6 (35)	32
Great wyrms	G	38d12+304 (551)	39	10	27	22	23	22	+38 / +64	+48	+29	+21	+27	24d6 (37)	35

Green Dragon Abilities by Age

Age	Speed	Initiative	Armor Class	Special Abilities	Caster Level	SR
Wyrmling	40 ft., fly 100 ft. (average), swim 40 ft	+0	15 (+1 size, +4 natural), touch 11, flat-footed 15	Immunity to acid, water breathing	---	---
Very young	40 ft., fly 150 ft. (poor), swim 40 ft	+0	17 (+7 natural), touch 10, flat-footed 17	---	---	---
Young	40 ft., fly 150 ft. (poor), swim 40 ft	+0	20 (+10 natural), touch 10, flat-footed 20	---	---	---
Juvenile	40 ft., fly 150 ft. (poor), swim 40 ft	+0	22 (−1 size, +13 natural), touch 9, flat-footed 22	---	1st	---
Young adult	40 ft., fly 150 ft. (poor), swim 40 ft	+0	25 (−1 size, +16 natural), touch 9, flat-footed 25	DR 5/magic	3rd	19
Adult	40 ft., fly 150 ft. (poor), swim 40 ft	+0	27 (−2 size, +19 natural), touch 8, flat-footed 27	<i>Suggestion</i>	5th	21
Mature adult	40 ft., fly 150 ft. (poor), swim 40 ft	+0	30 (−2 size, +22 natural), touch 8, flat-footed 30	DR 10/magic	7th	22
Old	40 ft., fly 150 ft. (poor), swim 40 ft	+0	33 (−2 size, +25 natural), touch 8, flat-footed 33	<i>Plant growth</i>	9th	24
Very old	40 ft., fly 150 ft. (poor), swim 40 ft	+0	36 (−2 size, +28 natural), touch 8, flat-footed 36	DR 15/magic	11th	25
Ancient	40 ft., fly 200 ft. (clumsy), swim 40 ft	+0	37 (−4 size, +31 natural), touch 6, flat-footed 37	<i>Dominate person</i>	13th	27
Wyrms	40 ft., fly 200 ft. (clumsy), swim 40 ft	+0	40 (−4 size, +34 natural), touch 6, flat-footed 40	DR 20/magic	15th	28
Great wyrms	40 ft., fly 200 ft. (clumsy), swim 40 ft	+0	43 (−4 size, +37 natural), touch 6, flat-footed 43	<i>Command plants</i>	17th	30

learn more about their society and abilities, what is going on in the countryside, and if there is treasure nearby.

Breath Weapon (Su): A green dragon has one type of breath weapon, a cone of corrosive (acid) gas.

Water Breathing (Ex): A green dragon can breathe underwater indefinitely and can freely use its breath weapon, spells, and other abilities while submerged.

Spell-Like Abilities: 3/day - *suggestion* (adult or older), *dominate person* (ancient or older); 1/day - *plant growth* (old or older), *command plants* (great wyrm).

Skills: Bluff, Hide, and Move Silently are considered class skills for green dragons.

DRAGON, RED

Dragon (Fire)

Environment: Warm mountains

Organization: Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (1d4+1); adult, mature adult, old, very old, ancient, wyrm, or great wyrm: solitary, pair, or family (1d2 and 1d4+1 offspring)

Challenge Ratings: Wyrmling 4; very young 5; young 7; juvenile 10; young adult 13; adult 15; mature adult 18; old 20; very old 21; ancient 23; wyrm 24; great wyrm 26

Treasure: Triple standard

Alignment: Always chaotic evil

Advancement: Wyrmling 8-9 HD; very young 11-12 HD; young 14-15 HD; juvenile 17-18 HD; young adult 20-21 HD; adult 23-24 HD; mature adult 26-27 HD; old 29-30 HD; very old 32-33 HD; ancient 35-36 HD; wyrm 38-39 HD; great wyrm 41+ HD

Level Adjustment: See "Dragon Characters" below.

A wyrmling green dragon's scales are thin, very small, and a deep shade of green that appears nearly black. As the dragon ages, the scales grow larger and lighter, turning shades of forest, emerald, and olive green, which helps it blend in with its wooded surroundings.

Combat

Green dragons initiate fights with little or no provocation, picking on creatures of any size. If the target is intriguing or seems formidable, the dragon stalks the creature to determine the best time to strike and the most appropriate tactics to use. If the target appears weak, the dragon makes its presence known quickly - it enjoys evoking terror. Sometimes the dragon elects to control a humanoid creature through intimidation and suggestion. Green dragons especially like to question adventurers to

Red Dragons by Age

Age	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	BAB/Grapple	Attack	Fort	Ref	Will	Breath Weapon DC	Frightful Presence DC
Wyrmling	M	7d12+14 (59)	17	10	15	10	11	10	+7 / +10	+10	+7	+5	+5	2d10 (15)	---
Very young	L	10d12+30 (95)	21	10	17	12	13	12	+10 / +19	+14	+10	+7	+8	4d10 (18)	---
Young	L	13d12+39 (123)	25	10	17	12	13	12	+13 / +24	+19	+11	+8	+9	6d10 (19)	---
Juvenile	L	16d12+64 (168)	29	10	19	14	15	14	+16 / +29	+24	+14	+10	+12	8d10 (22)	---
Young adult	H	19d12+95 (218)	31	10	21	14	15	14	+19 / +37	+27	+16	+11	+13	10d10 (24)	21
Adult	H	22d12+110 (253)	33	10	21	16	19	16	+22 / +41	+31	+18	+13	+17	12d10 (26)	24
Mature adult	H	25d12+150 (312)	33	10	23	18	19	18	+25 / +44	+34	+20	+14	+18	14d10 (28)	26
Old	G	28d12+196 (378)	35	10	25	20	21	20	+28 / +52	+36	+23	+16	+21	16d10 (31)	29
Very old	G	31d12+248 (449)	37	10	27	22	23	22	+31 / +56	+40	+25	+17	+23	18d10 (33)	31
Ancient	G	34d12+306 (527)	39	10	29	24	25	24	+34 / +60	+44	+28	+19	+26	20d10 (36)	34
Wyrm	G	37d12+370 (610)	41	10	31	24	25	24	+37 / +64	+48	+30	+20	+27	22d10 (38)	35
Great wyrm	C	40d12+400 (660)	45	10	31	26	27	26	+40 / +73	+49	+32	+22	+30	24d10 (40)	38

Red Dragon Abilities by Age

Age	Speed	Initiative	Armor Class	Special Abilities	Caster Level*	SR
Wyrmling	40 ft., fly 150 ft. (poor)	+0	16 (+6 natural), touch 10, flat-footed 16	Immunity to fire, vulnerability to cold	---	---
Very young	40 ft., fly 150 ft. (poor)	+0	18 (-1 size, +9 natural), touch 9, flat-footed 18	---	---	---
Young	40 ft., fly 150 ft. (poor)	+0	21 (-1 size, +12 natural), touch 9, flat-footed 21	---	1st	---
Juvenile	40 ft., fly 150 ft. (poor)	+0	24 (-1 size, +15 natural), touch 9, flat-footed 24	<i>Locate object</i>	3rd	---
Young adult	40 ft., fly 150 ft. (poor)	+0	26 (-2 size, +18 natural), touch 8, flat-footed 26	DR 5/magic	5th	19
Adult	40 ft., fly 150 ft. (poor)	+0	29 (-2 size, +21 natural), touch 8, flat-footed 29	---	7th	21
Mature adult	40 ft., fly 150 ft. (poor)	+0	32 (-2 size, +24 natural), touch 8, flat-footed 32	DR 10/magic	9th	23
Old	40 ft., fly 200 ft. (clumsy)	+0	33 (-4 size, +27 natural), touch 6, flat-footed 33	<i>Suggestion</i>	11th	24
Very old	40 ft., fly 200 ft. (clumsy)	+0	36 (-4 size, +30 natural), touch 6, flat-footed 36	DR 15/magic	13th	26
Ancient	40 ft., fly 200 ft. (clumsy)	+0	39 (-4 size, +33 natural), touch 6, flat-footed 39	<i>Find the path</i>	15th	28
Wyrm	40 ft., fly 200 ft. (clumsy)	+0	42 (-4 size, +36 natural), touch 6, flat-footed 42	DR 20/magic	17th	30
Great wyrm	40 ft., fly 200 ft. (clumsy)	+0	41 (-8 size, +39 natural), touch 2, flat-footed 41	<i>Discern location</i>	19th	32

* Can also cast cleric spells and those from the Chaos, Evil, and Fire domains as arcane spells.

Treasure: Triple standard
Alignment: Always lawful good
Advancement: Wyrmling 8-9 HD; very young 11-12 HD; young 14-15 HD; juvenile 17-18 HD; young adult 20-21 HD; adult 23-24 HD; mature adult 26-27 HD; old 29-30 HD; very old 32-33 HD; ancient 35-36 HD; wyrm 38-39 HD; great wyrm 41+ HD
Level Adjustment: See “Dragon Characters” below.

The small scales of a wyrmling red dragon are a bright glossy scarlet, making the dragon easily spotted by predators and hunters, so it stays underground and does not venture outside until it is more able to take care of itself. Toward the end of young age, the scales turn a deeper red, and the glossy texture is replaced by a smooth, dull finish. As the dragon grows older, the scales become large, thick, and as strong as metal. The neck frill and wings are an ash blue or purple-gray toward the edges, becoming darker with age. The pupils of a red dragon fade as it ages; the oldest red dragons have eyes that resemble molten lava orbs.

Combat

Because red dragons are so confident, they seldom pause to appraise an adversary. On spotting a target, they make a snap decision whether to attack, using one of many strategies worked out ahead of time. A red dragon lands to attack small, weak creatures with its claws and bite rather than obliterating them with its breath weapon, so as not to destroy any treasure they might be carrying.

Breath Weapon (Su): A red dragon has one type of breath weapon, a cone of fire.

Locate Object (Sp): A juvenile or older red dragon can use this ability as the spell of the same name, once per day per age category.

Other Spell-Like Abilities: 3/day - *suggestion* (old or older); 1/day - *find the path* (ancient or older), *discern location* (great wyrm).

Skills: Appraise, Bluff, and Jump are considered class skills for red dragons.

DRAGON, SILVER

Dragon (Cold)

Environment: Temperate mountains

Organization: Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (1d4+1); adult, mature adult, old, very old, ancient, wyrm, or great wyrm: solitary, pair, or family (1d2 and 1d4+1 offspring)

Challenge Ratings: Wyrmling 4; very young 5; young 7; juvenile 10; young adult 13; adult 15; mature adult 18; old 20; very old 21; ancient 23; wyrm 24; great wyrm 26

A silver wyrmling’s scales are blue-gray with silver highlights. As the dragon approaches adulthood, its color gradually brightens until the individual scales are scarcely visible.

Combat

Silver dragons are not violent and avoid combat except when faced with highly evil or aggressive foes. If necessary, they use fog cloud or control weather to blind or confuse opponents before attacking. When angry, they use reverse gravity to fling enemies helplessly into the air, where they can be snatched. Against flying opponents, a silver dragon hides in clouds (creating some with control weather on clear days), then jumps to the attack when it has the advantage.

Breath Weapon (Su): A silver dragon has two types of breath weapon, a cone of cold and a cone of *paralyzing* gas. Creatures within a cone of paralyzing gas must succeed on a Fortitude save or be *paralyzed* for 1d6 rounds plus 1 round per age category of the dragon.

Alternate Form (Su): A silver dragon can assume any animal or humanoid form of Medium size or smaller as a standard action three times per day. This ability functions as a *polymorph* spell cast on itself at its caster level, except that the dragon does not regain hit points for changing form and can only assume the form of an animal or humanoid. The dragon can remain in its animal or humanoid form until it chooses to assume a new one or return to its natural form.

Cloudwalking (Su): A silver dragon can tread on clouds or fog as though on solid ground. The ability functions continuously but can be negated or resumed at will.

Spell-Like Abilities: 3/day - *fog cloud* (adult or older), *control winds* (old or older); 2/day - *feather fall* (juvenile or older); 1/day - *control weather* (ancient or older), *reverse gravity* (great wyrm).

Skills: Bluff, Disguise, and Jump are considered class skills for silver dragons.

Silver Dragons by Age

Age	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	BAB/Grapple	Attack	Fort	Ref	Will	Breath Weapon DC	Frightful Presence DC
Wyrmling	S	7d12+7 (52)	13	10	13	14	15	14	+7 / +4	+9	+6	+5	+7	2d8 (14)	---
Very young	M	10d12+20 (85)	15	10	15	14	15	14	+10 / +12	+12	+9	+7	+9	4d8 (17)	---
Young	M	13d12+26 (110)	17	10	15	16	17	16	+13 / +16	+16	+10	+8	+11	6d8 (18)	---
Juvenile	L	16d12+48 (152)	19	10	17	18	19	18	+16 / +24	+19	+13	+10	+14	8d8 (21)	---
Young adult	L	19d12+76 (199)	23	10	19	18	19	18	+19 / +29	+24	+15	+11	+15	10d8 (23)	23
Adult	H	22d12+110 (253)	27	10	21	20	21	20	+22 / +38	+28	+18	+13	+18	12d8 (26)	26
Mature adult	H	25d12+125 (287)	29	10	21	20	21	20	+25 / +42	+32	+19	+14	+19	14d8 (27)	27
Old	H	28d12+168 (350)	31	10	23	22	23	22	+28 / +46	+36	+22	+16	+22	16d8 (30)	30
Very old	H	31d12+186 (387)	33	10	23	24	25	24	+31 / +50	+40	+23	+17	+24	18d8 (31)	32
Ancient	G	34d12+238 (459)	35	10	25	26	27	26	+34 / +58	+42	+26	+19	+27	20d8 (34)	35
Wyrm	G	37d12+333 (573)	39	10	29	28	29	28	+37 / +63	+47	+29	+20	+29	22d8 (37)	37
Great wyrm	C	40d12+400 (660)	43	10	31	30	31	30	+40 / +72	+48	+32	+22	+32	24d8 (40)	40

Silver Dragon Abilities by Age						Caster Level*	SR
Age	Speed	Initiative	Armor Class	Special Abilities			
Wyrmling	40 ft., fly 100 ft. (average)	+0	17 (+1 size, +6 natural), touch 11, flat-footed 17	Alternate form, immunity to acid and cold, cloudwalking, vulnerability to fire		---	---
Very young	40 ft., fly 150 ft. (poor)	+0	19 (+9 natural), touch 10, flat-footed 19			---	---
Young	40 ft., fly 150 ft. (poor)	+0	22 (+12 natural), touch 10, flat-footed 22			1st	---
Juvenile	40 ft., fly 150 ft. (poor)	+0	24 (–1 size, +15 natural), touch 9, flat-footed 24	<i>Feather fall</i>		3rd	---
Young adult	40 ft., fly 150 ft. (poor)	+0	27 (–1 size, +18 natural), touch 9, flat-footed 27	DR 5/magic		5th	20
Adult	40 ft., fly 150 ft. (poor)	+0	29 (–2 size, +21 natural), touch 8, flat-footed 29	<i>Fog cloud</i>		7th	22
Mature adult	40 ft., fly 150 ft. (poor)	+0	32 (–2 size, +24 natural), touch 8, flat-footed 32	DR 10/magic		9th	24
Old	40 ft., fly 150 ft. (poor)	+0	35 (–2 size, +27 natural), touch 8, flat-footed 35	<i>Control winds</i>		11th	26
Very old	40 ft., fly 150 ft. (poor)	+0	38 (–2 size, +30 natural), touch 8, flat-footed 38	DR 15/magic		13th	27
Ancient	40 ft., fly 200 ft. (clumsy)	+0	39 (–4 size, +33 natural), touch 6, flat-footed 39	<i>Control weather</i>		15th	29
Wyrmling	40 ft., fly 200 ft. (clumsy)	+0	42 (–4 size, +36 natural), touch 6, flat-footed 42	DR 20/magic		17th	30
Great wyrmling	40 ft., fly 200 ft. (clumsy)	+0	41 (–8 size, +39 natural), touch 2, flat-footed 41	<i>Reverse gravity</i>		19th	32

* Can also cast cleric spells and those from the Air, Good, Law, and Sun domains as arcane spells.

DRAGON, WHITE

Dragon (Cold)

Environment: Cold mountains
Organization: Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (1d4+1); adult, mature adult, old, very old, ancient, wyrmling, or great wyrmling: solitary, pair, or family (1d2 and 1d4+1 offspring)

Challenge Ratings: Wyrmling 2; very young 3; young 4; juvenile 6; young adult 8; adult 10; mature adult 12; old 15; very old 17; ancient 18; wyrmling 19; great wyrmling 21

Treasure: Triple standard

Alignment: Always chaotic evil

Advancement: Wyrmling 4-5 HD; very young 7-8 HD; young 10-11 HD; juvenile 13-14 HD; young adult 16-17 HD; adult 19-20 HD; mature adult 22-23 HD; old 25-26 HD; very old 28-29 HD; ancient 31-32 HD; wyrmling 34-35 HD; great wyrmling 37+ HD

Level Adjustment: See “Dragon Characters” below.

White Dragons by Age			BAB/										Breath		Frightful	
Age	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	Grapple	Attack	Fort	Ref	Will	Weapon DC	Presence DC	
Wyrmling	T	3d12+3 (22)	11	10	13	6	11	6	+3 / –5	+5	+4	+3	+3	1d6 (12)	---	
Very young	S	6d12+6 (45)	13	10	13	6	11	6	+6 / +3	+8	+6	+5	+5	2d6 (14)	---	
Young	M	9d12+18 (76)	15	10	15	6	11	6	+9 / +11	+11	+8	+6	+6	3d6 (16)	---	
Juvenile	M	12d12+24 (102)	17	10	15	8	11	8	+12 / +15	+15	+10	+8	+8	4d6 (18)	---	
Young adult	L	15d12+45 (142)	19	10	17	8	11	10	+15 / +23	+18	+12	+9	+9	5d6 (20)	17	
Adult	L	18d12+72 (189)	23	10	19	10	11	12	+18 / +28	+23	+15	+11	+11	6d6 (23)	20	
Mature adult	H	21d12+105 (241)	27	10	21	12	13	12	+21 / +37	+27	+17	+12	+13	7d6 (25)	21	
Old	H	24d12+120 (276)	29	10	21	12	13	12	+24 / +41	+31	+19	+14	+15	8d6 (27)	23	
Very old	H	27d12+162 (337)	31	10	23	14	15	14	+27 / +45	+35	+21	+15	+17	9d6 (29)	25	
Ancient	H	30d12+180 (375)	33	10	23	14	15	14	+30 / +49	+39	+23	+17	+19	10d6 (31)	27	
Wyrmling	G	33d12+231 (445)	35	10	25	14	15	16	+33 / +57	+41	+25	+18	+20	11d6 (33)	29	
Great wyrmling	G	36d12+288 (522)	37	10	27	18	19	18	+36 / +61	+45	+28	+20	+24	12d6 (36)	32	

The scales of a wyrmling white dragon glisten like mirrors. As the dragon ages, the sheen disappears, and by very old age, scales of pale blue and light gray are mixed in with the white.

Combat

White dragons prefer sudden assaults, swooping down from aloft or bursting from beneath water, snow, or ice. They loose their breath weapon, then try to knock out a single opponent with a follow-up attack.

Breath Weapon (Su): A white dragon has one type of breath weapon, a cone of cold.

Icwalking (Ex): This ability works like the *spider climb* spell, but the surfaces the dragon climbs must be icy. It is always in effect.

Freezing Fog (Sp): An old or older white dragon can use this ability three times per day. It is similar to a *solid fog* spell but also causes a rime of slippery ice to form on any surface the fog touches, creating the effect of a *grease* spell. The dragon is immune to the grease effect because of its icwalking ability. This ability is the equivalent of a 5th-level spell.

Other Spell-Like Abilities: 3/day - *fog cloud* (juvenile or older), *gust of wind* (adult or older), *wall of ice* (ancient or older); 1/day - *control weather* (great wyrmling).

Skills: Hide, Move Silently, and Swim are considered class skills for white dragons.

White Dragon Abilities by Age

Age	Speed	Initiative	Armor Class	Special Abilities	Caster Level	SR
Wyrmling	60 ft., burrow 30 ft., fly 150 ft. (average), swim 60 ft.	+0	14 (+2 size, +2 natural), touch 12, flat-footed 14	Icewalking, immunity to cold, vulnerability to fire	---	---
Very young	60 ft., burrow 30 ft., fly 150 ft. (average), swim 60 ft.	+0	16 (+1 size, +5 natural), touch 11, flat-footed 16	---	---	---
Young	60 ft., burrow 30 ft., fly 200 ft. (poor), swim 60 ft.	+0	18 (+8 natural), touch 10, flat-footed 18	---	---	---
Juvenile	60 ft., burrow 30 ft., fly 200 ft. (poor), swim 60 ft.	+0	21 (+11 natural), touch 10, flat-footed 21	Fog cloud	---	---
Young adult	60 ft., burrow 30 ft., fly 200 ft. (poor), swim 60 ft.	+0	23 (−1 size, +14 natural), touch 9, flat-footed 23	DR 5/magic	---	16
Adult	60 ft., burrow 30 ft., fly 200 ft. (poor), swim 60 ft.	+0	26 (−1 size, +17 natural), touch 9, flat-footed 26	Gust of wind	1st	18
Mature adult	60 ft., burrow 30 ft., fly 200 ft. (poor), swim 60 ft.	+0	28 (−2 size, +20 natural), touch 8, flat-footed 28	DR 10/magic	3rd	20
Old	60 ft., burrow 30 ft., fly 200 ft. (poor), swim 60 ft.	+0	31 (−2 size, +23 natural), touch 8, flat-footed 31	Freezing fog	5th	21
Very old	60 ft., burrow 30 ft., fly 200 ft. (poor), swim 60 ft.	+0	34 (−2 size, +26 natural), touch 8, flat-footed 34	DR 15/magic	7th	23
Ancient	60 ft., burrow 30 ft., fly 200 ft. (poor), swim 60 ft.	+0	37 (−2 size, +29 natural), touch 8, flat-footed 37	Wall of ice	9th	24
Wyrm	60 ft., burrow 30 ft., fly 250 ft. (clumsy), swim 60 ft.	+0	38 (−4 size, +32 natural), touch 6, flat-footed 38	DR 20/magic	11th	25
Great wyrm	60 ft., burrow 30 ft., fly 250 ft. (clumsy), swim 60 ft.	+0	41 (−4 size, +35 natural), touch 6, flat-footed 41	Control weather	13th	27

DRAGON CHARACTERS

Dragon characters possess the following traits.
+2 Strength, +2 Constitution; −2 Dexterity. Ability scores are further modified by dragon type, size category, and levels of the dragon class.
* Darkvision 60 ft, low-light vision.

- * Immunity to sleep and paralysis effects.
- * **Natural Weapons:** For a dragon of their size category.
- * **Favored Class:** Sorcerer.
- * **Level Adjustment:** +0 if Tiny or Small, +1 if Medium, +2 if Large - plus modifier for dragon species. +0 Black or White, +1 Blue or Green, +2 Red or Brass, +3 Bronze or Copper, +4 Gold or Silver.

Dragon Monster Class

Level	BAB	Fort	Ref	Will	NatArm	Spellcasting	Str	Int	Wis	Cha
1	+1	+2	+2	+2	+0	---	+0	+0	+0	+0
2	+2	+3	+3	+3	+1	---	+0	+0	+0	+0
3	+3	+3	+3	+3	+2	---	+2	+0	+0	+0
4	+4	+4	+4	+4	+3	---	+2	+0	+0	+0
5	+5	+4	+4	+4	+4	---	+2	+0	+0	+0
6	+6	+5	+5	+5	+5	---	+2	+0	+0	+0
7	+7	+5	+5	+5	+6	---	+4	+0	+0	+2
8	+8	+6	+6	+6	+7	---	+4	+0	+0	+2
9	+9	+6	+6	+6	+8	---	+4	+0	+0	+2
10	+10	+7	+7	+7	+9	Sorcerer 1	+4	+0	+0	+4
11	+11	+7	+7	+7	+10	Sorcerer 1	+6	+2	+2	+4
12	+12	+8	+8	+8	+11	Sorcerer 1	+6	+2	+2	+4
13	+13	+8	+8	+8	+12	Sorcerer 1	+6	+2	+2	+2
14	+14	+9	+9	+9	+13	Sorcerer 1	+6	+2	+2	+2

Hit Die: d12.

Class Skills: Concentration (Con), Diplomacy (Cha), Escape Artist (Dex), Intimidate (Cha), Knowledge (Int), Listen (Wis), Search (Int), Sense Motive (Wis), Spot (Wis), Use Magic Device (Cha).

Armor and Weapon Proficiency: Simple weapons.

Black: −2 Intelligence, −2 Wisdom, −2 Charisma. *Speed:* 60 ft., fly 100 ft. (150 at young), swim 60 ft. *Breath Weapon:* d4 line of acid. *Immunity:* Acid. *Class Skills:* Hide, Move Silently, Swim. Water breathing.

Blue: No additional modifiers. *Speed:* 40 ft., fly 100 ft. (150 at very young), burrow 20 ft. *Breath Weapon:* d8 line of lightning. *Immunity:* Electricity. *Class Skills:* Bluff, Hide, Spellcraft. *Create/destroy water.* *Domains for Arcane Spells:* Air, Evil, Law.

Green: No additional modifiers. *Speed:* 40 ft., fly 100 ft. (200 at very young), swim 40 ft. *Breath Weapon:* d6 cone of acid. *Immunity:* Acid. *Class Skills:* Bluff, Hide, Move Silently. Water breathing.

Red: +2 Strength. *Speed:* 40 ft., fly 150 ft. *Breath Weapon:* d10 cone of fire. *Immunity:* Fire. *Class Skills:* Appraise, Bluff, Jump. Vulnerability to cold. *Domains for Arcane Spells:* Chaos, Evil, Fire.

White: −4 Intelligence, −4 Charisma. *Speed:* 60 ft., fly 150 ft. (200 at young), burrow 30 ft., swim 60 ft. *Breath Weapon:* d6 cone of cold.

Dragon Age Categories and Size by Class Levels

	Wyrmling	V. Young	Young	Juvenile
Black	1+ (T)	7+ (S)	10+ (M)	13+ (M)
Blue	1+ (S)	9+ (M)	12+ (M)	---
Green	1+ (S)	8+ (M)	11+ (M)	14+ (L)
Red	1+ (M)	10+ (L)	13+ (L)	---
White	1+ (T)	6+ (S)	9+ (M)	12+ (M)
Brass	1+ (T)	7+ (S)	10+ (M)	13+ (M)
Bronze	1+ (S)	9+ (M)	12+ (M)	---
Copper	1+ (T)	8+ (S)	11+ (M)	14+ (M)
Gold	1+ (M)	11+ (L)	14+ (L)	---
Silver	1+ (S)	10+ (M)	13+ (M)	---
* Breath	2dice	4dice	6dice	8dice

Skill Points at 1st-Level: (6 + Intelligence modifier) x4.
Skill Points Each Additional Level: 6 + Int mod.

Immunity: Cold. *Class Skills:* Hide, Move Silently, Swim. Icewalking, vulnerability to fire.

Brass: +2 Intelligence, +2 Wisdom, +2 Charisma. *Speed:* 60 ft., fly 150 ft. (200 at young), burrow 30 ft. *Breath Weapon:* d6 line of fire, or cone of *sleep* gas - lasts 1d6 + Age Category rounds (will negates). *Immunity:* Fire. *Class Skills:* Bluff, Gather Information, Survival. *Speak with animals,* vulnerability to cold. *Domains for Arcane Spells:* Chaos, Knowledge.

Bronze: +4 Intelligence, +4 Wisdom, +4 Charisma. *Speed:* 40 ft., fly 100 ft. (150 at very young), swim 60 ft. *Breath Weapon:* d6 line of lightning, cone of *repulsion* gas - move away for 1d6 + Age Category rounds (Will negates). *Immunity:* Electricity. *Class Skills:* Disguise, Swim, Survival. Water breathing, *Speak with animals.* *Domains for Arcane Spells:* Animal, Law, Water.

Copper: +4 Intelligence, +4 Wisdom, +4 Charisma. *Speed:* 40 ft., fly 100 ft. (150 at young). *Breath Weapon:* d4 line of acid, cone of *slow* gas - spell's effect for 1d6 + Age Category rounds (Fortitude negates). *Immunity:* Acid. *Class Skills:* Bluff, Hide, Jump. Spider climb. *Domains for Arcane Spells:* Chaos, Earth, Trickery.

Gold: +2 Strength, +4 Intelligence, +4 Wisdom, +4 Charisma. *Speed:* 60 ft., fly 200 ft., swim 60 ft. *Breath Weapon:* d10 cone of fire, cone of weakening gas - Age Category in Strength damage (Fortitude

negates). *Immunity*: Fire. *Class Skills*: Disguise, Heal, Swim. Alternate form, vulnerability to cold, water breathing. *Domains for Arcane Spells*: Law, Luck, Good.

Silver: +4 Intelligence, +4 Wisdom, +4 Charisma. *Speed*: 40 ft., fly 100 ft. (150 at very young). *Breath Weapon*: d8 cone of cold, cone of paralyzing gas - paralyzed for 1d6 + Age Category rounds (Fortitude negates). *Immunity*: Acid and cold. *Class Skills*: Bluff, Disguise, Jump, Couldwalking, vulnerability to fire. *Domains for Arcane Spells*: Air, Good, Law, Sun.

Dragon Sizes and Modifiers: All dragon characters have additional racial ability score modifiers based on their size category, as shown below.

* *Tiny*: -4 Str, -2 Con, -2 Int, -2 Cha. Maneuverability is average.

* *Small*: -2 Str, -2 Con, -2 Int, -2 Cha. Maneuverability is average.

* *Medium*: No modifiers. Maneuverability is poor.

* *Large*: +2 Str, +2 Con, +2 Int, +2 Wis, +2 Cha. Maneuverability is poor.

DRAGON TURTLE

Huge Dragon (Aquatic)

Hit Dice:	12d12+60 (138 hp) <73 hp>
Initiative:	+0
Speed:	20 ft. (4 squares), swim 30 ft.
Armor Class:	25 (-2 size, +17 natural), touch 8, flat-footed 25
Base Attack/Grapple:	+12 / +28
Attack:	Bite +18 melee (4d6+8)
Full Attack:	Bite +18 melee (4d6+8) and 2 claws +13 melee (2d8+4)
Space/Reach:	15 ft. x 15 ft. / 10 ft.
Special Attacks:	Breath weapon, snatch, capsize
Special Qualities:	Darkvision 60 ft.; immunity to fire, sleep, and paralysis; low-light vision, scent
Saves:	Fort +13, Ref +8, Will +9
Abilities:	Str 27, Dex 10, Con 21, Int 12, Wis 13, Cha 12
Skills:	Diplomacy +3, Hide +7*, Intimidate +16, Listen +16, Search +16, Sense Motive +16, Spot +16, Survival +16 (+18 following tracks), Swim +21
Feats:	Blind-Fight, Cleave, Improved Bull Rush, Power Attack, Snatch
Environment:	Temperate aquatic
Organization:	Solitary
Challenge Rating:	9
Treasure:	Triple standard
Alignment:	Usually neutral
Advancement:	13-24 HD (Huge); 25-36 HD (Gargantuan)
Level Adjustment:	---

Its rough, deep green shell is much the same color as the deep water the monster favors, and the silver highlights that line the shell resemble light dancing on open water. The turtle's legs, tail, and head are a lighter green, flecked with golden highlights. An adult dragon turtle can measure from 20 to 30 feet from snout to tail, with a shell from 15 to 25 feet in diameter, and can weigh 8,000 to 32,000 pounds.

Dragon turtles speak Aquan, Draconic, and Common.

Combat

Dragon turtles are fierce fighters and generally attack any creature that threatens their territory or looks like a potential meal.

Breath Weapon (Su): Cloud of superheated steam 20 feet high, 25 feet wide, and 50 feet long, once every 1d4 rounds, damage 12d6 fire, Reflex DC 21 half; effective both on the surface and underwater. The save DC is Constitution-based.

Capsize (Ex): A submerged dragon turtle that surfaces under a boat or ship less than 20 feet long capsizes the vessel 95% of the time. It has a 50% chance to capsize a vessel from 20 to 60 feet long and a 20% chance to capsize one over 60 feet long.

Skills: A dragon turtle has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

* Dragon turtles have a +8 racial bonus on Hide checks when submerged.

ETTIN

Large Giant

Hit Dice:	10d8+20 (65 hp) <37 hp>
Initiative:	+3
Speed:	30 ft. in hide armor (6 squares); base speed 40 ft.
Armor Class:	18 (-1 size, -1 Dex, +7 natural, +3 hide), touch 8, flat-footed 18
Base Attack/Grapple:	+7 / +17
Attack:	Large morningstar +12 melee (1d10+6) or Large javelin +5 ranged (1d8+6)
Full Attack:	2 Large morningstars +12 / +7 melee (1d10+6) or 2 Large javelins +5 ranged (1d8+6)
Space/Reach:	5 ft. x 5 ft. / 10 ft.
Special Attacks:	---
Special Qualities:	Low-light vision, superior two-weapon fighting
Saves:	Fort +9, Ref +2, Will +5
Abilities:	Str 23, Dex 8, Con 15, Int 6, Wis 10, Cha 11
Skills:	Listen +10, Search +1, Spot +10
Feats:	Alertness, Improved Initiative, Iron Will, Power Attack
Environment:	Cold hills
Organization:	Solitary, gang (1d3+1), troupe (1d2 plus 1d2 brown bears), band (1d4+1 plus 1d2 brown bears), or colony (1d3+2 plus 1d2 brown bears and 1d6+6 orcs or 1d8+8 goblins)
Challenge Rating:	6
Treasure:	Standard
Alignment:	Usually chaotic evil
Advancement:	By character class
Level Adjustment:	+5

Ettins, or two-headed giants, are vicious and unpredictable hunters that stalk the night.

An ettin never bathes if it can help it, which usually leaves it so grimy and dirty its skin resembles thick, gray hide. Adult ettins are about 13 feet tall and weigh 5,200 pounds. They live about 75 years.

Ettins have no language of their own but speak a pidgin of Orc, Goblin, and Giant. Creatures that can speak any of these languages must succeed on a DC 15 Intelligence check to communicate with an ettin. Check once for each bit of information: If the other creature speaks two of these languages, the DC is 10, and for someone who speaks all three, the DC is 5.

Challenge Rating:	10
Treasure:	Standard
Alignment:	Often lawful evil
Advancement:	By character class
Level Adjustment:	+4

Combat

Though ettins aren't very intelligent, they are cunning fighters. They prefer to ambush their victims rather than charge into a straight fight, but once the battle has started, an ettin usually fights furiously until all enemies are dead.

Superior Two-Weapon Fighting (Ex): An ettin fights with a morningstar 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.

Skills: An ettin's two heads give it a +2 racial bonus on Listen, Spot, and Search checks.

FIRE GIANT

Fire Giant

Large Giant (Fire)

Hit Dice:	15d8+75 (142 hp) <53 hp>
Initiative:	–1
Speed:	30 ft. in half-plate armor (6 squares); base speed 40 ft.
Armor Class:	23 (–1 size, –1 Dex, +8 natural, +7 half-plate armor), touch 8, flat-footed 23
Base Attack/Grapple:	+11 / +25
Attack:	Huge greatsword +20 melee (2d8+15) or slam +20 melee (1d4+10) or rock +10 ranged (2d6+10 plus 2d6 fire)
Full Attack:	Huge greatsword +20 / +15 / +10 melee (2d8+15) or 2 slams +20 melee (1d4+10) or rock +10 ranged (2d6+10 plus 2d6 fire)
Space/Reach:	5 ft. x 5 ft. / 10 ft.
Special Attacks:	Rock throwing
Special Qualities:	Immunity to fire, low-light vision, rock catching, vulnerability to cold
Saves:	Fort +14, Ref +4, Will +9
Abilities:	Str 31, Dex 9, Con 21, Int 10, Wis 14, Cha 11
Skills:	Climb +9, Craft (any one) +6, Intimidate +6, Jump +9, Spot +14
Feats:	Cleave, Great Cleave, Improved Overrun, Improved Sunder, Iron Will, Power Attack
Environment:	Warm mountains
Organization:	Solitary, gang (1d4+1), band (1d4+5 plus 35% noncombatants plus 1 adept or cleric of 1st or 2nd level), hunting/raiding party (1d4+5 plus 1 adept or sorcerer of 3rd-5th level plus 1d3+1 hell hounds and 1d2+1 trolls or ettins), or tribe (1d10+20 plus 1 adept, cleric, or sorcerer of 6th or 7th level plus 2d10+10 hell hounds, 2d6+10 trolls, 1d8+4 ettins, and 1d2 young red dragons)

Some fire giants have bright orange hair. An adult male is 12 feet tall, has a chest that measures 9 feet around, and weighs about 7,000 pounds. Females are slightly shorter and lighter. Fire giants can live to be 350 years old.

Fire giants wear sturdy cloth or leather garments colored red, orange, yellow, or black. Warriors wear helmets and half-plate armor of blackened steel.

All giants speak Giant. Those with Intelligence scores of 10 or higher also speak Common.

Most groups of fire giants include clerics. A fire giant cleric has access to two of the following domains: Evil, Law, Trickery, or War (most choose Trickery or War, some choose both).

Combat

Fire giants heat their rocks in a nearby fire, geyser, or lava pools, so that they deal extra fire damage. They favor magic flaming swords in melee (when they can get them). They are also fond of grabbing smaller opponents and tossing them somewhere very hot.

Rock Catching (Ex): A giant of at least Large size can catch Small, Medium, or Large rocks (or projectiles of similar shape). Once per round, a giant 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 giant must be ready for and aware of the attack in order to make a rock catching attempt.

Rock Throwing (Ex): Adult giants are accomplished rock throwers and receive a +1 racial bonus on attack rolls when throwing rocks. A giant of at least Large size can hurl rocks weighing 40 to 50 pounds each (Small objects) up to five range increments. The size of the range increment varies with the giant's variety. A Huge giant can hurl rocks of 60 to 80 pounds (Medium objects).

Rock Throwing (Ex): The range increment is 120 feet for a fire giant's thrown rocks.

Fire Giant Characters

Fire giant characters possess the following racial traits.

* +10 Strength, +6 Constitution, +2 Wisdom; –2 Dexterity.

- * Large size. –1 penalty to Armor Class, –1 penalty on attack rolls, –4 penalty on Hide checks, +4 bonus on grapple checks, lifting and carrying limits double those of Medium characters.
- * **Space/Reach:** 5 feet/10 feet.
- * A fire giant's base land speed is 40 feet.
- * Low-light vision.
- * **Rock Catching (Ex):** See above.
- * **Automatic Languages:** Giant. Bonus Languages: Common, Draconic, Elven, Goblin, Orc.
- * **Favored Class:** Barbarian.
- * Level adjustment +2.

Hill Giant Monster Class

Level	BAB	Fort	Ref	Will	Natural AC	Ability Bonus
1	+0	+2	+0	+0	+1	Rock Throwing 20 ft.
2	+1	+3	+0	+0		+2 Strength
3	+2	+3	+1	+1	+2	Rock Throwing 40 ft.
4	+3	+4	+1	+1		+2 Strength

5	+3	+4	+1	+1	+3	Rock Throwing 60 ft.
6	+4	+5	+2	+2		+2 Constitution
7	+5	+5	+2	+2	+4	Rock Throwing 80 ft.
8	+6	+6	+2	+2		+2 Strength
9	+6	+6	+3	+3	+5	Rock Throwing 100 ft.
10	+7	+7	+3	+3		+2 Strength
11	+8	+7	+3	+3	+6	Rock Throwing 120 ft.
12	+9	+8	+4	+4		+2 Con
13	+9	+8	+4	+4	+7	+2 Wisdom
14	+10	+9	+4	+4		+2 Strength
15	+11	+9	+5	+5	+8	

Hit Dice: d8.

Skill Points at 1st Level: (2 + Intelligence modifier) x 4.

Skill Points Each Additional Level: 2 + Intelligence modifier.

Hill Giant Class Skills: Climb (Str), Craft (Int), Intimidate (Cha), Jump (Str), Listen (Wis), and Spot (Wis).

Armor and Weapon Proficiency: Light and Medium armor, and shields; Simple and Martial weapons.

Special Attacks (see above): Rock throwing.

FROST GIANT

	Frost Giant
	Large Giant (Cold)
Hit Dice:	14d8+70 (133 hp) <51 hp>
Initiative:	–1
Speed:	40 ft. (8 squares)
Armor Class:	21 (–1 size, –1 Dex, +9 natural, +4 chain shirt), touch 8, flat-footed 21
Base Attack/Grapple:	+10 / +23
Attack:	Huge greataxe +18 melee (2d8+13/x3) or slam +18 melee (1d4+9) or rock +9 ranged (2d6+9)
Full Attack:	Huge greataxe +18 / +13 melee (2d8+13/x3) or 2 slams +18 melee (1d4+9) or rock +9 ranged (2d6+9)
Space/Reach:	5 ft. x 5 ft. / 10 ft.
Special Attacks:	Rock throwing
Special Qualities:	Immunity to cold, low-light vision, rock catching, vulnerability to fire
Saves:	Fort +14, Ref +3, Will +6
Abilities:	Str 29, Dex 9, Con 21, Int 10, Wis 14, Cha 11
Skills:	Climb +13, Craft (any one) +6, Intimidate +6, Jump +17, Spot +12
Feats:	Cleave, Great Cleave, Improved Overrun, Improved Sunder, Power Attack
Environment:	Cold mountains
Organization:	Solitary, gang (1d4+1), band (1d4+5 plus 35% non-combatants plus 1 adept or cleric of 1st or 2nd level), hunting/raiding party 1d4+5 plus 35% noncombatants plus 1 adept or sorcerer of 3rd-5th level plus 1d3+1 winter wolves and 1d2+1 ogres, or tribe (1d10+20 plus 1 adept, cleric, or sorcerer of 6th or 7th level plus 2d10+10 winter wolves, 2d6+10 ogres, and 1d2 young white dragons)
Challenge Rating:	9
Treasure:	Standard
Alignment:	Often chaotic evil
Advancement:	By character class
Level Adjustment:	+4

A frost giant's hair can be light blue or dirty yellow, and its eyes usually match its hair color. Frost giants dress in skins and pelts, along with any jewelry they own. Frost giant warriors add chain shirts and metal helmets decorated with horns or feathers.

An adult male is about 15 feet tall and weighs about 2,800 pounds. Females are slightly shorter and lighter, but otherwise identical with males. Frost giants can live to be 250 years old.

All giants speak Giant. Those with Intelligence scores of 10 or higher also speak Common.

Many groups of frost giants include clerics. A frost giant cleric has access to two of the following domains: Chaos, Destruction, Evil, or War (most choose Destruction or War, some choose both).

Frost Giant Jarl, 8th-Level Blackguard

	Large Giant (Cold)
	14d8+84 plus 8d10+48 (231 hp) <76 hp>
	+5
	30 ft. in +2 full plate armor (6 squares); base speed 40 ft.
	29 (–1 size, +1 Dex, +9 natural, +10 +2 full plate armor), touch 10, flat-footed 28
	+18 / +33
	Huge +2 <i>frost greataxe</i> +30 melee (2d8+18/x3 plus 1d6 cold) or slam +28 melee (1d4+11) or rock +18 ranged (2d6+11)
	Huge +2 <i>frost greataxe</i> +30 / +25 / +20 / +15 melee (2d8+18/x3 plus 1d6 cold) or 2 slams +28 melee (1d4+11) or rock +18 ranged (2d6+11)
	5 ft. x 5 ft. / 10 ft.
	Rock throwing, smite good, sneak attack +2d6
	Aura of despair, aura of evil, command undead, dark blessing, detect good, immunity to cold, low-light vision, poison use, resistance to fire 10, rock catching, vulnerability to fire
	Fort +25, Ref +13, Will +13
	Str 32, Dex 12, Con 22, Int 10, Wis 12, Cha 18
	Climb +17, Hide +2, Jump +17, Knowledge (religion) +2, Ride +11, Spot +5
	Cleave, Great Cleave, Improved Initiative, Improved Sunder, Iron Will, Lightning Reflexes, Power Attack, Quick Draw
	Cold mountains
	Solitary or with tribe
	17
	Standard
	Always chaotic evil
	By character class

Combat

Frost giants usually start combat at a distance, throwing rocks until they run out of ammunition or the opponent closes, then wading in with their enormous battleaxes.

A favorite tactic is to lay an ambush by hiding buried in the snow at the top of an icy or snowy slope, where opponents will have difficulty reaching them.

Rock Catching (Ex): A giant of at least Large size can catch Small, Medium, or Large rocks (or projectiles of similar shape). Once per round, a giant 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

giant must be ready for and aware of the attack in order to make a rock catching attempt.

Rock Throwing (Ex): Adult giants are accomplished rock throwers and receive a +1 racial bonus on attack rolls when throwing rocks. A giant of at least Large size can hurl rocks weighing 40 to 50 pounds each (Small objects) up to five range increments. The size of the range increment varies with the giant's variety. A Huge giant can hurl rocks of 60 to 80 pounds (Medium objects). The range increment is 120 feet for a frost giant's thrown rocks.

Frost Giant Jarl

A frost giant leader is often a barbarian, cleric, fighter, or sorcerer, but some of the most evil and ruthless frost giants become blackguards.

The frost giant jarl described here has all the qualities and abilities of a typical frost giant, as well as other abilities (see the statistics block) from being a blackguard. Details on some of these abilities follow.

Aura of Despair (Su): This jarl radiates a malign aura that causes enemies within 10 feet of him to take a –2 penalty on all saving throws.

Aura of Evil (Ex): This jarl radiates a strong aura of evil (see the detect evil spell) as an 8th-level cleric of an evil deity.

Command Undead (Su): This jarl can command and rebuke undead as a 6th-level cleric.

Dark Blessing (Su): This jarl applies his Charisma modifier as a bonus on all saving throws.

Detect Good (Sp): At will, this jarl can use detect good as a spell-like ability, duplicating the effect of the detect good spell.

Poison Use: Jarls are skilled in the use of poison and never risk accidentally poisoning themselves when applying poison to a blade.

Smite Good (Su): Twice per day, this jarl may attempt to smite good with one normal melee attack. He adds his +4 Charisma modifier to his attack roll and deals 8 points of extra damage (1 per blackguard level) if the attack hits. If he accidentally smites a creature that is not good, the smite has no effect but it is still used up for that day.

Typical Blackguard Spells Prepared (5/4/3; save DC 11 + spell level):

0th - cure minor wounds x3, detect magic x2

1st - cause fear, corrupt weapon, doom, magic weapon

2nd - bull's strength, cure minor wounds, darkness

Possessions: +2 frost greataxe, +2 full plate armor, cloak of Charisma +2, ring of minor energy resistance (fire), 2 doses of bloodroot poison. (Benefits of these items are included in the statistics block.)

Frost Giant Characters

Many groups of frost giants include clerics. A frost giant cleric has access to two of the following domains: Chaos, Destructions, Evil or Water. Most frost giant clerics have either Destruction or Water (and some choose both).

Frost giant characters possess the following racial traits.

- * +8 Strength, +6 Constitution, +2 Wisdom; –2 Dexterity.
- * Large size. –1 penalty to Armor Class, –1 penalty on attack rolls, –4 penalty on Hide checks, +4 bonus on grapple checks, lifting and carrying limits double those of Medium characters.
- * **Space/Reach:** 5 feet/10 feet.
- * A fire giant's base land speed is 40 feet.
- * Low-light vision.
- * Natural Armor +1.
- * **Rock Catching (Ex):** See above.
- * **Automatic Languages:** Giant. Bonus Languages: Common, Draconic, Elven, Goblin, Orc.
- * **Favored Class:** Barbarian.
- * Level adjustment +2.

Hill Giant Monster Class

Level	BAB	Fort	Ref	Will	Natural	
					AC	Ability Bonus
1	+0	+2	+0	+0	+1	Rock Throwing 20 ft.
2	+1	+3	+0	+0		+2 Strength
3	+2	+3	+1	+1	+2	Rock Throwing 40 ft.
4	+3	+4	+1	+1		+2 Strength
5	+3	+4	+1	+1	+3	Rock Throwing 60 ft.
6	+4	+5	+2	+2		+2 Constitution
7	+5	+5	+2	+2	+4	Rock Throwing 80 ft.
8	+6	+6	+2	+2		+2 Strength

9	+6	+6	+3	+3	+5	Rock Throwing 100 ft.
10	+7	+7	+3	+3		+2 Strength
11	+8	+7	+3	+3	+6	Rock Throwing 120 ft.
12	+9	+8	+4	+4		+2 Con
13	+9	+8	+4	+4	+7	+2 Wisdom
14	+10	+9	+4	+4		+2 Strength

Hit Dice: d8.

Skill Points at 1st Level: (2 + Intelligence modifier) x 4.

Skill Points Each Additional Level: 2 + Intelligence modifier.

Hill Giant Class Skills: Climb (Str), Craft (Int), Intimidate (Cha), Jump (Str), Listen (Wis), and Spot (Wis).

Armor and Weapon Proficiency: Light and Medium armor, and shields; Simple and Martial weapons.

Special Attacks (see above): Rock throwing.

HALF-DRAGON (TEMPLATE)

Half-dragon creatures are always more formidable than others of their kind that do not have dragon blood, and their appearance betrays their nature - scales, elongated features, reptilian eyes, and exaggerated teeth and claws. Sometimes they even have wings.

Creating a Half-Dragon

"Half-dragon" is an inherited template that can be added to any living, corporeal creature (referred to hereafter as the base creature).

A half-dragon uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to dragon. Size is unchanged. Do not recalculate base attack bonus or saves.

Hit Dice: Increase base creature's racial HD by one die size, to a maximum of d12. Do not increase class HD.

Speed: A half-dragon that is Large or larger has wings and can fly at twice its base land speed (maximum 120 ft.) with average maneuverability. A half-dragon that is Medium or smaller does not have wings.

Armor Class: Natural armor improves by +4.

Attack: A half-dragon has two claw attacks and a bite attack, and the claws are the primary natural weapon. If the base creature can use weapons, the half-dragon retains this ability. A half-dragon fighting without weapons uses a claw when making an attack action. When it has a weapon, it usually uses the weapon instead.

Full Attack: A half-dragon fighting without weapons uses both claws and its bite when making a full attack. If armed with a weapon, it usually uses the weapon as its primary attack and its bite as a natural secondary attack. If it has a hand free, it uses a claw as an additional natural secondary attack.

Damage: Half-dragons have bite and claw attacks. If the base creature does not have these attack forms, use the damage values in the table below. Otherwise, use the values below or the base creature's damage values, whichever are greater.

Size	Bite	Claw
	Damage	Damage
Fine	1	---
Diminutive	1d2	1
Tiny	1d3	1d2
Small	1d4	1d3
Medium	1d6	1d4
Large	1d8	1d6
Huge	2d6	1d8
Gargantuan	3d6	2d6
Colossal	4d6	3d6

Special Attacks: A half-dragon retains all the special attacks of the base creature and gains a breath weapon based on the dragon variety (see the table below), usable once per day per HD (takes 1d4 rounds to recharge). A half-dragon's breath weapon deals 1d8 points of damage per 2 HD (6d8 max). A successful Reflex save (DC 10 + 1/2 HD + half-dragon's Con modifier) reduces damage by half.

Dragon Variety	Breath Weapon	Immunity
Black	60-foot line of acid	Acid
Blue	60-foot line of lightning	Electricity
Green	30-foot cone of corrosive (acid) gas	Acid
Red	30-foot cone of fire	Fire
White	30-foot cone of cold	Cold
Brass	60-foot line of fire	Fire
Bronze	60-foot line of lightning	Electricity
Copper	60-foot line of acid	Acid
Gold	30-foot cone of fire	Fire
Silver	30-foot cone of cold	Cold

Special Qualities: A half-dragon has all the special qualities of the base creature, plus darkvision out to 60 feet and low-light vision. A half-dragon has immunity to sleep and paralysis effects, and an additional immunity based on its dragon variety.

Abilities: Increase from the base creature as follows: Str +8, Con +2, Int +2, Cha +2.

Skills: A half-dragon gains skill points as a dragon and has skill points equal to (6 + Int modifier) x (HD + 3). Do not include Hit Dice from class levels in this calculation - the half-dragon gains dragon skill points only for its racial Hit Dice, and gains the normal amount of skill points for its class levels. Treat skills from the base creature's list as class skills, and other skills as cross-class.

Environment: Same as either the base creature or the dragon variety.

Challenge Rating: Same as the base creature + 2 (minimum 3).

Alignment: Same as the dragon variety.

Level Adjustment: Same as base creature +3.

Sample Half-Dragon

Here is an example of a half-dragon using a 4th-level human monk as the base creature and a blue dragon as the nonhuman parent.

Half-Black Dragon 4th-Level Human Monk

Medium Dragon (Augmented Humanoid)

Hit Dice: 4d8+8 (29 hp) <23 hp>
Initiative: +3
Speed: 40 ft (8 squares)
Armor Class: 19 (+3 Dex, +4 natural, +2 Wis), flat-footed 16, touch 15
Base Attack/Grapple: +3 / +8
Attack: Unarmed +9 melee (1d8+5 plus 2 electricity)
Full Attack: Unarmed +8/+8/+3 melee (1d8+5 plus 2 elec)
Space/Reach: 5 ft x 5 ft / 5 ft
Special Attacks: Breath weapon (60-ft line, 2d8 elec, DC 14), ki strike (magic), elemental strike (electricity), flurry of blows
Special Qualities: Damage reduction 1/–, darkvision 60 ft, evasion, immunity to electricity, *sleep*, and paralysis, low-light vision
Saves: Fort +6, Ref +7, Will +7
Abilities: Str 20, Dex 16, Con 15, Int 12, Wis 14, Cha 10
Skills: Hide +10, Jump +12, Listen +9, Move Silently +10, Spot +9, Tumble +10

Feats: Cleave, Deflect Arrows, Power Attack, Stunning Fist, Weapon Focus (unarmed)
Environment: Temperate plains or warm desert
Organization: Solitary
Challenge Rating: 7
Treasure: Standard
Alignment: Often lawful evil
Advancement: By character class
Level Adjustment: +3

HILL GIANT

Hill Giant

Large Giant

Hit Dice: 12d8+48 (102 hp) <45 hp>
Initiative: –1
Speed: 30 ft. in hide armor (6 squares); base speed 40 ft.
Armor Class: 20 (–1 size, –1 Dex, +9 natural, +3hide armor), touch 8, flat-footed 20
Base Attack/Grapple: +9 / +20
Attack: Huge greatclub +16 melee (2d6+10) or slam +15 melee (1d4+7) or rock +8 ranged (2d6+7)
Full Attack: Huge greatclub +16 / +11 melee (2d6+10) or 2 slams +15 melee (1d4+7) or rock +8 ranged (2d6+7)
Space/Reach: 5 ft. x 5 ft. / 10 ft.
Special Attacks: Rock throwing
Special Qualities: Low-light vision, rock catching
Saves: Fort +12, Ref +3, Will +4
Abilities: Str 25, Dex 8, Con 19, Int 6, Wis 10, Cha 7
Skills: Climb +7, Jump +7, Listen +3, Spot +6
Feats: Cleave, Improved Bull Rush, Power Attack, Improved Sunder, Weapon Focus (greatclub)
Environment: Temperate hills
Organization: Solitary, gang (1d4+1), band (1d4+5 plus 35% noncombatants), hunting/raiding party (1d4+5 plus 1d3+1 dire wolves), or tribe (1d10+20 plus 5% noncombatants plus 2d10+10 dire wolves, 1d3+1 ogres, and 2d6+10 orcs)
Challenge Rating: 7
Treasure: Standard
Alignment: Often chaotic evil
Advancement: By character class
Level Adjustment: +2

Reckless brutes of incredible strength but little wit, hill giant characters are never truly accepted into society. Yet they do well on its edges and frontiers, forging a strong and profitable existence. Despite their rugged appearance and great size, their basically humanoid shape makes it easy for them to relate with more civilized folk.

Skin color among hill giants ranges from light tan to deep ruddy brown. Their hair is brown or black, with eyes the same color. Hill giants wear layers of crudely prepared hides with the fur left on. They seldom wash or repair their garments, preferring to simply add more hides as their old ones wear out.

All giants speak Giant. Those with Intelligence scores of 10 or higher also speak Common.

Adults are about 10-1/2 feet tall and weigh about 1,100 pounds. Hill giants can live to be 200 years old.

Combat

Hill giants prefer to fight from high, rocky outcroppings, where they can pelt opponents with rocks and boulders while limiting the risk to themselves.

Hill giants love to make overrun attacks against smaller creatures when they first join battle. Thereafter, they stand fast and swing away with their massive clubs.

Rock Catching (Ex): A hill giant can catch Small, Medium, or Large rocks (or projectiles of similar shape). Once per round, a hill giant 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 giant must be ready for and aware of the attack in order to make a rock catching attempt.

Rock Throwing (Ex): Adult giants are accomplished rock throwers and receive a +1 racial bonus on attack rolls when throwing rocks. A hill giant can hurl rocks weighing 40 to 50 pounds each (Small objects) up to five range increments. The range increment is 120 feet for a hill giant's thrown rocks.

Hill Giant Characters

- Hill giant characters possess the following racial traits.
- * +6 Strength, -2 Dexterity, +4 Constitution, -4 Intelligence, -4 Charisma.
 - * Large size. -1 penalty to Armor Class, -1 penalty on attack rolls, -4 penalty on Hide checks, +4 bonus on grapple checks, lifting and carrying limits double those of Medium characters.
 - * **Space/Reach:** 5 feet/10 feet.
 - * A hill giant's base land speed is 40 feet.
 - * Low-light vision.
 - * +3 natural armor bonus.
 - * **Special Attacks (see above):** Rock throwing.
 - * **Rock Catching (Ex):** See above.
 - * **Automatic Languages:** Giant. Bonus Languages: Common, Draconic, Elven, Goblin, Orc.
 - * **Favored Class:** Barbarian.
 - * Level adjustment +2.

Hill Giant Monster Class

	Natural						Ability Bonus
Level	BAB	Fort	Ref	Will	AC		
1	+0	+2	+0	+0	+1		Rock Throwing 20 ft.
2	+1	+3	+0	+0			+2 Str
3	+2	+3	+1	+1	+2		Rock Throwing 40 ft.
4	+3	+4	+1	+1			+2 Str
5	+3	+4	+1	+1	+3		Rock Throwing 60 ft.
6	+4	+5	+2	+2			+2 Con
7	+5	+5	+2	+2	+4		Rock Throwing 80 ft.
8	+6	+6	+2	+2			+2 Str
9	+6	+6	+3	+3	+5		Rock Throwing 100 ft.
10	+7	+7	+3	+3			+2 Str
11	+8	+7	+3	+3	+6		Rock Throwing 120 ft.
12	+9	+8	+4	+4			+2 Con

- Hit Dice:** d8.
Skill Points at 1st Level: (2 + Intelligence modifier) x 4.
Skill Points Each Additional Level: 2 + Intelligence modifier.
Hill Giant Class Skills: Climb (Str), Craft (Int), Jump (Str), Listen (Wis), Perform (Cha), Profession (Wis), and Spot (Wis).
Armor and Weapon Proficiency: Light and Medium armor, and shields; Simple and Martial weapons.
Special Attacks (see above): Rock throwing.

OGRE

	Ogre
	Large Giant
Hit Dice:	4d8+15 (33 hp) <28 hp>
Initiative:	-1
Speed:	30 ft. in hide armor (6 squares); base speed 40 ft.
Armor Class:	16 (-1 size, -1 Dex, +5 natural, +3 hide armor), touch 8, flat-footed 16
Base Attack/Grapple:	+3 / +12
Attack:	Huge greatclub +8 melee (2d8+7) or Large javelin +1 ranged (1d8+5)
Full Attack:	Greatclub +8 melee (2d8+7) or Large javelin +1 ranged (1d8+5)
Space/Reach:	5 ft. x 5 ft. / 10 ft.
Special Attacks:	---
Special Qualities:	Darkvision 60 ft., low-light vision
Saves:	Fort +6, Ref +0, Will +1
Abilities:	Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7
Skills:	Climb +5, Listen +2, Spot +2
Feats:	Toughness, Weapon Focus (greatclub)
Environment:	Temperate hills (Morrow: Temperate aquatic)
Organization:	Solitary, pair, gang (1d2+2), or band (1d4+4)
Challenge Rating:	3
Treasure:	Standard
Alignment:	Usually chaotic evil
Advancement:	By character class
Level Adjustment:	+1

	Ogre, 4th-Level Barbarian
	Large Giant
Hit Dice:	4d8+27 plus 4d12+16 (87 hp) <47 hp>
Initiative:	+0
Speed:	40 ft. in hide armor (8 squares); base speed 50 ft.
Armor Class:	19 (-1 size, +5 natural, +4 +1 hide armor, ring of protection +1), touch 10, flat-footed 19
Base Attack/Grapple:	+7 / +19
Attack:	+1 Huge greatclub +16 melee (2d8+13) or Large javelin +6 ranged (1d8+8)
Full Attack:	+1 Huge greatclub +16 / +11 melee (2d8+13) or Large javelin +6 ranged (1d8+8)
Space/Reach:	5 ft. x 5 ft. / 10 ft.
Special Attacks:	Rage 2/day
Special Qualities:	Darkvision 60 ft., low-light vision, trap sense +1, uncanny dodge
Saves:	Fort +12, Ref +2, Will +2
Abilities:	Str 26, Dex 11, Con 18, Int 8, Wis 10, Cha 4
Skills:	Climb +13, Hide -6, Jump +17, Listen +6, Spot +2
Feats:	Power Attack, Toughness, Weapon Focus (greatclub)
Environment:	Temperate hills
Organization:	Solitary, pair, gang (1 plus 1d3 ogres), or band (1 plus 1d4+3 ogres)
Challenge Rating:	7
Treasure:	Standard (including +1 large hide armor, +1 huge greatclub, and ring of protection +1)
Alignment:	Usually chaotic evil
Advancement:	By character class
Level Adjustment:	+1

Adult ogres stand 9 to 10 feet tall and weigh 600 to 650 pounds. Their skin color ranges from dull yellow to dull brown. Their clothing consists of poorly cured furs and hides, which add to their naturally repellent odor.

Ogres speak Giant, and those specimens who boast Intelligence scores of at least 10 also speak Common.

Combat

Ogres favor overwhelming odds, sneak attacks, and ambushes over a fair fight. They are intelligent enough to fire ranged weapons first to soften up their foes before closing, but ogre gangs and bands fight as unorganized individuals.

Ogre Barbarian

Their inherent bent toward chaos combines with their size and strength to make ogres natural barbarians. Indeed, their leaders are almost always barbarians of low to middle level, monstrous brutes whose fury in battle

is truly fearsome. A raging ogre barbarian is an inspiration to other ogres.

Combat

Marginally more intelligent than his brutish fellows, an ogre barbarian is slightly more likely to enter a fair fight, but in general prefers the brutish tactics common to all its kind.

Rage (Ex): Twice per day, an ogre barbarian can enter a state of fierce rage that last for 9 rounds. The following changes are in effect as long as he rages: AC 17 (touch 8, flat-footed 17); hp 95; Atk +18 / +13 melee (2d6+16, +1 greatclub); SV Fort +14, Will +4; Str 30, Con 22; Climb +15, Jump +16. At the end of his rage, the ogre barbarian is fatigued for the duration of the encounter.

Trap Sense (Ex): An ogre barbarian has a +1 bonus on Reflex saves made to avoid traps. He also has a +1 bonus to his AC against attacks by traps.

Uncanny Dodge (Ex): An ogre barbarian retains his Dex bonus to AC regardless of being caught flat-footed or attacked by an invisible opponent. His Dex bonus to AC is +0, but this means that he is not subject to a rogue's sneak attack in these circumstances.

Merrow

These cousins of the ogre have the aquatic subtype. They dwell in freshwater lakes and rivers. They have a base land speed of 30 feet and a swim speed of 40 feet and are found only in aquatic environments. Instead of the typical ogre's greatclub, they prefer to use longswords in melee (attack +8 melee, damage 1d8+7).

Ogre Characters

Ogre characters possess the following racial traits.

* +10 Strength, -2 Dexterity, +4 Constitution, -4 Intelligence, -4 Charisma.

* Large size. -1 penalty to Armor Class, -1 penalty on attack rolls, -4 penalty on Hide checks, +4 bonus on grapple checks, lifting and carrying limits double those of Medium characters.

* **Space/Reach:** 10 feet/10 feet.

* An ogre's base land speed is 40 feet.

* Darkvision out to 60 feet.

* +1 natural armor bonus.

* **Automatic Languages:** Common, Giant. **Bonus Languages:** Dwarven, Orc, Goblin, Terran.

* **Favored Class:** Barbarian.

* Level adjustment +1.

Monster Class

Level	BAB	Fort	Ref	Will	Special Abilities
1	+0	+2	+0	+0	+1 natural armor
2	+1	+3	+0	+0	+1 natural armor
3	+2	+3	+1	+1	+1 natural armor
4	+3	+4	+1	+1	+1 natural armor

Hit Dice: d8.

Skill Points at 1st Level: (2 + Intelligence modifier) x 4.

Skill Points Each Additional Level: 2 + Intelligence modifier.

Monster Class Skills: Climb (Str), Craft (Int), Listen (Wsi), Perform (Cha), Profession (Wis), and Spot (Wis).

Armor and Weapon Proficiency: Light and Medium armor, shields; Simple and Martial Weapons.

The ogre mage is a more intelligent and dangerous variety of its mundane cousin.

An ogre mage stands about 10 feet tall and weighs up to 700 pounds. Its skin varies in color from light green to light blue, and its hair is black or very dark brown. Ogre mages favor loose, comfortable clothing and lightweight armor.

Ogre mages speak Giant and Common.

OGRE MAGE

Large Giant

Hit Dice:	5d8+15 (37 hp) <29 hp>
Initiative:	+4
Speed:	40 ft. (8 squares), fly 40 ft. (good)
Armor Class:	18 (-1 size, +5 natural, +4 chain shirt), touch 9, flat-footed 18
Base Attack/Grapple:	+3 / +12
Attack:	Huge Greatsword +7 melee (2d8+7/19-20) or Huge longbow +2 ranged (1d10/x3)
Full Attack:	Huge Greatsword +7 melee (2d8+7/19-20) or Huge longbow +2 ranged (1d10/x3)
Space/Reach:	5 ft. x 5 ft. / 10 ft.
Special Attacks:	Spell-like abilities
Special Qualities:	Darkvision 90 ft., low-light vision, regeneration 5, spell resistance 19
Saves:	Fort +7, Ref +1, Will +3
Abilities:	Str 21, Dex 10, Con 17, Int 14, Wis 14, Cha 17
Skills:	Concentration +11, Listen +10, Spellcraft +10, Spot +10
Feats:	Combat Expertise, Improved Initiative
Environment:	Cold hills
Organization:	Solitary, pair, or troupe (1d2 plus 1d3+1 ogres)
Challenge Rating:	8
Treasure:	Double standard
Alignment:	Usually lawful evil
Advancement:	By character class
Level Adjustment:	+7

Combat

Ogre mages rely on their spell-like abilities, resorting to physical combat only when necessary. When faced with obviously superior forces, they prefer to retreat using gaseous form rather than fight a losing battle.

Spell-Like Abilities: Caster level 9th. The save DCs are Charisma-based. 5/day - *darkness*, *invisibility*; 1/day - *charm person* (DC 14), *cone of cold* (DC 18), *gaseous form*, *polymorph* (no time limit to duration), *sleep* (DC 14).

Flight (Su): An ogre mage can cease or resume flight as a free action. While using gaseous form it can fly at its normal speed and has perfect maneuverability.

Regeneration (Ex): Fire and acid deal normal damage to an ogre mage. An ogre mage that loses a limb or body part can reattach it by holding the severed member to the stump. Reattachment takes 1 minute. If the head or some other vital organ is severed, it must be reattached within 10 minutes or the creature dies. An ogre mage cannot regrow lost body parts.

Ogre Mage Characters

Ogre mage characters possess the following racial traits.

* +10 Strength, +6 Constitution, +4 Intelligence, +4 Wisdom, +6 Charisma.

* Large size. -1 penalty to Armor Class, -1 penalty on attack rolls, -4 penalty on Hide checks, +4 bonus on grapple checks, lifting and carrying limits double those of Medium characters.

* **Space/Reach:** 10 feet/10 feet.

* An ogre mage's base land speed is 40 feet. It also has a fly speed of 40 feet (good).

* **Darkvision:** Ogre mages can see in the dark up to 60 feet.

* +3 natural armor bonus.

* **Spell-Like Abilities:** 1/day - *sleep*. Cast as if by a sorcerer of 4th level + ogre mage level. The saving throw is Charisma based.

- * **Special Qualities (see above):** spell resistance 14 + Ogre Mage level.
- * **Automatic Languages:** Common, Giant. Bonus Languages: Dwarven, Goblin, Infernal, Orc.
- * **Favored Class:** Sorcerer.
- * Level adjustment +7.

Ogre Mage Monster Class

Level	BAB	Fort	Ref	Will	Regeneration	Ntrl Special AC	Abilities
1	+0	+2	+0	+0	1		<i>charm person</i>
2	+1	+3	+0	+0	2	+1	<i>darkness, sleep</i>
3	+2	+3	+1	+1	3		<i>invisibility</i>
4	+3	+4	+1	+1	4		<i>gaseous form</i>
5	+3	+4	+1	+1	5	+1	<i>polymorph</i>

Hit Dice: d8.
Skill Points at 1st Level: (2 + Intelligence modifier) x 4.
Skill Points Each Additional Level: 2 + Intelligence modifier.
Ogre Mage Class Skills: Concentration (Con), Craft (Int), Listen (Wis), Perform (Cha), Profession (Wis), Spellcraft (Int), and Spot (Wis).
Armor and Weapon Proficiency: Light armor, shields; Simple weapons, greatsword, longbow.
Spell-Like Abilities: The ogre mage can cast several spell-like abilities. They cast this spells as a sorcerer with a caster level of 4 + ogre mage level. The saving throws are Charisma based.
Charm Person (Sp): Once per day.
Darkness (Sp): Up to once per day per ogre mage level.
Gaseous Form (Sp): Once per day.
Invisibility (Sp): Up to once per day per ogre mage level.
Polymorph (Sp): Once per day, no time limit to duration.
Sleep (Sp): Once per day.

PSEUDODRAGON

Hit Dice:	Tiny Dragon 2d12+2 (15 hp) <17 hp>
Initiative:	+2
Speed:	15 ft. (3 squares), fly 60 ft. (good)
Armor Class:	18 (+2 size, +2 Dex, +4 natural), touch 14, flat-footed 16
Base Attack/Grapple:	+2 / -8
Attack:	Sting +4 melee (1d3-2 plus poison)
Full Attack:	Sting +4 melee (1d3-2 plus poison) and bite -1 melee (1)
Space/Reach:	2-1/2 ft. x 2-1/2 ft. / 0 ft. (5 ft. with tail)
Special Attacks:	Poison
Special Qualities:	Blindsense 60 ft., darkvision 60 ft., immunity to sleep and paralysis, low-light vision, spell resistance 19, telepathy 60 ft.
Saves:	Fort +4, Ref +5, Will +4
Abilities:	Str 6, Dex 15, Con 13, Int 10, Wis 12, Cha 10
Skills:	Diplomacy +2, Hide +20*, Listen +9, Search +6, Sense Motive +7, Spot +9, Survival +1 (+3 following tracks)
Feats:	Alertness, Weapon Finesse ^B
Environment:	Temperate forests
Organization:	Solitary, pair, or clutch (1d3+2)
Challenge Rating:	1
Treasure:	None
Alignment:	Always neutral good
Advancement:	3-4 HD (Tiny)
Level Adjustment:	+3 (Improved Familiar -6 level)

A pseudodragon has a body about 1 foot long, with a 2-foot tail. It weighs about 7 pounds.
A pseudodragon can communicate telepathically and can also vocalize animal noises.

Combat

A pseudodragon can deliver a vicious bite, but its principal weapon is its sting-equipped tail.
Poison (Ex): Injury, Fortitude DC 14, initial damage sleep for 1 minute, secondary damage sleep for 1d3 hours. The save DC is Constitution-based and includes a +2 racial bonus.
Blindsense (Ex): A pseudodragon can locate creatures within 60 feet by nonvisual means (mostly hearing and scent, but also by noticing vibration and other environmental clues). Opponents the pseudodragon can't actually see still have total concealment against the pseudodragon.
Telepathy (Su): Pseudodragons can communicate telepathically with creatures that speak Common or Sylvan, provided they are within 60 feet.
Skills: Pseudodragons have a chameleonlike ability that grants them a +4 racial bonus on Hide checks. *In forests or overgrown areas, this bonus improves to +8.

STONE GIANT

Stone Giant	
Large Giant (Earth)	
Hit Dice:	14d8+56 (119 hp) <49 hp>
Initiative:	+2
Speed:	30 ft. in hide armor (6 squares); base speed 40 ft.
Armor Class:	25 (-1 size, +2 Dex, +11 natural, +3 hide), touch 11, flat-footed 23
Base Attack/Grapple:	+10 / +22
Attack:	Huge greatclub +17 melee (2d6+12) or slam +17 melee (1d4+8) or rock +11 ranged (2d8+12)
Full Attack:	Huge greatclub +17 / +12 melee (2d6+12) or 2 slams +17 melee (1d4+8) or rock +11 ranged (2d8+12)
Space/Reach:	5 ft. x 5 ft. / 10 ft.
Special Attacks:	Rock throwing
Special Qualities:	Darkvision 60 ft., low-light vision, rock catching
Saves:	Fort +13, Ref +6, Will +7
Abilities:	Str 27, Dex 15, Con 19, Int 10, Wis 12, Cha 11
Skills:	Climb +11, Hide +6*, Jump +11, Spot +12
Feats:	Combat Reflexes, Iron Will, Point Blank Shot, Power Attack, Precise Shot
Environment:	Temperate mountains
Organization:	Solitary, gang (1d4+1), band (1d4+5 plus 35% noncombatants), hunting/raiding/trading party (1d4+5 plus 1 elder), or tribe (1d10+20 plus 5% noncombatants plus 1d3 elders and 1d4+2 dire bears)

Challenge Rating:	8 (elder 9)
Treasure:	Standard
Alignment:	Usually neutral
Advancement:	By character class
Level Adjustment:	+4 (elder +6)

Stone giants prefer thick leather garments, dyed in shades of brown and gray to match the stone around them. Adults are about 12 feet tall and weigh about 1,500 pounds. Stone giants can live to be 800 years old.

Some stone giants develop special abilities related to their environment. These giant elders have Charisma scores of at least 15 and spell-like abilities, which they use as 10th-level sorcerers. Once per day they can use stone shape, stone tell, and either *transmute rock to mud* or *transmute mud to rock* (DC 17). The save DC is Charisma-based. One in ten elders is a sorcerer, usually of 3rd to 6th level.

Stone Giants as Characters

All giants speak Giant. Those with Intelligence scores of 10 or higher also speak Common.

Strong, silent loners, stone giant characters are a rare sight in human lands.

Combat

Stone giants fight from a distance whenever possible, but if they can't avoid melee, they use gigantic clubs chiseled out of stone. A favorite tactic of stone giants is to stand nearly motionless, blending in with the background, then move forward to throw rocks and surprise their foes.

Rock Catching (Ex): A giant of at least Large size can catch Small, Medium, or Large rocks (or projectiles of similar shape). Once per round, a giant 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 giant must be ready for and aware of the attack in order to make a rock catching attempt. A stone giant gains a +4 racial bonus on its Reflex save when attempting to catch a thrown rock.

Rock Throwing (Ex): Adult giants are accomplished rock throwers and receive a +1 racial bonus on attack rolls when throwing rocks. A giant of at least Large size can hurl rocks weighing 40 to 50 pounds each (Small objects) up to five range increments. The size of the range increment varies with the giant's variety. A Huge giant can hurl rocks of 60 to 80 pounds (Medium objects). The range increment is 180 feet for a stone giant's thrown rocks. It uses both hands when throwing a rock.

Skills: A stone giant gains a +8 racial bonus on Hide checks in rocky terrain.

Stone Giant Elders

Stone giant characters possess the following racial traits.

- * +6 Strength, +2 Dexterity, +4 Constitution, +2 Wisdom.
- * Large size. –1 penalty to Armor Class, –1 penalty on attack rolls, –4 penalty on Hide checks, +4 bonus on grapple checks, lifting and carrying limits double those of Medium characters.
- * **Space/Reach:** 10 feet/10 feet.
- * A stone giant's base land speed is 40 feet.
- * Darkvision out to 60 feet and low-light vision.
- * +4 natural armor bonus.
- * **Special Attacks (see above):** Rock throwing.
- * **Special Qualities (see above):** Rock catching.
- * **Automatic Languages:** Giant. Bonus Languages: Common, Draconic, Elven, Goblin, Orc.
- * **Favored Class:** Barbarian.
- * Level adjustment +4.

Stone Giant Monster Class

					Natural	
Level	BAB	Fort	Ref	Will	AC	Ability Bonus
1	+0	+2	+0	+0	+1	Rock Throwing 30 ft.
2	+1	+3	+0	+0		+2 Str
3	+2	+3	+1	+1	+2	Rock Throwing 60 ft.
4	+3	+4	+1	+1		+2 Str
5	+3	+4	+1	+1	+3	Rock Throwing 90 ft.
6	+4	+5	+2	+2		+2 Con
7	+5	+5	+2	+2	+4	Rock Throwing 120 ft.

8	+6	+6	+2	+2		+2 Str
9	+6	+6	+3	+3	+5	Rock Throwing 150 ft.
10	+7	+7	+3	+3		+2 Str
11	+8	+7	+3	+3	+6	Rock Throwing 180 ft.
12	+9	+8	+4	+4		+2 Con
13	+9	+8	+4	+4	+7	+2 Dex
14	+10	+9	+4	+4		+2 Str

Hit Dice: d8.

Skill Points at 1st Level: (2 + Intelligence modifier) x 4.

Skill Points Each Additional Level: 2 + Intelligence modifier.

Stone Giant Class Skills: Climb (Str), Craft (Int), Hide (Dex), Jump (Str), Perform (Cha), Profession (Wis), and Spot (Wis).

Armor and Weapon Proficiency: Light and Medium armor, and shields; Simple and Martial weapons.

STORM GIANT

Storm Giant

Huge Giant

Hit Dice: 19d8+114 (199 hp) <65 hp>

Initiative: +2

Speed: 35 ft. (7 squares), swim 30 ft. (6 squares) in breastplate; base speed 50 ft., swim 40 ft.

Armor Class: 27 (–2 size, +2 Dex, +12 natural, +5 breastplate), touch 10, flat-footed 25

Base Attack/Grapple: +14 / +36

Attack: Gargantuan greatsword +26 melee (2d10+21/19–20) or slam +26 melee (1d6+14) or Gargantuan composite longbow (+14 Str bonus) +14 ranged (2d6+14/x3)

Full Attack: Gargantuan greatsword +26 / +21 / +16 melee (2d10+21/19–20) or 2 slams +26 melee (1d6+14) or Gargantuan composite longbow (+14 Str bonus) +14 / +9 / +4 ranged (2d6+14/x3)

Space/Reach: 10 ft. x 10 ft. / 15 ft.

Special Attacks: Spell-like abilities

Special Qualities: Freedom of movement, immunity to electricity, low-light vision, rock catching, water breathing

Saves: Fort +17, Ref +8, Will +13

Abilities: Str 39, Dex 14, Con 23, Int 16, Wis 20, Cha 15

Skills: Climb +20, Concentration +26, Craft (any one) +13, Diplomacy +4, Intimidate +12, Jump +24, Listen +15, Perform (sing) +12, Sense Motive +15, Spot +25, Swim +18*

Feats: Awesome Blow, Cleave, Combat Reflexes, Improved Bull Rush, Improved Sunder, Iron Will, Power Attack

Environment: Warm mountains

Organization: Solitary or family (1d3+1 plus 35% noncombatants plus 1 sorcerer or cleric of 7th–10th level plus 1d2 rocs, 1d4+1 griffons, or 2d4 sea cats)

Challenge Rating: 13

Treasure: Standard coins; double goods; standard items

Alignment: Often chaotic good

Advancement: By character class

Level Adjustment: ---

Very rarely, storm giants have violet skin. Violet-skinned storm giants have deep violet or blue-black hair with silvery gray or purple eyes. Adults are about 21 feet tall and weigh about 12,000 pounds. Storm giants can live to be 600 years old. Storm giants' garb is usually a short, loose tunic belted at the waist, sandals or bare feet, and a headband. They wear a few pieces of simple but finely crafted jewelry, anklets (favored by barefoot giants), rings, or circlets being most common. They live quiet, reflective lives and spend their time musing about the world, composing and playing music, and tilling their land or gathering food.

All giants speak Giant. Those with Intelligence scores of 10 or higher also speak Common.

About 20% of adult storm giants are sorcerers or clerics. A storm giant cleric has access to two of the following domains: Chaos, Good, Protection, or War.

Combat

Storm giants use weapons and spell-like abilities instead of throwing rocks. Their composite longbows have a range increment of 180 feet.

Rock Catching (Ex): A giant of at least Large size can catch Small, Medium, or Large rocks (or projectiles of similar shape). Once per round, a giant 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 giant must be ready for and aware of the attack in order to make a rock catching attempt.

Rock Throwing (Ex): Adult giants are accomplished rock throwers and receive a +1 racial bonus on attack rolls when throwing rocks. A giant of at least Large size can hurl rocks weighing 40 to 50 pounds each (Small objects) up to five range increments. The size of the range increment varies with the giant's variety. A Huge giant can hurl rocks of 60 to 80 pounds (Medium objects).

	Troll
	Large Giant
Hit Dice:	6d8+36 (63 hp) <37 hp>
Initiative:	+2
Speed:	30 ft. (6 squares)
Armor Class:	16 (–1 size, +2 Dex, +5 natural), touch 11, flat-footed 14
Base Attack/Grapple:	+4 / +14
Attack:	Claw +9 melee (1d6+6)
Full Attack:	2 claws +9 melee (1d6+6) and bite +4 melee (1d6+3)
Space/Reach:	5 ft. x 5 ft. / 10 ft.
Special Attacks:	Rend 2d6+9
Special Qualities:	Darkvision 90 ft., low-light vision, regeneration 5, scent
Saves:	Fort +11, Ref +4, Will +3
Abilities:	Str 23, Dex 14, Con 23, Int 6, Wis 9, Cha 6
Skills:	Listen +5, Spot +6
Feats:	Alertness, Iron Will, Track
Environment:	Cold mountains (Scrag: Cold aquatic)
Organization:	Solitary or gang (1d3+1)
Challenge Rating:	5
Treasure:	Standard
Alignment:	Usually chaotic evil
Advancement:	By character class
Level Adjustment:	+5

Trolls walk upright but hunched forward with sagging shoulders. Their gait is uneven, and when they run, their arms dangle and drag along the ground. For all this seeming awkwardness, trolls are very agile.

A typical adult troll stands 9 feet tall and weighs 500 pounds. Females are slightly larger than males. A troll's rubbery hide is moss green, mottled green and gray, or putrid gray. The hair is usually greenish black or iron gray.

Trolls speak Giant.

Combat

Trolls have no fear of death: They launch themselves into combat without hesitation, flailing wildly at the closest opponent. Even when confronted with fire, they try to get around the flames and attack.

Rend (Ex): If a troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+9 points of damage.

Regeneration (Ex): Fire and acid deal normal damage to a troll. If a troll loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

Spell-Like Abilities: Caster level 20th. 2/day - *control weather*, *levitate*.

Caster level 15th. The save DCs are Charisma-based. 1/day - *call lightning* (DC 15), *chain lightning* (DC 18).

Freedom of Movement (Su): Storm giants have a continuous *freedom of movement ability* as the spell (caster level 20th). The effect can be dispelled, but the storm giant can create it again on its next turn as a free action.

Water Breathing (Ex): Storm giants can breathe underwater indefinitely and can freely use their spell-like abilities while submerged.

Skills: A storm giant has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. *Storm giants ignore all weight penalties for gear carried when swimming.

TROLL

Troll Hunter, 6th-Level Ranger

	Large Giant
	6d8+6d8+72 (130 hp) <48 hp>
	+1
	30 ft. (6 squares)
	21 (–1 size, +1 Dex, +6 natural, +5 +1 <i>chain shirt</i>), touch 10, flat-footed 20
	+10 / +21
	Claw +16 or +14/+14 melee (1d6+7) or Large +1 <i>battleaxe</i> +17 or +15/+15
	melee (1d10+8/×3) or Large javelin +10 or +8/+8 ranged (1d8+7)
	Claws +16/+16/+11 melee (1d6+7) and bite +11 melee (1d6+3); or Large +1
	<i>battleaxes</i> +17/+12 or +15/+15/+10/+10 melee (1d10+8/×3) and bite +12
	(1d6+3); or javelin +10/+5 or +8/+8/+3/+3 ranged (1d8+7)
	5 ft. x 5 ft. / 10 ft.
	Rend 2d6+10, spells
	Darkvision 90 ft., favored enemy elves (+4), favored enemy humans (+2),
	low-light vision, regeneration 5, scent, wild empathy
	Fort +16, Ref +8, Will +8
	Str 25, Dex 12, Con 22,
	Int 10, Wis 15, Cha 10
	Knowledge (nature) +6, Knowledge (dungeoneering) +6, Listen +13, Move
	Silently +9, Search +6, Spot +13, Survival +11 (+13 above or underground
	and following tracks)
	Alertness, Cleave, Endurance ^B , Improved Natural Armor, Improved Two-
	Weapon Fighting ^B , Iron Will, Power Attack, Track ^B , Two-Weapon Fighting ^B
	Cold mountains
	Solitary
	11
	Standard
	Usually chaotic evil

	+5

Scrag

These cousins of the troll have the aquatic subtype. They dwell in any body of water in any climate. They have a base land speed of 20 feet and a swim speed of 40 feet and are found only in aquatic environments. They regenerate only if mostly immersed in water.

Troll Hunter

Some trolls, more cunning than most, are not satisfied with merely eating civilized beings but train to hunt them relentlessly. These troll hunters are fearsome rangers who focus on slaying and devouring humanoid prey.

Combat

A troll hunter makes full use of its scent ability to track its favored enemies and generally prefers to hunt in darkness.

Spells: The troll hunter uses its limited repertoire of spells to protect itself from damaging forms of energy and to immobilize enemies.

Typical Ranger Spells Prepared (2; save DC 12 + spell level):
1st - *entangle*, *resist energy*.

Attack:	Sting +10 melee (1d6+4 plus poison) or talon +10 melee (2d6+4) or bite +10 melee (2d8+4)
Full Attack:	Sting +10 melee (1d6+4 plus poison) and bite +8 melee (2d8+4) and 2 wings +8 melee (1d8+2) and 2 talons +8 melee (2d6+4)
Space/Reach:	5 ft. x 10 ft. / 5 ft.
Special Attacks:	Poison, improved grab
Special Qualities:	Darkvision 60 ft., immunity to sleep and paralysis, low-light vision, scent
Saves:	Fort +7, Ref +6, Will +6
Abilities:	Str 19, Dex 12, Con 15, Int 6, Wis 12, Cha 9
Skills:	Hide +7, Listen +13, Move Silently +11, Spot +16
Feats:	Ability Focus (poison), Alertness, Flyby Attack, Multiattack ^B
Environment:	Warm hills
Organization:	Solitary, pair, or flight (1d4+2)
Challenge Rating:	6
Treasure:	Standard
Alignment:	Usually neutral
Advancement:	8-10 HD (Huge); 11-21 HD (Gargantuan)
Level Adjustment:	---

Troll Characters

Troll characters possess the following racial traits.

- * +6 Strength, +4 Dexterity, +6 Constitution, -4 Intelligence (minimum 3), -2 Wisdom, -4 Charisma.
- * Large size. -1 penalty to Armor Class, -1 penalty on attack rolls, -4 penalty on Hide checks, +4 bonus on grapple checks, lifting and carrying limits double those of Medium characters.
- * **Space/Reach:** 10 feet/10 feet.
- * A troll's base land speed is 30 feet.
- * Darkvision out to 60 feet and low-light vision.
- * +2 natural armor bonus.
- * **Natural Weapons:** Claw (1d6) and bite (1d6).
- * **Special Attacks (see above):** Rend, damage 2d6 + 1-1/2 times Str modifier.
- * **Special Qualities:** Regeneration 5, scent.
- * **Automatic Languages:** Giant. Bonus Languages: Common, Orc.
- * **Favored Class:** Fighter.
- * Level adjustment +5.

Troll Monster Class

					Natural	
Level	BAB	Fort	Ref	Will	AC	Special Abilities
1	+0	+2	+0	+0		+2 Str
2	+1	+3	+0	+0	+1	+2 Con
3	+2	+3	+1	+1		+2 Str
4	+3	+4	+1	+1	+1	+2 Con
5	+3	+4	+1	+1		+2 Str
6	+4	+5	+2	+2	+1	+2 Con

Hit Dice: d8.

Skill Points at 1st Level: (2 + Intelligence modifier) x 4.

Skill Points Each Additional Level: 2 + Intelligence modifier.

Troll Class Skills: Craft (Int), Listen (Wis), Perform (Cha), Profession (Wis), and Spot (Wis).

Armor and Weapon Proficiency: No armor or shields; Simple and Martial weapon proficiency.

WYVERN

Large Dragon

Hit Dice:	7d12+14 (59 hp) <45 hp>
Initiative:	+1
Speed:	20 ft. (4 squares), fly 60 ft. (poor)
Armor Class:	18 (-1 size, +1 Dex, +8 natural), touch 10, flat-footed 17
Base Attack/Grapple:	+7 / +15

A distant cousin to the true dragons, the wyvern is a huge flying lizard with a poisonous stinger in its tail.

A wyvern's body is 15 feet long, and dark brown to gray; half that length is tail. Its wingspan is about 20 feet. A wyvern weighs about one ton.

Wyverns speak Draconic, but usually don't bother with anything more elaborate than a loud hiss or a deep-throated growl much like that of a bull alligator.

Combat

Wyverns are rather stupid but always aggressive: They attack nearly anything that isn't obviously more powerful than themselves. A wyvern dives from the air, snatching the opponent with its talons and stinging it to death.

A wyvern can slash with its talons only when making a flyby attack.

Improved Grab (Ex): To use this ability, a wyvern must hit with its talons. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and stings.

Poison (Ex): Injury, Fortitude DC 17, initial and secondary damage 2d6 Con. The save DC is Constitution-based.

Skills: Wyverns have a +3 racial bonus on Spot checks.

CHAPTER FIVE: FEY & PLANTS

Assassin vine, dryad, fungus (shrieker), fungus (violet fungus), phantom fungus, satyr, shambling mound, sprite (grig), sprite (nixie), sprite (pixie), tendriculos, treant

ASSASSIN VINE

Large Plant

Hit Dice:	4d8+12 (30 hp) <26 hp>
Initiative:	+0
Speed:	5 ft. (1 square)
Armor Class:	15 (-1 size, +6 natural), touch 9, flat-footed 15
Base Attack/Grapple:	+3/+12
Attack:	Slam +7 melee (1d6+7)
Full Attack:	Slam +7 melee (1d6+7)
Space/Reach:	5 ft. x 5 ft. / 10 ft. (20 ft. with vine)
Special Attacks:	Constrict 1d6+7, entangle, improved grab
Special Qualities:	Blindsight 30 ft., camouflage, immunity to electricity, low-light vision, plant traits, resistance to cold 10 and fire 10
Saves:	Fort +7, Ref +1, Will +2
Abilities:	Str 20, Dex 10, Con 16, Int ---, Wis 13, Cha 9
Environment:	Temperate forests
Organization:	Solitary or patch (1d3+1)
Challenge Rating:	3
Treasure:	1/10th coins; 50% goods; 50% items
Alignment:	Always neutral
Advancement:	5-16 HD (Huge); 17-32 HD (Gargantuan); 33+ HD (Colossal)
Level Adjustment:	---

they produce bunches of small fruits that resemble wild grapes. The fruit is tough and has a hearty but bitter flavor. Assassin vine berries make a heady wine.

An assassin vine can move about, albeit very slowly, but usually stays put unless it needs to seek prey in a new vicinity.

A subterranean version of the assassin vine grows near hot springs, volcanic vents, and other sources of thermal energy. These plants have thin, wiry stems and gray leaves shot through with silver, brown, and white veins so that they resemble mineral deposits. An assassin vine growing underground usually generates enough offal to support a thriving colony of mushrooms and other fungi, which spring up around the plant and help conceal it.

Combat

An assassin vine uses simple tactics. It lies still until prey comes within reach, then attacks. It uses its entangle ability both to catch prey and to deter counterattacks.

Constrict (Ex): An assassin vine deals 1d6+7 points of damage with a successful grapple check.

Entangle (Su): An assassin vine can animate plants within 30 feet of itself as a free action (Ref DC 13 partial). The effect lasts until the vine dies or decides to end it (also a free action). The save DC is Wisdom-based. The ability is otherwise similar to entangle (caster level 4th).

Improved Grab (Ex): To use this ability, an assassin vine must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Blindsight (Ex): Assassin vines have no visual organs but can ascertain all foes within 30 feet using sound, scent, and vibration.

Camouflage (Ex): Since an assassin vine looks like a normal plant when at rest, it takes a DC 20 Spot check to notice it before it attacks. Anyone with ranks in Survival or Knowledge (nature) can use one of those skills instead of Spot to notice the plant. Dwarves can use stonecunning to notice the subterranean version.

Ecology

Apart from their murderous tendencies and mobility, assassin vines are ordinary plants. They require water and sunlight and are vulnerable to extremities of heat and cold. During the summer they produce bunches of thick, juicy fruit that strongly resemble grapes. Though rumored to be poisonous, assassin vine fruit is delicious and makes a potent wine.

Assassin vine fruit is considered a delicacy and will fetch 50 gp per bunch. Assassin plants will have 1d4 harvestable bunches at any given time during summer. Their flowers can be used as components in many plant-related potions and spells and are only found during the spring. Assassin vines are difficult to cultivate outside the wild.

There exists an underground subspecies of assassin vine. They are thermophiles, and are thus found near hot springs, thermal vents, and volcanoes. They have thin, gray stems and dull brown leaves with silvery veins and thus resemble a deposit of minerals. The piles of carcasses that accumulate around the plant often support a colony of mushrooms and other fungi, which serve to hide the plant. They do not produce edible fruit.

What you assumed was just a particularly large and verdant creeper is now a writhing mass of greenery and thick, powerful vines. You notice its leaves are compound – five individual leaves grouped together in a way that eerily resembles a human hand.

The assassin vine is a semi-mobile plant that collects its own grisly fertilizer by grabbing and crushing animals and depositing the carcasses near its roots.

A mature plant consists of a main vine, about 20 feet long. Smaller vines up to 5 feet long branch off from the main vine about every 6 inches. These small vines bear clusters of leaves, and in late summer

DRYAD

	Medium Fey
Hit Dice:	4d6 (14 hp) <17 hp>
Initiative:	+4
Speed:	30 ft. (6 squares)
Armor Class:	17 (+4 Dex, +3 natural), touch 14, flat-footed 13
Base Attack/Grapple:	+2 / +2
Attack:	Dagger +6 melee (1d4/19-20) or masterwork longbow +7 ranged (1d8/x3)
Full Attack:	Dagger +6 melee (1d4/19-20) or masterwork longbow +7 ranged (1d8/x3)
Space/Reach:	5 ft x 5 ft. / 5 ft.
Special Attacks:	Spell-like abilities
Special Qualities:	Damage reduction 5/cold iron, tree dependent, wild empathy
Saves:	Fort +3, Ref +8, Will +6
Abilities:	Str 10, Dex 19, Con 11, Int 14, Wis 15, Cha 18
Skills:	Escape Artist +11, Handle Animal +11, Hide +11, Knowledge (nature) +11, Listen +9, Move Silently +11, Ride +6, Spot +9, Survival +9, Use Rope +4 (+6 with bindings)
Feats:	Great Fortitude, Weapon Finesse
Environment:	Temperate forests
Organization:	Solitary or grove (1d4+3)
Challenge Rating:	3
Treasure:	Standard
Alignment:	Usually chaotic good
Advancement:	By character class
Level Adjustment:	---

A dryad’s delicate features are much like a female elf’s, though her flesh is like bark or fine wood, and her hair is like a canopy of leaves that changes color with the seasons.

Although they are generally solitary, up to seven dryads have been encountered in one place on rare occasions.

Dryads speak Common, Elven, and Sylvan.

Combat

Shy, intelligent, and resolute, dryads are as elusive as they are alluring - they avoid physical combat and are rarely seen unless they wish to be. If threatened, or in need of an ally, a dryad uses charm person or suggestion, attempting to gain control of the attacker(s) who could help the most against the rest. Any attack on her tree, however, provokes the dryad into a frenzied defense.

Spell-Like Abilities: At will - *entangle* (DC 13), *speak with plants*, *tree shape*; 3/day - *charm person* (DC 13), *deep slumber* (DC 15), *tree stride*; 1/day - *suggestion* (DC 15). Caster level 6th. The save DCs are Wisdom-based.

Tree Dependent (Su): Each dryad is mystically bound to a single, enormous oak tree and must never stray more than 300 yards from it. Any who do become ill and die within 4d6 hours. A dryad’s oak does not radiate magic.

Wild Empathy (Ex): This power works like the druid’s wild empathy class feature, except that the dryad has a +6 racial bonus on the check.

FUNGUS

investigate it. Some creatures that live near shriekers come to learn that the fungus's noise means there is food nearby.

Violet Fungus

Medium Plant

Hit Dice:	2d8+6 (15 hp) <20 hp>
Initiative:	-1
Speed:	10 ft. (2 squares)
Armor Class:	13 (-1 Dex, +4 natural), touch 9, flat-footed 13
Base Attack/Grapple:	+1 / +3
Attack:	Tentacle +3 melee (1d6+2 plus poison)
Full Attack:	4 tentacles +3 melee (1d6+2 plus poison)
Space/Reach:	5 ft. x 5 ft. / 10 ft.
Special Attacks:	Poison
Special Qualities:	-light vision, plant traits
Saves:	Fort +6, Ref -1, Will +0
Abilities:	Str 14, Dex 8, Con 16, Int ---, Wis 11, Cha 9
Skills:	---
Feats:	---
Environment:	Underground
Organization:	Solitary, patch (1d3+1), or mixed patch (1d3+1 violet fungi and 1d3+2 shriekers)
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral
Advancement:	3-6 HD (Medium)
Level Adjustment:	---

Shriekers and violet fungi often work together to attract and kill prey. When the shriekers' hellish racket attracts a curious creature, the violet fungus tries to kill it. Both creatures enjoy the fruits of a successful hunt.

Violet fungi resemble shriekers and are often found growing among them.

A violet fungi's coloration ranges from purple overall to dull gray or violet covered with purple spots.

Combat

A violet fungus flails about with its tentacles at living creatures that come within its reach.

Poison (Ex): Injury, Fortitude DC 14, initial and secondary damage 1d4 Str and 1d4 Con. The save DC is Constitution-based.

Shrieker

Medium Plant

Hit Dice:	2d8+2 (11 hp) <17 hp>
Initiative:	-5
Speed:	0 ft.
Armor Class:	8 (-5 Dex, +3 natural), touch 5, flat-footed 8
Base Attack/Grapple:	+1 / -4
Attack:	---
Full Attack:	---
Space/Reach:	5 ft. x 5 ft. / 0 ft.
Special Attacks:	Shriek
Special Qualities:	Low-light vision, plant traits
Saves:	Fort +4, Ref ---, Will -4
Abilities:	Str ---, Dex ---, Con 13, Int ---, Wis 2, Cha 1
Skills:	---
Feats:	---
Environment:	Underground
Organization:	Solitary or patch (1d3+2)
Challenge Rating:	1
Treasure:	None
Alignment:	Always neutral
Advancement:	3 HD (Medium)
Level Adjustment:	---

A shrieker is a stationary fungus that emits a loud noise to attract prey or when disturbed. Shriekers live in dark, subterranean places, often in the company of violet fungi, whose poison they are immune to.

Shriekers come in of shades of purple.

Combat

A shrieker has no means of attack. Instead, it lures prey to its vicinity by emitting a loud noise.

Shriek (Ex): Movement or a light source within 10 feet of a shrieker causes the fungus to emit a piercing sound that lasts for 1d3 rounds. The sound attracts nearby creatures that are disposed to

PHANTOM FUNGUS

Medium Plant

Hit Dice:	2d8+6 (15 hp) <20 hp>
Initiative:	+0
Speed:	20 ft. (4 squares)
Armor Class:	14 (+4 natural), touch 10, flat-footed 14
Base Attack/Grapple:	+1 / +3
Attack:	Bite +3 melee (1d6+3)
Full Attack:	Bite +3 melee (1d6+3)
Space/Reach:	5 ft. x 5 ft. / 5 ft.
Special Attacks:	---
Special Qualities:	Low-light vision, plant traits, greater invisibility
Saves:	Fort +6, Ref +0, Will +0
Abilities:	Str 14, Dex 10, Con 16, Int 2, Wis 11, Cha 9
Skills:	Listen +4, Move Silently +6, Spot +4
Feats:	Alertness
Environment:	Underground
Organization:	Solitary
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral
Advancement:	3-4 HD (Medium); 5-6 HD (Large)
Level Adjustment:	---

This creature looks like a brown and greenish-brown mass with a cluster of nodules atop the main mass, though it is visible only when dead. A cluster of nodules atop the main mass serve as sensory organs. The creature feeds and attacks with a gaping maw lined with rows of teeth. Four stumpy legs support the creature and allow it to move about.

This ambulatory fungus is naturally invisible, making it a feared predator among subterranean inhabitants.

Combat

A phantom fungus usually roams quietly, hunting for prey. It attacks lone individuals almost anywhere, but when tackling groups it prefers an open space where it has a better chance.

Greater Invisibility (Su): This ability is constant, allowing a phantom fungus to remain *invisible* even when attacking. It works like *greater invisibility* (caster level 12th) and lasts as long as the phantom fungus is alive. This ability is not subject to the *invisibility purge* spell. A phantom fungus becomes visible 1 minute after it is killed.

Skills: A phantom fungus has a +5 racial bonus on Move Silently checks.

SATYR

Medium Fey

Hit Dice:	5d6+5 (22 hp) <19 hp>
Initiative:	+1
Speed:	40 ft. (8 squares)
Armor Class:	15 (+1 Dex, +4 natural), touch 11, flat-footed 14
Base Attack/Grapple:	+2 / +2
Attack:	Head butt +2 melee (1d6) or shortbow +3 ranged (1d6/x3)
Full Attack:	Head butt +2 melee (1d6) and dagger –3 melee (1d4/19-20); or shortbow +3 ranged (1d6/x3)
Space/Reach:	5 ft. x 5 ft. / 5 ft.
Special Attacks:	Pipes
Special Qualities:	Damage reduction 5/cold iron, low-light vision
Saves:	Fort +2, Ref +5, Will +5
Abilities:	Str 10, Dex 13, Con 12, Int 12, Wis 13, Cha 13
Skills:	Bluff +9, Diplomacy +3, Disguise +1 (+3 acting), Hide +13, Intimidate +3, Knowledge (nature) +9, Listen +15, Move Silently +13, Perform (wind instruments) +9, Spot +15, Survival +1 (+3 aboveground)
Feats:	Alertness ^B , Dodge, Mobility
Environment:	Temperate forests
Organization:	Solitary, pair, band (1d3+2), or troop (1d6+5)
Challenge Rating:	2 (without pipes) or 4 (with pipes)
Treasure:	Standard
Alignment:	Usually chaotic neutral
Advancement:	6-10 HD (Medium)
Level Adjustment:	+2

A satyr's hair is red or chestnut brown, while its hooves and horns are jet black. A satyr is about as tall and heavy as a half-elf.

Combat

The keen senses of a satyr make it almost impossible to surprise one in the wild. Conversely, with their own natural grace and agility, satyrs can sneak up on travelers who are not carefully watching the surrounding wilderness.

Once engaged in battle, an unarmed satyr attacks with a powerful head butt. A satyr expecting trouble is likely to be armed with a bow and a dagger and typically looses arrows from hiding, weakening an enemy before closing.

Pipes (Su): Satyrs can play a variety of magical tunes on their pan pipes. Usually, only one satyr in a group carries pipes. When it plays, all creatures within a 60-foot spread (except satyrs) must succeed on a DC 13 Will save or be affected by *charm person*, *sleep*, or *fear* (caster level 10th; the satyr chooses the tune and its effect).

In the hands of other beings, these pipes have no special powers. A creature that successfully saves against any of the pipe's effects cannot be affected by the same set of pipes for 24 hours. The save DC is Charisma-based.

Skills: Satyrs have a +4 racial bonus on Hide, Listen, Move Silently, Perform, and Spot checks.

Satyr Characters

Satyr characters possess the following racial traits.

- * +2 Dexterity, +2 Intelligence, +2 Wisdom, +2 Charisma.
- * Medium size.
- * A satyr's base land speed is 40 feet.
- * Low-light vision.
- * A satyr receives Alertness as a bonus feat.
- * +4 natural armor bonus.
- * **Natural Weapons:** Head butt (1d6).
- * **Special Attacks (see above):** Pipes.
- * **Automatic Languages:** Sylvan. Bonus Languages: Common, Elven, Gnome.
- * **Favored Class:** Bard.
- * Level adjustment +2.

Satyr Monster Class

Level	BAB	Fort	Ref	Will	Special Abilities
1	+0	+0	+2	+2	DR 2/cold iron
2	+1	+0	+3	+3	
3	+1	+1	+3	+3	DR 5/cold iron
4	+2	+1	+4	+4	
5	+2	+1	+4	+4	+2 Con

Hit Dice: d8.

Skill Points at 1st Level: (6 + Intelligence modifier) x 4.

Skill Points Each Additional Level: 6 + Intelligence modifier.

Satyr Class Skills: Bluff (Cha), Craft (Int), hide (Dex), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), and Spot (Wis).

Armor and Weapon Proficiency: No armor or shields; Simple weapons, shortbow.

SHAMBLING MOUND

Large Plant

Hit Dice:	8d8+24 (60 hp) <35 hp>
Initiative:	+0
Speed:	20 ft. (4 squares), swim 20 ft.
Armor Class:	20 (–1 size, +11 natural), touch 9, flat-footed 20
Base Attack/Grapple:	+6 / +15
Attack:	Slam +11 melee (2d6+5)
Full Attack:	2 slams +11 melee (2d6+5)
Space/Reach:	5 ft. x 5 ft. / 10 ft.
Special Attacks:	Improved grab, constrict 2d6+7
Special Qualities:	Darkvision 60 ft., immunity to electricity, low-light vision, plant traits, resistance to fire 10
Saves:	Fort +9, Ref +2, Will +4
Abilities:	Str 21, Dex 10, Con 17, Int 7, Wis 10, Cha 9
Skills:	Hide +3*, Listen +8, Move Silently +8
Feats:	Iron Will, Power Attack, Weapon Focus (slam)
Environment:	Temperate marshes
Organization:	Solitary
Challenge Rating:	6
Treasure:	1/10th coins; 50% goods; 50% items
Alignment:	Usually neutral
Advancement:	9–12 HD (Large); 13–24 HD (Huge)
Level Adjustment:	+6

Shambling mounds, also called shamblers, appear to be heaps of rotting vegetation. They are actually intelligent, carnivorous plants.

A shambler's brain and sensory organs are located in its upper body.

A shambler's body has an 8-foot girth and is about 6 feet tall when the creature stands erect. It weighs about 3,800 pounds.

Combat

A shambling mound batters or constricts its opponents with two huge, armlike appendages.

Improved Grab (Ex): To use this ability, a shambler must hit with both slam attacks. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Constrict (Ex): A shambler deals 2d6+7 points of damage with a successful grapple check.

Immunity to Electricity (Ex): Shamblers take no damage from electricity. Instead, any electricity attack used against a shambler temporarily grants it 1d4 points of Constitution. The shambler loses these points at the rate of 1 per hour.

Skills: Shamblers have a +4 racial bonus on Hide, Listen, and Move Silently checks. *They have a +12 racial bonus on Hide checks when in a swampy or forested area.

SPRITE

Sprites are reclusive fey. They go out of their way to fight evil and ugliness and to protect their homelands.

Combat

Sprites fight their opponents with spell-like abilities and pint-sized weaponry. They prefer ambushes and other trickery over direct confrontation.

Skills: All sprites have a +2 racial bonus on Search, Spot, and Listen checks.

Grig

Tiny Fey

Hit Dice:	1/2 d6+1 (2 hp) <9 hp>
Initiative:	+4
Speed:	20 ft. (4 squares), fly 40 ft. (poor)
Armor Class:	18 (+2 size, +4 Dex, +2 natural), touch 16, flat-footed 16
Base Attack/Grapple:	+0 / –11
Attack:	Tiny rapier +6 melee (1d3–3/18–20) or Small longbow +6 ranged (1d4–3/x3)
Full Attack:	Short sword +6 melee (1d3–3/19–20) or

Space/Reach:	longbow +6 ranged (1d4–3/x3) 2-1/2 ft. x 2-1/2 ft. / 0 ft.
Special Attacks:	Spell-like abilities, fiddle
Special Qualities:	Damage reduction 5/cold iron, low-light vision, spell resistance 17
Saves:	Fort +1, Ref +6, Will +3
Abilities:	Str 5, Dex 18, Con 13, Int 10, Wis 13, Cha 14
Skills:	Craft (any one) +4, Escape Artist +8, Hide +18, Jump +3, Listen +3, Move Silently +10*, Perform (string instruments) +6, Search +2, Spot +3
Feats:	Dodge ^B , Stealthy, Weapon Finesse ^B
Environment:	Temperate forests
Organization:	Gang (1d3+1), band (1d6+5), or tribe (2d4x10)
Challenge Rating:	1
Treasure:	No coins; 50% goods; 50% items
Alignment:	Always neutral good
Advancement:	1-3 HD (Tiny)
Level Adjustment:	+3

Grigs can leap great distances. They have light blue skin, forest-green hair, and brown hairy legs, and usually wear tunics or brightly colored vests with buttons made from tiny gems. A grig stands 1-1/2 feet tall and weighs about 1 pound.

Grigs speak Sylvan. Some also speak Common.

Combat

Grigs are fierce by sprite standards, attacking opponents fearlessly with bow and dagger.

Spell-Like Abilities: Caster level 9th. The save DCs are Charisma-based. 3/day - *disguise self*, *entangle* (DC 13), *invisibility* (self only), *pyrotechnics* (DC 14), *ventriloquism* (DC 13).

Fiddle (Su): One grig in each band carries a tiny, grig-sized fiddle. When the fiddler plays, any non-sprite within 30 feet of the instrument must succeed on a DC 12 Will save or be affected as though by irresistible dance for as long as the playing continues. The save DC is Charisma-based.

Skills: Grigs have a +8 racial bonus on Jump checks. *They also have a +5 racial bonus on Move Silently checks in a forest setting.

	Nixie
	Small Fey (Aquatic)
Hit Dice:	1d6 (3 hp) <10 hp>
Initiative:	+3
Speed:	20 ft. (4 squares), swim 30 ft.
Armor Class:	14 (+1 size, +3 Dex), touch 14, flat-footed 11
Base Attack/Grapple:	+0 / –6
Attack:	Small rapier +4 melee (1d4–2/18-20) or light crossbow +4 ranged (1d8/19-20)
Full Attack:	Short sword +4 melee (1d4–2/19-20) or light crossbow +4 ranged (1d6/19-20)
Space/Reach:	5 ft. x 5 ft. / 5 ft.
Special Attacks:	<i>Charm person</i>
Special Qualities:	Amphibious, damage reduction 5/cold iron, low-light vision, spell resistance 16, <i>water breathing</i> , wild empathy
Saves:	Fort +0, Ref +5, Will +3
Abilities:	Str 7, Dex 16, Con 11, Int 12, Wis 13, Cha 18
Skills:	Bluff +8, Craft (any one) +5, Escape Artist +6, Handle Animal +8, Hide +7*, Listen +8, Perform (sing) +7, Search +3, Sense Motive +5, Spot +8, Swim +6
Feats:	Alertness, Dodge ^B , Weapon Finesse ^B
Environment:	Temperate aquatic
Organization:	Gang (1d3+1), band (1d6+5), or tribe (2d4x10)
Challenge Rating:	1
Treasure:	No coins; 50% goods (metal or stone only); 50% items (no scrolls)

Alignment:	Always neutral
Advancement:	2-3 HD (Small)
Level Adjustment:	+3

Most nixies are slim and comely, with lightly scaled, pale green skin and dark green hair. Females often twine shells and pearl strings in their hair and dress in wraps woven from colorful seaweed. Males wear loincloths of the same materials. Nixies prefer not to leave their lakes.

A nixie stands about 4 feet tall and weighs about 45 pounds.

Nixies speak Aquan and Sylvan. Some also speak Common.

Combat

Nixies rely on their charm person ability to deter enemies, entering combat only to protect themselves and their territory.

Charm Person (Sp): A nixie can use *charm person* three times per day as the spell (caster level 4th). Those affected must succeed on a DC 15 Will save or be charmed for 24 hours. Most charmed creatures are used to perform heavy labor, guard duty, and other onerous tasks for the nixie community. Shortly before the effect wears off, the nixie escorts the charmed creature away and orders it to keep walking. The save DC is Charisma-based.

Amphibious (Ex): Although nixies are aquatic, they can survive indefinitely on land.

Water Breathing (Sp): Once per day a nixie can use *water breathing* as the spell (caster level 12th). Nixies usually bestow this effect on those they have charmed.

Wild Empathy (Ex): This ability works like the druid's wild empathy class feature, except that a nixie has a +6 racial bonus on the check.

Skills: A nixie has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. Nixies have a +5 racial bonus on Hide checks when in the water.

	Pixie
	Small Fey
Hit Dice:	1d6 (3 hp) <10 hp>
Initiative:	+4
Speed:	20 ft. (4 squares), fly 60 ft. (good)
Armor Class:	16 (+1 size, +4 Dex, +1 natural), touch 15, flat-footed 12
Base Attack/Grapple:	+0 / –6
Attack:	Small rapier +5 melee (1d4–2/18-20) or shortbow +5 ranged (1d6–2/x3)
Full Attack:	Short sword +5 melee (1d4–2/19-20) or longbow +5 ranged (1d6–2)/x3
Space/Reach:	5 ft. x 5 ft. / 5 ft.
Special Attacks:	Spell-like abilities, special arrows
Special Qualities:	Damage reduction 10/cold iron, greater invisibility, low-light vision, spell resistance 15
Saves:	Fort +0, Ref +6, Will +4
Abilities:	Str 7, Dex 18, Con 11, Int 16, Wis 15, Cha 16
Skills:	Bluff +7, Concentration +4, Escape Artist +8, Hide +8, Listen +10, Move Silently +8, Ride +8, Search +9, Sense Motive +6, Spot +10
Feats:	Alertness, Dodge ^B , Weapon Finesse ^B
Environment:	Temperate forests
Organization:	Gang (1d3+1), band (1d6+5), or tribe (2d4x10)
Challenge Rating:	4 (5 with <i>irresistible dance</i>)
Treasure:	No coins; 50% goods; 50% items
Alignment:	Always neutral good
Advancement:	2-3 HD (Small)
Level Adjustment:	+4 (+6 with <i>irresistible dance</i>)

Pixies wear bright clothing, often including a cap and shoes with curled and pointed toes.

A pixie stands about 2-1/2 feet tall and weighs about 30 pounds.

Pixies speak Sylvan and Common, and may know other languages as well.

Combat

The normally carefree pixies ferociously attack evil creatures and unwanted intruders. They take full advantage of their invisibility and other abilities to harass and drive away opponents.

Greater 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.

Spell-Like Abilities: Caster level 8th. The save DCs are Charisma-based.

1/day - *lesser confusion* (DC 14), *dancing lights*, *detect chaos*, *detect good*, *detect evil*, *detect law*, *detect thoughts* (DC 15), *dispel magic*, *entangle* (DC 14), *permanent image* (DC 19; visual and auditory elements only), *polymorph* (self only).

One pixie in ten can use irresistible dance (caster level 8th) once per day.

Special Arrows (Ex): Pixies sometimes employ arrows that deal no damage but can erase memory or put a creature to sleep.

* **Memory Loss:** An opponent struck by this arrow must succeed on a DC 15 Will save or lose all memory. The save DC is Charisma-based and includes a +2 racial bonus. The subject retains skills, languages, and class abilities but forgets everything else until he or she receives a *heal* spell or memory restoration with *limited wish*, *wish*, or *miracle*.

* **Sleep:** Any opponent struck by this arrow, regardless of Hit Dice, must succeed on a DC 15 Fortitude save or be affected as though by a *sleep* spell. The save DC is Charisma-based and includes a +2 racial bonus.

Pixies Characters

Pixie characters possess the following racial traits. A pixie character exchanges its 1 HD of fey for its first class level.

* -4 Strength, +8 Dexterity, +6 Intelligence, +4 Wisdom, +6 Charisma.

* Small size. +1 bonus to Armor Class, +1 bonus on attack rolls, +4 bonus on Hide checks, -4 penalty on grapple checks, lifting and carrying limits 3/4 those of Medium characters.

* A pixie's base land speed is 20 feet. It also has a fly speed of 60 feet (good).

* Low-light vision.

* **Skills:** Pixies have a +2 racial bonus on Listen, Search, and Spot checks.

* **Racial Feats:** A pixie receives Dodge as a bonus feat.

* +1 natural armor bonus.

* **Special Attacks (see above):** Spell-like abilities.

* **Special Qualities (see above):** Damage reduction 10/cold iron, greater invisibility, spell resistance equal to 15 + class levels.

* **Automatic Languages:** Common, Sylvan. Bonus Languages: Elven, Gnome, Halfling.

* **Favored Class:** Sorcerer.

* Level adjustment +4 (+6 if the pixie can use irresistible dance).

TENDRICULOS**Huge Plant**

Hit Dice: 9d8+54 (94 hp) <44 hp>

Initiative: -1

Speed: 20 ft. (4 squares)

Armor Class: 16 (-2 size, -1 Dex, +9 natural), touch 7, flat-footed 16

Base Attack/Grapple: +6 / +23

Attack: Bite +13 melee (2d8+9) and 2 tendrils +8 melee (1d6+4)

Full Attack: Bite +13 melee (2d8+9) and 2 tendrils +8 melee (1d6+4)

Space/Reach: 10 ft. x 40 ft. / 15 ft.

Special Attacks: Improved grab, paralysis, swallow whole

Special Qualities: Low-light vision, plant traits, regeneration 10

Saves: Fort +12, Ref +2, Will +4

Abilities: Str 28, Dex 9, Con 22, Int 3, Wis 8, Cha 3

Skills: Hide +9, Listen +1, Move Silently +1, Spot +1

Feats: Alertness, Iron Will, Power Attack, Stealthy

Environment: Temperate forests

Organization: Solitary

Challenge Rating: 6

Treasure: 1/10th coins; 50% goods; 50% items

Alignment:

Always neutral

Advancement:

10-16 HD (Huge); 17-27 HD (Gargantuan)

Level Adjustment:

A tendriculos can rear up to a height of 15 feet. It weighs about 3,500 pounds.

Animals and other plant creatures are unnerved by the presence of a tendriculos; they avoid it and any place it has been within the last 24 hours.

Combat

Prowling deep forests or waiting in vegetated areas (looking like nothing more than a small hillock), a tendriculos attacks savagely, showing no fear. It attempts to swallow as much flesh as it can, as quickly as it can.

Improved Grab (Ex): To use this ability, a tendriculos must hit a creature at least one size smaller than itself with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can try to swallow the opponent in the following round.

A tendriculos can also use its improved grab ability on a tendril attack. If it wins the grapple check, it establishes a hold, picks up the opponent, and transfers it to the mouth as a free action, automatically dealing bite damage.

Swallow Whole/Paralysis (Ex): A tendriculos can try to swallow a grabbed opponent by making a successful grapple check. Once inside the plant's mass, the opponent must succeed on a DC 20 Fortitude save or be paralyzed for 3d6 rounds by the tendriculos's digestive juices, taking 2d6 points of acid damage per round. A new save is required each round inside the plant. The save DC is Constitution-based.

A swallowed creature that avoids paralysis can climb out of the mass with a successful grapple check. This returns it to the plant's maw, where another successful grapple check is needed to get free. A swallowed creature can also cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the tendriculos's interior (AC 14). Once the creature exits, the plant's regenerative capacity closes the hole; another swallowed opponent must cut its own way out.

A Huge tendriculos's interior can hold 2 Large, 8 Medium, 32 Small, 128 Tiny, or 512 Diminutive or smaller opponents.

Regeneration (Ex): Bludgeoning weapons and acid deal normal damage to a tendriculos. A tendriculos that loses part of its body mass

can regrow it in 1d6 minutes. Holding the severed portion against the mass enables it to reattach instantly.

TREANT

Huge Plant

Hit Dice:	7d8+35 (66 hp) <39 hp>
Initiative:	−1
Speed:	30 ft. (6 squares)
Armor Class:	20 (−2 size, −1 Dex, +13 natural), touch 7, flat-footed 20
Base Attack/Grapple:	+5 / +22
Attack:	Slam +12 melee (2d6+9)
Full Attack:	2 slams +12 melee (2d6+9)
Space/Reach:	10 ft. x 10 ft. / 15 ft.
Special Attacks:	Animate trees, double damage against objects, trample 2d6+13
Special Qualities:	Damage reduction 10/slashing, low-light vision, plant traits, vulnerability to fire
Saves:	Fort +10, Ref +1, Will +7
Abilities:	Str 29, Dex 8, Con 21, Int 12, Wis 16, Cha 12
Skills:	Diplomacy +3, Hide −9*, Intimidate +6, Knowledge (nature) +6, Listen +8, Sense Motive +8, Spot +8, Survival +8 (+10 aboveground)
Feats:	Improved Sunder, Iron Will, Power Attack
Environment:	Temperate forests
Organization:	Solitary or grove (1d4+3)
Challenge Rating:	8
Treasure:	Standard
Alignment:	Usually neutral good
Advancement:	8-16 HD (Huge); 17-21 HD (Gargantuan)
Level Adjustment:	+5

A treant’s leaves are deep green in the spring and summer. In the fall and winter the leaves change to yellow, orange, or red, but they rarely fall out. A treant’s legs fit together when closed to look like the trunk of a tree, and a motionless treant is nearly indistinguishable from a tree.

A treant is about 30 feet tall, with a “trunk” about 2 feet in diameter. It weighs about 4,500 pounds.

Treants speak their own language, plus Common and Sylvan. Most also can manage a smattering of just about all other humanoid tongues - at least enough to say “Get away from my trees!”

Combat

Treants prefer to watch potential foes carefully before attacking. They often charge suddenly from cover to trample the despoilers of forests. If sorely pressed, they animate trees as reinforcements.

Animate Trees (Sp): A treant can animate trees within 180 feet at will, controlling up to two trees at a time. It takes 1 full round for a normal tree to uproot itself. Thereafter it moves at a speed of 10 feet and fights as a treant in all respects. Animated trees lose their ability to move if the treant that animated them is incapacitated or moves out of range. The ability is otherwise similar to liveoak (caster level 12th). Animated trees have the same vulnerability to fire that a treant has.

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

Trample (Ex): Reflex DC 22 half. The save DC is Strength-based.

Skills: Treants have a +16 racial bonus on Hide checks made in forested areas.

CHAPTER SIX: HUMANOID & MONSTROUS HUMANOID

Bugbear, centaur, derro, doppelganger, dwarf, elf, gargoyle, girded slayer, girded wanderer, gnoll, gnome, goblin, grimlock, hags, halfling, harpy, hobgoblin, kobold, kytillion, lizardfolk, locathah, lycanthrope, medusa, merfolk, minotaur, orc, sahuagin, troglodyte, yviss

BUGBEAR

Medium Humanoid (Goblinoid)

Hit Dice:	3d8+3 (16 hp) <19 hp>
Initiative:	+1
Speed:	30 ft. (6 squares)
Armor Class:	17 (+1 Dex, +3 natural, +2 leather armor, +1 light wooden shield), touch 11, flat-footed 16
Base Attack/Grapple:	+2/+4
Attack:	Morningstar +5 melee (1d8+2) or javelin +3 ranged (1d6+2)
Full Attack:	Morningstar +5 melee (1d8+2) or javelin +3 ranged (1d6+2)
Space/Reach:	5 ft. x 5 ft. / 5 ft.
Special Attacks:	---
Special Qualities:	Darkvision 60 ft., scent
Saves:	Fort +2, Ref +4, Will +1
Abilities:	Str 15, Dex 12, Con 13, Int 10, Wis 10, Cha 9
Skills:	Climb +3, Hide +4, Listen +4, Move Silently +6, Spot +4
Feats:	Alertness, Weapon Focus (morningstar)
Environment:	Temperate mountains
Organization:	Solitary, gang (1d3+1), or band (1d10+10 plus 150% noncombatants plus 2 2nd-level sergeants and 1 leader of 2nd-5th level)
Challenge Rating:	2
Treasure:	Standard
Alignment:	Usually chaotic evil
Advancement:	By character class
Level Adjustment:	+1

Bugbears speak Goblin and Common.

Combat

Bugbears prefer to ambush opponents whenever possible. When hunting, they normally send scouts ahead of the main group that, if they spy prey, return to report and bring up reinforcements. Bugbear attacks are coordinated, and their tactics are sound if not brilliant.

Skills: Bugbears have a +4 racial bonus on Move Silently checks.

Bugbear Characters

Bugbear characters possess the following racial traits.

- * +4 Strength, +2 Dexterity, +2 Constitution, -2 Charisma.
- * Medium size.
- * A bugbear's base land speed is 30 feet.
- * Darkvision out to 60 feet.
- * +4 racial bonus on Move Silently checks.
- * **Automatic Languages:** Common, Goblin. Bonus Languages: Draconic, Elven, Giant, Gnoll, Orc.
- * **Favored Class:** Rogue.
- * Level adjustment +1.

Bugbear Monster Class

Level	BAB	Fort	Ref	Will	Special Abilities
1	+0	+0	+2	+0	+1 natural armor
2	+1	+0	+3	+0	+2 natural armor
3	+2	+1	+3	+1	+3 natural armor

Hit Dice: d8.

Skill Points at 1st Level: (2 + Intelligence modifier) x 4.

Skill Points Each Additional Level: 2 + Intelligence modifier.

Bugbear Class Skills: Climb (Str), Craft (Int), Hide (Dex), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), and Spot (Wis).

Armor and Weapon Proficiency: Light armor, shields; Simple weapons.

CENTAUR

Large Monstrous Humanoid

Hit Dice:	4d8+8 (26 hp) <25 hp>
Initiative:	+2
Speed:	50 ft. (10 squares)
Armor Class:	14 (-1 size, +2 Dex, +3 natural), touch 11, flat-footed 12
Base Attack/Grapple:	+4 / +12
Attack:	Longsword +7 melee (1d8+6 / 19-20) or composite longbow (+4 Str bonus) +5 ranged (1d8+4 / x3)
Full Attack:	Longsword +7 melee (1d8+6 / 19-20) and 2 hooves +3 melee (1d6+2); or composite longbow (+4 Str bonus) +5 ranged (1d8+4 / x3)
Space/Reach:	5 ft. x 10 ft. / 5 ft.
Special Attacks:	---
Special Qualities:	Darkvision 60 ft.
Saves:	Fort +3, Ref +6, Will +5
Abilities:	Str 18, Dex 14, Con 15, Int 8, Wis 13, Cha 11
Skills:	Listen +3, Move Silently +4, Spot +3, Survival +2
Feats:	Dodge, Weapon Focus (hoof)
Environment:	Temperate forests
Organization:	Solitary, company (1d4+4), troop (2d6+6 plus 1 leader of 2nd-5th level), or tribe (2d8x10 plus 30% noncombatants plus 10 3rd-level sergeants, 5 5th-level lieutenants, and 1 leader of 5th-9th level)
Challenge Rating:	3
Treasure:	Standard
Alignment:	Usually neutral good
Advancement:	By character class

Hit Dice:	3d8+3 (16 hp) <17 hp>
Initiative:	+6
Speed:	20 ft. (4 squares)
Armor Class:	19 (+1 size, +2 Dex, +2 natural, +3 studded leather armor, +1 buckler), touch 13, flat-footed 17
Base Attack/Grapple:	+3 / -1
Attack:	Short sword +4 melee (1d6/19-20) or repeating light crossbow +6 ranged (1d8/19-20 plus poison)
Full Attack:	Short sword +4 melee (1d6/19-20) or repeating light crossbow +6 ranged (1d8/19-20 plus poison)
Space/Reach:	5 ft. x 5 ft. / 5 ft.
Special Attacks:	Poison use, spell-like abilities, sneak attack +1d6
Special Qualities:	Darkvision 60 ft., Madness, spell resistance 15, vulnerability to sunlight
Saves:	Fort +2, Ref +5, Will +6
Abilities:	Str 11, Dex 14, Con 13, Int 10, Wis 5*, Cha 16*
Skills:	Bluff +5, Hide +10, Listen +1, Move Silently +8
Feats:	Blind-Fight, Improved Initiative
Environment:	Underground
Organization:	Team (1d3+1), squad (1d4+4 plus 1 3rd-level sorcerer), or band (1d10+10 plus 30% non-combatants plus 3 3rd-level sorcerers and 1 sorcerer of 5th-8th level)
Challenge Rating:	3
Treasure:	Standard coins; double goods; standard items
Alignment:	Usually chaotic evil
Advancement:	By character class
Level Adjustment:	--- (+2 if sane)

A centaur is as big as a heavy horse, but much taller and slightly heavier. A centaur is about 7 feet tall and weighs about 2,100 pounds.

A centaur druid is usually a tribe's designated leader and speaker. Centaurs speak Sylvan and Elven.

Combat

A centaur employing a lance deals double damage when it charges, just as a rider on a mount does.

Centaur Characters

Centaur characters possess the following racial traits.

- * +4 Strength, +4 Dexterity, +4 Constitution, -2 Intelligence, +2 Wisdom.
- * Large size. -1 penalty to Armor Class, -1 penalty on attack rolls, -4 penalty on Hide checks, +4 bonus on grapple checks, lifting and carrying limits double those of Medium characters.
- * **Space/Reach:** 10 feet/5 feet.
- * A centaur's base land speed is 50 feet.
- * Darkvision out to 60 feet.
- * **Automatic Languages:** Sylvan, Elven. *Bonus Languages:* Common, Gnome, Halfling.
- * **Favored Class:** Ranger.
- * Level adjustment +2.

Centaur Monster Class

Level	BAB	Fort	Ref	Will	Special Abilities
1	+1	+0	+2	+2	+1 natural armor
2	+2	+0	+3	+3	+2 Strength
3	+3	+1	+3	+3	+2 natural armor
4	+4	+1	+4	+4	+2 Strength

Hit Dice: d8.

Skill Points at 1st Level: (2 + Intelligence modifier) x 4.

Skill Points Each Additional Level: 2 + Intelligence modifier.

Centaur Class Skills: Craft (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Spot (Wis), and Survival (Wis).

Armor and Weapon Proficiency: No armor or shields; Simple weapons, longbow, longsword.

Derro are afflicted by a form of racial madness, which most often manifests as delusions of grandeur coupled with an overpowering urge to inflict torment on other creatures. Derro are capable of holding their murderous impulses in check for short periods of time in order to cooperate with creatures of other races, but such arrangements rarely last more than a few weeks. Of course, no derro is capable of recognizing that he is out of his mind.

Combat

Derro are stealthy and bloodthirsty. They like to carefully arrange cruel traps and deadly ambushes, and strike savagely from hiding. They delight in taking captives who can be tortured to death later, and favor traps and poisons that disable without killing.

Madness (Ex): Derro use their Charisma modifier on Will saves instead of their Wisdom modifier, and have immunity to *confusion* and *insanity* effects. A derro cannot be restored to sanity by any means short of a *miracle* or *wish* spell, or the *edit mind* psionic power.

Poison Use (Ex): Derro typically carry 2d4 doses of greenblood oil or Medium monstrous spider venom, applying it to their crossbow bolts. Derro are not at risk of poisoning themselves when handling poison.

Sneak Attack (Ex): Any time a derro's opponent is denied his Dexterity bonus to AC, or if a derro flanks his opponent, he deals an extra 1d6 points of damage. This ability is just like the rogue's sneak attack and subject to the same limitations.

Spell-Like Abilities: Caster level 3rd. The save DCs are Charisma-based. At will - *darkness*, *ghost sound*; 1/day - *daze* (DC 13), *sound burst* (DC 15).

Vulnerability to Sunlight (Ex): A derro takes 1 point of Constitution damage for every hour it is exposed to sunlight, and it dies if its Constitution score reaches 0. Lost Constitution points are recovered at the rate of 1 per every 24-hour period spent underground or otherwise sheltered from the sun.

Skills: Derro have a +4 racial bonus on Hide and Move Silently checks. The racial madness of the derro provides a +6 bonus to their Charisma scores and a -6 penalty to their Wisdom scores. A derro

restored to sanity gains 6 points of Wisdom and loses 6 points of Charisma.

Derro Characters

Only sane derro can be characters. Derro characters possess the following racial traits.

- * +4 Dex, +2 Con; -6 Cha.
- * Small size. +1 bonus to AC and attack rolls, -4 to Grapple checks, +4 bonus to Hide checks, encumbrance limits are 3/4th normal, clothing and armor weigh half as much.
- * A derro's base land speed is 20 ft.
- * Darkvision out to 60 ft.
- * **Poison Use (Ex):** See above.
- * **Sneak Attack (Ex):** See above.
- * **Spell-Like Abilities (Sp):** See above.
- * **Vulnerability to Sunlight (Ex):** See above.
- * +4 racial bonus on Hide and Move Silently checks.
- * **Automatic Languages:** Undercommon. Bonus Languages: Common, Dwarven, Elven, Goblin, Orc.
- * **Level Adjustment:** +2.

DOPPELGANGER

Medium Monstrous Humanoid (Shapechanger)

Hit Dice:	4d8+4 (22 hp) <20 hp>
Initiative:	+1
Speed:	30 ft. (6 squares)
Armor Class:	15 (+1 Dex, +4 natural), touch 11, flat-footed 14
Base Attack/Grapple:	+4 / +5
Attack:	Slam +5 melee (1d6+1)
Full Attack:	Slam +5 melee (1d6+1)
Space/Reach:	5 ft. x 5 ft. / 5 ft.
Special Attacks:	Detect thoughts
Special Qualities:	Change shape, immunity to sleep and charm effects
Saves:	Fort +4, Ref +5, Will +6
Abilities:	Str 12, Dex 13, Con 12, Int 13, Wis 14, Cha 13
Skills:	Bluff +10*, Diplomacy +3, Disguise +9* (+11 acting), Intimidate +3, Listen +6, Sense Motive +6, Spot +6
Feats:	Dodge, Great Fortitude
Environment:	Any
Organization:	Solitary, pair, or gang (1d4+2)
Challenge Rating:	3
Treasure:	Double standard
Alignment:	Usually neutral
Advancement:	By character class
Level Adjustment:	+4

Doppelgangers are strange beings that are able to take on the shapes of those they encounter. In its natural form, the creature looks more or less humanoid, but slender and frail, with gangly limbs and half-formed features. The flesh is pale and hairless. Its large, bulging eyes are yellow with slitted pupils.

A doppelganger's appearance is deceiving even when it's in its true form. A doppelganger is hardy, with a natural agility not in keeping with its frail appearance.

Doppelgangers make excellent use of their natural mimicry to stage ambushes, bait traps, and infiltrate humanoid society. Although not usually evil, they are interested only in themselves and regard all others as playthings to be manipulated and deceived.

In its natural form a doppelganger is about 5-1/2 feet tall and weighs about 150 pounds.

Combat

When in its natural form, a doppelganger strikes with its powerful fists. In the shape of a warrior or some other armed person, it attacks with whatever weapon is appropriate. In such cases, it uses its detect thoughts ability to employ the same tactics and strategies as the person it is impersonating.

Detect Thoughts (Su): A doppelganger can continuously use *detect thoughts* as the spell (caster level 18th; Will DC 13 negates). It can suppress or resume this ability as a free action. The save DC is Charisma-based.

Change Shape (Su): A doppelganger can assume the shape of any Small or Medium humanoid. In humanoid form, the doppelganger loses its natural attacks. A doppelganger can remain in its humanoid form until it chooses to assume a new one. A change in form cannot be dispelled, but a doppelganger reverts to its natural form when killed. A *true seeing* spell or ability reveals its natural form.

Skills: A doppelganger has a +4 racial bonus on Bluff and Disguise checks. When using its change shape ability, a doppelganger gets an additional +10 circumstance bonus on Disguise checks. If it can read an opponent's mind, it gets a further +4 circumstance bonus on Bluff and Disguise checks.

Doppelganger Characters

Doppelganger characters possess the following racial traits.

- * +2 Strength, +2, Dexterity, +2 Constitution, +2 Intelligence, +4 Wisdom, +2 Charisma.
- * Medium size.
- * A doppelganger's base land speed is 30 feet.
- * **Darkvision:** Doppelgangers can see in the dark up to 60 feet.
- * +4 racial bonus on Bluff and Disguise checks.
- * **Special Qualities (see above):** immunity to sleep and charm effects.
- * **Automatic Languages:** Common. **Bonus Languages:** Auran, Dwarven, Elven, Gnome, Halfling, Giant, Terran.
- * **Favored Class:** Rogue.
- * Level adjustment +4.

Doppelganger Monster Class

Level	BAB	Fort	Ref	Will	Natural AC	Special Abilities
1	+1	+0	+2	+2	+1	Change shape
2	+2	+0	+3	+3	+2	
3	+3	+1	+3	+3	+3	Detect thoughts
4	+4	+1	+4	+4	+4	

Hit Dice: d8.

Skill Points at 1st Level: (2 + Intelligence modifier) x 4.

Skill Points Each Additional Level: 2 + Intelligence modifier.

Doppelganger Class Skills: Bluff (Cha), Craft (Int), diplomacy (Cha), Disguise (Cha), Intimidate (Cha), Listen (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), and Spot (Wis). When using its change shape ability, a doppelganger gets an additional +10 circumstance bonus on Disguise checks. If it can read an opponent's mind, it gets a further +4 circumstance bonus on Bluff and Disguise checks.

Armor and Weapon Proficiency: No armor or shields; Simple weapons.

DWAVE

Dwarf, 1st-Level Warrior
Medium Humanoid (Dwarf)

Hit Dice:	1d8+2 (6 hp) <16 hp>
Initiative:	+0
Speed:	20 ft. in scale mail (4 squares); base speed 20 ft.
Armor Class:	16 (+4 scale mail, +2 heavy shield), touch 10, flat-footed 16
Base Attack/Grapple:	+1 / +2
Attack:	Dwarven waraxe +3 melee (1d10+1/x3) or shortbow +1 ranged (1d6/x3)
Full Attack:	Dwarven waraxe +3 melee (1d10+1/x3) or

Space/Reach:	shortbow +1 ranged (1d8/19-20) 5 ft x 5 ft. / 5 ft.
Special Attacks:	Dwarf traits
Special Qualities:	Darkvision 60 ft., dwarf traits
Saves:	Fort +4*, Ref +0*, Will -1*
Abilities:	Str 13, Dex 11, Con 14, Int 10, Wis 9, Cha 6
Skills:	Appraise +2, Craft (blacksmithing) +2, Craft (stonemasonry) +2, Listen +2, Spot +2
Feats:	Weapon Focus (dwarven waraxe)
Environment:	Temperate mountains (Deep: Underground)
Organization:	Team (1d3+1), squad (1d10+10 plus 2 3rd-level sergeants and 1 leader of 3rd-6th level), or clan ([1d8+2]x10 plus 30% noncombatants plus 1 3rd-level sergeant per 10 adults, 5 5th-level lieutenants, and 3 7th-level captains)
Challenge Rating:	1/2
Treasure:	Standard coins; double goods; standard items
Alignment:	Often lawful good (Deep: Usually lawful neutral or neutral)
Advancement:	By character class
Level Adjustment:	+0

Dwarves favor earth tones in their clothing and prefer simple and functional garb. The skin can be very dark, but it is always some shade of tan or brown. Hair color can be black, gray, or brown. Dwarves average 4 feet tall and weigh as much as adult humans.

Dwarves speak Dwarven. Most who travel outside dwarven lands (as traders, mercenaries, or adventurers) know the Common tongue, while warriors in the dwarven cities usually learn Goblin to better interrogate and spy on those evil denizens of the deep caves.

Most dwarves encountered outside their home are warriors.

Combat

Dwarves are experts in combat, effectively using their environment and executing well-planned group attacks. They rarely use magic in fights, since they have few wizards or sorcerers (but dwarven clerics throw themselves into battle as heartily as their fellow warriors). If they have time to prepare, they may build deadfalls or other traps involving stone. In addition to the dwarven waraxe and thrown hammer, dwarves also use warhammers, picks, shortbows, heavy crossbows, and maces.

* A dwarf's base land speed is 20 feet. However, dwarves can move at this speed even when wearing medium or heavy armor or when carrying a medium or heavy load.

* Darkvision out to 60 feet.

* **Stonemasonry:** This ability grants a dwarf a +2 racial bonus on Search checks to notice unusual stonework, such as sliding walls, stonework traps, new construction (even when built to match the old), unsafe stone surfaces, shaky stone ceilings, and the like. Something that isn't stone but that is disguised as stone also counts as unusual stonework. A dwarf who merely comes within 10 feet of unusual stonework can make a Search check as if he were actively searching, and a dwarf can use the Search skill to find stonework traps as a rogue can. A dwarf can also intuit depth, sensing his approximate depth underground as naturally as a human can sense which way is up. Dwarves have a sixth sense about stonework, an innate ability that they get plenty of opportunity to practice and hone in their underground homes.

* **Weapon Familiarity:** Dwarves treat dwarven waraxes and dwarven urgroshes as martial weapons, rather than exotic weapons.

* **Stability:** Dwarves are exceptionally stable on their feet. A dwarf has a +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, riding, or otherwise not standing firmly on the ground).

* +2 racial bonus on saving throws against poison. *Not reflected in the saving throw numbers given here.

* +2 racial bonus on saving throws against spells and spell-like effects (not reflected in the saving throw numbers given here).

* +1 racial bonus on attack rolls against orcs (including halforcers) and goblinoids (including goblins, hobgoblins, and bugbears).

* +4 dodge bonus to Armor Class against creatures of the giant type (such as ogres, trolls, and hill giants).

* +2 racial bonus on Appraise checks that are related to stone or metal items.

* +2 racial bonus on Craft checks that are related to stone or metal.

* **Automatic Languages:** Common, Dwarven. Bonus Languages: Giant, Gnome, Goblin, Orc, Terran, Undercommon.

* **Favored Class:** Fighter.

The dwarf warrior presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

SUBRACES

The information above is for hill dwarves, the most common variety. There are three other major dwarven subraces, which differ from hill dwarves as follows.

Deep Dwarf

These dwarves live far underground and tend to be more standoffish with non-dwarves.

Deep dwarves are the same height as other dwarves, but leaner. Their skin sometimes has a reddish tinge, and their large eyes lack the brightness of those of their kindred, being a washed-out blue. Their hair color ranges from bright red to straw blond. They have little contact with surface dwellers, relying on hill dwarves or mountain dwarves to trade goods for them.

Deep dwarves speak Dwarven and Goblin, and occasionally Draconic or Undercommon.

Deep Dwarf Traits (Ex): These traits are in addition to the hill dwarf traits, except where noted.

* Racial bonus on saves against spells and spell-like abilities increases to +3.

* Racial bonus on Fortitude saves against poisons increases to +3.

* Darkvision out to 90 feet.

* **Light Sensitivity:** Deep dwarves are dazzled in bright sunlight or within the radius of a *daylight* spell.

Duegar, 1st-Level Warrior Medium Humanoid (Dwarf)

Hit Dice:	1d8+7 (11 hp) <19 hp>
Initiative:	+0
Speed:	20 ft. in chainmail (4 squares); base speed 20 ft.
Armor Class:	17 (+5 chainmail, +2 heavy shield), touch 10, flat-footed 17
Base Attack/Grapple:	+1 / +2

Dwarf Traits (Ex): Dwarves possess the following racial traits.

* +2 Constitution, -2 Charisma.

* Medium size.

Attack:	Warhammer +2 melee (1d8+1/x3) or light crossbow +1 ranged (1d8/19-20)
Full Attack:	Warhammer +2 melee (1d8+1/x3) or light crossbow +1 ranged (1d8/19-20)
Space/Reach:	5 ft x 5 ft. / 5 ft.
Special Attacks:	Duergar traits, spell-like abilities
Special Qualities:	Darkvision 60 ft., duergar traits
Saves:	Fort +4*, Ref +0*, Will -1*
Abilities:	Str 13, Dex 11, Con 14, Int 10, Wis 9, Cha 4
Skills:	Appraise +2, Craft (blacksmithing) +2, Craft (stonemasonry) +2, Listen +3, Move Silently -4, Spot +2
Feats:	Toughness
Environment:	Underground
Organization:	Team (1d3+1), squad (1d8+8 plus 3 3rd-level sergeants and 1 leader of 3rd-8th level) or clan (2d4x10 plus 25% noncombatants plus 1 3rd-level sergeant per 5 adults, 1d4+2 6th-level lieutenants, and 1d4 9th-level captains)
Challenge Rating:	1
Treasure:	Standard coins, double goods, standard items
Alignment:	Often lawful evil
Advancement:	By character class
Level Adjustment:	+1

Sometimes called gray dwarves, these evil beings dwell in the underground.

Most duergar are bald (even the females), and they dress in drab clothing that is designed to blend into stone. In their lairs they may wear jewelry, but it is always kept dull. They war with other dwarves, even allying with other underground creatures from time to time.

Duergar speak Dwarven and Undercommon.

Duergar Traits (Ex): These traits are in addition to the hill dwarf traits, except where noted.

* -4 Charisma instead of -2.

* Darkvision out to 120 feet.

* Immunity to paralysis, phantasms, and poison. This trait replaces the hill dwarf's +2 racial bonus on saving throws against poison.

* +2 racial bonus on saves against spells and spell-like abilities.

* **Spell-Like Abilities:** 1/day - enlarge person and invisibility as a wizard of twice the duergar's class level (minimum caster level 3rd); these abilities affect only the duergar and whatever it carries.

* **Light Sensitivity:** Duergar are dazzled in bright sunlight or within the radius of a daylight spell.

* +4 racial bonus on Move Silently checks.

* +1 racial bonus on Listen and Spot checks.

* **Automatic Languages:** Common, Dwarven, Undercommon.

* **Bonus Languages:** Draconic, Giant, Goblin, Orc, Terran. This trait replaces the hill dwarf's automatic and bonus languages.

* **Favored Class:** Fighter.

* Level adjustment +1

* Unlike other dwarves, duergar do not have weapon familiarity with the dwarven waraxe and dwarven urgrosh.

The duergar warrior presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

Challenge Rating: Duergar with levels in NPC classes have a CR equal to their character level. Duergar with levels in PC classes have a CR equal to their character level +1.

Mountain Dwarf

Mountain dwarves live deeper under the mountains than hill dwarves but generally not as far underground as deep dwarves. They average about 4-1/2 feet tall and have lighter skin and hair than hill dwarves, but the same general appearance.

ELF

Elf, 1st-Level Warrior
Medium Humanoid (Elf)

Hit Dice:	1d8 (4 hp) <12 hp>
Initiative:	+1
Speed:	30 ft. (6 squares)
Armor Class:	15 (+1 Dex, +3 studded leather, +1 light

Base Attack/Grapple:	+1 / +2
Attack:	Longsword +2 melee (1d8+1/19-20) or longbow +3 ranged (1d8/x3)
Full Attack:	Longsword +2 melee (1d8+1/19-20) or longbow +3 ranged (1d8/x3)
Space/Reach:	5 ft. x 5 ft. / 5 ft.
Special Attacks:	None
Special Qualities:	Elven traits
Saves:	Fort +2, Ref +1, Will -1*
Abilities:	Str 13, Dex 13, Con 10, Int 10, Wis 9, Cha 8
Skills:	Hide +1, Listen +2, Search +3, Spot +2
Feats:	Weapon Focus (longbow)
Environment:	Temperate forest (Half-elf: Temperate forests) (Aquatic: Temperate aquatic) (Gray: Temperate mountains) (Wild: Warm forests) (Wood: Temperate forests)
Organization:	Squad (1d3+1), company (1d10+10 plus 2 3rd-level sergeants and 1 leader of 3rd-6th level), or band ([1d8+2]x10 plus 20% noncombatants plus 1 3rd-level sergeant per 10 adults, 5 5th-level lieutenants, and 3 7th-level captains)
Challenge Rating:	1/2
Treasure:	Standard
Alignment:	Usually chaotic good (Wood: Usually neutral)
Advancement:	By character class
Level Adjustment:	+0

Elves average 5 feet tall and typically weigh just over 100 pounds. They live on fruits and grains, though they occasionally hunt for fresh meat. Elves prefer colorful clothes, usually with a green-and-gray cloak that blends well with the colors of the forest.

Elves speak Elven, and most also know Common and Sylvan.

Most elves encountered outside their homes are warriors; the information presented here is for one of 1st level.

Combat

Elves are cautious warriors and take time to analyze their opponents and the location of the fight if at all possible, maximizing their advantage by using ambushes, snipers, and camouflage. They prefer to fire from cover and retreat before they are found, repeating this maneuver until all of their enemies are dead.

They prefer longbows, shortbows, rapiers, and longswords. In melee, elves are graceful and deadly, using complex maneuvers that are beautiful to observe. Their wizards often use *sleep* spells during combat because these won't affect other elves.

- Elf Traits (Ex):** Elves possess the following racial traits.
- * +2 Dexterity, –2 Constitution.
 - * Medium size.
 - * An elf's base land speed is 30 feet.
 - * Immunity to *sleep* spells and effects, and a +2 racial saving throw bonus against enchantment spells or effects. (Not reflected in the saving throw modifiers given here.)
 - * Low-light vision.
 - * **Weapon Proficiency:** Elves are automatically proficient with the longsword, rapier, longbow, composite longbow, shortbow, and composite shortbow.
 - * +2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.
 - * **Automatic Languages:** Common, Elven. Bonus Languages: Draconic, Gnome, Goblin, Orc, Sylvan.
 - * **Favored Class:** Wizard.

The elf warrior presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

SUBRACES

The above information describes the high elf, the most common variety. There are five other major subraces of elf, in addition to half-elves, who share enough elven characteristics to be included here.

Half-Elf

Half-elves are not truly an elf subrace, but they are often mistaken for elves. Half-elves usually inherit a good blend of their parents' physical characteristics.

- Half-Elf Traits (Ex):** Half-elves possess the following racial traits.
- * Medium size.
 - * A half-elf's base land speed is 30 feet.
 - * Gains a bonus feat, provided it is a General feat.
 - * Immunity to *sleep* spells and similar magical effects, and a +2 racial bonus on saving throws against enchantment spells or effects.
 - * Low-light vision.
 - * +1 racial bonus on Listen, Search, and Spot checks. A half-elf does not have the elf's ability to notice secret doors simply by passing near them.
 - * +2 racial bonus on Diplomacy and Gather Information checks: Half-elves get along naturally with all people. This bonus may not apply in situations or settings where half-elves are viewed with distrust.
 - * **Elven Blood:** For all effects related to race, a half-elf is considered an elf. Half-elves, for example, are just as vulnerable to special effects that affect elves as their elf ancestors are, and they can use magic items that are only usable by elves.
 - * **Automatic Languages:** Common, Elven. Bonus Languages: Any (other than secret languages, such as Druidic).
 - * **Favored Class:** Any. When determining whether a multiclass half-elf takes an experience point penalty for multiclassing, her highest-level class does not count.

Aquatic Elf

Also called sea elves, these creatures are waterbreathing cousins to land-dwelling elves.

- Aquatic elves fight underwater with tridents, spears, and nets.
- Aquatic Elf Traits (Ex):** These traits are in addition to the high elf traits, except where noted.
- * +2 Dexterity, –2 Intelligence. These adjustments replace the high elf's ability score adjustments.
 - * An aquatic elf has the aquatic subtype.
 - * An aquatic elf has a swim speed of 40 feet.
 - * **Gills:** Aquatic elves can survive out of the water for 1 hour per point of Constitution (after that, refer to the suffocation rules).
 - * **Superior Low-Light Vision:** Aquatic elves can see four times as far as a human in starlight, moonlight, torchlight, and similar conditions of low illumination. This trait replaces the high elf's low-light vision.

* **Favored Class:** Fighter. This trait replaces the high elf's favored class.

Drow, 1st-Level Warrior Medium Humanoid (Elf)

- 1d8 (4 hp) <12 hp>
+1
30 ft. (6 squares)
16 (+1 Dex, +4 chain shirt, +1 light shield), touch 11, flat-footed 15
+1 / +2
Rapier +3 melee (1d6+1/18-20) or hand crossbow +2 ranged (1d4/19-20)
Rapier +3 melee (1d6+1/18-20) or hand crossbow +2 ranged (1d4/19-20)
5 ft. x 5 ft. / 5 ft.
Poison, spell-like abilities
Drow traits, spell resistance 12
Fort +2, Ref +1, Will –1*
Str 13, Dex 13, Con 10, Int 12, Wis 9, Cha 10
Hide +0, Listen +2, Search +4, Spot +3
Weapon Focus (rapier)
Underground
Squad (1d3+1), patrol (1d4+4 plus 2 2nd-level sergeants and 1 leader of 3rd-6th level), or band ([1d4+1]x10 plus 10% noncombatants plus 1 2nd-level sergeant per 5 adults, 2d4 6th-level lieutenants, and 1d4 9th-level captains)
1 (see text)
Standard
Usually neutral evil
By character class
+2
- Hit Dice:**
Initiative:
Speed:
Armor Class:
Base Attack/Grapple:
Attack:
Full Attack:
Space/Reach:
Special Attacks:
Special Qualities:
Saves:
Abilities:
Skills:
Feats:
Environment:
Organization:
Challenge Rating:
Treasure:
Alignment:
Advancement:
Level Adjustment:

Also known as dark elves, drow are a depraved and evil subterranean offshoot.

White is the most common hair color among drow, but almost any pale shade is possible. Drow tend to be smaller and thinner than other sorts of elves, and their eyes are often a vivid red.

Drow usually coat their arrows with a potent venom.

Poison (Ex): An opponent hit by a drow's poisoned weapon must succeed on a DC 13 Fortitude save or fall unconscious. After 1 minute, the subject must succeed on another DC 13 Fortitude save or remain unconscious for 2d4 hours. A typical drow carries 1d4–1 doses of drow knockout poison. Drow typically coat arrows and crossbow bolts with

this poison, but it can also be applied to a melee weapon. Note that drow have no special ability to apply poison without risking being poisoned themselves. Since this poison is not a magical effect, drow and other elves are susceptible to it.

Drow Traits (Ex): These traits are in addition to the high elf traits, except where noted.

- * +2 Intelligence, +2 Charisma.
- * Darkvision out to 120 feet. This trait replaces the high elf's low-light vision.
- * Spell resistance equal to 11 + class levels.
- * +2 racial bonus on Will saves against spells and spell-like abilities.
- * **Spell-Like Abilities:** Drow can use the following spell-like abilities once per day: *dancing lights*, *darkness*, *faerie fire*. Caster level equals the drow's class levels.
- * **Weapon Proficiency:** A drow is automatically proficient with the hand crossbow, the rapier, and the short sword. This trait replaces the high elf's weapon proficiency.
- * **Automatic Languages:** Common, Elven, Undercommon. Bonus Languages: Abyssal, Aquan, Draconic, Drow Sign Language, Gnome, Goblin. This trait replaces the high elf's automatic and bonus languages.
- * **Light Blindness:** Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds drow for 1 round. On subsequent rounds, they are *dazzled* as long as they remain in the affected area.
- * **Favored Class:** Wizard (male) or cleric (female). This trait replaces the high elf's favored class.
- * Level adjustment +2.

The drow warrior presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

Challenge Rating: Drow with levels in NPC classes have a CR equal to their character level. Drow with levels in PC classes have a CR equal to their character level +1.

Gray Elf

Taller and grander in physical appearance than others of their race, gray elves have a reputation for being aloof and arrogant (even by elven standards). They have either silver hair and amber eyes or pale golden hair and violet eyes. They prefer clothing of white, silver, yellow, or gold, with cloaks of deep blue or purple.

Gray Elf Traits (Ex): These traits are in addition to the high elf traits.

- * +2 Intelligence, -2 Strength.

Wild Elf

Wild elves are barbaric and tribal. Wild elves' hair color ranges from black to light brown, lightening to silvery white with age. They dress in simple clothing of animal skins and basic plant weaves.

Wild Elf Traits (Ex): These traits are in addition to the high elf traits, except where noted.

- * +2 Dexterity, -2 Intelligence. These adjustments replace the high elf's ability score adjustments.
- * **Favored Class:** Sorcerer. This trait replaces the high elf's favored class.

Wood Elf

Their hair color ranges from yellow to a coppery red, and they are more muscular than other elves. Their clothing is in dark shades of green and earth tones to better blend in with their natural surroundings.

Wood Elf Traits (Ex): These traits are in addition to the high elf traits, except where noted.

- * +2 Strength, -2 Intelligence.
- * **Favored Class:** Ranger. This trait replaces the high elf's favored class.

GARGOYLE

Medium Monstrous Humanoid (Earth)

Hit Dice:	4d8+20 (38 hp) <29 hp>
Initiative:	+2
Speed:	40 ft. (8 squares), fly 60 ft. (average)
Armor Class:	16 (+2 Dex, +4 natural), touch 12, flat-footed 14
Base Attack/Grapple:	+4 / +6
Attack:	Claw +6 melee (1d4+2)
Full Attack:	2 claws +6 melee (1d4+2) and bite +4 melee

Space/Reach:

Special Attacks:

Special Qualities:

Saves:

Abilities:

Skills:

Feats:

Environment:

Organization:

Challenge Rating:

Treasure:

Alignment:

Advancement:

Level Adjustment:

(1d6+1) and gore +4 melee (1d6+1)

5 ft. x 5 ft. / 5 ft.

Damage reduction 10/magic, darkvision 60 ft., freeze

Fort +5, Ref +6, Will +4

Str 15, Dex 14, Con 18,

Int 6, Wis 11, Cha 7

Hide +7*, Listen +4, Spot +4

Multiattack, Toughness

Any

Solitary, pair, or wing (1d12+4)

4

Standard

Usually chaotic evil

5-6 HD (Medium); 7-12 HD (Large)

+3

Gargoyles often appear to be winged stone statues, for they can perch indefinitely without moving and use this disguise to surprise their foes. They require no food, water, or air, but often eat their fallen foes out of fondness for inflicting pain.

Gargoyles speak Common and Terran.

Combat

Gargoyles either remain still, then suddenly attack, or dive onto their prey.

A gargoyle's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Freeze (Ex): A gargoyle can hold itself so still it appears to be a statue. An observer must succeed on a DC 20 Spot check to notice the gargoyle is really alive.

Skills: Gargoyles have a +2 racial bonus on Hide, Listen, and Spot checks. The Hide bonus increases by +8 when a gargoyle is concealed against a background of stone.

Kapoacanth

These cousins of the gargoyle have the aquatic subtype. They have a base land speed of 40 feet and a swim speed of 60 feet (no fly speed) and are found only in aquatic environments.

Gargoyle Characters

Gargoyle characters possess the following racial traits.

- * +4 Strength, +4 Dexterity, +8 Constitution, -4 Intelligence, -4 Charisma.
- * Medium size.

- * A gargoyle’s base land speed is 40 feet. It also has a fly speed of 60 feet (average).
- * Darkvision out to 60 feet.
- * **Special Qualities (see above):** freeze.
- * **Automatic Languages:** Common. Bonus Languages: Auran, Dwarven, Elven, Gnome, Halfling, Giant, Terran.
- * **Favored Class:** Fighter.
- * Level adjustment +3.

Gargoyle Monster Class

Level	BAB	Fort	Ref	Will	Natural AC	Special Abilities
1	+1	+0	+2	+2	+1	DR 2/magic
2	+2	+0	+3	+3	+2	DR 5/magic
3	+3	+1	+3	+3	+3	DR 7/magic
4	+4	+1	+4	+4	+4	DR 10/magic

- Hit Dice:** d8.
- Skill Points at 1st Level:** (2 + Intelligence modifier) x 4.
- Skill Points Each Additional Level:** 2 + Intelligence modifier.
- Gargoyle Class Skills:** Craft (Int), Hide (Dex), Listen (Wis), Perform (Cha), Profession (Wis), and Spot (Wis).
- Armor and Weapon Proficiency:** No armor or shields; Simple weapons.
- Natural AC (Ex):** Gargoyles gain a natural armor bonus to their AC as indicated on the table above.
- Damage Reduction (Ex):** Gargoyles enjoy innate damage reduction based on their gargoyle monster class level, as indicated on the table above.

GIRDED SLAYER

Girded Slayer, 1st-level Warrior
Medium Humanoid (Extraplanar, Psionic)

- Hit Dice:** 1d8+2 (6 hp) <16 hp>
- Initiative:** +1
- Speed:** 20 ft. in breastplate (4 squares); base speed 30 ft.
- Armor Class:** 16 (+1 Dex, +5 breastplate), Touch 11, flat-footed 15
- Base Attack/Grapple:** +1 / +2
- Attack:** Masterwork greatsword +4 melee (2d6+1/19-20) or composite longbow (+1 Str) +2 ranged (1d8+1/x3)
- Full Attack:** Masterwork greatsword +4 melee (2d6+1/19-20) or composite longbow (+1 Str) +2 ranged (1d8+1/x3)
- Space/Reach:** 5 ft. x 5 ft. / 5 ft.
- Special Attacks:** *Psionics*
- Special Qualities:** Darkvision 60 ft., spell resistance 6
- Saves:** Fort +4, Ref +1, Will –2
- Abilities:** Str 13, Dex 13, Con 14, Int 10, Wis 7, Cha 8
- Skills:** Craft (armorsmithing or weaponsmithing) +2, Intimidate +1, Spot +1
- Feats:** Aggravate ^B, Poltergeist ^B, Weapon Focus (greatsword)
- Environment:** Astral plane
- Organization:** Company (1d2+1 3rd-level fighters), squad (1d10+10 3rd-level fighters, plus 2 7th-level sergeants, plus 1 9th-level captain, plus 1 young red dragon), or regiment ([1d8+2]x10 3rd-level fighters, plus 1 7th-level sergeant per 10 members, plus 5 7th-level lieutenants, plus 3 9th-level captains, 1 16th-level supreme leader, plus 1 adult red dragon per 30 members)
- Challenge Rating:** 2
- Treasure:** Standard
- Alignment:** Usually evil (any)
- Advancement:** By character class
- Level Adjustment:** +2

A tall and thin figure stands before you, wearing a shining breastplate and wielding a gleaming two-handed sword. On its face and bare arms you can see a gleaming and simmering pattern, which seem to gleam with a sinister malice.

Girded slayers are descended from a slave race that escaped into the astral plane millennia in the past. They are related to the girded wanderers, who split from them shortly after their escape, over a philosophical difference.

The race of girded slayers are very war-like, living in astral fortresses devoted to the aging of combat against the Mindolons, and any others that they deem might be a threat to their freedom. Their society is focused around this obsessive compulsion to prepare and engage in battle, with rank among their society being determined by martial prowess. This extends into their breeding program, where they enslave red dragons and rear them to be used as mobile weapon platforms.

They are racially obsessed with their crafted handiwork, believing that if they fall into the hands of outsiders that it inherently weakens their capacity to defend themselves. Because of this they will go to any ends to obtain lost goods, but only if they were the ones to create those goods - lost treasure that was previously taken from another race is inconsequential to girded slayers. It does not matter if they die by the legion, so long as they get even a cup back.

Girded slayers look like tall and thin humans with sharp features. Their skin is a pale white thanks to generations spent living on the sunless astral plane, and their eyes are vibrant red from staring into the swirling void. Their skin is covered in glittering tattoos, made from inks based on powdered metal and gemstones. As they advance in level, these tattoos grow on their own, increasing in area they cover and complexity.

It is from these tattoos and their penchant for combat that they are called “girded slayers”, since nobody but their eldest and most powerful members know the name of their race. Among themselves, they refer to each other simply as “warriors”, and every other being as “inferiors”.

Girded slayers speak a language they share with the girded wanderers, but each has varied over the eons into its own patios that is barely intelligible to the other. In addition to this they often also speak either Common or Draconic.

Combat

Girded slayers fight using advanced tactics, relying on mobility and a mixture of ranged and melee combat to defeat foes. They possess psionic abilities granted to them by their living tattoos, which assist in this.

Psionics (Psi): Girded slayers gain bonus psionic feats as they rise in levels. Their effective manifester level for these powers is always equal to their class level. They gain more as they rise in levels.

1st - *Aggravate* (Cha/5), *Poltergeist* (Int/6);

3rd - *Combat Precognition* (Wis/4);

6th - *Skiping* (Wis/4);

9th - *Translocation* to or from the astral plane at no cost 1/day.

Spell Resistance (Ex): A girded slayer enjoys spell resistance with a level equal to their class level +5.

Spell-Like Psionics Alternative

1st - *daze* 3/day, *mage hand* 3/day;

3rd - *blur* 3/day;

6th - *dimension door* 3/day;

9th - *plane shift* 1/day.

Ecology

Girded Slayer Characters

Girded slayers possess the following racial traits.

* +2 Dexterity, +2 Constitution, –2 Wisdom.

* Medium size.

* Base Speed 30 ft.

* 60 ft Darkvision.

* Psionics (see above).

* Spell Resistance (see above).

* **Automatic Languages:** Girded. **Bonus Languages:** Common, Infernal, Draconic, Undercommon.

* **Favored Class:** Fighter.

* Level Adjustment +2.

GIRDED WANDERER

Girded Wanderer, 1st-Level Warrior Medium Humanoid (Extraplanar, Psionic)

Hit Dice:	1d8+1 (5 hp) <14 hp>
Initiative:	+3
Speed:	30 ft. (6 squares)
Armor Class:	17 (+3 Dex, +4 <i>mage armor</i>), touch 13, flat-footed 14
Base Attack/Grapple:	+1 / +2
Attack:	Unarmed strike +4 melee (1d3+1) or dart +4 ranged (1d4+1)
Full Attack:	Unarmed strike +2 / +2 melee (1d3+1) or dart +4 ranged (1d4+1)
Space/Reach:	5 ft. x 5 ft. / 5 ft.
Special Attacks:	<i>Psionics</i>
Special Qualities:	Darkvision 60 ft., <i>mage armor</i> , spell Resistance 6
Saves:	Fort +3, Ref +3, Will +0
Abilities:	Str 13, Dex 17, Con 12, Int 8, Wis 11, Cha 8
Skills:	Concentration +1, Spot +2
Feats:	Aggravate ^B , Improved Unarmed Strike ^B , Mental Leap ^B , Psionic Fist ^B , Two-Weapon Fighting ^B , Weapon Finesse
Environment:	Ever-Changing Chaos of Limbo
Organization:	Fellowship (1d10+2 3rd-level students), sect (2d10+10 3rd-level students, plus 2 7th-level teachers, plus 1 9th-level mentor), or order ([1d8+2]x10 3rd-level students, plus 1 7th-level teacher per 10 adults, plus 5 9th-level mentors, plus 2 13th-level masters,

Challenge Rating:

plus 1 16th-level sensei)

Treasure:

2

Alignment:

Standard

Advancement:

Any neutral

Level Adjustment:

By character class

+2

Before you stands a calm figure in loose-fitting plain clothing. Other than a few darts on its belt it appears to carry no weapons, yet it still exudes an aura of menace. Its skin seems to be covered in glittering tattoos of some sort of interlocking fractal patterns. Its eyes never seem to settle on one color, but despite this disconcerting stare its calm never seems to be touched by the chaos in its eyes.

Girded wanderers look like tall and thin humans with sharp features. Their skin is a pale white thanks to generations spent living on the sunless plane of Limbo, and their eyes are an ever-changing storm of color from staring into the misty chaos. Their skin is covered in glittering tattoos, made from inks based on powdered metal and gemstones. As they advance in level, these tattoos grow on their own, increasing in area they cover and complexity.

It is from these tattoos and their penchant for exploration that they are called “girded wanderers”, since nobody but their eldest and most powerful members know the name of their race. Among themselves, they refer to each other simply as “brother”, and every other being as “strangers”.

Girded wanderers speak a language they share with the girded slayers, but each has varied over the eons into its own patios that is barely intelligible to the other. In addition to this they often also speak either Common, Solumnian, or Undercommon.

Combat

Girded wanderers prefer to avoid combat whenever possible, but if necessity mandates they battle they do so without fear. They use their mobility and melee ability to the best possible use, trying to defeat one foe at a time before moving on to another. If it is obvious that they cannot win the battle, they will seek to escape even if it means abandoning their gear as a distraction.

Mage Armor (Sp): Girded wanderers can cast the *mage armor* spell once per day as a spell-like ability. This spell is cast as if by a sorcerer with a level equal to their Hit Dice.

Psionics (Psi): Girded wanderers gain bonus psionic feats as they rise in levels. Their effective manifester level for these powers is always equal to their class level. They gain more as they rise in levels.

- 1st - *Aggravate* (Cha/5), *Mental Leap* (Wis/6), *Psionic Fist* (Int/5);
- 9th - *Translocation* to or from the astral plane at no cost 1/day.

Spell Resistance (Ex): A girded wanderers enjoys spell resistance with a level equal to their class level +5.

Spell-Like Psionics Alternative

- 1st - *daze* 3/day, *divine favor* 3/day, *jump* 3/day;
- 9th - *plane shift* 1/day.

Ecology

Girded Wanderer Characters

Girded wanderer characters possess the following racial traits.

- * +6 Dexterity, +2 Wisdom; -2 Intelligence.
- * Medium size.
- * Base Speed of 30 ft.
- * 60 ft Darkvision.
- * **Bonus Feats:** Improved Unarmed Strike, Two-Weapon Fighting.
- * Psionics (See above).
- * *Mage armor* (see above).
- * Spell resistance (see above).
- * **Automatic Languages:** Girded. **Bonus Languages:** Common, Solumnian, Undercommon.
- * **Favored Class:** Monk.
- * Level Adjustment +2.

GNOLL

Medium Humanoid (Gnoll)

- Hit Dice:** 2d8+2 (11 hp) <17 hp>
- Initiative:** +0
- Speed:** 30 ft. (6 squares)
- Armor Class:** 15 (+1 natural, +2 leather armor, +2 heavy steel shield), touch 10, flat-footed 15
- Base Attack/Grapple:** +1 / +3
- Attack:** Battleaxe +3 melee (1d8+2/x3) or shortbow +1 ranged (1d6/x3)
- Full Attack:** Battleaxe +3 melee (1d8+2/x3) or shortbow +1 ranged (1d6/x3)
- Space/Reach:** 5 ft. x 5 ft. / 5 ft.
- Special Attacks:** ---
- Special Qualities:** Darkvision 60 ft.
- Saves:** Fort +4, Ref +0, Will +0
- Abilities:** Str 15, Dex 10, Con 13, Int 8, Wis 11, Cha 8
- Skills:** Listen +2, Spot +3
- Feats:** Power Attack
- Environment:** Warm plains
- Organization:** Solitary, pair, hunting party (1d4+1 and 1d2 hyenas), band (1d10x10 plus 50% noncombatants plus 1 3rd-level sergeant per 20 adults and 1 leader of 4th-6th level and 1d4+4 hyenas), or tribe (1d10x20 plus 1 3rd-level sergeant per 20 adults, 1 or 2 lieutenants of 4th or 5th level, 1 leader of 6th-8th level, and 1d6+6 hyenas; underground lairs also have 1d3 trolls)
- Challenge Rating:** 1
- Treasure:** Standard
- Alignment:** Usually chaotic evil
- Advancement:** By character class
- Level Adjustment:** +0

Gnolls are hyena-headed, evil humanoids that wander in loose tribes. Most gnolls have dirty yellow or reddish-brown fur. A gnoll is a nocturnal carnivore, preferring intelligent creatures for food because they scream more.

A gnoll is about 7-1/2 feet tall and weighs 300 pounds. Gnolls speak Gnoll.

Combat

Gnolls like to attack when they have the advantage of numbers, using horde tactics and their physical strength to overwhelm and knock down their opponents. They show little discipline when fighting unless they have a strong leader; at such times, they can maintain ranks and fight as a unit. While they do not usually prepare traps, they do use ambushes and try to attack from a flanking position. Because of its shield, a gnoll's modifier on Hide checks (untrained) is -2, which means gnolls always take special care to seek favorable conditions when laying ambushes (such as darkness, cover, or some other form of advantageous terrain).

Gnoll Characters

- Gnoll characters possess the following racial traits.
- * Strength +2, Constitution +2, Intelligence -2, Charisma -2.
- * Size Medium.
- * A gnoll's base land speed is 30 feet.
- * Darkvision out to 60 feet.
- * **Automatic Languages:** Gnoll. **Bonus Languages:** Common, Draconic, Elven, Goblin, Orc.
- * **Favored Class:** Ranger.

Gnoll Monster Class

Level	BAB	Fort	Ref	Will	Special Ability
1	+0	+2	+0	+0	+2 Str
2	+1	+3	+0	+0	+1 natural armor

- Hit Dice:** d8.
- Skill Points at 1st Level:** (2 + Intelligence modifier) x 4.
- Skill Points Each Additional Level:** 2 + Intelligence modifier.
- Gnoll Class Skills:** Craft (Int), Listen (Wis), Perform (Cha), Profession (Wis), Spot (Wis), and Survival (Wis).
- Armor and Weapon Proficiency:** Light armor, and shields; Simple weapons, battleaxe, shortbow.

GNOME

**Gnome, 1st-Level Warrior
Small Humanoid (Gnome)**

- Hit Dice:** 1d8+2 (6 hp) <14 hp>
- Initiative:** +0

Speed:	20 ft. (4 squares)
Armor Class:	16 (+1 size, +4 chain shirt, +1 light shield), touch 11, flat-footed 16
Base Attack/Grapple:	+1 / -3
Attack:	Short sword +2 melee (1d6/19-20) or light crossbow +3 ranged (1d8/19-20)
Full Attack:	Short sword +2 melee (1d6/19-20) or light crossbow +3 ranged (1d8/19-20)
Space/Reach:	5 ft. x 5 ft. / 5 ft.
Special Attacks:	Spell-like abilities
Special Qualities:	Gnome traits
Saves:	Fort +4, Ref +0, Will -1
Abilities:	Str 11, Dex 11, Con 14, Int 10, Wis 9, Cha 8
Skills:	Hide +3, Listen +1, Spot +1
Feats:	Weapon Focus (light crossbow)
Environment:	Temperate hills (Forest gnomes: Temperate forests)
Organization:	Company (1d3+1), squad (1d10+10 plus 1 leader of 3rd-6th level and 2 3rd-level lieutenants), or band ([1d3+2]x10 plus 1 3rd-level sergeant per 20 adults, 5 5th-level lieutenants, 3 7th-level captains, and 1d4+1 dire badgers)
Challenge Rating:	1/2
Treasure:	Standard
Alignment:	Usually neutral good
Advancement:	By character class
Level Adjustment:	+0

Gnomes stand 3 to 3-1/2 feet tall and weigh 40 to 45 pounds. Their skin color ranges from dark tan to woody brown, their hair is fair, and their eyes can be any shade of blue. Gnome males prefer short, carefully trimmed beards. Gnomes generally wear leather or earth tones, though they decorate their clothes with intricate stitching or fine jewelry. Gnomes reach adulthood at about age 40, and they live about 350 years, though some can live almost 500 years.

Gnomes speak their own language, Gnome. Most gnomes who travel outside gnome lands (as traders, tinkers, or adventurers) know Common, while warriors in gnome settlements usually learn Goblin.

Most gnomes encountered outside their home are warriors; the information in the statistics block is for one of 1st level.

Combat

Gnomes prefer misdirection and deception over direct confrontation. They would rather befuddle or embarrass foes (other than goblinoids or kobolds) than kill them. Gnomes make heavy use of illusion magic and carefully prepared ambushes and traps whenever they can.

Gnome Traits (Ex): Gnomes possess the following racial traits.

- * +2 Constitution, -2 Strength.
- * Small size. +1 bonus to Armor Class, +1 bonus on attack rolls, +4 bonus on Hide checks, -4 penalty on grapple checks, lifting and carrying limits 3/4 those of Medium characters.
- * A gnome's base land speed is 20 feet.
- * Low-light vision.
- * **Weapon Familiarity:** Gnomes may treat gnome hooked hammers as martial weapons rather than exotic weapons.
- * +2 racial bonus on saving throws against illusions.
- * Add +1 to the Difficulty Class for all saving throws against illusion spells cast by gnomes. This adjustment stacks with those from similar effects, such as the Spell Focus feat.
- * +1 racial bonus on attack rolls against kobolds and goblinoids (including goblins, hobgoblins, and bugbears).
- * +4 dodge bonus to Armor Class against creatures of the giant type (such as ogres, trolls, and hill giants).
- * +2 racial bonus on Listen checks.
- * +2 racial bonus on Craft (alchemy) checks.
- * **Automatic Languages:** Common, Gnome. Bonus Languages: Draconic, Dwarven, Elven, Giant, Goblin, Orc.
- * **Spell-Like Abilities:** Caster level 1st; save DC 10 + gnome's Cha modifier + spell level. 1/day - *speak with animals* (burrowing mammal only, duration 1 minute).

A gnome with a Charisma score of at least 10 also has the following spell-like Abilities: 1/day - *dancing lights*, *ghost sound*, *prestidigitation*.

* **Favored Class:** Bard.

The gnome warrior presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

SUBRACES

The information above is for rock gnomes, the most common variety.

There are two other major gnome subraces, which differ from rock gnomes as follows.

	Svirfneblin, 1st-Level Warrior
	Small Humanoid (Gnome)
Hit Dice:	1d8+8 (12 hp) <15 hp>
Initiative:	+1
Speed:	15 ft. in banded mail armor (3 squares); base speed 20 ft.
Armor Class:	23 (+1 size, +1 Dex, +4 dodge, +6 banded mail, +1 buckler), touch 16, flat-footed 18
Base Attack/Grapple:	+1 / -3
Attack:	Light pick +2 melee (1d4/x4) or light crossbow +3 ranged (1d8/19-20)
Full Attack:	Light pick +2 melee (1d4/x4) or light crossbow +3 ranged (1d8/19-20)
Space/Reach:	5 ft. x 5 ft. / 5 ft.
Special Attacks:	Spell-like abilities
Special Qualities:	Gnome traits, svirfneblin traits, spell resistance 12
Saves:	Fort +5, Ref +3, Will +2
Abilities:	Str 11, Dex 13, Con 12, Int 10, Wis 11, Cha 4
Skills:	Hide +2, Listen +2, Spot +2
Feats:	Toughness
Environment:	Underground
Organization:	Company (1d3+1), squad (1d10+10 plus 1 leader of 3rd-6th level and 2 3rd-level lieutenants), or band ([1d3+2]x10 plus 1 3rd-level sergeant per 20 adults, 5 5th-level lieutenants, 3 7th-level captains, and 1d4+1 Medium earth elementals)
Challenge Rating:	1
Treasure:	Standard
Alignment:	Usually neutral

Advancement: By character class
Level Adjustment: +3

Also called deep gnomes, svirfneblin are said to dwell in great cities deep underground.

A svirfneblin has wiry, rock-colored skin usually medium brown to brownish gray. Only males are bald; females have stringy gray hair. The average svirfneblin lifespan is 250 years.

Svirfneblin speak Gnome, Common, and Undercommon.

Svirfneblin Traits (Ex): These traits are in addition to the rock gnome traits, except where noted.

* -2 Strength, +2 Dexterity, +2 Wisdom, -4 Charisma. These adjustments replace the rock gnome's ability score adjustments.

* **Stonecunning:** This ability grants deep gnomes a +2 racial bonus on Search checks to notice unusual stonework. A deep gnome who merely comes within 10 feet of unusual stonework can make a Search check as though actively searching, and can use the Search skill to find stonework traps as a rogue can. A svirfneblin can also intuit depth, sensing the approximate distance underground as naturally as a human can sense which way is up.

* Darkvision out to 120 feet and low-light vision.

* Spell resistance equal to 11 + class levels.

* +2 racial bonus on all saving throws (figured into the statistics for the character presented here). This trait replaces the rock gnome's racial bonus on saving throws against illusions.

* Add +1 to the Difficulty Class for all saving throws against illusion spells cast by svirfneblin. This adjustment stacks with those from similar effects, such as the Spell Focus feat.

* +1 racial bonus on attack rolls against kobolds and goblinoids.

* +4 dodge bonus to Armor Class against all creatures (figured into the statistics for the character presented here). This trait replaces the rock gnome's dodge bonus against giants.

* **Automatic Languages:** Undercommon, Gnome, Common. Bonus Languages: Dwarven, Elven, Giant, Goblin, Orc, Terran. This trait replaces the rock gnome's automatic and bonus languages.

* **Spell-Like Abilities:** 1/day - *blindness/deafness* (typical save DC 13), *blur*, *disguise self*. Caster level equals the svirfneblin's class levels. The save DC is Charisma-based and include a +4 racial modifier. This trait replaces the rock gnome's spell-like abilities.

* **Nondetection (Su):** A svirfneblin has a continuous *nondetection* ability as the spell (caster level equal to class levels).

* +2 racial bonus on Craft (alchemy) and Listen checks.

* +2 racial bonus on Hide checks, which improves to +4 underground.

* **Favored Class:** Rogue.

* Level adjustment +3.

The svirfneblin warrior presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

Challenge Rating: Svirfneblin with levels in NPC classes have a CR equal to their character level. Svirfneblin with levels in PC classes have a CR equal to their character level +1.

Forest Gnome

They are the smallest of all the gnomes, averaging 2 to 2-1/2 feet in height, but look just like regular gnomes except with bark-colored or gray-green skin, and eyes that can be brown or green as well as blue. A very long-lived people, forest gnomes have an average life expectancy of 500 years.

Forest Gnome Traits (Ex): These traits are in addition to the rock gnome traits, except where noted.

* **Pass without Trace (Su):** A forest gnome has the innate ability to use *pass without trace* (self only, as a free action) as the spell cast by a druid of the forest gnome's class levels.

* +1 racial bonus on attack rolls against kobolds, goblinoids, orcs, and reptilian humanoids.

* **Automatic Languages:** Gnome, Elven, Sylvan, and a simple language that enables them to communicate on a very basic level with forest animals (this replaces the rock gnome's speak with animals ability). Bonus Languages: Common, Draconic, Dwarven, Giant, Goblin, Orc. This trait replaces the rock gnome's automatic and bonus languages.

* +4 racial bonus on Hide checks, which improves to +8 in a wooded area.

GOBLIN

Goblin, 1st-Level Warrior

Small Humanoid (Goblinoid)

1d8+1 (5 hp) <12 hp>

+1

30 ft. (6 squares)

15 (+1 size, +1 Dex, +2 leather armor, +1 light shield), touch 12, flat-footed 14

+1 / -3

Base Attack/Grapple:

Attack: Small morningstar +2 melee (1d6) or Small javelin +3 ranged (1d4)

Full Attack: Small morningstar +2 melee (1d6) or Small javelin +3 ranged (1d4)

5 ft. x 5 ft. / 5 ft.

Space/Reach:

Special Attacks:

Special Qualities:

Saves:

Abilities:

Skills:

Darkvision 60 ft.

Fort +3, Ref +1, Will -1

Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6

Hide +7, Listen +2, Move Silently +7, Ride +4, Spot +2

Alertness, Stealthy^B

Feats:

Environment:

Organization:

Temperate plains

Gang (1d6+3), band (1d10x10 plus 100% noncombatants plus 1 3rd-level sergeant per 20 adults and 1 leader of 4th-6th level), warband (2d8+8 with worg mounts), or tribe (1d10x40 plus 100% noncombatants plus 1 3rd-level sergeant per 20 adults, 1d2 lieutenants of 4th or 5th level, 1 leader of 6th-8th level, 2d8+8 worgs, and 1d3+1 dire wolves)

Challenge Rating:

Treasure:

Alignment:

Advancement:

Level Adjustment:

Standard

Usually neutral evil

By character class

+0

A goblin stands 3 to 3-1/2 feet tall and weigh 40 to 45 pounds. Its eyes are usually dull and glazed, varying in color from red to yellow. A goblin's skin color ranges from yellow through any shade of orange to a deep red; usually all members of a single tribe are about the same color. Goblins wear clothing of dark leather, tending toward drab, soiled-looking colors. Goblins speak Goblin; those with Intelligence scores of 12 or higher also speak Common.

Most goblins encountered outside their homes are warriors; the information in the statistics block is for one of 1st level.

Combat

Being bullied by bigger, stronger creatures has taught goblins to exploit what few advantages they have: sheer numbers and malicious ingenuity.

The concept of a fair fight is meaningless in their society. They favor ambushes, overwhelming odds, dirty tricks, and any other edge they can devise.

Goblins have a poor grasp of strategy and are cowardly by nature, tending to flee the field if a battle turns against them. With proper supervision, though, they can implement reasonably complex plans, and in such circumstances their numbers can be a deadly advantage.

Skills: Goblins have a +4 racial bonus on Move Silently and Ride checks. Goblin cavalry (mounted on worgs) usually select the Mounted combat feat in place of the Alertness feat, which reduces their Spot and Listen check modifiers from +3 to +1.

Challenge Rating: Goblins with levels in NPC classes have a CR equal to their character level –2.

Goblin Characters

Goblin characters possess the following racial traits.

- * –2 Strength, +2 Dexterity, –2 Charisma.
- * Small size: +1 bonus to Armor Class, +1 bonus on attack rolls, +4 bonus on Hide checks, –4 penalty on grapple checks, lifting and carrying limits 3/4 those of Medium characters.
- * A goblin's base land speed is 30 feet.
- * Darkvision out to 60 feet.
- * +4 racial bonus on Move Silently and Ride checks.
- * **Bonus Feats:** PC goblins gain Toughness and a bonus General feat at 1st-level.
- * **Automatic Languages:** Common, Goblin. Bonus Languages: Draconic, Elven, Giant, Gnome, Orc.
- * **Favored Class:** Rogue.

The goblin warrior presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

GRIMLOCK

Medium Monstrous Humanoid

Hit Dice:	2d8+2 (11 hp) <17 hp>
Initiative:	+1
Speed:	30 ft. (6 squares)
Armor Class:	15 (+1 Dex, +4 natural), touch 11, flat-footed 14
Base Attack/Grapple:	+2 / +4
Attack:	Battleaxe +4 melee (1d8+3/x3)
Full Attack:	Battleaxe +4 melee (1d8+3/x3)
Space/Reach:	5 ft. x 5 ft. / 5 ft.
Special Attacks:	---
Special Qualities:	Blindsight 40 ft., immunities, scent
Saves:	Fort +1, Ref +4, Will +2
Abilities:	Str 15, Dex 13, Con 13, Int 10, Wis 8, Cha 6
Skills:	Climb +4, Hide +3*, Listen +5, Spot +3
Feats:	Alertness, Track ^B
Environment:	Underground
Organization:	Gang (1d3+1), pack (1d2x10), tribe (1d6x10 plus 1 leader of 3rd-5th level per 10 adults)
Challenge Rating:	1
Treasure:	Standard coins; standard goods (gems only); standard items
Alignment:	Often neutral evil
Advancement:	By character class
Level Adjustment:	+2

Grimlocks are blind, but their exceptional senses of smell and hearing allow them to notice foes nearby. As a result, they usually shun ranged weapons and rush to the attack, brandishing their stone battleaxes.

Blindsight (Ex): Grimlocks can sense all foes within 40 feet as a sighted creature would. Beyond that range, they treat all targets as having total concealment.

Grimlocks are susceptible to sound - and scent - based attacks, however, and are affected normally by loud noises and sonic spells (such as *ghost sound* or *silence*) and overpowering odors (such as stinking cloud or incense-heavy air). Negating a grimlock's sense of smell or hearing reduces this ability to normal Blind-Fight (as the feat). If both these senses are negated, a grimlock is effectively blinded.

Immunities: Grimlocks are immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

Skills: A grimlock's dull gray skin helps it hide in its native terrain, conferring a +10 racial bonus on Hide checks when in mountains or underground.

Grimlock Characters

Grimlock characters possess the following racial traits.

- * +2 Strength, +2 Dexterity, +2 Constitution, –2 Wisdom, –4 Charisma.
- * Medium size.
- * A grimlock's base land speed is 30 feet.
- * **Weapon Proficiency:** A grimlock is automatically proficient with the battleaxe.
- * +1 natural armor bonus.
- * **Special Qualities (see above):** Blindsight 40 ft., immunities, scent.
- * **Automatic Languages:** Common, Grimlock. Bonus Languages: Draconic, Dwarven, Gnome, Terran, Undercommon.
- * **Favored Class:** Barbarian.
- * Level adjustment +1.

Grimlock Monster Class

Level	BAB	Fort	Ref	Will	Special Abilities
1	+0	+2	+0	+0	+2 Str, +1 natural armor
2	+1	+3	+0	+0	+2 natural armor

Hit Dice: d8.

Skill Points at 1st Level: (2 + Intelligence modifier) x 4.

Skill Points Each Additional Level: 2 + Intelligence modifier.

Grimlock Class Skills: Climb (Str), Craft (Int), Hide (Dex), Listen (Wis), Perform (Cha), Profession (Wis), and Spot (Wis).

Armor and Weapon Proficiency: No armor or shields; Simple weapons, battleaxe.

HAG

Although different hags are unique in appearance and mannerism, they have many aspects in common. All take the form of crones whose bent shapes belie their fierce power and swiftness.

Hags speak Giant and Common.

Combat

Hags are tremendously strong. They are naturally resistant to spells and can cast magic of their own. Hags often gather to form coveys. A covey, usually containing one hag of each type, can use powers beyond those of the individual members.

	Annis Large Monstrous Humanoid	Green Hag Medium Monstrous Humanoid	Sea Hag Medium Monstrous Humanoid (Aquatic)
Hit Dice:	7d8+14 (45 hp) <30 hp>	9d8+9 (49 hp) <30 hp>	3d8+7 (20 hp) <21 hp>
Initiative:	+1	+1	+1
Speed:	40 ft. (8 squares)	30 ft. (6 squares), swim 30 ft.	30 ft. (6 squares), swim 40 ft.
Armor Class:	20 (–1 size, +1 Dex, +10 natural), touch 10, flat-footed 19	22 (+1 Dex, +11 natural), touch 11, flat-footed 21	14 (+1 Dex, +3 natural), touch 11, flat-footed 13
Base Attack/Grapple:	+7 / +18	+9 / +13	+3 / +7
Attack:	Claw +13 melee (1d6+7)	Claw +13 melee (1d4+4)	Claw +7 melee (1d4+4)
Full Attack:	2 claws +13 melee (1d6+7) and bite +8 melee (1d6+3)	2 claws +13 melee (1d4+4)	2 claws +7 melee (1d4+4)
Space/Reach:	5 ft. x 5 ft. / 10 ft.	5 ft. x 5 ft. / 5 ft.	5 ft. x 5 ft. / 5 ft.
Special Attacks:	Improved grab, rake 1d6+7, rend 2d6+10, spell-like abilities	Spell-like abilities, weakness, mimicry	Horrific appearance, evil eye
Special Qualities:	Damage reduction 2/bludgeoning, darkvision 60 ft., spell resistance 19	Darkvision 90 ft., spell resistance 18	Amphibious, spell resistance 14
Saves:	Fort +6, Ref +6, Will +6	Fort +6, Ref +7, Will +7	Fort +2, Ref +4, Will +4
Abilities:	Str 25, Dex 12, Con 14, Int 13, Wis 13, Cha 10	Str 19, Dex 12, Con 12, Int 13, Wis 13, Cha 14	Str 19, Dex 12, Con 12, Int 10, Wis 13, Cha 14
Skills:	Bluff +8, Diplomacy +2, Disguise +0 (+2 acting), Hide +5, Intimidate +2, Listen +10, Spot +10	Concentration +7, Craft or Knowledge (any one) +7, Hide +9, Listen +11, Spot +11 Swim +12	Craft or Knowledge (any one) +3, Hide +4, Listen +6, Spot +6, Swim +12
Feats:	Alertness, Blind-Fight, Great Fortitude	Alertness, Blind-Fight, Combat Casting, Great Fortitude	Alertness, Toughness
Environment:	Cold marshes	Temperate marshes	Temperate aquatic
Organization:	Solitary or covey (3 hags of any kind plus 1d8 ogres and 1d4 evil giants)	Solitary or covey (3 hags of any kind plus 1d8 ogres and 1d4 evil giants)	Solitary or covey (3 hags of any kind plus 1d8 ogres and 1d4 evil giants)
Challenge Rating:	6	5	4
Treasure:	Standard	Standard	Standard
Alignment:	Usually chaotic evil	Usually chaotic evil	Usually chaotic evil
Advancement:	By character class	By character class	By character class
Level Adjustment:	---	---	---

Improved Grab (Ex): To use this ability, an annis must hit a Large or smaller opponent with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Rake (Ex): Attack bonus +13 melee, damage 1d6+7. An annis can attack a grappled foe with both claws at no penalty.

Rend (Ex): An annis that hits with both claw attacks latches onto the opponent's body and tears the flesh. This attack automatically deals an extra 2d6+10 points of damage.

Spell-Like Abilities: Caster level 8th. 3/day - *disguise self*, *fog cloud*.

Green Hag

Green hags are found in desolate swamps and dark forests.

A green hag is about the same height and weight as a female human.

Combat

Green hags prefer to attack from hiding, usually after distracting foes. They often use darkvision to their advantage by attacking during moonless nights.

Spell-Like Abilities: Caster level 9th. The save DC is Charisma-based. At will - *dancing lights*, *disguise self*, *ghost sound* (DC 12), *invisibility*, *pass without trace*, *tongues*, *water breathing*.

Weakness (Su): A green hag can weaken a foe by making a special touch attack. The opponent 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.

Skills: A green hag has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Annis

An annis commonly uses its *disguise self* ability to take the form of an exceptionally tall human, a fair giant, or an ogre.

An annis stands some 8 feet tall and weighs about 325 pounds.

Combat

Though physically powerful, these hags do not favor simple assaults but try to divide and confuse their foes before combat. They love to pose as commoners or gentlefolk to lull their victims into a sense of false security before they attack.

Sea Hag

The sea hag is found in the water of seas or overgrown lakes.

A sea hag is about the same height and weight as a female human.

Combat

Sea hags are not subtle and prefer a direct approach to combat. They usually remain in hiding until they can affect as many foes as possible with their horrific appearance.

Horrific Appearance (Su): The sight of a sea hag is so revolting that anyone (other than another hag) who sets eyes upon one must succeed on a DC 13 Fortitude save or instantly be weakened, taking 2d6 points of Strength damage. This damage cannot reduce a victim's Strength score below 0, but anyone reduced to Strength 0 is helpless. 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. The save DC is Charisma-based.

Evil Eye (Su): Three times per day, a sea hag can cast its dire gaze upon any single creature within 30 feet. The target must succeed on a DC 13 Will save or be dazed for three days, although remove curse or dispel evil can restore sanity sooner. In addition, an affected creature must succeed on a DC 13 Fortitude save or die from fright. Creatures with immunity to fear effects are not affected by the sea hag's evil eye. The save DCs are Charisma-based.

Amphibious (Ex): Although sea hags are aquatic, they can survive indefinitely on land.

Skills: A sea hag has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Hag Covey

From time to time, a trio of hags gathers as a covey. Usually this foul triune includes one hag of each type, but this is not always the case.

Combat

Hags in a covey rely on deception and their boosted magical abilities in combat.

A covey of hags is 80% likely to be guarded by 1d8 ogres and 1d4 evil giants who do their bidding. These minions are often disguised with a *veil* spell to appear less threatening and sent forth as spies. Such minions often (60%) carry magic stones known as hag eyes (see below).

Spell-Like Abilities: Caster level 9th. The save DCs are based on a Charisma score of 16. To use one of these abilities (which requires a full-round action), all three hags must be within 10 feet of one another, and all must participate. 3/day - *animate dead*, *bestow curse* (DC 17), *control weather*, *dream*, *forcecage*, *mind blank*, *mirage arcana* (DC 18), *polymorph*, *veil* (DC 19), *vision*.

Once per month, a covey that does not have a hag eye can create one from a gem worth at least 20 gp (see below).

Hag Eye

A hag eye is a magic gem created by a covey. It appears to be nothing more than a semiprecious stone, but a gem of seeing or other such effect reveals it as a disembodied eye. Often, a hag eye is worn as a ring, brooch, or other adornment. Any of the three hags who created the hag eye can see through it whenever they wish, so long as it is on the same plane of existence as the hag. A hag eye has hardness 5 and 10 hit points. Destroying a hag eye deals 1d10 points of damage to each member of the covey and causes the one who sustained the greatest damage to be blinded for 24 hours.

HALFLING

Halfling, 1st-Level Warrior Small Humanoid (Halfling)

Hit Dice:	1d8+1 (5 hp) <12 hp>
Initiative:	+1
Speed:	20 ft. (4 squares)
Armor Class:	16 (+1 size, +1 Dex, +3 studded leather, +1 light shield), touch 12, flat-footed 15
Base Attack/Grapple:	+1 / -3
Attack:	Short sword +3 melee (1d6/19-20) or light crossbow +3 ranged (1d8/19-20)
Full Attack:	Short sword +3 melee (1d6/19-20) or light

Space/Reach:
Special Attacks:
Special Qualities:
Saves:
Abilities:

Skills:

Feats:

Environment:

Organization:

Challenge Rating:

Treasure:

Alignment:

Advancement:

Level Adjustment:

crossbow +3 ranged (1d8/19-20)

5 ft. x 5 ft. / 5 ft.

Halfling traits

Halfling traits

Fort +4, Ref +2, Will +0

Str 11, Dex 13, Con 12,

Int 10, Wis 9, Cha 8

Climb +2, Hide +4, Jump -4, Listen +3,

Move Silently +1

Weapon Focus (longsword)

Warm plains (Deep halfling: Warm hills)

(Tallfellow: Temperate forests)

Company (1d3+1), squad (1d10+10 plus 2 3rd-

level sergeants and 1 leader of 3rd-6th level), or

band ([1d8+2]x10 plus 100% noncombatants

plus 1 3rd-level sergeant per 20 adults, 5 5th-

level lieutenants, 3 7th-level captains, 1d6+4

dogs, and 1d4+1 riding dogs)

1/2

Standard

Usually neutral

By character class

+0

Halflings stand about 3 feet tall and usually weigh between 30 and 35 pounds. They have brown or black eyes. Halfling men often have long sideburns, but beards are rare among them and mustaches almost unseen. Halflings prefer simple, comfortable, and practical clothes. Unlike members of most races, they prefer actual comfort to shows of wealth. Halflings reach adulthood in their early twenties and generally live into the middle of their second century.

Halflings speak Halfling and Common.

Most halflings encountered outside their home are warriors; the information in the statistics block is for one of 1st level.

Combat

Halflings prefer to fight defensively, usually hiding and launching ranged attacks as the foe approaches. Their tactics are very much like those of elves but place more emphasis on cover and concealment and less on mobility.

Halfling Traits (Ex): Halflings possess the following racial traits.

- * +2 Dexterity, -2 Strength.
- * Small size. +1 bonus to Armor Class, +1 bonus on attack rolls, +4 bonus on Hide checks, -4 penalty on grapple checks, lifting and carrying limits 3/4 those of Medium characters.
- * A halfling's base land speed is 20 feet.
- * +2 racial bonus on Climb, Jump, and Move Silently checks.
- * +1 racial bonus on all saving throws.
- * +2 morale bonus on saving throws against fear. This bonus stacks with the halfling's +1 bonus on saving throws in general.
- * +1 racial bonus on attack rolls with thrown weapons and slings.
- * +2 racial bonus on Listen checks.
- * **Automatic Languages:** Common, Halfling. Bonus Languages: Dwarven, Elven, Gnome, Goblin, Orc.
- * **Favored Class:** Rogue.

The halfling warrior presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

SUBRACES

The information above is for the lightfoot halfling, the most common halfling variety. There are two other major halfling subraces, which differ from lightfoot halflings as follows.

Tallfellow

Tallfellows are somewhat rare among halfling folk. Tallfellows are 4 feet tall or more and weigh between 30 and 35 pounds. They generally speak Elven in addition to Common and Halfling.

Tallfellow Traits (Ex): These traits are in addition to the lightfoot halfling traits, except where noted.

* +2 racial bonus on Search, Spot, and Listen checks. Like an elf, a tallfellow who merely passes within 5 feet of a secret or concealed door is entitled to a Search check as though actively looking for it. This trait replaces the lightfoot’s +2 bonus on Listen checks.

* Tallfellows are less athletic than lightfoot halflings and do not have a racial bonus on Climb, Jump, and Move Silently checks.

Deep Halfling

These halflings are shorter and stockier than the more common lightfeet.

Deep halflings are about 2-1/2 tall and weigh between 30 and 35 pounds. Deep halflings speak Dwarven fluently.

Deep Halfling Traits (Ex): These traits are in addition to the lightfoot halfling traits, except where noted.

* Darkvision out to 60 feet.

* Stonecunning: Like dwarves, deep halflings have a +2 racial bonus on checks to notice unusual stonework. Something that isn’t stone but that is disguised as stone also counts as unusual stonework. A deep halfling who merely comes within 10 feet of unusual stonework can make a check as though actively searching and can use the Search skill to find stonework traps as a rogue can. A deep halfling can also intuit depth, sensing the approximate distance underground as naturally as a human can sense which way is up.

* +2 racial bonus on Appraise checks and Craft checks that are related to stone or metal.

* Deep halflings are less athletic than lightfoot halflings and do not have a racial bonus on Climb, Jump, and Move Silently checks.

HARPY

Harpy

Medium Monstrous Humanoid

Hit Dice: 7d8 (31 hp) <24 hp>
Initiative: +2
Speed: 20 ft. (4 squares), fly 80 ft. (average)
Armor Class: 13 (+2 Dex, +1 natural), touch 12, flat-footed 11

Base Attack/Grapple: +7 / +7
Attack: Club +7 melee (1d6)

Full Attack: Club +7 / +2 melee (1d6) and 2 claws +2 melee (1d3)

Space/Reach: 5 ft. x 5 ft. / 5 ft.
Special Attacks: Captivating song
Special Qualities: Darkvision 60 ft.
Saves: Fort +2, Ref +7, Will +6
Abilities: Str 10, Dex 15, Con 10, Int 7, Wis 12, Cha 17
Skills: Bluff +11, Intimidate +7, Listen +7, Perform (oratory) +5, Spot +3
Feats: Dodge, Flyby Attack, Persuasive

Environment: Temperate marshes
Organization: Solitary, pair, or flight (1d6+6)
Challenge Rating: 4
Treasure: Standard
Alignment: Usually chaotic evil
Advancement: By character class
Level Adjustment: +3

Harpy Archer, 7th-Level Fighter

Medium Monstrous Humanoid

7d8 + 7d10 + 28 (103 hp) <49 hp>
+9
20 ft. (4 squares), fly 80 ft. (average)
23 (+5 Dex, +1 natural, +6 +3 studded leather, +1 ring of protection +1), touch 16, flat-footed 18
+14 / +15
+1 frost composite longbow (+1 Str bonus) +22 ranged (1d8+4/19-20/x3 plus 1d6 cold) or claw +15 melee (1d3+1)
+1 frost composite longbow (+1 Str bonus) +22/+17/+12 ranged (1d8+4/19-20/x3 plus 1d6 cold) or 2 claws +15 melee (1d3+1)
5 ft. x 5 ft. / 5 ft.
Captivating song
Darkvision 60 ft.
Fort +11, Ref +14, Will +11
Str 12, Dex 20, Con 14, Int 6, Wis 11, Cha 19
Bluff +11, Intimidate +5, Listen +7, Perform (oratory) +10, Spot +5

Alertness, Improved Critical (composite longbow), Improved Initiative, Iron Will, Manyshot, Point Blank Shot, Rapid Shot, Weapon Focus (composite longbow), Weapon Specialization (composite longbow)
Temperate marshes
Solitary
11
Standard (including equipment)
Usually chaotic evil
By character class
+3

Harpies like to entrance hapless travelers with their magical songs and lead them to unspeakable torments. Only when a harpy has finished playing with its new “toys” will it release them from suffering by killing and consuming them.

Combat

When a harpy engages in battle, it prefers to use Flyby Attack and strike with a melee weapon.

Captivating Song (Su): The most insidious ability of the harpy is its song. When a harpy sings, all creatures (other than harpies) within a 300-foot spread must succeed on a DC 16 Will save or become captivated. This is a sonic mind-affecting charm effect. A creature that successfully saves cannot be affected again by the same harpy’s song for 24 hours. The save DC is Charisma-based.

A captivated victim walks toward the harpy, taking the most direct route available. If the path leads into a dangerous area (through flame, off a cliff, or the like), that creature gets a second saving throw.

Captivated creatures can take no actions other than to defend themselves. (Thus, a fighter cannot run away or attack but takes no defensive penalties.) A victim within 5 feet of the harpy stands there and offers no resistance to the monster's attacks. The effect continues for as long as the harpy sings and for 1 round thereafter. A bard's *countersong* ability allows the *captivated* creature to attempt a new Will save.

Skills: Harpies have a +4 racial bonus on Bluff and Listen checks.

Harpy Archer

A cruel hunter and roaming brigand, the harpy archer has trained as a fighter specializing in ranged combat. Harpy archers often become mercenaries, selling their services to the highest bidder. When not employed, they make ends meet as highway robbers, forcing merchant caravans to pay protection money.

Combat

Captivating Song (Su): Will DC 17 negates.

Possessions: +3 *studded leather*, +1 *frost composite longbow* (+1 Str bonus), 10 cold iron arrows, 10 silvered arrows, 5 +2 *arrows*, *lesser bracers of archery*, *potion of cure moderate wounds*, *potion of cat's grace*, *cloak of resistance* +2, *ring of protection* +1. (Different harpy archers may have different possessions.)

HOBGOBLIN

Hobgoblin, 1st-Level Warrior Medium Humanoid (Goblinoid)

Hit Dice:	1d8+2 (6 hp) <16 hp>
Initiative:	+1
Speed:	30 ft. (6 squares)
Armor Class:	15 (+1 Dex, +3 studded leather, +1 light shield), touch 11, flat-footed 14
Base Attack/Grapple:	+1 / +2
Attack:	Longsword +2 melee (1d8+1/19-20) or javelin +2 ranged (1d6+1)
Full Attack:	Longsword +2 melee (1d8+1/19-20) or javelin +2 ranged (1d6+1)
Space/Reach:	5 ft. x 5 ft. / 5 ft.
Special Attacks:	---
Special Qualities:	Darkvision 60 ft.
Saves:	Fort +4, Ref +1, Will -1
Abilities:	Str 13, Dex 13, Con 14, Int 10, Wis 9, Cha 8
Skills:	Hide +3, Listen +2, Move Silently +3, Spot +2
Feats:	Alertness
Environment:	Warm hills
Organization:	Gang (1d6+3), band (1d10x10 plus 50% non-combatants plus 1 3rd-level sergeant per 20 adults and 1 leader of 4th-6th level), warband (2d8+8), or tribe (1d10x30 plus 50% non-combatants plus 1 3rd-level sergeant per 20 adults, 1 or 2 lieutenants of 4th or 5th level, 1 leader of 6th-8th level, 1d3+1 dire wolves, and 1d4 ogres or 1d2 trolls)
Challenge Rating:	1
Treasure:	Standard
Alignment:	Usually lawful evil
Advancement:	By character class
Level Adjustment:	+1

Hobgoblins are larger cousins of goblins. Hobgoblins' hair color ranges from dark reddish-brown to dark gray. They have dark orange or red-orange skin. Large males have blue or red noses. Hobgoblins' eyes are yellowish or dark brown, while their teeth are yellow. Their garments tend to be brightly colored, often blood red with black-tinted leather. Their weaponry is kept polished and in good repair.

Hobgoblins speak Goblin and Common.

Most hobgoblins encountered outside their homes are warriors; the information in the statistics block is for one of 1st level.

Combat

These creatures have a strong grasp of strategy and tactics and are capable of carrying out sophisticated battle plans. Under the leadership of a skilled strategist or tactician, their discipline can prove a deciding

factor. Hobgoblins hate elves and attack them first, in preference to other opponents.

Skills: Hobgoblins have a +4 racial bonus on Move Silently checks.

The hobgoblin warrior presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

Hobgoblin Characters

Hobgoblin characters possess the following racial traits.

- * +2 Dexterity, +2 Constitution.
- * A hobgoblin's base land speed is 30 feet.
- * Darkvision out to 60 feet.
- * +4 racial bonus on Move Silently checks.
- * **Automatic Languages:** Common, Goblin. Bonus Languages: Draconic, Dwarven, Infernal, Giant, Orc.
- * **Favored Class:** Fighter.
- * Level adjustment +1.

KOBOLD

Kobold, 1st-Level Warrior Small Humanoid (Reptilian)

Hit Dice:	1d8 (4 hp) <10 hp>
Initiative:	+1
Speed:	30 ft. (6 squares)
Armor Class:	15 (+1 size, +1 Dex, +1 natural, +2 leather), touch 12, flat-footed 14
Base Attack/Grapple:	+1 / -4
Attack:	Halfspear +1 melee (1d6-1/x3) or sling +3 ranged (1d4-1)
Full Attack:	Halfspear +1 melee (1d6-1/x3) or sling +3 ranged (1d4-1)
Space/Reach:	5 ft. x 5 ft. / 5 ft.
Special Attacks:	---
Special Qualities:	Darkvision 60 ft., light sensitivity, magical sense
Saves:	Fort +2, Ref +1, Will -1
Abilities:	Str 9, Dex 13, Con 10, Int 10, Wis 9, Cha 8
Skills:	Craft (trapmaking) +2, Hide +6, Listen +2, Move Silently +2, Profession (miner) +2, Search +2, Spot +2
Feats:	Alertness
Environment:	Temperate forests
Organization:	Gang (1d6+3), band (1d10x10 plus 100% noncombatants plus 1 3rd-level sergeant per 20 adults and 1 leader of 4th-6th level), warband (2d8+8 plus 1d3+1 dire weasels), tribe (1d10x40 plus 1 3rd-level sergeant per 20 adults, 1 or 2 lieutenants of 4th or 5th level, 1 leader of 6th-8th level, and 1d4+4 dire weasels)
Challenge Rating:	1/4
Treasure:	Standard
Alignment:	Usually lawful evil
Advancement:	By character class
Level Adjustment:	+0

KYTILLION

Medium Monstrous Humanoid (Aquatic)

Hit Dice:	2d8+2 (11 hp) <17 hp>
Initiative:	+0
Speed:	20 ft. (4 squares), swim 50 ft.
Armor Class:	16 (+6 natural), touch 10, flat-footed 16
Base Attack/Grapple:	+2 / +3
Attack:	Dark adamantine trident +4 melee (1d10+1 plus shocking strike) or claw +3 melee (1d4+1 slashing plus shocking strike) or dark adamantine trident +3 ranged (1d10+1)
Full Attack:	Dark adamantine trident +4 melee (1d10+1 plus shocking strike) or claw +3 melee (1d4+1 slashing plus shocking strike) or dark adamantine trident +3 ranged (1d10+1)
Space/Reach:	5 ft. x 5 ft. / 5 ft.
Special Attacks:	Lightning bolt, shocking strike
Special Qualities:	Amphibious, Darkvision 60 ft., electrical body, immunity to poison and paralysis, keen sight, light blindness, resistance to electricity 10
Saves:	Fort +3, Ref +3, Will +5
Abilities:	Str 13, Dex 10, Con 13, Int 13, Wis 14, Cha 8
Skills:	Craft or Knowledge (any one) +4, Listen +7, Move Silently +3, Search +8, Spot +11, Swim +9
Feats:	Alertness ^B , Great Fortitude
Environment:	Temperate Aquatic
Organization:	Patrol (2d6 plus 1d4 3rd-level striker)
Challenge Rating:	2
Treasure:	Standard, dark adamantine trident (see below)
Alignment:	Often neutral evil
Advancement:	By character class
Level Adjustment:	+2

Kobolds are short, reptilian humanoids with cowardly and sadistic tendencies.

A kobold's scaly skin ranges from dark rusty brown to a rusty black color. It has glowing red eyes. Its tail is prehensile. Kobolds wear ragged clothing, favoring red and orange.

A kobold is 2 to 2-1/2 feet tall and weighs 35 to 45 pounds.

Kobolds speak Draconic with a voice that sounds like that of a yapping dog.

Combat

Kobolds like to attack with overwhelming odds - at least two to one - or trickery; should the odds fall below this threshold, they usually flee. However, they attack gnomes on sight if their numbers are equal.

They begin a fight by slinging bullets, closing only when they can see that their foes have been weakened. Whenever they can, kobolds set up ambushes near trapped areas.

Magical Sense (Su): Once per day a kobold can use *detect magic* as if it was cast by a sorcerer with a level equal to their hit dice (rounding up). They can use this ability one additional time per day for every two hit dice past their first.

Light Sensitivity (Ex): Kobolds are *dazzled* in bright sunlight or within the radius of a *daylight* spell.

Skills: Kobolds have a +2 racial bonus on Craft (trapmaking), Profession (miner), and Search checks.

The kobold warrior presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

Kobold Characters

Kobold characters possess the following racial traits.

- * -4 Strength, +2 Dexterity, +2 Constitution.
- * Small size: +1 bonus to Armor Class, +1 bonus on attack rolls, +4 bonus on Hide checks, -4 penalty on grapple checks, lifting and carrying limits 3/4 those of Medium characters.
- * A kobold's base land speed is 30 feet.
- * Darkvision out to 60 feet.
- * Magical Sense.
- * **Racial Skills:** A kobold character has a +2 racial bonus on Craft (trapmaking), Profession (miner), and Search checks.
- * **Magical Sense:** Kobolds can cast *detect magic* as a spell-like ability cast by a sorcerer of the same level.
- * +1 natural armor bonus.
- * **Special Qualities (see above):** Light sensitivity.
- * **Automatic Languages:** Common, Draconic. Bonus Languages: Any (other than secret languages, such as Druidic)
- * **Favored Class:** Sorcerer.
- * Level adjustment +0.

A deep gray/green humanoid figure covered in thick scales. Its disconcertingly human-like face is dominated by a pair of eyes that are inches across, with pupils the size of coins, and has a completely flat nose. What little clothing it is wearing appears to be of very fine quality, but completely alien design. It carries a trident made of some unidentifiable pitch-black metal, with electricity occasionally arcing from one tine to the next as water drips down it.

The kytillian race is one of the oldest human-like races in existence. They inhabit lightless cities which cling to the floor in the deepest parts of the ocean, lit only by occasional strokes of magical lightning. In these

labyrinthine cities they worship a foul deity, and at its behest consort with beings from the most evil planes.

Kytillions believe themselves to be innately superior to all other races, but unlike other peoples that share the same belief their goal is not conquest. Kytillions believe that the rest of the world exists only for them to have something to prey upon. All the folk above and below the waves seek to avoid these loathsome people, but infrequent and unpredictable raids from thrill-seeking kytillion bands often prevent this.

Kytillions look like gray/green scaled humans with nose slits, and freakishly large eyes. They have no hair, but do have a dorsal-like crest fin on their heads. Their arms and legs also have small maneuverable fins that let them better control their passage through the water. Their hands and feet share a long-finger/toe design, with webbing between the digits that helps to give them their rapid swimming speed but also impedes their land movement.

Kytillions speak Aquan, Kytillion, and Undercommon.

Combat

Kytillions use formation fighting when they engage in battle, attacking in blocks and lines, while focusing their efforts on stronger foes over preference to weaker ones. Unless the situation is dire, they will never fight to the death if they have a chance to escape. If enough strikers are present to create a lightning bolt, they will not hesitate to hurl the bolt *thru* the other kytillions, since their electricity resistance means it will do far more harm to the enemy than to the formation fighters.

Amphibious (Ex): Kytillions are capable of breathing both air and water.

Electrical Body (Su): Any creature striking a kytillion with a natural weapon, unarmed attack, or metal weapon is shocked for 1d3 points of electricity damage. Just touching a kytillion is not enough to set off this reaction, so grappling them is safe.

Immunities (Ex): Kytillion's ancient physiology has become completely adapted to shrugging off all forms of pathogens, making them immune to both mundane and magical poisons and diseases.

Keen Sight (Ex): The oversized eyes of kytillions have adapted over centuries of peering into the deep gloom of the bottom of the sea, enabling them to see anything moving even if it is *invisible* or *ethereal*. If the subject remains perfectly still they cannot see it, since this visual acuity is based on perceived motion.

Light Blindness (Ex): Generations of adaptation to the utter blackness of the deepest reaches of the sea has rendered the kytillion race incapable of handling exposure to bright light. Exposure to any source of bright light other than lightning strokes causes kytillions to become *blind* for 1 round, and then they are *dazzled* for the rest of their exposure.

Lightning Bolt (Su): Two or more kytillion strikers can channel the power of their dark deity to create a bolt of lightning every 1d4 rounds. They must be joining hands during this period to charge up for the lightning bolt. Treat this as a *lightning bolt* spell cast by a caster of a level equal to the number of strikers creating the bolt, and with a save DC of 13 + the number of strikers.

Shocking Strike (Su): Kytillions can channel their body's natural electrical magic into a discharge of power through their hands into whatever they are touching. This deals 1d4 damage as a touch attack. It can be channeled through melee weapons made from adamantine excavated and forged on the ocean's floor, called "dark" adamantine weapons (see below).

Skills: Kytillions have a +4 racial bonus to their Spot and Search checks, thanks to their oversized eyes. Their limb fins and webbed appendages give them a +8 racial bonus on any Swim checks to perform special actions or avoid a hazard. Kytillions can use the run action while swimming, so long as it is in a straight line.

Dark Adamantine Weapons

Kytillions excavate adamantine ore from the ocean's floor, and use electrical currents to forge it. When this material is used on the ocean floor to craft melee weapons, they pick up two special additional properties. The first is the ability to channel the Shocking Strike power of the kytillions. The second is that they will corrode and waste away into lead dust if they are removed from the ocean for more than 30 days. After being taken from the ocean, every day back in the ocean effectively removes one day from the time limit before they decay.

This makes these weapons a favorite weapon for kytillion warriors and surface raiders, since they rarely have to fear the weapons being used against them by surface dwellers who acquire them.

Ecology

Kytillion Characters

Kytillion characters possess the following racial traits.

- * Str +2, Con +4, Wis +2.
- * Medium size.
- * Base Speed 20 ft., swim 50 ft.
- * Darkvision out to 60 ft.
- * +2 natural armor.
- * Amphibious (see above).
- * Electrical Body (see above).
- * Immunities (see above).
- * Keen Sight (see above).
- * Light Blindness (see above).
- * Skills (see above).
- * **Automatic Languages:** Aquan, Kytillion, and Undercommon. **Bonus Languages:** Common, Elven, Infernal, and Sahuagin.
- * **Favored Class:** Cleric or Ranger (player's choice). Kytillion clerics, called strikers, worship a deity they call "the stinging depths"; who is neutral evil and has the domains of Air, Evil, and Water.
- * Level adjustment +2.

Monster Class

Level	BAB	Fort	Ref	Will	Special Abilities
1	+1	+0	+2	+2	+2 natural armor
2	+2	+0	+3	+3	+2 natural armor

Hit Dice: d8.

Skill Points at 1st Level: (2 + Intelligence modifier) x 4.

Skill Points Each Additional Level: 2 + Intelligence modifier.

Monster Class Skills: Craft (Int), Knowledge (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Search (Int), Spot (Wis), and Swim (Str).

Armor and Weapon Proficiency: No armor or shields; Simple weapons, trident.

LIZARDFOLK

Medium Humanoid (Reptilian)

2d8+2 (11 hp) <17 hp>

+0

30 ft. (6 squares)

15 (+5 natural, +2 heavy shield), touch 10, flat-footed 15 or 17

+1 / +2

Base Attack/Grapple:

Attack: Claw +2 melee (1d4+1) or club +2 melee (1d6+1) or javelin +1 ranged (1d6+1)

Full Attack: 2 claws +2 melee (1d4+1) and bite +0 melee (1d4); or club +2 melee (1d6+1) and bite +0 melee (1d4); or javelin +1 ranged (1d6+1)

Special Attacks:

Special Qualities:

Space/Reach:

Saves:

Abilities:

Skills:

Feats:

Environment:

Organization:

Hold breath

5 ft. x 5 ft. / 5 ft.

Fort +1, Ref +3, Will +0

Str 13, Dex 10, Con 13,

Int 9, Wis 10, Cha 10

Balance +4, Jump +5, Swim +2

Multiaction

Temperate marshes

Gang (1d2+1), band (1d6+4 plus 50% noncombatants plus 1 leader of 3rd-6th level), or tribe ([1d4+2]x10 plus 2 lieutenants of 3rd-6th level and 1 leader of 4th-10th level)

1

Challenge Rating:

Treasure:

Alignment:

Advancement:

Level Adjustment:

50% coins; 50% goods; 50% items

Usually neutral

By character class

+1

A lizardfolk is usually 6 to 7 feet tall with green, gray, or brown scales. Its tail is used for balance and is 3 to 4 feet long. A lizardfolk can weigh from 200 to 250 pounds.
Lizardfolk speak Draconic.

Combat

Lizardfolk fight as unorganized individuals. They prefer frontal assaults and massed rushes, sometimes trying to force foes into the water, where the lizardfolk have an advantage. If outnumbered or if their territory is being invaded, they set snares, plan ambushes, and make raids to hinder enemy supplies. Advanced tribes use more sophisticated tactics and have better traps and ambushes.
Hold Breath: A lizardfolk can hold its breath for a number of rounds equal to four times its Constitution score before it risks drowning.
Skills: Because of their tails, lizardfolk have a +4 racial bonus on Jump, Swim, and Balance checks. The skill modifiers given in the statistics block include a -2 armor check penalty (-4 on Swim checks) for carrying a heavy shield.

Lizardfolk Characters

- Lizardfolk characters possess the following racial traits.
- * +2 Strength, +2 Constitution, -2 Intelligence.
 - * Medium size.
 - * A lizardfolk's base land speed is 30 feet.
 - * +2 natural armor bonus.
 - * **Natural Weapons:** 2 claws (1d4) and bite (1d4).
 - * **Special Qualities (see above):** Hold breath.
 - * **Automatic Languages:** Common, Draconic. Bonus Languages: Aquan, Goblin, Gnoll, Orc.
 - * **Favored Class:** Druid.
 - * Level adjustment +1.

Lizardfolk Monster Class

Level	BAB	Fort	Ref	Will	Special Abilities
1	+0	+2	+0	+0	+2 natural armor
2	+1	+3	+0	+0	+1 natural armor

Hit Dice: d8.
Skill Points at 1st Level: (2 + Intelligence modifier) x 4.
Skill Points Each Additional Level: 2 + Intelligence modifier.
Lizardfolk Class Skills: Balance (Dex), Craft (Int), Jump (Str), Perform (Cha), Profession (Wis), Survival (Wis), and Swim (Str).
Armor and Weapon Proficiency: No armor proficiency, but does have shield proficiency; Simple weapons, javelin.

LOCATHAH

Medium Humanoid (Aquatic)
Hit Dice: 2d8 (9 hp) <14 hp>
Initiative: +1
Speed: 10 ft. (2 squares), swim 60 ft.
Armor Class: 14 (+1 Dex, +3 natural),

touch 11, flat-footed 13
Base Attack/Grapple: +1 / +1
Attack: Longspear +2 melee (1d8/x3) or light crossbow +2 ranged (1d8/19-20)
Full Attack: Longspear +2 melee (1d8/x3) or light crossbow +2 ranged (1d8/19-20)
Space/Reach: 5 ft. x 5 ft. / 5 ft.
Saves: Fort +3, Ref +1, Will +1
Special Attacks: ---
Special Qualities: ---
Abilities: Str 10, Dex 12, Con 10, Int 13, Wis 13, Cha 11
Skills: Craft (any one) +6, Listen +6, Spot +6, Swim +8
Feats: Weapon Focus (longspear)
Environment: Warm aquatic
Organization: Company (1d3+1), patrol (1d10+10 plus 2 3rd-level sergeants and 1 leader of 3rd-6th level), or tribe ([1d8+2]x10 plus 100% noncombatants plus 1 3rd-level sergeant per 10 adults, 5 5th-level lieutenants, and 3 7th-level captains)
Challenge Rating: 1/2
Treasure: Standard
Alignment: Usually neutral
Advancement: By character class
Level Adjustment: +1

Although humanoid in shape, locathahs are clearly more fish than human.
The average locathah stands 5 feet tall and weighs 175 pounds. Females and males look very much alike, although the former can be recognized by the two ochre stripes marking their egg sacs.
Locathahs speak Aquan.

Combat

Any battle with locathahs usually begins with the creatures loosing volleys of bolts from their crossbows; underwater, their crossbows have a range increment of 20 feet. If they have managed to set up an ambush or other trap, they continue to employ crossbows for as long as possible. Otherwise, they close to bring their longspear into play. Although primarily used for fishing, these spears make formidable weapons.

Locathahs lack teeth, claws, and other natural weapons, so they are not especially dangerous if unarmed. A weaponless locathah will generally turn and flee.

Skills: A locathah has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

LYCANTHROPE

Lycanthropes are humanoids or giants who can transform themselves into animals. In its natural form, a lycanthrope looks like any other members of its kind, though natural lycanthropes and those who have been afflicted for a long time tend to have or acquire features reminiscent

of their animal forms. In animal form, a lycanthrope resembles a powerful version of the normal animal, but on close inspection, its eyes (which often glow red in the dark) show a faint spark of unnatural intelligence.

Lycanthropy can be spread like a disease. Sometimes a lycanthrope begins life as a normal humanoid or giant who subsequently contracts lycanthropy after being wounded by a lycanthrope. Such a creature is called an afflicted lycanthrope. Other lycanthropes are born as lycanthropes, and are known as natural lycanthropes.

Combat

A lycanthrope in its humanoid (or giant) form uses whatever tactics and weapons are favored by others of its kind, though it tends to be slightly more aggressive. A lycanthrope possesses the senses of its animal form, including scent and low-light vision, and it has a deep empathy for (and ability to communicate with) animals of its animal form. An afflicted lycanthrope damaged in combat may be overwhelmed by rage, causing it to change to its animal form involuntarily.

A lycanthrope in animal form fights like the animal it resembles, although its bite carries the disease of lycanthropy. It is preternaturally cunning and strong, and possesses damage reduction that is overcome only by silvered weapons.

Finally, a natural lycanthrope (or an afflicted lycanthrope that has become aware of its affliction) can assume a hybrid form that is a mix of its humanoid and animal forms. A hybrid has hands and can use weapons, but it can also attack with its teeth and claws. A hybrid can spread lycanthropy with its bite, and it has the same damage reduction that its animal form possesses.

Werebear

	Werebear, Human Form Medium Humanoid (Human, Shapechanger)	Werebear, Bear Form Large Humanoid (Human, Shapechanger)	Werebear, Hybrid Form Large Humanoid (Human, Shapechanger)
Hit Dice:	1d8+1 plus 6d8+30 (62 hp) <26 hp>	1d8+1 plus 6d8+30 (62 hp) <28 hp>	1d8+1 plus 6d8+30 (62 hp) <28 hp>
Initiative:	+0	+1	+1
Speed:	30 ft. (6 squares)	40 ft. (8 squares)	30 ft. (6 squares)
Armor Class:	15 (+2 natural, +3 studded leather armor), touch 10, flat-footed 15	17 (–1 size, +1 Dex, +7 natural), touch 10, flat-footed 16	17 (–1 size, +1 Dex, +7 natural), touch 10, flat-footed 16
Base Attack/Grapple:	+5 / +6	+5 / +18	+5 / +18
Attack:	Greataxe +6 melee (1d12+1/x3) or throwing axe +5 ranged (1d6+1)	Claw +13 melee (1d8+9)	Greataxe +11 melee (1d12+13/x3); or claw +13 melee (1d6+9)
Full Attack:	Greataxe +6 melee (1d12+1/x3) or throwing axe +5 ranged (1d6+1)	2 claws +13 melee (1d8+9) and bite +11 melee (2d6+4)	Claw +13 melee (1d6+9) and greataxe +9 melee (1d12+4/x3) and bite +11 melee (1d8+4) or 2 claws +13 melee (1d6+9) and bite +11 melee (1d8+4)
Space/Reach:	5 ft. x 5 ft. / 5 ft.	5 ft. x 10 ft. / 5 ft.	5 ft. x 5 ft. / 10 ft.
Special Attacks:	---	Improved grab, curse of lycanthropy	Curse of lycanthropy
Special Qualities:	Alternate form, bear empathy, low-light vision, scent	Alternate form, bear empathy, damage reduction 10/silver, low-light vision, scent	Alternate form, bear empathy, damage reduction 10/silver, low-light vision, scent
Saves:	Fort +8, Ref +5, Will +4	Fort +12, Ref +6, Will +4	Fort +12, Ref +6, Will +4
Abilities:	Str 13, Dex 11, Con 12, Int 10, Wis 11, Cha 8	Str 29, Dex 13, Con 20, Int 10, Wis 11, Cha 8	Str 29, Dex 13, Con 20, Int 10, Wis 11, Cha 8
Skills:	Handle Animal +3, Listen +4, Spot +4, Swim +1	Handle Animal +3, Listen +4, Spot +4, Swim +13	Handle Animal +3, Listen +4, Spot +5, Swim +9
Feats:	Endurance, Iron Will ^B , Multiattack, Power Attack, Run, Track ^B	(same as human form)	(same as human form)
Environment:	Cold forests	Cold forests	Cold forests
Organization:	Solitary, pair, family (1d2+2), or troupe (1d3+1 plus 1d4 brown bears)	(same as human form)	(same as human form)
Challenge Rating:	5	5	5
Treasure:	Standard	Standard	Standard
Alignment:	Always lawful good	Always lawful good	Always lawful good
Advancement:	By character class	By character class	By character class
Level Adjustment:	+1 (afflicted) or +2 (natural)	+1 (afflicted) or +2 (natural)	+1 (afflicted) or +2 (natural)

Werebears in humanoid form tend to be stout, well muscled, and hairy. Their brown hair is thick, and males usually wear beards. They may have reddish, blond, ivory, or black hair, matching the color of the ursine form. They dress in simple cloth and leather garments that are easy to remove, repair, or replace

Combat

Werebears fight just as brown bears do in animal form. In humanoid or hybrid form, they favor large, heavy weapons such as greataxes or

greatswords. The werebear’s greataxe is a Medium weapon, so it can wield the axe in one hand in hybrid form.

Alternate Form (Su): A werebear can assume the form of a brown bear or a bear-humanoid hybrid.

Bear Empathy (Ex): Communicate with bears and dire bears, and +4 racial bonus on Charisma-based checks against bears and dire bears.

Curse of Lycanthropy (Su): Any humanoid or giant hit by a werebear’s bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

Improved Grab (Ex): To use this ability, a werebear must be in bear form and must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Skills: Werebears have a +4 racial bonus on Swim checks in any bear form.

The werebear presented here is a 1st-level human warrior and natural lycanthrope, using the following base ability scores: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

Wereboar

	Wereboar, Human Form Medium Humanoid (Human, Shapechanger)	Wereboar, Boar Form Medium Humanoid (Human, Shapechanger)	Wereboar, Hybrid Form Medium Humanoid (Human, Shapechanger)
Hit Dice:	1d8+4 plus 3d8+17 (39 hp) <23 hp>	1d8+4 plus 3d8+17 (39 hp) <29 hp>	1d8+4 plus 3d8+17 (39 hp) <29 hp>
Initiative:	+0	+0	+0
Speed:	20 ft. in scale mail (4 squares); base speed 30 ft.	40 ft. (8 squares)	30 ft. (6 squares)
Armor Class:	18 (+2 natural, +4 scale mail, +2 heavy shield) touch 10, flat-footed 18	18 (+8 natural), touch 10, flat-footed 18	18 (+8 natural), touch 10, flat-footed 18
Base Attack/Grapple:	+3 / +4	+3 / +6	+3 / +6
Attack:	Battleaxe +4 melee (1d8+1/x3) or javelin +3 ranged (1d6+1)	Gore +6 melee (1d8+4)	Battleaxe +6 melee (1d8+4/x3) or claw +6 melee (1d4+3)
Full Attack:	Battleaxe +4 melee (1d8+1/x3) or javelin +3 ranged (1d6+1)	Gore +6 melee (1d8+4)	Battleaxe +6 melee (1d8+4/x3) and gore +1 melee (1d6+1); or 2 claws +6 melee (1d4+3) and gore +1 melee (1d6+1)
Space/Reach:	5 ft. x 5 ft. / 5 ft.	5 ft. x 5 ft. / 5 ft.	5 ft. x 5 ft. / 5 ft.
Special Attacks:	---	Curse of lycanthropy	Curse of lycanthropy
Special Qualities:	Alternate form, boar empathy, ferocity, low-light vision, scent	Alternate form, boar empathy, damage reduction 10/silver, ferocity, low-light vision, scent	Alternate form, boar empathy, damage reduction 10/silver, ferocity, low-light vision, scent
Saves:	Fort +6, Ref +3, Will +3	Fort +9, Ref +3, Will +3	Fort +9, Ref +3, Will +3
Abilities:	Str 13, Dex 11, Con 12, Int 10, Wis 11, Cha 8	Str 17, Dex 11, Con 18, Int 10, Wis 11, Cha 8	Str 17, Dex 11, Con 18, Int 10, Wis 11, Cha 8
Skills:	Handle Animal +3, Intimidate +3, Listen +5, Spot +4	Handle Animal +3, Intimidate +3, Listen +5, Spot +4	Handle Animal +3, Intimidate +3, Listen +5, Spot +4
Feats:	Alertness ^B , Improved Bull Rush, Iron Will ^B , Power Attack, Toughness	(same as human form)	(same as human form)
Environment:	Temperate forests	Temperate forests	Temperate forests
Organization:	Solitary, pair, brood (1d2+2), or troupe (1d3+1 plus 1d4 boars)	(same as human form)	(same as human form)
Challenge Rating:	4	4	4
Treasure:	Standard	Standard	Standard
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	By character class	By character class	By character class
Level Adjustment:	+1 (afflicted) or +2 (natural)	+1 (afflicted) or +2 (natural)	+1 (afflicted) or +2 (natural)

A wereboar in humanoid form tends to be a stocky, muscular individual of average height. It dresses in simple garments that are easy to remove, repair, or replace.

Combat

In any form, wereboars are as ferocious as normal boars. When in hybrid form, they fight with a weapon and their dangerous gore attack.

Alternate Form (Su): A wereboar can assume the form of a boar or a boar-humanoid hybrid.

Boar Empathy (Ex): Communicate with boars and dire boars, and +4 racial bonus on Charisma-based checks against boars and dire boars.

Curse of Lycanthropy (Su): Any humanoid or giant hit by the wereboar’s gore attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

Ferocity (Ex): A wereboar is such a tenacious combatant that it continues to fight without penalty even while disabled or dying.

The wereboar presented here is a 1st-level human warrior and natural lycanthrope, using the following base ability scores: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

Wererat

	Wererat, Human Form Medium Humanoid (Human, Shapechanger)	Wererat, Dire Rat Form Small Humanoid (Human, Shapechanger)	Wererat, Hybrid Form Medium Humanoid (Human, Shapechanger)
Hit Dice:	1d8+1 plus 1d8+2 (12 hp) <16 hp>	1d8+1 plus 1d8+2 (12 hp) <16 hp>	1d8+1 plus 1d8+2 (12 hp) <18 hp>
Initiative:	+0	+3	+3
Speed:	30 ft. (6 squares)	40 ft. (8 squares), climb 20 ft.	30 ft. (6 squares)
Armor Class:	15 (+2 natural, +2 leather, +1 buckler), touch 10, flat-footed 15	17 (+1 size, +3 Dex, +3 natural), touch 14, flat-footed 14	16 (+3 Dex, +3 natural), touch 13, flat-footed 13
Base Attack/Grapple:	+1 / +2	+1 / -2	+1 / +2
Attack:	Rapier +2 melee (1d6+1/18-20) or light crossbow +1 ranged (1d8/19-20)	Bite +6 melee (1d4+1 plus disease)	Rapier +5 melee (1d6+1/18-20) or light crossbow +4 ranged (1d8/19-20)
Full Attack:	Rapier +2 melee (1d6+1/18-20) or light crossbow +1 ranged (1d8/19-20)	Bite +6 melee (1d4+1 plus disease)	Rapier +4 melee (1d6+1/18-20) and bite -1 melee (1d6 plus disease); or

Space/Reach:	5 ft. x 5 ft. / 5 ft.	5 ft. x 5 ft. / 5 ft.	light crossbow +4 ranged (1d8/19-20) 5 ft. x 5 ft. / 5 ft.
Special Attacks:	---	Curse of lycanthropy, disease	Curse of lycanthropy, disease
Special Qualities:	Alternate form, rat empathy, low-light vision, scent	Alternate form, rat empathy, damage reduction 10/silver, low-light vision, scent	Alternate form, rat empathy, damage reduction 10/silver, low-light vision, scent
Saves:	Fort +5, Ref +2, Will +4	Fort +6, Ref +5, Will +4	Fort +6, Ref +5, Will +4
Abilities:	Str 13, Dex 11, Con 12, Int 10, Wis 11, Cha 8	Str 13, Dex 17, Con 14, Int 10, Wis 11, Cha 8	Str 13, Dex 17, Con 14, Int 10, Wis 11, Cha 8
Skills:	Climb +0, Handle Animal +3, Hide +1, Listen +4, Move Silently +0, Spot +4, Swim +9	Climb +11, Handle Animal +3, Hide +8, Listen +4, Move Silently +4, Spot +4, Swim +11	Climb +4, Handle Animal +3, Hide +5, Listen +4, Move Silently +4, Spot +4, Swim +9
Feats:	Alertness, Dodge, Iron Will ^B , Weapon Finesse ^B	(same as human form)	(same as human form)
Environment:	Any	Any	Any
Organization:	Solitary, pair, pack (1d6+4), or troupe (1d4+1 plus 1d4+4 dire rats)	(same as human form)	(same as human form)
Challenge Rating:	2	2	2
Treasure:	Standard	Standard	Standard
Alignment:	Always lawful evil	Always lawful evil	Always lawful evil
Advancement:	By character class	By character class	By character class
Level Adjustment:	+1 (afflicted) or +2 (natural)	+1 (afflicted) or +2 (natural)	+1 (afflicted) or +2 (natural)

A wererat in humanoid form tends to be a thin, wiry individual of shorter than average height. The eyes constantly dart around, and the nose and mouth may twitch if he or she is excited. Males often have thin, ragged mustaches.

Combat

In animal form, wererats avoid combat, preferring to use their dire rat shape for skulking and spying. In hybrid form, a wererat fights with a rapier and light crossbow.

Alternate Form (Su): A wererat can assume a bipedal hybrid form or the form of a dire rat.

Curse of Lycanthropy (Su): Any humanoid or giant hit by a wererat's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

Disease (Ex): Filth fever; bite, Fortitude DC 12, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.

Rat Empathy (Ex): Communicate with rats and dire rats, and +4 racial bonus on Charisma-based checks against rats and dire rats.

Skills: A wererat in rat or hybrid form uses its Dexterity modifier for Climb or Swim checks. It has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened. Wererats have a +8 racial bonus on Swim checks from their dire rat form.

Feats: Wererats gain Weapon Finesse as a bonus feat.

The wererat presented here is based on a 1st-level human warrior who is a natural lycanthrope, using the following base ability scores: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

Weretiger

	Weretiger, Human Form Medium Humanoid (Human, Shapechanger)	Weretiger, Tiger Form Large Humanoid (Human, Shapechanger)	Weretiger, Hybrid Form Medium Humanoid (Human, Shapechanger)
Hit Dice:	1d8+1 plus 6d8+18 (50 hp) <26 hp>	1d8+1 plus 6d8+18 (50 hp) <28 hp>	1d8+1 plus 6d8+18 (50 hp) <30 hp>
Initiative:	+4	+6	+6
Speed:	20 ft. in breastplate (4 squares); base speed 30 ft.	40 ft. (8 squares)	30 ft. (6 squares)
Armor Class:	17 (+2 natural, +5 breastplate), touch 10, flat-footed 17	16 (–1 size, +2 Dex, +5 natural), touch 11, flat-footed 14	16 (–1 size, +2 Dex, +5 natural), touch 11, flat-footed 14
Base Attack/Grapple:	+5 / +6	+5 / +16	+5 / +16
Attack:	Glaive +6 melee (1d10+1/x3) or composite longbow (+1 Str bonus) +5 ranged (1d8+1/x3)	Claw +11 melee (1d8+7)	Claw +11 melee (1d8+7)
Full Attack:	Glaive +6 melee (1d10+1/x3) or composite longbow (+1 Str bonus) +5 ranged (1d8+1/x3)	2 claws +11 melee (1d8+7) and bite +6 melee (2d6+3)	2 claws +11 melee (1d8+7) and bite +6 melee (2d6+3)
Space/Reach:	5 ft. x 5 ft. / 5 ft. (10 ft. with glaive)	5 ft. x 10 ft. / 5 ft.	5 ft. x 5 ft. / 5 ft.
Special Attacks:	---	Pounce, Improved grab, rake, curse of lycanthropy	Curse of lycanthropy
Special Qualities:	Alternate form, tiger empathy, low-light vision, scent	Alternate form, tiger empathy, damage reduction 10/silver, low-light vision, scent	Alternate form, tiger empathy, damage reduction 10/silver, low-light vision, scent
Saves:	Fort +8, Ref +5, Will +4	Fort +10, Ref +7, Will +4	Fort +10, Ref +7, Will +4
Abilities:	Str 13, Dex 11, Con 12, Int 10, Wis 11, Cha 8	Str 25, Dex 15, Con 16, Int 10, Wis 11, Cha 8	Str 25, Dex 15, Con 16, Int 10, Wis 11, Cha 8
Skills:	Balance +0, Climb +1, Handle Animal +3, Hide +0, Listen +6, Move Silently +0, Spot +6	Balance +6, Climb +12, Handle Animal +3, Hide +2*, Listen +6, Move Silently +12, Spot +6	Balance +6, Climb +12, Handle Animal +3, Hide +2, Listen +6, Move Silently +12, Spot +6
Feats:	Alertness ^B , Combat Reflexes, Improved Initiative, Improved Natural Attack (bite, claw), Iron Will ^B	(same as human form)	(same as human form)
Environment:	Warm forests	Warm forests	Warm forests
Organization:	Solitary or pair	(same as human form)	(same as human form)
Challenge Rating:	5	5	5

Treasure:	Standard	Standard	Standard
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	By character class	By character class	By character class
Level Adjustment:	+1 (afflicted) or +2 (natural)	+1 (afflicted) or +2 (natural)	+1 (afflicted) or +2 (natural)

Weretigers in humanoid form tend to be sleekly muscular, taller than average, and very agile.

Combat

Weretigers can assume a hybrid form as well as an animal form. In tiger form, they can pounce and grab just as normal tigers do. In hybrid form, they rely on their deadly claws.

Alternate Form (Su): A weretiger can assume a bipedal hybrid form or the form of a tiger.

Curse of Lycanthropy (Su): Any humanoid or giant hit by a weretiger's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

Improved Grab (Ex): To use this ability, a weretiger in tiger form must hit with a claw or bite attack. It can then attempt to start a grapple

as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Pounce (Ex): If a weretiger in tiger form charges an opponent, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +9 melee, damage 1d8+3.

Tiger Empathy (Ex): Communicate with tigers and dire tigers, and +4 racial bonus on Charisma-based checks against tigers and dire tigers.

Skills: In any form, weretigers have a +4 bonus on Balance, Hide, and Move Silently checks. *In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8 in the tiger form.

The weretiger presented here is a 1st-level human warrior and natural lycanthrope, using the following base ability scores: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

Werewolf

	Werewolf, Human Form Medium Humanoid (Human, Shapechanger)	Werewolf, Wolf Form Small Humanoid (Human, Shapechanger)	Werewolf, Hybrid Form Medium Humanoid (Human, Shapechanger)
Hit Dice:	1d8+1 plus 2d8+6 (20 hp) <18 hp>	1d8+1 plus 2d8+6 (20 hp) <20 hp>	1d8+1 plus 2d8+6 (20 hp) <22 hp>
Initiative:	+4	+6	+6
Speed:	30 ft. (6 squares)	50 ft. (10 squares)	30 ft. (6 squares)
Armor Class:	17 (+2 natural, +4 chain shirt, +1 light shield), touch 10, flat-footed 17	16 (+2 Dex, +4 natural), touch 12, flat-footed 14	16 (+2 Dex, +4 natural), touch 12, flat-footed 14
Base Attack/Grapple:	+2 / +3	+2 / +4	+2 / +4
Attack:	Longsword +3 melee (1d8+1/19-20) or light crossbow +2 ranged (1d8/19-20)	Bite +5 melee (1d6+3)	Claw +4 melee (1d4+2)
Full Attack:	Longsword +3 melee (1d8+1/19-20) or light crossbow +2 ranged (1d8/19-20)	Bite +5 melee (1d6+3)	2 claws +4 melee (1d4+2) and bite +0
Space/Reach:	5 ft. x 5 ft. / 5 ft.	5 ft. x 5 ft. / 5 ft.	melee (1d6+1) 5 ft. x 5 ft. / 5 ft.
Special Attacks:	---	Curse of lycanthropy, trip	Curse of lycanthropy
Special Qualities:	Alternate form, wolf empathy, low-light vision, scent	Alternate form, wolf empathy, damage reduction 10/silver, low-light vision, scent	Alternate form, wolf empathy, damage reduction 10/silver, low-light vision, scent
Saves:	Fort +6, Ref +3, Will +2	Fort +8, Ref +5, Will +2	Fort +8 Ref +5, Will +2
Abilities:	Str 13, Dex 11, Con 12, Int 10, Wis 11, Cha 8	Str 15, Dex 15, Con 16, Int 10, Wis 11, Cha 8	Str 15, Dex 15, Con 16, Int 10, Wis 11, Cha 8
Skills:	Handle Animal +1, Hide +1, Listen +1, Move Silently +2, Spot +1, Survival +2	Handle Animal +1, Hide +6, Listen +1, Move Silently +6, Spot +1, Survival +2*	Handle Animal +1, Hide +6, Listen +1, Move Silently +6, Spot +1, Survival +2*
Feats:	Improved Initiative, Iron Will ^B , Stealthy, Track ^B , Weapon Focus (bite)	(same as human form)	(same as human form)
Environment:	Temperate forests	Temperate forests	Temperate forests
Organization:	Solitary, pair, pack (1d6+4), or troupe (1d4+1 plus 1d4+4 wolves)	(same as human form)	(same as human form)
Challenge Rating:	3	3	3
Treasure:	Standard	Standard	Standard
Alignment:	Always chaotic evil	Always chaotic evil	Always chaotic evil
Advancement:	By character class	By character class	By character class
Level Adjustment:	+1 (afflicted) or +2 (natural)	+1 (afflicted) or +2 (natural)	+1 (afflicted) or +2 (natural)

Werewolves in humanoid form have no distinguishing traits.

Combat

In wolf form, a werewolf can trip just as a normal wolf does. A werewolf in hybrid form usually dispenses with weapon attacks, though it can wield a weapon and use its bite as a secondary natural attack.

Alternate Form (Su): A werewolf can assume a bipedal hybrid form or the form of a wolf.

Curse of Lycanthropy (Su): Any humanoid or giant hit by a werewolf's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

Trip (Ex): A werewolf in animal form that hits with a bite attack can attempt to trip the opponent (+2 check modifier) as a free action

without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the werewolf.

Wolf Empathy (Ex): Communicate with wolves and dire wolves, and +4 racial bonus on Charisma-based checks against wolves and dire wolves.

Skills: A werewolf in hybrid or wolf form gains a +4 racial bonus on Survival checks when tracking by scent.

The werewolf presented here is based on a 1st-level human warrior and natural lycanthrope, using the following base ability scores: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

	Werewolf Lord, Human Form Medium Humanoid (Human, Shapechanger)	Werewolf Lord, Dire Wolf Form Large Humanoid (Human, Shapechanger)	Werewolf Lord, Hybrid Form Large Humanoid (Human, Shapechanger)
Hit Dice:	10d10+20plus6d8+30 (132 hp)<56 hp>	10d10+20plus6d8+30 (132 hp)<60 hp>	10d10+20plus6d8+30 (132 hp)<62 hp>
Initiative:	+2	+4	+4
Speed:	30 ft. (6 squares)	40 ft. (8 squares)	30 ft. (6 squares)
Armor Class:	26 (+2 Dex, +3 natural, +6 +2 mithral chain shirt, +5 +3 heavy shield), touch 12, flat-footed 24	19 (–1 size, +4 Dex, +6 natural), touch 13, flat-footed 15	19 (–1 size, +4 Dex, +6 natural), touch 13, flat-footed 15
Base Attack/Grapple:	+14 / +18	+14 / +29	+14 / +27
Attack:	+2 bastard sword +21 melee (1d10+8/17-20) or masterwork composite longbow (+4 Str bonus) (2d8+15/17-20) +17 ranged (1d8+4/×3)	Bite +25 melee (2d6+16/19-20)	Claw +24 melee (1d6+11) or +2 bastard sword +27 melee
Full Attack:	+2 bastard sword +21 / +16 / +11 melee (1d10+8/17-20) or masterwork composite longbow (+4 Str bonus) +17 / +12 / +7ranged (1d8+4/×3)	Bite +25 melee (2d6+16/19-20)	2 claws +24 melee (1d6+11) and bite +20 melee (2d6+5/19-20); or +2 bastard sword +27 / +22 / +17 melee (2d8+15/17-20) and bite +20 melee (2d6+5/19-20)
Space/Reach:	5 ft. x 5 ft. / 5 ft.	5 ft. x 10 ft. / 5 ft.	5 ft. x 5 ft. / 10 ft.
Special Attacks:	---	Curse of lycanthropy	Curse of lycanthropy
Special Qualities:	Alternate form, wolf empathy, low-light vision, scent	Alternate form, wolf empathy, damage reduction 10/silver, low-light vision, scent	Alternate form, wolf empathy, damage reduction 10/silver, low-light vision, scent
Saves:	Fort +16, Ref +12, Will +13	Fort +17, Ref +12, Will +11	Fort +17, Ref +12, Will +11
Abilities:	Str 18, Dex 14, Con 14, Int 10, Wis 12, Cha 12	Str 32, Dex 18, Con 20, Int 10, Wis 12, Cha 12	Str 32, Dex 18, Con 20, Int 10, Wis 12, Cha 12
Skills:	Handle Animal +4, Hide +6, Listen +9, Move Silently +8, Spot +13, Survival +5	Handle Animal +4, Hide +6, Listen +9, Move Silently +12, Spot +13, Survival +5*	Handle Animal +4, Hide +6, Listen +9, Move Silently +12, Spot +13, Survival +5*
Feats:	Alertness, Cleave, Combat Reflexes, Exotic Weapon Proficiency (bastard sword), Improved Critical (bastard sword), Improved Critical (bite), Improved Natural Armor, Improved Natural Attack (bite), Iron Will ^B , Power Attack, Run, Stealthy, Track ^B , Weapon Focus (bastard sword), Weapon Focus (bite), Weapon Specialization (bastard sword)	(same as human form)	(same as human form)
Environment:	Temperate forests	Temperate forests	Temperate forests
Organization:	Solitary, pair, or pack (1d2 werewolf lords plus 1d3+1 werewolves plus 1d4+4 wolves)	(same as human form)	(same as human form)
Challenge Rating:	14	14	14
Treasure:	Standard	Standard	Standard
Alignment:	Always chaotic evil	Always chaotic evil	Always chaotic evil
Advancement:	By character class	By character class	By character class
Level Adjustment:	+1 (afflicted) or +2 (natural)	+1 (afflicted) or +2 (natural)	+1 (afflicted) or +2 (natural)

Stronger, hardier, and more deadly than its lesser fellows, the werewolf lord is a murderous beast that delights in wreaking havoc.

The werewolf lord presented here is a 10th-level human fighter and natural lycanthrope, using the following base ability scores: Str 16, Dex 14, Con 14, Int 10, Wis 10, Cha 12.

Combat

Werewolf lords can assume a hybrid form as well as an animal form. In dire wolf form, they can trip just as normal wolves do. In hybrid form, they can wield weapons or fight with their claws.

Alternate Form (Su): A werewolf lord can assume a bipedal hybrid form or the form of a dire wolf.

Curse of Lycanthropy (Su): Any humanoid or giant hit by a werewolf lord's bite attack in wolf or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

Trip (Ex): A werewolf lord in dire wolf form that hits with a bite attack can attempt to trip the opponent (+15 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the werewolf lord.

Wolf Empathy (Ex): Communicate with wolves and dire wolves, and +4 racial bonus on Charisma-based checks against wolves and dire wolves.

Skills: A werewolf lord in hybrid or wolf form gains a +4 racial bonus on Survival checks when tracking by scent.

Possessions: +2 mithral chain shirt, +3 heavy shield, +2 bastard sword, gauntlets of ogre power, cloak of resistance +2, masterwork composite longbow (+4 Str bonus).

Hill Giant Dire Wereboar

	Hill Giant, Giant Form Large Giant (Shapechanger)	Hill Giant, Dire Boar Form Large Giant (Shapechanger)	Hill Giant, Hybrid Boar Form Large Giant (Shapechanger)
Hit Dice:	12d8+51 plus 7d8+49 (185 hp)<59 hp>	12d8+51plus7d8+49 (185 hp)<65 hp>	12d8+51 plus 7d8+49 (185 hp)<65 hp>
Initiative:	–1	–1	–1
Speed:	30 ft. in hide armor (6 squares); base speed 40 ft.	40 ft. (8 squares)	40 ft. (8 squares)
Armor Class:	22 (–1 size, –1 Dex, +11 natural, +3 hide armor), touch 8, flat-footed 22	16 (–1 size, –1 Dex, +8 natural), touch 8, flat-footed 16	19 (–1 size, –1 Dex, +11 natural), touch 8, flat-footed 19
Base Attack/Grapple:	+14 / +25	+14 / +33	+14 / +33
Attack:	Huge greatclub +21 melee (2d6+10) or slam +20 melee (1d4+7) or rock +12 ranged (2d6+7)	Gore +28 melee (1d8+22)	Huge greatclub +29 melee (2d6+22) or claw +28 melee (1d6+15)
Full Attack:	Huge greatclub +21 / +16 melee (2d6+10) or 2 slams +20 melee (1d4+7) or rock +12 ranged (2d6+7)	Gore +28 melee (1d8+22)	Huge greatclub +29 melee (2d6+22) and gore +23 melee (1d8+7); or 2 claws +28 melee (1d6+15) and gore +23 melee (1d8+7)
Space/Reach:	5 ft. x 5 ft. / 10 ft.	5 ft. x 10 ft. / 5 ft.	5 ft. x 5 ft. / 10 ft.
Special Attacks:	Rock throwing	Curse of lycanthropy	Curse of lycanthropy
Special Qualities:	Alternate form, boar empathy, ferocity, low-light vision, rock catching, scent	Alternate form, boar empathy, damage reduction 10/silver, ferocity, low-light vision, scent	Alternate form, boar empathy, damage reduction 10/silver, ferocity, low-light vision, scent
Saves:	Fort +17, Ref +8, Will +12	Fort +20, Ref +8, Will +12	Fort +20, Ref +8, Will +12
Abilities:	Str 25, Dex 8, Con 19, Int 6, Wis 12, Cha 7	Str 41, Dex 8, Con 25, Int 6, Wis 12, Cha 7	Str 41, Dex 8, Con 25, Int 6, Wis 12, Cha 7
Skills:	Climb +10, Jump +10, Listen +10, Spot +12	Climb +18, Jump +22, Listen +10, Spot +12	Climb +18, Jump +22, Listen 10, Spot +12
Feats:	Alertness ^B , Cleave, Endurance, Improved Bull Rush, Improved Sunder, Iron Will ^B , Power Attack, Weapon Focus (greatclub)	(same as giant form)	(same as giant form)
Environment:	Temperate hills	Temperate hills	Temperate hills
Organization:	Solitary, pair, brood (1d2+2), or troupe (1d3+1 plus 1d4 dire boars)	(same as giant form)	(same as giant form)
Challenge Rating:	11	11	11
Treasure:	Standard	Standard	Standard
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	By character class	By character class	By character class
Level Adjustment:	+3 (afflicted) or +4 (natural)	+3 (afflicted) or +4 (natural)	+3 (afflicted) or +4 (natural)

Dire wereboars in giant form look much like normal hill giants, though slightly stockier, and with coarser, stiffer hair and stiff. The dire wereboar described here is based on a hill giant and natural lycanthrope with normal ability scores for a hill giant.

Combat

Dire wereboars anger quickly. They usually begin a battle in giant form, then switch to hybrid form to take advantage of their immense strength in that shape. They like to use their Improved Bull Rush and Improved Sunder feats to shove opponents around and smash their weapons and shields.

Alternate Form (Su): A dire wereboar can assume a bipedal hybrid form or the form of a dire boar.

Boar Empathy (Ex): Communicate with boars and dire boars, and +4 racial bonus on Charisma-based checks against boars and dire boars.

Curse of Lycanthropy (Su): Any humanoid or giant hit by a dire wereboar's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

Ferocity (Ex): A dire wereboar is such a tenacious combatant that it continues to fight without penalty even while disabled or dying.

CREATING A LYCANTHROPE

"Lycanthrope" is a template that can be added to any humanoid or giant (referred to hereafter as the base creature). The lycanthrope template can be inherited (for natural lycanthropes) or acquired (for afflicted lycanthropes). Becoming a lycanthrope is very much like multiclassing as an animal and gaining the appropriate Hit Dice.

Size and Type: The base creature's type does not change, but the creature gains the shapechanger subtype. The lycanthrope takes on the characteristics of some type of carnivorous or omnivorous creature of the animal type (referred to hereafter as the base animal).

This animal can be any predator, scavenger, or omnivore whose size is within one size category of the base creature's size (Small, Medium, or Large for a Medium base creature). Lycanthropes can also adopt a hybrid shape that combines features of the base creature and the base animal. A lycanthrope's hybrid form is the same size as the base animal or the base creature, whichever is larger.

A lycanthrope uses either the base creature's or the base animal's statistics and special abilities in addition to those described here.

Hit Dice and Hit Points: Same as the base creature plus those of the base animal. To calculate total hit points, apply Constitution modifiers according to the score the lycanthrope has in each form.

Speed: Same as the base creature or base animal, depending on which form the lycanthrope is using. Hybrids use the base creature's speed.

Armor Class: The base creature's natural armor bonus increases by +2 in all forms. In hybrid form, the lycanthrope's natural armor bonus is equal to the natural armor bonus of the base animal or the base creature, whichever is better.

Base Attack/Grapple: Add the base attack bonus for the base animal to the base attack bonus for the base creature. The lycanthrope's grapple bonus uses its attack bonus and modifiers for Strength and size depending on the lycanthrope's form.

Attacks: Same as the base creature or base animal, depending on which form the lycanthrope is using. A lycanthrope in hybrid form gains two claw attacks and a bite attack as natural weapons. These weapons deal damage based on the hybrid form's size. A hybrid may attack with a weapon and a bite, or may attack with its natural weapons. The bite attack of a hybrid is a secondary attack.

Hybrid Size	Claw	Bite
Small	1d3	1d4
Medium	1d4	1d6
Large	1d6	1d8
Huge	2d4	2d6

Damage: Same as the base creature or base animal, depending on which form the lycanthrope is in.

Special Attacks: A lycanthrope retains the special attacks of the base creature or base animal, depending on which form it is using, and also gains the special attacks described below.

A lycanthrope's hybrid form does not gain any special attacks of the base animal. A lycanthrope spellcaster cannot cast spells with verbal, somatic, or material components while in animal form, or spells with verbal components while in hybrid form.

Curse of Lycanthropy (Su): Any humanoid or giant hit by a natural lycanthrope's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy. If the victim's size is not within one size category of the lycanthrope the victim cannot contract lycanthropy from that lycanthrope. Afflicted lycanthropes cannot pass on the curse of lycanthropy.

Special Qualities: A lycanthrope retains all the special qualities of the base creature and the base animal, and also gains those described below.

Alternate Form (Su): A lycanthrope can shift into animal form as though using the *polymorph* spell on itself, though its gear is not affected, it does not regain hit points for changing form, and only the specific animal form indicated for the lycanthrope can be assumed. It does not assume the ability scores of the animal, but instead adds the animal's physical ability score modifiers to its own ability scores. A lycanthrope also can assume a bipedal hybrid form with prehensile hands and animalistic features.

Changing to or from animal or hybrid form is a standard action. A slain lycanthrope reverts to its humanoid form, although it remains dead. Separated body parts retain their animal form, however. Afflicted lycanthropes find this ability difficult to control (see Lycanthropy as an Affliction, below), but natural lycanthropes have full control over this power.

Damage Reduction (Ex): An afflicted lycanthrope in animal or hybrid form has damage reduction 5/silver. A natural lycanthrope in animal or hybrid form has damage reduction 10/silver.

Lycanthropic Empathy (Ex): In any form, lycanthropes can communicate and empathize with normal or dire animals of their animal form. This gives them a +4 racial bonus on checks when influencing the animal's attitude and allows the communication of simple concepts and (if the animal is friendly) commands, such as "friend," "foe," "flee," and "attack."

Low-Light Vision (Ex): A lycanthrope has low-light vision in any form.

Scent (Ex): A lycanthrope has the scent ability in any form.

Base Save Bonuses: Add the base save bonuses of the base animal to the base save bonuses of the base creature.

Abilities: All lycanthropes gain +2 to Wisdom. In addition, when in animal form, a lycanthrope's physical ability scores improve according to its kind, as set out in the table below. These adjustments are equal to the animal's normal ability scores -10 or -11. A lycanthrope in hybrid form modifies its physical ability scores by the same amount.

In addition, a lycanthrope may also gain an additional ability score increase by virtue of its extra Hit Dice.

Skills: A lycanthrope gains skill points equal to (2 + Int modifier, minimum 1) per Hit Die of its animal form, as if it had multiclassed into the animal type. (Animal is never its first Hit Die, though, and it does not gain quadruple skill points for any animal Hit Die.) Any skill given in the animal's description is a class skill for the lycanthrope's animal levels. In any form, a lycanthrope also has any racial skill bonuses of the base creature and of the base animal, although conditional skill bonuses only apply in the associated form.

Feats: Add the base animal's feats to the base creature's. If this results in a lycanthrope having the same feat twice, the lycanthrope gains no additional benefit unless the feat normally can be taken more once, in which case the duplicated feat works as noted in the feat description. This process may give the lycanthrope more feats than a character of its total Hit Dice would normally be entitled to; if this occurs, any "extra" feats are denoted as bonus feats.

It's possible that a lycanthrope cannot meet the prerequisites for all its feats when in humanoid form. If this occurs, the lycanthrope still has the feats, but cannot use them when in humanoid form. A lycanthrope receives Iron Will as a bonus feat.

Environment: Same as either the base creature or base animal.

Organization: Solitary or pair, sometimes family (1d2+2), pack (1d6+4), or troupe (family plus related animals)

Challenge Rating: By class level or base creature, modified according to the HD of the base animal: 1 HD or 2 HD, +2; 3 HD to 5 HD, +3; 6 HD to 10 HD, +4; 11 HD to 20 HD, +5; 21 or more HD, +6.

Treasure: Standard.

Alignment: Any. Noble creatures such as bears, eagles, and lions tend to produce good-aligned lycanthropes. Sinister creatures such as rats, snakes, and wolves tend to produce evil-aligned lycanthropes. This is a reflection of how these animals are perceived, not any innate quality of the animal itself, so the alignment of the animal form can be arbitrarily assigned.

Advancement: By character class.

Level Adjustment: Same as the base creature +2 (afflicted) or +3 (natural). In addition, a lycanthrope's character level is increased by the number of racial Hit Dice the base animal has.

Common Lycanthropes

Name	Animal Form	Animal or Hybrid Form Ability Modifiers	Preferred Alignment
Werebear	Brown bear	Str +16, Dex +2, Con +8	Lawful good
Wereboar	Boar	Str +4, Con +6	Neutral
"Dire"	Dire boar	Str +16, Con +6	Neutral
Wererat	Dire rat	Dex +6, Con +2	Chaotic evil
Weretiger	Tiger	Str +12, Dex +4, Con +6	Neutral
Werewolf	Wolf	Str +2, Dex +4, Con +4	Chaotic evil

Lycanthropy as an Affliction

When a character contracts lycanthropy through a lycanthrope's bite (see above), no symptoms appear until the first night of the next full moon. On that night, the afflicted character involuntarily assumes animal form and forgets his or her own identity, temporarily becoming an NPC. The character remains in animal form, assuming the appropriate alignment, until the next dawn.

The character's actions during this first episode are dictated by the alignment of its animal form. The character remembers nothing about the entire episode (or subsequent episodes) unless he succeeds on a DC 15 Wisdom check, in which case he becomes aware of his lycanthropic condition.

Thereafter, the character is subject to involuntary transformation under the full moon and whenever damaged in combat. He or she feels an overwhelming rage building up and must succeed on a Control Shape check (see below) to resist changing into animal form. Any player character not yet aware of his or her lycanthropic condition temporarily becomes an NPC during an involuntary change, and acts according to the alignment of his or her animal form.

A character with awareness of his condition retains his identity and does not lose control of his actions if he changes. However, each time he changes to his animal form, he must make a Will save (DC 15 + number of times he has been in animal form) or permanently assume the alignment of his animal form in all shapes.

Once a character becomes aware of his affliction, he can now voluntarily attempt to change to animal or hybrid form, using the appropriate Control Shape check DC. An attempt is a standard action and can be made each round. Any voluntary change to animal or hybrid form immediately and permanently changes the character's alignment to that of the appropriate lycanthrope.

Changing Form

Changing form is a standard action. If the change is involuntary, the character performs the change on his next turn following the triggering event. Changing to animal or hybrid form ruins the character's armor and clothing (including any items worn) if the new form is larger than the character's natural form; carried items are simply dropped. Characters can hastily doff clothing while changing, but not armor. Magic armor survives the change if it succeeds on a DC 15 Fortitude save. An afflicted character who is not aware of his condition remains in animal form until the next dawn. An afflicted character who is aware of his or her condition (see above) can try to resume humanoid form following a change (voluntary or involuntary) with a Control Shape check, but if he fails his check, he remains in animal (or hybrid) form until the following dawn.

Curing Lycanthropy

An afflicted character who eats a sprig of belladonna (also called wolfsbane) within 1 hour of a lycanthrope's attack can attempt a DC 20 Fortitude save to shake off the affliction. If a healer administers the herb, use the character's save bonus or the healer's Heal modifier, whichever is higher. The character gets only one chance, no matter how much belladonna is consumed. The belladonna must be reasonably fresh (picked within the last week).

However, fresh or not, belladonna is toxic. The character must succeed on a DC 13 Fortitude save or take 1d6 points of Strength damage. One minute later, the character must succeed on a second DC 13 save or take an additional 2d6 points of Strength damage.

A *remove disease* or *heal* spell cast by a cleric of 12th level or higher also cures the affliction, provided the character receives the spell within three days of the lycanthrope's attack.

The only other way to remove the affliction is to cast *remove curse* or *break enchantment* on the character during one of the three days of the full moon. After receiving the spell, the character must succeed on a DC 20 Will save to break the curse (the caster knows if the spell works). If the save fails, the process must be repeated. Characters undergoing this cure are often kept bound or confined in cages until the cure takes effect.

Only afflicted lycanthropes can be cured of lycanthropy.

Lycanthrope Characters

Becoming a lycanthrope does not change a character's favored class but usually changes alignment (see above). This alignment change may cause characters of certain classes to lose some of their class features.

Lycanthrope characters possess the following racial traits.

- * +2 Wisdom. Physical abilities are increased by the animal form's ability modifiers when a lycanthrope changes to its hybrid or animal forms.
- * Low-light vision in any form.
- * Scent in any form.
- * Size same as the base creature or the base animal form.
- * **Special Qualities (see above):** Alternate form, lycanthropic empathy, curse of lycanthropy (in animal or hybrid form only).
- * **Afflicted lycanthrope:** damage reduction 5/silver (in animal or hybrid form only).
- * **Natural lycanthrope:** damage reduction 10/silver (in animal or hybrid form only).
- * **Automatic Languages:** As base creature.
- * **Favored Class:** Same as the base creature.
- * **Level Adjustment:** Same as the base creature +1 (afflicted) or +2 (natural).
- * **Maximum Lycanthrope Levels:** Werebear 6th, wereboar 3rd, wererat 1st, weretiger 6th, werewolf 2nd, werewolf lord 6th, and hill giant dire wereboar 7th.

Lycanthrope Monster Class

Level	BAB	Fort	Ref	Will	Special Abilities
1	+0	+2	+2	+0	+2 natural armor
2	+1	+3	+3	+1	
3	+2	+3	+3	+1	-1 Level Adjustment*
4	+3	+4	+4	+1	
5	+3	+4	+4	+2	-2 Level Adjustment*
6	+4	+5	+5	+2	
7	+5	+5	+5	+2	-3 Level Adjustment*

* These are essentially free levels. When a character gains the level just before this one, they automatically gain these levels as a bonus. The Level Adjustment modifier effectively negates the increase in level.

Hit Dice: d8.

Skill Points at 1st Level: (2 + Intelligence modifier) x 4.

Skill Points Each Additional Level: 2 + Intelligence modifier.

Monster Class Skills: Climb (Str), Control Shape (Wis), Craft (Int), Jump (Str), Listen (Wis), Perform (Cha), Profession (Wis), Spot (Wis), and Survival (Wis).

Armor and Weapon Proficiency: Lycanthropes gain no new armor or weapon proficiencies.

Control Shape (Wis)

Any character that has contracted lycanthropy and is aware of his condition can learn Control Shape as a class skill. (An afflicted lycanthrope not yet aware of his condition can attempt Control Shape

checks untrained.) This skill determines whether an afflicted lycanthrope can control his shape. A natural lycanthrope does not need this skill, since it has full control over its shape.

Check (Involuntary Change): An afflicted character must make a check at moonrise each night of the full moon to resist involuntarily assuming animal form. An injured character must also check for an involuntary change after accumulating enough damage to reduce his hit points by one-quarter and again after each additional one-quarter lost.

Control	Shape DC
Involuntary Change	Resist involuntary change 25

On a failed check, the character must remain in animal form until the next dawn, when he automatically returns to his base form. A character aware of his condition may make one attempt to return to humanoid form (see below), but if he fails, he remains in animal form until the next dawn.

Retry (Involuntary Change): Check to resist an involuntary change once each time a triggering event occurs.

Check (Voluntary Change): In addition, an afflicted lycanthrope aware of his condition may attempt to use this skill voluntarily in order to change to animal form, assume hybrid form, or return to humanoid form, regardless of the state of the moon or whether he has been injured.

Involuntary Change	Control Shape DC
Return to humanoid form (full moon*)	25
Return to humanoid form (not full moon)	20
Assume hybrid form	15
Voluntary change to animal form (full moon)	15
Voluntary change to animal form (not full moon)	20

* For game purposes, the full moon lasts three days every month.

Retry (Voluntary Change): A character can retry voluntary changes to animal form or hybrid form as often as he likes. Each attempt is a standard action. However, on a failed check to return to humanoid form, the character must remain in animal or hybrid form until the next dawn, when he automatically returns to humanoid form.

Special: An afflicted lycanthrope cannot attempt a voluntary change until it becomes aware of its condition (see Lycanthropy as an Affliction).

MEDUSA

Medium Monstrous Humanoid

Hit Dice:	6d8+6 (33 hp) <24 hp>
Initiative:	+2
Speed:	30 ft. (6 squares)
Armor Class:	15 (+2 Dex, +3 natural), touch 12, flat-footed 13
Base Attack/Grapple:	+6 / +6
Attack:	Shortbow +8 ranged (1d6/x3) or dagger +8 melee (1d4/19-20) or snakes +8 melee (1d4 plus poison)
Full Attack:	Shortbow +8 / +3 ranged (1d6/x3); or dagger +8/+3 melee (1d4/19-20) and snakes +3 melee (1d4 plus poison)
Space/Reach:	5 ft. x 5 ft. / 5 ft.
Special Attacks:	Petrifying gaze, poison
Special Qualities:	Darkvision 60 ft.
Saves:	Fort +3, Ref +7, Will +6
Abilities:	Str 10, Dex 15, Con 12, Int 12, Wis 13, Cha 15
Skills:	Bluff +9, Diplomacy +4, Disguise +9 (+11 acting), Intimidate +4, Move Silently +8, Spot +8
Feats:	Point Blank Shot, Precise Shot, Weapon Finesse
Environment:	Temperate marshes
Organization:	Solitary or covey (1d3+1)
Challenge Rating:	7
Treasure:	Double standard
Alignment:	Usually lawful evil
Advancement:	By character class
Level Adjustment:	---

Challenge Rating:	captains, and 10 porpoises)
Treasure:	1/2
Alignment:	Standard
Advancement:	Usually neutral
Level Adjustment:	By character class
	+1

A medusa is indistinguishable from a normal human at distances greater than 30 feet (or closer, if its face is concealed). The creature often wears garments that enhance its body while hiding its face behind a hood or veil.

A typical medusa is 5 to 6 feet tall and about the same weight as a human.

Medusas speak Common.

Combat

A medusa tries to disguise its true nature until the intended victim is within range of its petrifying gaze, using subterfuge and bluffing games to convince the target that there is no danger. It uses normal weapons to attack those who avert their eyes or survive its gaze, while its poisonous snakes strike at adjacent opponents.

Petrifying Gaze (Su): Turn to stone permanently, 30 feet, Fortitude DC 15 negates. The save DC is Charisma-based.

Poison (Ex): Injury, Fortitude DC 14, initial damage 1d6 Str, secondary damage 2d6 Str. The save DC is Constitution-based.

MERFOLK

Merfolk, 1st-Level Warrior Medium Humanoid (Aquatic)

Hit Dice:	1d8+2 (6 hp) <16 hp>
Initiative:	+1
Speed:	5 ft. (1 square), swim 50 ft.
Armor Class:	13 (+1 Dex, +2 leather), touch 11, flat-footed 12
Base Attack/Grapple:	+1 / +2
Attack:	Trident +2 melee (1d8+1) or heavy crossbow +2 ranged (1d10/19-20)
Full Attack:	Trident +2 melee (1d8+1) or heavy crossbow +2 ranged (1d10/19-20)
Space/Reach:	5 ft. x 5 ft. / 5 ft.
Special Attacks:	---
Special Qualities:	Amphibious, low-light vision
Saves:	Fort +4, Ref +1, Will -1
Abilities:	Str 13, Dex 13, Con 14, Int 10, Wis 9, Cha 10
Skills:	Listen +3, Spot +3, Swim +9
Feats:	Alertness
Environment:	Temperate aquatic
Organization:	Company (1d3+1), patrol (1d10+10 plus 2 3rd-level lieutenants and 1 leader of 3rd-6th level), or band ([1d4+2]x10 plus 1 3rd-level sergeant per 20 adults, 5 5th-level lieutenants, 3 7th-level

A merfolk is about 8 feet long from the top of the head to the end of the tail, and weighs about 400 pounds.

Merfolk speak Common and Aquan.

Most merfolk encountered outside their home are warriors; the information in the statistics block is for one of 1st level.

Combat

Merfolk favor heavy crossbows of shell and coral that fire bolts fashioned from blowfish spines, with an underwater range increment of 30 feet. Merfolk often barrage their enemies before closing, when they resort to tridents.

Amphibious (Ex): Merfolk can breathe both air and water, although they rarely travel more than a few feet from the water's edge.

Skills: A merfolk has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

The merfolk warrior presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

Merfolk Characters

Merfolk characters possess the following racial traits.

- * +2 Strength, +2 Dexterity, +4 Constitution, -2 Wisdom.
- * Medium-size.
- * Speed 5 ft, swim 50 ft.
- * **Racial Weapon:** All merfolk are proficient with the trident.
- * **Racial Skills:** +8 Swim, and aquatic.
- * **Languages:** Aquan and Common. Bonus languages: Any (except secret languages like Druidic).
- * Favored class is bard.

MINOTAUR

Large Monstrous Humanoid

Hit Dice:	6d8+12 (39 hp) <29 hp>
Initiative:	+0
Speed:	30 ft. (6 squares)
Armor Class:	14 (–1 size, +5 natural), touch 9, flat-footed --- (see text)
Base Attack/Grapple:	+6 / +14
Attack:	Huge greataxe +9 melee (2d8+6/x3) or gore +9 melee (1d8+4)
Full Attack:	Huge greataxe +9 / +4 melee (2d8+6/x3) and gore +4 melee (1d8+2)
Space/Reach:	5 ft. x 5 ft. / 10 ft.
Special Attacks:	Powerful charge 4d6+6
Special Qualities:	Darkvision 60 ft., natural cunning, scent
Saves:	Fort +6, Ref +5, Will +5
Abilities:	Str 19, Dex 10, Con 15, Int 7, Wis 10, Cha 8
Skills:	Intimidate +2, Listen +7, Search +2, Spot +7
Feats:	Great Fortitude, Power Attack, Track
Environment:	Underground
Organization:	Solitary, pair, or gang (1d2+2)
Challenge Rating:	4
Treasure:	Standard
Alignment:	Usually chaotic Evil
Advancement:	By character class
Level Adjustment:	+2

Minotaurs speak Giant.

Combat

Minotaurs prefer melee combat, where their great strength serves them well.

Powerful Charge (Ex): A minotaur typically begins a battle by charging at an opponent, lowering its head to bring its mighty horns into play. In addition to the normal benefits and hazards of a charge, this allows the beast to make a single gore attack with a +9 attack bonus that deals 4d6+6 points of damage.

Natural Cunning (Ex): Although minotaurs are not especially intelligent, they possess innate cunning and logical ability. This gives them immunity to *maze* spells, prevents them from ever becoming lost, and enables them to track enemies. Further, they are never caught flat-footed.

Skills: Minotaurs have a +4 racial bonus on Search, Spot, and Listen checks.

Minotaur Characters

Minotaur characters possess the following racial traits.

- * +4 Strength, +2 Constitution, –4 Intelligence (minimum 3), –2 Charisma.
- * Large size. –1 penalty to Armor Class, –1 penalty on attack rolls, –4 penalty on Hide checks, +4 bonus on grapple checks, lifting and carrying limits double those of Medium characters.
- * **Space/Reach:** 10 feet/10 feet.
- * A minotaur's base land speed is 30 feet.
- * Darkvision out to 60 feet.
- * +2 natural armor bonus.
- * **Natural Weapons:** Gore (1d8).
- * **Special Attacks (see above):** Powerful charge.
- * **Special Qualities (see above):** Natural cunning, scent.
- * **Automatic Languages:** Common, Giant. Bonus Languages: Orc, Goblin, Terran.
- * **Favored Class:** Barbarian.
- * Level adjustment +2.

Minotaur Monster Class

Level	BAB	Fort	Ref	Will	Special Abilities
1	+1	+0	+2	+2	+2 Str
2	+2	+0	+3	+3	+1 natural armor
3	+3	+1	+3	+3	+2 Str
4	+4	+1	+4	+4	+1 natural armor
5	+5	+1	+4	+4	+2 Con
6	+6	+2	+5	+5	+1 natural armor

Hit Dice: d8.

Skill Points at 1st Level: (2 + Intelligence modifier) x 4.

Skill Points Each Additional Level: 2 + Intelligence modifier.

Minotaur Class Skills: Craft (Int), Intimidate (Cha), Listen (Wis), Perform (Cha), Profession (Wis), Search (Int), and Spot (Wis).

Armor and Weapon Proficiency: No armor or shield proficiency; Simple weapons, greataxe.

A minotaur stands more than 7 feet tall and weighs about 700 pounds.

ORC

Orc, 1st-Level Warrior

Medium Humanoid (Orc)

Hit Dice:	1d8+1 (5 hp) <14 hp>
Initiative:	+0
Speed:	30 ft. (6 squares)
Armor Class:	13 (+3 studded leather armor), touch 10, flat-footed 13
Base Attack/Grapple:	+1 / +4
Attack:	Greataxe +4 melee (1d12+4) or javelin +1 ranged (1d6+3)
Full Attack:	Greataxe +4 melee (1d12+4) or javelin +1 ranged (1d6+3)
Space/Reach:	5 ft. x 5 ft. / 5 ft.
Special Attacks:	---
Special Qualities:	Darkvision 60 ft., light sensitivity
Saves:	Fort +3, Ref +0, Will -2
Abilities:	Str 17, Dex 11, Con 12, Int 8, Wis 7, Cha 6
Skills:	Listen +1, Spot +1
Feats:	Alertness
Environment:	Temperate hills
Organization:	Gang (1d3+1), squad (1d10+10 plus 2 3rd-level sergeants and 1 leader of 3rd-6th level), or band ([1d8+2]x10 plus 150% noncombatants plus 1 3rd-level sergeant per 10 adults, 5 5th-level lieutenants, and 3 7th-level captains)
Challenge Rating:	1/2
Treasure:	Standard
Alignment:	Often chaotic evil
Advancement:	By character class
Level Adjustment:	+0

An orc's hair usually is black. It has lupine ears and reddish eyes. Orcs prefer wearing vivid colors that many humans would consider unpleasant, such as blood red, mustard yellow, yellow-green, and deep purple. Their equipment is dirty and unkempt. An adult male orc is a little over 6 feet tall and weighs about 210 pounds. Females are slightly smaller.

The language an orc speaks varies slightly from tribe to tribe, but any orc is understandable by someone else who speaks Orc. Some orcs know Goblin or Giant as well.

Most orcs encountered away from their homes are warriors; the information in the statistics block is for one of 1st level.

Combat

Orcs are proficient with all simple weapons, preferring those that cause the most damage in the least time. Many orcs who take up the warrior or fighter class also gain proficiency with the falchion or the greataxe as a martial weapon. They enjoy attacking from concealment and setting ambushes, and they obey the rules of war (such as honoring a truce) only as long as it is convenient for them.

Light Sensitivity (Ex): Orcs are *dazzled* in bright sunlight or within the radius of a *daylight* spell.

Orc Shaman

Orc raiding parties often face magical forces in their attempts to rob civilized lands, as well as strange cultures they cannot understand, so many of them are led by shamans. These shamans are not as physically powerful as regular orcs, and have made up for it by managing to develop some spellcasting powers and intellect that falls under human norm.

Spells: Orc shamans have the spellcasting abilities of 3rd-level adepts. Their spell save DCs are 10 + spell level. Typical spells they prepare are:

- 0th - *detect magic*, *ghost sound*, *touch of fatigue*;
- 1st - *bless*, *burning hands*, *sleep*.

Orc Characters

Orc characters possess the following racial traits.

Orc Traits (Ex): Orcs possess the following racial traits.

- * +4 Strength, -2 Intelligence, -2 Wisdom, -2 Charisma.
- * An orc's base land speed is 30 feet.
- * Darkvision out to 60 feet.

Orc Shaman, 3rd-Level Adept

Medium Humanoid (Orc)

Hit Dice:	3d6-3 (10 hp) <16 hp>
Initiative:	+0
Speed:	30 ft. (6 squares)
Armor Class:	13 (+3 masterwork studded leather armor), touch 10, flat-footed 13
Base Attack/Grapple:	+1 / +2
Attack:	Masterwork shortspear +3 melee (1d8+1, x3) or Masterwork shortspear +2 ranged (1d8+1, x3)
Full Attack:	Masterwork shortspear +3 melee (1d8+1, x3) or Masterwork shortspear +2 ranged (1d8+1, x3)
Space/Reach:	5 ft. x 5 ft. / 5 ft.
Spells:	Darkvision 60 ft., light sensitivity, summon familiar
Saves:	Fort +0, Ref +1, Will +3
Abilities:	Str 12, Dex 10, Con 9, Int 10, Wis 11, Cha 9
Skills:	Concentration +5, Spellcraft +4, Survival +2
Feats:	Adept Caster, Toughness
Environment:	Temperate hills
Organization:	Solitary, raiding party (1 plus 6 orcs)
Challenge Rating:	2
Treasure:	Standard
Alignment:	Often chaotic evil
Advancement:	By character class
Level Adjustment:	+0

* **Light Sensitivity:** Orcs are *dazzled* in bright sunlight or within the radius of a *daylight* spell.

* **Automatic Languages:** Common, Orc. Bonus Languages: Dwarven, Giant, Gnoll, Goblin, Undercommon.

* **Favored Class:** Barbarian.

The orc warrior presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

Half-Orcs

These orc-human crossbreeds can be found in either orc or human society (where their status varies according to local sentiments), or in communities of their own. Half-orcs usually inherit a good blend of the physical characteristics of their parents. They are as tall as humans and a little heavier, thanks to their muscle. They have greenish pigmentation, sloping foreheads, jutting jaws, prominent teeth, and coarse body hair. Half-orcs who have lived among or near orcs have scars, in keeping with orcish tradition.

Half-Orc Traits (Ex): Half-orcs possess the following racial traits.

- * +2 Strength, -2 Intelligence, -2 Charisma.
- * Medium size.
- * A half-orc's base land speed is 30 feet.
- * **Adaptive:** Half-orcs have an extra feat at 1st-level.
- * **Darkvision:** Half-orcs can see in the dark up to 60 feet.
- * **Resilient:** Half-orcs have an extra hit point every Hit Die.
- * **Orc Blood:** For all effects related to race, a half-orc is considered an orc.
- * **Automatic Languages:** Common, Orc. Bonus Languages: Draconic, Giant, Gnoll, Goblin, Abyssal.
- * **Favored Class:** Barbarian.

SAHUAGIN

Medium Monstrous Humanoid (Aquatic)

Hit Dice:	2d8+2 (11 hp) <16 hp>
Initiative:	+1
Speed:	30 ft. (6 squares), swim 60 ft.
Armor Class:	16 (+1 Dex, +5 natural), touch 11, flat-footed 15
Base Attack/Grapple:	+2 / +4
Attack:	Talon +4 melee (1d4+2) or trident +4 melee (1d8+3) or heavy crossbow +3 ranged (1d10/19-20)
Full Attack:	Trident +4 melee (1d8+3) and bite +2 melee (1d4+1); or 2 talons +4 melee (1d4+2) and bite +2 melee (1d4+1); or heavy crossbow +3 ranged (1d10/19-20)
Space/Reach:	5 ft. x 5 ft. / 5 ft.
Special Attacks:	Blood frenzy, rake 1d4+1
Special Qualities:	Blindsense 30 ft., darkvision 60 ft., freshwater sensitivity, light blindness, speak with sharks, water dependent
Saves:	Fort +3, Ref +4, Will +4
Abilities:	Str 14, Dex 13, Con 12, Int 14, Wis 13, Cha 9
Skills:	Handle Animal +4*, Hide +6*, Listen +6*, Profession (hunter) +1*, Ride +3, Spot +6*, Survival +1*
Feats:	Great Fortitude, Multiattack ^B
Environment:	Warm aquatic
Organization:	Solitary, pair, team (1d4+4), patrol (1d10+10 plus 1 3rd-level lieutenant and 1d2 sharks), band (2d4x10 plus 100% noncombatants plus 1 3rd-level lieutenant and 1 4th-level chieftain per 20 adults plus 1d2 sharks), or tribe ([1d10+6]x10 plus 100% noncombatants plus 1 3rd-level lieutenant per 20 adults, 1 4th-level chieftain per 40 adults, 9 4th-level guards, 1d4 under-priestesses of 3rd-6th level, 1 7th-level priestess, and 1 aron of 6th-8th level plus 1d4+4 sharks)
Challenge Rating:	2
Treasure:	Standard
Alignment:	Usually lawful evil
Advancement:	3-5 HD (Medium), 6-10 HD (Large), or by character class
Level Adjustment:	+2 (+3 if four-armed)

Most sahuagin feature green coloration, darker along the back and lighter on the belly. Many have dark stripes, bands, or spots, but these tend to fade with age. An adult male sahuagin stands roughly 6 feet tall and weighs about 200 pounds.

Sahuagin are the natural enemy of aquatic elves. The two cannot coexist peacefully: Wars between them are prolonged, bloody affairs that sometimes interfere with shipping and maritime trade. Sahuagin have an only slightly less vehement hatred for tritons.

Sahuagin speak their own language, Sahuagin. Thanks to their high Intelligence scores, most sahuagin also speak two bonus languages, usually Common and Aquan.

Combat

Sahuagin are savage fighters, asking for and giving no quarter. When swimming, a sahuagin tears with its feet as it strikes with its talons or a weapon. About half of any group of sahuagin are also armed with nets.

Blindsense (Ex): A sahuagin can locate creatures underwater within a 30-foot radius. This ability works only when the sahuagin is underwater.

Blood Frenzy: Once per day a sahuagin that takes damage in combat can fly into a frenzy in the following round, clawing and biting madly until either it or its opponent is dead. It gains +2 Constitution and +2 Strength, and takes a –2 penalty to Armor Class. A sahuagin cannot end its frenzy voluntarily.

Rake (Ex): Attack bonus +2 melee, damage 1d4+1. A sahuagin also gains two rake attacks when it attacks while swimming.

Freshwater Sensitivity (Ex): A sahuagin fully immersed in fresh water must succeed on a DC 15 Fortitude save or become fatigued. Even on a success, it must repeat the save attempt every 10 minutes it remains immersed.

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) *blinds* sahuagin for round. On subsequent rounds, they are *dazzled* while operating in bright light.

Speak with Sharks (Ex): Sahuagin can communicate telepathically with sharks up to 150 feet away. The communication is limited to fairly simple concepts such as “food,” “danger,” and “enemy.” Sahuagin can use the Handle Animal skill to befriend and train sharks.

Water Dependent (Ex): Sahuagin can survive out of the water for 1 hour per 2 points of Constitution (after that, refer to the drowning rules on page 304 of the Dungeon Master’s Guide).

Skills: A sahuagin has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. Underwater, a sahuagin has a +4 racial bonus on Hide, Listen, and Spot checks. A sahuagin has a +4 racial bonus on Survival and Profession (hunter) checks within 50 miles of its home. A sahuagin has a +4 racial bonus on Handle Animal checks when working with sharks.

Sahuagin Mutants

About one in two hundred sahuagin has four arms. Such creatures can make four claw attacks or use extra weapons, in addition to the claw and bite attacks.

If a community of aquatic elves is located within 100 miles of a sahuagin community, about one in one hundred sahuagin looks just like an aquatic elf. These creatures, called malenti, have a swim speed of 40 feet, can remain out of water for 1 hour per point of Constitution, and have freshwater sensitivity and light sensitivity (dazzled in bright light). Malenti have no natural attacks. They are otherwise identical with sahuagin.

Sahuagin Characters

Sahuagin characters possess the following racial traits.

TROGLODYTE**Medium Humanoid (Reptilian)**

Hit Dice:	2d8+4 (13 hp) <18 hp>
Initiative:	–1
Speed:	30 ft. (6 squares)
Armor Class:	15 (–1 Dex, +6 natural), touch 9, flat-footed 15
Base Attack/Grapple:	+1 / +1
Attack:	Club +1 melee (1d6) or claw +1 melee (1d4) or javelin +1 ranged (1d6)
Full Attack:	Club +1 melee (1d6) and claw –1 melee (1d4) and bite –1 melee (1d4); or 2 claws +1 melee (1d4) and bite –1 melee (1d4); or javelin +1 ranged (1d6)
Space/Reach:	5 ft. x 5 ft. / 5 ft.
Special Attacks:	Stench
Special Qualities:	Darkvision 90 ft.
Saves:	Fort +5, Ref –1, Will +0
Abilities:	Str 10, Dex 9, Con 14, Int 8, Wis 10, Cha 10
Skills:	Hide +5*, Listen +3
Feats:	Multiattack ^B , Weapon Focus (javelin)
Environment:	Underground
Organization:	Clutch (1d4+1), squad (1d6+5 plus 1d2 monitor lizards), or band (2d4x10 plus 20% noncombatants plus 1d10+2 monitor lizards)
Challenge Rating:	1
Treasure:	50% coins; 50% goods; 50% items
Alignment:	Usually chaotic evil
Advancement:	By character class
Level Adjustment:	+1

A troglodyte stands about 5 feet tall and weighs about 150 pounds. Troglodytes speak Draconic.

Combat

Half of a group of troglodytes are armed only with claws and teeth; the rest carry one or two javelins and clubs. They normally conceal themselves, launch a volley of javelins, then close to attack. If the battle goes against them, they retreat and attempt to hide.

Stench (Ex): When a troglodyte is angry or frightened, it secretes an oily, musk-like chemical that nearly every form of animal life finds offensive. All living creatures (except troglodytes) within 30 feet of a troglodyte must succeed on a DC 13 Fortitude save or be *sickened* for 10 rounds. The save DC is Constitution-based. Creatures that successfully save cannot be affected by the same troglodyte'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.

Skills: The skin of a troglodyte changes color somewhat, allowing it to blend in with its surroundings like a chameleon and providing a +4 racial bonus on Hide checks. In rocky or underground settings, this bonus improves to +8.

Troglodyte Characters

Troglodyte characters possess the following racial traits.

- * –2 Dexterity, +4 Constitution, –2 Intelligence.
- * Medium size.
- * A troglodyte's base land speed is 30 feet.
- * Darkvision out to 90 feet.
- * +2 natural armor bonus.
- * **Natural Weapons:** 2 claws (1d4) and bite (1d4).
- * **Special Attacks (see above):** Stench.
- * **Automatic Languages:** Draconic. Bonus Languages: Common, Giant, Goblin, Orc.
- * **Favored Class:** Cleric.
- * Level adjustment +1.

Troglodyte Monster Class

Level	BAB	Fort	Ref	Will	Special Abilities
1	+0	+2	+0	+0	Multiattack, +2 natural armor
2	+1	+3	+0	+0	+2 natural armor

Hit Dice: d8.

Skill Points at 1st Level: (2 + Intelligence modifier) x 4.

Skill Points Each Additional Level: 2 + Intelligence modifier.

Troglodyte Class Skills: Craft (Int), Hide (Dex), Listen (Wis), Perform (Cha), and Profession (Wis).

Armor and Weapon Proficiency: No armor or shields; Simple weapons, javelin.

YVISS

Yviss are reptilian humanoids that seek to subjugate all sapient races, just out of a malicious need to cause pain rather than as a sign of dominance. They delight in infiltration, torture, and corruption of others. A hatched yviss will typically move into a humanoid area, and secretly infect several people there with their conversion venom, turning them into servitor yviss. Once they have a small group of followers, they will kidnap somebody unimportant and implant an egg in them, guarding them until the egg hatches and they become another hatched yviss. After mating with the newly made yviss, the female will remain hidden by the Servitors until such time as she gives birth to a bred yviss. After this point, the newly formed colony will proceed to either convert or enslave the rest of the area's population. All yviss can sense the presence of any other yviss within 60 ft., and also if they are from the same colony. Only humanoids can be turned into Servitor or hatched yviss.

Servitor yviss retain much of the memories, appearance, and personalities of the creature they were created from. Their first four class levels are lost, replaced by the four servitor yviss Hit Dice. Their morality and goals are adapted to the service of the hatched yviss who created them, although if that creature dies then they are free to find their own way in the world. Most of the physical alteration into a servitor yviss involves internal changes to biology, and the functions of the brain. External physical changes are usually very subdued, like a small patch of scales or thick claw-like fingernails that must be frequently trimmed. They age at half the rate of the original creature. Sometimes unscrupulous or desperate folk seek out a yviss colony in order to be changed into servitor yviss for the power the transformation grants, and frequently are made into slaves or meals instead. Servitor yviss can still breed, but they do not breed true. Any offspring are usually totally free of any yviss "taint", and are produced as if a member of the servitor yviss' original race. Colonies often use the children of servitor yviss as new hosts for hatched yviss.

Hatched yviss are often referred to as "True Yviss", because they are the only true breeders. They are created when a paralyzed humanoid host is injected with an egg by a hatched or bred yviss. After a period of time, the egg hatches and the host becomes a hatched yviss. The newly born hatched yviss has none of the knowledge or memories of its former existence, but does have all the basic life skills necessary to be a yviss. They stand around 6 ft tall and weigh about 150-180 lbs. Their bodies are covered in fine green-gray scales, without any fur at all. Their hands

end in truncated blunt claws that deal no damage in combat. They have humanoid heads devoid of outstanding facial features, with reptilian eyes. Their legs are double-hinged with a splayed five toe “foot”, causing them to often wear flowing robes and dresses in order to maintain a disguise. Even though they are not the strongest or smartest of the yviss, their outgoing nature and numbers make them the default rulers of yviss colonies. Typically an yviss colony will be lead by the original hatched yviss that started it. Hatched yviss cease to age past physical maturity, which puts developmental pressure on younger yviss to leave the colony and form one of their own.

Bred yviss are almost totally hermaphroditic, and can only create new yviss by means of the conversion venom or egg implantation. Even then, they do not create another bred yviss, but either a Servitor or a hatched yviss. They are created when a male and female yviss breed together, but each female yviss can only produce one bred yviss in her lifetime. They stand around nine feet tall and appear to be a larger and more bestial version of a hatched yviss. They never wield weapons, preferring their scythe-like claws and to bite with their elongated jaws. Their great intelligence and combat prowess places them automatically in charge of the colony’s defenses. They tend to be jealous of the servitor and hatched yviss’ ability to travel in disguise, and often take this jealousy out in violent tantrums against slaves or servitor yviss, but never against hatched yviss. Sometimes they will sneak away from the colony to see the world for themselves, which is usually what gives the colony’s existence away to others. Bred yviss reach full maturity after one year, and cease to age once they do. No matter how old they get, they still retain a kind of childish sense of wonder and cruelty.

Yviss speak Common, plus Draconic and Abyssal.

Combat

Yviss prefer to fight from ambush and concealment. They will use terrain and their enemy’s weaknesses to their best advantage. If at all possible they will lay in their shapechange form or concealment and use Teleprojection and psionic combat to confuse their enemies before engaging in combat. Once engaged they use ranged attacks to soften up foes before entering melee. If they are gathering materials for a colony, they will try to capture any who do not resist over-much. After all, a powerful slave is too hard to keep a slave.

Conversion (Ex): Once per day a hatched or bred yviss can inject one bitten humanoid with special venom that can cause them to transform into a servitor yviss. This venom can be milked from the poison sacks inside the mouth and delivered by consumption, but loses its potency after 24 hours if not used by then. The injected creature must make a Fortitude save vs. poison when given the venom, or start the slow transformation into a servitor yviss. If he fails this saving throw, he must make a Will save after each night’s rest to avoid the transformation for one day. Each failed save to resist the transformation causes their alignment to shift one “step” towards chaotic evil (chaos/law first, then evil/good). Once their alignment becomes chaotic evil, the next failed save turns them into a servitor yviss. At any point before the first failed

save to resist the transformation a *resist poison* spell can stave it off for its duration if cast before each night’s rest. During this time a *neutralize poison* spell will halt the transformation entirely. After the first failed Will save this no longer works. A *restoration* spell is required to eliminate the venom after the first failed Will save, which does not return the victim’s alignment to normal. Only a *wish* or *miracle* spell can restore a servitor yviss to their former selves. The DC for these saving throws equals 10 + Constitution mod + 1/2 Hit Dice. That comes out to DC 15 for typical hatched yviss, and DC 18 for typical bred yviss.

Egg (Ex): Once per week a hatched or bred yviss can inject a paralyzed non-yviss humanoid with a leathery egg, projected from a small pouch under the rib cage. The victim must have already been wounded, preferably in the abdomen, for there to be a place to inject the egg. The egg dies if left more than a minute outside a body. After implantation the egg starts using the host’s own biology to produce a high-strength version of the Conversion venom, with a paralytic toxin as the byproduct. It takes 1d6 days for the host to completely succumb to the egg, and finish its transformation into a hatched yviss. Once this happens the egg is absorbed into the host’s body, and passes on all the basic skills necessary to be a hatched yviss. At any time before this period a *greater restoration* spell can reverse the process and save the host. After this period, the host is dead and not even divine intervention can bring them back (attempts at the various types of resurrection only return them as a hatched yviss).

Poison (Ex): Hatched and bred yviss are capable of excreting several different types of poisons, all with Injury vectors. The save DC for all of these poisons is equal to 10 + Constitution mod + 1/2 Hit Dice. That comes out to DC 15 for typical hatched yviss, and DC 18 for typical bred yviss. Hatched yviss only have poisonous fangs. Bred yviss have both poisonous fangs and claws. Yviss are immune to these poisons.

* *Corrosive*: Initial damage 1d4 Constitution, secondary damage 1d6 Strength.

* *Paralytic*: Initial damage 1d4 Dexterity, secondary damage unconscious for 2d6 rounds.

* *Soporific*: Initial damage 1d4 Wisdom, secondary damage fatigued (or exhausted if already fatigued).

Poison Tolerance (Ex): Yviss biology is extremely resistant to poisons. They gain a +4 racial bonus on all of their poison saves, and always pass their saves to resist secondary effects.

Shapechange (Sp): All yviss have the magical ability to change their forms into that of either a Lizard (Tiny Animal) or a Winged Reptile (use Raven, but it is a reptile rather than a bird). They can only maintain these shapes for up to their yviss Hit Dice in hours before they have to revert to their normal forms, or they can revert earlier as a free action. Yviss can assume these alternate forms twice a day as a standard action.

Skills: All yviss are inherently sneaky and paranoid. This gives them a +4 racial bonus to their Hide, Listen, Move Silently, and Spot checks.

	Servitor Yviss Medium Monstrous Humanoid (Psionic)	Hatched Yviss Medium Monstrous Humanoid (Psionic)	Bred Yviss Large Monstrous Humanoid (Psionic)
Hit Dice:	4d8 (13 hp) <18 hp>	7d8+14 (45 hp) <28 hp>	9d8+36 (76 hp) <38 hp>
Initiative:	–1	+0	+1
Speed:	30 ft. (6 squares)	30 ft. (6 squares)	40 ft. (8 squares)
Armor Class:	13 (–1 Dex, +1 natural, +2 armor, +1 buckler), touch 9, flat-footed 13	18 (+3 natural, +4 armor, +1 buckler), touch 10, flat-footed 18	21 (–1 size, +1 Dex, +5 natural, +5 armor, +1 buckler), touch 10, flat-footed 20
Base Attack/Grapple:	+4 / +4	+7 / +6	+9 / +20
Attack:	Masterwork longsword +5 melee (1d8/19-20), or masterwork longbow +4 ranged (1d8)	Masterwork longsword +10 melee (1d8+2/19-20), or masterwork longbow +8 ranged (1d8+2)	Claw +15 melee (1d8+7 and poison)
Full Attack:	Masterwork longsword +5 melee (1d8/19-20), or masterwork longbow +4 ranged (1d8)	Masterwork longsword +10/+5 melee (1d8+2/19-20) and bite +6 melee (1d8+1 and poison); or masterwork (+2 Str) longbow +7/+2 ranged (1d8+2)	Claws +15 / +15 / +10 melee (1d8+7 and poison) and bite +15 melee (2d6+3 and poison)
Space/Reach:	5 ft. x 5 ft. / 5 ft.	5 ft. x 5 ft. / 5 ft.	5 ft. x 5 ft. / 10 ft.
Special Attacks:	<i>Psionics</i>	Conversion, egg, poison, <i>psionics</i>	Conversion, egg, poison, <i>psionics</i>
Special Qualities:	Bonded, darkvision 60 ft., poison tolerance, <i>shapechange</i> , spell resistance 14	<i>Shapechange</i> , darkvision 60 ft., poison tolerance, spell resistance 17	<i>Shapechange</i> , darkvision 60 ft., poison tolerance, spell resistance 19

Saves:	Fort +1, Ref +3, Will +5	Fort +4, Ref +4, Will +8	Fort +7, Ref +7, Will +10
Abilities:	Str 10, Dex 9, Con 10, Int 14, Wis 13, Cha 13	Str 14, Dex 10, Con 14, Int 18, Wis 17, Cha 15	Str 24, Dex 12, Con 18, Int 20, Wis 19, Cha 18
Skills:	Concentration +2, Disguise +3, Hide +7, Knowledge (arcana) +4, Knowledge (psionics) +4, Listen +9, Move Silently +7, Psicraft +4, Spot +9, Use Psionic Device +3	Concentration +8, Disguise +8, Hide +10, Knowledge (arcana) +10, Knowledge (psionics) +10, Listen +13, Move Silently +10, Psicraft +12, Spot +13, Use Psionic Device +10	Concentration +13, Hide +10, Knowledge (arcana) +15, Knowledge (psionics) +15, Listen +17, Move Silently +14, Psicraft +16, Spot +17, Use Psionic Device +16
Feats:	Force Shell, Inner Strength	Force Shell, Inner Strength x2	Force Shell, Inner Strength x2, Multiattack
Environment:	Any warm land	Any warm land	Any warm land
Organization:	Solitary, pair, or clutch (1d6+2)	Solitary, pair, clutch (1d6+2), or nest (1d6+2 plus 2d10 Servitor Yviss)	Solitary, pair, or colony (1d6+2 plus 4d6 Hatched Yviss, 1d20x5d10 Servitor Yviss, 1d100x3 slaves)
Challenge Rating:	3	5	7
Treasure:	Double Standard	Double Standard	Double Standard
Alignment:	Usually chaotic evil	Usually chaotic evil	Usually chaotic evil
Advancement:	By character class	By character class	By character class
Level Adjustment:	+2	+5	+7

Servitor Yviss

Servitor yviss spend most of their time doing all of the skilled labor in a yviss colony, as well as maintaining its “face” to any travelers who happen through. When they are pressed into combat, they will try to flee unless it looks like an easy kill, or the safety of their Bonded master or his colony is threatened.

Bonded (Psi): All servitor yviss are in constant subliminal telepathic contact with the hatched yviss that created them. This prevents them from having a different alignment than their creator, and compels them to always protect their creator and its interests at any cost. This contact even works across planar boundaries. If the hatched yviss dies, even if later brought back to life, it loses control of all the servitor yviss that were Bonded to it. Sometimes a servitor yviss’ parent dies before the transformation is complete. If this happens then the servitor yviss never develops the bond to it, and is free to change its alignment after it has finished its transformation.

Psionics (Psi): Total Manifester Level: 4th, Power Points: 15 (11 base, 4 bonus), Psionic Combat Bonus: +3.

Attack Modes: *id insinuation, mind thrust.*

Defense Modes: *empty mind, mental barrier.*

Knack Feats (key ability/daily uses): *Chameleon* (Con/+0), *Focus* (Cha/+1). Daily Uses: 6 (5 base +1 bonus).

Psionic Feats (key ability/bonus): *Force Shell* (Int)*, *Thought Projection* (Cha).

* From Hit Die feats.

Spell-Based Alternative Psionics

Psionics (Su): Effective caster level equals yviss HD. The save DCs are Charisma-based.

At will - *guidance*; 3/day - *invisibility, message*; 1/day - *daze monster* (13).

If a feat is spent: 3/day - *mage armor, shield*.

Hatched Yviss

Hatched yviss are the rulers of the colonies, by dint of being more numerous than the bred yviss and in empathic control of large amounts of servitor yviss. They spend their time planning raids on nearby humanoid settlements, engineering conflicts among their neighbors, and organizing underground gladiatorial games among the slave population. When faced with combat they would much rather flee and let somebody else handle it, but will do their best to make the enemy suffer before they do. If at all possible they will try to infect or capture any attackers, to turn them into more servants of other hatched yviss.

Psionics (Psi): Total Manifester Level: 7th, Power Points: 39 (29 base, 10 bonus), Psionic Combat Bonus: +5.

Attack Modes: *id insinuation, mind thrust.*

Defense Modes: *empty mind, mental barrier.*

Knack Feats (key ability/daily uses): *Chameleon* (Con/+2), *Focus* (Cha/+2), *Missive* (Cha/+2). Daily Uses: 7 (5 base +2 bonus).

Psionic Feats (key ability/bonus): *Force Shell* (Int)*, *Thought Projection* (Cha).

* From Hit Die feats.

Spell-Based Alternative Psionics

Psionics (Su): Effective caster level equals yviss HD. The save DCs are Charisma-based.

At will - *guidance*; 3/day - *invisibility, message*; 1/day - *daze monster* (14).

If a feat is spent: 3/day - *mage armor, shield*.

Bred Yviss

Bred yviss are the dissatisfied adolescents of yviss societies, even if they are older than most of the population. They will obey the orders of all hatched yviss unless it directly threatens the well being of another hatched yviss or themselves, but believe themselves to be practically immortal. After all, they are the ultimate personification of a race born to the top of the food chain, at least in their own minds. They barely tolerate servitor yviss, and often command large numbers of them on raids.

Psionics (Psi): Total Manifester Level: 9th, Power Points: 58 (46 base, 12 bonus), Psionic Combat Bonus: +8.

Attack Modes: *id insinuation, mind thrust, psychic crush.*

Defense Modes: *intellect fortress, mental barrier.*

Knack Feats (key ability/daily uses): *Chameleon* (Con/+4), *Focus* (Cha/+4), *Missive* (Cha/+4), *Psionic Flesh* (Con/+4). Daily Uses: 7 (5 base +2 bonus).

Psionic Feats (key ability/bonus): *Force Shell* (Int)*, *Masking* (Wis), *Thought Projection* (Cha).

* From Hit Die feats.

Spell-Based Alternative Psionics

Psionics (Su): Effective caster level equals Yviss HD. The save DCs are Charisma-based.

At will - *guidance*; 3/day - *daze* (DC 14), *false life* (self only), *invisibility, message*; 1/day - *charm person* (DC 15), *daze monster* (16).

If a feat is spent: 3/day - *mage armor, shield*.

Yviss Society

Yviss society is made up of a network of loosely connected colonies. Each colony is formed from the genesis of one hatched yviss that grew tired of not being able to advance in its own colony, and managed to successfully infiltrate a humanoid settlement to create another colony of its own. Each colony tolerates the presence of the others, but also seeks to out-do its parent colony in all ways, a kind of colony-wide adolescent rebellion that forever sullies their relationship.

This manifests itself in two ways. The first is the new colony trying to start trouble for the other colony whenever it can safely do so, such as causing raiders to attack its incoming caravans or tax collectors to be particularly nosey. The second is in the occasional multi-colony games that pit slaves from each colony in gladiatorial battle, with the winner attaining some prize of note from the losers. As could be expected, cheating is not only rampant but expected and planned for.

Each colony also raids and causes problems for the neighboring humanoid settlements, but only if they can do so without being noticed. This gives the younger hatched yviss something to do, and gains new recruits for the colony from dissatisfied villagers.

Every colony’s primary concern is defense. They try to blend into the land they are in as unnoticeably as possible, and also try to form physical defenses so strong that if discovered they cannot be eliminated. This is done by simultaneously filling the visible portions of the town with servitor yviss in key positions under orders to “act naturally”, and by digging incredibly complex cathedrals and mazes underneath the settlement. The hatched and bred yviss stay primarily in the underground complex, unless they have to leave it for a particularly pressing reason.

Some yviss colonies have become so stable over the centuries, that they can forego the need for secrecy. These colonies either engage in trade with nearby humanoid settlements of ill repute, or are isolated far from prying eyes.

Yviss architecture is comprised mainly of flowing curves and graceful arches. Unlike most evil races, they love to create beautiful things that are also very functional.

Yviss Characters

- Yviss characters possess the following racial traits.
- * **Servitor:** +2 Str, +2 Int, +2 Wis. **Hatched:** +6 Str, +4 Con, +6 Int, +6 Wis, +2 Cha. **Bred:** +16 Str, +2 Dex, +8 Con, +8 Int, +8 Wis, +4 Cha (includes Large size modifiers).
 - * **Servitor and Hatched:** Medium size. **Bred:** Large size.
 - * **Servitor and Hatched:** 30 ft. base Speed. **Bred:** 40 ft. base Speed.
 - * **Hatched or Bred:** Conversion (see above), Egg (see above), Poison (see above).
 - * **Servitor:** Bonded (see above).
 - * Darkvision out to 60 ft.
 - * Poison (see above).
 - * Shapechange (see above).
 - * Skills (see above).

- * Spell resistance 10 + Hit Dice.
- * **Automatic Languages:** Abyssal, Common, Draconic. **Bonus Languages:** Any.
- * **Favored Class:** rogue for servitor, psionician for hatched, fighter for bred.
- * **Maximum Yviss Levels:** Servitor 4th, hatched 7th, bred 9th.
- * **Level adjustment:** +2 servitor, +5 hatched, +7 bred.

Yviss Monster Class

Nat.						Special Abilities*
Level	BAB	Fort	Ref	Will	AC	
1	+1	+0	+2	+2		<i>Chameleon, empty mind, mental barrier, mind thrust</i>
2	+2	+0	+3	+3	+1	
3	+3	+1	+3	+3		<i>Focus</i>
4	+4	+1	+4	+4		<i>id insinuation, Thought Projection</i>
5	+5	+1	+4	+4	+2	
6	+6	+2	+5	+5	+3	<i>Missive</i>
7	+7	+2	+5	+5		
8	+8	+2	+6	+6	+4	<i>Masking, psychic crush</i>
9	+9	+3	+6	+6	+5	<i>Psionic Flesh</i>

- * If using the alternative spell-based psionics, the character instead chooses one spell-like ability every yviss monster class level. Except for 5th, and 7th level.
- Hit Dice:** d8.
- Skill Points at 1st Level:** (2 + Intelligence modifier) x 4.
- Skill Points Each Additional Level:** 2 + Intelligence modifier.
- Yviss Class Skills:** Concentration (Con), Craft (Int), Disguise (Cha), Hide (Dex), Knowledge (arcana) (Int), Knowledge (psionics) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Psicraft (Int), Spot (Wis), and Use Psionic Device (Cha).
- Armor and Weapon Proficiency:** Shields; Simple weapons, longbow, longsword.
- Manifester Level:** Equal to yviss class level.

CHAPTER SEVEN: MAGICAL BEASTS

Ankheg, arenea, basilisk, behir, blink dog, bulette, chimera, cockatrice, darkmantle, digester, dragonne, ethereal marauder, frost worm, giant eagle, giant owl, girallon, gorgon, gray render, griffon, hellwasp swarm, hippogriff, hydra, kraken, krenshar, lamia, lammasu, manticore, owlbear, pegasus, phase spider, purple worm, remorhaz, roper, shocker lizard, sea cat, sphinx, spider eater, stirge, tarasque, unicorn, winter wolf, worg, yrbhak

ANKHEG

Large Magical Beast

Hit Dice:	3d10+15 (31 hp) <31 hp>
Initiative:	+0
Speed:	30 ft. (6 squares), burrow 20 ft.
Armor Class:	18 (-1 size, +9 natural), touch 9, flat-footed 18
Base Attack/Grapple:	+3/+12
Attack:	Bite +7 melee (2d6+7 plus 1d4 acid)
Full Attack:	Bite +7 melee (2d6+7 plus 1d4 acid)
Space/Reach:	5 ft. x 10 ft. / 5 ft.
Special Attacks:	Improved grab, spit acid
Special Qualities:	Darkvision 60 ft., low-light vision, tremorsense 60 ft.
Saves:	Fort +6, Ref +3, Will +2
Abilities:	Str 21, Dex 10, Con 17, Int 1, Wis 13, Cha 6
Skills:	Climb +8, Listen +6, Spot +3
Feats:	Alertness, Toughness
Environment:	Warm plains
Organization:	Solitary or cluster (1d3+1)
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral
Advancement:	4 HD (Large); 5-9 HD (Huge)
Level Adjustment:	---

Before you stands a fearsome insect-like monster bearing a passing resemblance to a cockroach, or maybe a caterpillar. It is at least 10 feet tall and probably twice as long, covered in thick, brown chitinous plates. It has six legs, each bearing a single curved claw at the end. It has two black glittering compound eyes flanked a set of vicious mandibles, which are in turned flanked by two twitching antennae. Green ichor drips down its putrid pink mouth.

The ankheg is a burrowing monster with a taste for fresh meat. An ankheg has six legs, and some specimens are yellow rather than brown. It is about 10 feet long and weighs about 800 pounds.

An ankheg burrows with legs and mandibles. A burrowing ankheg usually does not make a usable tunnel, but can construct a tunnel; it burrows at half speed when it does so. It often digs a winding tunnel up to 40 feet below the surface in the rich soil of forests or farmlands. The tunnel is 5 feet tall and wide, and from 60 to 150 feet long ([1d10 + 5] x 10).

Combat

An ankheg usually lies 5 to 10 feet below the surface until its antennae detect the approach of prey. It then burrows up to attack. (Treat this as a charge, even though the ankheg does not need to move 10 feet before attacking.)

Clusters of ankhegs share the same territory but do not cooperate.

Improved Grab (Ex): To use this ability, an ankheg must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If the ankheg is damaged after grabbing its prey, it retreats backward down its tunnel at its land speed (not its burrow speed), dragging the victim with it.

Spit Acid (Ex): 30-ft. line, once every 6 hours; damage 4d4 acid, Reflex DC 14 half. One such attack depletes the ankheg's acid supply for 6 hours. It cannot spit acid or deal acid damage during this time. The save DC is Constitution-based.

An ankheg does not use this ability unless it is desperate or frustrated. It most often spits acid when reduced to fewer than half its full normal hit points or when it has not successfully grabbed an opponent.

Ecology

Ankhegs share territory, but will not cooperate when they hunt. They prefer to live in regions with soft, rich soil, such as farmlands and plains. They remain in an area so long as there is enough food and space to go around. They dig extensive tunnels, ranging from 60 to 150 feet long; they are usually 5 by 5 foot and up to 40 feet below the surface. Ankhegs use the end of these burrows for sleeping, eating, mating, and hibernating. Individual tunnels may overlap, forming extensive underground warrens.

Ankhegs mate in the spring and then go their separate ways. The female lays a clutch of eggs on the outer edge of her tunnels and guards them until they hatch. It takes 2 months for the eggs to hatch, and only 1d3 of the 100 or so offspring survive to adulthood.

Ankhegs will eat just about anything, including carrion, but are fond of fresh meat. They pose a tremendous danger to farmers, as the cultivable soil of farmlands happens to be the ankhegs' favorite habitat. Despite this, many farmers tolerate their presence; like earthworms, ankhegs aerate the soil as they bury through it and fertilize it with their waste. Some particularly desperate farmers have been known to purposely introduce young ankhegs to their lands.

An ankheg's thick shell can be fashioned into strong, lightweight armor. Furthermore, their digestive enzyme (see above) can be used as a serviceable acid; 1d3 vials worth can be harvested per corpse.

ARANEA

Medium Magical Beast (Shapechanger)

Hit Dice:	3d10+6 (22 hp) <23 hp>
Initiative:	+6
Speed:	50 ft. (10 squares), climb 25 ft.
Armor Class:	13 (+2 Dex, +1 natural), touch 12, flat-footed 11
Base Attack/Grapple:	+3/+3
Attack:	Bite +5 melee (1d6 plus poison) or web +5 ranged
Full Attack:	Bite +5 melee (1d6 plus poison) or web +5 ranged
Space/Reach:	5 ft. x 5 ft. / 5 ft.
Special Attacks:	Poison, spells, web
Special Qualities:	Change shape, darkvision 60 ft., low-light vision
Saves:	Fort +5, Ref +5, Will +4
Abilities:	Str 11, Dex 15, Con 14, Int 14, Wis 13, Cha 14
Skills:	Climb +14, Concentration +8, Escape Artist +5, Jump +13, Listen +6, Spot +6
Feats:	Improved Initiative, Iron Will ^B , Weapon Finesse
Environment:	Temperate forests
Organization:	Solitary or colony (1d4+2)
Challenge Rating:	4
Treasure:	Standard coins; double goods; standard items
Alignment:	Usually neutral

Advancement: By character class
Level Adjustment: +4

Skills: Araneas have a +2 racial bonus on Jump, Listen, and Spot checks. They have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks even if rushed or threatened.

Society

Not much is known of araneas. They sometimes form small colonies, but are more often found alone. They generally dwell in forested areas, though individual araneas have been known to live in towns among other races. They are excellent weavers, able to produce exceptionally durable garments by incorporating their silk into the fabric. They understand that “lesser beings” – such as humans – find their natural appearance terrifying and will keep their true identity a secret when dealing with them. Forest-dwelling araneas are less discriminating and have been known to kidnap people for ransom.

It is not known how araneas reproduce. They are assumed to be egg-layers, though no one has ever reporting finding an aranea egg. Young araneas are encountered on occasion, though.

Araneas are omnivorous in all three forms, but find meat tastier than most other fare. They avoid eating sentient creatures, as it tends to draw unwanted attention to them.

Aranea silk is used as a component in the construction of magical ropes.

Aranea Characters

Aranea characters possess the following racial traits.

- * +2 Dexterity, +2 Constitution, +4 Intelligence, +4 Wisdom, +6 Charisma.
- * **Base Speed:** 50 ft. Climb 25 ft.
- * Change Shape (see above).
- * Web (see above).
- * Darkvision out to 60 ft. Low-Light Vision.
- * Natural armor +1.
- * **Climb Bonus:** +2 racial bonus to Climb and can always take 10.
- * Iron Will bonus feat.
- * **Languages:** All aranea speak Common and Sylvan. *Bonus Languages:* Dwarven, Elven, Gnoll, Gnomish, Goblinoid, Halfling, Orcish.
- * **Favored Class:** Sorcerer.
- * Level Adjustment +4.

Aranea Monster Class

Level	BAB	Fort	Ref	Will	Special
1	+1	+2	+2	+0	+2 Climb, +2 Listen
2	+2	+3	+3	+0	+2 Climb, +2 Jump
3	+3	+3	+3	+1	+2 Climb, +2 Spot

Hit Dice: d10.

Skill Points at 1st Level: (2 + Intelligence modifier) x 4.

Skill Points Each Additional Level: 2 + Intelligence modifier.

Aranea Class Skills: Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Disguise (Cha), Escape Artist (Dex), Jump (Str), Listen (Wis), Spot (Wis), Survival (Wis).

Armor and Weapon Proficiency: Natural weapons only.

Skill Bonuses: At each level of aranea you gain an increase in your racial skill bonuses. These bonuses are cumulative.

BASILISK

Medium Magical Beast

6d10+12 (45 hp) <33 hp>

-1

20 ft. (4 squares)

16 (-1 Dex, +7 natural), touch 9, flat-footed 16

+6/+8

Bite +8 melee (1d8+3)

Bite +8 melee (1d8+3)

5 ft. x 5 ft. / 5 ft.

Petrifying gaze

Darkvision 60 ft., low-light vision

Fort +9, Ref +4, Will +3

Str 15, Dex 8, Con 15,

Int 2, Wis 12, Cha 11

Hide +0*, Listen +7, Spot +7

Alertness, Blind-Fight, Great Fortitude

Warm deserts

What you see can only be described as an oversized spider. It is at least three feet in length, not including its legs. It features a large, bulbous head with numerous black eyes and sharp, hungry mandibles. You count ten appendages – eight hairy, spider-like legs extending from its abdomen and two arms in the front with long, sinuous digits.

An aranea is an intelligent, shapechanging spider with sorcerous powers. In its natural form, an aranea resembles a big spider, with a humpbacked body a little bigger than a human torso. It has fanged mandibles like a normal spider. Two small arms, each about 2 feet long, lie below the mandibles. Each arm has a hand with four many-jointed fingers and a double-jointed thumb.

An aranea weighs about 150 pounds. The hump on its back houses its brain.

Araneas speak Common and Sylvan.

Combat

An aranea avoids physical combat and uses its webs and spells when it can. In a battle, it tries to immobilize or distract the most aggressive opponents first. Araneas often subdue opponents for ransom.

Poison (Ex): Injury, Fortitude DC 13, initial damage 1d6 Str, secondary damage 2d6 Str. The save DC is Constitution-based.

Spells: An aranea casts spells as a 3rd-level sorcerer. It prefers illusions and enchantments and avoids fire spells.

Typical Sorcerer Spells Known (6/6; save DC 12 + spell level):

0th: *daze, detect magic, ghost sound, light, resistance*

1st: *mage armor, silent image, sleep.*

Web (Ex): In spider or hybrid form (see below), an aranea can throw a web up to six times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets of up to Large size. The web anchors the target in place, allowing no movement.

An entangled creature can escape with a DC 13 Escape Artist check or burst the web with a DC 17 Strength check. The check DCs are Constitution-based, and the Strength check DC includes a +4 racial bonus. The web has 6 hit points, hardness 0, and takes double damage from fire.

Change Shape (Su): An aranea’s natural form is that of a Medium monstrous spider. It can assume two other forms. The first is a unique Small or Medium humanoid; an aranea in its humanoid form always assumes the same appearance and traits, much as a lycanthrope would. In humanoid form, an aranea cannot use its bite attack, webs, or poison.

The second form is a Medium spider-humanoid hybrid. In hybrid form, an aranea looks like a Medium humanoid at first glance, but a DC 18 Spot check reveals the creature’s fangs and spinnerets. The aranea retains its bite attack, webs, and poison in this form, and can also wield weapons or wear armor. When in hybrid form, an aranea’s speed is 30 feet (6 squares).

An aranea remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, nor does an aranea revert to its natural form when killed. A *true seeing* spell, however, reveals its natural form if it is in humanoid or hybrid form.

Organization: Solitary or colony (1d4+2)
Challenge Rating: 5
Treasure: None
Alignment: Always neutral
Advancement: 7-10 HD (Medium); 11-18 HD (Large)
Level Adjustment: ---

Level Adjustment: ---

A basilisk is a reptilian monster that petrifies living creatures with a mere gaze. A basilisk usually has a dull brown body with a yellowish underbelly. Some specimens sport a short, curved horn atop the nose. An adult basilisk's body grows to about 6 feet long, not including its tail, which can reach an additional length of 5 to 7 feet. The creature weighs about 300 pounds.

Combat

A basilisk relies on its gaze attack, biting only when opponents come within reach. Though it has eight legs, its slow metabolism renders it relatively sluggish, so it does not expend energy unnecessarily. Intruders who flee a basilisk rather than fight can expect, at best, a halfhearted pursuit. These creatures tend to spend most of their time lying in wait for prey, which includes small mammals, birds, reptiles, and similar creatures.

Petrifying Gaze (Su): Turn to stone permanently, range 30 feet; Fortitude DC 13 negates. The save DC is Charisma-based.

Skills: The basilisk's dull coloration and its ability to remain motionless for long periods of time grant it a +4 racial bonus on Hide checks in natural settings.

BEHIR

Huge Magical Beast

Hit Dice: 9d10+45 (94 hp) <52 hp>
Initiative: +1
Speed: 40 ft. (8 squares), climb 15 ft.
Armor Class: 20 (-2 size, +1 Dex, +11 natural), touch 9, flat-footed 19
Base Attack/Grapple: +9/+25
Attack: Bite +15 melee (2d4+12)
Full Attack: Bite +15 melee (2d4+12)
Space/Reach: 10 ft. x 30 ft. / 10 ft.
Special Attacks: Breath weapon, constrict 2d8+8, improved grab, rake 1d4+4, swallow whole
Special Qualities: Can't be tripped, darkvision 60 ft., immunity to electricity, low-light vision, scent
Saves: Fort +11, Ref +7, Will +5
Abilities: Str 26, Dex 13, Con 21, Int 7, Wis 14, Cha 12
Skills: Climb +16, Hide +5, Listen +4, Spot +4, Survival +2
Feats: Alertness, Cleave, Power Attack, Track
Environment: Warm hills
Organization: Solitary or pair
Challenge Rating: 8
Treasure: Standard
Alignment: Often neutral
Advancement: 10-13 HD (Huge); 14-27 HD (Gargantuan)

The behir is a serpentine monster that can slither like a snake or use its dozen legs to move with considerable speed. A behir is about 40 feet long and weighs about 4,000 pounds. It can fold its limbs close to its long, narrow body and slither in snake fashion if it desires. The coloration of behirs ranges from ultramarine to deep blue with bands of gray-brown. The belly is pale blue. The two large horns curving back over the head look dangerous but are actually used for preening the creature's scales, not for fighting.

Behirs speak Common.

Combat

A behir usually bites and grabs its prey first, then either swallows or constricts the opponent. It can employ its claws only against foes caught in its coils. If beset by a large number of foes, it uses its breath weapon.

Breath Weapon (Su): 20-foot line, once every 10 rounds, damage 7d6 electricity, Reflex DC 19 half. The save DC is Constitution-based.

Constrict (Ex): A behir deals 2d8+8 points of damage with a successful grapple check. It can make six rake attacks against a grappled foe as well.

Improved Grab (Ex): To use this ability, a behir must hit a creature of any size with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

If it wins the grapple check, it establishes a hold and can attempt to constrict the opponent or swallow the opponent in the following round.

Rake (Ex): Six claws, attack bonus +15 melee, damage 1d4+4.

Swallow Whole (Ex): A behir can try to swallow a grabbed Medium or smaller opponent by making a successful grapple check. A behir that swallows an opponent can use its Cleave feat to bite and grab another opponent.

A swallowed creature takes 2d8+8 points of bludgeoning damage and 8 points of acid damage per round from the behir's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (AC 15). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

A behir's gizzard can hold 2 Medium, 8 Small, 32 Tiny, or 128 Diminutive or smaller opponents.

Skills: Behirs have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

BLINK DOG

Medium Magical Beast

Hit Dice: 4d10 (22 hp) <22 hp>
Initiative: +3
Speed: 40 ft. (8 squares)
Armor Class: 16 (+3 Dex, +3 natural), touch 13, flat-footed 13
Base Attack/Grapple: +4/+4
Attack: Bite +4 melee (1d6)
Full Attack: Bite +4 melee (1d6)
Space/Reach: 5 ft. x 5 ft. / 5 ft.
Special Attacks: ---
Special Qualities: Blink, darkvision 60 ft., dimension door, low-light vision, scent

Saves:	Fort +4, Ref +7, Will +4
Abilities:	Str 10, Dex 17, Con 10, Int 10, Wis 13, Cha 11
Skills:	Hide +3, Listen +5, Sense Motive +3, Spot +5, Survival +4
Feats:	Iron Will, Run, Track ^B
Environment:	Temperate plains
Organization:	Solitary, pair, or pack (1d10+6)
Challenge Rating:	2
Treasure:	None
Alignment:	Usually lawful good
Advancement:	5-7 HD (Medium); 8-12 HD (Large)
Level Adjustment:	+2 (cohort)

Saves:	Fort +11, Ref +8, Will +6
Abilities:	Str 27, Dex 15, Con 20, Int 2, Wis 13, Cha 6
Skills:	Jump +18, Listen +9, Spot +3
Feats:	Alertness, Iron Will, Track, Weapon Focus (bite)
Environment:	Temperate hills
Organization:	Solitary or pair
Challenge Rating:	7
Treasure:	None
Alignment:	Always neutral
Advancement:	10-16 HD (Huge); 17-27 HD (Gargantuan)
Level Adjustment:	---

Resembling a large Golden Retriever, the animal suddenly disappears, and reappears as you watch.

The blink dog is an intelligent canine that has a limited teleportation ability.
Blink dogs have their own language, a mixture of barks, yaps, whines, and growls that can transmit complex information.

Combat

Blink dogs hunt in packs, teleporting in a seemingly random fashion until they surround their prey, allowing some of them to take advantage of flanking.
Blink (Su): A blink dog can use *blink* as the spell (caster level 8th), and can evoke or end the effect as a free action.

Dimension Door (Su): A blink dog can teleport, as *dimension door* (caster level 8th), once per round as a free action. The ability affects only the blink dog, which never appears within a solid object and can act immediately after teleporting.

BULETTE

Huge Magical Beast	
Hit Dice:	9d10+45 (94 hp) <51 hp>
Initiative:	+2
Speed:	40 ft. (8 squares), burrow 10 ft.
Armor Class:	22 (–2 size, +2 Dex, +12 natural), touch 10, flat-footed 20
Base Attack/Grapple:	+9/+25
Attack:	Bite +16 melee (2d8+8)
Full Attack:	Bite +16 melee (2d8+8) and 2 claws +10 melee (2d6+4)
Space/Reach:	10 ft. x 20 ft. / 10 ft.
Special Attacks:	Leap
Special Qualities:	Darkvision 60 ft., lowlight vision, scent, tremorsense 60 ft.

Also known as the landshark, the bulette is a terrifying predator that lives only to eat.

Combat

A bulette attacks anything it regards as edible, choosing the easiest or closest prey first. The only creatures it refuses to eat are elves (and it dislikes the taste of dwarves). When burrowing underground, a landshark relies on its tremorsense ability to detect prey. When it senses something edible (that is, senses movement), it breaks to the surface, crest first, and begins its attack.
Leap (Ex): A bulette can jump into the air during combat. This allows it to make four claw attacks instead of two, each with a +15 attack bonus, but it cannot bite.

CHIMERA

Large Magical Beast	
Hit Dice:	9d10+27 (76 hp) <46 hp>
Initiative:	+1
Speed:	30 ft. (6 squares), fly 50 ft. (poor)
Armor Class:	19 (–1 size, +1 Dex, +9 natural), touch 10, flat-footed 18
Base Attack/Grapple:	+9 / +17
Attack:	Bite +12 melee (2d6+4)
Full Attack:	Bite +12 melee (2d6+4) and bite +12 melee (1d8+4) and gore +12 melee (1d8+4) and 2 claws +10 melee (1d6+2)
Space/Reach:	5 ft. x 10 ft. / 5 ft.
Special Attacks:	Breath weapon
Special Qualities:	Darkvision 60 ft., low-light vision, scent
Saves:	Fort +9, Ref +7, Will +6
Abilities:	Str 19, Dex 13, Con 17, Int 4, Wis 13, Cha 10
Skills:	Hide +1*, Listen +9, Spot +9
Feats:	Alertness, Hover, Iron Will, Multiattack
Environment:	Temperate hills
Organization:	Solitary, pride (1d3+2), or flight (1d8+5)
Challenge Rating:	7
Treasure:	Standard
Alignment:	Usually chaotic evil
Advancement:	10-13 HD (Large); 14-27 HD (Huge)
Level Adjustment:	+2 (cohort)

A chimera is about 5 feet tall at the shoulder, nearly 10 feet long, and weighs about 4,000 pounds. A chimera’s dragon head might be black, blue, green, red, or white.

Chimeras can speak Draconic but seldom bother to do so, except when toadying to more powerful creatures.

Combat

The chimera prefers to surprise prey. It often swoops down from the sky or lies concealed until it charges. The dragon head can loose a breath weapon instead of biting. Several chimeras attack in concert.

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 3d8 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.

1d10	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 gas (acid)
7-8	Red	20-foot cone of fire
9-10	White	20-foot cone of cold

Skills: A chimera's three heads give it a +2 racial bonus on Spot and Listen checks. In areas of scrubland or brush, a chimera gains a +4 racial bonus on Hide checks.

Carrying Capacity: A light load for a chimera is up to 348 pounds; a medium load, 349-699 pounds, and a heavy load, 700-1,050 pounds.

COCKATRICE

Small Magical Beast

Hit Dice:	5d10 (27 hp) <24 hp>
Initiative:	+3
Speed:	20 ft. (4 squares), fly 60 ft. (poor)
Armor Class:	14 (+1 size, +3 Dex), touch 14, flat-footed 11
Base Attack/Grapple:	+5 / -1
Attack:	Bite +9 melee (1d4-2 plus petrification)
Full Attack:	Bite +9 melee (1d4-2 plus petrification)
Space/Reach:	5 ft. x 5 ft. / 5 ft.
Special Attacks:	Petrification
Special Qualities:	Darkvision 60 ft., low-light vision
Saves:	Fort +4, Ref +7, Will +2
Abilities:	Str 6, Dex 17, Con 11, Int 2, Wis 13, Cha 9
Skills:	Listen +7, Spot +7
Feats:	Alertness, Dodge, Weapon Finesse ^B
Environment:	Temperate plains
Organization:	Solitary, pair, flight (1d3+2), or flock (1d8+5)
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral
Advancement:	6-8 HD (Small); 9-15 HD (Medium)
Level Adjustment:	---

A male cockatrice has wattles and a comb, just like a rooster. Females, much rarer than males, differ only in that they have no wattles or comb. A cockatrice weighs about 25 pounds.

Combat

A cockatrice fiercely attacks anything that it deems a threat to itself or its lair. Flocks of cockatrices do their utmost to overwhelm and confuse their foes, and sometimes fly directly into their opponents' faces.

Petrification (Su): Creatures hit by a cockatrice's bite attack must succeed on a DC 12 Fortitude save or instantly turn to stone. The save DC is Constitution-based. Cockatrices have immunity to the petrification ability of other cockatrices, but other petrification attacks affect them normally. A petrified creature can be restored to flesh by a *break enchantment* spell cast on them within 7 days of being petrified. After the 7th day has passed, they can only be restored by the *stone to flesh* spell, which carries the chance of death (see spell description).

DARKMANTLE

Small Magical Beast

Hit Dice:	1d10+1 (6 hp) <14 hp>
Initiative:	+4
Speed:	20 ft. (4 squares), fly 30 ft. (poor)
Armor Class:	17 (+1 size, +6 natural), touch 11, flat-footed 17
Base Attack/Grapple:	+1 / +0
Attack:	Slam +5 melee (1d4+4)
Full Attack:	Slam +5 melee (1d4+4)
Space/Reach:	5 ft. x 5 ft. / 5 ft.
Special Attacks:	Darkness, improved grab, constrict 1d4+4
Special Qualities:	Blindsight 90 ft.
Saves:	Fort +3, Ref +2, Will +0
Abilities:	Str 16, Dex 10, Con 13, Int 2, Wis 10, Cha 10
Skills:	Hide +10, Listen +5*, Spot +5*
Feats:	Improved Initiative
Environment:	Underground
Organization:	Solitary, pair, clutch (1d8+2), or swarm (1d10+5)
Challenge Rating:	1
Treasure:	None
Alignment:	Always neutral
Advancement:	2-3 HD (Small)
Level Adjustment:	---

The darkmantle hangs from a ceiling by a muscular "foot" at the top of its body. It can look like a stalactite, by holding its tentacles stiffly under itself, or like a lump of rock, spreading its tentacles so the membrane between them covers its body. Its shell and skin usually resemble limestone, but a darkmantle can change its color to match almost any type of stony background.

A darkmantle is about 4 feet long from the tips of its tentacles to the top of its head. It weighs about 30 pounds.

Combat

A darkmantle attacks by dropping onto its prey and wrapping its tentacles around the opponent's head. Once attached, it squeezes and tries to suffocate the foe. A darkmantle that misses its initial attack often flies up and tries to drop on the opponent again.

Darkness (Su): Once per day a darkmantle can cause darkness as the *darkness* spell (caster level 5th). It most often uses this ability just before attacking.

Improved Grab (Ex): To use this ability, a darkmantle must hit a Large or smaller creature with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it attaches to the opponent's head and can constrict.

Constrict (Ex): A darkmantle deals 1d4+4 points of damage with a successful grapple check.

Blindsight (Ex): A darkmantle can "see" by emitting high-frequency sounds, inaudible to most other creatures, that allows it to ascertain objects and creatures within 90 feet. A *silence* spell negates this ability and effectively blinds the darkmantle.

Skills: A darkmantle has a +4 racial bonus on Listen and Spot checks. These bonuses are lost if its blindsight is negated. The creature's variable coloration gives it a +4 racial bonus on Hide checks.

DIGESTER
Medium Magical Beast

Hit Dice: 8d10+24 (68 hp) <41 hp>
Initiative: +6
Speed: 60 ft. (12 squares)
Armor Class: 17 (+2 Dex, +5 natural), touch 12, flat-footed 15

Base Attack/Grapple: +8 / +11
Attack: Claw +11 melee (1d8+4)
Full Attack: Claw +11 melee (1d8+4)
Space/Reach: 5 ft. x 5 ft. / 5 ft.
Special Attacks: Acid spray
Special Qualities: Darkvision 60 ft., immunity to acid, low-light vision, scent
Saves: Fort +9, Ref +10, Will +3
Abilities: Str 17, Dex 15, Con 17, Int 2, Wis 12, Cha 10
Skills: Hide +9, Listen +6, Jump +21, Spot +6
Feats: Alertness, Improved Initiative, Lightning Reflexes
Environment: Warm forests
Organization: Solitary or pack (1d4+2)
Challenge Rating: 6
Treasure: None
Alignment: Always neutral
Advancement: 9-12 HD (Medium); 13-24 HD (Large)
Level Adjustment: ---

A digester stands about 5 feet tall and is 7 feet long from snout to tail. It weighs about 350 pounds.

Combat

A digester is a hunting and eating machine. When it is not hungry (which is rarely), it lies low and avoids most other creatures. When hunting, it looks about for a likely target, then charges forth and delivers a gout of acid. If the initial attack is insufficient to kill the prey, the digester attacks with its hind feet until it can spray acid again.

Acid Spray (Ex): A digester can spray acid in a 20-foot cone, dealing 4d8 points of damage to everything in the area. Once a digester uses this ability, it can't use it again until 1d4 rounds later. The creature can also produce a concentrated stream of acid that deals 8d8 points of damage to a single target within 5 feet. In either case, a DC 17 Reflex save halves the damage. The save DC is Constitution-based.

Skills: A digester's coloration gives it a +4 racial bonus on Hide checks. It also has a +4 racial bonus on Jump checks.

DRAGONNE

Large Magical Beast
9d10+27 (76 hp) <46 hp>
+6
40 ft. (8 squares), fly 30 ft. (poor)
18 (-1 size, +2 Dex, +7 natural), touch 11, flat-footed 16
+9 / +17
Bite +12 melee (2d6+4)
Bite +12 melee (2d6+4) and 2 claws +7 melee (2d4+2)
5 ft x 10 ft. / 5 ft.
Pounce, roar
Darkvision 60 ft., low-light vision, scent
Fort +9, Ref +8, Will +4
Str 19, Dex 15, Con 17, Int 6, Wis 12, Cha 12
Listen +11, Spot +11
Blind-Fight, Combat Reflexes, Improved Initiative, Track
Temperate deserts
Solitary, pair, or pride (1d6+4)
7
Double standard
Usually neutral
10-12 HD (Large); 13-27 HD (Huge)
+4 (cohort)

A dragonne possesses huge claws and fangs, and large eyes, usually the color of its scales. A dragonne is about 12 feet long and weighs about 700 pounds.
Dragonnes speak Draconic.

Combat

A dragonne's wings are useful only for short flights, carrying the creature for 10 to 30 minutes at a time. Nevertheless, it uses its wings effectively in battle. If opponents attempt to charge or encircle it, the dragonne simply takes to the air and finds a more defensible position.

Pounce (Ex): If a dragonne charges, it can make a full attack in the same round.

Roar (Su): A dragonne can loose a devastating roar every 1d4 rounds. All creatures except dragonnes within 120 feet must succeed on

a DC 15 Will save or become fatigued. Those within 30 feet who fail their saves become exhausted. The save DC is Charisma-based.

Ethereal marauders live and hunt on the Ethereal Plane. Ethereal marauders' coloration ranges from bright blue to deep violet. An ethereal marauder stands about 4 feet tall, but its overall length is about 7 feet. It weighs about 200 pounds.

Ethereal marauders speak no known languages. Survivors of their attacks on the Material Plane claim that they emit an eerie, high whine that varies in pitch depending on the creature's speed and health.

Combat

Once a marauder locates prey, it shifts to the Material Plane to attack, attempting to catch its victim flat-footed. The creature bites its victim, then retreats quickly back to the Ethereal Plane. When badly hurt or wounded, a marauder escapes to its home plane rather than continuing the fight.

Ethereal Jaunt (Su): An ethereal marauder can shift from the Ethereal Plane to the Material Plane as a free action, and shift back again as a move action. The ability is otherwise identical with the *ethereal jaunt* spell (caster level 15th).

Skills: Ethereal marauders have a +2 racial bonus on Listen, Move Silently, and Spot checks.

Skills: Dragonnes have a +4 racial bonus on Listen and Spot checks.

Carrying Capacity: A light load for a dragonne is up to 348 pounds; a medium load, 349-699 pounds, and a heavy load, 700-1,050 pounds.

ETHEREAL MARAUDER

Medium Magical Beast (Extraplanar)

Hit Dice:	2d10 (11 hp) <17 hp>
Initiative:	+5
Speed:	40 ft. (8 squares)
Armor Class:	14 (+1 Dex, +3 natural), touch 11, flat-footed 13
Base Attack/Grapple:	+2 / +4
Attack:	Bite +4 melee (1d6+3)
Full Attack:	Bite +4 melee (1d6+3)
Space/Reach:	5 ft. x 5 ft. / 5 ft.
Special Attacks:	---
Special Qualities:	Darkvision 60 ft., ethereal jaunt
Saves:	Fort +3, Ref +4, Will +1
Abilities:	Str 14, Dex 12, Con 11, Int 7, Wis 12, Cha 10
Skills:	Listen +5, Move Silently +5, Spot +4
Feats:	Improved Initiative
Environment:	Ethereal Plane
Organization:	Solitary
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral
Advancement:	3-4 HD (Medium); 5-6 HD (Large)
Level Adjustment:	---

Hit Dice:	14d10+70 (147 hp) <66 hp>
Initiative:	+4
Speed:	30 ft. (6 squares), burrow 10 ft.
Armor Class:	18 (-2 size, +10 natural), touch 8, flat-footed 18
Base Attack/Grapple:	+14 / +30
Attack:	Bite +21 melee (2d8+12 plus 1d8 cold)
Full Attack:	Bite +21 melee (2d8+12 plus 1d8 cold)
Space/Reach:	5 ft. x 40 ft. / 10 ft.
Special Attacks:	Trill, cold, breath weapon
Special Qualities:	Darkvision 60 ft., death throes, immunity to cold, low-light vision, vulnerability to fire
Saves:	Fort +14, Ref +9, Will +6
Abilities:	Str 26, Dex 10, Con 20, Int 2, Wis 11, Cha 11
Skills:	Hide +3*, Listen +5, Spot +5
Feats:	Alertness, Improved Initiative, Improved Natural Attack (bite), Iron Will, Weapon Focus (bite)
Environment:	Cold plains
Organization:	Solitary
Challenge Rating:	12
Treasure:	None
Alignment:	Usually neutral
Advancement:	15-21 HD (Huge); 22-42 HD (Gargantuan)
Level Adjustment:	---

FROST WORM

Huge Magical Beast (Cold)

A frost worm cannot burrow through stone, but can manage ice and frozen earth. When moving through such hard materials it leaves behind a usable tunnel about 5 feet in diameter.

A frost worm is about 40 feet long, 5 feet in diameter, and weighs about 8,000 pounds.

Combat

Frost worms lurk under the snow, waiting for prey to come near. They begin an attack with a trill and then set upon helpless prey with their bite.

Trill (Su): A frost worm can emit a noise that forces its prey to stand motionless. This sonic mind-affecting compulsion affects all creatures other than frost worms within a 100-foot radius. Creatures must succeed on a DC 17 Will save or be stunned for as long as the worm trills and for 1d4 rounds thereafter, even if they are attacked. However, if attacked or violently shaken (a full-round action), a victim is allowed another saving throw. Once a creature has resisted or broken the effect, it cannot be affected again by that same frost worm's trill for 24 hours. The effect's caster level is 14th. The save DC is Charisma-based.

Cold (Ex): A frost worm's body generates intense cold, causing opponents to take an extra 1d8 points of cold damage every time the creature succeeds on a bite attack. Creatures attacking a frost worm unarmed or with natural weapons take this same cold damage each time one of their attacks hits.

Breath Weapon (Su): 30-foot cone, once per hour, damage 15d6 cold, Reflex DC 22 half. Opponents held motionless by the frost worm's trill get no saving throw. The save DC is Constitution-based.

Death Throes (Ex): When killed, a frost worm turns to ice and shatters in an explosion that deals 12d6 points of cold damage and 8d6 points of piercing damage to everything within 100 feet (Reflex half DC 22). The save DC is Constitution-based.

Skills: A frost worm, due to its coloration and its affinity for burying itself in the snow, has a +10 racial bonus on Hide checks in its native environment.

GIANT EAGLE

Large Magical Beast	
Hit Dice:	4d10+4 (26 hp) <26 hp>
Initiative:	+3
Speed:	10 ft. (2 squares), fly 80 ft. (average)
Armor Class:	15 (–1 size, +3 Dex, +3 natural), touch 12, flat-footed 12
Base Attack/Grapple:	+4 / +12
Attack:	Claw +7 melee (1d6+4)
Full Attack:	2 claws +7 melee (1d6+4) and bite +2 melee (1d8+2)
Space/Reach:	5 ft. x 10 ft. / 5 ft.
Special Attacks:	---
Special Qualities:	Low-light vision, evasion
Saves:	Fort +5, Ref +7, Will +3
Abilities:	Str 18, Dex 17, Con 12, Int 10, Wis 14, Cha 10
Skills:	Knowledge (nature) +2, Listen +6, Sense Motive +4, Spot +15, Survival +3
Feats:	Alertness, Flyby Attack
Environment:	Temperate mountains
Organization:	Solitary, pair, or eyrie (1d8+4)
Challenge Rating:	3
Treasure:	None
Alignment:	Usually neutral good
Advancement:	5-8 HD (Large); 9-12 HD (Huge)
Level Adjustment:	+2 (cohort)

A typical giant eagle stands about 10 feet tall, has a wingspan of up to 20 feet, and resembles its smaller cousins in nearly every way except size. It weighs about 500 pounds.

Giant eagles speak Common and Auran.

Combat

A giant eagle typically attacks from a great height, diving earthward at tremendous speed. When it cannot dive, it uses its powerful talons and slashing beak to strike at its target's head and eyes.

A solitary giant eagle is typically hunting or patrolling in the vicinity of its nest and generally ignores creatures that do not appear threatening. A mated pair attacks in concert, making repeated diving attacks to drive away intruders, and fights to the death to defend their nest or hatchlings.

Evasion (Ex): With a successful Reflex save against an attack that allows a Reflex save for half damage, a giant eagle takes no damage.

Skills: Giant eagles have a +4 racial bonus on Spot checks.

Training A Giant Eagle

Although intelligent, a giant eagle requires training before it can bear a rider in combat. To be trained, a giant eagle must have a friendly attitude toward the trainer (this can be achieved through a successful Diplomacy check). Training a friendly giant eagle requires six weeks of work and a DC 25 Handle Animal check.

Riding a giant eagle requires an exotic saddle. A giant eagle can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check. Giant eagle eggs are worth 2,500 gp apiece on the open market, while chicks are worth 4,000 gp each. Professional trainers charge 1,000 gp to rear or train a giant eagle.

Carrying Capacity: A light load for a giant eagle is up to 300 pounds; a medium load, 301-600 pounds; and a heavy load, 601-900 pounds.

GIANT OWL

Large Magical Beast	
Hit Dice:	4d10+4 (26 hp) <26 hp>
Initiative:	+3
Speed:	10 ft. (2 squares), fly 70 ft. (average)
Armor Class:	15 (–1 size, +3 Dex, +3 natural), touch 12, flat-footed 12
Base Attack/Grapple:	+4 / +12
Attack:	Claw +7 melee (1d6+4)
Full Attack:	2 claws +7 melee (1d6+4) and bite +2 melee (1d8+2)
Space/Reach:	5 ft. x 5 ft. / 5 ft.
Special Attacks:	---
Special Qualities:	Superior lowlight vision
Saves:	Fort +5, Ref +7, Will +3
Abilities:	Str 18, Dex 17, Con 12, Int 10, Wis 14, Cha 10
Skills:	Knowledge (nature) +2, Listen +17, Move Silently +8*, Spot +10
Feats:	Alertness, Wingover
Environment:	Temperate forests
Organization:	Solitary, pair, or company (1d3+2)
Challenge Rating:	3
Treasure:	None
Alignment:	Usually neutral good
Advancement:	5-8 HD (Large); 9-12 HD (Huge)
Level Adjustment:	+2 (cohort)

Skills:	Int 2, Wis 12, Cha 7
Feats:	Climb +14, Move Silently +8, Spot +6
Environment:	Iron Will, Toughness (2)
Organization:	Warm forests
Challenge Rating:	Solitary or company (1d4+4)
Treasure:	6
Alignment:	None
Advancement:	Always neutral
Level Adjustment:	8-10 HD (Large); 11-21 HD (Huge)

Giant owls are nocturnal birds of prey, feared for their ability to hunt and attack in near silence. They are intelligent, and though naturally suspicious, sometimes associate with good creatures. A typical giant owl stands about 9 feet tall, has a wingspan of up to 20 feet, and resembles its smaller cousins in nearly every way except size.

Giant owls speak Common and Sylvan.

Combat

A giant owl attacks by gliding silently just a few feet above its prey and plunging to strike when directly overhead.

Superior Low-Light Vision (Ex): A giant owl can see five times as far as a human can in dim light.

Skills: Giant owls have a +8 racial bonus on Listen checks and a +4 racial bonus on Spot checks. When in flight, giant owls gain a +8 bonus on Move Silently checks.

Training a Giant Owl

Although intelligent, a giant owl requires training before it can bear a rider in combat. To be trained, a giant owl must have a friendly attitude toward the trainer (this can be achieved through a successful Diplomacy check). Training a friendly giant owl requires six weeks of work and a DC 25 Handle Animal check. Riding a giant owl requires an exotic saddle. A giant owl can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Giant owl eggs are worth 2,500 gp apiece on the open market, while chicks are worth 4,000 gp each. Professional trainers charge 1,000 gp to rear or train a giant owl.

Carrying Capacity: A light load for a giant owl is up to 300 pounds; a medium load, 301-600 pounds; and a heavy load, 601-900 pounds.

GIRALLON

Large Magical Beast

Hit Dice:	7d10+30 (68 hp) <43 hp>
Initiative:	+3
Speed:	40 ft. (8 squares), climb 40 ft.
Armor Class:	16 (–1 size, +3 Dex, +4 natural), touch 12, flat-footed 15
Base Attack/Grapple:	+7 / +17
Attack:	Claw +12 melee (1d4+6)
Full Attack:	4 claws +12 melee (1d4+6) and bite +7 melee (1d8+3)
Space/Reach:	5 ft. x 5 ft. / 10 ft.
Special Attacks:	Rend 2d4+9
Special Qualities:	Darkvision 60 ft., low-light vision, scent
Saves:	Fort +7, Ref +8, Will +5
Abilities:	Str 22, Dex 17, Con 14,

Girallons are savage, magical cousins of the gorilla. When moving on the ground, a girallon walks on its legs and lower arms. An adult girallon is about 8 feet tall, broad-chested, and covered in thick, pure white fur. It weighs about 800 pounds.

Combat

A solitary girallon usually conceals itself in the branches of a tree or under a pile of leaves and brush, with only its nose showing. When it spots or scents prey, it charges to the attack. A girallon picks up prey that is small enough to carry and withdraws, often vanishing into the trees before the victim's companions can do anything to retaliate. Against larger foes, a girallon seeks to tear a single opponent to bits as quickly as it can.

Rend (Ex): A girallon that hits with two or more claw attacks latches onto the opponent's body and tears the flesh. This attack automatically deals an extra 2d4+12 points of damage.

Skills: A girallon has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

GORGON

Large Magical Beast

Hit Dice:	8d10+40 (85 hp) <57 hp>
Initiative:	+4
Speed:	30 ft. (6 squares)
Armor Class:	20 (–1 size, +11 natural), touch 9, flat-footed 20
Base Attack/Grapple:	+8 / +17
Attack:	Gore +12 melee (1d8+7)
Full Attack:	Gore +12 melee (1d8+7)
Space/Reach:	5 ft. x 10 ft. / 5 ft.
Special Attacks:	Breath weapon, trample 1d8+7
Special Qualities:	Darkvision 60 ft., lowlight vision, scent
Saves:	Fort +11, Ref +6, Will +5
Abilities:	Str 21, Dex 10, Con 21, Int 2, Wis 12, Cha 9
Skills:	Listen +9, Spot +8
Feats:	Alertness, Improved Initiative, Iron Will
Environment:	Temperate plains
Organization:	Solitary, pair, pack (1d2+2), or herd (1d10+4)

Challenge Rating:	8
Treasure:	None
Alignment:	Always neutral
Advancement:	9-15 HD (Large); 16-24 HD (Huge)
Level Adjustment:	---

bringing an offering of meat. It never willingly harms adopted creatures and retreats if they attack it.

A typical gorgon stands over 6 feet tall at the shoulder and measures 8 feet from snout to tail. It weighs about 4,000 pounds.

Gorgons are nothing if not aggressive. They attack intruders on sight, attempting to trample, gore, or petrify them. There is no way to calm these furious creatures, and they are impossible to domesticate.

Combat

Whenever possible, a gorgon begins an encounter by charging at its opponents.

Breath Weapon (Su): 60-foot cone, once every 1d4 rounds (but no more than five times per day), turn to stone permanently, Fortitude DC 19 negates. The save DC is Constitution-based.

Trample (Ex): Reflex DC 19 half. The save DC is Strength-based.

GRAY RENDER

Large Magical Beast

Hit Dice:	10d10+70 (125 hp) <56 hp>
Initiative:	+0
Speed:	30 ft. (6 squares)
Armor Class:	19 (–1 size, +10 natural), touch 9, flat-footed 19
Base Attack/Grapple:	+10 / +20
Attack:	Bite +15 melee (2d6+6)
Full Attack:	Bite +15 melee (2d6+6); 2 claws +10 melee (1d6+3)
Space/Reach:	5 ft. x 5 ft. / 10 ft.
Special Attacks:	Improved grab, rend 2d6+9
Special Qualities:	Darkvision 60 ft., low-light vision, scent
Saves:	Fort +14, Ref +7, Will +4
Abilities:	Str 23, Dex 10, Con 24, Int 3, Wis 12, Cha 8
Skills:	Hide +2, Spot +10, Survival +3
Feats:	Cleave, Power Attack, Improved Bull Rush, Track
Environment:	Temperate marshes
Organization:	Solitary
Challenge Rating:	8
Treasure:	None
Alignment:	Usually neutral
Advancement:	11-15 HD (Large); 16-30 HD (Huge)
Level Adjustment:	+5 (cohort)

A gray render stands about 9 feet tall in spite of its hunched posture and is about 4 feet wide. It weighs about 4,000 pounds.

Gray renders are never found in groups. Each of these asexual creatures produces one offspring and carries it for a time in a pouch, but thereafter the young render must fend for itself.

A unique quality of the gray render is its tendency to bond with, protect, and provide for another creature (or group of creatures) native to its surroundings. Whether accepted or not, the render always attempts to remain fairly close, watching over its adopted charge(s) and daily

Combat

A gray render attacks to kill, whether to bring down prey or to protect itself or those it has adopted. When hunting, it sometimes attempts to hide and wait for prey to wander close.

Improved Grab (Ex): To use this ability, a gray render must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Rend (Ex): A gray render that wins a grapple check after a successful bite attack establishes a hold, latching onto the opponent’s body and tearing the flesh. This attack automatically deals 2d6+9 points of damage.

Skills: Gray renders have a +4 racial bonus on Spot checks due to their six keen eyes.

GRIFFON

Large Magical Beast

Hit Dice:	7d10+21 (59 hp) <39 hp>
Initiative:	+2
Speed:	30 ft. (6 squares), fly 80 ft. (average)
Armor Class:	17 (–1 size, +2 Dex, +6 natural), touch 11, flat-footed 15
Base Attack/Grapple:	+7 / +15
Attack:	Bite +11 melee (2d6+4)
Full Attack:	Bite +11 melee (2d6+4) and 2 claws +8 melee (1d4+2)
Space/Reach:	5 ft. x 10 ft. / 5 ft.
Special Attacks:	Pounce, rake 1d6+2
Special Qualities:	Darkvision 60 ft., low-light vision, scent
Saves:	Fort +8, Ref +7, Will +5
Abilities:	Str 18, Dex 15, Con 16, Int 5, Wis 13, Cha 8
Skills:	Jump +8, Listen +6, Spot +10
Feats:	Iron Will, Multiattack, Weapon Focus (bite)
Environment:	Temperate hills
Organization:	Solitary, pair, or pride (1d6+5)
Challenge Rating:	4
Treasure:	None
Alignment:	Always neutral
Advancement:	8-10 HD (Large); 11-21 HD (Huge)
Level Adjustment:	+3 (cohort)

Griffons are powerful, majestic creatures with the characteristics of both lions and eagles. From nose to tail, an adult griffon can measure as much as 8 feet. Neither males nor females are endowed with a mane. A

pair of broad, golden wings emerge from the creature's back and span 25 feet or more. A griffon weighs about 500 pounds.

A griffon cannot speak, but understands Common.

Combat

Griffons prefer to pounce on their prey, either diving to the attack or leaping from above.

Pounce (Ex): If a griffon dives upon or charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +8 melee, damage 1d6+2.

Skills: Griffons have a +4 racial bonus on Jump and Spot checks.

Training a Griffon

Although intelligent, a griffon requires training before it can bear a rider in combat. To be trained, a griffon must have a friendly attitude toward the trainer (this can be achieved through a successful Diplomacy check). Training a friendly griffon requires six weeks of work and a DC 25 Handle Animal check. Riding a griffon requires an exotic saddle. A griffon can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Griffon eggs are worth 3,500 gp apiece on the open market, while young are worth 7,000 gp each. Professional trainers charge 1,500 gp to rear or train a griffon.

Carrying Capacity: A light load for a griffon is up to 300 pounds; a medium load, 301-600 pounds; and a heavy load, 601-900 pounds.

HELLWASP SWARM

Swarms are dense masses of Fine, Diminutive, or Tiny creatures that would not be particularly dangerous in small groups, but can be terrible foes when gathered in sufficient numbers. For game purposes a swarm is defined as a single creature with a space of 10 feet - gigantic hordes are actually composed of dozens of swarms in close proximity. A swarm has a single pool of Hit Dice and hit points, a single initiative modifier, a single speed, and a single Armor Class. It makes saving throws as a single creature.

Many different creatures can mass as swarms; bat swarms, centipede swarms, hellwasp swarms, locust swarms, rat swarms, and spider swarms are described here. The swarm's type varies with the nature of the component creature (most are animals or vermin), but all swarms have the swarm subtype.

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

Combat

In order to attack, a single swarm moves into opponents' spaces, which provokes an attack of opportunity. It can occupy the same space as a creature of any size, since it crawls all over its prey, but remains a

creature with a 10-foot space. Swarms never make attacks of opportunity, but they can provoke attacks of opportunity.

Unlike other creatures with a 10-foot space, a swarm is shapeable. It can occupy any four contiguous squares, and it can squeeze through any space large enough to contain one of its component creatures.

Vulnerabilities of Swarms

Swarms are extremely difficult to fight with physical attacks. However, they have a few special vulnerabilities, as follows:

A lit torch swung as an improvised weapon deals 1d3 points of fire damage per hit.

A weapon with a special ability such as flaming or frost deals its full energy damage with each hit, even if the weapon's normal damage can't affect the swarm.

A lit lantern can be used as a thrown weapon, dealing 1d4 points of fire damage to all creatures in squares adjacent to where it breaks.

Diminutive Magical Beast (Extraplanar, Evil, Swarm)

Hit Dice:	12d10+35 (101 hp) <47 hp>
Initiative:	+10
Speed:	5 ft. (1 square), fly 40 ft. (Good)
Armor Class:	20 (+4 size, +6 Dex), touch 20, flat-footed 14
Base Attack/Grapple:	+12 / -
Attack:	Swarm (3d6 plus poison)
Full Attack:	Swarm (3d6 plus poison)
Space/Reach:	Four contiguous 5 ft squares / 0 ft.
Special Attacks:	Distraction, inhabit, poison
Special Qualities:	Damage reduction 10/magic, darkvision 60 ft., hive mind, immune to weapon damage, resistance to fire 10, low-light vision, swarm traits
Saves:	Fort +10, Ref +14, Will +7
Abilities:	Str 1, Dex 22, Con 14, Int 6, Wis 13, Cha 9
Skills:	Hide +19, Listen +10, Spot +10
Feats:	Ability Focus (poison), Alertness, Improved Initiative, Iron Will, Toughness
Environment:	Any evil-aligned plane
Organization:	Solitary, fright (1d3+1 swarms), or terror (1d4+4 swarms)
Challenge Rating:	10
Treasure:	None
Alignment:	Always lawful evil
Advancement:	None
Level Adjustment:	---

A single hellwasp resembles a thumb-sized normal wasp, except its carapace is gleaming black with ruby-red stripes, and its compound eyes are an iridescent green. In swarms, hellwasps form a collective hive mind intelligence with infernal cunning and bloodlust.

Combat

Like any swarm, a hellwasp swarm seeks to surround and attack any living prey it encounters. A swarm deals 3d6 points of damage to any creature whose space it occupies at the end of its move. The swarm can take over the bodies of its prey and infest both the living and the dead, using them as horrible living (or unliving) puppets to accomplish acts of wickedness that a swarm of insects could never attempt.

A hellwasp swarm's attack is treated as an evil-aligned weapon and a magic weapon for the purpose of overcoming damage reduction.

HIPPOGRIFF

Large Magical Beast

Hit Dice:	3d10+6 (22 hp) <27 hp>
Initiative:	+2
Speed:	50 ft. (10 squares), fly 100 ft. (average)
Armor Class:	15 (–1 size, +2 Dex, +4 natural), touch 11, flat-footed 13
Base Attack/Grapple:	+2 / +10
Attack:	Claw +5 melee (1d4+3)
Full Attack:	2 claws +3 melee (1d4+3) and bite +1 melee (1d8+1)
Space/Reach:	5 ft. x 10 ft. / 5 ft.
Special Attacks:	---
Special Qualities:	Darkvision 60 ft., low-light vision, scent
Saves:	Fort +6, Ref +5, Will +2
Abilities:	Str 16, Dex 15, Con 14, Int 2, Wis 13, Cha 8
Skills:	Listen +4, Spot +8
Feats:	Dodge, Wingover
Environment:	Temperate hills
Organization:	Solitary, pair, or flight (1d6+6)
Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral
Advancement:	4-6 HD (Large); 7-9 HD (Huge)
Level Adjustment:	---

Hippogriffs are aggressive flying creatures that combine features of horses and giant eagles. Voracious omnivores, hippogriffs will hunt humanoids as readily as any other meal. A typical hippogriff is 9 feet long, has a wingspan of 20 feet, and weighs 1,000 pounds.

Combat

Hippogriffs dive at their prey and strike with their clawed forelegs. When they cannot dive, they slash with claws and beak. Mated pairs and flights of these creatures attack in concert, diving repeatedly to drive away or kill intruders. Hippogriffs fight to the death to defend their nests and their hatchlings, which are prized as aerial mounts and fetch a handsome price in many civilized areas.

Skills: Hippogriffs have a +4 racial bonus on Spot checks.

Training a Hippogriff

A hippogriff requires training before it can bear a rider in combat. Training a hippogriff requires six weeks of work and a DC 25 Handle Animal check. Riding a hippogriff requires an exotic saddle. A hippogriff can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Hippogriff eggs are worth 2,000 gp apiece on the open market, while young are worth 3,000 gp each. Professional trainers charge 1,000 gp to rear or train a hippogriff.

Carrying Capacity: A light load for a hippogriff is up to 300 pounds; a medium load, 301-600 pounds; and a heavy load, 601-900 pounds.

HYDRA

Five-Headed Hydra

Huge Magical Beast

Hit Dice:	5d10+32 (59 hp) <42 hp>
Initiative:	+1
Speed:	20 ft. (4 squares), swim 20 ft.
Armor Class:	15 (–2 size, +1 Dex, +6 natural), touch 9, flat-footed 14
Base Attack/Grapple:	+5 / +16
Attack:	5 bites +6 melee (1d10+3)
Full Attack:	5 bites +6 melee (1d10+3)
Space/Reach:	10 ft. x 10 ft. / 10 ft.
Special Attacks:	---
Special Qualities:	Darkvision 60 ft., fast healing 15, low-light vision, scent
Saves:	Fort +9, Ref +5, Will +3
Abilities:	Str 17, Dex 12, Con 20, Int 2, Wis 10, Cha 9
Skills:	Listen +6, Spot +6, Swim +11
Feats:	Combat Reflexes ^B , Iron Will, Toughness
Environment:	Temperate marshes (Pyro: Warm marshes) (Cyro: Cold marshes)
Organization:	Solitary
Challenge Rating:	4 (normal); 6 (pyro- or cryo-)
Treasure:	1/10 coins; 50% goods; 50% items
Alignment:	Usually neutral
Advancement:	---
Level Adjustment:	---

Six-Headed Hydra

Huge Magical Beast

Hit Dice:	6d10+38 (71 hp) <45 hp>
Initiative:	+1
Speed:	20 ft. (4 squares), swim 20 ft.
Armor Class:	16 (–2 size, +1 Dex, +7 natural), touch 9, flat-footed 15
Base Attack/Grapple:	+6 / +17
Attack:	6 bites +8 melee (1d10+3)
Full Attack:	6 bites +8 melee (1d10+3)
Space/Reach:	10 ft. x 10 ft. / 10 ft.
Special Attacks:	---
Special Qualities:	Darkvision 60 ft., fast healing 16, low-light vision, scent
Saves:	Fort +10, Ref +6, Will +4
Abilities:	Str 17, Dex 12, Con 20, Int 2, Wis 10, Cha 9
Skills:	Listen +6, Spot +7, Swim +11
Feats:	Combat Reflexes ^B , Iron Will, Toughness, Weapon Focus (bite)
Environment:	Temperate marshes (Pyro: Warm marshes) (Cyro: Cold marshes)
Organization:	Solitary
Challenge Rating:	5 (normal); 7 (pyro- or cryo-)
Treasure:	1/10 coins; 50% goods; 50% items
Alignment:	Usually neutral
Advancement:	---
Level Adjustment:	---

Seven-Headed Hydra

Huge Magical Beast

Hit Dice:	7d10+43 (82 hp) <48 hp>
Initiative:	+1
Speed:	20 ft. (4 squares), swim 20 ft.
Armor Class:	17 (–2 size, +1 Dex, +8 natural), touch 9, flat-footed 16
Base Attack/Grapple:	+7 / +19
Attack:	7 bites +10 melee (1d10+4)
Full Attack:	7 bites +10 melee (1d10+4)
Space/Reach:	10 ft. x 10 ft. / 10 ft.
Special Attacks:	---
Special Qualities:	Darkvision 60 ft., fast healing 17, low-light vision, scent
Saves:	Fort +10, Ref +6, Will +4
Abilities:	Str 19, Dex 12, Con 20, Int 2, Wis 10, Cha 9
Skills:	Listen +7, Spot +7, Swim +12
Feats:	Combat Reflexes ^B , Iron Will, Toughness, Weapon Focus (bite)
Environment:	Temperate marshes (Pyro: Warm marshes) (Cyro: Cold marshes)
Organization:	Solitary
Challenge Rating:	6 (normal); 8 (pyro- or cryo-)
Treasure:	1/10 coins; 50% goods; 50% items
Alignment:	Usually neutral
Advancement:	---
Level Adjustment:	---

	Eight-Headed Hydra Huge Magical Beast	Nine-Headed Hydra Huge Magical Beast	Ten-Headed Hydra Huge Magical Beast
	Hit Dice: 8d10+49 (93 hp) <51 hp>	9d10+54 (103 hp) <54 hp>	10d10+60 (115 hp) <57 hp>
	Initiative: +1	+1	+1
	Speed: 20 ft. (4 squares), swim 20 ft.	20 ft. (4 squares), swim 20 ft.	20 ft. (4 squares), swim 20 ft.
	Armor Class: 18 (–2 size, +1 Dex, +9 natural), touch 9, flat-footed 17	19 (–2 size, +1 Dex, +10 natural), touch 9, flat-footed 18	20 (–2 size, +1 Dex, +11 natural), touch 9, flat-footed 19
	Base Attack/Grapple: +8 / +20	+9 / +22	+10 / +23
	Attack: 8 bites +11 melee (1d10+4)	9 bites +13 melee (1d10+5)	10 bites +14 melee (1d10+5)
	Full Attack: 8 bites +11 melee (1d10+4)	9 bites +13 melee (1d10+5)	10 bites +14 melee (1d10+5)
	Space/Reach: 10 ft. x 10 ft. / 10 ft.	10 ft. x 10 ft. / 10 ft.	10 ft. x 10 ft. / 10 ft.
	Special Attacks: ---	---	---
	Special Qualities: Darkvision 60 ft., fast healing 18, low-light vision, scent	Darkvision 60 ft., fast healing 19, low-light vision, scent	Darkvision 60 ft., fast healing 20, low-light vision, scent
	Saves: Fort +11, Ref +7, Will +4	Fort +11, Ref +7, Will +5	Fort +12, Ref +8, Will +3
	Abilities: Str 19, Dex 12, Con 20, Int 2, Wis 10, Cha 9	Str 21, Dex 12, Con 20, Int 2, Wis 10, Cha 9	Str 21, Dex 12, Con 20, Int 2, Wis 10, Cha 9
	Skills: Listen +7, Spot +8, Swim +12	Listen +8, Spot +8, Swim +13	Listen +8, Spot +9, Swim +13
	Feats: Combat Reflexes ^B , Iron Will, Toughness, Weapon Focus (bite)	Blind-Fight, Combat Reflexes ^B , Iron Will, Toughness, Weapon Focus (bite)	Blind-Fight, Combat Reflexes ^B , Iron Will, Toughness, Weapon Focus (bite)
	Environment: Temperate marshes (Pyro: Warm marshes) (Cryo: Cold marshes)	Temperate marshes (Pyro: Warm marshes) (Cryo: Cold marshes)	Temperate marshes (Pyro: Warm marshes) (Cryo: Cold marshes)
	Organization: Solitary	Solitary	Solitary
	Challenge Rating: 7 (normal); 9 (pyro- or cryo-)	8 (normal); 10 (pyro- or cryo-)	9 (normal); 11 (pyro- or cryo-)
	Treasure: 1/10 coins; 50% goods; 50% items	1/10 coins; 50% goods; 50% items	1/10 coins; 50% goods; 50% items
	Alignment: Usually neutral	Usually neutral	Usually neutral
	Advancement: ---	---	---
	Level Adjustment: ---	---	---
	Eleven-Headed Hydra Huge Magical Beast	Twelve-Headed Hydra Huge Magical Beast	
	Hit Dice: 11d10+65 (125 hp) <60 hp>	12d10+71 (137 hp) <63 hp>	
	Initiative: +1	+1	
	Speed: 20 ft. (4 squares), swim 20 ft.	20 ft. (4 squares), swim 20 ft.	
	Armor Class: 21 (–2 size, +1 Dex, +12 natural), touch 9, flat-footed 20	22 (–2 size, +1 Dex, +13 natural), touch 9, flat-footed 21	
	Base Attack/Grapple: +11 / +25	+12 / +26	
	Attack: 11 bites +16 melee (1d10+6)	12 bites +17 melee (2d8+6)	
	Full Attack: 11 bites +16 melee (1d10+6)	12 bites +17 melee (2d8+6)	
	Space/Reach: 10 ft. x 10 ft. / 10 ft.	10 ft. x 10 ft. / 10 ft.	
	Special Attacks: ---	---	
	Special Qualities: Darkvision 60 ft., fast healing 21, low-light vision, scent	Darkvision 60 ft., fast healing 22, low-light vision, scent	
	Saves: Fort +12, Ref +8, Will +5	Fort +13, Ref +9, Will +6	
	Abilities: Str 23, Dex 12, Con 20, Int 2, Wis 10, Cha 9	Str 23, Dex 12, Con 20, Int 2, Wis 10, Cha 9	
	Skills: Listen +9, Spot +9, Swim +14	Listen +9, Spot +10, Swim +14	
	Feats: Blind-Fight, Combat Reflexes ^B , Iron Will, Toughness, Weapon Focus (bite)	Blind-Fight, Combat Reflexes ^B , Improved Natural Attack (bite), Iron Will, Toughness, Weapon Focus (bite)	
	Environment: Temperate marshes (Pyro: Warm marshes) (Cryo: Cold marshes)	Temperate marshes (Pyro: Warm marshes) (Cryo: Cold marshes)	
	Organization: Solitary	Solitary	
	Challenge Rating: 10 (normal); 12 (pyro- or cryo-)	11 (normal); 13 (pyro- or cryo-)	
	Treasure: 1/10 coins; 50% goods; 50% items	1/10 coins; 50% goods; 50% items	
	Alignment: Usually neutral	Usually neutral	
	Advancement: ---	---	
	Level Adjustment: ---	---	

Hydras are reptile-like monsters with multiple heads.

A hydra is gray-brown to dark brown, with a light yellow or tan underbelly. The eyes are amber and the teeth are yellow-white. It is about 20 feet long and weighs about 4,000 pounds.

Hydras do not speak.

Combat

Hydras can attack with all their heads at no penalty, even if they move or charge during the round.

A hydra can be killed either by severing all of its heads or by slaying its body. To sever a head, an opponent must make a successful sunder attempt with a slashing weapon. (The player should declare where the attack is aimed before making the attack roll.) Making a sunder attempt provokes an attack of opportunity unless the foe has the Improved Sunder feat. An opponent can strike at a hydra's heads from

any position in which he could strike at the hydra itself, because the hydra's head writhe and whip about in Combat. An opponent can ready an action to attempt to sunder a hydra's head when the creature bites at him. Each of a hydra's heads has hit points equal to the creature's full normal hit point total, divided by its original number of heads. Losing a head deals damage to the body equal to half the head's full normal hit points. A natural reflex seals the neck shut to prevent further blood loss. A hydra can no longer attack with a severed head but takes no other penalties.

Each time a head is severed, two new heads spring from the stump in 1d4 rounds. A hydra can never have more than twice its original number of heads at any one time, and any extra heads it gains beyond its original number wither and die within a day. To prevent a severed head from growing back into two heads, at least 5 points of fire or acid damage must be dealt to the stump (a touch attack to hit) before the new

heads appear. A flaming weapon (or similar effect) deals its energy damage to the stump in the same blow in which a head is severed. Fire or acid damage from an area effect may burn multiple stumps in addition to dealing damage to the hydra's body. A hydra does not die from losing its heads until all its heads have been cut off and the stumps seared by fire or acid.

A hydra's body can be slain just like any other creature's, but hydras possess fast healing (see below) and are difficult to defeat in this fashion. Any attack that is not (or cannot be) an attempt to sunder a head affects the body.

Targeted magical effects cannot sever a hydra's heads (and thus must be directed at the body) unless they deal slashing damage and could be used to make sunder attempts.

Fast Healing (Ex): Each round, a hydra heals damage equal to 10 + the number of its original heads.

KRAKEN

	Gargantuan Magical Beast (Aquatic)
Hit Dice:	20d10+180 (290 hp) <95 hp>
Initiative:	+4
Speed:	Swim 20 ft. (4 squares)
Armor Class:	20 (–4 size, +14 natural), touch 6, flat-footed 20
Base Attack/Grapple:	+20 / +44
Attack:	Tentacle +28 melee (2d8+12/19-20)
Full Attack:	2 tentacles +28 melee (2d8+12/19-20) and 6 arms +23 melee (1d6+6) and bite +23 melee (4d6+6)
Space/Reach:	20 ft. x 40 ft. / 10 ft (100 ft with tentacle, 30 ft with arms)
Special Attacks:	Improved grab, constrict 2d8+12 or 1d6+6
Special Qualities:	Darkvision 60 ft., ink cloud, jet, low-light vision, spell-like abilities
Saves:	Fort +21, Ref +12, Will +13
Abilities:	Str 34, Dex 10, Con 29, Int 21, Wis 20, Cha 20
Skills:	Concentration +21, Diplomacy +7, Hide +0, Intimidate +16, Knowledge (geography) +17, Knowledge (nature) +16, Listen +30, Search +28, Sense Motive +17, Spot +30, Survival +5 (+7 following tracks), Swim +20, Use Magic Device +16
Feats:	Alertness, Blind-Fight, Combat Expertise, Improved Critical (tentacle), Improved Initiative, Improved Trip, Iron Will
Environment:	Temperate aquatic
Organization:	Solitary
Challenge Rating:	12
Treasure:	Triple standard
Alignment:	Usually neutral evil
Advancement:	21-32 HD (Gargantuan); 33-60 HD (Colossal)
Level Adjustment:	---

Six of the beast's tentacles are shorter arms about 30 feet long; the remaining two are nearly 60 feet long and covered with barbs. Its beaklike mouth is located where the tentacles meet the lower portion of its body.

Krakens speak Common and Aquan.

Skills: Hydras have a +2 racial bonus on Listen and Spot checks, thanks to their multiple heads. A hydra has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Feats: A hydra's Combat Reflexes feat allows it to use all its heads for attacks of opportunity.

Pyrohydra

Huge Magical Beast (Fire)

These reddish hydras can breathe jets of fire 10 feet high, 10 feet wide, and 20 feet long. All heads breathe once every 1d4 rounds. Each jet deals 3d6 points of fire damage per head. A successful Reflex save halves the damage. The save DC is 10 + 1/2 hydra's original number of heads + hydra's Con modifier.

Fire attacks cannot prevent a pyrohydra's stump from growing new heads (since a pyrohydra has immunity to fire), but 5 points of cold damage does.

Cryohydra

Huge Magical Beast (Cold)

These purplish hydras can breathe jets of frost 10 feet high, 10 feet wide, and 20 feet long. All heads breathe once every 1d4 rounds. Each jet deals 3d6 points of cold damage per head. A successful Reflex save halves the damage. The save DC is 10 + 1/2 hydra's original number of heads + hydra's Con modifier.

Cold attacks cannot prevent a cryohydra's stump from growing new heads (since a cryohydra has immunity to cold), but 5 points of fire damage does.

Combat

Krakens strike their opponents with their barbed tentacles, then grab and crush with their arms or drag victims into their huge jaws. An opponent can make sunder attempts against a kraken's tentacles or arms as if they were weapons. A kraken's tentacles have 20 hit points, and its arms have 10 hit points. If a kraken is currently grappling a target with one tentacle or arm, it usually uses another limb to make its attack of opportunity against the sunder attempt. Severing a kraken's tentacle or arm deals damage to the kraken equal to half the limb's full normal hit points. A kraken usually withdraws from combat if it loses both tentacles or three of its arms. A kraken regrows severed limbs in 1d10+10 days.

Improved Grab (Ex): To use this ability, the kraken must hit with an arm or tentacle attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Constrict (Ex): A kraken deals automatic arm or tentacle damage with a successful grapple check.

Jet (Ex): A kraken can jet backward once per round 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.

Ink Cloud (Ex): A kraken can emit a cloud of jet-black ink in an 80-foot spread once per minute as a free action. The cloud provides total concealment, which the kraken normally uses to escape a fight that is going badly. Creatures within the cloud are considered to be in darkness.

Spell-Like Abilities: Caster level 9th. The save DC is Charisma-based. 1/day - *control weather, control winds, dominate animal* (DC 18), *resist energy*.

Skills: A kraken has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

KRENSHAR

Medium Magical Beast

Hit Dice:	2d10 (11 hp) <17 hp>
Initiative:	+2
Speed:	40 ft. (8 squares)
Armor Class:	15 (+2 Dex, +3 natural), touch 12, flat-footed 13
Base Attack/Grapple:	+2 / +2
Attack:	Bite +2 melee (1d6)
Full Attack:	Bite +2 melee (1d6) and 2 claws +0 melee (1d4)
Space/Reach:	5 ft. x 5 ft. / 5 ft.
Special Attacks:	Scare
Special Qualities:	Darkvision 60 ft., low-light vision, scent
Saves:	Fort +3, Ref +5, Will +1
Abilities:	Str 11, Dex 14, Con 11, Int 6, Wis 12, Cha 13
Skills:	Hide +4, Jump +9, Listen +3, Move Silently +6
Feats:	Multiattack, Track ^B
Environment:	Temperate forests
Organization:	Solitary, pair, or pride (1d6+4)
Challenge Rating:	1
Treasure:	None
Alignment:	Usually neutral
Advancement:	3-4 HD (Medium); 5-8 HD (Large)
Level Adjustment:	+2

Skills: Krenshars have a +4 racial bonus on Jump and Move Silently checks.

LAMIA

Large Magical Beast

Hit Dice:	9d10+9 (58 hp) <41 hp>
Initiative:	+2
Speed:	60 ft. (12 squares)
Armor Class:	18 (-1 size, +2 Dex, +7 natural), touch 11, flat-footed 16
Base Attack/Grapple:	+9 / +17
Attack:	Touch +12 melee (1d4 Wisdom drain) or dagger +12 melee (1d6+4/19-20) or claw +12 melee (1d4+4)
Full Attack:	Touch +12 melee (1d4 Wisdom drain); or dagger +12 / +7 melee (1d6+4/19-20) and 2 claws +7 melee (1d4+2)
Space/Reach:	5 ft. x 10 ft. / 5 ft.
Special Attacks:	Spell-like abilities, Wisdom drain
Special Qualities:	Darkvision 60 ft., low-light vision
Saves:	Fort +7, Ref +8, Will +7
Abilities:	Str 18, Dex 15, Con 12, Int 13, Wis 15, Cha 12
Skills:	Bluff +14, Concentration +10, Diplomacy +3, Disguise +1 (+3 acting), Hide +11, Intimidate +3, Spot +11
Feats:	Dodge, Iron Will, Mobility, Spring Attack
Environment:	Temperate deserts
Organization:	Solitary, pair, or gang (1d2+2)
Challenge Rating:	6
Treasure:	Standard
Alignment:	Usually chaotic evil
Advancement:	10-13 HD (Large); 14-27 HD (Huge)
Level Adjustment:	+4

The krenshar is a strange, catlike carnivore with extremely flexible skin on its head.

A typical krenshar measures 4 or 5 feet in length with a long, narrow head. It weighs about 175 pounds.

Combat

Krenshars use solitary scouts to drive prey into the waiting clutches of the pride. The scout appears from hiding, uses its scare ability, then chases the fleeing target to join the attack.

Scare (Ex or Su): As a standard action, a krenshar can pull the skin back from its head, revealing the musculature and bony structures of its skull. This alone is usually sufficient to scare away foes (treat as a Bluff check with a +3 bonus).

Combining this scare ability with a loud screech produces an unsettling effect that works like a *scare* spell from a 3rd-level caster (Will DC 13 partial). A creature that successfully saves cannot be affected again by the same krenshar's scare ability for 24 hours. The shriek does not affect other krenshars. This is a supernatural, sonic mind-affecting fear effect. The save DC is Charisma-based.

A typical lamia is about 8 feet long and weighs about 700 pounds.

Combat

Though a lamia is powerful and dangerous in close combat, it has no stomach for a fair fight. It uses its illusion abilities to lure heroes into perilous situations, and then uses its Spring Attack feat to bound out of he shadows and drain Wisdom from its opponents. When it has sapped the will of its victim, it uses its enchantment abilities to beguile and ensnare the unfortunate soul. A lamia forced into physical combat attacks with a dagger in one of its human hands and a pair of lion-like claws.

Spell-Like Abilities: Caster level 9th. The save DCs are Charisma-based. At will - *disguise self*, *ventriloquism*; 3/day - *charm monster* (DC 15), *major image* (DC 14), *mirror image*, *suggestion* (DC 14); 1/day - *deep slumber* (DC 14).

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.

Skills: Lamias have a +4 racial bonus on Bluff and Hide checks.

Lamia Characters

Lamia characters possess the following racial traits.

LAMMASU	
Large Magical Beast	
Hit Dice:	7d10+21 (59 hp) <40 hp>
Initiative:	+1
Speed:	30 ft. (6 squares), fly 60 ft. (average)
Armor Class:	20 (–1 size, +1 Dex, +10 natural), touch 10, flat-footed 19
Base Attack/Grapple:	+7 / +17
Attack:	Claw +12 melee (1d6+6)
Full Attack:	2 claws +12 melee (1d6+6)
Space/Reach:	5 ft. x 10 ft. / 5 ft.
Special Attacks:	Pounce, rake 1d6+3, spells
Special Qualities:	Darkvision 60 ft., low-light vision, magic circle against evil, spell-like abilities
Saves:	Fort +8, Ref +8, Will +7
Abilities:	Str 23, Dex 12, Con 17, Int 16, Wis 17, Cha 14
Skills:	Concentration +13, Diplomacy +4, Knowledge (arcana) +13, Listen +13, Sense Motive +13, Spot +15
Feats:	Blind-Fight, Iron Will, Lightning Reflexes
Environment:	Temperate deserts
Organization:	Solitary
Challenge Rating:	8
Treasure:	Standard
Alignment:	Always lawful good
Advancement:	8-10 HD (Large); 11-21 HD (Huge)
Level Adjustment:	+5

A typical lammasu is about 8 feet long and weighs about 500 pounds. Lammasus speak Common, Draconic, and Celestial.

Combat

A lammasu attacks with spells or its razor-sharp claws. It almost always enters combat if it observes a good creature being threatened by evil.

Spells: A lammasu casts spells as a 7th-level cleric, and can choose spells from the cleric spell list, plus any two of the following domains: Good, Healing, Knowledge, or Law.

Typical Cleric Spells Prepared (6/6/5/4/2; save DC 13 + spell level):

0th - *detect magic*, *guidance* (2), *light*, *read magic*, *resistance*;

1st - *bless* (2), *detect evil*, *divine favor*, *entropic shield*, *protection from evil**;

2nd - *aid**, *bear's endurance*, *bull's strength*, *lesser restoration*, *resist energy*;

3rd - *daylight*, *dispel magic*, *magic circle against evil**, *remove curse*;

4th - *holy smite**, *neutralize poison*.

* Domain spell. Domains: Good and Healing.

Magic Circle against Evil (Su): A lammasu radiates a continuous magic circle against evil that affects a 20-foot radius.

Spell-Like Abilities: Caster level 7th. 2/day - *greater invisibility* (self only); 1/day - *dimension door*.

Pounce (Ex): If a lammasu charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +12 melee, damage 1d6+3.

Skills: Lammasus have a +2 racial bonus on Spot checks.

MANTICORE

Large Magical Beast	
Hit Dice:	6d10+24 (57 hp) <39 hp>
Initiative:	+2
Speed:	30 ft. (6 squares), fly 50 ft. (clumsy)
Armor Class:	17 (–1 size, +2 Dex, +6 natural), touch 11, flat-footed 15
Base Attack/Grapple:	+6 / +15
Attack:	Claw +10 melee (2d4+5) or 6 spikes +8 ranged (1d8+2/19-20)
Full Attack:	2 claws +10 melee (2d4+5) and bite +8 melee (1d8+2); or 6 spikes +8 ranged (1d8+2/19-20)
Space/Reach:	5 ft. x 10 ft. / 5 ft.
Special Attacks:	Spikes
Special Qualities:	Darkvision 60 ft., low-light vision, scent
Saves:	Fort +9, Ref +7, Will +3
Abilities:	Str 20, Dex 15, Con 19, Int 7, Wis 12, Cha 9
Skills:	Listen +5, Spot +9, Survival +1
Feats:	Flyby Attack, Multiattack, Track ^B , Weapon Focus (spikes)
Environment:	Warm marshes
Organization:	Solitary, pair, or pride (1d4+2)
Challenge Rating:	5
Treasure:	Standard
Alignment:	Usually lawful evil
Advancement:	7-16 HD (Large); 17-18 HD (Huge)
Level Adjustment:	+3 (cohort)

A typical manticore is about 10 feet long and weighs about 1,000 pounds.

Manticores speak Common.

Combat

A manticore begins most attacks with a volley of spikes, then closes. In the outdoors, it often uses its powerful wings to stay aloft during battle.

Spikes (Ex): With a snap of its tail, a manticore can loose a volley of six 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 twenty-four spikes in any 24-hour period.

Skills: Manticores have a +4 racial bonus on Spot checks.

OWLBEAR**Large Magical Beast**

Hit Dice:	5d10+25 (52 hp) <38 hp>
Initiative:	+1
Speed:	30 ft. (6 squares)
Armor Class:	15 (-1 size, +1 Dex, +5 natural), touch 10, flat-footed 14
Base Attack/Grapple:	+5 / +14
Attack:	Claw +9 melee (1d6+5)
Full Attack:	2 claws +9 melee (1d6+5) and bite +4 melee (1d8+2)
Space/Reach:	5 ft. x 10 ft. / 5 ft.
Special Attacks:	Improved grab
Special Qualities:	Scent
Saves:	Fort +9, Ref +5, Will +2
Abilities:	Str 21, Dex 12, Con 21, Int 2, Wis 12, Cha 10
Skills:	Listen +8, Spot +8
Feats:	Alertness, Track
Environment:	Temperate forests
Organization:	Solitary, pair, or pack (1d6+2)
Challenge Rating:	4
Treasure:	None
Alignment:	Always neutral
Advancement:	6-8 HD (Large); 9-15 HD (Huge)
Level Adjustment:	---

An owlbear's coat ranges in color from brown-black to yellowish brown; its beak is a dull ivory color. A full-grown male can stand as tall as 8 feet and weigh up to 1,500 pounds. Adventurers who have survived encounters with the creature often speak of the bestial madness they glimpsed in its red-rimmed eyes.

Combat

Owlbears attack prey - any creature bigger than a mouse - on sight, always fighting to the death. They slash with claws and beak, trying to grab their prey and rip it apart.

Improved Grab (Ex): To use this ability, an owlbear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

PEGASUS**Large Magical Beast**

Hit Dice:	4d10+12 (34 hp) <30 hp>
Initiative:	+2
Speed:	60 ft. (12 squares), fly 120 ft. (average)
Armor Class:	14 (-1 size, +2 Dex, +3 natural), touch 11, flat-footed 12
Base Attack/Grapple:	+4 / +12
Attack:	Hoof +7 melee (1d6+8)
Full Attack:	2 hooves +7 melee (1d6+4) and bite +2 melee (1d3+2)
Space/Reach:	5 ft. x 10 ft. / 5 ft.
Special Attacks:	---
Special Qualities:	Darkvision 60 ft., low-light vision, scent, spell-like abilities
Saves:	Fort +7, Ref +6, Will +4
Abilities:	Str 18, Dex 15, Con 16, Int 10, Wis 13, Cha 13
Skills:	Diplomacy +3, Listen +8, Sense Motive +9, Spot +8
Feats:	Flyby Attack, Iron Will
Environment:	Temperate forests
Organization:	Solitary, pair, or herd (1d6+4)
Challenge Rating:	3
Treasure:	None
Alignment:	Usually chaotic good
Advancement:	5-8 HD (Large)
Level Adjustment:	+2 (cohort)

The pegasus is a magnificent winged horse that sometimes serves the cause of good. Though highly prized as aerial steeds, pegasi are wild and shy creatures not easily tamed.

A typical pegasus stands 6 feet high at the shoulder, weighs 1,500 pounds, and has a wingspan of 20 feet.

Pegasi cannot speak, but they understand Common.

Combat

Spell-Like Abilities: Caster level 5th. At will - *detect good* and *detect evil* within a 60-foot radius.

Skills: Pegasi have a +4 racial bonus on Listen and Spot checks.

Training A Pegasus

Although intelligent, a pegasus requires training before it can bear a rider in combat. To be trained, a pegasus must have a friendly attitude toward the trainer (this can be achieved through a successful Diplomacy check). Training a friendly pegasus requires six weeks of work and a DC 25 Handle Animal check. Riding a pegasus requires an exotic saddle. A pegasus can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Pegasus eggs are worth 2,000 gp each on the open market, while young are worth 3,000 gp per head. Pegasi mature at the same rate as horses. Professional trainers charge 1,000 gp to rear or train a pegasus, which serves a good or neutral master with absolute faithfulness for life.

Carrying Capacity: A light load for a pegasus is up to 300 pounds; a medium load, 301-600 pounds; and a heavy load, 601-900 pounds.

PHASE SPIDER

Large Magical Beast

Hit Dice:	5d10+15 (42 hp) <33 hp>
Initiative:	+7
Speed:	40 ft. (8 squares), climb 20 ft.
Armor Class:	15 (–1 size, +3 Dex, +3 natural), touch 12, flat-footed 12
Base Attack/Grapple:	+5 / +12
Attack:	Bite +7 melee (1d6+4 plus poison)
Full Attack:	Bite +7 melee (1d6+4 plus poison)
Space/Reach:	10 ft. x 10 ft. / 5 ft.
Special Attacks:	Poison
Special Qualities:	Darkvision 60 ft., ethereal jaunt, low-light vision
Saves:	Fort +7, Ref +7, Will +2
Abilities:	Str 17, Dex 17, Con 16, Int 7, Wis 13, Cha 10
Skills:	Climb +11, Move Silently +11, Spot +4
Feats:	Ability Focus (poison), Improved Initiative
Environment:	Warm hills
Organization:	Solitary or cluster (1d4+1)
Challenge Rating:	5
Treasure:	None
Alignment:	Always neutral
Advancement:	6-8 HD (Large); 9-15 HD (Huge)
Level Adjustment:	---

Special Qualities:	Tremorsense 60 ft.
Saves:	Fort +17, Ref +8, Will +4
Abilities:	Str 35, Dex 6, Con 25, Int 1, Wis 8, Cha 8
Skills:	Listen +18, Swim +20
Feats:	Awesome Blow, Cleave, Improved Bull Rush, Power Attack, Weapon Focus (bite), Weapon Focus (sting)
Environment:	Underground
Organization:	Solitary
Challenge Rating:	12
Treasure:	No coins, 50% goods (stone only), no items
Alignment:	Always neutral
Advancement:	16-32 HD (Gargantuan); 33-48 HD (Colossal)
Level Adjustment:	---

Phase spiders are aggressive predators that can move quickly from the Ethereal Plane to attack opponents on the Material Plane.

A typical phase spider's body is 8 feet long. It weighs about 700 pounds.

Phase spiders cannot speak.

Combat

Phase spiders dwell and hunt on the Material Plane. Once a spider locates prey, however, it shifts to the Ethereal Plane to attack, attempting to catch its victim flat-footed. The spider shifts in, bites its victim, and retreats quickly back to the Ethereal Plane.

Ethereal Jaunt (Su): A phase spider can shift from the Ethereal Plane to the Material Plane as a free action, and shift back again as a move action (or during a move action). The ability is otherwise identical with ethereal jaunt (caster level 15th).

Poison (Ex): Injury, Fortitude DC 17, initial and secondary damage 1d8 Con. The save DC is Constitution-based.

Skills: A phase spider has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

PURPLE WORM

Gargantuan Magical Beast

Hit Dice:	16d10+112 (200 hp) <79 hp>
Initiative:	–2
Speed:	20 ft. (4 squares), burrow 20 ft., swim 10 ft.
Armor Class:	19 (–4 size, –2 Dex, +15 natural), touch 4, flat-footed 19
Base Attack/Grapple:	+16 / +40
Attack:	Bite +25 melee (2d8+12)
Full Attack:	Bite +25 melee (2d8+12) and sting +20 melee (2d6+6 plus poison)
Space/Reach:	30 ft. x 30 ft. (coiled) / 15ft.
Special Attacks:	Improved grab, swallow whole, poison

The body of a mature purple worm is 5 feet in diameter and 80 feet long, weighing about 40,000 pounds. The creature has a poisonous stinger in its tail.

Combat

In battle, a purple worm forms into a coil 20 feet in diameter, biting and stinging anything within reach.

Improved Grab (Ex): To use this ability, a purple worm must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can attempt to swallow the foe the following round.

Poison (Ex): Injury, Fortitude DC 25, initial damage 1d6 Str, secondary damage 2d6 Str. The save DC is Constitution-based.

Swallow Whole (Ex): A purple worm can try to swallow a grabbed opponent of a smaller size than itself by making a successful grapple check. Once inside, the opponent takes 2d8+12 points of crushing damage plus 8 points of acid damage per round from the worm's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (AC 17). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A Gargantuan worm's interior can hold 2 Large, 8 Medium, 32 Small, 128 Tiny, or 512 Diminutive or smaller opponents.

Skills: A purple worm has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

REMORHAZ**Huge Magical Beast**

Hit Dice:	7d10+35 (73 hp) <46 hp>
Initiative:	+1
Speed:	30 ft. (6 squares), burrow 20 ft.
Armor Class:	20 (–2 size, +1 Dex, +11 natural), touch 9, flat-footed 19
Base Attack/Grapple:	+7 / +23
Attack:	Bite +13 melee (2d8+12)
Full Attack:	Bite +13 melee (2d8+12)
Space/Reach:	10 ft. x 20 ft. / 10 ft.
Special Attacks:	Improved grab, swallow whole
Special Qualities:	Darkvision 60 ft., heat, low-light vision, tremorsense 60 ft.
Saves:	Fort +10, Ref +6, Will +3
Abilities:	Str 26, Dex 13, Con 21, Int 5, Wis 12, Cha 10
Skills:	Listen +8, Spot +8
Feats:	Awesome Blow, Improved Bull Rush, Power Attack
Environment:	Cold desert
Organization:	Solitary
Challenge Rating:	7
Treasure:	None
Alignment:	Usually neutral
Advancement:	8-14 HD (Huge); 15-21 HD (Gargantuan)
Level Adjustment:	---

A remorhaz is whitish-blue in color but pulses with a reddish glow from the heat its body produces. The creature is a little more than 20 feet long, with a body about 5 feet wide. It weighs about 10,000 pounds.

Remorhazes cannot speak.

Combat

Remorhazes hide under the snow and ice until they hear movement above them, then attack from below and surprise prey.

Improved Grab (Ex): To use this ability, a remorhaz must hit an opponent least one size category smaller than itself with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can attempt to swallow the opponent the following round.

Swallow Whole (Ex): When a remorhaz begins its turn with a grappled opponent in its mouth, it can swallow that opponent with a successful grapple check. Once inside, the opponent takes 2d8+12 points of bludgeoning damage plus 8d6 points of fire damage per round from the remorhaz's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (AC 15). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A Huge remorhaz's interior can hold 2 Large, 4 Medium, 8 Small, 32 Tiny, 128 Diminutive, or 512 Fine or smaller opponents.

Heat (Ex): 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 attacks are subject to this damage, but creatures striking with melee weapons do not take

damage from the remorhaz's heat. This heat can melt or char weapons; any weapon that strikes a remorhaz is allowed a DC 18 Fortitude save to avoid destruction. The save DC is Constitution-based.

Skills: Remorhazes have a +4 racial bonus on Listen checks.

ROPER**Large Magical Beast**

Hit Dice:	10d10+30 (85 hp) <49 hp>
Initiative:	+5
Speed:	10 ft. (2 squares)
Armor Class:	24 (–1 size, +1 Dex, +14 natural), touch 10, flat-footed 23
Base Attack/Grapple:	+10 / +18
Attack:	Strand +11 ranged touch (drag) or bite +13 melee (2d6+6)
Full Attack:	6 strands +11 ranged touch (drag) and bite +13 melee (2d6+6)
Space/Reach:	5 ft. x 5 ft. / 10 ft. (50 ft. with strand)
Special Attacks:	Drag, strands, weakness
Special Qualities:	Darkvision 60 ft., immunity to electricity, low-light vision, resistance to cold 10, spell resistance 30, vulnerability to fire
Saves:	Fort +10, Ref +8, Will +8
Abilities:	Str 19, Dex 13, Con 17, Int 12, Wis 16, Cha 12
Skills:	Climb +12, Hide +10*, Listen +13, Spot +13
Feats:	Alertness, Improved Initiative, Iron Will, Weapon Focus (strand)
Environment:	Underground
Organization:	Solitary, pair, or cluster (1d4+2)
Challenge Rating:	12
Treasure:	No coins; 50% goods (stone only); no items
Alignment:	Usually chaotic evil
Advancement:	11-15 HD (Large); 16-30 HD (Huge)
Level Adjustment:	---

A roper stands some 9 feet tall and tapers from 3 or 4 feet in diameter at the base to 1 foot across at the top. It weighs 2,200 pounds. A roper's coloration and temperature change to match the features of the surrounding cave.

Ropers speak Terran and Undercommon.

Combat

A roper hunts by standing very still and imitating a bit of rock. This tactic often allows it to attack with surprise. When prey comes within reach, it lashes out with its strands. In melee, it bites adjacent opponents with its powerful maw.

Drag (Ex): If a roper hits with a strand attack, the strand latches onto the opponent's body. This deals no damage but drags the stuck opponent 10 feet closer each subsequent round (provoking no attack of opportunity) unless that creature breaks free, which requires a DC 23

Escape Artist check or a DC 19 Strength check. The check DCs are Strength-based, and the Escape Artist DC includes a +4 racial bonus. A roper can draw in a creature within 10 feet of itself and bite with a +4 attack bonus in the same round.

A strand has 10 hit points and can be attacked by making a successful sunder attempt. However, attacking a roper’s strand does not provoke an attack of opportunity. If the strand is currently attached to a target, the roper takes a –4 penalty on its opposed attack roll to resist the sunder attempt. Severing a strand deals no damage to a roper.

Strands (Ex): Most encounters with a roper begin when it fires strong, sticky strands. The creature can have up to six strands at once, and they can strike up to 50 feet away (no range increment). If a strand is severed, the roper can extrude a new one on its next turn as a free action.

Weakness (Ex): A roper’s strands can sap an opponent’s strength. Anyone grabbed by a strand must succeed on a DC 18 Fortitude save or take 2d8 points of Strength damage. The save DC is Constitution-based.

Skills: Ropers have a +8 racial bonus on Hide checks in stony or icy areas.

SEA CAT

Large Magical Beast	
Hit Dice:	6d10+18 (51 hp) <37 hp>
Initiative:	+1
Speed:	10 ft. (2 squares), swim 40 ft.
Armor Class:	18 (–1 size, +1 Dex, +8 natural), touch 10, flat-footed 17
Base Attack/Grapple:	+6 / +14
Attack:	Claw +9 melee (1d6+4)
Full Attack:	2 claws +9 melee (1d6+4) and bite +4 melee (1d8+2)
Space/Reach:	5 ft. x 10 ft. / 5 ft.
Special Attacks:	Rend 2d6+6
Special Qualities:	Darkvision 60 ft., hold breath, low-light vision, scent
Saves:	Fort +8, Ref +6, Will +5
Abilities:	Str 19, Dex 12, Con 17, Int 2, Wis 13, Cha 10
Skills:	Listen +8, Spot +7, Swim +12
Feats:	Alertness, Endurance, Iron Will
Environment:	Temperate aquatic
Organization:	Solitary, pair, or pride (1d8+4)
Challenge Rating:	4
Treasure:	None
Alignment:	Always neutral
Advancement:	7-9 HD (Large); 10-18 HD (Huge)
Level Adjustment:	---

A typical sea cat is 12 feet long and weighs 800 pounds.

Combat

Sea cats attack on sight, either for food or to defend their territory, and use both claws and teeth to grab and rend their prey. They display tremendous courage, always fighting to the death, even against creatures

many times their size. Pairs and prides of sea cats attack in concert, trying to wear the opponent down until one beast can dispatch it.

Hold Breath (Ex): A sea cat can hold its breath for a number of rounds equal to 6 x its Constitution score before it risks drowning.

Rend (Ex): A sea cat that hits with both claw attacks latches onto the opponent’s body and tears the flesh. This automatically deals an extra 2d6+6 points of damage.

Skills: A sea cat has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

SHOCKER LIZARD

Small Magical Beast	
Hit Dice:	2d10+2 (13 hp) <15 hp>
Initiative:	+6
Speed:	40 ft. (8 squares), climb 20 ft., swim 20 ft.
Armor Class:	16 (+1 size, +2 Dex, +3 natural), touch 13, flat-footed 14
Base Attack/Grapple:	+2 / –2
Attack:	Bite +3 melee (1d4)
Full Attack:	Bite +3 melee (1d4)
Space/Reach:	5 ft. x 5 ft. / 5 ft.
Special Attacks:	Stunning shock, lethal shock
Special Qualities:	Darkvision 60 ft., electricity sense, immunity to electricity, low-light vision
Saves:	Fort +4, Ref +5, Will +1
Abilities:	Str 10, Dex 15, Con 13, Int 2, Wis 12, Cha 6
Skills:	Climb +11, Hide +11, Jump +7, Listen +4, Spot +4, Swim +10
Feats:	Improved Initiative
Environment:	Warm marshes
Organization:	Solitary, pair, clutch (1d3+2), or colony (1d6+5)
Challenge Rating:	2
Treasure:	1/10 coins; 50% goods; 50% items
Alignment:	Always neutral
Advancement:	3-4 HD (Small); 5-6 HD (Medium)
Level Adjustment:	--- (Improved Familiar –4 level)

A shocker lizard has a pale gray or blue underside, shading to a darker hue on its back. It has blue-black markings along its back and tail.

A shocker lizard is about 1 foot tall at the shoulder and weighs about 25 pounds.

Combat

A shocker lizard relies on its electricity abilities in combat. A lizard tends to bite only after its shock has rendered an opponent unconscious or when the shock seems to have no effect at all. A solitary lizard flees once it delivers its shocks, but if other shocker lizards are nearby, they all home in on their comrade’s discharges and attempt to administer their shocks to the foe.

Stunning Shock (Su): Once per round, a shocker lizard can deliver an electrical shock to a single opponent within 5 feet. This attack deals 2d8 points of nonlethal damage to living opponents (Reflex DC 12 half). The save DC is Constitution-based.

Lethal Shock (Su): Whenever two or more shocker lizards are within 20 feet of each other, they can work together to create a lethal shock. This effect has a radius of 20 feet, centered on any one contributing lizard. The shock deals 2d8 points of electricity damage for each lizard contributing to it, to a maximum of 12d8. A Reflex save (DC 10 + number of lizards contributing) reduces the damage by half.

Electricity Sense (Ex): Shocker lizards automatically detect any electrical discharges within 100 feet.

Skills: Shocker lizards have a +4 racial bonus on Hide checks due to their coloration. Shocker lizards have a +2 racial bonus on Listen and Spot checks.

Shocker lizards use their Dexterity modifier instead of their Strength modifier for Climb and Jump checks.

A shocker lizard has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

A shocker lizard has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to

take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

SPHINX

Sphinxes are enigmatic creatures with great, feathery wings and leonine bodies. All sphinxes are territorial, but the more intelligent ones can differentiate between deliberate intrusion and temporary or inadvertent trespass.

A typical sphinx is about 10 feet long and weighs about 800 pounds.

Sphinxes speak Sphinx, Common, and Draconic.

Combat

Most sphinxes fight on the ground, using their wings to help them pounce much as lions do. If outnumbered by earthbound creatures, a sphinx takes wing and attacks on the fly.

Pounce (Ex): If a sphinx charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex): A sphinx that pounces onto a creature can make two rake attacks with its hind legs. Each sphinx's description provides its attack bonus and damage.

	Androsphinx Large Magical Beast	Criosphinx Large Magical Beast	Gynosphinx Large Magical Beast
Hit Dice:	12d10+48 (114 hp) <57 hp>	10d10+30 (85 hp) <49 hp>	8d10+8 (52 hp) <39 hp>
Initiative:	+0	+0	+5
Speed:	50 ft. (10 squares), fly 80 ft. (poor)	30 ft. (6 squares), fly 60 ft. (poor)	40 ft. (8 squares), fly 60 ft. (poor)
Armor Class:	22 (–1 size, +13 natural), touch 9, flat-footed 22	20 (–1 size, +11 natural), touch 9, flat-footed 20	21 (–1 size, +1 Dex, +11 natural), touch 10, flat-footed 20
Base Attack/Grapple:	+12 / +23	+10 / +20	+8 / +16
Attack:	Claw +18 melee (2d4+7)	Gore +15 melee (2d6+6)	Claw +11 melee (1d6+4)
Full Attack:	2 claws +18 melee (2d4+7)	Gore +15 melee (2d6+6) and 2 claws +10 melee (1d6+3)	2 claws +11 melee (1d6+4)
Space/Reach:	5 ft. x 10 ft. / 5 ft.	5 ft. x 10 ft. / 5 ft.	5 ft. x 10 ft. / 5 ft.
Special Attacks:	Pounce, rake 2d4+3, roar, spells	Pounce, rake 1d6+3	Pounce, rake 1d6+2, spell-like abilities
Special Qualities:	Darkvision 60 ft., low-light vision	Darkvision 60 ft., low-light vision	Darkvision 60 ft., low-light vision
Saves:	Fort +12, Ref +8, Will +7	Fort +10, Ref +7, Will +3	Fort +7, Ref +7, Will +8
Abilities:	Str 25, Dex 10, Con 19, Int 16, Wis 17, Cha 17	Str 23, Dex 10, Con 17, Int 10, Wis 11, Cha 11	Str 19, Dex 12, Con 13, Int 18, Wis 19, Cha 19
Skills:	Intimidate +17, Knowledge (any one) +18, Listen +18, Spot +18, Survival +18	Intimidate +8, Listen +11, Spot +1	Bluff +15, Concentration +12, Diplomacy +8, Disguise +4 (+6 acting), Intimidate +13, Listen +17, Sense Motive +15, Spot +17
Feats:	Alertness, Cleave, Great Cleave, Flyby Attack, Power Attack, Track	Alertness, Cleave, Flyby Attack, Power Attack	Combat Casting, Improved Initiative, Iron Will
Environment:	Warm deserts	Warm deserts	Warm deserts
Organization:	Solitary	Solitary	Solitary or covey (1d3+1)
Challenge Rating:	9	7	8
Treasure:	Standard	Standard	Double standard
Alignment:	Always chaotic good	Always neutral	Always neutral
Advancement:	13-18 HD (Large); 19-36 HD (Huge)	11-15 HD (Large); 16-30 HD (Huge)	9-12 HD (Large); 13-24 HD (Huge)
Level Adjustment:	+5 (cohort)	+3 (cohort)	+4 (cohort)

Androsphinx

These sphinxes are always male. Androsphinxes are clever and generally good-natured, but they can be savage opponents.

Combat

In battle, an androsphinx rips apart enemies with its razor-sharp claws. It relies on its natural weapons in a fight, employing its spells for defense or healing.

Rake (Ex): Attack bonus +18 melee, damage 2d4+3.

Roar (Su): Three times per day an androsphinx can loose a mighty roar. The first time it does this, all creatures within 500 feet must succeed on a DC 19 Will save or be affected as though by a *fear* spell for 2d6 rounds.

If the sphinx roars a second time during the same encounter, all creatures within 250 feet must succeed on a DC 19 Fortitude save or be paralyzed for 1d4 rounds, and all those within 90 feet are deafened for 2d6 rounds (no save).

If it roars a third time during the same encounter, all those within 250 feet must succeed on a DC 19 Fortitude save or take 2d4 points of Strength damage for 2d4 rounds. In addition, any Medium or smaller

creature within 90 feet must succeed on a DC 19 Fortitude save or be thrown to the ground and take 2d8 points of damage. The force of this roar is so great that it deals 50 points of damage to any stone or crystalline object within 90 feet. Magic items and held or carried items can avoid damage with a DC 19 Reflex save.

Other androsphinxes are immune to these effects. The save DCs are Charisma-based.

Spells: An androsphinx casts divine spells as a 6th-level cleric from the cleric spell list and from the Good, Healing, and Protection domains.

Typical Cleric Spells Prepared (5/5/5/4; save DC 13 + spell level):

0th - *cure minor wounds, detect magic, guidance, light, resistance;*

1st - *divine favor, protection from evil*, shield of faith, remove fear, summon monster I;*

2nd - *bull's strength, remove paralysis, resist energy, shield other*, summon monster II;*

3rd - *cure serious wounds*, daylight, invisibility purge, searing light.*

* Domain spell. Domains: Good and Healing.

Criosphinx

These sphinxes are always male. Neither good nor evil, they lack the intelligence of the androsphinx.

Combat

Criosphinxes attack with their claws, as do their kin, but they can also butt with their horns. They don't cast spells and employ only the most simple battle tactics.

Rake (Ex): Attack bonus +15 melee, damage 1d6+3.

Gynosphinx

These sphinxes are the female counterparts of androsphinxes.

Combat

In close combat, gynosphinxes use their powerful claws to flay the flesh from their enemies. Despite their deadly nature, they prefer to avoid combat whenever possible.

Rake (Ex): Attack bonus +11 melee, damage 1d6+2.

Spell-Like Abilities: Caster level 14th. The save DC is Charisma-based. 3/day - *clairaudience/clairvoyance, detect magic, read magic, see invisibility*; 1/day - *comprehend languages, locate object, dispel magic, remove curse (DC 18), legend lore*.

Once per week a gynosphinx can create a *symbol of death*, a *symbol of fear*, a *symbol of insanity*, a *symbol of pain*, a *symbol of persuasion*, a *symbol of sleep*, and a *symbol of stunning* as the spells (caster level 18th), except that all save DCs are 22 and each *symbol* remains a maximum of one week once scribed. The save DCs are Charisma-based.

Hieracosphinx

	Large Magical Beast
Hit Dice:	9d10+18 (67 hp) <44 hp>
Initiative:	+2
Speed:	30 ft. (6 squares), fly 90 ft. (poor)
Armor Class:	19 (-1 size, +2 Dex, +8 natural), touch 11, flat-footed 17
Base Attack/Grapple:	+9 / +18
Attack:	Bite +13 melee (1d10+5)
Full Attack:	Bite +13 melee (1d10+5) and 2 claws +8 melee (1d6+2)
Space/Reach:	5 ft. x 10 ft. / 5 ft.
Special Attacks:	Pounce, rake 1d6+2
Special Qualities:	Darkvision 60 ft., lowlight vision
Saves:	Fort +8, Ref +8, Will +5
Abilities:	Str 21, Dex 14, Con 15, Int 6, Wis 15, Cha 10
Skills:	Listen +10, Spot +14
Feats:	Alertness, Cleave, Flyby Attack, Power Attack
Environment:	Warm deserts
Organization:	Solitary, pair, or flock (1d4+3)
Challenge Rating:	5
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	10-14 HD (Large); 15-27 HD (Huge)
Level Adjustment:	+3 (cohort)

Combat

Hieracosphinxes can make short work of even the most dangerous opponents with their claws. They are not particularly intelligent, but are cunning enough to dive at their enemies from above with their flying ability.

Rake (Ex): Attack bonus +13 melee, damage 1d6+2.

Skills: Hieracosphinxes have a +4 racial bonus on Spot checks.

SPIDER EATER

Large Magical Beast

Hit Dice:	4d10+20 (42 hp) <35 hp>
Initiative:	+1
Speed:	30 ft. (6 squares), fly 60 ft. (good)
Armor Class:	14 (-1 size, +1 Dex, +4 natural), touch 10, flat-footed 13
Base Attack/Grapple:	+4 / +13
Attack:	Sting +8 melee (1d8+5 plus poison)
Full Attack:	Sting +8 melee (1d8+5 plus poison) and bite +3 melee (1d8+2)
Space/Reach:	5 ft. x 10 ft. / 5 ft.
Special Attacks:	Implant, poison
Special Qualities:	Darkvision 60 ft., freedom of movement, low-light vision, scent
Saves:	Fort +9, Ref +5, Will +2
Abilities:	Str 21, Dex 13, Con 21, Int 2, Wis 12, Cha 10
Skills:	Listen +10, Spot +11
Feats:	Alertness, Dodge
Environment:	Temperate forests
Organization:	Solitary
Challenge Rating:	5
Treasure:	None
Alignment:	Always neutral
Advancement:	5-12 HD (Huge)
Level Adjustment:	---

A spider eater is about 10 feet long and 4 feet high, and has a wingspan of about 20 feet. It weighs about 4,000 pounds.

Combat

A spider eater attacks with its venomous sting and powerful mandibles. Its usual tactic is to deliver a sting, then back off, hovering out of reach until the venom takes effect.

Implant (Ex): Female spider eaters lay their eggs inside paralyzed creatures of Large or larger size. The young emerge about six weeks later, literally devouring the host from inside.

Poison (Ex): Injury, Fortitude DC 17, initial damage none, secondary damage paralysis for 1d8+5 weeks. The save DC is Constitution-based.

Freedom of Movement (Su): Spider eaters have a continuous *freedom of movement* ability as the spell (caster level 12th). When the spider eater serves as a mount, this effect does not extend to its rider.

Skills: Spider eaters have a +4 racial bonus on Listen and Spot checks.

Training a Spider Eater

A spider eater requires training before it can bear a rider in combat. Training a spider eater requires six weeks of work and a DC 25 Handle animal check. Riding a spider eater requires an exotic saddle. A spider eater can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Spider eater eggs are worth 2,000 gp apiece on the open market, while young are worth 3,000 gp each. Professional trainers charge 3,000 gp to rear or train a spider eater.

Carrying Capacity: A light load for a spider eater is up to 306 pounds; a medium load, 307-612 pounds; and a heavy load, 613-920 pounds.

STIRGE

Tiny Magical Beast

Hit Dice:	1d10 (5 hp) <9 hp>
Initiative:	+4
Speed:	10 ft (2 squares), fly 40 ft. (average)
Armor Class:	16 (+2 size, +4 Dex), touch 16, flat-footed 12
Base Attack/Grapple:	+1 / -11 (+1 when attached)
Attack:	Touch +7 melee (attach)
Full Attack:	Touch +7 melee (attach)
Space/Reach:	2-1/2 ft. x 2-1/2 ft. / 0 ft.
Special Attacks:	Attach, blood drain
Special Qualities:	Darkvision 60 ft., low-light vision
Saves:	Fort +2, Ref +6, Will +1
Abilities:	Str 3, Dex 19, Con 10, Int 1, Wis 12, Cha 6
Skills:	Hide +14, Listen +4, Spot +4
Feats:	Alertness, Weapon Finesse B
Environment:	Warm marshes
Organization:	Colony (1d3+1), flock (1d4+4), or storm (1d6+8)
Challenge Rating:	1/2
Treasure:	None
Alignment:	Always neutral
Advancement:	---
Level Adjustment:	--- (Improved Familiar -4 level)

An attached stirge can be struck with a weapon or grappled itself. To remove an attached stirge through grappling, the opponent must achieve a pin against the stirge.

Blood Drain (Ex): A stirge drains blood, dealing 1d4 points of Constitution damage in any round when it begins its turn attached to a victim. Once it has dealt 4 points of Constitution damage, it detaches and flies off to digest the meal. If its victim dies before the stirge's appetite has been sated, the stirge detaches and seeks a new target.

TARRASQUE

Colossal Magical Beast

Hit Dice:	48d10+750 (1,014 hp) <205 hp>
Initiative:	+7
Speed:	20 ft. (4 squares)
Armor Class:	35 (-8 size, +3 Dex, +30 natural), touch 5, flat-footed 32
Base Attack/Grapple:	+48 / +81
Attack:	Bite +57 melee (4d8+17/18-20/x3)
Full Attack:	Bite +57 melee (4d8+17/18-20/x3) and 2 horns +52 melee (1d10+8) and 2 claws +52 melee (1d12+8) and tail slap +52 melee (3d8+8) 40 ft. x 40 ft. / 25 ft.
Space/Reach:	
Special Attacks:	Augmented critical, frightful presence, improved grab, rush, swallow whole
Special Qualities:	Carapace, damage reduction 15/epic, immunity to fire, poison, disease, energy drain, and ability damage, regeneration 40, scent, spell resistance 32
Saves:	Fort +38, Ref +29, Will +20
Abilities:	Str 45, Dex 16, Con 35, Int 3, Wis 14, Cha 14
Skills:	Listen +17, Search +9, Spot +17, Survival +14 (+16 following tracks)
Feats:	Alertness, Awesome Blow, Blind-Fight, Cleave, Combat Reflexes, Dodge, Great Cleave, Improved Bull Rush, Improved Initiative, Iron Will, Power Attack, Toughness (6)
Environment:	Any
Organization:	Solitary
Challenge Rating:	20
Treasure:	None
Alignment:	Always neutral
Advancement:	49+ HD (Colossal)
Level Adjustment:	---

A stirge's coloration ranges from rust-red to reddish-brown, with a dirty yellow underside. The proboscis is pink at the tip, fading to gray at its base.

A stirge's body is about 1 foot long, with a wingspan of about 2 feet. It weighs about 1 pound.

Combat

A stirge attacks by landing on a victim, finding a vulnerable spot, and plunging its proboscis into the flesh. This is a touch attack and can target only Small or larger creatures.

Attach (Ex): If a stirge hits with a touch attack, it uses its eight pincers to latch onto the opponent's body. 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. Stirges have a +12 racial bonus on grapple checks (already figured into the Base Attack/Grapple entry above).

The tarrasque is 70 feet long and 50 feet tall, and it weighs about 130 tons.

The tarrasque cannot speak.

Combat

The tarrasque attacks with its claws, teeth, horns, and tail.

The tarrasque's natural weapons are treated as epic weapons for the purpose of overcoming damage reduction.

Augmented Critical (Ex): The tarrasque’s bite threatens a critical hit on a natural attack roll of 18-20, dealing triple damage on a successful critical hit.

Frightful Presence (Su): The tarrasque can inspire terror by charging or attacking. Affected creatures must succeed on a DC 36 Will save or become shaken, remaining in that condition as long as they remain within 60 feet of the tarrasque. The save DC is Charisma-based.

Improved Grab (Ex): To use this ability, the tarrasque must hit a Huge or smaller opponent with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can try to swallow the foe the following round.

Rush (Ex): Once per minute, the normally slow-moving tarrasque can move at a speed of 150 feet.

Swallow Whole (Ex): The tarrasque can try to swallow a grabbed opponent of Huge or smaller size by making a successful grapple check. Once inside, the opponent takes 2d8+8 points of crushing damage plus 2d8+6 points of acid damage per round from the tarrasque’s digestive juices. A swallowed creature can cut its way out by dealing 50 points of damage to the tarrasque’s digestive tract (AC 25). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

The tarrasque’s gullet can hold 2 Huge, 8 Large, 32 Medium, 128 Small, or 512 Tiny or smaller creatures.

Carapace (Ex): The tarrasque’s armorlike carapace is exceptionally tough and highly reflective, deflecting all rays, lines, cones, and even *magic missile* spells. There is a 30% chance of reflecting any such effect back at the caster; otherwise, it is merely negated. Check for reflection before rolling to overcome the creature’s spell resistance.

Regeneration (Ex): No form of attack deals lethal damage to the tarrasque. The tarrasque regenerates even if it fails a saving throw against a *disintegrate* spell or a death effect. If the tarrasque fails its save against a spell or effect that would kill it instantly (such as those mentioned above), the spell or effect instead deals nonlethal damage equal to the creature’s full normal hit points +10 (or 868 hp). The tarrasque is immune to effects that produce incurable or bleeding wounds, such as mummy rot, a sword with the wounding special ability, or a clay golem’s cursed wound ability. The tarrasque can be slain only by raising its nonlethal damage total to its full normal hit points +10 (or 868 hit points) and using a *wish* or *miracle* spell to keep it dead.

If the tarrasque loses a limb or body part, the lost portion regrows in 1d6 minutes (the detached piece dies and decays normally). The creature can reattach the severed member instantly by holding it to the stump.

Skills: The tarrasque has a +8 racial bonus on Listen and Spot checks.

	UNICORN
	Large Magical Beast
Hit Dice:	4d10+20 (42 hp) <35 hp>
Initiative:	+3
Speed:	60 ft. (12 squares)
Armor Class:	18 (–1 size, +3 Dex, +6 natural), touch 12, flat-footed 15
Base Attack/Grapple:	+4 / +13
Attack:	Horn +11 melee (1d8+8)
Full Attack:	Horn +11 melee (1d8+8) and 2 hooves +3 melee (1d4+2)
Space/Reach:	5 ft. x 10 ft. / 5 ft.
Special Attacks:	---
Special Qualities:	Darkvision 60 ft., magic circle against evil, spell-like abilities, immunity to poison, charm, and compulsion, low-light vision, scent, wild empathy
Saves:	Fort +9, Ref +7, Will +6
Abilities:	Str 20, Dex 17, Con 21, Int 10, Wis 21, Cha 24
Skills:	Jump +21, Listen +11, Move Silently +9, Spot +11, Survival +8*
Feats:	Alertness, Skill Focus (Survival)
Environment:	Temperate forests
Organization:	Solitary, pair, or grace (1d4+2)
Challenge Rating:	3

Treasure:	None
Alignment:	Always chaotic good
Advancement:	5-8 HD (Large)
Level Adjustment:	+4 (cohort)

A unicorn has deep sea-blue, violet, brown, or fiery gold eyes. Males sport a white beard.

A typical adult unicorn grows to 8 feet in length, stands 5 feet high at the shoulder, and weighs 1,200 pounds. Females are slightly smaller and slimmer than males.

Unicorns speak Sylvan and Common.

Combat

Unicorns normally attack only when defending themselves or their forests. They either charge, impaling foes with their horns like lances, or strike with their hooves. The horn is a +3 magic weapon, though its power fades if removed from the unicorn.

Magic Circle against Evil (Su): This ability continuously duplicates the effect of the spell. A unicorn cannot suppress this ability.

Spell-Like Abilities: Unicorns can use *detect evil* at will as a free action. Once per day a unicorn can use *greater teleport* to move anywhere within its home. It cannot teleport beyond the forest boundaries nor back from outside.

A unicorn can use *cure light wounds* three times per day and *cure moderate wounds* once per day (caster level 5th) by touching a wounded creature with its horn. Once per day it can use *neutralize poison* (DC 21, caster level 8th) with a touch of its horn. The save DC is Charisma-based.

Wild Empathy (Ex): This power works like the druid’s wild empathy class feature, except that a unicorn has a +6 racial bonus on the check.

Skills: Unicorns have a +4 racial bonus on Move Silently checks. Unicorns have a +3 competence bonus on Survival checks within the boundaries of their forest.

WINTER WOLF

	Large Magical Beast (Cold)
Hit Dice:	6d10+18 (51 hp) <36 hp>
Initiative:	+5
Speed:	50 ft. (10 squares)
Armor Class:	15 (–1 size, +1 Dex, +5 natural), touch 10, flat-footed 14
Base Attack/Grapple:	+6 / +14
Attack:	Bite +9 melee (1d8+6 plus 1d6 cold)
Full Attack:	Bite +9 melee (1d8+6 plus 1d6 cold)
Space/Reach:	5 ft. x 10 ft. / 5 ft.
Special Attacks:	Breath weapon, freezing bite, trip
Special Qualities:	Darkvision 60 ft., immunity to cold, low-light vision, scent, vulnerability to fire

Saves:	Fort +8, Ref +6, Will +3
Abilities:	Str 18, Dex 13, Con 16, Int 9, Wis 13, Cha 10
Skills:	Hide -1*, Listen +6, Move Silently +7, Spot +6, Survival +1*
Feats:	Alertness, Improved Initiative, Track
Environment:	Cold forests
Organization:	Solitary, pair, or pack (1d3+2)
Challenge Rating:	5
Treasure:	1/10 coins; 50% goods; 50% items
Alignment:	Usually neutral evil
Advancement:	7-9 HD (Large); 10-18 HD (Huge)
Level Adjustment:	+3 (cohort)

WORG

Medium Magical Beast

Hit Dice:	4d10+8 (30 hp) <27 hp>
Initiative:	+2
Speed:	50 ft. (10 squares)
Armor Class:	14 (+2 Dex, +2 natural), touch 12, flat-footed 12
Base Attack/Grapple:	+4 / +7
Attack:	Bite +7 melee (1d6+4)
Full Attack:	Bite +7 melee (1d6+4)
Space/Reach:	5 ft. x 5 ft. / 5 ft.
Special Attacks:	Trip
Special Qualities:	Darkvision 60 ft., low-light vision, scent
Saves:	Fort +6, Ref +6, Will +3
Abilities:	Str 17, Dex 15, Con 15, Int 6, Wis 14, Cha 10
Skills:	Hide +4, Listen +6, Move Silently +6, Spot +6, Survival +2*
Feats:	Alertness, Track
Environment:	Temperate plains
Organization:	Solitary, pair, or pack (1d6+5)
Challenge Rating:	2
Treasure:	1/10 coins; 50% goods; 50% items
Alignment:	Usually neutral evil
Advancement:	5-6 HD (Medium); 7-12 HD (Large)
Level Adjustment:	+1 (cohort)

A winter wolf grows about 8 feet long and stands about 4-1/2 feet at the shoulder. It weighs about 450 pounds.

Winter wolves can speak Giant and Common.

Combat

Winter wolves typically hunt in packs. Their size, cunning, and formidable breath weapon allow them to hunt and kill creatures much larger than themselves. A pack usually circles an opponent, each wolf attacking in turn to exhaust it. If they're in a hurry, white wolves try to pin their foes.

Breath Weapon (Su): 15-foot cone, once every 1d4 rounds, damage 4d6 cold, Reflex DC 16 half. The save DC is Constitution-based.

Freezing Bite (Su): A winter wolf deals an extra 1d6 points of cold damage every time it bites an opponent, as if its bite were a frost weapon.

Trip (Ex): A winter wolf that hits with a bite attack can attempt to trip the opponent (+8 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the winter wolf.

Skills: Winter wolves have a +1 racial bonus on Listen, Move Silently, and Spot checks. Winter wolves have a +2 racial bonus on Hide checks. Their natural coloration grants them a +7 racial bonus on Hide checks in areas of snow and ice. A winter wolf has a +4 racial bonus on Survival checks when tracking by scent.

Pelt

A dead winter wolf's hide has a market price of 500 gp due to the particular qualities of its fur. It can be made into a cloak for a Medium-size creature, or two Small-size, and provides them with 5 points of cold resistance. Such a cloak costs 1,000 gp for Medium-size, 500 gp for Small-size, and is made using the Craft (armorsmithing) skill with only the pelt as raw materials and needing only half the cost in progress.

A typical worg has gray or black fur, grows to 5 feet long and stands 3 feet tall at the shoulder. It weighs 300 pounds.

More intelligent than their smaller cousins, worgs speak their own language. Some can understand Common and Goblin, but lack the physical ability to speak.

Combat

Mated pairs or packs work together to bring down large game, while lone worgs usually chase down creatures smaller than themselves. Both often use hit-and-run tactics to exhaust their quarry. A pack usually circles a larger opponent: Each wolf attacks in turn, biting and retreating, until the creature is exhausted, at which point the pack moves in for the kill. If they get impatient or heavily outnumber the opponent, worgs attempt to pin it.

Trip (Ex): A worg that hits with a bite attack can attempt to trip the opponent (+3 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the worg.

Skills: A worg has a +1 racial bonus on Listen, Move Silently, and Spot checks, and a +2 racial bonus on Hide checks. A worg has a +4 racial bonus on Survival checks when tracking by scent.

YRTHAK

Huge Magical Beast

Hit Dice:	12d10+36 (102 hp) <69 hp>
Initiative:	+6
Speed:	20 ft. (4 squares), fly 60 ft. (average)
Armor Class:	18 (-2 size, +2 Dex, +8 natural), touch 10, flat-footed 16

Base Attack/Grapple:	+12 / +25
Attack:	Bite +15 melee (2d8+5) or sonic lance +12 ranged touch (6d6)
Full Attack:	Bite +15 melee (2d8+5) and 2 claws +13 melee (1d6+2); or sonic lance +12 ranged touch (6d6)
Space/Reach:	10 ft. x 20 ft. / 10 ft.
Special Attacks:	Sonic lance, explosion
Special Qualities:	Blindsight 120 ft., immunities, vulnerability to sonic
Saves:	Fort +11, Ref +10, Will +5
Abilities:	Str 20, Dex 14, Con 17, Int 7, Wis 13, Cha 11
Skills:	Listen +12, Move Silently +10
Feats:	Endurance, Flyby Attack, Improved Initiative, Multiattack, Snatch
Environment:	Temperate mountains
Organization:	Solitary or clutch (1d3+1)
Challenge Rating:	9
Treasure:	None
Alignment:	Often neutral
Advancement:	13-16 HD (Huge); 17-36 HD (Gargantuan)
Level Adjustment:	---

The strange, winged creature has the seeming of a yellow-green reptile of some sort, but the proportions seem all wrong, with the squat body being almost dwarfed by the head of the thing, before one takes into account the dreadfully large, spiraled horn that is mounted over where the thing should have eyes. This does not seem to impede it at all, however, as it's gaping jaws almost seem to smile as it wings towards you.

The yrthak is a fearsome winged predator that hunts not with sight or smell but with sound. It flies with a set of long, fleshy wings as well as a large fin on its back, and can seek out even the most well hidden prey just by the beating of a heart or the simple act of breathing. Highly territorial, a yrthak nearly constantly patrols whatever wasteland it has claimed, using its sonic lance to destroy or kill even when not hungry.

Yrthak are considered by most sages to be the descendents of Outsiders from the Elemental Plain of Air who became trapped on the material plane eons ago and long since adapted to it, or were possible bred with native creatures by some long forgotten mage. While some might disagree with the exact origin of the creatures, it is nearly universal accepted that the yrthak lack any kinship with known native life, so were ultimately born elsewhere.

Best described as reptilian, yrthak are covered with greenish scales, and the skin underneath is a yellowish-green color as well. A pair of long, thin membranous wings keep the creatures airborne, and it also possesses a small fin on its back, presumable to help keep it balanced. The yrthak has a long, narrow tail that is too small to have any use. The head of the beast is almost as large as the muscled body, and about two-thirds of it is comprised of its long, tooth-filled maw. Atop the head is a massive, spiraled horn which one would think should keep the creature from ever being balanced enough to fly, and is used by the yrthak to focus its sonic lance. The tongue of the yrthak is long and fleshy, with a large bulb on the end, which acts as a receptor for sounds. The beast also sports a pair of small, clawed legs, used to snatch prey into the air more than anything else.

On the ground, either when in its nest or when feeding on prey it has already killed, the yrthak must balance on both its legs and its wings to move, and it is clumsy and slow to do so, though the creature is still more agile on the ground than one would ever think it could be from the looks of things.

While yrthak can make do eating plants, they have a defiant preference for meat, but do not show any particular desire for any specific meat and will consume monstrous insects, fish or humanoids with equal relish. Cunning creatures, yrthak will often skim the ground to locate prey, then follow it from higher elevations, letting them think it did not see them, attacking only when it is likely to have been forgotten or when the terrain is to its likening, preferable at the edge of a cliff.

Yrthak are primarily solitary creatures, and will engage any other yrthak that enters into its territory. Such a conflict normally begins with a highly destructive display of sonic abilities, the two yrthak blasting the ground under them to rubble in a display of dominance. If neither is clearly stronger, then the pair will engage in an aerial duel, often to the death, the cacophony of which can be heard for up to 100 miles. These destructive displays tend to result in the territory of a yrthak becoming a wasteland, especially at its borders.

There is no known distinction between male and female yrthak, and it is widely held that they are an asexual species, though there is no hard evidence to support this. Yrthak will tolerate each other only when mating, after which the, presumed, female will either return to her own territory or try to claim the one she is in, and lay a clutch of eggs. Afterwards, the yrthak seem to provide no care or protection to the eggs, though their natural behavior tends to keep out would be predators. Once hatched, the young yrthak are on their own, and are in the most danger from the remaining parent, who will attack and kill them as if they were any other yrthak intruder.

The spiral horns of yrthak, as well as the sense organ on their tongue, are highly valued for their inherent magical qualities related to sonic abilities. The horns are also quite sought after for the creation of musical instruments. Many barbarian and orc tribes see a horn made from a yrthak as a highly valued status symbol, while more civilized instrument makers use parts of the horn to enhance the acoustics of wind instruments.

Yrthak flesh is widely considered to be low quality, so they are not generally hunted for food, though they are often hunted for sport, as avid hunters find their different senses provided a unique challenge compared to other big game.

A yrthak is blind. It senses sound and movement by means of a special organ on its long tongue. It emits powerfully focused beams of sound from the protrusion on its head. The creature is a yellowish-green color, with the wings and fin being more yellow and the head and body more green. The teeth are yellow.

A yrthak is about 20 feet long, with a wingspan of 40 feet. It weighs about 5,000 pounds.

Despite their intelligence, yrthaks do not speak.

Combat

A yrthak prefers to attack from the air, strafing the ground with sonic attacks or snatching up and dropping prey.

Sonic Lance (Su): Once every 2 rounds, a yrthak can focus sonic energy in a ray up to 60 feet long. This is a ranged touch attack that deals 6d6 points of damage to a single target.

Explosion (Su): A yrthak can fire its sonic lance at the ground, a large rock, a stone wall, or the like to create an explosion of shattered stone. This attack deals 2d6 points of piercing damage to all within 10 feet of the effect's center. This counts as a use of the sonic lance attack and thus is usable only once every 2 rounds, and never on the round following a sonic lance attack.

Blindsight (Ex): A yrthak can ascertain all foes within 120 feet. Beyond that range it is considered blinded. Yrthaks are invulnerable to gaze attacks, visual effects of spells such as illusions, and other attack forms that rely on sight. A yrthak whose sense of hearing is impaired is effectively blinded, treating all targets as having total concealment.

Immunities: Yrthaks have immunity to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

Skills: Yrthaks have a +4 racial bonus on Listen checks.

CHAPTER EIGHT: ELEMENTALS & NEUTRAL OUTSIDERS

Arrowhawk, azer, belker, chaos beast, elementals (air), elementals (earth), elementals (fire), elementals (water), formian, genies, inevitables, invisible stalker, magmin, mephiti, planetouched (aasimar), planetouched (tiefling), rast, ravid, salamander, solumians, thoqqua, titan, tojanida, triton, xorn

ARROWHAWK

	Juvenile Arrowhawk Small Outsider (Air, Extraplanar)	Adult Arrowhawk Medium Outsider (Air, Extraplanar)	Elder Arrowhawk Large Outsider (Air, Extraplanar)
Hit Dice:	3d8+3 (16 hp) <16 hp>	7d8+7 (38 hp) <26 hp>	15d8+45 (112 hp) <48 hp>
Initiative:	+5	+5	+5
Speed:	Fly 60 ft. (perfect) (12 squares)	Fly 60 ft. (perfect) (12 squares)	Fly 60 ft. (perfect) (12 squares)
Armor Class:	20 (+1 size, +5 Dex, +4 natural), touch 16, flat-footed 15	21 (+5 Dex, +6 natural), touch 15, flat-footed 16	22 (-1 size, +5 Dex, +8 natural), touch 14, flat-footed 17
Base Attack/Grapple:	+3/+0	+7/+9	+15/+25
Attack:	Electricity ray +9 ranged touch (2d6) or bite +9 melee (1d6+1)	Electricity ray +12 ranged touch (2d8) or bite +12 melee (1d8+3)	Electricity ray +19 ranged touch (2d8) or bite +21 melee (2d6+9)
Full Attack:	Electricity ray +9 ranged touch (2d6) or bite +9 melee (1d6+1)	Electricity ray +12 ranged touch (2d8) or bite +12 melee (1d8+3)	Electricity ray +19 ranged touch (2d8) or bite +20 melee (2d6+9)
Space/Reach:	5 ft. x 5 ft. / 5 ft.	5 ft. x 5 ft. / 5 ft.	5 ft. x 10 ft. / 5 ft.
Special Attacks:	Electricity ray	Electricity ray	Electricity ray
Special Qualities:	Darkvision 60 ft., immunity to acid, electricity, and poison, resistance to cold 10 and fire 10	Darkvision 60 ft., immunity to acid, electricity, and poison, resistance to cold 10 and fire 10	Darkvision 60 ft., immunity to acid, electricity, and poison, resistance to cold 10 and fire 10
Saves:	Fort +4, Ref +8, Will +4	Fort +6, Ref +10, Will +6	Fort +12, Ref +14, Will +10
Abilities:	Str 12, Dex 21, Con 12, Int 10, Wis 13, Cha 13	Str 14, Dex 21, Con 12, Int 10, Wis 13, Cha 13	Str 22, Dex 21, Con 16, Int 10, Wis 13, Cha 13
Skills:	Diplomacy +3, Escape Artist +11, Knowledge (the planes) +6, Listen +7, Move Silently +11, Search +6, Sense Motive +7, Spot +7, Survival +7 (+9 following tracks, +9 Plane of Air), Use Rope +5 (+7 with bindings)	Diplomacy +3, Escape Artist +15, Knowledge (the planes) +10, Listen +11, Move Silently +15, Search +10, Sense Motive +11, Spot +11, Survival +11 (+13 following tracks, +13 Plane of Air), Use Rope +5 (+7 with bindings)	Diplomacy +3, Escape Artist +23, Knowledge (the planes) +18, Listen +21, Move Silently +23, Search +18, Sense Motive +19, Spot +21, Survival +19 (+21 following tracks, +21 Plane of Air), Use Rope +5 (+7 involving bindings)
Feats:	Dodge, Weapon Finesse	Dodge, Flyby Attack, Weapon Finesse	Alertness, Blind-Fight, Combat Reflexes, Dodge, Flyby Attack, Weapon Finesse, Weapon Focus (bite) ^B
Environment:	Elemental Plane of Air	Elemental Plane of Air	Elemental Plane of Air
Organization:	Solitary or clutch (1d3+1)	Solitary or clutch (1d3+1)	Solitary or clutch (1d3+1)
Challenge Rating:	3	5	8
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	4-6 HD (Small)	8-14 HD (Medium)	16-24 HD (Large); 25-32 HD (Gargantuan)
Level Adjustment:	---	---	---

You spy a large, avian creature flying gracefully through the air. It has four massive wings evenly spaced along its central body and a long, spiny tail. Yellow feathers line its wings, neck, and tail; the rest of it is covered in tiny blue scales. Its head is little more than a jagged black beak extending from its long, snakelike neck. It has four eyes, two for each side of its head. It has no legs.

An arrowhawk is a predator and scavenger from the Elemental Plane of Air. By twisting its body and varying the cadence of its wingbeats, an arrowhawk can fly at top speed in any direction.

A juvenile arrowhawk (1 to 10 years old) is about 5 feet long from beak to tail, with the body accounting for about one-third of that length. Its wingspan is about 7 feet, and it weighs about 20 pounds. An adult (11 to 40 years old) is about 10 feet long from beak to tail, with a wingspan of about 15 feet and a weight of about 100 pounds. An elder arrowhawk (41 to 75 years old) is about 20 feet long with a wingspan of 30 feet and a weight of about 800 pounds.

Arrowhawks speak Auran, but they are not usually talkative creatures.

Combat

Arrowhawks are extremely territorial and always hungry. They attack almost any other creature they meet, seeking a meal or trying to drive away a rival. The primary mode of attack is an electricity ray, fired from the tail. The creature also bites, but it prefers to stay out of reach.

Electricity Ray (Su): An arrowhawk can fire this ray once per round, with a range of 50 feet.

Society

Arrowheads are found either alone or in small clutches. They are very territorial and constantly hungry, and so tend to attack first and ask questions later.

When two unpaired arrowhawks of the opposite sex meet, they immediately engage in a lengthy mating ritual involving elaborate aerial

dances. These dances may last up to a week or even longer. Once completed, the arrowhawks mate and remain together long enough to raise a brood. Arrowhawk eggs possess a curious quality that allows them to float in midair. A typical arrowhawk “nest” consists of 2d4 eggs clustered together. A nesting mother spends much of her time guarding the eggs and ensuring that the wind doesn’t scatter them.

Arrowhawks are carnivores. They are not particularly choosy about what kind of meat they eat. Arrowhawk eggs are sometimes sold as a (expensive) curiosity. Properly preserved, they retain their powers of *levitation*. However, the process kills the embryo. Needless to say, arrowhawks have a very dim view of this trade. Arrowhawk feathers and eggshells can be used a substitute material component for levitation and make excellent reagents for potions of the same.

AZER

	Medium Outsider (Extraplanar, Fire)
Hit Dice:	2d8+2 (11 hp) <17 hp>
Initiative:	+1
Speed:	20 ft. in scale mail (4 squares); base speed 30 ft.
Armor Class:	23 (+1 Dex, +6 natural, +4 scale mail, +2 heavy shield), touch 11, flat-footed 22
Base Attack/Grapple:	+2/+3
Attack:	Warhammer +3 melee (1d8+1/x3 plus 1 fire) or shortspear +3 ranged (1d6+1 plus 1 fire)
Full Attack:	Warhammer +3 melee (1d8+1/x3 plus 1 fire) or shortspear +3 ranged (1d6+1 plus 1 fire)
Space/Reach:	5 ft. x 5 ft. / 5 ft.
Special Attacks:	Heat
Special Qualities:	Darkvision 60 ft., immunity to fire, spell resistance 13, vulnerability to cold
Saves:	Fort +4, Ref +4, Will +4
Abilities:	Str 13, Dex 13, Con 13, Int 12, Wis 12, Cha 9
Skills:	Appraise +6, Climb +0, Craft (any two) +6, Hide +0, Jump -6, Listen +6, Search +6, Spot +6
Feats:	Power Attack
Environment:	Elemental Plane of Fire
Organization:	Solitary, pair, team (1d2+2), squad (1d10+10 plus 2 3rd-level sergeants and 1 leader of 3rd-6th level), or clan ([1d8+2]x10 plus 50% noncombatants plus 1 3rd-level sergeant per 20 adults, 5 5th-level lieutenants, and 3 7th-level captains)
Challenge Rating:	2
Treasure:	Standard coins; double goods (nonflammables only); standard items (nonflammables only)
Alignment:	Always lawful neutral
Advancement:	By character class
Level Adjustment:	+3

Azers are dwarflike beings native to the Elemental Plane of Fire. They wear kilts of brass, bronze, or copper, and speak Ignan and Common.

Combat

Azers use broad-headed spears or well-crafted hammers in combat. When unarmed, they attempt to grapple foes.

Although unfriendly and taciturn, azers rarely provoke a fight except to relieve a foe of gems, which they love. If threatened, they fight to the death, but they see the value of taking prisoners themselves.

Heat (Ex): An azer’s body is intensely hot, so its unarmed attacks deal extra fire damage. Its metallic weapons also conduct this heat.

Azer Characters

- Azer characters possess the following racial traits.
- * +2 Strength, +2 Dexterity, +2 Constitution, +2 Intelligence, +2 Wisdom, -2 Charisma.
 - * Medium size.
 - * An azer’s base land speed is 30 feet.
 - * Darkvision: Azers can see in the dark up to 60 feet.
 - * +6 natural armor bonus.
 - * **Special Attacks (see above):** Heat.
 - * **Special Qualities (see above):** Immunity to fire, spell resistance equal to 13 + class levels, vulnerability to cold.
 - * **Automatic Languages:** Common, Ignan. Bonus Languages: Abyssal, Aquan, Auran, Celestial, Infernal, Terran.
 - * **Favored Class:** Fighter.
 - * Level adjustment +3.

Azer Monster Class

Level	BAB	Fort	Ref	Will
1	+1	+2	+2	+2
2	+2	+3	+3	+3

- Hit Dice:** d8.
- Skill Points at 1st Level:** (8 + Intelligence modifier) x 4.
- Skill Points Each Additional Level:** 8 + Intelligence modifier.
- Azer Class Skills:** Appraise (Int), Climb (Str), Craft (Int), Hide (Dex), Jump (Str), Knowledge (planes) (Int), Listen (Wis), Perform (Cha), Profession (Wis), and Search (Int).
- Armor and Weapon Proficiency:** Light and medium armor, shields; Simple weapons, warhammer.

BELKER

	Large Elemental (Air, Extraplanar)
Hit Dice:	7d8+7 (38 hp) <29 hp>
Initiative:	+5
Speed:	30 ft. (6 squares), fly 50 ft. (perfect)
Armor Class:	22 (-1 size, +5 Dex, +8 natural), touch 14, flat-footed 17
Base Attack/Grapple:	+5/+11
Attack:	Wing +9 melee (1d6+2)
Full Attack:	2 wings +9 melee (1d6+2) and bite +4 melee (1d4+1) and 2 claws +4 melee (1d3+1)
Space/Reach:	5 ft. x 5 ft. / 10 ft.
Special Attacks:	Smoke claws
Special Qualities:	Darkvision 60 ft., elemental traits, smoke form
Saves:	Fort +3, Ref +10, Will +2
Abilities:	Str 14, Dex 21, Con 13, Int 6, Wis 11, Cha 11
Skills:	Listen +7, Move Silently +9, Spot +7
Feats:	Alertness, Multiattack, Weapon Finesse
Environment:	Elemental Plane of Air
Organization:	Solitary, pair, or clutch (1d2+2)
Challenge Rating:	6
Treasure:	None
Alignment:	Usually neutral evil
Advancement:	8-10 HD (Large); 11-21 HD (Huge)
Level Adjustment:	---

Belkers are creatures from the Plane of Air. They are composed primarily of smoke. Although undeniably evil, they are very reclusive and usually have no interest in the affairs of others. A belker’s winged shape makes it look distinctly demonic. It is about 7 feet long and weighs about 8 pounds.

Combat

In most cases, a belker fights with its nasty claws and painful bite.

Smoke Claws (Ex): A belker in smoke form (see below) can engulf opponents by moving on top of them. It fills the air around one Medium or smaller opponent without provoking an attack of opportunity. The target must succeed on a DC 14 Fortitude save or inhale part of the creature. The save DC is Constitution-based. Smoke inside the victim solidifies into a claw and begins to rip at the surrounding organs, dealing 3d4 points of damage per round. An affected creature can attempt another Fortitude save each subsequent round to cough out the semi-vaporous menace.

Smoke Form (Su): Most of the time a belker is more or less solid, but at will it can assume smoke form. It can switch forms once per round as a free action and can spend up to 20 rounds per day in smoke form. A belker in smoke form can fly at a speed of 50 feet (perfect). The ability is otherwise similar to a *gaseous form* spell (caster level 7th).

Skills: Belkers have a +4 racial bonus on Move Silently checks.

CHAOS BEAST

Medium Outsider (Chaotic, Extraplanar)

Hit Dice:	8d8+8 (44 hp) <29 hp>
Initiative:	+5
Speed:	20 ft. (4 squares)
Armor Class:	16 (+1 Dex, +5 natural), touch 11, flat-footed 15
Base Attack/Grapple:	+8 / +10
Attack:	Claw +10 melee (1d3+2 plus corporeal instability)
Full Attack:	2 claws +10 melee (1d3+2 plus corporeal instability)
Space/Reach:	5 ft. x 5 ft. / 5 ft.
Special Attacks:	Corporeal instability
Special Qualities:	Darkvision 60 ft., immunity to critical hits and transformation, spell resistance 15
Saves:	Fort +7, Ref +7, Will +6
Abilities:	Str 14, Dex 13, Con 13, Int 10, Wis 10, Cha 10
Skills:	Climb +13, Escape Artist +12, Hide +12, Jump +9, Listen +11, Search +11, Spot +11, Survival +0 (+2 following tracks), Tumble +14, Use Rope +1 (+3 with bindings)
Feats:	Dodge, Improved Initiative, Mobility
Environment:	Ever-Changing Chaos of Limbo
Organization:	Solitary
Challenge Rating:	7
Treasure:	None
Alignment:	Always chaotic neutral
Advancement:	9-12 HD (Medium); 13-24 HD (Large)
Level Adjustment:	---

The horrific creatures known as chaos beasts have mutable, ever-changing forms. A chaos beast's dimensions vary, but it always weighs about 200 pounds.

Chaos beasts do not speak.

Combat

For all its fearsome appearances, whether it has claws, fangs, pincers, tentacles, or spines, a chaos beast does little physical harm. Regardless of form, the creature seems unable to manage more than two attacks per round. Its continual transmutations prevent the coordination needed to do more.

A chaos beast's claw attacks, as well as any weapons it wields, are treated as chaotic-aligned for the purpose of overcoming damage reduction.

Corporeal Instability (Su): A blow from a chaos beast against a living creature can cause a terrible transformation. The creature must succeed on a DC 15 Fortitude save or become a spongy, amorphous mass. Unless the victim manages to control the effect (see below), its shape melts, flows, writhes, and boils. The save DC is Constitution-based.

An affected creature is unable to hold or use any item. Clothing, armor, rings, and helmets become useless. Large items worn or carried - armor, backpacks, even shirts - hamper more than help, reducing the victim's Dexterity score by 4. Soft or misshapen feet and legs reduce speed to 10 feet or one-quarter normal, whichever is less. Searing pain courses along the nerves, so strong that the victim cannot act coherently. The victim cannot cast spells or use magic items, and it attacks blindly, unable to distinguish friend from foe (-4 penalty on attack rolls and a 50% miss chance, regardless of the attack roll).

Each round the victim spends in an amorphous state causes 1 point of Wisdom drain from mental shock. If the victim's Wisdom score falls to 0, it becomes a chaos beast.

A victim can regain its own shape by taking a standard action to attempt a DC 15 Charisma check (this check DC does not vary for a chaos beast with different Hit Dice or ability scores). A success reestablishes the creature's normal form for 1 minute. On a failure, the victim can still repeat this check each round until successful.

Corporeal instability is not a disease or a curse and so is hard to remove. A *shapechange* or *stoneskin* spell does not cure an afflicted creature but fixes its form for the duration of the spell. A *restoration*, *heal*, or *greater restoration* spell removes the affliction (a separate restoration is necessary to restore any drained points of Wisdom).

Immunity to Transformation (Ex): No mortal magic can permanently affect or fix a chaos beast's form. Effects such as polymorphing or petrification force the creature into a new shape, but at the start of its next turn it immediately returns to its mutable form as a free action.

ELEMENTALS

Elementals are incarnations of the elements that compose existence.

Combat

Elementals have varied combat abilities and tactics, but all have the same elemental qualities.

Air Elemental

	Air Elemental, Small Small Elemental (Air, Extraplanar)	Air Elemental, Medium Medium Elemental (Air, Extraplanar)	Air Elemental, Large Large Elemental (Air, Extraplanar)
Hit Dice:	2d8 (9 hp) <12 hp>	4d8+8 (26 hp) <22 hp>	8d8+24 (60 hp) <34 hp>
Initiative:	+7	+9	+11
Speed:	Fly 100 ft. (perfect) (20 squares)	Fly 100 ft. (perfect) (20 squares)	Fly 100 ft. (perfect) (20 squares)
Armor Class:	17 (+1 size, +3 Dex, +3 natural), touch 14, flat-footed 14	18 (+5 Dex, +3 natural), touch 15, flat-footed 13	20 (–1 size, +7 Dex, +4 natural), touch 16, flat-footed 13
Base Attack/Grapple:	+1 / –3	+3 / +4	+6 / +12
Attack:	Slam +5 melee (1d4)	Slam +8 melee (1d6+1)	Slam +12 melee (2d6+2)
Full Attack:	Slam +5 melee (1d4)	Slam +8 melee (1d6+1)	2 slams +12 melee (2d6+2)
Space/Reach:	5 ft. x 5 ft. / 5 ft.	5 ft. x 5 ft. / 5 ft.	5 ft. x 5 ft. / 10 ft.
Special Attacks:	Air mastery, whirlwind	Air mastery, whirlwind	Air mastery, whirlwind
Special Qualities:	Darkvision 60 ft., elemental traits	Darkvision 60 ft., elemental traits	Damage reduction 5/–, darkvision 60 ft., elemental traits
Saves:	Fort +0, Ref +6, Will +0	Fort +3, Ref +9, Will +1	Fort +5, Ref +13, Will +2
Abilities:	Str 10, Dex 17, Con 10, Int 4, Wis 11, Cha 11	Str 12, Dex 21, Con 14, Int 4, Wis 11, Cha 11	Str 14, Dex 25, Con 16, Int 6, Wis 11, Cha 11
Skills:	Listen +2, Spot +3	Listen +3, Spot +4	Listen +5, Spot +6
Feats:	Flyby Attack, Improved Initiative ^B , Weapon Finesse ^B	Dodge, Flyby Attack, Improved Initiative ^B , Weapon Finesse ^B	Combat Reflexes, Dodge, Flyby Attack, Improved Initiative ^B , Weapon Finesse ^B
Environment:	Elemental Plane of Air	Elemental Plane of Air	Elemental Plane of Air
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	1	3	5
Treasure:	None	None	None
Alignment:	Usually neutral	Usually neutral	Usually neutral
Advancement:	3 HD (Small)	5-7 HD (Medium)	9-15 HD (Large)
Level Adjustment:	– (Improved Familiar –4 level)	–	–

	Air Elemental, Huge Huge Elemental (Air, Extraplanar)	Air Elemental, Greater Huge Elemental (Air, Extraplanar)	Air Elemental, Elder Huge Elemental (Air, Extraplanar)
Hit Dice:	16d8+64 (136 hp) <54 hp>	21d8+84 (178 hp) <64 hp>	24d8+96 (204 hp) <70 hp>
Initiative:	+13	+14	+15
Speed:	Fly 100 ft. (perfect) (20 squares)	Fly 100 ft. (perfect) (20 squares)	Fly 100 ft. (perfect) (20 squares)
Armor Class:	21 (–2 size, +9 Dex, +4 natural), touch 17, flat-footed 12	26 (–2 size, +10 Dex, +8 natural), touch 18, flat-footed 16	27 (–2 size, +11 Dex, +8 natural), touch 19, flat-footed 16
Base Attack/Grapple:	+12 / +24	+15 / +28	+18 / +32
Attack:	Slam +19 melee (2d8+4)	Slam +23 melee (2d8+5)	Slam +27 melee (2d8+6)
Full Attack:	2 slams +19 melee (2d8+4)	2 slams +23 melee (2d8+5)	2 slams +27 melee (2d8+6)
Space/Reach:	5 ft. x 10 ft. / 15 ft.	5 ft. x 10 ft. / 15 ft.	5 ft. x 10 ft. / 15 ft.
Special Attacks:	Air mastery, whirlwind	Air mastery, whirlwind	Air mastery, whirlwind
Special Qualities:	Damage reduction 5/–, darkvision 60 ft., elemental traits	Damage reduction 10/–, darkvision 60 ft., elemental traits	Damage reduction 10/–, darkvision 60 ft., elemental traits
Saves:	Fort +9, Ref +19, Will +5	Fort +11, Ref +22, Will +9	Fort +12, Ref +25, Will +10
Abilities:	Str 18, Dex 29, Con 18, Int 6, Wis 11, Cha 11	Str 20, Dex 31, Con 18, Int 8, Wis 11, Cha 11	Str 22, Dex 33, Con 18, Int 10, Wis 11, Cha 11
Skills:	Listen +11, Spot +12	Listen +14, Spot +14	Listen +29, Spot +29
Feats:	Alertness, Combat Reflexes, Dodge, Flyby Attack, Improved Initiative ^B , Mobility, Spring Attack, Weapon Finesse ^B	Alertness, Blind-fight, Combat Reflexes, Flyby Attack, Improved Initiative ^B , Iron Will, Mobility, Power Attack, Spring Attack, Weapon Finesse ^B	Alertness, Blind-fight, Cleave, Combat Reflexes, Flyby Attack, Improved Initiative ^B , Iron Will, Mobility, Power Attack, Spring Attack, Weapon Finesse ^B
Environment:	Elemental Plane of Air	Elemental Plane of Air	Elemental Plane of Air
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	7	9	11
Treasure:	None	None	None
Alignment:	Usually neutral	Usually neutral	Usually neutral
Advancement:	17-20 HD (Huge)	22-23 HD (Huge)	25-48 HD (Huge)
Level Adjustment:	–	–	–

Air elementals speak Auran, though they rarely choose to do so.

Combat

Their rapid speed makes air elementals useful on vast battlefields or in extended aerial combat.

Air Mastery (Ex): Airborne creatures take a –1 penalty on attack and damage rolls against an air elemental.

Whirlwind (Su): The elemental can transform itself into a whirlwind once every 10 minutes and remain in that form for up to 1 round for every 2 HD it has. In this form, the elemental can move through the air or along a surface at its fly speed.

The whirlwind is 5 feet wide at the base, up to 30 feet wide at the top, and up to 50 feet tall, depending on the elemental's size. The elemental controls the exact height, but it must be at least 10 feet.

The elemental's movement while in whirlwind form does not provoke attacks of opportunity, even if the elemental enters the space another creature occupies. Another creature might be caught in the whirlwind if it touches or enters the whirlwind, or if the elemental moves into or through the creature's space.

Creatures one or more size categories smaller than the elemental might take damage when caught in the whirlwind (see the table below for details) and may be lifted into the air. An affected creature must succeed on a Reflex save when it comes into contact with the whirlwind or take the indicated damage. It must also succeed on a second Reflex save or be picked up bodily and held suspended in the powerful winds, automatically taking the indicated damage each round. A creature that can fly is allowed a Reflex save each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful. The DC for saves against the whirlwind's effects varies with the elemental's size (see the table). The save DC is Strength based.

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

The elemental can eject any carried creatures whenever it wishes, depositing them wherever the whirlwind happens to be. A summoned elemental always ejects trapped creatures before returning to its home plane.

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

An elemental in whirlwind form cannot make slam attacks and does not threaten the area around it.

Air Elemental Sizes

	Whirlwind		Save		
	Elemental Height	Weight	DC	Damage	Height
Small	4 ft.	1 lb.	11	1d4	10-20 ft.
Medium	8 ft.	2 lb.	13	1d6	10-30 ft.
Large	16 ft.	4 lb.	16	2d6	10-40 ft.
Huge	32 ft.	8 lb.	22	2d8	10-50 ft.
Greater	36 ft.	10 lb.	25	2d8	10-60 ft.
Elder	40 ft.	12 lb.	28	2d8	10-60 ft.

Earth Elemental

	Earth Elemental, Small Small Elemental (Earth, Extraplanar)	Earth Elemental, Medium Medium Elemental (Earth, Extraplanar)	Earth Elemental, Large Large Elemental (Earth, Extraplanar)
Hit Dice:	2d8+2 (11 hp) <15 hp>	4d8+12 (30 hp) <25 hp>	8d8+32 (68 hp) <35 hp>
Initiative:	–1	–1	–1
Speed:	20 ft. (4 squares)	20 ft. (4 squares)	20 ft. (4 squares)
Armor Class:	17 (+1 size, –1 Dex, +7 natural), touch 10, flat-footed 17	18 (–1 Dex, +9 natural), touch 9, flat-footed 18	18 (–1 size, –1 Dex, +10 natural), touch 8, flat-footed 18
Base Attack/Grapple:	+1 / +0	+3 / +8	+6 / +17
Attack:	Slam +5 melee (1d6+4)	Slam +8 melee (1d8+7)	Slam +12 melee (2d8+7)
Full Attack:	Slam +5 melee (1d6+4)	Slam +8 melee (1d8+7)	2 slams +12 melee (2d8+7)
Space/Reach:	5 ft. x 5 ft. / 5 ft.	5 ft. x 5 ft. / 5 ft.	5 ft. x 5 ft. / 10 ft.
Special Attacks:	Earth mastery, push	Earth mastery, push	Earth mastery, push
Special Qualities:	Darkvision 60 ft., earth glide, elemental traits	Darkvision 60 ft., earth glide, elemental traits	Damage reduction 5/–, earth glide, darkvision 60 ft., elemental traits
Saves:	Fort +4, Ref –1, Will +0	Fort +7, Ref +0, Will +1	Fort +10, Ref +1, Will +2
Abilities:	Str 17, Dex 8, Con 13, Int 4, Wis 11, Cha 11	Str 21, Dex 8, Con 17, Int 4, Wis 11, Cha 11	Str 25, Dex 8, Con 19, Int 6, Wis 11, Cha 11
Skills:	Listen +3, Spot +2	Listen +4, Spot +3	Listen +6, Spot +5
Feats:	Power Attack	Cleave, Power Attack	Cleave, Great Cleave, Power Attack
Environment:	Elemental Plane of Earth	Elemental Plane of Earth	Elemental Plane of Earth
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	1	3	5
Treasure:	None	None	None
Alignment:	Usually neutral	Usually neutral	Usually neutral
Advancement:	3 HD (Small)	5-7 HD (Medium)	9-15 HD (Large)
Level Adjustment:	– (Improved Familiar –4 level)	–	–

	Earth Elemental, Huge Huge Elemental (Earth, Extraplanar)	Earth Elemental, Greater Huge Elemental (Earth, Extraplanar)	Earth Elemental, Elder Huge Elemental (Earth, Extraplanar)
Hit Dice:	16d8+80 (152 hp) <57 hp>	21d8+105 (199 hp) <67 hp>	24d8+120 (228 hp) <73 hp>
Initiative:	–1	–1	–1
Speed:	30 ft. (6 squares)	30 ft. (6 squares)	30 ft. (6 squares)
Armor Class:	18 (–2 size, –1 Dex, +11 natural), touch 7, flat-footed 18	20 (–2 size, –1 Dex, +13 natural), touch 7, flat-footed 20	22 (–2 size, –1 Dex, +15 natural), touch 7, flat-footed 22
Base Attack/Grapple:	+12 / +29	+15 / +33	+18 / +37
Attack:	Slam +19 melee (2d10+9)	Slam +23 melee (2d10+10)	Slam +27 melee (2d10+11/19-20)
Full Attack:	2 slams +19 melee (2d10+9)	2 slams +23 melee (2d10+10) 2	slams +27 melee (2d10+11/19-20)
Space/Reach:	5 ft. x 10 ft. / 15 ft.	5 ft. x 10 ft. / 15 ft.	5 ft. x 10 ft. / 15 ft.
Special Attacks:	Earth mastery, push	Earth mastery, push	Earth mastery, push
Special Qualities:	Damage reduction 5/–, earth glide, darkvision 60 ft., elemental traits	Damage reduction 10/–, earth glide, darkvision 60 ft., elemental traits	Damage reduction 10/–, earth glide, darkvision 60 ft., elemental traits
Saves:	Fort +15, Ref +4, Will +7	Fort +17, Ref +6, Will +9	Fort +19, Ref +7, Will +10
Abilities:	Str 29, Dex 8, Con 21, Int 6, Wis 11, Cha 11	Str 31, Dex 8, Con 21, Int 8, Wis 11, Cha 11	Str 33, Dex 8, Con 21, Int 10, Wis 11, Cha 11
Skills:	Listen +10, Spot +9	Listen +14, Spot +14	Listen +29, Spot +29

Feats:	Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Iron Will, Power Attack	Alertness, Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Sunder, Iron Will, Power Attack	Alertness, Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Critical (slam), Improved Sunder, Iron Will, Power Attack
Environment:	Elemental Plane of Earth	Elemental Plane of Earth	Elemental Plane of Earth
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	7	9	11
Treasure:	None	None	None
Alignment:	Usually neutral	Usually neutral	Usually neutral
Advancement:	17-20 HD (Huge)	22-23 HD (Huge)	25-48 HD (Huge)
Level Adjustment:	---	---	---

earth’s surface. It cannot swim, however, and must either walk around a body of water or go through the ground under it. An earth elemental can move along the bottom of a body of water but prefers not to.

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 are not included in the statistics block.)

Push (Ex): An earth elemental can start a bull rush maneuver without provoking an attack of opportunity. The combat modifiers given in Earth Mastery, above, also apply to the elemental’s opposed Strength checks.

Earth Glide (Ex): An earth elemental can glide through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs 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 Elemental Sizes		
Elemental	Height	Weight
Small	4 ft.	80 lb.
Medium	8 ft.	750 lb.
Large	16 ft.	6,000 lb.
Huge	32 ft.	48,000 lb.
Greater	36 ft.	54,000 lb.
Elder	40 ft.	60,000 lb.

When summoned to the Material Plane, an earth elemental consists of whatever types of dirt, stones, precious metals, and gems it was conjured from.

Earth elementals speak Terran but rarely choose to do so.

Combat

Though an earth elemental moves slowly, it is a relentless opponent. It can travel though solid ground or stone as easily as humans walk on the

Fire Elemental			
	Fire Elemental, Small Small Elemental (Fire, Extraplanar)	Fire Elemental, Medium Medium Elemental (Fire, Extraplanar)	Fire Elemental, Large Large Elemental (Fire, Extraplanar)
Hit Dice:	2d8 (9 hp) <12 hp>	4d8+8 (26 hp) <22 hp>	8d8+24 (60 hp) <34 hp>
Initiative:	+5	+7	+9
Speed:	50 ft. (10 squares)	50 ft. (10 squares)	50 ft. (10 squares)
Armor Class:	15 (+1 size, +1 Dex, +3 natural), touch 12, flat-footed 14	16 (+3 Dex, +3 natural), touch 13, flat-footed 13	18 (–1 size, +5 Dex, +4 natural), touch 14, flat-footed 13
Base Attack/Grapple:	+1 / –3	+3 / +4	+6 / +12
Attack:	Slam +3 melee (1d4 plus 1d4 fire)	Slam +6 melee (1d6+1 plus 1d6 fire)	Slam +10 melee (2d6+2 plus 2d6 fire)
Full Attack:	Slam +3 melee (1d4 plus 1d4 fire)	Slam +6 melee (1d6+1 plus 1d6 fire)	2 slams +10 melee (2d6+2 plus 2d6 fire)
Space/Reach:	5 ft. x 5 ft. / 5 ft.	5 ft. x 5 ft. / 5 ft.	5 ft. x 5 ft. / 10 ft.
Special Attacks:	Burn	Burn	Burn
Special Qualities:	Darkvision 60 ft., elemental traits, immunity to fire, vulnerability to cold	Darkvision 60 ft., elemental traits, immunity to fire, vulnerability to cold	Damage reduction 5/–, darkvision 60 ft., elemental traits, immunity to fire, vulnerability to cold
Saves:	Fort +0, Ref +4, Will +0	Fort +3, Ref +7, Will +1	Fort +5, Ref +11, Will +2
Abilities:	Str 10, Dex 13, Con 10, Int 4, Wis 11, Cha 11	Str 12, Dex 17, Con 14, Int 4, Wis 11, Cha 11	Str 14, Dex 21, Con 16, Int 6, Wis 11, Cha 11
Skills:	Listen +2, Spot +3	Listen +3, Spot +4	Listen +5, Spot +6
Feats:	Dodge, Improved Initiative ^B , Weapon Finesse ^B	Dodge, Improved Initiative ^B , Mobility, Weapon Finesse ^B	Dodge, Improved Initiative ^B , Mobility, Spring Attack, Weapon Finesse ^B
Environment:	Elemental Plane of Fire	Elemental Plane of Fire	Elemental Plane of Fire
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	1	3	5
Treasure:	None	None	None
Alignment:	Usually neutral	Usually neutral	Usually neutral
Advancement:	3 HD (Small)	5-7 HD (Medium)	9-15 HD (Large)
Level Adjustment:	---	---	---

	Fire Elemental, Huge Elemental (Fire, Extraplanar)	Fire Elemental, Greater Huge Elemental (Fire, Extraplanar)	Fire Elemental, Elder Huge Elemental (Fire, Extraplanar)
Hit Dice:	16d8+64 (136 hp) <54 hp>	21d8+84 (178 hp) <64 hp>	24d8+96 (204 hp) <70 hp>
Initiative:	+11	+12	+13
Speed:	60 ft. (12 squares)	60 ft. (12 squares)	60 ft. (12 squares)
Armor Class:	19 (–2 size, +7 Dex, +4 natural), touch 15, flat-footed 12	24 (–2 size, +8 Dex, +8 natural), touch 16, flat-footed 16	25 (–2 size, +9 Dex, +8 natural), touch 17, flat-footed 16
Base Attack/Grapple:	+12 / +24	+15 / +28	+18 / +32
Attack:	Slam +17 melee (2d8+4 plus 2d8 fire)	Slam +22 melee (2d8+5 plus 2d8 fire)	Slam +26 melee (2d8+6 plus 2d8 fire)
Full Attack:	2 slams +17 melee (2d8+4 plus 2d8 fire)	2 slams +22 melee (2d8+5 plus 2d8 fire)	2 slams +26 melee (2d8+6 plus 2d8 fire)
Space/Reach:	5 ft. x 10 ft. / 15 ft.	5 ft. x 10 ft. / 15 ft.	5 ft. x 10 ft. / 15 ft.
Special Attacks:	Burn	Burn	Burn
Special Qualities:	Damage reduction 5/–, darkvision 60 ft., elemental traits, immunity to fire, vulnerability to cold	Damage reduction 10/–, Darkvision 60 ft., elemental traits, immunity to fire, vulnerability to cold	Damage reduction 10/–, darkvision 60 ft., elemental traits, immunity to fire, vulnerability to cold
Saves:	Fort +9, Ref +17, Will +7	Fort +11, Ref +20, Will +9	Fort +14, Ref +23, Will +10
Abilities:	Str 18, Dex 25, Con 18, Int 6, Wis 11, Cha 11	Str 20, Dex 27, Con 18, Int 6, Wis 11, Cha 11	Str 22, Dex 29, Con 18, Int 6, Wis 11, Cha 11
Skills:	Listen +11, Spot +12	Listen +14, Spot +14	Listen +28, Spot +29
Feats:	Alertness, Combat Reflexes, Dodge, Improved Initiative ^B , Iron Will, Mobility, Spring Attack, Weapon Finesse ^B	Alertness, Blind-fight, Combat Reflexes, Dodge, Improved Initiative ^B , Iron Will, Mobility, Spring Attack, Weapon Finesse ^B , Weapon Focus (slam)	Alertness, Blind-fight, Combat Reflexes, Dodge, Improved Initiative ^B , Great Fortitude, Iron Will, Mobility, Spring Attack, Weapon Finesse ^B , Weapon Focus (slam)
Environment:	Elemental Plane of Fire	Elemental Plane of Fire	Elemental Plane of Fire
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	7	9	11
Treasure:	None	None	None
Alignment:	Usually neutral	Usually neutral	Usually neutral
Advancement:	17–20 HD (Huge)	22–23 HD (Huge)	25–48 HD (Huge)
Level Adjustment:	---	---	---

A fire elemental cannot enter water or any other nonflammable liquid. A body of water is an impassable barrier unless the fire elemental can step or jump over it.

Fire elementals speak Ignan, though they rarely choose to do so.

Combat

A fire elemental is a fierce opponent that attacks its enemies directly and savagely. It takes joy in burning the creatures and objects of the Material Plane to ashes.

Burn (Ex): A fire elemental's slam attack deals bludgeoning damage plus fire damage from the elemental's flaming body. Those hit by a fire elemental's slam attack also must succeed on a Reflex save or catch on fire. The flame burns for 1d4 rounds. The save DC varies with

the elemental's size (see the table below). A burning creature can take a move action to put out the flame. The save DC is Constitution-based.

Creatures hitting a fire elemental with natural weapons or unarmed attacks take fire damage as though hit by the elemental's attack, and also catch on fire unless they succeed on a Reflex save.

Fire Elemental Sizes		Burn	
Elemental	Height	Weight	DC
Small	4 ft.	1 lb.	11
Medium	8 ft.	2 lb.	14
Large	16 ft.	4 lb.	17
Huge	32 ft.	8 lb.	22
Greater	36 ft.	10 lb.	24
Elder	40 ft.	12 lb.	26

Water Elemental

	Water Elemental, Small Small Elemental (Water, Extraplanar)	Water Elemental, Medium Medium Elemental (Water, Extraplanar)	Water Elemental, Large Large Elemental (Water, Extraplanar)
Hit Dice:	2d8+2 (11 hp) <15 hp>	4d8+12 (30 hp) <25 hp>	8d8+32 (68 hp) <37 hp>
Initiative:	+0	+1	+2
Speed:	20 ft. (4 squares), swim 90 ft.	20 ft. (4 squares), swim 90 ft.	20 ft. (4 squares), swim 90 ft.
Armor Class:	17 (+1 size, +6 natural), touch 11, flat-footed 17	19 (+1 Dex, +8 natural), touch 11, flat-footed 18	20 (–1 size, +2 Dex, +9 natural), touch 11, flat-footed 18
Base Attack/Grapple:	+1 / –1	+3 / +6	+6 / +15
Attack:	Slam +4 melee (1d6+3)	Slam +6 melee (1d8+4)	Slam +10 melee (2d8+5)
Full Attack:	Slam +4 melee (1d6+3)	Slam +6 melee (1d8+4)	2 slams +10 melee (2d8+5)
Space/Reach:	5 ft. x 5 ft. / 5 ft.	5 ft. x 5 ft. / 5 ft.	5 ft. x 5 ft. / 10 ft.
Special Attacks:	Water mastery, drench, vortex	Water mastery, drench, vortex	Water mastery, drench, vortex
Special Qualities:	Darkvision 60 ft., elemental traits	Darkvision 60 ft., elemental traits	Damage reduction 5/–, darkvision 60 ft., elemental traits
Saves:	Fort +4, Ref +0, Will +0	Fort +7, Ref +2, Will +1	Fort +10, Ref +4, Will +2
Abilities:	Str 14, Dex 10, Con 13, Int 4, Wis 11, Cha 11	Str 16, Dex 12, Con 17, Int 4, Wis 11, Cha 11	Str 20, Dex 14, Con 19, Int 6, Wis 11, Cha 11
Skills:	Listen +2, Spot +3	Listen +3, Spot +4	Listen +5, Spot +6
Feats:	Power Attack	Cleave, Power Attack	Cleave, Great Cleave, Power Attack
Environment:	Elemental Plane of Water	Elemental Plane of Water	Elemental Plane of Water
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	1	3	5
Treasure:	None	None	None

Alignment:	Usually neutral	Usually neutral	Usually neutral
Advancement:	3 HD (Small)	5-7 HD (Medium)	9-15 HD (Large)
Level Adjustment:	--- (Improved Familiar –4 level)	---	---
	Water Elemental, Huge Elemental (Water, Extraplanar)	Water Elemental, Greater Huge Elemental (Water, Extraplanar)	Water Elemental, Elder Huge Elemental (Water, Extraplanar)
Hit Dice:	16d8+80 (152 hp) <57 hp>	21d8+105 (199 hp) <67 hp>	24d8+120 (228 hp) <73 hp>
Initiative:	+4	+5	+6
Speed:	30 ft. (6 squares), swim 120 ft.	30 ft. (6 squares), swim 120 ft.	30 ft. (6 squares), swim 120 ft.
Armor Class:	21 (–2 size, +4 Dex, +9 natural), touch 12, flat-footed 17	22 (–2 size, +5 Dex, +9 natural), touch 13, flat-footed 17	23 (–2 size, +6 Dex, +9 natural), touch 14, flat-footed 17
Base Attack/Grapple:	+12 / +27	+15 / +31	+18 / +35
Attack:	Slam +17 melee (2d10+7)	Slam +21 melee (2d10+8)	Slam +25 melee (2d10+9/19-20)
Full Attack:	2 slams +17 melee (2d10+7)	2 slams +21 melee (2d10+8)	2 slams +25 melee (2d10+9/19-20)
Space/Reach:	5 ft. x 10 ft. / 15 ft.	5 ft. x 10 ft. / 15 ft.	5 ft. x 10 ft. / 15 ft.
Special Attacks:	Water mastery, drench, vortex	Water mastery, drench, vortex	Water mastery, drench, vortex
Special Qualities:	Damage reduction 5/–, darkvision 60 ft., elemental traits	Damage reduction 10/–, darkvision 60 ft., elemental traits	Damage reduction 10/–, darkvision 60 ft., elemental traits
Saves:	Fort +15, Ref +9, Will +7	Fort +17, Ref +14, Will +9	Fort +19, Ref +16, Will +10
Abilities:	Str 24, Dex 18, Con 21, Int 6, Wis 11, Cha 11	Str 26, Dex 20, Con 21, Int 8, Wis 11, Cha 11	Str 28, Dex 22, Con 21, Int 10, Wis 11, Cha 11
Skills:	Listen +11, Spot +12	Listen +14, Spot +14	Listen +29, Spot +29
Feats:	Alertness, Cleave, Great Cleave, Power Attack, Improved Bull Rush, Iron Will	Alertness, Cleave, Great Cleave, Improved Bull Rush, Improved Sunder, Iron Will, Lightning Reflexes, Power Attack	Alertness, Cleave, Great Cleave, Improved Critical (slam), Improved Bull Rush, Improved Sunder, Iron Will, Lightning Reflexes, Power Attack
Environment:	Elemental Plane of Water	Elemental Plane of Water	Elemental Plane of Water
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	7	9	11
Treasure:	None	None	None
Alignment:	Usually neutral	Usually neutral	Usually neutral
Advancement:	17-20 HD (Huge)	22-23 HD (Huge)	25-48 HD (Huge)
Level Adjustment:	---	---	---

A water elemental can’t venture more than 180 feet from the body of water from which it was conjured.

Water elementals speak Aquan but rarely choose to do so.

Combat

A water elemental prefers to fight in a large body of water where it can disappear beneath the waves and suddenly swell up behind its opponents.

Water Mastery (Ex): A water elemental gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the elemental is touching the ground, the elemental takes a –4 penalty on attack and damage rolls. (These modifiers are not included in the statistics block.)

A water elemental can be a serious threat to a ship that crosses its path. An elemental can easily overturn small craft (5 feet of length per Hit Die of the elemental) and stop larger vessels (10 feet long per HD). Even large ships (20 feet long per HD) can be slowed to half speed.

Drench (Ex): The elemental’s touch puts out torches, campfires, exposed lanterns, and other open flames of nonmagical origin if these are of Large size or smaller. The creature can dispel magical fire it touches as *dispel magic* (caster level equals elemental’s HD).

Vortex (Su): The elemental can transform itself into a whirlpool once every 10 minutes, provided it is underwater, and remain in that form for up to 1 round for every 2 HD it has. In vortex form, the elemental can move through the water or along the bottom at its swim speed. The vortex is 5 feet wide at the base, up to 30 feet wide at the top, and 10 feet or more tall, depending on the elemental’s size. The elemental controls the exact height, but it must be at least 10 feet.

The elemental’s movement while in vortex form does not provoke attacks of opportunity, even if the elemental enters the space another creature occupies. Another creature might be caught in the vortex if it touches or enters the vortex, or if the elemental moves into or through the creature’s space.

Creatures one or more size categories smaller than the elemental might take damage when caught in the vortex (see the table below for details) and may be swept up by it. An affected creature must succeed on a Reflex save when it comes into contact with the vortex or take the indicated damage. It must also succeed on a second Reflex save or be picked up bodily and held suspended in the powerful currents,

automatically taking damage each round. An affected creature is allowed a Reflex save each round to escape the vortex. The creature still takes damage, but can leave if the save is successful. The DC for saves against the vortex’s effects varies with the elemental’s size. The save DC is Strength-based.

Creatures trapped in the vortex cannot move except to go where the elemental carries them or to escape the whirlwind. Creatures caught in the whirlwind can otherwise act normally, but must make a Concentration check (DC 10 + spell level) to cast a spell. Creatures caught in the whirlwind take a –4 penalty to Dexterity and a –2 penalty on attack rolls. The elemental can have only as many creatures trapped inside the vortex at one time as will fit inside the vortex’s volume.

The elemental can eject any carried creatures whenever it wishes, depositing them wherever the vortex happens to be. A summoned elemental always ejects trapped creatures before returning to its home plane.

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

An elemental in vortex form cannot make slam attacks and does not threaten the area around it.

Skills: A water elemental has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Water Elemental Sizes

	-- Vortex --				
Elemental	Height	Weight	DC	Damage	Height
Small	4 ft.	34 lb.	13	1d4	10-20 ft.
Medium	8 ft.	280 lb.	15	1d6	10-30 ft.
Large	16 ft.	2,250 lb.	19	2d6	10-40 ft.
Huge	32 ft.	18,000 lb.	25	2d8	10-50 ft.
Greater	36 ft.	21,000 lb.	28	2d8	10-60 ft.
Elder	40 ft.	24,000 lb.	31	2d8	10-60 ft.

FORMIAN

	Formian Worker Small Outsider (Lawful, Extraplanar)	Formian Warrior Medium Outsider (Lawful, Extraplanar)	Formian Taskmaster Medium Outsider (Lawful, Extraplanar)
Hit Dice:	1d8+1 (5 hp) <13 hp>	4d8+8 (26 hp) <22 hp>	6d8+12 (39 hp) <28 hp>
Initiative:	+2	+3	+7
Speed:	40 ft. (8 squares)	40 ft. (8 squares)	40 ft. (8 squares)
Armor Class:	17 (+1 size, +2 Dex, +4 natural), touch 13, flat-footed 15	18 (+3 Dex, +5 natural), touch 13, flat-footed 15	19 (+3 Dex, +6 natural), touch 13, flat-footed 16
Base Attack/Grapple:	+1 / -2	+4 / +7	+6 / +10
Attack:	Bite +3 melee (1d4+1)	Sting +7 melee (2d4+3 plus poison)	Sting +10 melee (2d4+4 plus poison)
Full Attack:	Bite +3 melee (1d4+1)	Sting +7 melee (2d4+3 plus poison) and 2 claws +5 melee (1d6+1) and bite +5 melee (1d4+1)	Sting +10 melee (2d4+4 plus poison) and 2 claws +8 melee (1d6+2)
Space/Reach:	5 ft. x 5 ft. / 5 ft.	5 ft. x 5 ft. / 5 ft.	5 ft. x 5 ft. / 5 ft.
Special Attacks:	---	Poison	Dominate monster, dominated creature, poison
Special Qualities:	<i>Cure serious wounds</i> , hive mind, immunity to poison, petrification, and cold, <i>make whole</i> , resistance to electricity 10, fire 10, and sonic 10	Hive mind, immunity to poison, petrification, and cold, resistance to electricity 10, fire 10, and sonic 10, spell resistance 18	Hive mind, immunity to poison, petrification, and cold, resistance to electricity 10, fire 10, and sonic 10, spell resistance 21, telepathy 100 ft.
Saves:	Fort +3, Ref +4, Will +2	Fort +6, Ref +7, Will +5	Fort +7, Ref +8, Will +8
Abilities:	Str 13, Dex 14, Con 13, Int 6, Wis 10, Cha 9	Str 17, Dex 16, Con 14, Int 10, Wis 12, Cha 11	Str 18, Dex 16, Con 14, Int 11, Wis 16, Cha 19
Skills:	Climb +10, Craft (any one) +5, Hide +6, Listen +4, Search +2, Spot +4	Climb +10, Hide +10, Jump +14, Listen +8, Move Silently +10, (+3 following tracks), Tumble +12	Climb +13, Diplomacy +6, Hide +12, Intimidate +13, Listen +12, Move Silently +12, Search +9, Sense Motive +12, Spot +12, Survival +3 (+5 following tracks)
Feats:	Skill Focus (Craft [selected skill])	Dodge, Multiattack	Dodge, Improved Initiative, Multiattack
Environment:	A lawful-aligned plane	A lawful-aligned plane	A lawful-aligned plane
Organization:	Team (1d3+1) or crew (1d12+6)	Solitary, team (1d3+1), or troop (1d12+6)	Solitary (1 plus 1 <i>dominated</i> creature) or conscription team (1d3+1 plus 1 <i>dominated</i> creature per team member)
Challenge Rating:	1/2	3	7
Treasure:	None	None	Standard
Alignment:	Always lawful neutral	Always lawful neutral	Always lawful neutral
Advancement:	2-3 HD (Medium)	5-8 HD (Medium); 9-12 HD (Large)	7-9 HD (Medium); 10-12 HD (Large)
Level Adjustment:	--- (Improved Familiar -6 level)	---	---
	Formian Myrmarch Large Outsider (Lawful, Extraplanar)	Formian Queen Large Outsider (Lawful, Extraplanar)	
Hit Dice:	12d8+48 (102 hp) <44 hp>	20d8+100 (190 hp) <62 hp>	
Initiative:	+8	-5	
Speed:	50 ft. (10 squares)	0 ft.	
Armor Class:	28 (-1 size, +4 Dex, +15 natural), touch 13, flat-footed 24	23 (-1 size, +14 natural), touch 9, flat-footed 23	
Base Attack/Grapple:	+12 / +20	+20 / +24	
Attack:	Sting +15 melee (2d4+4 plus poison) or javelin +15 ranged (1d6+4)	---	
Full Attack:	Sting +15 melee (2d4+4 plus poison) and bite +13 melee (2d6+2); or javelin +15 / +10 ranged (1d6+4)	---	
Space/Reach:	5 ft. x 10 ft. / 5 ft.	5 ft. x 10 ft. / 5 ft.	
Special Attacks:	Poison, spell-like abilities	Spell-like abilities, spells	
Special Qualities:	Fast healing 2, hive mind, immunity to poison, petrification, and cold, resistance to electricity 10, fire 10, and sonic 10, spell resistance 25	Fast healing 2, hive mind, immunity to poison, petrification, and cold, resistance to electricity 10, fire 10, and sonic 10, spell resistance 30, telepathy	
Saves:	Fort +12, Ref +12, Will +11	Fort +19, Ref ---, Will +19	
Abilities:	Str 19, Dex 18, Con 18, Int 16, Wis 16, Cha 17	Str ---, Dex ---, Con 20, Int 20, Wis 20, Cha 21	
Skills:	Climb +19, Concentration +18, Diplomacy +20, Hide +15, Knowledge (any one) +18, Listen +18, Move Silently +19, Search +18, Sense Motive +18, Spot +18, Survival +3 (+5 following tracks)	Appraise +28, Bluff +28, Concentration +28, Diplomacy +32, Disguise +5 (+7 acting), Intimidate +30, Knowledge (any three) +28, Listen +30, Sense Motive +28, Spellcraft +28 (+30 scrolls), Spot +30, Use Magic Device +28 (+30 scrolls)	
Feats:	Dodge, Improved Initiative, Mobility, Multiattack, Spring Attack	Alertness, Eschew Materials ^B , Great Fortitude, Improved Counterspell, Iron Will, item creation feat (any one), Maximize Spell, Spell Focus (enchantment)	
Environment:	Any lawful-aligned plane	Any lawful-aligned plane	
Organization:	Solitary, team (1d3+1), or platoon (1 plus 1d12+6 workers and 1d6+5 warriors)	Hive (1 plus 1d4x100 workers, 1d4x10 warriors, 1d4+3 taskmasters with 1 dominated creature each, and 1d4+4 myrmarchs)	
Challenge Rating:	10	17	
Treasure:	Standard	Double standard	
Alignment:	Always lawful neutral	Always lawful neutral	
Advancement:	13-18 HD (Large); 19-24 HD (Huge)	21-30 HD (Huge); 31-40 HD (Gargantuan)	
Level Adjustment:	---	---	

A formian resembles a cross between an ant and a centaur. All formians are covered in a brownish-red carapace; size and appearance differs for each variety.

Combat

Formians are generally aggressive, seeking to subdue all they encounter. If they perceive even the slightest threat to their hive-city or to their queen, they attack immediately and fight to the death. Any formian also attacks immediately if ordered to do so by a superior.

Hive Mind (Ex): All formians within 50 miles of their queen are in constant communication. If one is aware of a particular danger, they all are. If one in a group is not flat-footed, none of them are. No formian in a group is considered flanked unless all of them are.

Worker

While workers cannot speak, they can convey simple concepts (such as danger) by body movements. Through the hive mind, however, they can communicate just fine - although their intelligence still limits the concepts that they can grasp.

A worker is about 3 feet long and about 2-1/2 feet high at the front. It weighs about 60 pounds. Its hands are suitable only for manual labor.

Combat

Formian workers fight only to defend their hive-cities, using their mandibled bite.

A formian worker's natural weapons, as well as any weapons it wields, are treated as lawful-aligned for the purpose of overcoming damage reduction.

Cure Serious Wounds (Sp): Eight workers together can heal a creature's wounds as though using the *cure serious wounds* spell (caster level 7th). This is a full-round action for all eight workers.

Make Whole (Sp): Three workers together can repair an object as though using the *make whole* spell (caster level 7th). This is a full-round action for all three workers.

Warrior

Warriors communicate through the hive mind to convey battle plans and make reports to their commanders. They cannot speak otherwise.

A warrior is about 5 feet long and about 4-1/2 feet high at the front. It weighs about 180 pounds.

Combat

Warriors are wicked combatants, using claws, bite, and a poisonous sting all at once. Through the hive mind, they attack with coordinated and extremely efficient tactics.

A formian warrior's natural weapons, as well as any weapons it wields, are treated as lawful-aligned for the purpose of overcoming damage reduction.

Poison (Ex): Injury, Fortitude DC 14, initial and secondary damage 1d6 Str. The save DC is Constitution-based.

Taskmaster

These formians communicate only telepathically and derive sustenance from the mental energies of those they dominate.

A taskmaster is about the same size as a warrior.

Combat

Taskmasters rely on their dominated slaves to fight for them if at all possible. If necessary, though, they can defend themselves with claws and a poison sting.

A formian taskmaster's natural weapons, as well as any weapons it wields, are treated as lawful-aligned for the purpose of overcoming damage reduction.

Dominate Monster (Su): A taskmaster can use a *dominate monster* ability as the spell from a 10th-level caster (Will DC 17 negates), although the subject may be of any kind and may be up to Large size. Creatures that successfully save cannot be affected by the same taskmaster's dominate monster ability for 24 hours. A single taskmaster can dominate up to four subjects at a time. The save DC is Charisma-based.

Dominated Creature (Ex): A taskmaster is never encountered alone. One dominated nonformian creature always accompanies it (choose or determine randomly any creature of CR 4).

Poison (Ex): Injury, Fortitude DC 15, initial and secondary damage 1d6 Str. The save DC is Constitution-based.

Myrmarch

Myrmarchs are the elite of formian society. Much more than those beneath them, these creatures are individuals, with goals, desires, and creative thought.

A myrmarch is about 7 feet long and about 5-1/2 feet high at the front. It weighs about 1,500 pounds. Its claws are capable of fine manipulation, like human hands. Each myrmarch wears a bronze helm to signify its position (the more elaborate the helm, the more prestigious the position).

Myrmarchs speak Formian and Common.

Combat

Myrmarchs' claws are like hands and thus serve no combat purpose. Myrmarchs occasionally employ javelins for ranged attacks, coated with poison from their own stingers.

They fight intelligently, aiding those under them (if any such are present) and commanding them through the hive mind. If chaotic creatures are present, however, a myrmarch is singleminded in its quest to destroy them.

A formian myrmarch's natural weapons, as well as any weapons it wields, are treated as lawful-aligned for the purpose of overcoming damage reduction.

Poison (Ex): Injury, Fortitude DC 20, initial and secondary damage 2d6 Dex. The save DC is Constitution-based.

Spell-Like Abilities: Caster level 12th. The save DCs are Charisma-based. At will - *charm monster* (DC 17), *clairaudience/clairvoyance*, *detect chaos*, *detect thoughts* (DC 15), *magic circle against chaos*, *greater teleport*; 1/day - *dictum* (DC 20), *order's wrath* (DC 17).

Queen

The formian queen cannot move. With her telepathic abilities, though, she can send instructions to and get reports from any formian within her range.

She is about 10 feet long, perhaps 4 feet high, and weighs about 3,500 pounds.

The queen speaks Formian and Common, although she can communicate with any creature telepathically.

Combat

The queen does not fight. She has no ability to move. If necessary, a team of workers and myrmarchs (or dominated slaves) haul her

enormous bulk to where she needs to go. This sort of occurrence is very rare, however, and most of the time the queen remains within her well-defended chambers.

Despite her utter lack of physical activity, the queen can cast spells and use spell-like abilities to great effect in her own defense as well as the defense of the hive-city.

Spells: The queen casts arcane spells as a 17th-level sorcerer. Typical Sorcerer Spells Known (6/8/7/7/7/6/6/4, base save DC 15 + spell level):

0th - *acid splash*, *arcane mark*, *daze*, *detect magic*, *light*, *mage hand*, *read magic*, *resistance*, *touch of fatigue*;

1st - *comprehend languages*, *identify*, *mage armor*, *magic missile*, *shield*;

2nd - *hypnotic pattern*, *invisibility*, *protection from arrows*, *resist energy*, *scorching ray*;

3rd - *dispel magic*, *heroism*, *nondetection*, *slow*;

4th - *confusion*, *detect scrying*, *black tentacles*, *scrying*;

5th - *cone of cold*, *dismissal*, *teleport*, *wall of force*;

6th - *analyze dweomer*, *geas/quest*, *repulsion*;

7th - *summon monster VII*, *vision*, *waves of exhaustion*;

8th - *prismatic wall*, *temporal stasis*.

Spell-Like Abilities: Caster level 17th. The save DCs are Charisma-based. At will - *calm emotions* (DC 17), *charm monster* (DC 19), *clairaudience/clairvoyance*, *detect chaos*, *detect thoughts*, *dictum* (DC 22), *divination*, *hold monster* (DC 20), *magic circle against chaos*, *order's wrath* (DC 19), *shield of law* (DC 23), *true seeing*.

Telepathy (Su): The queen can communicate telepathically with any intelligent creature within 50 miles whose presence she is aware of.

GENIE

Genies are humanlike beings that dwell on the elemental planes. They are famous for their strength, guile, and skill with illusion magic.

Combat

Genies prefer to outmaneuver and outthink their foes. They are not too proud to flee if it means they'll live to fight another day. If trapped, they bargain, offering treasure or favors in return for their lives and freedom.

Plane Shift (Sp): A genie can enter any of the elemental planes, the Astral Plane, or the Material Plane. This ability transports the genie and up to eight other creatures, provided they all link hands with the genie. It is otherwise similar to the spell of the same name (caster level 13th).

	Djinni	Efreeti	Janni
	Large Outsider (Air, Extraplanar)	Large Outsider (Extraplanar, Fire)	Medium Outsider (Native)
Hit Dice:	7d8+14 (45 hp) <30 hp>	10d8+20 (65 hp) <36 hp>	6d8+6 (33 hp) <24 hp>
Initiative:	+8	+7	+6
Speed:	20 ft. (4 squares), fly 60 ft. (perfect)	20 ft. (4 squares), fly 40 ft. (perfect)	20 ft. (4 squares), fly 15 ft. (perfect) in chainmail; base land speed 30 ft., base fly speed 20 ft. (perfect)
Armor Class:	16 (–1 size, +4 Dex, +3 natural), touch 13, flat-footed 12	18 (–1 size, +3 Dex, +6 natural), touch 12, flat-footed 15	18 (+2 Dex, +1 natural, +5 chainmail), touch 12, flat-footed 16
Base Attack/Grapple:	+7 / +15	+10 / +20	+6 / +9
Attack:	Slam +10 melee (1d8+4)	Slam +15 melee (1d8+6 plus 1d6 fire)	Scimitar +9 melee (1d6+4/18-20) or longbow +8 ranged (1d8/x3)
Full Attack:	2 slams +10 melee (1d8+4)	2 slams +15 melee (1d8+6 plus 1d6 fire)	Scimitar +9 / +4 melee (1d6+4/18-20) or longbow +8 / +3 ranged (1d8/x3)
Space/Reach:	5 ft. x 5 ft. / 10 ft.	5 ft. x 5 ft. / 10 ft.	5 ft. x 5 ft. / 5 ft.
Special Attacks:	Air mastery, spell-like abilities, whirlwind	<i>Change size</i> , heat, spell-like abilities	<i>Change size</i> , spell-like abilities
Special Qualities:	Darkvision 60 ft., immunity to acid, <i>plane shift</i> , telepathy 100 ft.	Darkvision 60 ft., immunity to fire, <i>plane shift</i> , telepathy 100 ft., vulnerability to cold	Darkvision 60 ft., elemental endurance, <i>plane shift</i> , resistance to fire 10, telepathy 100 ft.
Saves:	Fort +7, Ref +9, Will +7	Fort +9, Ref +10, Will +9	Fort +6, Ref +7, Will +7
Abilities:	Str 18, Dex 19, Con 14, Int 14, Wis 15, Cha 15	Str 23, Dex 17, Con 14, Int 12, Wis 15, Cha 15	Str 16, Dex 15, Con 12, Int 14, Wis 15, Cha 13
Skills:	Appraise +12, Concentration +12, Craft (any one) +12, Diplomacy +4, Escape Artist +14, Knowledge (any one) +12, Listen +12, Move Silently +14, Sense Motive +12, Spellcraft +12, Spot +12, Use Rope +4 (+6 with bindings)	Bluff +15, Craft (any one) +14, Concentration +15, Diplomacy +6, Disguise +2 (+4 acting), Intimidate +17, Listen +15, Move Silently +16, Sense Motive +15, Spellcraft +14, Spot +15	Appraise +11, Concentration +10, Craft (any two) +11, Diplomacy +3, Escape Artist +6, Listen +11, Move Silently +6, Ride +11, Sense Motive +11, Spot +11, Use Rope +2 (+4 with bindings)
Feats:	Combat Casting, Combat Reflexes, Dodge, Improved Initiative ^B	Combat Casting, Combat Reflexes, Dodge, Improved Initiative ^B , Quicken Spell-Like Ability (<i>scorching ray</i>)	Combat Reflexes, Dodge, Improved Initiative ^B , Mobility
Environment:	Elemental Plane of Air	Elemental Plane of Fire	Warm deserts
Organization:	Solitary, company (1d3+1), or band (1d10+5)	Solitary, company (1d3+1), or band (1d10+5)	Solitary, company (1d3+1), or band (1d10+5)
Challenge Rating:	5 (noble 8)	8	4
Treasure:	Standard	Standard coins; double goods; standard items	Standard
Alignment:	Always chaotic good	Always lawful evil	Usually neutral
Advancement:	8-10 HD (Large); 11-21 (Huge)	11-15 HD (Large); 16-30 HD (Huge)	7-9 HD (Medium); 10-18 HD (Large)
Level Adjustment:	+6	---	+5

Djinni

The djinn (singular djinni) are genies from the Elemental Plane of Air.

A djinni is about 10-1/2 feet tall and weighs about 1,000 pounds.

Djinn speak Auran, Celestial, Common, and Ignan.

Combat

Djinn disdain physical combat, preferring to use their magical powers and aerial abilities against foes. A djinni overmatched in combat usually takes flight and becomes a whirlwind to harass those who follow.

Noble Djinn

Some djinn (1% of the total population) are noble. A noble djinni can grant three *wishes* to any being (nongenies only) who captures it. Noble djinn perform no other services and, upon granting the third *wish*, are free of their servitude. Noble djinn are as strong as efreet (see below), with 10 Hit Dice.

Efreeti

The efreet (singular efreeti) are genies from the Elemental Plane of Fire.

An efreeti stands about 12 feet tall and weighs about 2,000 pounds.

Efreet speak Auran, Common, Ignan, and Infernal.

Combat

Efreet love to mislead, befuddle, and confuse their foes. They do so for enjoyment as well as a battle tactic.

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 red-hot body deals 1d6 points of extra fire damage whenever it hits in melee, or in each round it maintains a hold when grappling.

Spell-Like Abilities: Caster level 12th. The save DCs are Charisma-based. At will - *detect magic*, *produce flame*, *pyrotechnics* (DC 14), *scorching ray* (1 ray only); 3/day - *invisibility*, *wall of fire* (DC 16); 1/day - grant up to three *wishes* (to nongenies only), *gaseous form*, *permanent image* (DC 18), *polymorph* (self only).

Janni

The jann (singular janni) are the weakest of the genies. Jann are formed out of all four elements and must therefore spend most of their time on the Material Plane.

Jann speak Common, one elemental language (Aquan, Auran, Ignan, or Terran) and one alignment language (Abyssal, Celestial, or Infernal).

Combat

Jann are physically strong and courageous, and do not take kindly to insult or injury. If they meet a foe they cannot defeat in a standup fight, they use flight and invisibility to regroup and maneuver to a more advantageous position.

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 janni. A DC 13 Fortitude save negates the effect. The save DC is Charisma-based. This is the equivalent of a 2nd-level spell.

Spell-Like Abilities: Caster level 12th. The save DCs are Charisma-based. 3/day - *invisibility* (self only), *speak with animals*. Once per day a janni can create *food and water* (caster level 7th) and can use *ethereal jaunt* (caster level 12th) for 1 hour.

Elemental Endurance (Ex): Jann can survive on the Elemental Planes of Air, Earth, Fire, or Water for up to 48 hours. 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.

Janni Characters

Janni characters possess the following racial traits.

* +6 Strength, +4 Dexterity, +2 Constitution, +4 Intelligence, +4 Wisdom, +2 Charisma.

* Medium size.

* A janni's base land speed is 30 feet. It also has a fly speed of 20 feet (perfect).

* Darkvision out to 60 feet.

* +1 natural armor bonus.

* **Special Attacks (see above):** Change size, spell-like abilities.

* **Special Qualities (see above):** Elemental endurance, plane shift, resistance to fire 10, telepathy 100 ft.

* **Automatic Languages:** Common. Bonus Languages: Abyssal, Aquan, Auran, Celestial, Ignan, Infernal, Terran.

* **Favored Class:** Rogue.

* Level adjustment +5.

Air Mastery (Ex): Airborne creatures take a -1 penalty on attack and damage rolls against a djinni.

Spell-Like Abilities: Caster level 20th. The save DCs are Charisma-based. At will - *invisibility* (self only); 1/day - *create food and water*, *create wine* (as *create water*, but wine instead), *major creation* (created vegetable matter is permanent), *persistent image* (DC 17), *wind walk*. Once per day, a djinni can assume *gaseous form* (as the spell) for up to 1 hour.

Whirlwind (Su): A djinni can transform itself into a whirlwind once every 10 minutes and remain in that form for up to 7 rounds. In this form, it can move through the air or along a surface at its fly speed.

The whirlwind is 5 feet wide at the base, up to 30 feet wide at the top and up to 50 feet tall. The djinni controls the exact height, but it must be at least 10 feet.

A djinni's movement while in whirlwind form does not provoke attacks of opportunity, even if the djinni enters the space another creature occupies. Another creature might be caught in the whirlwind if it touches or enters the whirlwind, or if the djinni moves into or through the creature's space.

Creatures one or more size categories smaller than the djinni might take damage when caught in the whirlwind and be lifted into the air. An affected creature must succeed on a DC 20 Reflex save when it comes into contact with the whirlwind or take 3d6 points of damage. It must also succeed on a second DC 20 Reflex save or be picked up bodily and held suspended in the powerful winds, automatically taking 1d8 points of damage each round. A creature with a fly speed is allowed a DC 20 Reflex save each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful. The save DC is Strength-based and includes a +3 racial adjustment.

Creatures trapped in the whirlwind cannot move except to go where the djinni carries them or to escape the whirlwind. Creatures caught in the whirlwind can otherwise act normally, but must make a Concentration check (DC 15 + spell level) to cast a spell. Creatures caught in the whirlwind take a -4 penalty to Dexterity and a -2 penalty on attack rolls. The djinni can have only as many trapped inside a whirlwind at one time as will fit inside the whirlwind's volume.

The djinni can eject any carried creatures whenever it wishes, depositing them wherever the whirlwind happens to be.

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

A djinni in whirlwind form cannot make melee attacks and does not threaten the area around it.

Janni Monster Class

Level	BAB	Fort	Ref	Will
1	+1	+2	+2	+2
2	+2	+3	+3	+3
3	+3	+3	+3	+3
4	+4	+4	+4	+4
5	+5	+4	+4	+4
6	+6	+5	+5	+5

Hit Dice: d8.

Skill Points at 1st Level: (8 + Intelligence modifier) x 4.

Skill Points Each Additional Level: 8 + Intelligence modifier.

Janni Class Skills: Appraise (Int), Concentration (Con), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), Spot (Wis), and Use Rope (Dex).

Armor and Weapon Proficiency: Light and medium armor, no shields; Simple weapons, plus scimitar and longbow.

INEVITABLE

Inevitables are constructs whose sole aim is to enforce the natural laws of the universe.

Each type of inevitable is designed to find and punish a particular kind of transgression, hunting down a person or group that has violated a fundamental principle. When an inevitable is created, it receives its first mission, then finds the transgressors and metes out appropriate punishment. The sentence is usually death, although some inevitables insist on compensation to the wronged party instead, using geas and mark of justice to ensure compliance. From its first step, an inevitable focuses totally on its target. It continues its efforts no matter how cold the trail or hopeless the task.

Inevitables are single-minded in pursuit of their quarry, but they are under orders to leave innocents alone. Accomplices to their prey are fair game, however, which sometimes creates conflicts within their programming.

Inevitables gladly sacrifice themselves to complete a mission, but they aren't suicidal. Faced with impending defeat, they are likely to withdraw and seek a way to even the odds. They are determined but patient foes. They ally with others if that helps accomplish their mission, but they have a hard time keeping allies for long.

pistons where muscles would be on flesh-and-blood creatures. Their eyes glow with a golden radiance.

Note that unlike most constructs, inevitables have an Intelligence score and can think, learn, and remember.

Inevitables speak Abyssal, Celestial, Infernal, and the native language of their first target.

Combat

Unless their very existence is threatened, inevitables focus completely on the transgressor they've been assigned to, ignoring other combatants completely. An inevitable might attack anyone who hinders its progress, but it won't tarry beyond the point where it can reengage its quarry. Inevitables take self-defense very seriously; anyone who attacks an inevitable with what the creature perceives as deadly force is met with deadly force in return.

An inevitable's natural weapons, as well as any weapons it wields, are treated as lawful-aligned for the purpose of overcoming damage reduction.

Fast Healing (Ex): An inevitable heals a certain amount of damage each round (specified in each variety's description) as long as it has at least 1 hit point. However, damage dealt by chaotic weapons heals at the normal rate.

Kolyarut

	Medium Construct (Extraplanar, Lawful)
Hit Dice:	13d10+20 (91 hp) <53 hp>
Initiative:	+1
Speed:	20 ft. in banded mail (4 squares); base speed 30 ft.
Armor Class:	27 (+1 Dex, +10 natural, +6 banded mail), touch 11, flat-footed 26
Base Attack/Grapple:	+9/+11
Attack:	Vampiric touch +11 melee touch (5d6) or enervation ray +10 ranged touch (as spell) or +2 longsword +13 melee (1d8+5/19-20) or slam +11 melee (1d6+3)
Full Attack:	Vampiric touch +11/+6 melee touch (5d6) or enervation ray +10 ranged touch (as spell) or +2 longsword +13/+8 melee (1d8+5/19-20) or slam +11/+6 melee (1d6+3)
Space/Reach:	5 ft. x 5 ft. / 5 ft.
Special Attacks:	Enervation ray, spell-like abilities, vampiric touch
Special Qualities:	Construct traits, damage reduction 10/chaotic, darkvision 60 ft., fast healing 5, low-light vision, spell resistance 22
Saves:	Fort +6, Ref +7, Will +7
Abilities:	Str 14, Dex 13, Con ---, Int 10, Wis 17, Cha 16
Skills:	Diplomacy +5, Disguise +12, Gather Information +12, Listen +11, Search +5, Sense Motive +12, Spot +11, Survival +3 (+5 following tracks)
Feats:	Alertness, Combat Casting, Great Fortitude, Lightning Reflexes, Quickened Spell-Like Ability (<i>suggestion</i>)
Environment:	A lawful-aligned plane
Organization:	Solitary
Challenge Rating:	12
Treasure:	None
Alignment:	Always lawful neutral
Advancement:	14-22 HD (Medium); 23-39 HD (Large)
Level Adjustment:	---

Kolyaruts mete out punishment to those who break bargains and oaths.

Before beginning a mission against a deal-breaker, a kolyarut learns as much about the contract or oath as possible. It's not interested in those who break deals accidentally or against their will - only those who willingly break contracts violate the principle that kolyaruts are created to uphold. If a written contract was broken, the kolyarut typically carries a copy of the contract with it.

Kolyaruts are the most talkative of the inevitables, making credible attempts at social niceties such as proper greetings before getting down

Inevitables tend to stick out in a crowd while they're in observation mode, but they seem oblivious to the attention. Their forms vary, but all inevitables are gold-and-silver clockwork creatures, with gears and

to the matter at hand. They can use disguise self to appear as almost any kind of humanoid - useful if they need to go undercover to catch their quarry.

Combat

Like all inevitables, a kolyarut is patient enough to study a target before striking. It has a good idea of the deal-breaker’s abilities and defenses before it enters battle. When it fights, it tries to get the conflict over as soon as possible, minimizing excess bloodshed and mayhem. It doesn’t let concern for innocents delay or endanger its mission, however.

A kolyarut’s favorite tactic is to use invisibility or disguise self to sneak close, then eliminate the quarry with its vampiric touch ability before it can react. A kolyarut has no compunctions about using its vampiric touch ability on allies to increase its own power, if doing so helps it complete its mission.

A kolyarut’s natural weapons, as well as any weapons it wields, are treated as lawful-aligned for the purpose of overcoming damage reduction.

Enervation Ray (Su): A kolyarut can fire a black enervation ray at targets within 200 feet. The effect is identical with the *enervation* spell (caster level 13th).

Spell-Like Abilities: Caster level 13th. The save DCs are Charisma-based. At will - *discern lies* (DC 17), *disguise self*, *fear* (DC 17), *hold person* (DC 16), *invisibility*, *locate creature*, *suggestion* (DC 16); 1/day - *hold monster* (DC 17), *mark of justice*; 1/week - *geas/quest*.

Vampiric Touch (Su): As a melee touch attack, a kolyarut can steal life force from its foe, as the *vampiric touch* spell (caster level 13th).

Skills: A kolyarut has a +4 racial bonus on Disguise, Gather Information, and Sense Motive checks.

Marut

	Large Construct (Extraplanar, Lawful)
Hit Dice:	15d10+30 (112 hp) <82 hp>
Initiative:	+1
Speed:	30 ft. in full plate armor (6 squares); base speed 40 ft.
Armor Class:	34 (–1 size, +1 Dex, +16 natural, +8 full plate armor), touch 10, flat-footed 33
Base Attack/Grapple:	+11/+27
Attack:	Slam +22 melee (2d6+12 plus 3d6 sonic or 3d6 electricity)
Full Attack:	2 slams +22 melee (2d6+12 plus 3d6 sonic or 3d6 electricity)
Space/Reach:	5 ft. x 5 ft. / 10 ft.
Special Attacks:	Fists of thunder and lightning, spell-like abilities
Special Qualities:	Construct traits, damage reduction 15/chaotic, darkvision 60 ft., fast healing 10, low-light vision, spell resistance 25
Saves:	Fort +7, Ref +6, Will +8
Abilities:	Str 35, Dex 13, Con ---, Int 12, Wis 17, Cha 18
Skills:	Concentration +13, Diplomacy +6, Knowledge (religion) +10, Listen +16, Search +10, Sense Motive +12, Spot +16, Survival +3 (+5 following tracks)
Feats:	Ability Focus (fists), Awesome Blow, Combat Casting, Great Fortitude, Improved Bull Rush, Power Attack
Environment:	A lawful-aligned plane
Organization:	Solitary
Challenge Rating:	15
Treasure:	None
Alignment:	Always lawful neutral
Advancement:	16-28 HD (Large); 29-45 HD (Huge)
Level Adjustment:	---

Maruts confront those who would try to deny the grave itself. Any who use unnatural means to extend their life span could be targeted by a marut. Those who take extraordinary measures to cheat death in some other way might be labeled transgressors as well. Those

who use magic to reverse death aren’t worthy of a marut’s attention unless they do so repeatedly or on a massive scale.

When a marut has identified its target, it walks surely and implacably toward the foe, never resting.

Combat

Once it has found its target, a marut brings it the death it has been trying to avoid. Those who defile death through necromancy may instead receive a geas and/or mark of justice to enforce proper respect. It typically uses wall of force to shut off any escape routes, then opens up with chain lightning while it closes to melee range. Once there, it strikes with its massive fists, using circle of death if beset by numbers of defenders. It hits spellcasting opponents with repeated uses of greater dispel magic, and it uses dimension door and locate creature to track down foes who flee.

A marut’s natural weapons, as well as any weapons it wields, are treated as lawful-aligned for the purpose of overcoming damage reduction.

Fists of Thunder and Lightning (Su): A marut’s left fist delivers a loud thunderclap whenever it hits something, dealing an extra 3d6 points of sonic damage and causing the target to be deafened for 2d6 rounds (Fortitude DC 31 negates the deafness). Its right fist delivers a shock for an extra 3d6 points of electricity damage, and the flash of lightning causes the target to be blinded for 2d6 rounds (Fortitude DC 31 negates the blindness). The save DCs are Strength-based and include the marut’s Ability Focus feat.

Spell-Like Abilities: Caster level 14th. The save DCs are Charisma-based. At will - *air walk*, *dimension door*, *fear* (DC 18), *greater command* (DC 19), *greater dispel magic*, *mass inflict light wounds* (DC 19), *locate creature*, *true seeing*; 1/day - *chain lightning* (DC 20), *circle of death* (DC 20), *mark of justice*, *wall of force*; 1/week - *earthquake* (DC 22), *geas/quest*, *plane shift* (DC 21).

Skills: A marut has a +4 racial bonus on Concentration, Listen, and Spot checks.

Zelekhut

	Large Construct (Extraplanar, Lawful)
Hit Dice:	8d10+30 (74 hp) <47 hp>
Initiative:	+0
Speed:	35 ft. in plate barding (7 squares), fly 40 ft. (average) in plate barding (8 squares); base speed 50 ft., fly 60 ft. (average)
Armor Class:	27 (–1 size, +10 natural, +8 plate barding), touch 9, flat-footed 27
Base Attack/Grapple:	+6/+15
Attack:	Huge spiked chain +10 melee (2d6+5 plus 1d6 electricity)
Full Attack:	2 Huge spiked chains +10 melee (2d6+5 plus 1d6 electricity)
Space/Reach:	5 ft. x 5 ft. / 10 ft.
Special Attacks:	Spell-like abilities
Special Qualities:	Construct traits, damage reduction 10/chaotic, darkvision 60 ft., fast healing 5, low-light vision, spell resistance 20
Saves:	Fort +4, Ref +2, Will +5
Abilities:	Str 21, Dex 11, Con ---, Int 10, Wis 17, Cha 15
Skills:	Diplomacy +4, Listen +9, Search +9, Sense Motive +12, Spot +9, Survival +3 (+5 following tracks)
Feats:	Great Fortitude, Ride-By Attack, Spirited Charge
Environment:	A lawful-aligned plane
Organization:	Solitary
Challenge Rating:	9
Treasure:	None
Alignment:	Always lawful neutral
Advancement:	9-16 HD (Large); 17-24 HD (Huge)
Level Adjustment:	+7

Zelekhts are charged with hunting down those who would deny justice - especially those who flee to escape punishment. Expert trackers, they

use a combination of natural skill and magic to find fugitives wherever they may hide.

A zelekhut may initially appear rather non-threatening - but when it is about to enter combat, it can cause two spiked chains to spring forth from its forearms as a free action. In similar fashion, it can cause a pair of golden metallic wings to emerge from its back. Retracting the chains or the wings is also a free action.

Combat

Once it has found its fugitive, a zelekhut uses its speed and its spell-like abilities to cover the most likely escape routes. Then it immobilizes any defenders while attempting to protect any innocent bystanders. Finally, it apprehends the fugitive with its spiked chains, tripping or disarming the foe as needed.

A zelekhut's natural weapons, as well as any weapons it wields, are treated as lawful-aligned for the purpose of overcoming damage reduction.

Spell-Like Abilities: Caster level 8th. The save DCs are Charisma-based. At will - *clairaudience/clairvoyance*, *dimensional anchor*, *dispel magic*, *fear* (DC 16), *hold person* (DC 15), *locate creature*, *true seeing*; 3/day - *hold monster* (DC 17), *mark of justice*; 1/week - *lesser geas* (DC 16).

Skills: A zelekhut has a +4 racial bonus on Search and Sense Motive checks.

Feats: Due to its centaur-like construction, a zelekhut qualifies for feats as if it had the Mounted combat feat.

INVISIBLE STALKER

	Large Elemental (Air, Extraplanar)
Hit Dice:	8d8+16 (52 hp) <32 hp>
Initiative:	+8
Speed:	30 ft. (6 squares), fly 30 ft. (perfect)
Armor Class:	17 (-1 size, +4 Dex, +4 natural), touch 13, flat-footed 13
Base Attack/Grapple:	+6/+14
Attack:	Slam +10 melee (2d6+4)
Full Attack:	2 slams +10 melee (2d6+4)
Space/Reach:	5 ft. x 5 ft. / 10 ft.
Special Attacks:	---
Special Qualities:	Darkvision 60 ft., elemental traits, natural invisibility, improved tracking
Saves:	Fort +4, Ref +10, Will +4
Abilities:	Str 18, Dex 19, Con 14, Int 14, Wis 15, Cha 11
Skills:	Listen +13, Move Silently +15, Search +13, Spot +13, Survival +2 (+4 following tracks)
Feats:	Combat Reflexes, Improved Initiative, Weapon Focus (slam)
Environment:	Elemental Plane of Air
Organization:	Solitary
Challenge Rating:	7
Treasure:	None
Alignment:	Usually neutral
Advancement:	9-12 HD (Large); 13-24 HD (Huge)
Level Adjustment:	---

Invisible stalkers are creatures native to the Elemental Plane of Air. They sometimes serve wizards and sorcerers, who summon them to perform specific tasks.

A summoned invisible stalker undertakes whatever task the summoner commands, even if the task sends it hundreds or thousands of miles away. The creature follows a command until the task is completed and obeys only the summoner. However, it resents protracted missions or complex tasks and seeks to pervert its instructions accordingly.

Invisible stalkers have an amorphous form. A *see invisibility* spell shows only a dim outline of a cloud, while a *true seeing* spell reveals a roiling cloud of vapor.

These creatures speak only Auran but can understand Common.

Combat

An invisible stalker attacks by using the air itself as a weapon. It creates a sudden, intense blast of wind that pounds a single target on the same plane as the creature.

An invisible stalker can be killed only when it is on the Elemental Plane of Air. When performing a task elsewhere, it automatically returns to its home plane when it takes damage sufficient to destroy it.

Natural Invisibility (Su): This ability is constant, allowing a stalker to remain invisible even when attacking. This ability is inherent and not subject to the *invisibility purge* spell.

Improved Tracking (Ex): An invisible stalker is a consummate tracker and makes Spot checks instead of the usual Survival checks to trace a creature's passage.

MAGMIN

	Small Elemental (Fire, Extraplanar)
Hit Dice:	2d8+2 (11 hp) <15 hp>
Initiative:	+0
Speed:	30 ft. (6 squares)
Armor Class:	17 (+1 size, +6 natural), touch 11, flat-footed 17
Base Attack/Grapple:	+1/-1
Attack:	Burning touch +4 melee touch (1d8 fire plus combustion) or slam +4 melee (1d3+3 plus combustion)
Full Attack:	Burning touch +4 melee touch (1d8 fire plus combustion) or slam +4 melee (1d3+3 plus combustion)
Space/Reach:	5 ft. x 5 ft. / 5 ft.
Special Attacks:	Combustion, fiery aura
Special Qualities:	Damage reduction 5/magic, darkvision 60 ft., elemental traits, immunity to fire, melt weapons, vulnerability to cold
Saves:	Fort +3, Ref +3, Will +0
Abilities:	Str 15, Dex 11, Con 13, Int 8, Wis 10, Cha 10
Skills:	Climb +4, Spot +3
Feats:	Great Fortitude
Environment:	Elemental Plane of Fire
Organization:	Solitary, gang (1d3+1), or squad (1d6+4)
Challenge Rating:	3
Treasure:	Standard coins; standard goods (nonflammables only); standard items (nonflammables only)
Alignment:	Always chaotic neutral
Advancement:	3-4 HD (Small); 5-6 HD (Medium)
Level Adjustment:	---

Magmins are small, human-shaped beings from the Elemental Plane of Fire that radiate intense heat and are wreathed in an aura of searing flames.

A typical magmin is 4 feet tall and weighs 400 pounds.

Combustion (Ex): Anyone a magmin touches must succeed on a DC 12 Reflex save or take an extra 1d8 points of fire damage as clothes ignite or armor becomes searing hot. The damage continues for another 1d4+2 rounds after the magmin's last successful attack. Magmins can also ignite flammable materials with a touch. The save DC is Constitution-based.

Fiery Aura (Ex): Anyone within 20 feet of a magmin must succeed on a DC 12 Fortitude save or take 1d6 points of heat damage per round from the intense heat. The save DC is Constitution-based.

Melt Weapons (Ex): Any metal weapon that strikes a magmin must succeed on a DC 12 Fortitude save or melt away into slag. The save DC is Constitution-based.

MEPHIT

Mephits are minor creatures from the elemental planes.

All mephits appear as small, winged creatures with more or less humanoid features. While they are often described as impish, their elemental origins are apparent at first glance.

Combat

All mephits fight by biting and clawing or by using a breath weapon, the nature and effects of which vary from creature to creature.

A mephit's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Breath Weapon (Su): A mephit can use its breath weapon once every 1d4 rounds as a standard action. See the individual descriptions for details.

Spell-Like Abilities: All mephits have one or more spell-like abilities (save DC 12 + spell level). See the individual descriptions for details.

Summon Mephit (Sp): Once per day, a mephit can attempt to summon another mephit of the same variety, much as though casting a *summon monster* spell, but with only a 25% chance of success. Roll d%: On a failure, no creature answers the summons that day. A mephit that has just been summoned cannot use its own summon ability for 1 hour. This ability is the equivalent of a 2nd-level spell.

Fast Healing (Ex): Mephits heal 2 points of damage each round, provided they are still alive and certain other conditions are met. See the individual descriptions for details.

Combat

Although small, magmins are dangerous opponents. Their touch is effective against those who lack protection or immunity from heat and flames, but if faced with opponents who have immunity to fire, magmins rely on their slam attack. In any case, magmins are not valiant fighters. They usually flee if injured, although often only far enough to set up a fiery ambush for their enemies.

A magmin's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

	Air Mephit	Dust Mephit	Earth Mephit
	Small Outsider (Air, Extraplanar)	Small Outsider (Air, Extraplanar)	Small Outsider (Earth, Extraplanar)
Hit Dice:	3d8 (13 hp) <14 hp>	3d8 (13 hp) <14 hp>	3d8+9 (22 hp) <20 hp>
Initiative:	+7	+7	-1
Speed:	30 ft. (6 squares), fly 60 ft. (perfect)	30 ft. (6 squares), fly 50 ft. (perfect)	30 ft. (6 squares), fly 40 ft. (average)
Armor Class:	17 (+1 size, +3 Dex, +3 natural), touch 14, flat-footed 14	17 (+1 size, +3 Dex, +3 natural), touch 14, flat-footed 14	16 (+1 size, -1 Dex, +6 natural), touch 10, flat-footed 16
Base Attack/Grapple:	+3 / -1	+3 / -1	+3 / +2
Attack:	Claw +4 melee (1d3)	Claw +4 melee (1d3)	Claw +7 melee (1d3+3)
Full Attack:	2 claws +4 melee (1d3)	2 claws +4 melee (1d3)	2 claws +7 melee (1d3+3)
Space/Reach:	5 ft. x 5 ft. / 5 ft.	5 ft. x 5 ft. / 5 ft.	5 ft. x 5 ft. / 5 ft.
Special Attacks:	Breath weapon, spell-like abilities, <i>summon mephit</i>	Breath weapon, spell-like abilities, <i>summon mephit</i>	Breath weapon, spell-like abilities, <i>summon mephit</i>
Special Qualities:	Damage reduction 5/magic, darkvision 60 ft., fast healing 2	Damage reduction 5/magic, darkvision 60 ft., fast healing 2	<i>Change size</i> , damage reduction 5/magic, darkvision 60 ft., fast healing 2
Saves:	Fort +3, Ref +6, Will +3	Fort +3, Ref +6, Will +3	Fort +4, Ref +2, Will +3
Abilities:	Str 10, Dex 17, Con 10, Int 6, Wis 11, Cha 15	Str 10, Dex 17, Con 10, Int 6, Wis 11, Cha 15	Str 17, Dex 8, Con 13, Int 6, Wis 11, Cha 15
Skills:	Bluff +8, Escape Artist +9, Hide +13, Diplomacy +4, Disguise +2 (+4 acting), Intimidate +4, Listen +6, Move Silently +9, Spot +6, Use Rope +3 (+5 with bindings)	Bluff +8, Escape Artist +9, Hide +13, Diplomacy +4, Disguise +2 (+4 acting), Intimidate +4, Listen +6, Move Silently +9, Spot +6, Use Rope +3 (+5 with bindings)	Bluff +8, Escape Artist +5, Hide +9, Diplomacy +4, Disguise +2 (+4 acting), Intimidate +4, Listen +6, Move Silently +5, Spot +6, Use Rope -1 (+1 with bindings)
Feats:	Dodge, Improved Initiative	Dodge, Improved Initiative	Power Attack, Toughness
Environment:	Elemental Plane of Air	Elemental Plane of Air	Elemental Plane of Earth
Organization:	Solitary, gang (1d3+1 mephits of mixed types), or mob (1d8+4 mephits of mixed types)	Solitary, gang (1d3+1 mephits of mixed types), or mob (1d8+4 mephits of mixed types)	Solitary, gang (1d3+1 mephits of mixed types), or mob (1d8+4 mephits of mixed types)
Challenge Rating:	3	3	3
Treasure:	Standard	Standard	Standard
Alignment:	Usually neutral	Usually neutral	Usually neutral
Advancement:	4-6 HD (Small); 7-9 HD (Medium)	4-6 HD (Small); 7-9 HD (Medium)	4-6 HD (Small); 7-9 HD (Medium)
Level Adjustment:	+3 (cohort) (Improved Familiar -6 lvl)	+3 (cohort) (Improved Familiar -6 lvl)	+3 (cohort) (Improved Familiar -6 lvl)

Air Mephit

Air mephits come from the Elemental Plane of Air.

An air mephit is about 4 feet tall and weighs about 1 pound.

Air mephits speak Common and Auran.

Combat

Breath Weapon (Su): 15-foot cone of dust and grit, damage 1d8, Reflex DC 12 half. The save DC is Constitution-based and includes a +1 racial bonus.

Spell-Like Abilities: Once per hour an air mephit can surround itself with vapor, duplicating the effect of a *blur* spell (caster level 3rd). Once per day it can use gust of wind (DC 14, caster level 6th). The save DC is Charisma-based.

Fast Healing (Ex): An air mephit heals only if exposed to moving air, be it a breeze, a draft, a spell effect, or even the mephit fanning itself.

Dust Mephit

Dust mephits come from the Elemental Plane of Air.

A dust mephit is about 4 feet tall and weighs about 2 pounds.

Dust mephits speak Common and Auran.

Combat

Breath Weapon (Su): 10-foot cone of irritating particles, damage 1d4, Reflex DC 12 half. Living creatures that fail their saves are tormented by itching skin and burning eyes. This effect imposes a –4 penalty to AC and a –2 penalty on attack rolls for 3 rounds. The save DC is Constitution-based and includes a +1 racial bonus.

Spell-Like Abilities: Once per hour, a dust mephit can surround itself with a plume of dust, duplicating the effect of a *blur* spell (caster level 3rd). Once per day it can create a mass of roiling dust that duplicates the effect of *wind wall* (DC 15, caster level 6th). The save DC is Charisma-based.

Fast Healing (Ex): A dust mephit heals only if in an arid, dusty environment.

Earth Mephit

Earth mephits come from the Elemental Plane of Earth.

An earth mephit is about 4 feet tall and weighs about 80 pounds.

Earth mephits speak Common and Terran.

Combat

Breath Weapon (Su): 15-foot cone of rock shards and pebbles, damage 1d8, Reflex DC 13 half. The save DC is Constitution-based and includes a +1 racial bonus.

Spell-Like Abilities: Caster level 6th. 1/day - *soften earth and stone*.

Change Size (Sp): Once per hour, an earth mephit can magically change its size. This works just like an *enlarge person* spell, except that the power works only on the earth mephit. This is the equivalent of a 2nd-level spell.

Fast Healing (Ex): An earth mephit heals only if it is underground or buried up to its waist in earth.

	Fire Mephit Small Outsider (Extraplanar, Fire)	Ice Mephit Small Outsider (Air, Cold, Extraplanar)	Magma Mephit Small Outsider (Fire, Extraplanar)
Hit Dice:	3d8 (13 hp) <14 hp>	3d8 (13 hp) <14 hp>	3d8 (13 hp) <14 hp>
Initiative:	+5	+7	+5
Speed:	30 ft. (6 squares), fly 50 ft. (average)	30 ft. (6 squares), fly 50 ft. (perfect)	30 ft. (6 squares), fly 50 ft. (average)
Armor Class:	16 (+1 size, +1 Dex, +4 natural), touch 12, flat-footed 15	18 (+1 size, +3 Dex, +4 natural), touch 14, flat-footed 15	16 (+1 size, +1 Dex, +4 natural), touch 12, flat-footed 15
Base Attack/Grapple:	+3 / –1	+3 / –1	+3 / –1
Attack:	Claw +4 melee (1d3 and 1d4 fire)	Claw +4 melee (1d3 plus 1d4 cold)	Claw +4 melee (1d3 plus 1d4 fire)
Full Attack:	2 claws +4 melee (1d3 and 1d4 fire)	2 claws +4 melee (1d3 plus 1d4 cold)	2 claws +4 melee (1d3 plus 1d4 fire)
Space/Reach:	5 ft. x 5 ft. / 5 ft.	5 ft. x 5 ft. / 5 ft.	5 ft. x 5 ft. / 5 ft.
Special Attacks:	Breath weapon, spell-like abilities, <i>summon mephit</i>	Breath weapon, spell-like abilities, <i>summon mephit</i>	Breath weapon, spell-like abilities, <i>summon mephit</i>
Special Qualities:	Damage reduction 5/magic, darkvision 60 ft., immunity to fire, fast healing 2, vulnerability to cold	Damage reduction 5/magic, darkvision 60 ft., fast healing 2, immunity to cold, vulnerability to fire	Damage reduction 5/magic, darkvision 60 ft., fast healing 2, immunity to fire, vulnerability to cold
Saves:	Fort +3, Ref +4, Will +3	Fort +3, Ref +6, Will +3	Fort +3, Ref +4, Will +3
Abilities:	Str 10, Dex 13, Con 10, Int 6, Wis 11, Cha 15	Str 10, Dex 17, Con 10, Int 6, Wis 11, Cha 15	Str 10, Dex 13, Con 10, Int 6, Wis 11, Cha 15
Skills:	Bluff +8, Escape Artist +7, Hide +11, Listen +6, Diplomacy +4, Disguise +2 (+4 acting), Move Silently +7, Spot +6, Use Rope +1 (+3 with bindings)	Bluff +8, Escape Artist +9, Hide +13, Listen +6, Diplomacy +4, Disguise +2 (+4 acting), Move Silently +9, Spot +6, Use Rope +3 (+5 with bindings)	Bluff +8, Escape Artist +7, Hide +11, Listen +6, Diplomacy +4, Disguise +2 (+4 acting), Move Silently +7, Spot +6, Use Rope +1 (+3 with bindings)
Feats:	Dodge, Improved Initiative	Dodge, Improved Initiative	Dodge, Improved Initiative
Environment:	Elemental Plane of Fire	Elemental Plane of Air	Elemental Plane of Fire
Organization:	Solitary, gang (1d3+1 mephits of mixed types), or mob (1d8+4 mephits of mixed types)	Solitary, gang (1d3+1 mephits of mixed types), or mob (1d8+4 mephits of mixed types)	Solitary, gang (1d3+1 mephits of mixed types), or mob (1d8+4 mephits of mixed types)
Challenge Rating:	3	3	3
Treasure:	Standard	Standard	Standard
Alignment:	Usually neutral	Usually neutral	Usually neutral
Advancement:	4–6 HD (Small); 7–9 HD (Medium)	4–6 HD (Small); 7–9 HD (Medium)	4–6 HD (Small); 7–9 HD (Medium)
Level Adjustment:	+3 (cohort) (Improved Familiar –6 lvl)	+3 (cohort) (Improved Familiar –6 lvl)	+3 (cohort) (Improved Familiar –6 lvl)

Fire Mephit

Fire mephits come from the Elemental Plane of Fire.

A fire mephit is about 4 feet tall and weighs about 1 pound.

Fire mephits speak Common and Ignan.

Combat

Breath Weapon (Su): 15-foot cone, damage 1d8 fire, Reflex half DC 12. The save DC is Constitution-based and includes a +1 racial adjustment.

Spell-Like Abilities: Caster level 6th. The save DC is Charisma-based. 1/hour - *scorching ray* (DC 14) as the spell cast by a 3rd-level sorcerer; 1/day - *heat metal* (DC 14).

Fast Healing (Ex): A fire mephit heals only if it is touching a flame at least as large as a torch.

Ice Mephit

Ice mephits come from the Elemental Plane of Air.

Ice mephits have a cold, aloof demeanor. Each one is about 4 feet tall and weighs about 30 pounds.

Ice mephits speak Common and Auran.

Combat

Breath Weapon (Su): 10-foot cone of ice shards, damage 1d4 cold, Reflex DC 12 half. Living creatures that fail their saves are tormented by frostbitten skin and frozen eyes unless they have immunity to cold or are otherwise protected. This effect imposes a –4 penalty to AC and a –2 penalty on attack rolls for 3 rounds. The save DC is Constitution-based and includes a +1 racial bonus.

Spell-Like Abilities: The save DC is Charisma-based. 1/hour - *magic missile* (caster level 3rd); 1/day - *chill metal* (DC 14, caster level 6th).

Fast Healing (Ex): An ice mephit heals only if it is touching a piece of ice of at least Tiny size or if the ambient temperature is 32°F. or below.

Magma Mephit

Magma mephits come from the Elemental Plane of Fire.

Magma mephits are slow-witted and brutish. Each one is about 4 feet tall and weighs about 60 pounds.

Magma mephits speak Common and Ignan.

Combat

Breath Weapon (Su): 10-foot cone of magma, damage 1d4 fire, Reflex DC 12 half. Living creatures that fail their saves are tormented by burned skin and seared eyes unless they have immunity to fire or are otherwise protected. This effect imposes a –4 penalty to AC and a –2 penalty on attack rolls for 3 rounds. The save DC is Constitution-based and includes a +1 racial bonus.

Spell-Like Abilities: Once per hour, a magma mephit can use shapechange to take the form of a pool of lava 3 feet in diameter and 6 inches deep. The mephit’s damage reduction improves to 20/magic when in this form. The mephit can’t attack while in lava form but can use other spell-like abilities. It can move at a speed of 10 feet, but it can’t run. In this form the mephit can pass through small holes or narrow openings, even mere cracks. The pool’s touch ignites flammable materials such as paper, straw, or dry wood.

Once per day a magma mephit can use *pyrotechnics* (DC 14). It can use itself as the fire source without harm. Caster level 6th. The save DC is Charisma-based.

Fast Healing (Ex): A magma mephit heals only if it is touching magma, lava, or a flame at least as large as a torch.

	Ooze Mephit Small Outsider (Extraplanar, Water)	Salt Mephit Small Outsider (Earth, Extraplanar)	Steam Mephit Small Outsider (Extraplanar, Fire)
Hit Dice:	3d8+9 (22 hp) <20 hp>	3d8+9 (22 hp) <20 hp>	3d8 (13 hp) <14 hp>
Initiative:	+0	–1	+5
Speed:	30 ft. (6 squares), fly 40 ft. (average), swim 30 ft.	30 ft. (6 squares), fly 40 ft. (average)	30 ft. (6 squares), fly 50 ft. (average)
Armor Class:	16 (+1 size, +5 natural), touch 11, flat-footed 16	16 (+1 size, –1 Dex, +6 natural), touch 10, flat-footed 16	16 (+1 size, +1 Dex, +4 natural), touch 12, flat-footed 15
Base Attack/Grapple:	+3 / +1	+3 / +2	+3 / –1
Attack:	Claw +6 melee (1d3+2)	Claw +7 melee (1d3+3)	Claw +4 melee (1d3 plus 1d4 fire)
Full Attack:	2 claws +6 melee (1d3+2)	2 claws +7 melee (1d3+3)	2 claws +4 melee (1d3 plus 1d4 fire)
Space/Reach:	5 ft. x 5 ft. / 5 ft.	5 ft. x 5 ft. / 5 ft.	5 ft. x 5 ft. / 5 ft.
Special Attacks:	Breath weapon, spell-like abilities, <i>summon mephit</i>	Breath weapon, spell-like abilities, <i>summon mephit</i>	Breath weapon, spell-like abilities, <i>summon mephit</i>
Special Qualities:	Damage reduction 5/magic, darkvision 60 ft., fast healing 2	Damage reduction 5/magic, darkvision 60 ft., fast healing 2	Damage reduction 5/magic, darkvision 60 ft., fast healing 2, immunity to fire, vulnerability to cold
Saves:	Fort +4, Ref +3, Will +3	Fort +4, Ref +2, Will +3	Fort +3, Ref +4, Will +3
Abilities:	Str 14, Dex 10, Con 13, Int 6, Wis 11, Cha 15	Str 17, Dex 8, Con 13, Int 6, Wis 11, Cha 15	Str 10, Dex 13, Con 10, Int 6, Wis 11, Cha 15
Skills:	Bluff +8, Escape Artist +6, Hide +10, Listen +6, Diplomacy +4, Disguise +2 (+4 acting), Move Silently +6, Spot +6, Swim +10, Use Rope +0 (+2 with bindings)	Bluff +8, Escape Artist +5, Hide +9, Listen +6, Diplomacy +4, Disguise +2 (+4 acting), Move Silently +5, Spot +6, Use Rope –1 (+1 with bindings)	Bluff +8, Escape Artist +7, Hide +11, Listen +6, Diplomacy +4, Disguise +2 (+4 acting), Move Silently +7, Spot +6, Use Rope +1 (+3 with bindings)
Feats:	Power Attack, Toughness	Power Attack, Toughness	Dodge, Improved Initiative
Environment:	Elemental Plane of Water	Elemental Plane of Earth	Elemental Plane of Fire
Organization:	Solitary, gang (1d3+1 mephits of mixed types), or mob (1d8+4 mephits of mixed types)	Solitary, gang (1d3+1 mephits of mixed types), or mob (1d8+4 mephits of mixed types)	Solitary, gang (1d3+1 mephits of mixed types), or mob (1d8+4 mephits of mixed types)
Challenge Rating:	3	3	3
Treasure:	Standard	Standard	Standard
Alignment:	Usually neutral	Usually neutral	Usually neutral
Advancement:	4–6 HD (Small); 7–9 HD (Medium)	4–6 HD (Small); 7–9 HD (Medium)	4–6 HD (Small); 7–9 HD (Medium)
Level Adjustment:	+3 (cohort) (Improved Familiar –6 lvl)	+3 (cohort) (Improved Familiar –6 lvl)	+3 (cohort) (Improved Familiar –6 lvl)

Ooze Mephit

Ooze mephits come from the Elemental Plane of Water.

An ooze mephit is about 4 feet tall and weighs about 30 pounds.

Ooze mephits speak Common and Aquan.

Combat

Breath Weapon (Su): 10-foot cone of caustic liquid, damage 1d4 acid, Reflex DC 13 half. Living creatures that fail their saves are tormented by itching skin and burning eyes unless they have immunity to acid or are otherwise protected. This effect imposes a –4 penalty to AC and a –2 penalty on attack rolls for 3 rounds. The save DC is Constitution-based and includes a +1 racial bonus.

Spell-Like Abilities: Once per hour an ooze mephit can hurl an acidic blob that functions like *acid arrow* (caster level 3rd). Once per day it can create a mass of smelly fog that duplicates the effect of *stinking cloud* (DC 15, caster level 6th). The save DC is Charisma-based.

Fast Healing (Ex): An ooze mephit heals only if in a wet or muddy environment.

Skills: An ooze mephit has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Salt Mephit

Salt mephits come from the Elemental Plane of Earth.

Salt mephits are sarcastic creatures who loathe water and moisture of any kind. Each one is about 4 feet tall and weighs about 80 pounds.

Salt mephits speak Common and Terran.

Combat

Breath Weapon (Su): 10-foot cone of salt crystals, damage 1d4, Reflex DC 13 half. Living creatures that fail their saves are tormented by itching skin and burning eyes. This effect imposes a –4 penalty to AC and a –2 penalty on attack rolls for 3 rounds. The save DC is Constitution-based and includes a +1 racial bonus.

Spell-Like Abilities: Once per hour a salt mephit can use *glitterdust* (DC 14, caster level 3rd). Once per day it 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 creatures and aquatic creatures, which take a –2 penalty on their saving throws. This ability is the equivalent of a 2nd-level spell. The save DCs are Charisma-based.

Fast Healing (Ex): A salt mephit heals only if in an arid environment.

Steam Mephit

Steam mephits come from the Elemental Plane of Fire.

Steam mephits are bossy creatures who consider themselves the lords of all their kind. Each one is about 4 feet tall and weighs about 2 pounds.

Steam mephits speak Common and Ignan.

Combat

Unlike other mephits, steam mephits rush into combat eagerly, driven by an oversized ego.

Breath Weapon (Su): 10-foot cone of steam, damage 1d4 fire, Reflex DC 12 half. Living creatures that fail their saves are tormented by burned skin and seared eyes unless they have immunity to fire or are otherwise protected. This effect imposes a –4 penalty to AC and a –2 penalty on attack rolls for 3 rounds. The save DC is Constitution-based and includes a +1 racial bonus.

Spell-Like Abilities: Once per hour a steam mephit can surround itself with a plume of vapor, duplicating the effect of a *blur* spell (caster level 3rd). Once per day it can create a rainstorm of boiling water that affects a 20-foot-square area. Living creatures caught in the storm take 2d6 points of fire damage (Reflex DC 14 half; caster level 6th). This ability is the equivalent of a 2nd-level spell. The save DCs are Charisma-based.

Fast Healing (Ex): A steam mephit heals only if it is touching boiling water or is in a hot, humid area.

Water Mephit

Small Outsider (Extraplanar, Water)

Hit Dice:	3d8+9 (22 hp) <20 hp>
Initiative:	+0
Speed:	30 ft. (6 squares), fly 40 ft. (average), swim 30 ft.
Armor Class:	16 (+1 size, +5 natural), touch 11, flat-footed 16
Base Attack/Grapple:	+3 / +1
Attack:	Claw +6 melee (1d3+2)
Full Attack:	2 claws +6 melee (1d3+2)
Space/Reach:	5 ft. x 5 ft. / 5 ft.
Special Attacks:	Breath weapon, spell-like abilities, <i>summon mephit</i>
Special Qualities:	Damage reduction 5/magic, darkvision 60 ft., fast healing 2
Saves:	Fort +4, Ref +3, Will +3
Abilities:	Str 14, Dex 10, Con 13, Int 6, Wis 11, Cha 15
Skills:	Bluff +8, Escape Artist +6, Hide +10, Listen +6, Diplomacy +4, Disguise +2 (+4 acting), Move Silently +6, Spot +6, Swim +10, Use Rope +0 (+2 with bindings)
Feats:	Power Attack, Toughness
Environment:	Elemental Plane of Water
Organization:	Solitary, gang (1d3+1 mephits of mixed types), or mob (1d8+4 mephits of mixed types)
Challenge Rating:	3
Treasure:	Standard
Alignment:	Usually neutral
Advancement:	4-6 HD (Small); 7-9 HD (Medium)
Level Adjustment:	+3 (cohort) (Improved Familiar –6 lvl)

Water mephits come from the Elemental Plane of Water.

Water mephits are jaunty creatures with an unflagging sense of humor who quickly get on the nerves of everyone around them. Each one is about 4 feet tall and weighs about 30 pounds.

Water mephits speak Common and Aquan.

Combat

Breath Weapon (Su): 15-foot cone of caustic liquid, damage 1d8 acid, Reflex DC 13 half. The save DC is Constitution-based and includes a +1 racial bonus.

Spell-Like Abilities: Once per hour a water mephit can hurl an acidic blob that functions like *acid arrow* (caster level 3rd). Once per day it can create a mass of smelly fog that duplicates the effect of a *stinking cloud* spell (DC 15, caster level 6th). The save DC is Charisma-based.

Fast Healing (Ex): A water mephit heals only if it is exposed to rain or submerged up to its waist in water.

Skills: A water mephit has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered.

It can use the run action while swimming, provided it swims in a straight line.

PLANET TOUCHED

Planetouched is a general word to describe someone who can trace his or her bloodline back to an outsider, usually a fiend or celestial.

The effects of having a supernatural being in one's heritage last for many generations. Although not as dramatically altered as a half-celestial or a half-fiend, planetouched still retain some special qualities.

The two planetouched varieties described here are the most common. Aasimars are humans with some trace of celestial blood in their veins, and tieflings have some fiendishness in their family tree.

	Aasimar, 1st-Level Warrior
	Medium Outsider (Native)
Hit Dice:	1d8+1 (5 hp) <14 hp>
Initiative:	+4
Speed:	20 ft. in scale mail (4 squares); base speed 30 ft.
Armor Class:	17 (+1 deflection, +4 scale mail, +2 heavy shield), touch 11, flat-footed 17
Base Attack/Grapple:	+1 / +2
Attack:	Longsword +2 melee (1d8+1/19-20) or light crossbow +1 ranged (1d8/19-20)
Full Attack:	Longsword +2 melee (1d8+1/19-20) or light crossbow +1 ranged (1d8/19-20)
Space/Reach:	5 ft. x 5 ft. / 5 ft.
Special Attacks:	<i>Daylight</i>
Special Qualities:	Darkvision 60 ft., resistance to acid 5, cold 5, and electricity 5
Saves:	Fort +3, Ref +0, Will +0
Abilities:	Str 13, Dex 11, Con 12, Int 10, Wis 11, Cha 10
Skills:	Heal +4, Knowledge (religion) +1, Listen +3, Ride +1, Spot +3
Feats:	Improved Initiative
Environment:	Temperate plains
Organization:	Solitary, pair, or team (1d2+2)
Challenge Rating:	1/2
Treasure:	Standard
Alignment:	Usually good (any)
Advancement:	By character class
Level Adjustment:	+1

	Tiefling, 1st-Level Warrior
	Medium Outsider (Native)
	1d8+4 (9 hp) <14 hp>
	+1
	30 ft. (6 squares)
	15 (+1 Dex, +3 studded leather, +1 light shield), touch 11, flat-footed 14
	+1 / +2
	Rapier +3 melee (1d6+1/18-20) or light crossbow +2 ranged (1d8/19-20)
	Rapier +3 melee (1d6+1/18-20) or light crossbow +2 ranged (1d8/19-20)
	5 ft. x 5 ft. / 5 ft.
	<i>Darkness</i>
	Darkvision 60 ft., resistance to cold 5, electricity 5, and fire 5
	Fort +3, Ref +1, Will -1
	Str 13, Dex 13, Con 12, Int 12, Wis 9, Cha 6
	Bluff +4, Hide +5, Move Silently +1, Sleight of Hand +1
	Toughness ^B , Weapon Focus (rapier)
	Temperate plains
	Solitary, pair, or gang (1d2+2)
	1/2
	Standard
	Usually evil (any)
	By character class
	+1

Combat

Aasimars usually like a fair, straightforward contest. Against a particularly evil foe, however, they fight with utter conviction and to the death.

Daylight (Sp): An aasimar can use daylight once per day as a 1st-level caster or a caster of his class levels, whichever is higher.

Skills: An aasimar has a +2 racial bonus on Spot and Listen checks.

The aasimar warrior presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

Aasimar Characters

Aasimar characters possess the following racial traits.

- * +2 Wisdom, +2 Charisma.
- * Medium size.
- * An aasimar's base land speed is 30 feet.
- * **Darkvision:** Aasimars can see in the dark up to 60 feet.
- * **Racial Skills:** Aasimars have a +2 racial bonus on Spot and Listen checks.
- * **Racial Feats:** An aasimar gains feats according to its class levels.
- * **Special Attacks (see above):** Daylight.
- * **Special Qualities (see above):** Resistance to acid 5, cold 5, and electricity 5, +1 deflection bonus to AC.
- * **Automatic Languages:** Common, Celestial. Bonus Languages: Draconic, Dwarven, Elven, Gnome, Halfling, Sylvan.
- * **Favored Class:** Paladin.
- * Level adjustment +1.

Even though aasimar are technically a type of extraplanar human, their human traits are overwhelmed by their Outsider heritage.

Tiefling

Many tieflings are indistinguishable from humans. Others have small horns, pointed teeth, red eyes, a whiff of brimstone about them, or even cloven feet. No two tieflings are the same.

Combat

Tieflings are sneaky, subtle, and generally conniving. They prefer to strike from ambush and usually avoid a fair fight if they can.

Darkness (Sp): A tiefling can use darkness once per day (caster level equal to class levels).

Skills: A tiefling has a +2 racial bonus on Bluff and Hide checks.

The tiefling warrior presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

Aasimar

Aasimars are usually tall, good-looking, and generally pleasant. Some have a minor physical trait suggesting their heritage, such as silver hair, golden eyes, or an unnaturally intense stare.

Most aasimars are decidedly good-aligned. They fight against evil causes and attempt to sway others to do the right thing. Occasionally they take on the vengeful, judgmental aspect of their celestial ancestor, but this is rare.

Tiefling Characters

Tiefling characters possess the following racial traits.

- * +2 Dexterity, +2 Intelligence, –2 Charisma.
- * Medium size.
- * A tiefling's base land speed is 30 feet.
- * Darkvision out to 60 feet.
- * **Racial Skills:** Tieflings have a +2 racial bonus on Bluff and Hide checks.
- * **Racial Feats:** A tiefling gains feats according to its class levels.
- * **Special Attacks (see above):** Darkness.
- * **Special Qualities (see above):** Resistance to cold 5, electricity 5, and fire 5, Toughness as a bonus feat.
- * **Automatic Languages:** Common, Infernal. Bonus Languages: Draconic, Dwarven, Elven, Gnome, Goblin, Halfling, Orc.
- * **Favored Class:** Rogue.
- * Level adjustment +1.

Even though tieflings are technically a type of extraplanar human, their human traits are overwhelmed by their Outsider heritage.

RAST

Medium Outsider (Extraplanar, Fire)

Hit Dice:	4d8+11 (29 hp) <24 hp>
Initiative:	+5
Speed:	5 ft. (1 square), fly 60 ft. (good)
Armor Class:	15 (+1 Dex, +4 natural), touch 11, flat-footed 14
Base Attack/Grapple:	+4 / +6
Attack:	Claw +6 melee (1d4+2) or bite +6 melee (1d8+3)
Full Attack:	4 claws +6 melee (1d4+2) or bite +6 melee (1d8+3)
Space/Reach:	5 ft. x 5 ft. / 5 ft.
Special Attacks:	Paralyzing gaze, improved grab, blood drain
Special Qualities:	Darkvision 60 ft., flight, immunity to fire, vulnerability to cold
Saves:	Fort +5, Ref +5, Will +5
Abilities:	Str 14, Dex 12, Con 13, Int 3, Wis 13, Cha 12
Skills:	Hide +8, Listen +8, Move Silently +8, Spot +8
Feats:	Improved Initiative, Toughness
Environment:	Elemental Plane of Fire
Organization:	Solitary, pair, or cluster (1d4+2)
Challenge Rating:	5
Treasure:	None
Alignment:	Usually neutral
Advancement:	5-6 HD (Medium); 7-12 HD (Large)
Level Adjustment:	---

A rast has anywhere from ten to fifteen claws, though it can only use four at once.

A rast has a body about the size of a large dog's, with a head almost as large as the body. It weighs about 200 pounds.

Combat

Rasts paralyze as many of their foes as possible, then attack any that are still moving. A rast can claw or bite, but cannot do both during the same round.

Paralyzing Gaze (Su): Paralysis for 1d6 rounds, 30 feet, Fortitude DC 13 negates. The save DC is Charisma-based.

Improved Grab (Ex): To use this ability, a rast must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Blood Drain (Ex): A rast drains blood from a grabbed opponent, dealing 1 point of Constitution damage each round it maintains the hold.

Flight (Su): A rast can cease or resume flight as a free action. A rast that loses this ability falls and can perform only a single action (either a move action or an attack action) each round.

RAVID

Medium Outsider (Extraplanar)

Hit Dice:	3d8+3 (16 hp) <19 hp>
Initiative:	+4
Speed:	20 ft. (4 squares), fly 60 ft. (perfect)
Armor Class:	25 (+15 natural), touch 10, flat-footed 25
Base Attack/Grapple:	+3 / +4
Attack:	Tail slap +4 melee (1d6+1 plus positive energy) or tail touch +4 melee touch (positive energy)
Full Attack:	Tail slap +4 melee (1d6+1 plus positive energy) and claw +2 melee (1d4 plus positive energy); or tail touch +4 melee touch (positive energy) and claw touch +2 melee touch (positive energy)
Space/Reach:	5 ft. x 5 ft. / 5 ft.
Special Attacks:	Positive energy lash, animate objects
Special Qualities:	Darkvision 60 ft., flight, immunity to fire
Saves:	Fort +4, Ref +3, Will +4
Abilities:	Str 13, Dex 10, Con 13, Int 7, Wis 12, Cha 14
Skills:	Escape Artist +6, Hide +6, Listen +7, Move Silently +6, Spot +7, Survival +7, Use Rope +0 (+2 with bindings)
Feats:	Improved Initiative, Multiattack
Environment:	Positive Energy Plane
Organization:	Solitary (1 plus at least 1 animated object)
Challenge Rating:	5
Treasure:	None
Alignment:	Always neutral
Advancement:	4 HD (Medium); 5-9 HD (Large)
Level Adjustment:	---

Ravids are creatures from the Positive Energy Plane. These bizarre entities imbue creatures with energy by their touch and animate lifeless objects around them. Ravids that make their way to the Material Plane wander about aimlessly, followed by the objects to which they have given life.

A ravid is about 7 feet long and weighs about 75 pounds.

Combat

Ravids fight only in self-defense. A ravid itself is not very powerful but is always accompanied by at least one animated object that defends it.

Positive Energy Lash (Su): A ravid can make a touch attack or hit with a claw or tail slap attack to infuse a target with positive energy. The energy produces an unpleasant tingle in living creatures, and against undead foes (even incorporeal ones) it deals 2d10 points of damage.

Animate Objects (Su): Once per round, a random object within 20 feet of a ravid animates as though by the spell *animate objects* (caster

level 20th). These objects defend the ravid to the best of their ability, but the ravid isn't intelligent enough to employ elaborate tactics with them.

Flight (Su): A ravid can cease or resume flight as a free action. A ravid that loses this ability falls and can perform only a single action (either a move action or an attack action) each round.

Feats: A ravid has the Multiattack feat even though it does not have the requisite three natural weapons.

SALAMANDER

	Flamebrother Salamander Small Outsider (Extraplanar, Fire)	Average Salamander Medium Outsider (Extraplanar, Fire)	Noble Salamander Large Outsider (Extraplanar, Fire)
Hit Dice:	4d8+8 (26 hp) <20 hp>	9d8+18 (58 hp) <32 hp>	15d8+45 (112 hp) <46 hp>
Initiative:	+1	+1	+1
Speed:	20 ft. (4 squares)	20 ft. (4 squares)	20 ft. (4 squares)
Armor Class:	19 (+1 size, +1 Dex, +7 natural), touch 12, flat-footed 18	18 (+1 Dex, +7 natural), touch 11, flat-footed 17	18 (–1 size, +1 Dex, +8 natural), touch 10, flat-footed 17
Base Attack/Grapple:	+4 / +1	+9 / +11	+15 / +25
Attack:	Spear +6 melee (1d6+1/x3 plus 1d6 fire)	Spear +11 melee (1d8+3/x3 plus 1d6 fire)	+3 <i>longspear</i> +23 melee (1d8+9/x3 plus 1d8 fire)
Full Attack:	Spear +6 melee (1d6+1/x3 plus 1d6 fire) and tail slap +4 melee (1d4 plus 1d6 fire)	Spear +11/+6 melee (1d8+3/x3 plus 1d6 fire) and tail slap +9 (melee 2d6+1 plus 1d6 fire)	+3 <i>longspear</i> +23/+18/+13 melee (1d8+9/x3 plus 1d8 fire) and tail slap +18 melee (2d8+3 plus 1d8 fire)
Space/Reach:	5 ft. x 5 ft. / 5 ft.	5 ft. x 5 ft. / 5 ft. (10 ft. with tail)	5 ft. x 5 ft. / 10 ft. (20 ft. with tail or <i>longspear</i>)
Special Attacks:	Constrict 1d4 plus 1d6 fire, heat, improved grab	Constrict 2d6+1 plus 1d6 fire, heat, improved grab	Constrict 2d8+3 plus 1d8 fire, heat, improved grab, spell-like abilities
Special Qualities:	Darkvision 60 ft., immunity to fire, vulnerability to cold	Damage reduction 10/magic, darkvision 60 ft., immunity to fire, vulnerability to cold	Damage reduction 15/magic, darkvision 60 ft., immunity to fire, vulnerability to cold
Saves:	Fort +6, Ref +5, Will +6	Fort +8, Ref +7, Will +8	Fort +12, Ref +10, Will +11
Abilities:	Str 12, Dex 13, Con 14, Int 14, Wis 15, Cha 13	Str 14, Dex 13, Con 14, Int 14, Wis 15, Cha 13	Str 22, Dex 13, Con 16, Int 16, Wis 15, Cha 15
Skills:	Craft (blacksmithing) +8, Hide +12, Listen +11, Move Silently +6, Spot +11	Bluff +11, Craft (blacksmithing) +19, Diplomacy +3, Disguise +1 (+3 acting), Hide +11, Intimidate +3, Listen +8, Move Silently +11, Search +12, Spot +8	Bluff +19, Craft (blacksmithing) +25, Diplomacy +4, Hide +15, Intimidate +4, Listen +13, Move Silently +17, Spot +13
Feats:	Alertness, Multiattack	Alertness, Multiattack, Power Attack	Alertness, Cleave, Great Cleave, Multiattack, Power Attack, Skill Focus (Craft [blacksmithing])
Environment:	Elemental Plane of Fire	Elemental Plane of Fire	Elemental Plane of Fire
Organization:	Solitary, pair, or cluster (1d3+2)	Solitary, pair, or cluster (1d3+2)	Solitary, pair, or noble party (1d6+8)
Challenge Rating:	3	6	10
Treasure:	Standard (nonflammables only)	Standard (nonflammables only)	Double standard (nonflammables only) and +3 <i>longspear</i>
Alignment:	Usually evil (any)	Usually evil (any)	Usually evil (any)
Advancement:	4-6 HD (Small)	8-14 HD (Medium)	16-21 HD (Large); 22-45 HD (Huge)
Level Adjustment:	+4	+5	---

Salamanders speak Ignan. Some average salamanders and all nobles also speak Common.

Combat

If a salamander has damage reduction, its natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Constrict (Ex): A salamander deals automatic tail slap damage (including fire damage) with a successful grapple check. A noble salamander can constrict multiple creatures simultaneously, provided they are all at least two sizes smaller than it.

Heat (Ex): A salamander generates so much heat that its mere touch deals additional fire damage. Salamanders' metallic weapons also conduct this heat.

Improved Grab (Ex): To use this ability, a salamander must hit a creature of up to one size larger than itself with its tail slap attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Spell-Like Abilities: (Noble salamanders only) Caster level 15th. The save DCs are Charisma-based. 3/day - *burning hands* (DC 13), *fireball* (DC 15), *flaming sphere* (DC 14), *wall of fire* (DC 16); 1/day - *dispel magic*, *summon monster VII* (Huge fire elemental).

Skills: Salamanders have a +4 racial bonus on Craft (blacksmithing) checks.

Feats: Salamanders have the Multiattack feat even though they do not have the requisite three natural weapons.

SOLUMIAN

The ever-changing chaos of Limbo occasionally creates life. Rarely are these life forms self-sustaining, and of those that are they usually are too frail to play any sort of major “ecological” role. The solumians are a rare exception to this, since they have not only survived and replicated but also become a major threat to other inhabitants of the plane.

They are the physical embodiment of the visible light spectrum imprinting the raw chaos of the plane onto physical bodies of flesh. Some think that they are the shadows cast by a powerful being caught in a chaos storm, but in truth nobody knows. What is known is that over the course of a solumian’s life it grows in mental capacity as it shrinks in size. This is represented by the shift of its color from the red light end of the spectrum, to the blue. It takes 1d100 years for a solumian to progress into the next older color, resetting their Hit Dice to the new base, and blue solumians cease to age at all. These time periods have nothing to do with earned experience or any other factors.

All solumians speak Solumian. White, green, and blue solumians also speak Common after centuries of exposure to travelers from other planes. Blue solumians have learned the art of telepathic communication, and are widely recognized as some of the most widely learned scholars in the various planes - as well as the most dangerous.

Combat

Solumians start their lifecycle as near-feral creatures of burning appetite, and both their minds and tactics change as they develop. Younger solumians attack carelessly, wading into battle with flailing claws and bites, occasionally using their spell-like abilities in obviously

advantageous situations. Elder solumians are more careful about what and when they fight, using their spell-like abilities to gain an advantage before they engage in melee, or even in place of melee combat. When hard-pressed, or facing large numbers of foes, all solumians can summon other solumians to aid them.

Bioforming (Su): Whenever a solumian bites a living creature they cause that creature to contract a special supernatural disease - bite, Fortitude DC is Constitution based, incubation period 1 day, damage 1d3 Str and 1d3 Cha.

An afflicted humanoid that has either their Strength or Charisma reduced to 0 by this disease transforms into a red solumian. It retains none of the memories or traits of its former self, and is a full-strength red solumian in all respects. A *wish* or *miracle* spell cast on the subject can remove the disease’s effects on a red solumian, turning them into a corpse of the creature they were formed from. Elder solumians cannot have their transformations reversed.

Summon Solumian (Sp): Solumians can summon other solumians of the same type to their aid s though casting the *summon monster* spell, but only with a limited chance of success. Roll d%: On a failure, no solumian is summoned. Summoned solumians last for 1 hour before returning to their place of origin, and cannot use their own *summon solumian* power. After its use, even if it failed, it takes an hour for a solumian’s *summon solumian* ability to be available for use again.

Chaos Gift (Su): All solumians possess a supernatural ability gained from the forces of chaos imbedded in them by their origins in Limbo. Roll d% to find out what this ability is:

d%	Ability Gained
01-20	+2 deflection bonus to AC.
21-40	+2 enhancement bonus to hit and damage.
41-60	19-20/x2 critical on natural weapons.
61-80	Energy resistances become 10.
81-100	Spell Resistance 5 + Hit Dice.

	Red Solumian Large Outsider (Chaotic, Extraplanar)	Yellow Solumian Large Outsider (Chaotic, Extraplanar)	White Solumian Large Outsider (Chaotic, Extraplanar)
Hit Dice:	7d8+21 (52 hp) <35 hp>	8d8+32 (68 hp) <37 hp>	9d8+36 (76 hp) <39 hp>
Initiative:	+2	+2	+5
Speed:	30 ft. (6 squares)	30 ft. (6 squares)	30 ft. (6 squares)
Armor Class:	19 (–1 size, +2 Dex, +8 natural), touch 11, flat-footed 17	20 (–1 size, +2 Dex, +9 natural), touch 11, flat-footed 18	23 (–1 size, +1 Dex, +13 natural), touch 10, flat-footed 22
Base Attack/Grapple:	+7 / +16	+8 / +18	+9 / +19
Attack:	Bite +11 melee (2d8+5 and bioforming)	Claw +13 melee (2d6+6 and poison)	Claw +14 melee (1d6+6)
Full Attack:	Bite +11 melee (2d8+5 and bioforming) and 2 claws +9 melee (1d4+2)	2 claws +13 melee (2d6+6 and poison) and bite +11 melee (2d8+3 and bioforming)	2 claws +14 melee (1d6+6) and bite +12 melee (2d8+3 and bioforming)
Space/Reach:	5 ft. x 5 ft. / 10 ft.	5 ft. x 5 ft. / 10 ft.	5 ft. x 5 ft. / 10 ft.
Special Attacks:	Bioforming DC 16, <i>sound burst</i> , <i>summon solumian</i>	Bioforming DC 18, poison, spell-like abilities, <i>summon solumian</i>	Bioforming DC 18, spell-like abilities, <i>summon solumian</i>
Special Qualities:	Chaos gift, darkvision 60 ft., fast healing 5, immunity to sonic, resistance to acid 5, cold 5, electricity 5, and fire 5	Chaos gift, darkvision 60 ft., fast healing 5, immunity to sonic, resistance to acid 5, cold 5, electricity 5, and fire 5	Chaos gift, darkvision 60 ft., fast healing 5, immunity to sonic, resistance to acid 5, cold 5, electricity 5, and fire 5
Saves:	Fort +8, Ref +7, Will +3	Fort +10, Ref +8, Will +4	Fort +10, Ref +7, Will +6
Abilities:	Str 21, Dex 15, Con 17, Int 6, Wis 6, Cha 8	Str 23, Dex 15, Con 19, Int 6, Wis 6, Cha 10	Str 23, Dex 13, Con 19, Int 10, Wis 10, Cha 12
Skills:	Climb +15, Hide +8, Jump +15, Listen +8, Move Silently +12, Spot +8	Climb +17, Hide +9, Jump +17, Listen +9, Move Silently +13, Spot +9	Climb +18, Concentration +10, Hide +9, Jump +18, Listen +12, Move Silently +13, Search +12, Spot +12, Survival +6
Feats:	Cleave, Multiattack, Power Attack	Cleave, Multiattack, Power Attack	Cleave, Improved Initiative, Multiattack, Power Attack
Environment:	Any chaotic neutral plane	Any chaotic neutral plane	Any chaotic neutral plane
Organization:	Solitary, pair, gang (1d3+2), or pack (1d6+4)	Solitary, pair, gang (1d3+2), or pack (1d6+4)	Solitary or gang (1d4+1)
Challenge Rating:	7	8	9
Treasure:	Standard	Standard	Standard
Alignment:	Usually chaotic neutral	Usually chaotic neutral	Usually chaotic neutral
Advancement:	8-10 HD (Large); 11-21 HD (Huge)	9-12 HD (Large); 13-24 HD (Huge)	10-15 HD (Large); 16-27 HD (Huge)
Level Adjustment:	---	---	---

Red Solumian

*

Sound Burst (Sp): Red solumians can cast *sound burst* Heightened to 6th-level as a caster of a level equal to their Hit Dice, at will. The saving throw DC for this spell-like ability is 15.

Summon Solumian (Sp): Red solumians have a 40% chance of summoning another red solumian. This is equivalent to a 3rd-level spell.

Yellow Solumian

*

Poison (Ex): The claws of yellow solumians excrete a poison that causes the victim to be affected as if by a *slow* spell cast by an 8th-level sorcerer should they fail their Fortitude DC 18 save, with no secondary damage. Multiple failed saving throws against this poison extend the effect's duration. A successful *dispel magic* can eliminate the poison, in addition to anti-poison effects. The saving throw is Constitution based.

Green Solumian

Medium Outsider

(Chaotic, Extraplanar)

Hit Dice: 10d8+50 (95 hp) <41 hp>
Initiative: +7
Speed: 30 ft. (6 squares)
Armor Class: 24 (+3 Dex, +11 natural), touch 13, flat-footed 21
Base Attack/Grapple: +10 / +14
Attack: Claw +15 melee (2d4+4)
Full Attack: 2 claws +15 melee (2d4+4) and bite +12 melee (2d8+2 and bioforming)
Space/Reach: 5 ft. x 5 ft. / 5 ft.
Special Attacks: Bioforming DC 20, spell-like abilities, spellcasting, *summon solumian*
Special Qualities: Damage reduction 10/lawful, Darkvision 60 ft., fast healing 5, immunity to sonic, resistance to acid 5, cold 5, electricity 5, and fire 5
Saves: Fort +12, Ref +10, Will +9
Abilities: Str 19, Dex 17, Con 21, Int 14, Wis 14, Cha 14
Skills: Climb +17, Concentration +15, Hide +16, Jump +17, Knowledge (arcana) +15, Listen +15, Move Silently +16, Search +15, Spellcraft +17, Spot +15, Survival +5
Feats: Improved Initiative, Multiattack, Weapon Focus (claw); any one Item Creation feat
Environment: Any chaotic neutral plane
Organization: Solitary or pair
Challenge Rating: 10
Treasure: Double standard
Alignment: Usually chaotic neutral
Advancement: 11-15 HD (Medium); 16-30 HD (Large)
Level Adjustment: ---

Green Solumian

*

Spell-like Abilities (Sp): At will - *deeper darkness*, *dimension door*, *polymorph* (self only); 3/day - *invisibility*, *word of chaos* (DC 19); 1/day - *plane shift* (self only), *power word stun*. Caster level 10th. The save DCs are Charisma-based.

Spellcasting (Su): Green solumians have the spellcasting powers of a 6th-level sorcerer. Their typical spells are (8/6/6/4):

0th - *arcane mark*, *detect magic*, *mage hand*, *open/close*, *read magic*, *resistance*;

1st - *expeditious retreat*, *identify*, *magic missile*, *obscuring mist*;

2nd - *acid arrow*, *blindness/deafness*, *see invisibility*;

3rd - *fly*, *lightning bolt*.

Summon Solumian (Sp): Green solumians have a 40% chance of summoning another green solumian. This is equivalent to a 6th-level spell.

Blue Solumian

Chill Touch (Su): All blue solumian claw attacks are treated as if they had an active *chill touch* cast by a 7th-level sorcerer (DC 16).

Spell-like Abilities (Sp): At will - *animate objects*, *deeper darkness*, *dispel law* (DC 19), *fireball* (DC 17), *polymorph* (self only), *see*

Spell-like Abilities (Sp): At will - *dimension door*, *hold person* (DC 13); 1/day - *word of chaos* (DC 17). Caster level 8th. The save DCs are Charisma-based.

Summon Solumian (Sp): Yellow solumians have a 40% chance of summoning another yellow solumian. This is equivalent to a 4th-level spell.

White Solumian

*

Spell-like Abilities (Sp): At will - *detect magic*, *detect thoughts*, *fear* (DC 15), *polymorph* (self only), *true seeing*; 3/day - *dispel law* (DC 16), *fireball* (DC 18, heightened to 7th-level), *word of chaos* (DC 18). Caster level 9th. The save DCs are Charisma-based.

Summon Solumian (Sp): White solumians have a 40% chance of summoning another white solumian. This is equivalent to a 5th-level spell.

Blue Solumian

Medium Outsider

(Chaotic, Extraplanar)

15d8+75 (142 hp) <51 hp>
+10
30 ft. (6 squares)
28 (+6 Dex, +12 natural), touch 16, flat-footed 22
+15 / +20
Claw +20 melee (3d6+5 plus chill touch)
2 claws +20 melee (3d6+5 plus chill touch) and bite +18 (2d10+2 and bioforming)
5 ft. x 5 ft. / 5 ft.
Bioforming DC 22, chill touch, spell-like abilities, *summon solumian*
Damage reduction 10/lawful, Darkvision 60 ft., fast healing 5, immunity to sonic, resistance to acid 5, cold 5, electricity 5, and fire 5, telepathy 100 ft.
Fort +14, Ref +15, Will +13
Str 21, Dex 23, Con 21, Int 18, Wis 18, Cha 18
Climb +23, Concentration +15, Escape Artist +24, Hide +24, Intimidate +22, Jump +23, Knowledge (any two) +22, Listen +22, Move Silently +24, Search +22, Spot +22, Survival +12, Use Rope +6
Cleave, Great Cleave, Improved Initiative, Improved Sunder, Multiattack, Power Attack
Any chaotic neutral plane
Solitary or pair
13
Double standard
Usually chaotic neutral
By character class

invisibility, *word of chaos* (DC 22); 3/day - *greater invisibility*, *overland flight*, *symbol of fear* (DC 20); 1/day - *wail of the banshee* (DC 24). Caster level 15th. The save DCs are Charisma-based.

Summon Solumian (Sp): Blue solumians have a 40% chance of summoning another Blue solumian. This is equivalent to a 7th-level spell.

THOQQUA

Medium Elemental (Earth, Extraplanar, Fire)

Hit Dice: 3d8+3 (16 hp) <19 hp>
Initiative: +1
Speed: 30 ft. (6 squares), burrow 20 ft.
Armor Class: 18 (+1 Dex, +7 natural), touch 11, flat-footed 17
Base Attack/Grapple: +2 / +4
Attack: Slam +4 melee (1d6+3 plus 2d6 fire)
Full Attack: Slam +4 melee (1d6+3 plus 2d6 fire)
Space/Reach: 5 ft. x 5 ft. / 5 ft.
Special Attacks: Heat, burn
Special Qualities: Darkvision 60 ft., elemental traits, immunity to fire, tremorsense 60 ft., vulnerability to cold

Saves: Fort +4, Ref +2, Will +2
Abilities: Str 15, Dex 13, Con 13, Int 6, Wis 12, Cha 10
Skills: Listen +5, Move Silently +3, Survival +3
Feats: Alertness, Track
Environment: Elemental Plane of Fire
Organization: Solitary or pair
Challenge Rating: 2
Treasure: None
Alignment: Usually neutral
Advancement: 4-9 HD (Large)
Level Adjustment: ---

Feats: +30, Sense Motive +32, Search +28, Spellcraft +17, Spot +32, Survival +9 (+11 following tracks), Swim +16
Environment: Awesome Blow, Blind-Fight, Cleave, Improved Bull Rush, Improved Sunder, Power Attack, Quicken Spell-Like Ability (chain lightning)
Organization: A chaotic good-aligned plane
Challenge Rating: Solitary or pair
Treasure: 21
Alignment: Double standard plus +4 *half-plate armor* and Gargantuan +3 *adamantine warhammer*
Advancement: Always chaotic (any)
Level Adjustment: 21-30 HD (Huge); 31-60 HD (Gargantuan)

A thoqqua is about 1 foot in diameter and 4 to 5 feet long. It weighs about 200 pounds.

Combat

When a thoqqua is disturbed, its first instinct is to attack. Its favored tactic is to spring directly at a foe, either by bursting out of the rock or by coiling up its body and launching itself like a spring. (Treat this as a charge, even though the thoqqua does not need to move 10 feet before attacking.)

Heat (Ex): Merely touching or being touched by a thoqqua automatically deals 2d6 fire damage.

Burn (Ex): When a thoqqua hits with its slam attack, the opponent must succeed on a DC 12 Reflex save or catch fire. The save DC is Constitution-based. The flame burns for 1d4 rounds if not extinguished sooner. A burning creature can use a full-round action to put out the flame.

A titan is about 25 feet tall and weighs about 14,000 pounds.

Titans speak Abyssal, Common, Celestial, Draconic, and Giant.

Combat

A titan's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned for the purpose of overcoming damage reduction.

Oversized Weapon (Ex): A titan wields a great, two-handed warhammer (big enough for Gargantuan creatures) without penalty.

Spell-Like Abilities: Caster level 20th. The save DCs are Charisma-based. At will - *chain lightning* (DC 23), *charm monster* (DC 21), *cure critical wounds* (DC 21), *fire storm* (DC 24), *greater dispel magic*, *hold monster* (DC 22), *invisibility*, *invisibility purge*, *levitate*, *persistent image* (DC 22), *polymorph* (humanoid forms only, duration 1 hour); 3/day - *etherealness*, *word of chaos* (DC 22), *summon nature's ally IX*; 1/day - *gate*, *maze*, *meteor swarm* (DC 26).

In addition, titans of good or neutral alignment can use the following additional spell-like abilities. Caster level 20th. The save DCs are Charisma-based: At will - *daylight*, *holy smite* (DC 21), *remove curse* (DC 21); 1/day - *greater restoration*.

Titans of evil alignment can use the following additional spell-like abilities. Caster level 20th. The save DCs are Charisma-based: At will - *bestow curse* (DC 21), *deeper darkness*, *unholy blight* (DC 21); 1/day - *crushing hand* (DC 26).

Tactics Round-By-Round

Titans enjoy combat and usually close with their foes. If that proves ineffective, they swiftly back off and pelt the foe with spell-like abilities and magical effects. Because of a titan's Quicken Spell-Like Ability feat, it can use chain lightning as a free action, and frequently attacks in melee while lashing out with this ability at the same time.

Prior to combat: *Invisibility purge* or *invisibility*.

TITAN

Huge Outsider (Chaotic, Extraplanar)

Hit Dice: 20d8+280 (370 hp) <83 hp>
Initiative: +1
Speed: 40 ft. in half-plate armor (8 squares); base speed 60 ft.
Armor Class: 38 (-2 size, +19 natural, +11 +4 *half-plate armor*), touch 8, flat-footed 38
Base Attack/Grapple: +20 / +44
Attack: Gargantuan +3 *adamantine warhammer* +37 melee (2d8+27/x3) or Huge +3 *javelin* +22 ranged (1d10+19) or slam +34 (1d8+16)
Full Attack: Gargantuan +3 *adamantine warhammer* +37/+32/+27/+22 melee (2d8+27/x3) or Huge +3 *javelin* +22 ranged (1d10+19) or 2 slams +34 (1d8+16)
Space/Reach: 10 ft. x 10 ft. / 15 ft.
Special Attacks: Oversized weapon, spell-like abilities
Special Qualities: Damage reduction 15/lawful, darkvision 60 ft., spell resistance 32
Saves: Fort +26, Ref +13, Will +21
Abilities: Str 43, Dex 12, Con 39, Int 21, Wis 28, Cha 24
Skills: Balance +7, Bluff +19, Climb +22, Concentration +37, Craft (any one) +28, Diplomacy +11, Disguise +7 (+9 acting), Heal +20, Intimidate +32, Jump +38, Knowledge (any one) +28, Listen +32, Perform (oratory)

Round 1: Charge and attempt to sunder the weapon of the most dangerous foe. Hurl *chain lightning* at opponents standing away from the fight.

Round 2: Full attack against the disarmed opponent, and hurl *chain lightning* at other opponents.

Round 3: Back away from first opponent and use *maze* or *meteor swarm* on any spellcaster causing trouble.

Round 4: Sunder the weapon of the next most effective combatant, or use *greater dispel magic* on all nearby opponents.

Round 5: Full attack against any nearby opponent, or use *fire storm*.

Use another quickened *chain lightning* if foes seem really dangerous.

A titan usually reserves its *gate* and *etherealness* abilities to escape a fight that is not going well.

	Juvenile Tojanida	Adult Tojanida	Elder Tojanida
	Small Outsider (Extraplanar, Water)	Medium Outsider (Extraplanar, Water)	Large Outsider (Extraplanar, Water)
Hit Dice:	3d8+6 (19 hp) <19 hp>	7d8+14 (45 hp) <29 hp>	15d8+60 (127 hp) <51 hp>
Initiative:	+1	+1	+1
Speed:	10 ft. (2 squares), swim 90 ft.	10 ft. (2 squares), swim 90 ft.	10 ft. (2 squares), swim 90 ft.
Armor Class:	22 (+1 size, +1 Dex, +10 natural), touch 12, flat-footed 21	23 (+1 Dex, +12 natural), touch 11, flat-footed 22	24 (–1 size, +1 Dex, +14 natural), touch 10, flat-footed 23
Base Attack/Grapple:	+3 / +1	+7 / +10	+15 / +25
Attack:	Bite +6 melee (2d6+2)	Bite +10 melee (2d8+3)	Bite +20 melee (4d6+6)
Full Attack:	Bite +6 melee (2d6+2) and 2 claws +1 melee (1d4+1)	Bite +10 melee (2d8+3) and 2 claws +5 melee (1d6+1)	Bite +20 melee (4d6+6) and 2 claws +15 melee (1d8+3)
Space/Reach:	5 ft. x 5 ft. / 5 ft.	5 ft. x 5 ft. / 5 ft.	5 ft. x 10 ft. / 5 ft.
Special Attacks:	Improved grab, ink cloud	Improved grab, ink cloud	Improved grab, ink cloud
Special Qualities:	All-around vision, darkvision 60 ft., immunity to acid and cold, resistance to electricity 10 and fire 10	All-around vision, darkvision 60 ft., immunity to acid and cold, resistance to electricity 10 and fire 10	All-around vision, darkvision 60 ft., immunity to acid and cold, resistance to electricity 10 and fire 10
Saves:	Fort +5, Ref +4, Will +4	Fort +7, Ref +6, Will +6	Fort +13, Ref +10, Will +10
Abilities:	Str 14, Dex 13, Con 15, Int 10, Wis 12, Cha 9	Str 16, Dex 13, Con 15, Int 10, Wis 12, Cha 9	Str 22, Dex 13, Con 19, Int 10, Wis 12, Cha 9
Skills:	Diplomacy +1, Escape Artist +7, Hide +11, Knowledge (the planes) +6, Listen +7, Search +6, Spot +9, Sense Motive +7, Survival +1 (+3 other planes and following tracks), Swim +10, Use Rope +1 (+3 with bindings)	Diplomacy +1, Escape Artist +11, Hide +11, Knowledge (the planes) +6, Listen +11, Search +14, Sense Motive +11, Spot +15, Survival +1 (+3 other planes and following tracks), Swim +11, Use Rope +1 (+3 with bindings)	Escape Artist +19, Hide +15, Intimidate +17, Knowledge (the Planes) +18, Listen +21, Search +22, Sense Motive +17, Spot +25, Survival +1 (+3 other planes and following tracks), Swim +14, Use Rope +1 (+3 with bindings)
Feats:	Blind-Fight, Dodge	Blind-Fight, Dodge, Power Attack	Alertness, Blind-Fight, Cleave, Dodge, Improved Sunder, Power Attack
Environment:	Elemental Plane of Water	Elemental Plane of Water	Elemental Plane of Water
Organization:	Solitary or clutch (1d3+1)	Solitary or clutch (1d3+1)	Solitary or clutch (1d3+1)
Challenge Rating:	3	5	9
Treasure:	Standard	Standard	Standard
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	4-6 HD (Small)	8-14 HD (Medium)	16-24 HD (Large); 25-45 HD (Huge)
Level Adjustment:	---	---	---

A tojanida’s shell is blue-green in color. Inside the shell is a fleshy body from which extend seven stalks. Four of these stalks have paddles for locomotion, two are tipped with claws, and one bears the creature’s head. Eight vents in the shell, four at each end, allow the tojanida to thrust its stalks out in whatever configuration it finds convenient.

A juvenile tojanida is up to 25 years old. It has a shell about 3 feet long, and it weighs about 60 pounds. An adult is aged 26 to 80. Its shell

is about 6 feet long, and it weighs about 220 pounds. An elder can reach 150 years of age. It has a shell about 9 feet long, and it weighs about 500 pounds.

Tojanidas speak Aquan and can be loquacious, but usually only on the subject of food.

Combat

Improved Grab (Ex): To use this ability, a tojanida must hit with a bite or claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. Underwater, a tojanida can tow a grabbed victim of its own size or smaller at its swim speed (but it cannot run). A favorite tactic is to grab a single opponent, then withdraw, hauling the opponent away from its allies.

Ink Cloud (Ex): A tojanida can emit a spherical cloud of jet-black ink with a radius of 30 feet once per minute as a free action. The effect is otherwise similar to fog cloud cast by an individual of a level equal to the tojanida’s Hit Dice. Out of water, the ink emerges in a stream up to 30 feet long, which a tojanida can squirt into an opponent’s eyes. The affected creature must succeed on a Reflex save or be blinded for 1 round. The save DC is 13 against a juvenile, 15 against an adult, and 21 against an elder. The save DCs are Constitution based.

All-Around Vision (Ex): The multiple apertures in a tojanida’s shell allow it to look in any direction, bestowing a +4 racial bonus on Spot and Search checks. Opponents gain no flanking bonuses when attacking a tojanida.

Skills: A tojanida has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

TRITON

Medium Outsider (Native, Water)

Hit Dice:	3d8+3 (16 hp) <18 hp>
Initiative:	+0
Speed:	5 ft. (1 square), swim 40 ft.
Armor Class:	16 (+6 natural), touch 10, flat-footed 16
Base Attack/Grapple:	+3 / +4
Attack:	Trident +4 melee (1d8+1) or heavy crossbow +3 ranged (1d10/19-20)
Full Attack:	Trident +4 melee (1d8+1) or heavy crossbow +3 ranged (1d10/19-20)
Space/Reach:	5 ft. x 5 ft. / 5 ft.
Special Attacks:	Spell-like abilities
Special Qualities:	Darkvision 60 ft.
Saves:	Fort +4, Ref +3, Will +4
Abilities:	Str 12, Dex 10, Con 12, Int 13, Wis 13, Cha 11
Skills:	Craft (any one) +7, Diplomacy +2, Hide +6, Listen +7, Move Silently +6, Ride +6, Search +7, Sense Motive +7, Spot +7, Survival +7 (+9 following tracks), Swim +9
Feats:	Mounted Combat, Ride-By Attack
Environment:	Temperate aquatic
Organization:	Company (1d4+1), squad (1d6+5), or band (2d4x10)
Challenge Rating:	2
Treasure:	Standard
Alignment:	Usually neutral good
Advancement:	4-9 HD (Medium)
Level Adjustment:	+2

A triton has silvery skin that fades into silver-blue scales on the lower half of its body. A triton's hair is deep blue or blue-green.

A triton is about the same size and weight as a human. Tritons speak Common and Aquan.

Combat

The reclusive tritons prefer to avoid combat, but they fiercely defend their homes. They attack with either melee or ranged weapons as the circumstances warrant. When encountered outside their lair, they are 0% likely to be mounted on friendly sea creatures such as porpoises.

Spell-Like Abilities: Caster level 7th. Tritons often choose water elementals for their companions. 1/day - *summon nature's ally IV*.

Skills: A triton has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

XORN

If it weren't moving, you would think this squat creature to be some bizarre statue, for what sort of creature could move with three legs, arms and eyes, with only a moth and no discernable head?

The strange xorns are natives to the Elemental Plane of Earth, where they spend their time burrowing, maw first, in a never-ending search for delicious metals and gems. Left to their own devices, a xorn will do so forever, having no real desire or interest in interacting with any other creatures.

Xorns are built oddly, to say the least. Possessing three squat legs at the base of a body that is little more than a large boulder. Above each leg is a single, large stone eye and between each eye is a long, clawed arm. Atop the body is the oversized mouth of the xorn. The build of the creature is such that as it burrows through the ground, it does so mouth first so can easily eat any metals or gems it comes across.

Normally, xorn would burrow for food ceaselessly in the Elemental Plane of Earth. However, events do not always let them to do so. Xorn can be very aggressive near food, which they can smell at a considerable distance through stone. This can put them into direct conflict with anyone else trying to mine the material. It is only when they become trapped on the Material Plane, however, that this becomes a real problem. Lacking as much food as their home plane, xorn on the Material Plane can be driven to assault mines, which has led to a long standing grudge between themselves and the dwarves. In desperation, such xorns are also known to attack other creatures for the metal they carry. Adventurers are a prime target, as they often venture deep underground and carry quite a lot of metal. Experience xorn prefer to use ambushes from under seemingly solid stone to deal with creatures in the Material Plane.

Xorn's are naturally solitary creatures, though they are known to band together if there is a defended source of food that one xorn alone could not get too.

Xorn bodies are too tough and brittle to be worked with, but the bile that can be extracted from their stomachs is a powerful acid with many applications.

Minor xorns are about 3 feet tall and wide and weigh about 120 pounds. Average xorns are about 5 feet tall and wide, weighing about 600 pounds. Elder xorns are about 8 feet tall and wide and weigh about 9,000 pounds.

Xorns speak Common and Terran.

	Minor Xorn Small Outsider (Extraplanar, Earth)	Average Xorn Medium Outsider (Extraplanar, Earth)	Elder Xorn Large Outsider (Extraplanar, Earth)
Hit Dice:	3d8+12 (25 hp) <22 hp>	7d8+22 (53 hp) <32 hp>	15d8+72 (139 hp) <52 hp>
Initiative:	+0	+0	+0
Speed:	20 ft. (4 squares), burrow 20 ft.	20 ft. (4 squares), burrow 20 ft.	20 ft. (4 squares), burrow 20 ft.
Armor Class:	23 (+1 size, +12 natural), touch 11, flat-footed 23	24 (+14 natural), touch 10, flat-footed 24	25 (–1 size, +16 natural), touch 9, flat-footed 25
Base Attack/Grapple:	+3 / +1	+7 / +10	+15 / +26
Attack:	Bite +6 melee (2d8+2)	Bite +10 melee (4d6+3)	Bite +21 melee (4d8+7)
Full Attack:	Bite +6 melee (2d8+2) and 3 claws +4 melee (1d3+1)	Bite +10 melee (4d6+3) and 3 claws +8 melee (1d4+1)	Bite +21 melee (4d8+7) and 3 claws +19 melee (1d6+3)
Space/Reach:	5 ft. x 5 ft. / 5 ft.	5 ft. x 5 ft. / 5 ft.	5 ft. x 5 ft. / 10 ft.
Special Attacks:	---	---	---
Special Qualities:	All-around vision, earth glide, damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold and fire, resistance to electricity 10, tremorsense 60 ft.	All-around vision, earth glide, damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold and fire, resistance to electricity 10, tremorsense 60 ft.	All-around vision, earth glide, damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold and fire, resistance to electricity 10, tremorsense 60 ft.
Saves:	Fort +5, Ref +3, Will +3	Fort +7, Ref +5, Will +5	Fort +13, Ref +9, Will +9
Abilities:	Str 15, Dex 10, Con 15, Int 10, Wis 11, Cha 10	Str 17, Dex 10, Con 15, Int 10, Wis 11, Cha 10	Str 25, Dex 10, Con 19, Int 10, Wis 11, Cha 10
Skills:	Hide +10, Intimidate +3, Knowledge (dungeoneering) +6, Listen +6, Move Silently +3, Search +6, Spot +8, Survival +6 (+8 following tracks or underground)	Hide +10, Intimidate +10, Knowledge (dungeoneering) +10, Listen +10, Move Silently +10, Search +10, Spot +10, Survival +10 (+12 following tracks or underground)	Hide +14, Intimidate +18, Knowledge (dungeoneering) +18, Listen +18, Move Silently +18, Search +22, Spot +22, Survival +18 (+20 following tracks or underground)
Feats:	Multiattack, Toughness	Cleave ^B , Multiattack, Power Attack, Toughness	Awesome Blow, Cleave ^B , Great Cleave, Improved Bull Rush, Multiattack, Power Attack, Toughness
Environment:	Elemental Plane of Earth	Elemental Plane of Earth	Elemental Plane of Earth
Organization:	Solitary, pair, or cluster (1d3+2)	Solitary, pair, or cluster (1d3+2)	Solitary, pair, or party (1d6+5)
Challenge Rating:	3	6	8
Treasure:	None	None	None
Alignment:	Usually neutral	Usually neutral	Usually neutral
Advancement:	4-6 HD (Small)	8-14 HD (Medium)	16-21 HD (Large); 22-45 HD (Huge)
Level Adjustment:	---	---	---

Combat

Xorns do not attack fleshly beings except to defend themselves or their property, since they cannot digest meat. Xorns are indifferent to creatures of the Material Plane - with the sole exception of anyone carrying a significant amount of precious metals or minerals, which xorns eat. They can smell food up to 20 feet away. A xorn can be quite aggressive when seeking food, especially on the Material Plane, where such sustenance is harder to find than it is on its native plane.

A xorn's favorite mode of attack is to wait just beneath a stone surface until a foe comes within reach, then emerge suddenly. Groups of

xorns often send one of their number to the surface to negotiate for food while the remainder position themselves for a surprise attack.

All-Around Vision (Ex): A xorn's symmetrically placed eyes allow it to look in any direction, providing a +4 racial bonus on Spot and Search checks. A xorn can't be flanked.

Earth Glide (Ex): A xorn can glide through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A *move earth* spell cast on an area containing a burrowing xorn flings the xorn back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

CHAPTER NINE: EVIL OUTSIDERS

Achaierai, barghest, demons, devils, fiendish creature [template], half-fiend [template], hell hound, howler, night hag, nightmare, rakshasa, shadow mastiff, vargouille, xill, yeth hound.

ACHAIERAI

Large Outsider (Evil, Extraplanar, Lawful)

Hit Dice:	6d8+12 (39 hp) <30 hp>
Initiative:	+1
Speed:	50 ft. (10 squares)
Armor Class:	20 (-1 size, +1 Dex, +10 natural), touch 10, flat-footed 19
Base Attack/Grapple:	+6/+14
Attack:	Claw +9 melee (2d6+4)
Full Attack:	2 claws +9 melee (2d6+4) and bite +4 melee (4d6+2)
Space/Reach:	5 ft x 5 ft. / 10 ft.
Special Attacks:	Black cloud
Special Qualities:	Darkvision 60 ft., spell resistance 19
Saves:	Fort +7, Ref +6, Will +7
Abilities:	Str 19, Dex 13, Con 14, Int 11, Wis 14, Cha 16
Skills:	Balance +10, Climb +13, Diplomacy +5, Hide +6, Jump +21, Listen +11, Move Silently +10, Sense Motive +11, Spot +11
Feats:	Dodge, Mobility, Spring Attack
Environment:	A lawful-aligned plane
Organization:	Solitary or flock (1d4+4)
Challenge Rating:	5
Treasure:	Double standard
Alignment:	Always lawful evil
Advancement:	7-12 HD (Large); 13-18 HD (Huge)
Level Adjustment:	---

The creature appears to be a giant, plump bird standing upon four almost ridiculously long, scaly legs. Its thick plumage runs from brown to russet in color while its legs are yellow with a slight metallic gleam. Its stunted wings are clearly vestigial. Both its beak and talons are jet black and look razor sharp.

Achaierai are an extra-planar race of giant flightless birds noted for their low cunning and sadistic tendencies. Achaierai are massive, 15-foot-tall flightless birds that inhabit lawful planes of battle and are only occasionally encountered elsewhere. They weigh about 750 pounds.

Achaierai speak infernal, though those living outside Acheron might have picked up a smattering of other tongues.

Combat

In close combat, an achaierai lashes out with two of its four legs and snaps with its powerful beak. It makes frequent use of its Spring Attack feat to strike quickly and then retreat out of range before an enemy can counterattack.

An achaierai's natural weapons, as well as any weapons it wields, are treated as evil-aligned and lawful aligned for the purpose of overcoming damage reduction.

Black Cloud (Ex): Up to three times per day an achaierai can release a choking, toxic black cloud. Those other than achaierai within 10 feet instantly take 2d6 points of damage. They must also succeed on a DC 15 Fortitude save or be affected for 3 hours as though by an *insanity* spell (caster level 16th). The save DC is Constitution-based.

Society and Ecology

Despite their cruel nature achaierai are actually quite gregarious, at least among their own kind. They cluster together into small flocks consisting of 1d4+4 individuals, though solitary achaierai are not unheard of. They are native to lawful evil planes, but may be encountered elsewhere. They favor flat, dry climes such as plains and savannahs.

Like non-planar birds, achaierai mate for life. Every year a mated pair produces several (1d4) eggs. It takes two months for the eggs to hatch and three years for the chicks to reach adulthood. They live for around 30 years.

Achaierai are strict carnivores. They prefer red meat, particular that of herd mammals and humanoids. They supplement their diet with ferrous metals.

Achaierai feathers are highly prized in some societies, fetching up to 1 gp (a typical achaierai has 3d4x10 feathers worth this much).

BARGHEST

Barghest

Medium Outsider (Evil, Extraplanar, Lawful, Shapechanger)

Hit Dice:	6d8+6 (33 hp) <25 hp>
Initiative:	+6
Speed:	30 ft. (6 squares)
Armor Class:	18 (+2 Dex, +6 natural), touch 12, flat-footed 16
Base Attack/Grapple:	+6/+9
Attack:	Bite +9 melee (1d6+3)
Full Attack:	Bite +9 melee (1d6+3) and 2 claws +4 melee (1d4+1)
Space/Reach:	5 ft. x 5 ft. / 5 ft.
Special Attacks:	Spell-like abilities, feed
Special Qualities:	Change shape, damage reduction 5/magic, darkvision 60 ft., scent
Saves:	Fort +6, Ref +7, Will +7
Abilities:	Str 17, Dex 15, Con 13, Int 14, Wis 14, Cha 14

Greater Barghest

Large Outsider (Evil, Extraplanar, Lawful, Shapechanger)

Hit Dice:	9d8+27 (67 hp) <46 hp>
Initiative:	+6
Speed:	40 ft. (8 squares)
Armor Class:	20 (-1 size, +2 Dex, +9 natural), touch 11, flat-footed 18
Base Attack/Grapple:	+9/+18
Attack:	Bite +13 melee (1d8+5)
Full Attack:	Bite +13 melee (1d8+5) and 2 claws +8 melee (1d6+2)
Space/Reach:	5 ft. x 5 ft. / 10 ft. (goblin form), 5 ft. x 10 ft. / 5 ft. (wolf form)
Special Attacks:	Spell-like abilities, feed
Special Qualities:	Change shape, damage reduction 10/magic, darkvision 60 ft., scent
Saves:	Fort +9, Ref +8, Will +10
Abilities:	Str 20, Dex 15, Con 16, Int 18, Wis 18, Cha 18

Skills: Bluff +11, Diplomacy +6, Disguise +2 (+4 acting), Hide +11*, Intimidate +13, Jump +12, Listen +11, Move Silently +10, Search +11, Sense Motive +11, Spot +11, Survival +11 (+13 following tracks)
Feats: Combat Reflexes, Improved Initiative, Track
Environment: Any evil-aligned plane
Organization: Solitary or pack (1d4+2)
Challenge Rating: 4
Treasure: Double standard
Alignment: Always lawful evil
Advancement: Special (see below)
Level Adjustment: ---

Bluff +16, Climb +17, Concentration +15, Diplomacy +8, Disguise +4 (+6 acting), Hide +10*, Intimidate +18, Jump +21, Listen +16, Move Silently +14, Sense Motive +16, Spot +16, Survival +16 (+18 following tracks), Tumble +16
Combat Casting, Combat Reflexes, Improved Initiative, Track
 Any evil-aligned plane
 Solitary or pack (1d4+2)
 6
 Double standard
 Always lawful evil
 Special (see below)

Pass Without Trace (Ex): A barghest in wolf form can use pass *without* trace (as the spell) as a free action.

Skills: A barghest in wolf form gains a +4 circumstance bonus on Hide checks.

Greater Barghest

A barghest that reaches 9 Hit Dice through feeding becomes a greater barghest. These creatures can change shape into a goblinlike creature of Large size (about 8 feet tall and 400 pounds) or a dire wolf. In goblin form, a greater barghest cannot use its natural weapons but can wield weapons and wear armor. In dire wolf form, a greater barghest loses its claw attacks but retains its bite attack.

A greater barghest can reach a maximum of 18 Hit Dice through feeding.

Spell-Like Abilities: In addition to the spell-like abilities all barghests possess, a greater barghest gains the following abilities. At will - *invisibility sphere*; 1/day - *mass bull's strength*, *mass enlarge*. Caster level equals the greater barghest's HD.

Combat

Occasionally, a greater barghest uses a magic two-handed weapon in combat instead of its claws, giving it multiple attacks (attack bonus +13/+8). It can also make one bite attack (attack bonus +8) each round. The save DC against a greater barghest's spell-like abilities is 14 + spell level.

DEMONS

A barghest is a lupine fiend that can take the shape of a wolf or a goblin. In its natural form, it resembles a goblin-wolf hybrid with terrible jaws and sharp claws. As whelps, barghests are nearly indistinguishable from wolves, except for their size and claws. As they grow larger and stronger, their skin darkens to bluishred and eventually becomes blue altogether.

A full-grown barghest is about 6 feet long and weighs 180 pounds. A barghest's eyes glow orange when the creature becomes excited.

Barghests speak Goblin, Worg, and Infernal.

Combat

Barghests can claw and bite, no matter what their form, and usually disdain weapons. Though they love killing, they have little stomach for direct combat and attack from ambush whenever possible. Barghests start a combat by using crushing despair and charm monster to keep opponents off balance. They try to stay away from the enemy's main strength.

A barghest's natural weapons, as well as any weapons it wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction. Its natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Spell-Like Abilities: At will - *blink*, *levitate*, *misdirection* (DC 14), *rage* (DC 15); 1/day - *charm monster* (DC 16), *crushing despair* (DC 16), *dimension door*. Caster level equals the barghest's HD. The save DCs are Charisma-based.

Feed (Su): When a barghest slays a humanoid opponent, it can feed on the corpse, devouring both flesh and life force, as a full-round action. Feeding destroys the victim's body and prevents any form of raising or resurrection that requires part of the corpse. There is a 50% chance that a *wish*, *miracle*, or *true resurrection* spell can restore a devoured victim to life. Check once for each destroyed creature. If the check fails, the creature cannot be brought back to life by mortal magic.

A barghest advances in Hit Dice by consuming corpses in this fashion. For every three suitable corpses a barghest devours, it gains 1 Hit Die, and its Strength, Constitution, and natural armor increase by +1. Its attack bonus and saves improve as normal for an outsider of its Hit Dice, and it gains skill points, feats, and ability score improvements normally.

The barghest only advances by consuming the corpses of creatures whose Hit Dice or levels are equal to or greater than its own current total. A barghest that reaches 9 Hit Dice through feeding immediately becomes a greater barghest upon completion of the act.

Change Shape (Su): A barghest can assume the shape of a goblin or a wolf as a standard action. In goblin form, a barghest cannot use its natural weapons but can wield weapons and wear armor. In wolf form, a barghest loses its claw attacks but retains its bite attack.

Demons are a race of creatures native to chaotic evil-aligned planes. They are ferocity personified and will attack any creature just for the sheer fun of it - even other demons.

Demon Traits: Most demons possess the following traits (unless otherwise noted in a creature's entry).

* Immunity to electricity and poison.

* Resistance to acid 10, cold 10, and fire 10.

* **Summon (Sp):** Many demons share the ability to summon others of their kind (the success chance and type of demon summoned are noted in each monster description). Demons are often reluctant to use this power until in obvious peril or extreme circumstances.

* **Telepathy** 100 ft. Demons can communicate mentally with any creature in range that possesses a language.

Except where otherwise noted, demons speak Abyssal, Celestial, and Draconic.

	Babau Medium Outsider (Chaotic, Extraplanar, Evil)	Balor Large Outsider (Chaotic, Extraplanar, Evil)	Bebilith Huge Outsider (Chaotic, Extraplanar, Evil)
Hit Dice:	7d8+35 (66 hp) <34 hp>	20d8+200 (290 hp) <73 hp>	12d8+96 (150 hp) <54 hp>
Initiative:	+1	+11	+5
Speed:	30 ft. (6 squares)	40 ft. (8 squares), fly 90 ft. (good)	40 ft. (8 squares), climb 20 ft.
Armor Class:	19 (+1 Dex, +8 natural), touch 11, flat-footed 18	35 (–1 size, +7 Dex, +19 natural), touch 16, flat-footed 28	22 (–2 size, +1 Dex, +13 natural), touch 9, flat-footed 21
Base Attack/Grapple:	+7 / +12	+20 / +36	+12 / +29
Attack:	Claw +12 melee (1d6+5)	+1 <i>vorpal greatsword</i> +33 melee (2d6+8/19–20)	Bite +19 melee (2d6+9 plus poison) or web +11 ranged
Full Attack:	2 claws +12 melee (1d6+5) and bite +7 melee (1d6+2)	+1 <i>vorpal greatsword</i> +31/+26/+21/+16 melee (2d6+8/19–20) and +1 <i>flaming whip</i> +30/+25 melee (1d4+4 plus 1d6 fire plus entangle); or 2 slams +31 melee (1d10+7)	Bite +19 melee (2d6+9 plus poison) and 2 claws +14 melee (2d4+4); or web +11 ranged
Space/Reach:	5 ft. x 5 ft. / 5 ft.	5 ft. x 5 ft./10 ft. (20 ft. with +1 <i>flaming whip</i>)	15 ft. x 15 ft. / 10 ft.
Special Attacks:	Sneak attack +2d6, spell-like abilities	Death throes, entangle, spell-like abilities, <i>vorpal sword</i>	Poison, rend armor, web
Special Qualities:	Demon traits, damage reduction 10/cold iron or good, darkvision 60 ft., protective slime, spell resistance 14	Demon traits, damage reduction 15/ cold iron and good, darkvision 60 ft., flaming body, spell resistance 28, true seeing	Demon traits, damage reduction 10/good, Darkvision, 60 ft., plane shift, scent
Saves:	Fort +10, Ref +6, Will +6	Fort +22, Ref +19, Will +19	Fort +16, Ref +9, Will +9
Abilities:	Str 21, Dex 12, Con 20, Int 14, Wis 13, Cha 16	Str 35, Dex 25, Con 31, Int 24, Wis 24, Cha 26	Str 28, Dex 12, Con 26, Int 11, Wis 13, Cha 13
Skills:	Climb +15, Disable Device +12, Disguise +13, Escape Artist +11, Hide +19, Listen +19, Move Silently +19, Open Lock +11, Search +20, Sleight of Hand +11, Survival +1 (+3 following tracks), Use Rope +1 (+3 with bindings)	Bluff +31, Concentration +33, Diplomacy +35, Disguise +8 (+10 acting), Hide +26, Intimidate +33, Knowledge (any two) +30, Listen +38, Move Silently +30, Search +30, Sense Motive +30, Spellcraft +30 (+32 scrolls), Spot +38, Survival +7 (+9 following tracks), Use Magic Device +31 (+33 scrolls)	Climb +24, Diplomacy +3, Hide +16, Jump +28, Listen +16, Move Silently +16, Search +15, Sense Motive +16, Spot +16, Survival +1 (+3 following tracks)
Feats:	Cleave, Multiattack, Power Attack	Cleave, Improved Initiative, Improved Two-Weapon Fighting, Power Attack, Quicken Spell-Like Ability (telekinesis), Two-Weapon Fighting, Weapon Focus (longsword)	Cleave, Improved Initiative, Improved Grapple, Power Attack, Track
Environment:	A chaotic evil-aligned plane	A chaotic evil-aligned plane	A chaotic evil-aligned plane
Organization:	Solitary or gang (1d4+2)	Solitary or troupe (1 balor, 1 marilith, and 1d4+1 hezrous)	Solitary
Challenge Rating:	6	20	10
Treasure:	Standard	Standard coins; double goods; standard items, plus +1 <i>vorpal greatsword</i> and +1 <i>flaming whip</i>	None
Alignment:	Always chaotic evil	Always chaotic evil	Always chaotic evil
Advancement:	8–14 HD (Large); 15–21 HD (Huge)	21–30 HD (Large); 31–60 HD (Huge)	13–18 HD (Huge); 19–36 HD (Gargantuan)
Level Adjustment:	---	---	---

Babau

A babau is about 6 feet tall and weighs about 140 pounds.

Combat

Babaus are sneaky and sly. They attack the most powerful foe first, hoping to eliminate the true threats quickly and then toy with the rest. When ambushing their opponents, they make excellent use of the combination of multiple attacks and sneak attacks.

A babau's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

Sneak Attack (Ex): A babau can make a sneak attack like a rogue, dealing an extra 2d6 points of damage whenever a foe is denied his or her Dexterity bonus, or when the babau is flanking.

Spell-Like Abilities: Caster level 7th. At will - *darkness*, *dispel magic*, *see invisibility*, *greater teleport* (self plus 50 pounds of objects only).

Protective Slime (Su): A slimy red jelly coats the babau's skin.

Any weapon that touches it takes 1d8 points of acid damage from the corrosive goo, and the weapon's hardness does not reduce this damage. A magic weapon may attempt a DC 18 Reflex save to avoid taking this damage. A creature who strikes the babau with an unarmed attack, unarmed strike, touch spell, or natural weapon takes this damage as well but can negate the damage with a DC 18 Reflex save. The save DCs are Constitution-based.

Summon Demon (Sp): Once per day a babau can attempt to summon 1 babau with a 40% chance of success. This ability is the equivalent of a 3rd-level spell.

Skills: Babaus have a +8 racial bonus on Hide, Listen, Move Silently, and Search checks.

Balor

A balor stands about 12 feet tall. Its skin is usually dark red. It weighs about 4,500 pounds.

Combat

Balors love to join battle armed with their swords and whips. If they face stiff resistance, they may *teleport* away to loose a few spell-like effects at the foe.

A balor's +1 *flaming whip* is a long, flexible weapon with many tails tipped with hooks, spikes, and balls. The weapon deals bludgeoning and slashing damage, in addition to fire damage.

A balor's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

Death Throes (Ex): When killed, a balor explodes in a blinding flash of light that deals 100 points of damage to anything within 100 feet (Reflex DC 30 half). This explosion automatically destroys any weapons the balor is holding. The save DC is Constitution-based.

Entangle (Ex): A balor's +1 flaming whip entangles foes much like an attack with a net. The whip has 20 hit points. The whip needs no folding. If it hits, the target and the balor immediately make opposed Strength checks; if the balor wins, it drags the target against its flaming body (see below). The target remains anchored against the balor's body until it escapes the whip.

Spell-Like Abilities: Caster level 20th. The save DCs are Charisma-based. At will - *blasphemy* (DC 25), *dominate monster* (DC 27), *greater dispel magic*, *greater teleport* (self plus 50 pounds of objects only), *insanity* (DC 25), *power word stun*, *telekinesis* (DC 23), *unholy aura* (DC 26); 1/day - *fire storm* (DC 26), *implosion* (DC 27).

Vorpal Sword (Su): Every balor carries a +1 *vorpal longsword* that looks like a flame or a bolt of lightning.

Summon Demon (Sp): Once per day a balor can automatically summon 4d10 dretches, 1d4 hezrous, or one nalfeshnee, glabrezu, marilith, or balor. This ability is the equivalent of a 9th-level spell.

Flaming Body (Su): The body of a balor is wreathed in flame. Anyone grappling a balor takes 6d6 points of fire damage each round.

True Seeing (Su): Balors have a continuous *true seeing* ability, as the spell (caster level 20th).

Skills: Balors have a +8 racial bonus on Listen and Spot checks.

Tactics Round-by-Round

The balor is most effective as a ranged combatant, using its spell-like abilities to attack from a distance.

Prior to combat: Unholy aura.

Round 1: *Fire storm* or *implosion* and quickened *telekinesis*, or *summon* additional demons. If the balor does not deem itself seriously threatened, it conserves abilities usable only once per day and uses *blasphemy* instead.

Round 2: *Insanity* or *power word stun*.

Round 3: Full melee attack with weapons, including entangle with whip.

Round 4: *Teleport* or fly away with entangled foe to reestablish range; repeat round 1 and continue.

A balor who wants to drive off or neutralize a party without slaying its foes avoids lethal attacks.

Prior to combat: *Unholy aura*.

Round 1: *Dominate monster*.

Round 2: *Power word stun*.

Round 3: *Insanity* or *telekinesis* to incapacitate or repel a dangerous opponent.

Round 4: *Teleport* or fly away to reestablish range; repeat round 1 and continue.

Bebilith

Bebiliths are enormous, predatory, arachnid demons that hunt other demons. A bebilith has a body the size of a plow horse, with legs spanning more than 14 feet. It weighs more than two tons.

Bebiliths understand but do not speak Abyssal. Their telepathy allows them to communicate silently with one another.

Combat

A bebilith attacks any creature it sees. It usually picks one target and concentrates its attacks on that opponent, using its webs to isolate the target from its comrades. Should the bebilith become overwhelmed by tougher opponents, it often attempts to bite one or more of its victims and retreats, allowing its poison to do its work.

A bebilith's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

Poison (Ex): Injury, Fortitude DC 24, initial damage 1d6 Con, secondary damage 2d6 Con. Bebilith venom is highly perishable, losing its potency and becoming inert, foul-smelling goo almost as soon as it comes into contact with air. The save DC is Constitution-based.

Rend Armor (Ex): If a bebilith hits with both claw attacks, it pulls apart any armor worn by its foe. This attack deals 4d6+18 points of damage to the opponent's armor. Creatures not wearing armor are unaffected by this special attack. Armor reduced to 0 hit points is destroyed. Damaged armor may be repaired with a successful Craft (armorsmithing) check.

Web (Ex): A bebilith can throw a web up to four times per day. This is similar to an attack with a net but has a maximum range of 30 feet, with a range increment of 10 feet. This attack is effective against targets of up to Gargantuan size. The web anchors the target in place, allowing no movement.

An entangled creature can escape with a DC 24 Escape Artist check or burst the web with a DC 24 Strength check. The check DCs are Constitution-based. The web has 14 hit points and hardness 0. There is a 75% chance that the webbing will not burn if any sort of fire is applied to it (check each round).

Plane Shift (Su): This ability affects only the bebilith. It is otherwise similar to the spell (caster level 12th).

Skills: A bebilith has mottled coloration that gives it a +8 racial bonus on Hide checks.

	Dretch Small Outsider (Chaotic, Extraplanar, Evil)
Hit Dice:	2d8+4 (13 hp) <16 hp>
Initiative:	+0
Speed:	20 ft. (4 squares)
Armor Class:	16 (+1 size, +5 natural), touch 11, flat-footed 16
Base Attack/Grapple:	+2 / -1
Attack:	Claw +4 melee (1d6+1)
Full Attack:	2 claws +4 melee (1d6+1) and bite +2 melee (1d4)
Space/Reach:	5 ft. x 5 ft. / 5 ft.
Special Attacks:	Spell-like abilities
Special Qualities:	Demon traits, damage reduction 5/cold iron or good, darkvision 60 ft.
Saves:	Fort +5, Ref +3, Will +3
Abilities:	Str 12, Dex 10, Con 14, Int 5, Wis 11, Cha 11
Skills:	Hide +9, Listen +5, Move

	Glabrezu Huge Outsider (Chaotic, Extraplanar, Evil)
Hit Dice:	12d8+120 (174 hp) <59 hp>
Initiative:	+0
Speed:	40 ft. (8 squares)
Armor Class:	27 (-2 size, +19 natural) touch 8, flat-footed 27
Base Attack/Grapple:	+12 / +30
Attack:	Pincers +20 melee (2d8+10)
Full Attack:	2 pincers +20 melee (2d8+10) and 2 claws +18 melee (1d6+5) and bite +18 melee (1d8+5)
Space/Reach:	5 ft. x 10 ft. / 15 ft.
Special Attacks:	Improved grab, spell-like abilities
Special Qualities:	Demon traits, damage reduction 10/good, darkvision 60 ft., spell resistance 21, true seeing
Saves:	Fort +18, Ref +8, Will +11
Abilities:	Str 31, Dex 10, Con 31, Int 16, Wis 16, Cha 20
Skills:	Bluff +22, Concentration +25, Diplomacy +9,

	Hezrou Large Outsider (Chaotic, Extraplanar, Evil)
Hit Dice:	10d8+100 (145 hp) <54 hp>
Initiative:	+0
Speed:	30 ft. (6 squares)
Armor Class:	23 (-1 size, +14 natural) touch 9, flat-footed 23
Base Attack/Grapple:	+10 / +19
Attack:	Bite +14 melee (4d4+5)
Full Attack:	Bite +14 melee (4d4+5) and 2 claws +9 melee (1d8+2)
Space/Reach:	5 ft. x 5 ft. / 10 ft.
Special Attacks:	Spell-like abilities, stench, improved grab
Special Qualities:	Demon traits, damage reduction 10/good, darkvision 60 ft., spell resistance 19
Saves:	Fort +16, Ref +7, Will +9
Abilities:	Str 21, Dex 10, Con 29, Int 15, Wis 14, Cha 18
Skills:	Climb +18, Concentration +22, Hide

	Silently +5, Spot +5, Search +2, Survival +0 (+2 following tracks)	Disguise +5 (+7 acting), Intimidate +24, Knowledge (any two) +18, Listen +26, Move Silently +18, Search +18, Sense Motive +18, Spellcraft +18, Spot +26, Survival +3 (+5 following tracks)	+13, Escape Artist +13, Intimidate +17, Listen +23, Move Silently +13, Search +15, Spellcraft +15, Spot +23, Survival +2 (+4 following tracks), Use Rope +0 (+2 with bindings)
Feats:	Multiattack	Cleave, Great Cleave, Multiattack, Persuasive, Power Attack	Blind-Fight, Cleave, Power Attack, Toughness
Environment:	A chaotic evil-aligned plane	A chaotic evil-aligned plane	A chaotic evil-aligned plane
Organization:	Solitary, pair, crowd (1d12+2), or mob (1d4x10)	Solitary or troupe (1 glabrezu, 1 succubus, and 1d4+1 vrock)	Solitary or gang (1d3+1)
Challenge Rating:	2	13	11
Treasure:	None	Standard coins; double goods; standard items	Standard
Alignment:	Always chaotic evil	Always chaotic evil	Always chaotic evil
Advancement:	3-6 HD (Small)	13-18 HD (Huge); 19-36 HD (Gargantuan)	11-15 HD (Large); 16-30 HD (Huge)
Level Adjustment:	+1	---	+9

Dretch

A dretch is about 4 feet tall and weighs about 60 pounds.

Dretches cannot speak but can communicate telepathically.

Combat

Dretches are slow, stupid, and not very effective combatants. In one-on-one combat, they rely on their damage reduction to keep them alive. In groups, they depend on sheer numbers to overcome foes and immediately summon other dretches to improve the odds in battle. They flee at the first sign of adversity unless more powerful demons are present to intimidate them into fighting. Dretches' fear of their greater kin is stronger than even their fear of death.

A dretch's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

Spell-Like Abilities: Caster level 2nd. The save DCs are Charisma-based. 1/day - *scare* (DC 12), *stinking cloud* (DC 13).

Summon Demon (Sp): Once per day a dretch can attempt to summon another dretch with a 35% chance of success. This ability is the equivalent of a 1st-level spell.

Telepathy (Su): Dretches can communicate telepathically with creatures within 100 feet that speak Abyssal.

Dretch Demon Characters

Dretch demon characters possess the following racial traits.

- * +2 Constitution; -4 Strength, -4 Intelligence, -2 Charisma.
- * Small size. +1 bonus to Armor Class, +1 bonus on attack rolls, +4 bonus on Hide checks, -4 penalty on grapple checks, lifting and carrying limits 3/4th those of Medium characters.
- * **Base Speed:** 20 ft.
- * Demon traits.
- * Darkvision out to 60 ft.
- * Natural armor +5.
- * **Claw Attack:** 1d6 + Str slashing.
- * **Bite Attack:** 1d4 + 1/2 Str piercing.
- * **Damage Reduction (Su):** 5/cold iron or good.
- * **Languages:** Abyssal, Celestial, Draconic. *Bonus Languages:* Infernal. Dretch cannot speak, but can understand other languages.
- * **Favored Class:** Rogue.
- * Level Adjustment +1.

Dretch Demon Monster Class

Level	BAB	Fort	Ref	Will	Special
1	+1	+2	+2	+2	<i>Scare</i>
2	+2	+3	+3	+3	<i>Stinking cloud</i>

Hit Dice: d8.

Skill Points at 1st Level: (8 + Intelligence modifier) x 4.

Skill Points Each Additional Level: 8 + Intelligence modifier.

Athach Class Skills: Hide (Dex), Listen (Wis), Move Silently (Dex), Spot (Wis), Search (Int), Survival (Wis).

Armor and Weapon Proficiency: Natural weapons only.

Spell-Like Abilities: As above. The caster level is based on the dretch monster class level.

Glabrezu

Like succubi, glabrezu tempt victims into ruin, but they lure their prey with power or wealth rather than passion.

Glabrezu have penetrating violet eyes, and their skin color ranges from deep russet to pitch black. A glabrezu stands about 15 feet tall and weighs about 5,500 pounds.

Combat

Glabrezu prefer subterfuge to combat. However, if their attempts to entice or deceive fail, these enormous demons attack with a vengeance. They follow a confusion attack with melee attacks, hoping to finish off wounded foes with chaos hammer or unholy blight.

A glabrezu's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

Improved Grab (Ex): To use this ability, a glabrezu must hit a Medium or smaller opponent with a pincer attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Spell-Like Abilities: Caster level 14th. The save DCs are Charisma-based. At will - *chaos hammer* (DC 19), *confusion* (DC 19), *dispel magic*, *mirror image*, *reverse gravity* (DC 22), *greater teleport* (self plus 50 pounds of objects only), *unholy blight* (DC 19); 1/day - *power word stun*.

Once per month, a glabrezu can fulfill a *wish* for a mortal humanoid. The demon can use this ability to offer a mortal whatever he or she desires - but unless the *wish* is used to create pain and suffering in the world, the glabrezu demands either terrible evil acts or great sacrifice as compensation.

Summon Demon (Sp): Once per day a glabrezu can attempt to summon 4d10 dretches or 1d2 vrock with a 50% chance of success, or another glabrezu with a 20% chance of success. This ability is the equivalent of a 4th-level spell.

True Seeing (Su): Glabrezu continuously use *true seeing* as the spell (caster level 14th).

Skills: Glabrezu have a +8 racial bonus on Listen and Spot checks.

Hezrou

A hezrou can walk both upright and on all fours, but it always fights standing up

A hezrou is about 8 feet tall and weighs about 750 pounds.

Combat

Hezrous enjoy melee combat even more than vrock do. They eagerly press an attack deep into the heart of enemy forces, so their stench can take effect as quickly as possible. They enter most battles by using *blasphemy*, and follow it with an occasional *chaos hammer* or *unholy blight*, depending on the alignment of their opponents.

A hezrou's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

Improved Grab (Ex): To use this ability, a hezrou must hit with both claw attacks. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Spell-Like Abilities: Caster level 13th. The save DCs are Charisma-based. At will - *chaos hammer* (DC 18), *greater teleport* (self

plus 50 pounds of objects only), *unholy blight* (DC 18); 3/day - *blasphemy* (DC 21), *gaseous form*.

Stench (Ex): A hezrou's skin produces a foul-smelling, toxic liquid whenever it fights. Any living creature (except other demons) within 10 feet must succeed on a DC 24 Fortitude save or be nauseated for as long as it remains within the affected area and for 1d4 rounds afterward. Creatures that successfully save are sickened for as long as they remain in the area. A creature that successfully saves cannot be affected again by the same hezrou's stench for 24 hours. A delay *poison* or *neutralize poison* spell removes either condition from one creature. Creatures that have immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws. The save DC is Constitution-based.

Summon Demon (Sp): Once per day a hezrou can attempt to summon 4d10 dretches or another hezrou with a 35% chance of success. This ability is the equivalent of a 4th-level spell.

Skills: Hezrous have a +8 racial bonus on Listen and Spot checks.

Hezrou Demon Chcracters

- Hezrou demon characters possess the following racial traits.
- * +10 Strength, +14 Constitution, +6 Intelligence, +6 Wisdom, +6 Charisma.
 - * Large size. -1 penalty to Armor Class, -1 penalty on attack rolls, -4 penalty on Hide checks, +4 bonus on grapple checks, lifting and carrying limits double those of Medium characters.
 - * **Base Speed:** 40 ft.
 - * Demon traits.
 - * Darkvision out to 60 ft.
 - * Natural armor +4.
 - * **Claw Attack:** 4d4 + 1/2 Str slashing.
 - * **Bite Attack:** 4d4 + Str piercing.
 - * **Improved Grab (Ex):** See above.
 - * **Damage Reduction (Su):** 5/cold iron or good.

- * **Skills:** Hezrous have a +8 racial bonus on Listen and Spot checks.
- * **Languages:** Abyssal, Celestial, Draconic. *Bonus Languages:* Common, Dwarven, Elven, Gnomish, Halfling, Infernal, Orcish.
- * **Favored Class:** Ranger.
- * Level Adjustment +9.

Hezrou Demon Monster Class

Level	BAB	Fort	Ref	Will	NatArm	Special
1	+1	+2	+2	+2	+5	<i>Gaseous form</i>
2	+2	+3	+3	+3	+6	
3	+3	+3	+3	+3	+7	<i>Blasphemy</i>
4	+4	+4	+4	+4	+8	DR 5/good
5	+5	+4	+4	+4	+9	
6	+6	+5	+5	+5	+10	<i>Greater teleport</i>
7	+7	+5	+5	+5	+11	<i>Summon demon</i>
8	+8	+6	+6	+6	+12	DR 10/good
9	+9	+6	+6	+6	+13	
10	+10	+7	+7	+7	+14	<i>Chaos hammer</i>

- Hit Dice:** d8.
- Skill Points at 1st Level:** (8 + Intelligence modifier) x 4.
- Skill Points Each Additional Level:** 8 + Intelligence modifier.
- Hezrou Class Skills:** Hide (Dex), Listen (Wis), Move Silently (Dex), Spot (Wis), Search (Int), Survival (Wis).
- Armor and Weapon Proficiency:** Natural weapons only.
- Natural Armor:** The hezrou's natural armor bonus increases to this amount.
- Spell-Like Abilities:** As above. The caster level is based on the hezrou monster class level, plus three.
- Damage Reduction (Su):** A hezrou's damage reduction improves at 4th and 8th level.
- Summon Demon (Sp):** See above.

	Marilith Large Outsider (Chaotic, Extraplanar, Evil)
Hit Dice:	16d8+144 (216 hp) <63 hp>
Initiative:	+4
Speed:	40 ft. (8 squares)
Armor Class:	29 (-1 size, +4 Dex, +16 natural), touch 13, flat-footed 25
Base Attack/Grapple:	+16 / +29
Attack:	Large longsword +25 melee (1d10+9/19-20) or slam +24 melee (1d8+9) or tail slap +24 melee (4d6+9)
Full Attack:	Primary Large longsword +25/+20/+15/+10 melee (1d10+9/19-20) and 5 Large longswords +25 melee (1d10+4/19-20) and tail slap +22 melee (4d6+4); or 6 slams +24 melee (1d8+9) and tail slap +22 melee (4d6+4)
Space/Reach:	5 ft. x 5 ft. / 10 ft.
Special Attacks:	Constrict 4d6+13, improved grab, spell-like abilities
Special Qualities:	Demon traits, damage reduction 10/ good and cold iron, darkvision 60 ft.
Saves:	Fort +19, Ref +14, Will +14
Abilities:	Str 29, Dex 19, Con 29, Int 18, Wis 18, Cha 24
Skills:	Bluff +26, Concentration +28, Diplomacy +30, Disguise +7 (+9 acting), Hide +19, Intimidate +28, Listen +31, Move Silently +23, Search 23, Sense Motive +23, Spellcraft +23 (+25 scrolls), Spot +31, Survival +4 (+6 following tracks), Use Magic Device +26(+28 scrolls)
Feats:	Combat Expertise, Combat Reflexes, Multiattack, Multiweapon Fighting, Power Attack, Weapon Focus (longsword)
Environment:	A chaotic evil-aligned plane

	Nalfeshnee Huge Outsider (Chaotic, Extraplanar, Evil)
Hit Dice:	14d8+112 (175 hp) <59 hp>
Initiative:	+1
Speed:	30 ft. (6 squares), fly 40 ft. (poor)
Armor Class:	27 (-2 size, +1 Dex, +18 natural), touch 9, flat-footed 26
Base Attack/Grapple:	+14 / +29
Attack:	Bite +20 melee (2d8+7)
Full Attack:	Bite +20 melee (2d8+7) and 2 claws +17 melee (1d8+3)
Space/Reach:	10 ft. x 10 ft. / 15 ft.
Special Attacks:	Smite, spell-like abilities
Special Qualities:	Demon traits, damage reduction 10/ good, darkvision 60 ft., spell resistance 22, true seeing
Saves:	Fort +17, Ref +10, Will +15
Abilities:	Str 25, Dex 13, Con 27, Int 22, Wis 22, Cha 20
Skills:	Bluff +22, Concentration +25, Diplomacy +26, Disguise +5 (+7 acting), Hide +10, Intimidate +22, Knowledge (arcana) +23, Listen +31, Move Silently +18, Search +23, Sense Motive +23, Spellcraft +25 (+27 scrolls), Spot +31, Survival +6 (+8 following tracks), Use Magic Device +22 (+24 scrolls)
Feats:	Cleave, Improved Bull Rush, Multiattack, Power Attack, Weapon Focus (bite)
Environment:	A chaotic evil-aligned plane

	Quasit Tiny Outsider (Chaotic, Extraplanar, Evil)
Hit Dice:	3d8 (13 hp) <10 hp>
Initiative:	+7
Speed:	20 ft. (4 squares), fly 50 ft. (perfect)
Armor Class:	18 (+2 size, +3 Dex, +3 natural), touch 15, flat-footed 15
Base Attack/Grapple:	+3 / -6
Attack:	Claw +8 melee (1d3-1 plus poison)
Full Attack:	2 claws +8 melee (1d3-1 plus poison) and bite +3 melee (1d4-1)
Space/Reach:	2-1/2 ft. x 2-1/2 ft. / 0 ft.
Special Attacks:	Poison, spell-like abilities
Special Qualities:	Demon traits, alternate form, damage reduction 5/cold iron or good, darkvision 60ft.,fast healing 2
Saves:	Fort +3, Ref +6, Will +4
Abilities:	Str 8, Dex 17, Con 10, Int 10, Wis 12, Cha 10
Skills:	Bluff +6, Diplomacy +2, Disguise +0 (+2 acting), Hide +17, Intimidate +2, Knowledge (any one) +6, Listen +7, Move Silently +9, Search +6, Spellcraft +6, Spot +6
Feats:	Improved Initiative, Weapon Finesse
Environment:	A chaotic evil-aligned plane

Organization:	Solitary or pair	Solitary or troupe (1 nalfeshnee, 1 hezrou, and 1d4+1 vlocks)	Solitary
Challenge Rating:	17	14	2
Treasure:	Standard coins; double goods; standard items, plus 1d4 magic weapons	Standard coins; double goods; standard items	None
Alignment:	Always chaotic evil	Always chaotic evil	Always chaotic evil
Advancement:	17-20 HD (Large); 21-48 HD (Huge)	15-20 HD (Huge); 21-42 HD (Gargant.)	4-6 HD (Tiny)
Level Adjustment:	---	---	--- (Improved Familiar -6 level)

Marilith

A marilith usually holds a longsword in each of its six hands and wears many bangles and jewels.

A marilith stands about 9 feet tall and measures about 20 feet from head to tip of tail. It weighs about 4,000 pounds.

Combat

Though mariliths thrive on grand strategy and army-level tactics, they love physical combat and never pass up an opportunity to fight. Each of a marilith's six arms can wield a weapon, and the creature gets an additional three weapon attacks with its primary arm. Mariliths seldom rush headlong into battle, however, preferring to hang back and size up the situation first. They always seek to gain the best possible advantage from the local terrain, obstacles, and any vulnerability or weakness in their opponents.

A marilith's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

Constrict (Ex): A marilith deals 4d6+13 points of damage with a successful grapple check. The constricted creature must succeed on a DC 27 Fortitude save or lose consciousness for as long as it remains in the coils and for 2d4 rounds thereafter. The save DC is Strength-based.

Improved Grab (Ex): To use this ability, a marilith must hit with its tail slap attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it succeeds on the grapple check, it can constrict.

Spell-Like Abilities: Caster level 16th. The save DCs are Charisma-based. At will - *align weapon*, *blade barrier* (DC 23), *magic weapon*, *project image* (DC 23), *polymorph*, *see invisibility*, *telekinesis* (DC 22), *greater teleport* (self plus 50 pounds of objects only), *unholy aura* (DC 25).

Summon Demon (Sp): Once per day a marilith can attempt to summon 4d10 dretches, 1d4 hezrou, or one nalfeshnee with a 50% chance of success, or one glabrezu or another marilith with a 20% chance of success. This ability is the equivalent of a 5th-level spell.

True Seeing (Su): Mariliths continuously use *true seeing*, as the spell (caster level 16th).

Skills: Mariliths have a +8 racial bonus on Listen and Spot checks.

Feats: In combination with its natural abilities, a marilith's Multiweapon Fighting feat allows it to attack with all its arms at no penalty.

Nalfeshnee

A nalfeshnee can fly despite its small wings.

A nalfeshnee is more than 20 feet tall and weighs 8,000 pounds.

Combat

When fulfilling their duties in the underworld, nalfeshnees usually disdain combat as being beneath them. Given the opportunity, they succumb to blood lust and do battle. They disable opponents with their smite ability and slaughter them while they can't fight back.

A nalfeshnee's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

Smite (Su): Three times per day a nalfeshnee can create a nimbus of unholy light. When the demon triggers the ability, rainbow-colored beams play around its body. One round later they burst in a 60-foot radius. Any creature within this area must succeed on a DC 22 Will save or be dazed for 1d10 rounds as visions of its worst fears hound it. The creature receives its full Dexterity and shield bonuses to AC if attacked but can take no actions. Other demons are immune to this effect. The save DC is Charisma-based.

Spell-Like Abilities: Caster level 12th. The save DCs are Charisma-based. At will - *call lightning* (DC 18), *feeblemind* (DC 20),

greater dispel magic, *slow* (DC 18), *greater teleport* (self plus 50 pounds of objects only), *unholy aura* (DC 23).

Summon Demon (Sp): Twice per day a nalfeshnee can attempt to summon 1d4 vlocks, 1d4 hezrou, or one glabrezu with a 50% chance of success, or another nalfeshnee with a 20% chance of success. This ability is the equivalent of a 5th-level spell.

True Seeing (Su): Nalfeshnees continuously use *true seeing*, as the spell (caster level 14th).

Skills: Nalfeshnees have a +8 racial bonus on Listen and Spot checks.

Quasit

In its natural form, a quasit stands about 1-1/2 feet tall and weighs about 8 pounds.

Quasits speak Common and Abyssal.

Combat

Although quasits thirst for victory and power as other demons do, they are cowards at heart. They typically attack from ambush, using their alternate form ability and invisibility to get within reach, and then try to scuttle away. When retreating, they use their cause fear ability to deter pursuit.

A quasit's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

Poison (Ex): Injury, Fortitude DC 13, initial damage 1d4 Dex, secondary damage 2d4 Dex. The save DC is Constitution-based and includes a +2 racial bonus.

Spell-Like Abilities: Caster level 6th. The save DCs are Charisma-based. At will - *detect good*, *detect magic*, and *invisibility* (self only); 1/day - *cause fear* (as the spell, except that its area is a 30-foot radius from the quasit, save DC 11). 1/week - a quasit can use *commune* to ask six questions. The ability otherwise works as the spell (caster level 12th).

Alternate Form (Su): A quasit can assume other forms at will as a standard action. This ability functions as a *polymorph* spell cast on itself (caster level 12th), except that a quasit does not regain hit points for changing form, and any individual quasit can assume only one or two forms no larger than Medium. Common forms include bat, monstrous centipede, toad, and wolf. A quasit in alternate form loses its poison attack.

DEVILS

Devils are fiends from lawful evil-aligned planes.

Many devils are surrounded by a fear aura, which they use to break up powerful groups and defeat opponents piecemeal. Devils with spell-like abilities use their illusion abilities to delude and confuse foes as much as possible. A favorite trick is to create illusory reinforcements; enemies can never be entirely sure if a threat is only a figment or real summoned devils joining the fray.

Devil Traits: Most devils possess the following traits (unless otherwise noted in a creature's entry).

* Immunity to fire and poison.

* Resistance to acid 10 and cold 10.

* **See in Darkness (Su):** Some devils can see perfectly in darkness of any kind, even that created by a *deeper darkness* spell.

* **Summon (Sp):** Some devils share the ability to summon others of their kind (the success chance and type of devils summoned are noted in each monster description).

* Telepathy 100 ft. Demons can communicate mentally with any creature in range that possesses a language.

Except when otherwise noted, devils speak Infernal, Celestial, and Draconic.

	Barbed Devil (Hamatula) Medium Outsider (Evil, Extraplanar, Lawful)	Bearded Devil (Barbazü) Medium Outsider (Evil, Extraplanar, Lawful)	Bone Devil (Osyluth) Large Outsider (Evil, Extraplanar, Lawful)
Hit Dice:	12d8+72 (126 hp) <47 hp>	6d8+18 (45 hp) <29 hp>	10d8+50 (95 hp) <43 hp>
Initiative:	+6	+6	+9
Speed:	30 ft. (6 squares)	40 ft. (8 squares)	40 ft. (8 squares)
Armor Class:	29 (+6 Dex, +13 natural) touch 16, flat-footed 23	19 (+2 Dex, +7 natural) touch 12, flat-footed 17	25 (–1 size, +5 Dex, +11 natural) touch 14, flat-footed 20
Base Attack/Grapple:	+12 / +22	+6 / +8	+10 / +19
Attack:	Claw +18 melee (2d8+6 plus fear)	Glaive +9 melee (1d10+3 plus infernal wound) or claw +8 melee (1d6+2)	Bite +14 melee (1d8+5)
Full Attack:	2 claws +18 melee (2d8+6 plus fear)	Glaive +9 / +4 melee (1d10+3 plus infernal wound) or 2 claws +8 melee (1d6+2)	Bite +14 melee (1d8+5) and 2 claws +12 melee (1d4+2) and sting +12 melee (3d4+2 plus poison)
Space/Reach:	5 ft. x 5 ft. / 5 ft.	5 ft. x 5 ft. / 5 ft. (10 ft. with glaive)	5 ft. x 5 ft./10 ft.
Special Attacks:	Fear, improved grab, impale 3d8+9	Infernal wound, beard, battle frenzy	Spell-like abilities, fear aura, poison
Special Qualities:	Devil traits, barbed defense, damage reduction 10/good, darkvision 60 ft., spell resistance 23, spell-like abilities	Devil traits, damage reduction 5/silver or good, darkvision 60 ft., spell resistance 17	Demon traits, damage reduction 10/good, darkvision 60 ft., spell resistance 21
Saves:	Fort +14, Ref +14, Will +12	Fort +8, Ref +7, Will +5	Fort +12, Ref +12, Will +11
Abilities:	Str 23, Dex 23, Con 23, Int 12, Wis 14, Cha 18	Str 15, Dex 15, Con 17, Int 6, Wis 10, Cha 10	Str 21, Dex 21, Con 21, Int 14, Wis 14, Cha 14
Skills:	Concentration +21, Diplomacy +6, Hide +21, Intimidate +19, Knowledge (any one) +16, Listen +19, Move Silently +21, Search +16, Sense Motive +17, Spot +19, Survival +2 (+4 following tracks)	Climb +11, Diplomacy +2, Hide +11, Listen +9, Move Silently +9, Sense Motive +9, Spot +9	Bluff +15, Concentration +18, Diplomacy +6, Disguise +2 (+4 acting), Hide +14, Intimidate +17, Knowledge (any one) +15, Listen +17, Move Silently +18, Search +15, Sense Motive +15, Spot +17, Survival +2 (+4 following tracks)
Feats:	Alertness, Cleave, Improved Grapple, Iron Will, Power Attack	Improved Initiative, Power Attack, Weapon Focus (glaive)	Alertness, Improved Initiative, Iron Will, Multiattack
Environment:	A lawful evil-aligned plane	A lawful evil-aligned plane	A lawful evil-aligned plane
Organization:	Solitary, pair, team (1d3+2), or squad (1d6+4)	Solitary, pair, team (1d3+2), or squad (1d6+4)	Solitary, team (1d3+1), or squad (1d6+4)
Challenge Rating:	11	5	9
Treasure:	Standard	Standard	Standard
Alignment:	Always lawful evil	Always lawful evil	Always lawful evil
Advancement:	13-24 (Medium); 25-36 HD (Large)	7-9 HD (Medium); 10-18 HD (Large)	11-20 HD (Large); 21-30 HD (Huge)
Level Adjustment:	---	+6	---

Barbed Devil (Hamatula)

A barbed devil is about 7 feet tall and weighs about 300 pounds.

Combat

Barbed devils eagerly fight with their claws, trying to impale their opponents. They use hold person to immobilize those who avoid their hug attacks.

A barbed devil's natural weapons, as well as any weapons it wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Fear (Su): A creature hit by a barbed devil must succeed on a DC 20 Will save or be affected as though by fear (caster level 9th). Whether or not the save is successful, that creature cannot be affected by that same barbed devil's fear ability for 24 hours. 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.

Improved Grab (Ex): To use this ability, a barbed devil must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can impale the opponent on its barbed body.

Summon Devil (Sp): Once per day a barbed devil can attempt to summon 1d6 bearded devils or another barbed devil with a 35% chance of success. This ability is the equivalent of a 4th-level spell.

Barbed Defense (Su): Any creature striking a barbed devil with handheld weapons or natural weapons takes 1d8+6 points of piercing and slashing damage from the devil's barbs. Note that weapons with exceptional reach, such as longswords, do not endanger their users in this way.

Spell-Like Abilities: Caster level 12th. The save DCs are Charisma-based. At will - *greater teleport* (self plus 50 pounds of objects only), *hold person* (DC 16), *major image* (DC 17), *scorching ray* (2 rays only); 1/day - *order's wrath* (DC 18), *unholy blight* (DC 18).

Bearded Devil (Barbazü)

Every bearded devil carries a sawtoothed glaive.

A bearded devil stands 6 feet tall and weighs about 225 pounds.

Combat

Bearded devils are aggressive and love to fight. They revel in their battle frenzy, spreading mayhem among their foes.

A bearded devil's natural weapons, as well as any weapons it wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Spell-Like Abilities: Caster level 12th. At will - *greater teleport* (self plus 50 pounds of objects only)

Infernal Wound (Su): The damage a bearded devil deals with its glaive causes a persistent wound. An injured creature loses 2 additional hit points each round. The wound does not heal naturally and resists healing effects. The continuing hit point loss can be stopped by a DC 16 Heal check, a *cure* or a *heal* spell, or the *Autorestitution* psionic power. However, a character attempting to cast a *cure* or a *heal* spell, or the *autorestitution* power, on a creature damaged by a bearded devil's glaive must succeed on a DC 16 caster/manifest level check, or the spell/power has no effect on the injured character. A successful Heal check automatically stops the continuing hit point loss as well as restoring hit points. The infernal wound is a supernatural ability of the bearded devil, not of the weapon. The check DC is Constitution-based.

Beard (Ex): If a bearded devil hits a single opponent with both claw attacks, it automatically hits with its beard. The affected creature takes 1d8+2 points of damage and must succeed on a DC 16 Fortitude save or be infected with a vile disease known as *devil chills* (incubation period 1d4 days, damage 1d4 Str). Damage is dealt each day until the afflicted creature succeeds on three consecutive Fortitude saves, the disease is cured magically, or the creature dies. The save DC is Constitution-based.

Battle Frenzy (Ex): Twice per day, a bearded devil can work itself into a battle frenzy similar to the barbarian's rage (+4 Strength, +4 Constitution, +2 morale bonus on Will saves, -2 AC penalty). The frenzy lasts for 6 rounds, and the bearded devil suffers no ill effects afterward.

Summon Devil (Sp): Once per day a bearded devil can attempt to summon 2d10 lemures with a 50% chance of success, or another bearded devil with a 35% chance of success. This ability is the equivalent of a 3rd-level spell.

Bone Devil (Osyloth)

Bone devils stand about 9 feet tall and weigh about 500 pounds.

Combat

Bone devils hate all other creatures and attack ruthlessly. They freely use wall of ice to keep the enemy divided.

A bone devil's natural weapons, as well as any weapons it wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Fear Aura (Su): Bone devils can radiate a 5-foot-radius fear aura as a free action. Affected creatures must succeed on a DC 17 Will save or be affected as though by a *fear* spell (caster level 7th). A creature that successfully saves cannot be affected again by the same bone devil's aura for 24 hours. Other devils are immune to the aura. The save DC is Charisma-based.

Poison (Ex): Injury, Fortitude DC 20, initial damage 1d6 Str, secondary damage 2d6 Str. The save DC is Constitution-based.

Spell-Like Abilities: Caster level 12th. The save DC is Charisma-based. At will - *greater teleport* (self plus 50 pounds of objects only), *dimensional anchor*, *fly*, *invisibility* (self only), *major image* (DC 15), *wall of ice*.

Summon Devil (Sp): Once per day a bone devil can attempt to summon 2d10 lemures with a 50% chance of success, or another bone devil with a 35% chance of success. This ability is the equivalent of a 4th-level spell.

	Chain Devil (Kyton) Medium Outsider (Evil, Extraplanar, Lawful)	Erinyes Medium Outsider (Evil, Extraplanar, Lawful)	Hellcat (Bezekira) Large Outsider (Evil, Extraplanar, Lawful)
Hit Dice:	8d8+16 (52 hp) <31 hp>	9d8+45 (85 hp) <39 hp>	8d8+24 (60 hp) <35 hp>
Initiative:	+6	+5	+9
Speed:	30 ft. (6 squares)	30 ft. (6 squares), fly 50 ft. (good)	40 ft. (8 squares)
Armor Class:	20 (+2 Dex, +8 natural), touch 12, flat-footed 18	23 (+5 Dex, +8 natural) touch 15, flat-footed 18	21 (-1 size, +5 Dex, +7 natural), touch 14, flat-footed 16
Base Attack/Grapple:	+8 / +10	+9 / +14	+8 / +18
Attack:	Chain +10 melee (2d4+2/19-20)	Longsword +14 melee (1d8+5/19-20) or +1 <i>flaming composite longbow</i> (+5 Str bonus) +15 ranged (1d8+6/x3 plus 1d6 fire) or rope +14 ranged (entangle)	Claw +13 melee (1d8+6)
Full Attack:	2 chains +10 melee (2d4+2/19-20)	Longsword +14 / +9 melee (1d8+5/19-20) or +1 <i>flaming composite longbow</i> (+5 Str bonus) +15/+10 ranged (1d8+6/x3 plus 1d6 fire) or rope +14 ranged (entangle)	2 claws +13 melee (1d8+6) and bite +8 melee (2d8+3)
Space/Reach:	5 ft. x 5 ft. / 5 ft. (10 ft. chains)	5 ft. x 5 ft. / 5 ft.	5 ft. x 10 ft. / 5 ft.
Special Attacks:	Dancing chains, unnerving gaze	Entangle, spell-like abilities	Improved grab, pounce, rake 1d8+3
Special Qualities:	Devil traits, damage reduction 5/silver or good, darkvision 60 ft., immunity to cold, regeneration 2, spell resistance 18	Devil traits, damage reduction 5/good, darkvision 60 ft., spell resistance 20, true seeing	Devil traits, damage reduction 5/good, darkvision 60 ft., invisible in light, scent, spell resistance 19
Saves:	Fort +8, Ref +8, Will +6	Fort +11, Ref +11, Will +10	Fort +9, Ref +11, Will +8
Abilities:	Str 15, Dex 15, Con 15, Int 6, Wis 10, Cha 12	Str 21, Dex 21, Con 21, Int 14, Wis 18, Cha 20	Str 23, Dex 21, Con 17, Int 10, Wis 14, Cha 10
Skills:	Climb +13, Craft (blacksmithing) +17, Escape Artist +13, Intimidate +12, Listen +13, Spot +13, Use	Concentration +17, Diplomacy +7, Escape Artist +17, Hide +17, Knowledge (any two) +14, Listen +16, Move Silently +17, Search Rope +2 (+4 with bindings) +14, Sense Motive +16, Spot +16, Survival +4 (+6 following tracks), Use Rope +5 (+7 with bindings)	Balance +16, Climb +17, Hide +13, Jump +21, Listen +17, Move Silently +20, Spot +13, Swim +17
Feats:	Alertness, Improved Critical (chain), Improved Initiative	Dodge ^B , Mobility ^B , Point Blank Shot, Precise Shot, Rapid Shot, Shot on the Run	Dodge, Improved Initiative, Track
Environment:	A lawful evil-aligned plane	A lawful evil-aligned plane	A lawful evil-aligned plane
Organization:	Solitary, gang (1d3+1), band (1d6+4), or mob (1d10+10)	Solitary	Solitary, pair, or pride (1d6+4)
Challenge Rating:	6	8	7
Treasure:	Standard	Standard, plus rope and +1 <i>flaming composite longbow</i> (+5 Str bonus)	None
Alignment:	Always lawful evil	Always lawful evil	Always lawful evil
Advancement:	9-16 HD (Medium)	10-18 HD (Medium)	9-10 HD (Large); 11-24 HD (Huge)
Level Adjustment:	+6	+7	---

Chain Devil (Kyton)

Kytons are humanlike devils, wrapped in chains instead of clothing. A chain devil is 6 feet tall and weighs about 300 pounds, chains included.

Chain devils speak Infernal and Common.

Combat

A chain devil attacks by flailing away with the spiked chains that serve as its clothing, armor, and weapons.

A chain devil's natural weapons, as well as any weapons it wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Dancing Chains (Su): A chain devil's most awesome attack is its ability to control up to four chains within 20 feet as a standard action, making the chains dance or move as it wishes. In addition, a chain devil 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 devil itself. If a chain is in another creature's possession, the creature can

attempt a DC 15 Will save to break the chain devil'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. The save DC is Charisma-based.

Entangle (Ex): Each erinyes carries a stout rope some 50 feet long that entangles opponents of any size as an *animate rope* spell (caster level 16th). An erinyes can hurl its rope 30 feet with no range penalty. Typically, an erinyes entangles a foe, lifts it into the air, and drops it from a great height.

Spell-Like Abilities: Caster level 12th. The save DCs are Charisma-based. At will - *greater teleport* (self plus 50 pounds of objects only), *charm monster* (DC 19), *minor image* (DC 17), *unholy blight* (DC 19)

Summon Devil (Sp): Once per day an erinyes can attempt to summon 2d10 lemures or 1d4 bearded devils with a 50% chance of success. This ability is the equivalent of a 3rd-level spell.

True Seeing (Su): Erinyes continuously use *true seeing*, as the spell (caster level 14th).

Hellcat (Bezekira)

While its appearance suggests it is incorporeal, a hellcats has a corporeal body and can be harmed by physical attacks.

Hellcats use a natural telepathy to communicate with one another and those they encounter. A hellcat measures about 9 feet long and weighs about 900 pounds.

Combat

A hellcat can hold its own in combat thanks to sharp claws and wicked fangs. It prefers to leap upon opponents, just as a lion does.

A chain devil can climb chains it controls at its normal speed without making Climb checks.

Unnerving Gaze (Su): Range 30 ft., Will DC 15 negates. A chain devil can make its face resemble one of an opponent's departed loved ones or bitter enemies. Those who fail their saves take a -2 penalty on attack rolls for 1d3 rounds. The save DC is Charisma-based.

Regeneration (Ex): Chain devils take normal damage from silvered weapons, good-aligned weapons, and spells or effects with the good descriptor.

A chain devil that loses a piece of its body regrows it in 2d6x10 minutes. Holding the severed member against the stump enables it to reattach instantly.

Skills: Chain devils have a +8 racial bonus on Craft checks involving metalwork.

Erinyes

Unlike other devils, erinyes appear attractive to humans, resembling very comely women or men. An erinyes stands about 6 feet tall and weighs about 150 pounds.

Erinyes speak Infernal, Celestial, and Draconic.

Combat

Erinyes prefer to engage in combat from a distance. They use charm monster to distract or disorganize their opponents, then rain down fiery arrows from above.

An erinyes's natural weapons, as well as any weapons it wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

A hellcat's natural weapons, as well as any weapons it wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Improved Grab (Ex): To use this ability, a hellcat must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Pounce (Ex): If a hellcat charges, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +13 melee, damage 1d8+3.

Invisible in Light (Ex): A hellcat is invisible in any area lit well enough for a human to see. In a darkened area, it shows up as a faintly glowing outline visible up to 30 feet away (60 feet if the viewer has low-light vision). Magical darkness smothers the glow and conceals the outline.

Skills: Hellcats have a +4 racial bonus on Listen and Move Silently checks.

	Horned Devil (Cornugon)	Ice Devil (Gelugon)	Imp
	Large Outsider	Large Outsider	Tiny Outsider
	(Evil, Extraplanar, Lawful)	(Evil, Extraplanar, Lawful)	(Evil, Extraplanar, Lawful)
Hit Dice:	15d8+105 (172 hp) <57 hp>	14d8+84 (147 hp) <53 hp>	3d8 (13 hp) <12 hp>
Initiative:	+7	+5	+3
Speed:	20 ft. (4 squares), fly 50 ft. (average)	40 ft. (8 squares)	20 ft. (4 squares), fly 50 ft. (perfect)
Armor Class:	35 (-1 size, +7 Dex, +19 natural), touch 16, flat-footed 28	32 (-1 size, +5 Dex, +18 natural), touch 14, flat-footed 27	20 (+2 size, +3 Dex, +5 natural), touch 15, flat-footed 17
Base Attack/Grapple:	+15 / +29	+14 / +24	+3 / -5
Attack:	Huge spiked chain +25 melee (2d6+15 plus stun) or claw +24 melee (2d6+10) or tail +24 melee (2d6+10 plus infernal wound)	Huge shortspear +20 melee (1d10+9/x3 plus slow) or claw +19 melee (1d10+6)	Sting +8 melee (1d4 plus poison)

Full Attack:	Huge spiked chain +25/+20 +15 melee (2d6+15 plus stun) and bite +22 melee (2d8+5) and tail +22 melee (2d6+5 plus infernal wound); or 2 claws +24 melee (2d6+10) and bite +22 melee (2d8+5) and tail +22 melee (2d6+5 plus infernal wound)	Huge shortspear +20/+15/+10 melee (1d10+9/x3 plus slow) and bite +14 melee (2d6+3) and tail +14 melee (3d6+3 plus slow); or 2 claws +19 melee (1d10+6) and bite +14 melee (2d6+3) and tail +14 melee (3d6+3 plus slow)	Sting +8 melee (1d4 plus poison)
Space/Reach:	10 ft. x 10 ft. / 15 ft. (30 ft. spiked chain)	10 ft. x 10 ft. / 15 ft.	2-1/2 ft. x 2-1/2 ft. / 0 ft.
Special Attacks:	Fear aura, infernal wound, spell-like abilities, stun	Fear aura, slow, spell-like abilities	Poison, spell-like abilities
Special Qualities:	Devil traits, damage reduction 10/ good and silver, darkvision 60 ft., regeneration 5, spell resistance 28	Devil traits, damage reduction 10/good, darkvision 60 ft., regeneration 5, spell resistance 25	Devil traits, alternate form, damage reduction 5/good or silver, darkvision 60 ft., fast healing 2, immunity to poison, fire resistance 5
Saves:	Fort +16, Ref +16, Will +15	Fort +15, Ref +14, Will +15	Fort +3, Ref +6, Will +4
Abilities:	Str 31, Dex 25, Con 25, Int 14, Wis 18, Cha 22	Str 23, Dex 21, Con 23, Int 22, Wis 22, Cha 20	Str 10, Dex 17, Con 10, Int 10, Wis 12, Cha 14
Skills:	Bluff +24, Climb +28, Concentration +24, Diplomacy +10, Disguise +6 (+8 acting), Hide +21, Intimidate +26, Listen +22, Move Silently +23, Search +20, Sense Motive +22, Spot +22, Survival +4 (+6 following tracks)	Bluff +22, Climb +23, Concentration +23, Diplomacy +9, Disguise +5 (+7 acting), Intimidate +24, Jump +27, Knowledge (any three) +23, Listen +25, Move Silently +22, Search +23, Sense Motive +23, Spellcraft +23, Spot +25, Survival +6 (+8 following tracks)	Diplomacy +8, Hide +17, Knowledge (any one) +6, Listen +7, Move Silently +9, Search +6, Spellcraft +6, Spot +7, Survival +1 (+3 following tracks)
Feats:	Cleave, Improved Sunder, Iron Will, Multiattack, Power Attack, Weapon Focus (spiked chain)	Alertness, Cleave, Combat Reflexes, Power Attack, Weapon Focus (spear)	Dodge, Weapon Finesse
Environment:	A lawful evil-aligned plane	A lawful evil-aligned plane	A lawful evil-aligned plane
Organization:	Solitary, team (1d3+1), or squad (1d6+4)	Solitary, team (1d3+1), squad (1d6+4), or troupe (1d2 ice devils, 1d6+6 bearded devils, and 1d4 bone devils)	Solitary
Challenge Rating:	16	13	2
Treasure:	Standard coins; double goods; standard items	Standard coins; double goods; standard items	None
Alignment:	Always lawful evil	Always lawful evil	Always lawful evil
Advancement:	16-20 HD (Large); 21-45 HD (Huge)	15-28 HD (Large); 29-42 HD (Huge)	4-6 HD (Tiny)
Level Adjustment:	---	---	--- (Improved Familiar -6 level)

objects only); *persistent image* (DC 21); 3/day - *fireball* (DC 19), *lightning bolt* (DC 19).

Fear Aura (Su): A horned devil can radiate a 5-foot-radius fear aura as a free action. A creature in the area must succeed on a DC 23 Will save or be affected as though by a *fear* spell (caster level 15th). A creature that successfully saves cannot be affected again by the same horned devil's aura for 24 hours. Other devils are immune to the aura. The save DC is Charisma-based.

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. The save DC is Strength-based. This ability is a function of the horned devil, not of the spiked chain.

Infernal Wound (Su): The damage a horned devil deals with its glaive causes a persistent wound. An injured creature loses 2 additional hit points each round. The wound does not heal naturally and resists healing effects. The continuing hit point loss can be stopped by a DC 24 Heal check, a *cure* or a *heal* spell, or the *autorestitution* psionic power. However, a character attempting to cast a *cure* or a *heal* spell, or the *autorestitution* power, on a creature damaged by a horned devil's glaive must succeed on a DC 24 caster/manifestor level check, or the spell/power has no effect on the injured character. A successful Heal check automatically stops the continuing hit point loss as well as restoring hit points. The infernal wound is a supernatural ability of the horned devil, not of the weapon. The check DC is Constitution-based.

Summon Devil (Sp): Once per day a horned devil can attempt to summon 2d10 lemures or 1d6 bearded devils with a 50% chance of success, 1d6 barbed devils with a 35% chance of success, or another horned devil with a 20% chance of success. This ability is the equivalent of a 6th-level spell.

Regeneration (Ex): A horned devil takes normal damage from good-aligned silvered weapons, and from spells or effects with the good descriptor.

Horned Devil (Cornugon)

A horned devil is 9 feet tall and weighs about 600 pounds.

Combat

Horned devils are bold fighters. They rarely retreat, even against overwhelming odds. They love to fight with their spiked chains, usually singling out the most powerful foes to stun and eliminate quickly.

A horned devil's natural weapons, as well as any weapons it wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Spell-Like Abilities: Caster level 15th. The save DCs are Charisma-based. At will - *dispel chaos* (DC 21), *dispel good* (DC 21), *magic circle against good*, *greater teleport* (self plus 50 pounds of

Ice Devil (Gelugon)

An ice devil is about 12 feet tall and weighs about 700 pounds.

Combat

An ice devil prefers to fight only when doing so serves its mission, but it never hesitates to attack when it deems a battle necessary - or likely to end in its victory.

An ice devil's natural weapons, as well as any weapons it wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Fear Aura (Su): An ice devil can radiate a 10-foot-radius fear aura as a free action. A creature in the area must succeed on a DC 22 Will save or be affected as though by a *fear* spell (caster level 13th). A creature that successfully saves cannot be affected again by the same ice devil's aura for 24 hours. Other devils are immune to the aura. The save DC is Charisma-based.

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. The save DC is Constitution-based.

Spell-Like Abilities: Caster level 13th. The save DCs are Charisma-based. At will - *cone of cold* (DC 20), *fly*, *ice storm* (DC 19), *greater teleport* (self plus 50 pounds of objects only), *persistent image* (DC 20), *unholy aura* (DC 23), *wall of ice* (DC 19)

Summon Devil (Sp): Once per day an ice devil can attempt to summon 2d10 lemures or 1d6 bearded devils, 2d4 bone devils with a 50% chance of success, or another ice devil with a 20% chance of success. This ability is the equivalent of a 4th-level spell.

Regeneration (Ex): An ice devil takes normal damage from good-aligned weapons and from spells or effects with the good descriptor.

	Lemure
	Medium Outsider
	(Evil, Extraplanar, Lawful)
Hit Dice:	2d8 (9 hp) <14 hp>
Initiative:	+0
Speed:	20 ft. (4 squares)
Armor Class:	14 (+4 natural) touch 10, flat-footed 14
Base Attack/Grapple:	+2 / +2
Attack:	Claw +2 melee (1d4)
Full Attack:	2 claws +2 melee (1d4)
Space/Reach:	5 ft. x 5 ft. / 5 ft.
Special Attacks:	---
Special Qualities:	Devil traits, damage reduction 5/good or silver, darkvision 60 ft.
Saves:	Fort +3, Ref +3, Will +3
Abilities:	Str 10, Dex 10, Con 10, Int ---, Wis 11, Cha 5
Skills:	---
Feats:	---
Environment:	A lawful evil-aligned plane
Organization:	Solitary, pair, gang (1d3+2), swarm (1d10+5), or mob (1d4x10)
Challenge Rating:	1
Treasure:	None
Alignment:	Always lawful evil
Advancement:	3-6 HD (Medium)
Level Adjustment:	---

Lemure

A lemure is about 5 feet tall and weighs about 100 pounds.

Lemures are mindless and cannot communicate, but they are sensitive to telepathic messages from other devils, typically obeying a devil's mental commands.

Combat

Lemures surge toward anything they meet and try to claw it apart. Only a telepathic command from other devils or the complete destruction of the lemures can make them stop.

Imp

In its natural form, an imp stands almost 2 feet tall and weighs about 8 pounds.

Combat

Imps are craven, but not so timid as to pass up an opportunity for a surprise attack using their invisibility and alternate form ability. In its natural form, an imp attacks with the wicked stinger on its tail. It quickly flies out of reach if a foe manages to strike back effectively.

An imp's natural weapons, as well as any weapons it wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Poison (Ex): Injury, Fortitude DC 13, initial damage 1d4 Dex, secondary damage 2d4 Dex. The save DC is Constitution-based and includes a +2 racial bonus.

Spell-Like Abilities: Caster level 6th. The save DC is Charisma-based. At will - *detect good*, *detect magic*, *invisibility* (self only); 1/day - *suggestion* (DC 15).

Once per week an imp can use *commune* to ask six questions. The ability otherwise works as the spell (caster level 12th).

Alternate Form (Su): An imp can assume other forms at will as a standard action. This ability functions as a *polymorph* spell cast on itself (caster level 12th), except that an imp does not regain hit points for changing form, and an individual imp can assume only one or two forms no larger than Medium. Common forms include monstrous spider, raven, rat, and boar.

Pit Fiend

	Large Outsider
	(Evil, Extraplanar, Lawful)
	18d8+144 (225 hp) <65 hp>
	+12
	40 ft. (8 squares), fly 60 ft. (average)
	40 (-1 size, +8 Dex, +23 natural) touch 17, flat-footed 32
	+18 / +35
	Claw +30 melee (2d8+13)
	2 claws +30 melee (2d8+13) and 2 wings +28 melee (2d6+6) and bite +28 melee (4d6+6 plus poison plus disease) and tail slap +28 melee (2d8+6)
	5 ft. x 5 ft./10 ft.
	Constrict 2d8+26, fear aura, improved grab, spell-like abilities
	Devil traits, damage reduction 15/good and silver, darkvision 60 ft., regeneration 5, spell resistance 32
	Fort +19, Ref +19, Will +21
	Str 37, Dex 27, Con 27, Int 26, Wis 26, Cha 26
	Balance +10, Bluff +29, Climb +34, Concentration +29, Diplomacy +10, Disguise +29 (+31 acting), Hide +25, Intimidate +31, Jump +40, Knowledge (arcana) +29, Knowledge (nature) +10, Knowledge (the planes) +29, Knowledge (religion) +29, Listen +29, Move Silently +29, Search +29, Spellcraft +31, Spot +29, Survival +8 (+10 on other planes, +10 when tracking), Tumble +31
	Cleave, Great Cleave, Improved Initiative, Iron Will, Multiattack, Power Attack, Quicken Spell-Like Ability (fireball)
	A lawful evil-aligned plane
	Solitary, pair, team (1d2+2), or troupe (1d2 pit fiends, 1d4+1 horned devils, and 1d4+1 barbed devils)
	20
	Standard coins; double goods; standard items
	Always lawful evil
	19-36 HD (Large); 37-54 HD (Huge)

A lemure's natural weapons, as well as any weapons it wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Mindless (Ex): Immunity to mind-affecting effects (charms, compulsions, phantasms, patterns, psionic combat, and morale effects).

Pit Fiend

A pit fiend often wraps its wings around itself like a grotesque cloak, and appears wreathed in flames.

A pit fiend is 12 feet tall and weighs 800 pounds.

Round 2: *Meteor swarm* against as many foes as possible, approach worst-injured enemy.

Round 3: Full attack against injured enemy.

Round 4: Continue melee against injured enemy, or *power word stun* against annoying spellcaster.

Round 5: Repeat from round 1, or *greater teleport* to safety if endangered.

FIENDISH CREATURE (TEMPLATE)

Fiendish creatures dwell on the lower planes, the realms of evil, although they resemble beings found on the Material Plane. They are more fearsome in appearance than their earthly counterparts.

Creating a Fiendish Creature

“Fiendish” is an inherited template that can be added to any corporeal aberration, animal, dragon, fey, giant, humanoid, magical beast, monstrous humanoid, ooze, plant, or vermin of nongood alignment (referred to hereafter as the base creature).

A fiendish creature uses all the base creature’s statistics and abilities except as noted here. Do not recalculate the creature’s Hit Dice, base attack bonus, saves, or skill points if its type changes.

Size and Type: Animals or vermin with this template become magical beasts, but otherwise the creature type is unchanged. Size is unchanged. Fiendish creatures encountered on the Material Plane have the extraplanar subtype.

Special Attacks: A fiendish creature retains all the special attacks of the base creature and also gains the following special attack.

Smite Good (Su): Once per day the creature can make a normal melee attack to deal extra damage equal to its HD total (maximum of +20) against a good foe.

Special Qualities: A fiendish creature retains all the special qualities of the base creature and also gains the following.

- * Darkvision out to 60 feet.
- * Damage reduction (see the table below).
- * Resistance to cold and fire (see the table below).
- * Spell resistance equal to the creature’s HD + 5 (maximum 25).

If the base creature already has one or more of these special qualities, use the better value.

If a fiendish creature gains damage reduction, its natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Abilities: Same as the base creature, but Intelligence is at least 3.

Environment: Any evil-aligned plane.

Challenge Rating: HD 3 or less, as base creature; HD 4 to 7, as base creature +1; HD 8 or more, as base creature +2.

Alignment: Always evil (any).

Level Adjustment: Same as the base creature +2. (Improved Familiar –2 level)

Hit Dice	Resistance to	
	Cold and Fire	Damage Reduction
1-3	5	---
4-7	5	5/magic
8-11	10	5/magic
12 or more	10	10/magic

Sample Fiendish Creature

Fiendish Baboon

Medium Magical Beast (Extraplanar)

Hit Dice:	1d8+1 (5 hp) <14>
Initiative:	+2
Speed:	40 ft (8 squares), climb 30 ft
Armor Class:	13 (+2 Dex, +1 natural), touch 12, flat-footed 11
Base Attack/Grapple:	+0 / +2
Attack:	Bite +2 melee (1d6+3)
Full Attack:	Bite +2 melee (1d6+3)
Space/Reach:	5 ft x 5 ft / 5 ft
Special Attacks:	Smite good
Special Qualities:	Darkvision 60 ft, low-light vision, resistance to cold and fire 5, scent, spell resistance 6
Saves:	Fort +3, Ref +4, Will +1
Abilities:	Str 15, Dex 14, Con 12, Int 3, Wis 12, Cha 4

Combat

Pit fiends are wily and resourceful fighters, using invisibility to gain the upper hand and biting at foes seemingly able to see them. They don’t hesitate to blanket an area with fireballs, and can call down the wrath of an inferno with meteor swarm.

A pit fiend’s natural weapons, as well as any weapons it wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Constrict (Ex): A pit fiend deals 2d8+26 points of damage with a successful grapple check.

Disease (Su): A creature struck by a pit fiend’s bite attack must succeed on a DC 27 Fortitude save or be infected with a vile disease known as *devil chills* (incubation period 1d4 days, damage 1d4 Str). The save DC is Constitution-based.

Fear Aura (Su): A pit fiend can radiate a 20-foot-radius fear aura as a free action. A creature in the area must succeed on a DC 27 Will save or be affected as though by a *fear* spell (caster level 18th). A creature that successfully saves cannot be affected again by the same pit fiend’s aura for 24 hours. Other devils are immune to the aura. The save DC is Charisma-based.

Improved Grab (Ex): To use this ability, a pit fiend must hit with its tail slap attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

If it wins the grapple check, it establishes a hold and can constrict.

Poison (Ex): Injury, Fortitude DC 27, initial damage 1d6 Con, secondary damage death. The save DC is Constitution-based.

Spell-Like Abilities: Caster level 18th. The save DCs are Charisma-based. At will - *blasphemy* (DC 25), *create undead*, *fireball* (DC 21), *greater dispel magic*, *greater teleport* (self plus 50 pounds of objects only), *invisibility*, *magic circle against good*, *mass hold monster* (DC 27), *persistent image* (DC 23), *power word stun*, *unholy aura* (DC 26); 1/day - *meteor swarm* (DC 27). Once per year a pit fiend can use *wish* as the spell (caster level 20th).

Summon Devil (Sp): Twice per day a pit fiend can automatically summon 2 lemures, bone devils, or bearded devils, or 1 erinyes, horned devil, or ice devil. This ability is the equivalent of an 8th-level spell.

Regeneration (Ex): A pit fiend takes normal damage from good-aligned silvered weapons, and from spells or effects with the good descriptor.

Tactics Round-by-Round

A pit fiend typically opens combat by using its spell-like abilities, attempting to neutralize dangerous opponents before entering melee.

Prior to combat: *Unholy aura*; activate fear aura, *summon devil*.

Round 1: Quickened *fireball* and *mass hold monster* if facing three or more visible, active opponents; otherwise *power word stun* against unarmored opponent (preferably a spellcaster).

Skills:	Climb +10, Listen +5, Spot +5
Feats:	Alertness
Environment:	Warm plains
Organization:	Solitary or troop (1d10x4)
Challenge Rating:	1/2
Alignment:	Always neutral evil
Advancement:	2-3 HD (Medium)
Level Adjustment:	---

Combat

Baboons usually attack in groups.
Skills: Baboons have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

HALF-FIEND (TEMPLATE)

No matter its form, a half-fiend is always hideous to behold, having dark scales, horns, glowing red eyes, bat wings, a fetid odor, or some other obvious sign that it is tainted with evil.

Creating a Half-Fiend

“Half-fiend” is an inherited template that can be added to any living, corporeal creature with an Intelligence score of 4 or more and nongood alignment (referred to hereafter as the base creature).
A half-fiend uses all the base creature’s statistics and special abilities except as noted here.
Size and Type: The creature’s type changes to outsider. Do not recalculate Hit Dice, base attack bonus, or saves. Size is unchanged. Half-fiends are normally native outsiders.

Speed: A half-fiend has bat wings. Unless the base creature has a better fly speed, the creature can fly at the base creature’s base land speed (average maneuverability).
Armor Class: Natural armor improves by +1 (this stacks with any natural armor bonus the base creature has).

Attack: A half-fiend has two claw attacks and a bite attack, and the claws are the primary natural weapon. If the base creature can use weapons, the half-fiend retains this ability. A half-fiend fighting without weapons uses a claw when making an attack action. When it has a weapon, it usually uses the weapon instead.

Full Attack: A half-fiend fighting without weapons uses both claws and its bite when making a full attack. If armed with a weapon, it usually uses the weapon as its primary attack and its bite as a natural secondary attack. If it has a hand free, it uses a claw as an additional natural secondary attack.

Damage: Half-fiends have bite and claw attacks. If the base creature does not have these attack forms, use the damage values in the table below. Otherwise, use the values below or the base creature’s damage values, whichever are greater.

	Bite	Claw
Size	Damage	Damage
Fine	1	---
Diminutive	1d2	1
Tiny	1d3	1d2
Small	1d4	1d3
Medium	1d6	1d4
Large	1d8	1d6
Huge	2d6	1d8
Gargantuan	3d6	2d6
Colossal	4d6	3d6

Special Attacks: A half-fiend retains all the special attacks of the base creature and gains the following special attack.
* **Smite Good (Su):** Once per day the creature can make a normal melee attack to deal extra damage equal to its HD (maximum of +20) against a good foe.
* **Spell-Like Abilities:** A half-fiend with an Intelligence or Wisdom score of 8 or higher has spell-like abilities depending on its Hit Dice, as indicated on the table below. The abilities are cumulative. Unless otherwise noted, an ability is usable once per day. Caster level equals the creature’s HD, and the save DC is Charisma-based.

HD	Abilities
1-2	<i>Darkness</i> 3/day
3-4	<i>Desecrate</i>
5-6	<i>Unholy blight</i>
7-8	<i>Poison</i> 3/day

9-10	<i>Contagion</i>
11-12	<i>Blasphemy</i>
13-14	<i>Unholy aura</i> 3/day, <i>unhallow</i>
15-16	<i>Horrid wilting</i>
17-18	<i>Summon monster IX</i> (fiends only)
19-20	<i>Destruction</i>

Special Qualities: A half-fiend has all the special qualities of the base creature, plus the following special qualities.
* Darkvision out to 60 feet.
* Immunity to poison.
* Resistance to acid 10, cold 10, electricity 10, and fire 10.
* Damage reduction: 5/magic (if HD 11 or less) or 10/magic (if HD 12 or more).
* A half-fiend’s natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.
* Spell resistance equal to creature’s HD + 10 (maximum 35).

Abilities: Increase from the base creature as follows: Str +4, Dex +4, Con +2, Int +4, Cha +2.
Skills: A half-fiend gains skill points as an outsider and has skill points equal to (8 + Int modifier) x (HD + 3). Do not include Hit Dice from class levels in this calculation - the half-fiend gains outsider skill points only for its racial Hit Dice, and gains the normal amount of skill points for its class levels. Treat skills from the base creature’s list as class skills, and other skills as cross-class.
Challenge Rating: HD 4 or less, as base creature +1; HD 5 to 10, as base creature +2; HD 11 or more, as base creature +3.
Alignment: Always evil (any).
Level Adjustment: +4.

Sample Half-Fiend

Here is an example of a half-fiend using a 7th-level human ranger as the base creature.

Half-Black Dragon 7th-Level Human Ranger
Medium Outsider (Augmented Humanoid, Native)

Hit Dice:	7d8+21 (56 hp) <30 hp>
Initiative:	+3
Speed:	30 ft (6 squares)
Armor Class:	21 (+3 Dex, +1 natural, +5 <i>mithral chain shirt</i> +1, +2 deflection), flat-footed 18, touch 15
Base Attack/Grapple:	+7 / +12
Attack:	+1 <i>scimitar</i> +12 or +10/+10 melee (1d6/18-20)
Full Attack:	+1 <i>scimitar</i> +12/+7 or +10/+10/+5/+5 melee (1d6/18-20)
Space/Reach:	5 ft x 5 ft / 5 ft
Special Attacks:	1st favored enemy (humans), 2nd favored enemy (elves), smite good, spell-like abilities, spells
Special Qualities:	Animal companion, damage reduction 5/magic, darkvision 60 ft, immunity to poison, resistance to acid/cold/electricity/fire 10, spell resistance 17, woodland stride
Saves:	Fort +8, Ref +8, Will +5
Abilities:	Str 20, Dex 16, Con 16, Int 12, Wis 13, Cha 12
Skills:	Climb +15, Hide +13, Jump +15, Listen +11, Move Silently +13, Spot +11, Survival +11
Feats:	Cleave, Endurance, Improved Two-Weapon Fighting, Iron Will, Power Attack, Track, Two-Weapon Defense, Two-Weapon Fighting
Environment:	Temperate plains
Organization:	Solitary
Challenge Rating:	9
Treasure:	Standard
Alignment:	Often lawful evil
Advancement:	6
Level Adjustment:	+3

Typical Spells Known (3/1; save DC 11 + spell level):
1st - *entangle*, *longstrider*, *pass without trace*
2nd - *spike growth*

Animal Companion: Half-celestial rangers usually take a wolf as their Animal Companion.

HELL HOUND

Medium Outsider

(Evil, Extraplanar, Fire, Lawful)

Hit Dice: 4d8+4 (22 hp) <21 hp>
Initiative: +5
Speed: 40 ft. (8 squares)
Armor Class: 16 (+1 Dex, +5 natural), touch 11, flat-footed 15
Base Attack/Grapple: +4 / +5
Attack: Bite +5 melee (1d8+1 plus 1d6 fire)
Full Attack: Bite +5 melee (1d8+1 plus 1d6 fire)
Space/Reach: 5 ft. x 5 ft. / 5 ft.
Special Attacks: Breath weapon, fiery bite
Special Qualities: Darkvision 60 ft., immunity to fire, scent, vulnerability to cold
Saves: Fort +5, Ref +5, Will +4
Abilities: Str 13, Dex 13, Con 13, Int 6, Wis 10, Cha 6
Skills: Hide +13, Jump +12, Listen +7, Move Silently +13, Spot +7, Survival +7*
Feats: Improved Initiative, Run, Track^B
Environment: Any lawful evil plane
Organization: Solitary, pair, or pack (1d8+4)
Challenge Rating: 3
Treasure: None
Alignment: Always lawful evil
Advancement: 5-8 HD (Medium); 9-12 HD (Large)
Level Adjustment: +3 (cohort)

Combat

Hell hounds are efficient hunters. A favorite pack tactic is to surround prey quietly, then attack with one or two hounds, driving it toward the rest with their fiery breath. If the prey doesn't run, the pack closes in. Hell hounds track fleeing prey relentlessly.

A hell hound's natural weapons, as well as any weapons it wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Breath Weapon (Su): 10-foot cone, once every 2d4 rounds, damage 2d6 fire, Reflex DC 13 half. The save DC is Constitution-based.

Fiery Bite (Su): A hell hound deals an extra 1d6 points of fire damage every time it bites an opponent, as if its bite were a flaming weapon.

Skills: Hell hounds have a +5 racial bonus on Hide and Move Silently checks. They also receive a +8 racial bonus on Survival checks when tracking by scent, due to their keen sense of smell.

Nessian Warhound

Large Outsider

(Evil, Extraplanar, Fire, Lawful)

Hit Dice: 12d8+60 (114 hp) <46 hp>
Initiative: +6
Speed: 40 ft. (8 squares)
Armor Class: 24 (–1 size, +2 Dex, +7 natural, +6 +2 *chain shirt barding*), touch 11, flat-footed 22
Base Attack/Grapple: +12 / +24
Attack: Bite +20 melee (2d6+12/19-20 plus 1d8 fire)
Full Attack: Bite +20 melee (2d6+12/19-20 plus 1d8 fire)
Space/Reach: 5 ft. x 10 ft. / 10 ft.
Special Attacks: Breath weapon, fiery bite
Special Qualities: Darkvision 60 ft., immunity to fire, scent, vulnerability to cold
Saves: Fort +13, Ref +10, Will +9
Abilities: Str 26, Dex 14, Con 20, Int 4, Wis 12, Cha 6
Skills: Hide +17, Jump +19, Listen +18, Move Silently +21, Spot +18, Survival +8*, Tumble +3
Feats: Alertness, Improved Critical (bite), Improved Initiative, Track^B, Weapon Focus (bite)
Environment: Any lawful evil plane
Organization: Solitary, pair, or pack (1d2 Nessian warhounds and 1d8+4 hell hounds)
Challenge Rating: 9
Treasure: +2 *chain shirt barding*
Alignment: Always lawful evil
Advancement: 13-17 HD (Large); 18-24 HD (Huge)
Level Adjustment: +4 (cohort)

Nessian warhounds are coalblack mastiffs the size of draft horses, often fitted with shirts of infernal chainmail.

Nessian warhounds resemble hell hounds, except as otherwise noted.

Breath Weapon (Su): 15-foot cone, once every 2d4 rounds, damage 3d6 fire, Reflex DC 21 half. The save DC is Constitution-based.

Fiery Bite (Su): A Nessian warhound deals an extra 1d8 points of fire damage every time it bites an opponent, as if its bite were a flaming weapon.

HOWLER

Large Outsider

(Chaotic, Evil, Extraplanar)

Hit Dice: 6d8+12 (39 hp) <29 hp>
Initiative: +7
Speed: 60 ft. (12 squares)
Armor Class: 17 (–1 size, +3 Dex, +5 natural), touch 12, flat-footed 14
Base Attack/Grapple: +6 / +15
Attack: Bite +10 melee (2d8+5)
Full Attack: Bite +10 melee (2d8+5) and 1d4 quills +5 melee (1d6+2)
Space/Reach: 5 ft. x 10 ft. / 5 ft.
Special Attacks: Quills, howl
Special Qualities: Darkvision 60 ft.
Saves: Fort +7, Ref +8, Will +7
Abilities: Str 21, Dex 17, Con 15, Int 6, Wis 14, Cha 8
Skills: Climb +14, Hide +8, Listen +13, Move Silently +12, Search +7, Spot +13, Survival +2 (+4 following tracks)
Feats: Alertness, Combat Reflexes, Improved Initiative
Environment: A chaotic-aligned plane
Organization: Solitary, gang (1d3+1), or pack (1d6+4)
Challenge Rating: 3
Treasure: None
Alignment: Always chaotic evil
Advancement: 7-9 HD (Large); 11-18 HD (Huge)
Level Adjustment: +3 (cohort)

Special Qualities:	Damage reduction 10/cold iron and magic, immunity to fire, cold, charm, sleep, and fear, spell resistance 25
Saves:	Fort +12*, Ref +9*, Will +10*
Abilities:	Str 19, Dex 12, Con 18, Int 11, Wis 15, Cha 12
Skills:	Bluff +12, Concentration +15, Diplomacy +5, Disguise +1 (+3 acting), Intimidate +14, Listen +15, Ride +12, Sense Motive +13, Spellcraft +11, Spot +15
Feats:	Alertness, Combat Casting, Mounted combat
Environment:	Any evil-aligned plane
Organization:	Solitary, mounted (1, on nightmare), or covey (3, on nightmares)
Challenge Rating:	9
Treasure:	Standard
Alignment:	Always neutral evil
Advancement:	9-16 HD (Medium)
Level Adjustment:	---

Howlers live on planes where chaos and evil hold sway. A howler is about 8 feet long and weighs about 2,000 pounds.

Although they are surprisingly intelligent, howlers do not speak - they only howl. If there is a language within the howls, as some have suggested, even spells cannot decipher it. Howlers understand Abyssal.

Combat

Howlers attack in groups, for they are cowardly and cruel. They prefer to charge into combat, race out, and then charge in again. A howler's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

- Quills (Ex):** A howler's neck bristles with long quills. While biting, the creature thrashes about, striking with 1d4 of them. An opponent hit by a howler's quill attack must succeed on a DC 16 Reflex save or have the quill break off in his or her flesh. Lodged quills impose a -1 penalty on attacks, saves, and checks per quill. The save DC is Dexterity-based.
- A quill can be removed safely with a DC 20 Heal check; otherwise, removing a quill deals an extra 1d6 points of damage.
- Howl (Ex):** All beings other than outsiders that hear the creature's howling for an hour or longer are subject to its effect, though it does not help the howler in combat. Anyone within hearing range of a howler for a full hour must succeed on a DC 12 Will save or take 1 point of Wisdom damage. The save DC is Charisma-based. The save must be repeated for each hour of exposure. This is a sonic mind-affecting effect.

Training a Howler

Although intelligent, a howler requires training before it can bear a rider in combat. To be trained, a howler must have a friendly attitude toward the trainer (this can be achieved through a successful Diplomacy check). Training a friendly howler requires six weeks of work and a DC 25 Handle Animal check. Riding a howler requires an exotic saddle. A howler can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Carrying Capacity: A light load for a howler is up to 460 pounds; a medium load, 461-920 pounds; and a heavy load, 921-1,380 pounds. A howler can drag 6,900 pounds.

NIGHT HAG

Medium Outsider (Evil, Extraplanar)

Hit Dice:	8d8+32 (68 hp) <34 hp>
Initiative:	+1
Speed:	20 ft. (4 squares)
Armor Class:	22 (+1 Dex, +11 natural), touch 11, flat-footed 21
Base Attack/Grapple:	+8 / +12
Attack:	Bite +12 melee (2d6+6 plus disease)
Full Attack:	Bite +12 melee (2d6+6 plus disease)
Space/Reach:	5 ft. x 5 ft. / 5 ft.
Special Attacks:	Spell-like abilities, dream haunting

A night hag is about the same height and weight as a female human. Night hags speak Abyssal, Celestial, Common, and Infernal.

Combat

Night hags attack good creatures on sight if the odds of success seem favorable.

These creatures rip through armor and flesh with their deadly teeth. They love to use sleep and then strangle those who are overcome by it.

A night hag's natural weapons, as well as any weapons it wields, are treated as evil-aligned for the purpose of overcoming damage reduction. Its natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

- Disease (Ex):** Demon fever - bite, Fortitude DC 18, incubation period 1 day, damage 1d6 Con. Each day after the first, on a failed save, an afflicted creature must immediately succeed on another DC 18 Fortitude save or take 1 point of Constitution drain. The save DC is Constitution based.
- Spell-Like Abilities:** Caster level 8th. The save DCs are Charisma-based. At will - *detect chaos*, *detect evil*, *detect good*, *detect law*, *detect magic*, *magic missile*, *polymorph* (self only), *ray of enfeeblement* (DC 12), *sleep* (DC 12). A night hag can use *etherealness* at will (caster level 16th) so long as it possesses its heartstone (see below)
- Dream Haunting (Su):** Night hags can visit the dreams of chaotic or evil individuals by using a special periapt known as a heartstone to become ethereal, then hovering over the creature. Once a hag invades someone's dreams, it rides on the victim's back until dawn. The sleeper suffers from 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

All night hags carry a periapt known as a heartstone, which 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). A night hag that loses this charm can no longer use etherealness until it can manufacture another (which takes one month). Creatures other than the hag can benefit from the heartstone's powers, but the periapt shatters after ten uses (any disease cured or saving throw affected counts as a use) and it does not bestow etherealness to a bearer that is not a night hag. If sold, an intact heartstone brings 1,800 gp.

NIGHTMARE

Large Outsider (Evil, Extraplanar)

Hit Dice:	6d8+18 (45 hp) <30 hp>
Initiative:	+6
Speed:	40 ft. (8 squares), fly 90 ft. (good)
Armor Class:	24 (–1 size, +2 Dex, +13 natural), touch 11, flat-footed 22
Base Attack/Grapple:	+6 / +14
Attack:	Hoof +9 melee (1d8+4 plus 1d4 fire)
Full Attack:	2 hooves +9 melee (1d8+4 plus 1d4 fire) and bite +4 melee (1d8+2)
Space/Reach:	5 ft. x 10 ft. / 5 ft.
Special Attacks:	Flaming hooves, smoke
Special Qualities:	Astral projection, darkvision 60 ft., etherealness
Saves:	Fort +8, Ref +7, Will +6
Abilities:	Str 18, Dex 15, Con 16, Int 13, Wis 13, Cha 12
Skills:	Concentration +12, Diplomacy +3, Intimidate +10, Knowledge (the planes) +10, Listen +12, Move Silently +11, Search +10, Sense Motive +10, Spot +12, Survival +10 (+12 on other planes and following tracks)
Feats:	Alertness, Improved Initiative, Run
Environment:	A evil-aligned plane
Organization:	Solitary
Challenge Rating:	5
Treasure:	None
Alignment:	Always neutral evil
Advancement:	7-10 HD (Large); 11-18 HD (Huge)
Level Adjustment:	+4 (cohort)

Flaming Hooves (Su): A blow from a nightmare's hooves sets combustible materials alight.

Smoke (Su): During the excitement of battle, a nightmare snorts and neighs with rage. This snorting fills a 15-foot cone with a hot, sulfurous smoke that chokes and blinds opponents. Anyone in the cone must succeed on a DC 16 Fortitude save or take a –2 penalty on all attack and damage rolls until 1d6 minutes after leaving the cone. The cone lasts 1 round, and the nightmare uses it once as a free action during its turn each round. The save DC is Constitution-based.

Because of the smoke it gives off, a nightmare has concealment against creatures 5 feet away and total concealment against creatures 10 feet or farther away. The smoke does not obscure the nightmare's vision at all.

Astral Projection and Etherealness (Su): These abilities function just like the spells of the same names (caster level 20th); a nightmare can use either at will.

Carrying Capacity: A light load for a nightmare is up to 300 pounds; a medium load, 301-600 pounds; and a heavy load, 601-900 pounds.

RAKSHASA

Medium Outsider (Native)

Hit Dice:	7d8+21 (52 hp) <30 hp>
Initiative:	+2
Speed:	40 ft. (8 squares)
Armor Class:	21 (+2 Dex, +9 natural), touch 12, flat-footed 19
Base Attack/Grapple:	+7 / +8
Attack:	Claw +8 melee (1d4+1)
Full Attack:	2 claws +8 melee (1d4+1) and bite +3 melee (1d6)
Space/Reach:	5 ft. x 5 ft. / 5 ft.
Special Attacks:	Detect thoughts, spells
Special Qualities:	Change shape, damage reduction 15/good and piercing, darkvision 60 ft., spell resistance 27
Saves:	Fort +8, Ref +7, Will +6
Abilities:	Str 12, Dex 14, Con 16, Int 13, Wis 13, Cha 17
Skills:	Bluff +17*, Concentration +13, Diplomacy +7, Disguise +17 (+19 acting)*, Intimidate +5, Listen +13, Move Silently +13, Perform (oratory) +13, Sense Motive +11, Spellcraft +11, Spot +11
Feats:	Alertness, Combat Casting, Dodge
Environment:	Warm marshes
Organization:	Solitary
Challenge Rating:	10
Treasure:	Standard coins; double goods; standard items
Alignment:	Always lawful evil
Advancement:	By character class
Level Adjustment:	+7

A nightmare is about the size of a light war horse.

Combat

A nightmare can fight while carrying a rider, but the rider cannot also fight unless he or she succeeds on a Ride check.

A nightmare's natural weapons, as well as any weapons it wields, are treated as evil-aligned for the purpose of overcoming damage reduction.

closer look at a rakshasa reveals that the palms of its hands are where the backs of the hands would be on a human.
A rakshasa is about the same height and weight as a human.
Rakshasas speak Common, Infernal, and Undercommon.

Combat

In close combat, which a rakshasa disdains as ignoble, it employs its sharp claws and powerful bite. Whenever possible, it uses its other abilities to make such encounters unnecessary.

Detect Thoughts (Su): A rakshasa can continuously use *detect thoughts* as the spell (caster level 18th; Will DC 15 negates). It can suppress or resume this ability as a free action. The save DC is Charisma-based.

Spells: A rakshasa casts spells as a 7th-level sorcerer. Typical Sorcerer Spells Known (6/6/5/4/3; save DC 13 + spell level):
0th - *detect magic, light, mage hand, message, read magic, touch of fatigue*;
1st - *charm person, mage armor, magic missile, shield, silent image*;
2nd - *bear's endurance, invisibility, acid arrow*;
3rd - *haste, suggestion*;
4th - *fire shield*.

Change Shape (Su): A rakshasa can assume any humanoid form, or revert to its own form, as a standard action. In humanoid form, a rakshasa loses its claw and bite attacks (although it often equips itself with weapons and armor instead). A rakshasa remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, but the rakshasa reverts to its natural form when killed. A *true seeing* spell reveals its natural form.

Skills: A rakshasa has a +4 racial bonus on Bluff and Disguise checks. When using change shape, a rakshasa gains an additional +10 circumstance bonus on Disguise checks. If reading an opponent's mind, its circumstance bonus on Bluff and Disguise checks increases by a further +4.

Rakshasa Characters

- Rakshasa characters possess the following racial traits.
- * +2 Strength, +4 Dexterity, +6 Constitution, +2 Intelligence, +2 Wisdom, +6 Charisma.
 - * Medium size.
 - * A rakshasa's base land speed is 40 feet.
 - * Darkvision out to 60 feet.
 - * +9 natural armor bonus.
 - * **Natural Weapons:** Bite (1d6) and 2 claws (1d4).
 - * **Detect Thoughts (Su):** The save DC is 13 + the character's Charisma modifier.
 - * **Spells:** A rakshasa character casts spells as a 7th-level sorcerer. If the character takes additional levels of sorcerer, these levels stack with the rakshasa's base spellcasting ability for spells known, spells per day, and other effects dependent on caster level. A rakshasa character likewise uses the sum of its racial spellcasting levels and class levels to determine the abilities of its familiar.
 - * **Special Qualities (see above):** Change shape, damage reduction 15/good and piercing, spell resistance equal to 20 + class levels.
 - * **Automatic Languages:** Common, Infernal. **Bonus Languages:** Sylvan, Undercommon.
 - * **Favored Class:** Sorcerer.
 - * Level adjustment +7.

Rakshasas Monster Class

Level	BAB	Fort	Ref	Will
1	+1	+2	+2	+2
2	+2	+3	+3	+3
3	+3	+3	+3	+3
4	+4	+4	+4	+4
5	+5	+4	+4	+4
6	+6	+5	+5	+5
7	+7	+5	+5	+5

Hit Dice: d8.
Skill Points at 1st Level: (8 + Intelligence modifier) x 4.
Skill Points Each Additional Level: 8 + Intelligence modifier.
Rakshasas Class Skills: Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Disguise (Cha), Intimidate (Cha), Listen (Wis),

Move Silently (Dex), Perform (Cha), Profession (Wis), Sense Motive (Wis), Spellcraft (Wis), and Spot (Wis).
Armor and Weapon Proficiency: No armor or shields; Simple and Martial weapons.

SHADOW MASTIFF

Medium Outsider (Extraplanar)
4d8+12 (30 hp) <25 hp>
+5
50 ft. (10 squares)
14 (+1 Dex, +3 natural), touch 11, flat-footed 13
+4 / +7
Bite +7 melee (1d6+4)
Bite +7 melee (1d6+4)
5 ft. x 5 ft. / 5 ft.
Bay, trip
Darkvision 60 ft., shadow blend, scent
Fort +7, Ref +5, Will +5
Str 17, Dex 13, Con 17, Int 4, Wis 12, Cha 13
Hide +8, Listen +8, Move Silently +8, Spot +8, Survival +8*
Dodge, Improved Initiative, Track^B
Plane of Shadow
Solitary, pair, or pack (1d8+4)
5
None
Always neutral evil
5-6 HD (Medium); 7-12 HD (Large)
+3 (cohort)

This creature has the body of a large dog, with a smooth black coat and a mouth full of sharp teeth.
A shadow mastiff is slightly more than 2 feet high at the shoulder and weighs about 200 pounds.
Shadow mastiffs cannot speak, but they understand Common.

Combat

Shadow mastiffs prefer fighting in shadows or dark conditions, which gives them a great advantage. If a magical light source negates the shadows around them, shadow mastiffs are cunning enough to either move out of the light or back off and break up the opposition with their baying. They have been known to seize and carry off items enspelled with *daylight* spells.
Bay (Su): When a shadow mastiff howls or barks, all creatures except evil outsiders within a 300-foot spread must succeed on a DC 13 Will save or become panicked for 2d4 rounds. This is a sonic mind-affecting fear effect. Whether or not the save is successful, an affected creature is immune to the same mastiff's bay for 24 hours. The save DC is Charisma-based.

Trip (Ex): A shadow mastiff that hits with its bite attack can attempt to trip the opponent as a free action (+3 check modifier) without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the shadow mastiff.

Shadow Blend (Su): In any condition of illumination other than full daylight, a shadow mastiff can disappear into the shadows, giving it total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability. A *daylight* spell, however, will.

Skills: A shadow mastiff has a +4 racial bonus on Survival checks when tracking by scent.

VARGOUILLE

Small Outsider (Evil, Extraplanar)

Hit Dice:	1d8+1 (5 hp) <12 hp>
Initiative:	+1
Speed:	Fly 30 ft. (good) (6 squares)
Armor Class:	12 (+1 size, +1 Dex), touch 11, flat-footed 11
Base Attack/Grapple:	+1 / -3
Attack:	Bite +3 melee (1d4 plus poison)
Full Attack:	Bite +3 melee (1d4 plus poison)
Space/Reach:	5 ft. x 5 ft. / 5 ft.
Special Attacks:	Shriek, kiss, poison
Special Qualities:	Darkvision 60 ft.
Saves:	Fort +3, Ref +3, Will +3
Abilities:	Str 10, Dex 13, Con 12, Int 5, Wis 12, Cha 8
Skills:	Hide +11, Intimidate +3, Listen +5, Move Silently +7, Spot +5
Feats:	Stealthy, Weapon Finesse ^B
Environment:	An evil-aligned plane
Organization:	Cluster (1d4+1) or mob (1d6+5)
Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral evil
Advancement:	2-3 HD (Small)
Level Adjustment:	---

A vargouille is slightly larger than a human head, about 18 inches high, with a wingspan of 4 feet. It weighs about 10 pounds.

Vargouilles speak Infernal.

Combat

Vargouilles attack by biting with their jagged teeth. Their special attacks make them even more dangerous. A vargouille's natural weapons, as well as any weapons it wields, are treated as evil-aligned for the purpose of overcoming damage reduction.

Shriek (Su): Instead of biting, a vargouille can open its distended mouth and let out a terrible shriek. Those within 60 feet (except other vargouilles) who hear the shriek and can clearly see the creature must succeed on a DC 12 Fortitude save or be paralyzed with fear for 2d4 rounds or until the monster attacks them, goes out of range, or leaves their sight. A paralyzed creature is susceptible to the vargouille's kiss (see below). A creature that successfully saves cannot be affected again by the same vargouille's shriek for 24 hours. The shriek is a mind-affecting fear effect. The save DC is Constitution-based and includes a +1 racial bonus.

Kiss (Su): A vargouille can kiss a paralyzed target with a successful melee touch attack. An affected opponent must succeed on a DC 15

Fortitude save or begin a terrible transformation that turns the creature into a vargouille within 24 hours (and often much sooner; roll 1d6 separately for each phase of the transformation). First, over a period of 1d6 hours, all the victim's hair falls out. Within another 1d6 hours thereafter, the ears grow into leathery wings, tentacles sprout on the chin and scalp, and the teeth become long, pointed fangs. During the next 1d6 hours, the victim takes Intelligence drain and Charisma drain equal to 1 point per hour (to a minimum of 3). The transformation is complete 1d6 hours later, when the head breaks free of the body (which promptly dies) and becomes a vargouille.

This transformation is interrupted by sunlight, and even a *daylight* spell can delay death, but to reverse the transformation requires *remove disease*. The save DC is Constitution-based and includes a +4 racial bonus.

Poison (Ex): Injury, Fortitude DC 12 or be unable to heal the vargouille's bite damage naturally or magically. A *neutralize poison* or *heal* spell removes the effect, while delay poison allows magical healing. The save DC is Constitution-based and includes a +1 racial bonus.

XILL

Medium Outsider (Evil, Extraplanar, Lawful)

Hit Dice:	5d8+10 (32 hp) <25 hp>
Initiative:	+7
Speed:	40 ft. (8 squares)
Armor Class:	20 (+3 Dex, +7 natural), touch 13, flat-footed 17
Base Attack/Grapple:	+5 / +7
Attack:	Short sword +7 melee (1d6+2/19-20) or claw +7 melee (1d4+2) or longbow +8 ranged (1d8/x3)
Full Attack:	2 short swords +5 melee (1d6+2/19-20) and 2 claws +5 melee (1d4+1); or 4 claws +5 melee (1d4+2, 1d4+1); or 2 longbows +4 ranged (1d8/x3)
Space/Reach:	5 ft. x 5 ft. / 5 ft.
Special Attacks:	Implant, improved grab, paralysis
Special Qualities:	Darkvision 60 ft., planewalk, spell resistance 21
Saves:	Fort +6, Ref +7, Will +5
Abilities:	Str 15, Dex 16, Con 15, Int 12, Wis 12, Cha 11
Skills:	Balance +13, Climb +10, Diplomacy +2, Escape Artist +11, Intimidate +8, Listen +9, Move Silently +11, Sense Motive +8, Spot +9, Tumble +11, Use Rope +3 (+5 with bindings)
Feats:	Improved Initiative, Multiattack ^B , Multiweapon Fighting
Environment:	Ethereal Plane
Organization:	Solitary or gang (1d4+1)
Challenge Rating:	6
Treasure:	Standard
Alignment:	Always lawful evil
Advancement:	6-8 HD (Medium); 9-15 HD (Large)
Level Adjustment:	+4

The figure is a slightly short humanoid, but sports two sets of arms. Its features are a mix of the worst of reptilian and insect, and the green tinted eyes and red scales only serve to make it seem more malevolent.

A planar race, the xill are cruel and brutal and exemplify the credo of “might makes right”. Personal strength is of paramount importance to the xill. To them, the weak deserve to be punished, and the strong have earned the right to do the punishment.

It is a matter of debate as to which plane the xill first arose in. They can be found in most of the Evil planes as well as Lawful Neutral planes, though they are most common in Lawful Evil planes, and it is most commonly thought that they hail from one of the two. The Lawful Evil plane xill are more clannish and bestial than those in other Evil planes, who are often regarded as ‘civilized’ xill, while the xill in other Evil planes are viewed by them as barbarians. Both claim to be the true xill, the others being corrupted.

Xill are humanoid in figure, but are normally slightly shorter than humans. They are covered with bright red scales and posses’ four clawed arms. Their legs resemble those of some large, hunting reptile while their faces seem almost insect like due to the large number of protruding fangs and spines around their mouths and atop their heads. A number of similar spikes jut from the joints of the xill as well.

Lawful Evil plane xill tend to form clans led by the single strongest warrior. Some subjugate as much territory as they can while others are nomadic, seeking conflict wherever they can. Bator xill tend to form societies based on an almost theocratic system, dominated by a single cleric at the top, with increasing numbers of lesser clerics at lower levels. Such xill rarely worship any single god, but instead pay homage to the concepts of strength and dominance.

Due to their natural ability to slip into the Ethereal Plane, xill blood and bones can be used in related magic creations.

Xill do not produce any notable items themselves. Barbaric xill tend to simply take whatever weapons they can get and only produce sub-par items themselves, civil xill tend to rely on slaves to produce items, which tend to only be of average quality. Civil xill are also known to make magic items, but only the clerics are able to do so, and they tend to horde such power rather than hand it out to others.

A xill stands 4 to 5 feet tall and weighs about 100 pounds.

Xills speak Infernal.

Combat

Xills are dangerous opponents, attacking with all four limbs. More civilized ones use weapons, usually fighting with two at a time so as to leave two claws free for grab attacks.

Xills typically lie in wait on the Ethereal Plane for suitable prey to happen by, then ambush it using their planewalk ability. They make full use of their Tumble skill in combat: Usually, one or two distract physically powerful enemies by attacking, then assuming a defensive stance while their fellows maneuver to advantage.

Implant (Ex): As a standard action, a xill can lay eggs inside a paralyzed creature. The young emerge about 90 days later, literally devouring the host from inside. A *remove disease* spell rids a victim of the egg, as does a DC 25 Heal check. If the check fails, the healer can try again, but each attempt (successful or not) deals 1d4 points of damage to the patient.

Improved Grab (Ex): To use this ability, a xill must hit with one or more claw attacks. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. It receives a +2 bonus on the grapple check for each claw that hits. If it wins the grapple check and maintains the hold in the next round, it automatically bites the foe at that time. The bite deals no damage but injects a paralyzing venom.

Paralysis (Ex): Those bitten by a xill must succeed on a DC 14 Fortitude save or be paralyzed for 1d4 hours. The save DC is Constitution-based.

Planewalk (Su): These planar travelers like to slip between the folds of space to attack enemies as though from thin air. They can cross from the Ethereal Plane with a move action but take 2 rounds to cross back, during which time they are immobile. As a xill fades away, it becomes harder to hit: Opponents have a 20% miss chance in the first round and a 50% miss chance in the second. A xill can planewalk with a willing or helpless creature.

YETH HOUND

Medium Outsider (Extraplanar, Evil)

3d8+6 (19 hp) <21 hp>

+6

40 ft. (8 squares), fly 60 ft. (good)

20 (+2 Dex, +8 natural), touch 12, flat-footed 18

+3 / +6

Base Attack/Grapple:

Attack:

Bite +6 melee (1d8+4)

Full Attack:

Bite +6 melee (1d8+4)

Space/Reach:

5 ft. x 5 ft. / 5 ft.

Special Attacks:

Bay, trip

Special Qualities:

Damage reduction 10/silver, darkvision 60 ft., flight, scent

Saves:

Fort +5, Ref +5, Will +5

Abilities:

Str 17, Dex 15, Con 15,

Int 6, Wis 14, Cha 10

Skills:

Listen +11, Spot +11, Search +7, Survival +11 (+13 following tracks)*

Feats:

Improved Initiative, Track

Environment:

An evil-aligned plane

Organization:

Solitary, pair, or pack (1d6+5)

Challenge Rating:

3

Treasure:

None

Alignment:

Always neutral evil

Advancement:

4-6 HD (Medium); 7-9 HD (Large)

Level Adjustment:

+3 (cohort)

Its feet never touching the ground, the dog-like creature slips from shadow to shadow with a sinister grace, leaving you with only fleeting glimpses of a face with glowing red eyes that is all too human in shape.

Yeth Hounds are sinister hunting dogs with a taste for humanoid flesh, a love of hunting down mortals and the preternatural ability to glide over the landscape without ever touching the ground, freeing them from concerns of terrain, obstacles or making noise as it draws up on prey. Creatures of darkness, the yeth hounds will never willingly move in sunlight.

Yeth hounds hail from the lower plains, where they were born and breed to hunt mortals and mortal souls for the amusement of dark masters. Most often, those found on the material plain have either escaped or been let run loose by their masters to cause havoc. They are also found summoned by wizards for the same purpose. Rarely, a pack of yeth hounds will be sent to hunt a specific mortal who has drawn the ire of the lower planes.

Yeth hounds resemble greyhounds, but have longer hair and tails. The hair of the yeth hound is a dark brown, though given their nocturnal nature they are most often perceived as being black. The most notable features of the yeth hounds are their face and forearms, the latter of which are shaped almost like human hands and fingers rather than the paws of dogs. The face of the yeth hound is nearly feline in seeming, but has a disturbingly humanoid quality to it.

Yeth hounds exist only to hunt, and take a sadistic joy in running prey to exhaustion before closing in to feed on the still living. They will hunt anything, but find the most satisfaction in hunting those who are intelligent. Good or innocent beings are by far the favored prey of the yeth hounds. Cunning beasts, the yeth hounds will make use of their baying to break up groups and isolate the weakest members. If possible,

yeth hounds will drag a hunt out across many nights, picking off one member of a group at a time each night. Yeth hounds are loath to retreat from a hunt, and will never willingly do so if there is any way for them to win. However, they are not above falling back to strike at a more advantageous time. One tactic yeth hounds hold dear when facing a strong group is to capture a single member and, rather than killing him, use his screams and cries for help to unnerve and draw out the others.

Yeth hounds keep no territory unless forced, but will naturally try to follow prey wherever it leads them. When controlled by a master, a pack of yeth hounds will consent to keeping only to a certain area provided they do not run out of prey to hunt.

Yeth hound packs are socially similar to mortal dogs, and will be centered around a single alpha male, who is the largest and most powerful member. It is presumed yeth hounds breed as dogs do, but such has never been recorded, leading some to theorize that new yeth hounds are created from the souls of those hunted down and consumed by the creatures.

Yeth hound fur is considered too coarse to be of use, and their hides do not produce leather of enough quality to make it worth using them specifically. Yeth hound blood, saliva and fangs, however, are possessed of enough dark magic to make them desirable in the creation of evil potions and items.

A yeth hound stands 5 feet tall at the shoulder and weighs about 400 pounds.

Yeth hounds cannot speak, but understand Infernal.

Combat

Yeth hounds hunt only at night. They fear the sun and never venture out in daylight, even if their lives depend on it.

A yeth hound's natural weapons, as well as any weapons it wields, are treated as evil-aligned for the purpose of overcoming damage reduction.

Bay (Su): When a yeth hound howls or barks, all creatures except other evil outsiders within a 300-foot spread must succeed on a DC 11 Will save or become panicked for 2d4 rounds. This is a sonic mind-affecting fear effect. Whether or not the save is successful, an affected creature is immune to the same hound's bay for 24 hours. The save DC is Charisma-based.

Trip (Ex): A yeth hound that hits with its bite attack can attempt to trip the opponent (+3 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the yeth hound.

Flight (Su): A yeth hound can cease or resume flight as a free action.

Skills: A yeth hound has a +4 racial bonus on Survival checks when tracking by scent.

CHAPTER TEN: GOOD OUTSIDERS

Angels, archons, avoral, bralani, celestial creature [template], couatl, ghaele, half-celestial [template], leonal, lillend.

ANGELS

Angels are a race of celestials, beings who live on the good-aligned Outer Planes.

Angels can be of any good alignment. Regardless of their alignment, angels never lie, cheat, or steal. They are impeccably honorable in all their dealings and often prove the most trustworthy and diplomatic of all the celestials.

All angels are blessed with comely looks, though their actual appearances vary widely.

Angels speak Celestial, Infernal, and Draconic, though they can speak with almost any creature because of their tongues ability.

Combat

In combat, most angels make full use of their mobility and their ability to attack at a distance.

Angel Traits: An angel possesses the following traits (unless otherwise noted in a creature's entry).

* Darkvision out to 60 feet and low-light vision.

* Immunity to acid, cold, and petrification.

* Resistance to electricity 10 and fire 10.

* +4 racial bonus on saves against poison.

* **Protective Aura (Su):** Against attacks made or effects created by evil creatures, this ability provides a +4 deflection bonus to AC and a +4 resistance bonus on saving throws to anyone within 20 feet of the angel. Otherwise, it functions as a *magic circle against evil* effect and a *lesser globe of invulnerability*, both with a radius of 20 feet (caster level equals angel's HD). This aura can be dispelled, but the angel can create it again as a free action on its next turn. (The defensive benefits from the circle are not included in an angel's statistics block.)

* **Tongues (Su):** All angels can speak with any creature that has a language, as though using a *tongues* spell (caster level equal to angel's Hit Dice). This ability is always active.

Ecology

	Astral Deva Medium Outsider (Angel, Extraplanar, Good)	Planetar Large Outsider (Angel, Extraplanar, Good)	Solar Large Outsider (Angel, Extraplanar, Good)
Hit Dice:	12d8+48 (102 hp) <42 hp>	14d8+70 (133 hp) <50 hp>	22d8+110 (209 hp) <66 hp>
Initiative:	+8	+8	+9
Speed:	50 ft. (10 squares), fly 100 ft. (good)	30 ft. (6 squares), fly 90 ft. (good)	50 ft. (10 squares), fly 150 ft. (good)
Armor Class:	29 (+4 Dex, +15 natural), touch 14, flat-footed 25	32 (-1 size, +4 Dex, +19 natural), touch 13, flat-footed 28	35 (-1 size, +5 Dex, +21 natural), touch 14, flat-footed 30
Base Attack/Grapple:	+12/+18	+14/+25	+22/+35
Attack:	+3 <i>heavy mace of disruption</i> +21 melee (1d8+12 plus stun) or slam +18 melee (1d8+9)	Huge +3 <i>greatsword</i> +23 melee (2d8+13/19-20) or slam +20 melee (2d8+10)	Huge +5 <i>dancing greatsword</i> +35 melee (2d8+18/19-20) or Huge +2 <i>composite longbow</i> (+5 Str bonus) +28 ranged (1d10+7/x3 plus slaying) or slam +30 melee (2d8+13)
Full Attack:	+3 <i>heavy mace of disruption</i> +21/+16/+11 melee (1d8+12 plus stun) or slam +18 melee (1d8+9)	Huge +3 <i>greatsword</i> +23/+18/+13 melee (3d6+13/19-20) or slam +20 melee (2d8+10)	Huge +5 <i>dancing greatsword</i> +35/+30/+25/+20 melee (2d8+18/19-20) or Huge +2 <i>composite longbow</i> (+5 Str bonus) +28/+23/+18/+13 ranged (1d10+7/x3 plus slaying) or slam +30 melee (2d8+13)
Space/Reach:	5 ft. x 5 ft. / 5 ft.	5 ft. x 5 ft. / 10 ft.	5 ft. x 5 ft. / 10 ft.
Special Attacks:	Spell-like abilities, stun	Spell-like abilities, spells	Spell-like abilities, spells
Special Qualities:	Angel traits, damage reduction 10/evil, spell resistance 30, uncanny dodge	Angel traits, Damage reduction 10/evil, regeneration 10, spell resistance 30	Damage reduction 15/epic and evil, regeneration 15, spell resistance 32
Saves:	Fort +14, Ref +12, Will +12	Fort +14, Ref +13, Will +15	Fort +18, Ref +18, Will +20
Abilities:	Str 22, Dex 18, Con 18, Int 18, Wis 18, Cha 20	Str 25, Dex 19, Con 20, Int 22, Wis 23, Cha 22	Str 28, Dex 20, Con 20, Int 23, Wis 25, Cha 25
Skills:	Concentration +19, Craft or Knowledge (any three) +19, Diplomacy +22, Escape Artist +19, Hide +19, Intimidate +20, Listen +23, Move Silently +19, Sense Motive +19, Spot +23, Use Rope +4 (+6 with bindings)	Concentration +22, Craft or Knowledge (any four) +23, Diplomacy +25, Escape Artist +21, Hide +17, Intimidate +23, Listen +23, Move Silently +21, Sense Motive +23, Search +23, Spot +23, Use Rope +4 (+6 with bindings)	Concentration +30, Craft or Knowledge (any five) +33, Diplomacy +34, Escape Artist +30, Hide +26, Listen +32, Move Silently +30, Search +31, Sense Motive +32, Spellcraft +31, Spot +32, Survival +7 (+9 following tracks), Use Rope +5 (+7 with bindings)
Feats:	Alertness, Cleave, Great Fortitude, Improved Initiative, Power Attack	Blind-Fight, Cleave, Improved Initiative, Improved Sunder, Power Attack	Cleave, Dodge, Great Cleave, Improved Initiative, Improved Sunder, Mobility, Power Attack, Track
Environment:	Any good-aligned plane	Any good-aligned plane	Any good-aligned plane
Organization:	Solitary, pair, or squad (1d3+2)	Solitary or pair	Solitary or pair
Challenge Rating:	14	16	23
Treasure:	No coins; double goods; standard items	No coins; double goods; standard items	No coins; double goods; standard items
Alignment:	Always good (any)	Always good (any)	Always good (any)
Advancement:	13-18 HD (Medium); 19-36 HD (Large)	15-21 HD (Large); 22-42 HD (Huge)	23-33 HD (Large); 34-66 HD (Huge)
Level Adjustment:	+9	---	---

Astral Deva

An astral deva is about 7-1/2 feet tall and weighs about 250 pounds.

Combat

An astral deva is not afraid to enter melee combat. It takes a fierce joy in bashing evil foes with its powerful +3 heavy mace of disruption.

An astral deva's natural weapons, as well as any weapons it wields, are treated as good-aligned for the purpose of overcoming damage reduction.

Spell-Like Abilities: Caster level 12th. The save DCs are Charisma-based. At will - *aid*, *continual flame*, *detect evil*, *discern lies* (DC 19), *dispel evil* (DC 20), *dispel magic*, *holy aura* (DC 23), *holy smite* (DC 19), *holy word* (DC 22), *invisibility* (self only), *plane shift* (DC 22), *polymorph* (self only), *remove curse* (DC 18), *remove disease* (DC 18), *remove fear* (DC 16). 7/day - *cure light wounds* (DC 16), *see invisibility*. 1/day - *blade barrier* (DC 21), *heal* (DC 21)

Stun (Su): If an astral deva strikes an opponent twice in one round with its mace, that creature must succeed on a DC 22 Fortitude save or be stunned for 1d6 rounds. The save DC is Strength-based.

Uncanny Dodge (Ex): An astral deva retains its Dexterity bonus to AC when flat-footed, and it cannot be flanked except by a rogue of at least 16th level. It can flank characters with the uncanny dodge ability as if it were a 12th-level rogue.

Astral Deva Characters

Astral deva characters possess the following traits.

- * Strength +10, Dexterity +6, Constitution +8, Intelligence +8, Wisdom +10, Charisma +6.
- * Medium size.
- * Base speed 50 ft.
- * Flight speed 100 ft. (good).
- * +15 natural armor.
- * Angel Traits.
- * **Stun (Su):** As the ability above.
- * **Uncanny Dodge (Ex):** As the ability above.
- * Slam attack for 1d8 + (Strength mod x 1.5) damage.
- * **Good Attacks (Su):** All of an astral deva's melee attacks are considered to be made by good-aligned weapons for the purposes of overcoming damage reduction.
- * Does not need to eat or sleep, but can choose to do so.
- * **Automatic Languages:** Celestial. *Bonus Languages:* Draconic, Infernal.
- * **Favored Class:** Paladin.
- * Level Adjustment +9.

Astral Deva Monster Class

Level	BAB	Fort	Ref	Will	Spell-Like Abilities
1	+1	+2	+2	+2	<i>aid</i> (A), <i>holy word</i> (A)
2	+2	+3	+3	+3	<i>detect evil</i> (A), <i>dispel evil</i> (A)
3	+3	+3	+3	+3	<i>continual flame</i> (A), <i>invisibility</i> (A)
4	+4	+4	+4	+4	<i>dispel magic</i> (A), <i>discern lies</i> (A)
5	+5	+4	+4	+4	<i>remove curse</i> (A), <i>remove disease</i> (A)
6	+6	+5	+5	+5	<i>holy aura</i> (A), <i>holy smite</i> (A)
7	+7	+5	+5	+5	<i>polymorph</i> (A), <i>remove fear</i> (A)
8	+8	+6	+6	+6	<i>plane shift</i> (A)
9	+9	+6	+6	+6	Usage Increase
10	+10	+7	+7	+7	<i>cure light wounds</i> (B), <i>see invisibility</i> (B)
11	+11	+7	+7	+7	Major Usage Increase
12	+12	+8	+8	+8	<i>blade barrier</i> , <i>heal</i>

Hit Dice: d8.

Skill Points at 1st Level: (8 + Intelligence modifier) x 4.

Skill Points each Additional Level: 8 + Intelligence modifier.

Couatl Class Skills: Concentration (Con), Craft (any) (Int), Diplomacy (Cha), Escape Artist (Dex), Hide (Dex), Intimidate (Cha), Knowledge (any) (Int), Listen (Wis), Move Silently (dex), Sense Motive (Wis), Spot (Wis), and Use Rope (Dex).

Armor and Weapon Proficiency: Not proficient with any armor or shields; Simple and martial Weapon proficiency.

Spell-Like Abilities (Sp): Astral devas can cast the listed spells as if they were sorcerers with a level equal to their astral deva monster class level. The save DCs are Charisma-based. All spell-like abilities are each usable only once per day.

Usage Increase (Ex): All the astral deva's spell-like abilities categorized as "A" are each usable 3 times per day.

Major Usage Increase (Ex): All the astral deva's spell-like abilities categorized as "A" are each usable an unlimited number of times per day. All of their spell-like abilities categorized as "B" are each usable 7 times a day.

Planetar

A planetar is nearly 9 feet tall and weighs about 500 pounds.

Combat

Despite their vast array of magical powers, planetars are likely to wade into melee with their +3 greatswords. They particularly enjoy fighting fiends.

A planetar's natural weapons, as well as any weapons it wields, are treated as good-aligned for the purpose of overcoming damage reduction.

Regeneration: A planetar takes damage from evil-aligned weapons and from spells and effects with the evil descriptor.

Spell-Like Abilities: Caster level 17th. The save DCs are Charisma-based. At will - *continual flame*, *dispel magic*, *holy smite* (DC 20), *invisibility* (self only), *lesser restoration* (DC 18), *remove curse* (DC 19), *remove disease* (DC 19), *remove fear* (DC 17), *speak with dead* (DC 19). 3/day - *blade barrier* (DC 22), *flame strike* (DC 21), *polymorph* (self only), *power word stun*, *raise dead*, *waves of fatigue*. 1/day - *earthquake* (DC 24), *greater restoration* (DC 23), *mass charm monster* (DC 24), *waves of exhaustion*

The following abilities are always active on the planetar's person, as the spells (caster level 17th): *detect evil*, *detect snares and pits*, *discern lies* (DC 20), *see invisibility*, and *true seeing*. They can be dispelled, but the planetar can reactivate them as a free action.

Spells: Planetars can cast divine spells as 17th-level clerics. A planetar has access to two of the following domains: Air, Destruction, Good, Law, or War (plus any others from its deity). The save DCs are Wisdom-based.

Typical Cleric Spells Prepared (6/8/8/7/7/6/6/4/3/2; save DC 16 + spell level):

0th - *create water*, *detect magic*, *guidance*, *resistance* (2), *virtue*

1st - *bless* (2), *cause fear*, *divine favor* (2), *entropic shield*, *inflict light wounds**, *shield of faith*

2nd - *aid**, *align weapon*, *bear's endurance*, *bull's strength* (2), *consecrate*, *eagle's splendor*, *hold person*

3rd - *contagion**, *daylight*, *invisibility purge*, *prayer* (2), *summon monster III*, *wind wall*

4th - *death ward*, *dismissal*, *inflict critical wounds**, *neutralize poison* (2), *summon monster IV*

5th - *break enchantment*, *circle of doom**, *dispel evil*, *mark of justice*, *plane shift*, *righteous might*

6th - *banishment*, *greater dispel magic*, *harm**, *heal*, *heroes' feast*, *mass cure moderate wounds*

7th - *dictum*, *disintegrate**, *holy word*, *regenerate*

8th - *holy aura**, *mass cure critical wounds*, *shield of law*

9th - *implosion*, *summon monster IX* (good)*

* Domain spell. Domains: Destruction and Good.

Solar

A solar has a deep and commanding voice, and stands about 9 feet tall. It weighs about 500 pounds.

Combat

Solars are puissant champions of good. Only the most powerful fiends approach their power. Even more fearsome than their +5 dancing greatswords are their +2 composite longbows that create any sort of slaying arrow when drawn.

A solar's natural weapons, as well as any weapons it wields, are treated as good-aligned and epic for the purpose of overcoming damage reduction.

Regeneration (Ex): A solar takes normal damage from epic evil-aligned weapons, and from spells or effects with the evil descriptor.

Spell-Like Abilities: Caster level 20th. The save DCs are Charisma-based. 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* (DC 19), *polymorph* (self only), *remove curse* (DC 20), *remove disease* (DC 20), *remove fear*, *resurrection*, *waves of exhaustion*. 1/day - *greater restoration* (DC 24), *power word blind*, *power word kill*, *power word stun*, *prismatic spray* (DC 24), *wish*.

The following abilities are always active on a solar's person, as the spells (caster level 20th): *detect evil*, *detect snares and pits*, *discern lies* (DC 21), *see invisibility*, *true seeing*. They can be dispelled, but the solar can reactivate them as a free action.

Spells: Solars can cast divine spells as 20th-level clerics. A solar has access to two of the following domains: Air, Destruction, Good, Law, or War (plus any others from its deity). The save DCs are Wisdom-based.

Typical Cleric Spells Prepared (6/8/8/8/7/7/6/6/5/5; save DC 17 + spell level):

0th - *create water*, *detect magic*, *guidance* (2), *resistance* (2)
1st - *bless* (2), *cause fear*, *divine favor* (2), *entropic shield*, *obscuring mist**, *shield of faith*
2nd - *align weapon*, *bear's endurance* (2), *bull's strength* (2), *consecrate*, *eagle's splendor*, *spiritual weapon**
3rd - *daylight*, *invisibility purge*, *magic circle against evil*, *magic vestment**, *prayer* (2), *protection from energy*, *wind wall*
4th - *death ward* (2), *dismissal* (2), *divine power**, *neutralize poison* (2)

5th - *break enchantment*, *control winds**, *dispel evil*, *plane shift*, *righteous might* (2), *symbol of pain*

6th - *banishment*, *chain lightning**, *heroes' feast*, *mass cure moderate wounds*, *undeath to death*, *word of recall*

7th - *control weather**, *destruction*, *dictum*, *ethereal jaunt*, *holy word*, *regenerate*

8th - *fire storm*, *holy aura*, *mass cure critical wounds* (2), *whirlwind**

9th - *ethereality*, *elemental swarm (air)**, *mass heal*, *miracle*, *storm of vengeance*

* Domain spell. Domains: Air and War.

ARCHONS

Archons are celestials from a lawful good-aligned plane.

Archons speak Celestial, Infernal, and Draconic, but can speak with almost any creature because of their tongues ability.

Combat

Archons generally prefer to meet a foe head-on if it is prudent to do so, but if outmatched, they do what they can to even the odds (usually by employing hit-and-run tactics or standing off and engaging a foe with magic before moving into melee).

Archon Traits: An archon possesses the following traits (unless otherwise noted in a creature's entry).

* Darkvision out to 60 feet and low-light vision.

* **Aura of Menace (Su):** A righteous aura surrounds archons that fight or get angry. Any hostile creature within a 20-foot radius of an archon must succeed on a Will save to resist its effects. The save DC varies with the type of archon, is Charisma-based, and includes a +2 racial bonus. Those who fail take a -2 penalty on attacks, AC, and saves for 24 hours or until they successfully hit the archon that generated the aura. A creature that has resisted or broken the effect cannot be affected again by the same archon's aura for 24 hours.

* Immunity to electricity and petrification.

* +4 racial bonus on saves against poison.

* **Magic Circle against Evil (Su):** A *magic circle against evil* effect always surrounds an archon (caster level equals the archon's Hit Dice). (The defensive benefits from the circle are not included in an archon's statistics block.)

* **Teleport (Su):** Archons can use *greater teleport* at will, as the spell (caster level 14th), except that the creature can transport only itself and up to 50 pounds of objects.

* **Tongues (Su):** All archons can speak with any creature that has a language, as though using a *tongues* spell (caster level 14th). This ability is always active.

	Lantern Small Outsider (Archon, Extraplanar, Good, Lawful)	Hound Medium Outsider (Archon, Extraplanar, Good, Lawful)	Trumpet Medium Outsider (Archon, Extraplanar, Good, Lawful)
Hit Dice:	1d8 (4 hp) <10 hp>	6d8+6 (33 hp) <25 hp>	12d8+72 (126 hp) <47 hp>
Initiative:	+4	+4	+7
Speed:	Fly 60 ft. (perfect) (12 squares)	40 ft. (8 squares)	40 ft. (8 squares), fly 90 ft. (good)
Armor Class:	15 (+1 size, +4 natural), touch 11, flat-footed 15	19 (+9 natural), touch 10, flat-footed 19	27 (+3 Dex, +14 natural), touch 13, flat-footed 24
Base Attack/Grapple:	+1/-8	+6/+8	+12/+17
Attack:	Light ray +2 ranged touch (1d6)	Bite +8 melee (1d8+2) or greatsword +8 melee (2d6+3/19-20)	+4 greatsword +21 melee (2d6+11/19-20)
Full Attack:	2 light rays +2 ranged touch (1d6)	Bite +8 melee (1d8+2) and slam +3 melee (1d4+1); or greatsword +8/+3 melee (2d6+3/19-20) and bite +3 melee (1d8+1)	+4 greatsword +21/+16/+11 melee (2d6+11/19-20)
Space/Reach:	5 ft. x 5 ft. / 5 ft.	5 ft. x 5 ft. / 5 ft.	5 ft. x 5 ft. / 5 ft.
Special Attacks:	Spell-like abilities	Spell-like abilities	Spell-like abilities, spells, trumpet
Special Qualities:	Archon traits, damage reduction 10/evil and magic	Archon traits, change shape, damage reduction 10/evil, spell resistance 16	Archon traits, damage reduction 10/evil, spell resistance 29
Saves:	Fort +2, Ref +2, Will +2	Fort +6, Ref +5, Will +6	Fort +14, Ref +11, Will +11
Abilities:	Str 1, Dex 11, Con 10, Int 6, Wis 11, Cha 10	Str 15, Dex 10, Con 13, Int 11, Wis 13, Cha 12	Str 20, Dex 17, Con 23, Int 16, Wis 16, Cha 16
Skills:	Concentration +4, Diplomacy +4, Knowledge (the planes) +2, Listen +4, Sense Motive +4, Spot +4	Concentration +10, Diplomacy +3, Hide +9*, Jump +15, Listen +10, Move Silently +9, Sense Motive +10, Spot +10, Survival +10* (+12 following tracks)	Concentration +21, Diplomacy +20, Escape Artist +18, Handle Animal +18, Knowledge (any one) +18, Listen +18, Move Silently +18, Perform (wind instruments) +18, Ride +20, Sense Motive +18, Spot +18, Use Rope +3 (+5 with bindings)

Feats:	Improved Initiative	Improved Initiative, Power Attack, Track	Blind-Fight, Cleave, Combat Reflexes, Improved Initiative, Power Attack
Environment:	Any lawful good-aligned plane	Any lawful good-aligned plane	Any lawful good-aligned plane
Organization:	Solitary, pair, or squad (1d3+2)	Solitary, pair, or squad (1d3+2)	Solitary, pair, or squad (1d3+2)
Challenge Rating:	2	4	14
Treasure:	None	No coins; double goods; standard items	No coins; double goods; standard items
Alignment:	Always lawful good	Always lawful good	Always lawful good
Advancement:	2-4 HD (Small)	7-9 HD (Medium); 10-18 HD (Large)	13-18 HD (Medium); 19-36 HD (Large)
Level Adjustment:	---	+5	+8

Lantern
Lantern archons appear as floating balls of light that glow about as brightly as a torch. Only their destruction can extinguish the glow, though they can try to hide it.

Combat
A lantern archon has little reason to get within melee range. It usually hovers just close enough to bring the enemy within its aura of menace, then blasts away with its light rays. Lantern archons prefer to concentrate on a single opponent, seeking to reduce enemy numbers quickly.

- Aura of Menace (Su):** Will DC 12 negates.
- Light Ray (Ex):** A lantern archon's light rays have a range of 30 feet. This attack overcomes damage reduction of any type.
- Spell-Like Abilities:** At will - *aid, detect evil, continual flame*. Caster level 3rd.

Hound
Hound archons look like well-muscled humans with canine heads.

Combat
Hound archons prefer to attack with their natural weapons but occasionally use greatswords.

- A hound archon's natural weapons, as well as any weapons it wields, are treated as good-aligned and lawful-aligned for the purpose of overcoming damage reduction.
- Spell-Like Abilities:** Caster level 6th. At will - *aid, continual flame, detect evil, message*.
- Aura of Menace (Su):** Will DC 16 negates.
- Change Shape (Su):** A hound archon can assume any canine form of Small to Large size. 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 doglike or wolflike animal of the animal type.
- Skills:** While in canine form, a hound archon gains a +4 circumstance bonus on Hide and Survival checks.

- Hound Archon Characters**
Hound archon characters possess the following racial traits.
- * +2 Strength, +2 Dexterity, +2 Constitution, +4 Wisdom.
 - * **Base Speed:** 40 ft.
 - * Archon Traits (see above).
 - * **Bite Attack:** 1d8 + Str piercing damage.
 - * **Natural Armor:** +3.
 - * **Skills:** While in canine form, a hound archon gains a +4 circumstance bonus on Hide and Survival checks.
 - * **Languages:** All hound archons speak Celestial, Infernal, and Draconic. *Bonus Languages:* Abyssal, Common, Dwarven, Elven, Gnomish, Halfling.
 - * **Favored Class:** Paladin.
 - * Level Adjustment +5.

Hound Archon Monster Class						
Level	BAB	Fort	Ref	Will	NatArm	Special
1	+1	+2	+2	+2	+4	<i>Detect evil</i>
2	+2	+3	+3	+3	+5	<i>Message</i>
3	+3	+3	+3	+3	+6	<i>Continual flame</i>
4	+4	+4	+4	+4	+7	<i>Damage Reduction</i>
5	+5	+4	+4	+4	+8	<i>Aid</i>
6	+6	+5	+5	+5	+9	<i>Change shape</i>

- Hit Dice:** d8.
- Skill Points at 1st Level:** (8 + Intelligence modifier) x 4.
- Skill Points Each Additional Level:** 8 + Intelligence modifier.

Hound Archon Class Skills: Concentration (Con), Diplomacy (Cha), Hide (Dex), Jump (Str), Knowledge (the planes) (Int), Listen (Wis), Move Silently (Dex), Sense Motive (Wis), Spot (Wis), Survival (Wis).

- Armor and Weapon Proficiency:** Simple and martial weapons, no armor or shields.
- Natural Armor:** The hound archon's natural armor bonus becomes what is listed here.
- Spell-Like Abilities:** As shown above. Hound archons cast these spell-like abilities using their class level as their caster level.
- Damage Reduction (Su):** At 4th-level hound archons gain damage reduction 10/evil.
- Change Shape (Su):** As shown above.
- Spell Resistance (Ex):** Hound archons have Spell Resistance equal to 10 + their hound archon level.

Trumpet
Each Trumpet Archon carries a gleaming silver trumpet about 6 feet long.

Combat
A trumpet archon usually disdains physical combat, preferring to obliterate foes with spells quickly and return to its duties. If forced into an extended battle, it sounds its trumpet and attacks with a vengeance.

- A trumpet archon's natural weapons, as well as any weapons it wields, are treated as good-aligned and lawful-aligned for the purpose of overcoming damage reduction.
- Spell-Like Abilities:** Caster level 12th. At will - *detect evil, continual flame, message*.
- Aura of Menace (Su):** Will DC 21 negates.
- Spells:** Trumpet archons can cast divine spells as 14th-level clerics. A trumpet archon has access to two of the following domains: Air, Destruction, Good, Law, or War (plus any others from its deity). The save DCs are Wisdom-based.
- Typical Cleric Spells Prepared (6/7/7/6/5/4/4/3; DC 13 + spell level):
 - 0th - *detect magic, light, purify food and drink, read magic, resistance* (2)
 - 1st - *bless* (2), *divine favor* (2), *protection from chaos**, *sanctuary, shield of faith*
 - 2nd - *aid**, *bull's strength* (2), *consecrate, lesser restoration, owl's wisdom* (2)
 - 3rd - *daylight, invisibility purge, magic circle against chaos*, magic vestment, protection from energy* (2)
 - 4th - *dismissal, divine power, holy smite*, neutralize poison, spell immunity*
 - 5th - *dispel evil*, mass cure light wounds, plane shift, raise dead*
 - 6th - *blade barrier*, banishment, heal, undeath to death*
 - 7th - *dictum*, holy word, mass cure serious wounds*
- * Domain spell. Domains: Good and Law.

Trumpet (Su): An archon's trumpet produces music of utter clarity, piercing beauty, and, if the trumpet archon wills it, paralyzing awe. All creatures except archons within 100 feet of the blast must succeed on a DC 19 Fortitude save or be paralyzed for 1d4 rounds. The save DC is Charisma-based. The archon can also command its trumpet to become a +4 greatsword as a free action.

If a trumpet is ever stolen, it becomes a chunk of useless metal until the owner can recover it. Woe betide any thief caught with one.

- Trumpet Archon Characters**
Hound archon characters possess the following racial traits.
- * +10 Strength, +6 Dexterity, +8 Constitution, +6 Intelligence, +4 Wisdom, +8 Charisma.

- * **Base Speed:** 40 ft.
- * Archon Traits (see above).
- * **Natural Armor:** +2.
- * **Cleric Spellcasting:** Trumpet archons get 12 free levels worth of spellcasting as a cleric, but do not have any actual level in cleric. They get to choose two domains from this list: Air, Destruction, Good, Law, or War; plus any that their deity might provide. If they take levels in cleric normally, or gain cleric spellcasting levels in some other manner, than they add the spellcasting levels together. Their effective level with their granted powers is equal to their trumpet archon class level.
- * **Languages:** All trumpet archons speak Celestial, Infernal, and Draconic. *Bonus Languages:* Abyssal, Common, Dwarven, Elven, Gnomish, Halfling.
- * **Favored Class:** Bard.
- * Level Adjustment +8.

Trumpet Archon Monster Class

Level	BAB	Fort	Ref	Will	NatArm	Special
1	+1	+2	+2	+2	+3	<i>Detect evil</i>
2	+2	+3	+3	+3	+4	<i>Message</i>
3	+3	+3	+3	+3	+5	<i>Continual flame</i>
4	+4	+4	+4	+4	+6	<i>Damage Reduction</i>
5	+5	+4	+4	+4	+7	Cleric spellcasting
6	+6	+5	+5	+5	+8	Trumpet
7	+7	+5	+5	+5	+9	
8	+8	+6	+6	+6	+10	
9	+9	+6	+6	+6	+11	
10	+10	+7	+7	+7	+12	Cleric spellcasting
11	+11	+7	+7	+7	+13	
12	+12	+8	+8	+8	+14	

Hit Dice: d8.

Skill Points at 1st Level: (8 + Intelligence modifier) x 4.

Skill Points Each Additional Level: 8 + Intelligence modifier.

Hound Archon Class Skills: Concentration (Con), Diplomacy (Cha), Escape Artist (Dex), Handle Animal (Cha), Knowledge (Int), Listen (Wis), Move Silently (Dex), Perform (wind instruments) (Cha), Ride (Dex), Sense Motive (Wis), Spot (Wis), Use Rope (Dex).

Armor and Weapon Proficiency: Simple and martial weapons, no armor or shields.

Natural Armor: The trumpet archon's natural armor bonus becomes what is listed here.

Spell-Like Abilities: As shown above. Trumpet archons cast these spell-like abilities using their class level as their caster level.

Damage Reduction (Su): At 4th-level trumpet archons gain damage reduction 10/evil.

Trumpet (Su): As shown above.

Cleric Spellcasting (Ex): Every five trumpet archon class levels the trumpet archon gains a free level worth of cleric spellcasting ability.

Spell Resistance (Ex): Trumpet archons have Spell Resistance equal to 15 + their trumpet archon level.

AVORAL

Medium Outsider (Extraplanar, Good)

Hit Dice:	7d8+35 (66 hp) <34 hp>
Initiative:	+6
Speed:	40 ft. (8 squares), fly 90 ft. (good)
Armor Class:	24 (+6 Dex, +8 natural), touch 16, flat-footed 18
Base Attack/Grapple:	+7/+9
Attack:	Claw +13 melee (2d6+2) or wing +13 melee (2d8+2)
Full Attack:	2 claws +13 melee (2d6+2) or 2 wings +13 melee (2d8+2)
Space/Reach:	5 ft. x 5 ft. / 5 ft.
Special Attacks:	Spell-like abilities, fear aura
Special Qualities:	Damage reduction 10/evil or silver, darkvision 60 ft., immunity to electricity and petrification, lay on hands, low-light vision, resistance to cold 10 and sonic 10, speak with animals, spell resistance 25, true seeing
Saves:	Fort +10 (+14 against poison), Ref +11, Will +8
Abilities:	Str 15, Dex 23, Con 20, Int 15, Wis 16, Cha 16

Skills:

Bluff +13, Concentration +15, Diplomacy +7, Disguise +3 (+5 acting), Handle Animal +13, Hide +16, Intimidate +5, Knowledge (any one) +12, Listen +13, Move Silently +16, Ride +8, Sense Motive +13, Spellcraft +12, Spot +21
Empower Spell-Like Ability (magic missile), Flyby Attack, Weapon Finesse

Feats:

Environment:

Organization:

Challenge Rating:

Treasure:

Alignment:

Advancement:

Level Adjustment:

Any good-aligned plane.

Solitary, pair, or squad (1d3+2)

9

No coins; double goods; standard items

Always neutral good

8-14 HD (Medium); 15-21 HD (Large)

An avoral's bones are strong but hollow, so even the largest specimens weigh no more than 120 pounds. An avoral is about 7 feet tall. Each of an avoral's wings has a small hand at the midpoint. When the wings are folded, these appendages are about where human hands would be and can do nearly anything hands can do.

An avoral's visual acuity is virtually unmatched. It can see detail on objects up to 10 miles away and is said to be able to discern the color of a creature's eyes at 200 paces.

Avorals speak Celestial, Infernal, and Draconic, but can speak with almost any creature, thanks to their tongues ability.

Combat

On the ground, an avoral can lash out with its wings to deliver punishing blows. However, it prefers to meet its foes in the air, where it can employ its talons and make full use of its aerial speed and agility. It can't make wing attacks while flying, however.

An avoral's natural weapons, as well as any weapons it wields, are treated as good-aligned for the purpose of overcoming damage reduction.

Spell-Like Abilities: Caster level 8th. The save DCs are Charisma-based.

At will - *aid*, *blur* (self only), *command* (DC 14), *detect magic*, *dimension door*, *dispel magic*, *gust of wind* (DC 15), *hold person* (DC 16), *light*, *magic circle against evil* (self only), *magic missile*, *see invisibility*

3/day - *lightning bolt* (DC 16).

Fear Aura (Su): Once per day an avoral can create an aura of fear in a 20-foot radius. It is otherwise identical with *fear* from an 8th-level caster (save DC 17). The save DC is Charisma-based.

Lay on Hands (Su): As the paladin class feature, except that each day, an avoral can heal an amount of damage equal to its full normal hit points.

Speak with Animals (Su): This ability works like speak with animals (caster level 8th) but is a free action and does not require sound.

True Seeing (Su): This ability is identical with true seeing (caster level 14th), except that it has personal range and the avoral must

concentrate for 1 full round before it takes effect. Thereafter the ability remains in effect as long as the avoral concentrates on it.

Skills: An avoral's sharp eyes give it a +8 racial bonus on Spot checks.

BRALANI

	Medium Outsider (Chaotic, Extraplanar, Good)
Hit Dice:	6d8+18 (45 hp) <29 hp>
Initiative:	+8
Speed:	40 ft. (8 squares), fly 100 ft. (perfect)
Armor Class:	20 (+4 Dex, +6 natural), touch 14, flat-footed 16
Base Attack/Grapple:	+6/+10
Attack:	+1 <i>holy scimitar</i> +11 melee (1d6+4/18-20) or +1 <i>holy composite longbow</i> (+4 Str bonus) +11 ranged (1d8+5/x3) or slam +10 melee (1d6+4) +1 <i>holy scimitar</i> +11/+6 melee (1d6+4/18-20) or +1 <i>holy composite longbow</i> (+4 Str bonus) +11/+6 ranged (1d8+5/x3) or slam +10 melee (1d6+4)
Full Attack:	
Space/Reach:	5 ft. x 5 ft. / 5 ft.
Special Attacks:	Spell-like abilities, whirlwind blast
Special Qualities:	Alternate form, damage reduction 10/cold iron or evil, darkvision 60 ft., immunity to electricity and petrification, low-light vision, resistance to cold 10 and fire 10, spell resistance 17, tongues
Saves:	Fort +8, Ref +9, Will +7
Abilities:	Str 18, Dex 18, Con 17, Int 13, Wis 14, Cha 14
Skills:	Concentration +12, Diplomacy +4, Escape Artist +13, Handle Animal +11, Hide +13, Jump +10, Listen +13, Move Silently +13, Ride +6, Sense Motive +11, Spot +13, Tumble +13, Use Rope +4 (+6 with bindings)
Feats:	Alertness, Blind-Fight, Improved Initiative
Environment:	Any chaotic good-aligned plane
Organization:	Solitary, pair, or squad (1d3+2)
Challenge Rating:	6
Treasure:	No coins; double goods; standard items
Alignment:	Always chaotic good
Advancement:	7-12 HD (Medium); 13-18 HD (Large)
Level Adjustment:	+5

In addition to their natural form, bralanis can assume the shape of a whirlwind or zephyr of dust, snow, or sand.

Bralanis speak Celestial, Infernal, and Draconic, but can communicate with almost any creature, thanks to their tongues ability.

Combat

Bralanis prefer the scimitar and bow, the weapons of the desert nomads they most closely resemble.

A bralani's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and good-aligned for the purpose of overcoming damage reduction.

Spell-Like Abilities: Caster level 6th. The save DCs are Charisma-based. 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* (DC 15)

Whirlwind Blast (Su): When in whirlwind form, a bralani can attack with a scouring blast of wind, dealing 3d6 points of damage in a 20-foot line (Reflex DC 16 half). The save DC is Constitution-based.

Alternate Form (Su): A bralani can shift between its humanoid and whirlwind forms as a standard action. In humanoid form, it cannot fly or use its whirlwind blast, but it can use its spell-like abilities and its weapons. In whirlwind form, it can fly, make slam attacks and whirlwind blast attacks, and use spell-like abilities.

A bralani remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, nor does the bralani revert to any particular form when killed. A *true seeing* spell, however, reveals both forms simultaneously.

Tongues (Su): Bralanis can speak with any creature that has a language, as though using a *tongues* spell (caster level 14th). This ability is always active.

Bralani Characters

- Bralani characters possess the following racial traits.
- * +6 Strength, +8 Dexterity, +4 Constitution, +2 Intelligence, +6 Wisdom, +4 Charisma.
 - * Base Speed: 40 ft. Flight 100 ft (perfect).
 - * Natural armor +6.
 - * Darkvision 60 ft. Low-Light Vision.
 - * **Resistance:** Bralani have resistance 10 to cold and fire.
 - * **Immunity:** Bralani are immune to electricity and petrification.
 - * Tongues (see above).
 - * **Favored Class:** Ranger.
 - * **Languages:** Celestial, Infernal, Draconic. Bonus Languages: Abyssal, Common, Dwarven, Elven, Gnomish, Halfling.
 - * Level Adjustment +5.

Bralani Monster Class

Level	BAB	Fort	Ref	Will	Special
1	+1	+2	+2	+2	<i>mirror image</i> , <i>wind wall</i>
2	+2	+3	+3	+3	<i>Charm person</i> , <i>lightning bolt</i>
3	+3	+3	+3	+3	<i>Gust of wind</i> , <i>cure serious wnds</i>
4	+4	+4	+4	+4	Damage reduction
5	+5	+4	+4	+4	Alternate form, <i>blur</i>
6	+6	+5	+5	+5	Whirlwind blast

- Hit Die:** d8
- Skill Points at 1st-Level:** (8 + Intelligence modifier) x4.
- Skill Points Each Additional Level:** 8 + Intelligence modifier.

Class Skills: Concentration (Con), Diplomacy (Cha), Escape Artist (Dex), Handle Animal (Cha), Hide (Dex), Jump (Str), Knowledge (the planes) (Int), Listen (Wis), Move Silently (Dex), Ride (Dex), Sense motive (Wis), Spot (Wis).

Weapon and Armor Proficiency: Simple and martial weapons, no armor or shields.

Spell-Like Abilities: The bralani casts these spells as shown above. Their caster level with these spells equals their class level.

Damage Reduction (Su): At 4th-level the bralani gains damage reduction 10/cold ion or evil.

- Alternate Form (Su):** See above.
- Whirlwind Blast (Su):** See above.
- Spell Resistance (Ex):** 11 + bralani level.

CELESTIAL CREATURE (TEMPLATE)

Celestial creatures dwell on the upper planes, the realms of good, although they resemble beings found on the Material Plane. They are more regal and more beautiful than their earthly counterparts.

Celestial creatures often come in metallic colors (usually silver, gold, or platinum). They can be mistaken for half-celestials, more powerful creatures that are created when a celestial mates with a non-celestial creature.

Creating a Celestial Creature

“Celestial” is an inherited template that can be added to any corporeal animal, aberration, animal, dragon, fey, giant, humanoid, magical beast, monstrous humanoid, plant, or vermin of good or neutral alignment (referred to hereafter as the base creature).

A celestial creature uses all the base creature's statistics and abilities except as noted here. Do not recalculate the creature's Hit Dice, base attack bonus, saves, or skill points if its type changes.

Size and Type: Animals or vermin with this template become magical beasts, but otherwise the creature type is unchanged. Size is unchanged. Celestial creatures encountered on the Material Plane have the extraplanar subtype.

Special Attacks: A celestial creature retains all the special attacks of the base creature and also gains the following attack.

* **Smite Evil (Su):** Once per day a celestial creature can make a normal melee attack to deal extra damage equal to its HD (maximum of +20) against an evil foe.

Special Qualities: A celestial creature retains all the special qualities of the base creature and also gains the following qualities.

- * Darkvision out to 60 feet.

- * Damage reduction (see the table below).
- * Resistance to acid, cold, and electricity (see the table below).
- * Spell resistance equal to HD + 5 (maximum 25).

Hit Dice	Resistance to Acid, Cold, Electricity	Damage Reduction
1-3	5	---
4-7	5	5/magic
8-11	10	5/magic
12 or more	10	10/magic

If the base creature already has one or more of these special qualities, use the better value.

If a celestial creature gains damage reduction, its natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Abilities: Same as the base creature, but Intelligence is at least 3.

Environment: Any good-aligned plane.

Challenge Rating: HD 3 or less, as base creature; HD 4 to 7, as base creature +1; HD 8 or more, as base creature +2.

Alignment: Always good (any).

Level Adjustment: Same as the base creature +2. (Improved Familiar –2 level)

	Celestial Dire Wolverine
	Large Magical Beast
Hit Dice:	5d8+23 (49 hp) <34 hp>
Initiative:	+3
Speed:	30 ft. (6 squares), climb 10 ft.
Armor Class:	16 (–1 size, +3 Dex, +4 natural), touch 12, flat-footed 13
BAB/Grapple:	+3 / +13
Attack:	Claw +8 melee (1d6+6)
Full Attack:	2 claws +8 melee (1d6+6) and bite +3 melee (1d8+3)
Space/Reach:	10 ft. / 5 ft.
Special Attacks:	Rage, smite evil 1/day
Special Qualities:	Darkvision 60 ft, damage reduction 5/magic, low-light vision, resistance to acid/cold/electricity 5, scent, spell resistance 10
Saves:	Fort +8, Ref +7, Will +7
Abilities:	Str 22, Dex 17, Con 19, Int 3, Wis 12, Cha 10
Skills:	Climb +14, Listen +7, Spot +7
Feats:	Alertness, Toughness, Track ^B
Environment:	Cold forests
Organization:	Solitary or pair
Challenge Rating:	5
Treasure:	None
Alignment:	Always neutral good
Advancement:	6-16 HD (Large)
Level Adjustment:	---

	Celestial Hawk
	Tiny Magical Beast
Hit Dice:	1d8 (4 hp) <8 hp>
Initiative:	+3
Speed:	10 ft. (2 squares), fly 60 ft. (average)
Armor Class:	17 (+2 size, +3 Dex, +2 natural), touch 15, flat-footed 14
BAB/Grapple:	+0 / –10
Attack:	Talons +5 melee (1d4–2)
Full Attack:	Talons +5 melee (1d4–2)
Space/Reach:	1 ft. x 2-1/2 ft. / 0 ft.
Special Attacks:	---
Special Qualities:	Darkvision 60 ft, low-light vision, resistance to acid/cold/electricity 5, spell resistance 6
Saves:	Fort +2, Ref +5, Will +2
Abilities:	Str 6, Dex 17, Con 10, Int 3, Wis 14, Cha 6
Skills:	Listen +4, Spot +16
Feats:	Alertness, Weapon Finesse ^B
Environment:	Temperate forests
Organization:	Solitary or pair
Challenge Rating:	1/3
Treasure:	None
Alignment:	Always neutral good
Advancement:	---
Level Adjustment:	---

Celestial Dire Wolverine

Rage (Ex): A dire wolverine that takes damage in combat flies into a berserker rage on its next turn, clawing and biting madly until either it or its opponent is dead. An enraged dire wolverine gains +4 Strength, +4 Constitution, and –2 AC. The creature cannot end its rage voluntarily.

Skills: A dire wolverine has a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

Celestial Hawk

Skills: hawks have a +8 racial bonus on Spot checks.

Environment:	Exomorphics ^B , Hover, Improved Initiative,
Organization:	Psionic Flesh ^B , Semi-Translocation ^B ,
Challenge Rating:	Skippping ^B , Thought Sense ^B
Treasure:	Warm forests
Alignment:	Solitary, pair, or flight (1d4+2)
Advancement:	14
Level Adjustment:	Standard
	Always lawful good
	10-13 HD (Large); 14-27 HD (Huge)
	+9

COUATL

	Large Outsider (Native, Psionic)
Hit Dice:	9d8+18 (58 hp) <34 hp>
Initiative:	+7
Speed:	20 ft. (4 squares), fly 60 ft. (good)
Armor Class:	21 (–1 size, +3 Dex, +9 natural), touch 12, flat-footed 18
Base Attack/Grapple:	+9 / +17
Attack:	Bite +12 melee (1d3+6 plus poison)
Full Attack:	Bite +12 melee (1d3+6 plus poison)
Space/Reach:	5 ft. x 5 ft. (coiled) / 5 ft.
Special Attacks:	Constrict 2d8+6, improved grab, poison, <i>psionics</i> , spells
Special Qualities:	Darkvision 60 ft., ethereal jaunt, telepathy 90 ft.
Saves:	Fort +8, Ref +9, Will +10
Abilities:	Str 18, Dex 16, Con 14, Int 17, Wis 19, Cha 17
Skills:	Concentration +14, Diplomacy +17, Jump +0, Knowledge (any two) +15, Listen +16, Search +15, Sense Motive +16, Spellcraft +15 (+17 scrolls), Spot +16, Survival +4 (+6 following tracks), Tumble +15, Use Magic Device +15 (+17 scrolls)
Feats:	Dodge, Empower Spell, Eschew Materials ^B ,

A couatl is about 12 feet long, with a wingspan of about 15 feet. It weighs about 1,800 pounds.

Couatls speak Celestial, Common, and Draconic, and also have the power of telepathy (see below).

Combat

A couatl uses its detect thoughts ability on any creature that arouses its suspicions. Since it is highly intelligent, a couatl usually casts spells from a distance before closing. If more than one couatl is involved, they discuss their strategy before a battle.

Constrict (Ex): A couatl deals 2d8+6 points of damage with a successful grapple check.

Improved Grab (Ex): To use this ability, a couatl must hit a creature of up to two size categories larger with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Poison (Ex): Injury, Fortitude DC 16, initial damage 2d4 Str, secondary damage 4d4 Str. The save DC is Constitution-based.

Psonianics (Psi): Total Manifest Level: 9th, Power Points: (46 base, bonus), Common Knack Pool: 5, Psionic Combat Bonus: +7.

Attack Modes: *id insituation, mind thrust.*

Defense Modes: *empty mind, intellect fortress, tower of iron will.*

Knack Feats (key ability/daily uses): *Psionic Flesh* (Con/+2), *Semi-Translocation** (Wis/+4), *Skipping* (Wis/+4). Daily Uses: 5.

Psionic Feats (key ability/bonus): *Exomorphics* (Con), *Thought Sense* (Cha).

* As *Translocation*; but self only, and only to or from the astral plane.

Spell-Based Alternative Psionics

Psionics (Su): Effective caster level 9th. The save DCs are Charisma-based. At will - *detect chaos, detect evil, detect good, detect law, detect thoughts* (DC 15), *invisibility, plane shift* (DC 20), *polymorph* (self only).

Spells: A couatl casts spells as a 9th-level sorcerer. It can choose its spells known from the sorcerer list, the cleric list, and from the lists for the Air, Good, and Law domains. The cleric spells and domain spells are considered arcane spells for a couatl, meaning that the creature does not need a divine focus to cast them.

Typical Spells Known (6/7/7/7/4; save DC 13 + spell level):

0th - *cure minor wounds, daze, disrupt undead, light, obscuring mist, ray of frost, read magic, resistance*

1st - *endure elements, mage armor, protection from chaos, true strike, wind wall*

2nd - *cure moderate wounds, eagle's splendor, scorching ray, silence*

3rd - *gaseous form, magic circle against evil, summon monster III*

4th - *charm monster, freedom of movement*

Ethereal Jaunt (Su): This ability works like the *ethereal jaunt* spell (caster level 16th).

Telepathy (Su): A couatl can communicate telepathically with any creature within 90 feet that has an Intelligence score. The creature can respond to the couatl if it wishes - no common language is needed.

Couatl Characters

Couatl characters possess the following traits.

* Strength +6, Dexterity +6, Constitution +4, Intelligence +4, Wisdom +10, Charisma +6.

* Large size. -1 penalty to Armor Class, -1 penalty on attack rolls, -4 penalty on Hide checks, +4 bonus on grapple checks, lifting and carrying limits double those of Medium creatures.

* **Space/Reach:** 10 ft. / 5 ft.

* **Bonus Feat:** Eschew Materials.

* +9 natural armor.

* **Poison Bite:** Couatl have a bite attack that deals a base of 1d3 + (Strength mod x 1.5) piercing damage. It also a poison that deals initial damage of 2d4 Strength, and secondary damage of 4d4 Strength. The saving throw for this poison is 10 + Constitution modifier + 1/2 Hit Dice.

* Constrict attack.

* Telepathy out to 100 ft.

* **Innate Sorcery (Ex):** Couatl can cast spells as a sorcerer with a level equal to their Hit Dice, up to a maximum of 9th. These casting levels are

cumulative with other sorcerer casting levels, including those from levels in the actual sorcerer class. In addition to the sorcerer/wizard spell list a couatl can learn spells from the Air, Good, and Law clerical domains as if they were sorcerer spell list spells; including the ability to use spell completion and activation magical items based on these spells. These spells then become arcane spells for them.

* Does not need to eat or sleep, but can choose to do so.

* **Automatic Languages:** Celestial. *Bonus Languages:* Abyssal, Auran, Common, Draconic, Infernal.

* **Favored Class:** Sorcerer.

* Level Adjustment +9.

Couatl Monster Class

Level	BAB	Fort	Ref	Will	Special Abilities
1	+1	+2	+2	+2	
2	+2	+3	+3	+3	
3	+3	+3	+3	+3	Semi-Translocation
4	+4	+4	+4	+4	
5	+5	+4	+4	+4	
6	+6	+5	+5	+5	
7	+7	+5	+5	+5	
8	+8	+6	+6	+6	
9	+9	+6	+6	+6	Ethereal Jaunt

Hit Dice: d8.

Skill Points at 1st Level: (8 + Intelligence modifier) x 4.

Skill Points each Additional Level: 8 + Intelligence modifier.

Couatl Class Skills: Concentration (Con), Diplomacy (Cha), Jump (Str), Knowledge (any) (Int), Listen (Wis), Search (Int), Sense Motive (Wis), Spellcraft (Int), Spot (Wis), Survival (Wis), Tumble (Dex), and Use Magic Device (Cha).

Armor and Weapon Proficiency: Not proficient with any armor or shields; Simple and martial Weapon proficiency.

Manifesting: Couatl gain one Manifest Level for every couatl monster class level. This includes 4 base psionic combat modes at 1st level, with an additional psionic combat mode at 5th level.

Semi-Translocation (Psi): As the ability above.

Ethereal Jaunt (Su): As the ability above.

GHAELE

Medium Outsider
(Chaotic, Extraplanar, Good)

10d8+20 (65 hp) <35 hp>

+5

50 ft. (10 squares), fly 150 ft. (perfect)

25 (+1 Dex, +14 natural), touch 11, flat-footed

24, or 14 (+1 Dex, +3 deflection), touch 14,

flat-footed 13

+10 / +17

Base Attack/Grapple: +4 holy greatsword +21 melee (2d6+14/19-20)

Attack: or light ray +11 ranged touch (2d12)

Full Attack: +4 holy greatsword +21/+16 melee (2d6+14/19-20) or 2 light rays +11 ranged touch (2d12)

Space/Reach: 5 ft. x 5 ft. / 5 ft.

Special Attacks: Spell-like abilities, spells, gaze

Special Qualities: Alternate form, damage reduction 10/evil and

cold iron, darkvision 60 ft., immunity to

electricity and petrification, lowlight vision,

protective aura, resistance to cold 10 and fire 10

spell resistance 28, tongues

Fort +9, Ref +8, Will +10

Str 25, Dex 12, Con 15,

Int 16, Wis 17, Cha 16

Saves: Concentration +15, Diplomacy +5, Escape

Abilities: Artist +14, Handle Animal +16, Hide +14,

Knowledge (any two) +16, Listen +16, Move

Silently +14, Ride +16, Sense Motive +16, Spot

+16, Use Rope +1 (+3 with bindings)

Skills: Combat Expertise, Improved Disarm, Improved

Initiative, Improved Trip

Feats: A chaotic good-aligned plane

Environment: Solitary, pair, or squad (1d3+2)

Organization: 13

Challenge Rating: No coins; double goods; standard items

Treasure:

Alignment: Always chaotic good
Advancement: 11-15 HD (Medium); 16-30 HD (Large)
Level Adjustment: ---

A ghaele can take the form of an incorporeal globe of eldritch colors, 5 feet in diameter. A ghaele is about 6 feet tall and weighs about 170 pounds.

Ghaeles speak Celestial, Infernal, and Draconic, but can communicate with almost any creature, thanks to their tongues ability.

Combat

Ghaeles who enter combat prefer direct confrontation and damaging attacks to more subtle or insidious methods. They usually fight in their humanoid form, wielding incandescent +4 holy greatswords. If a ghaele desires mobility, it assumes its globe form and blasts the enemy with light rays.

A ghaele's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and good-aligned for the purpose of overcoming damage reduction.

Spell-Like Abilities: Caster level 12th. The save DCs are Charisma-based. At will - *aid*, *charm monster* (DC 17), *color spray* (DC 14), *comprehend languages*, *continual flame*, *cure light wounds* (DC 14), *dancing lights*, *detect evil*, *detect thoughts* (DC 15), *disguise self*, *dispel magic*, *hold monster* (DC 18), *greater invisibility* (self only), *major image* (DC 16), *see invisibility*, *greater teleport* (self plus 50 pounds of objects only); 1/day - *chain lightning* (DC 19), *prismatic spray* (DC 20), *wall of force*.

Spells: Ghaeles in humanoid form can cast divine spells as 14th-level clerics. A ghaele has access to two of the following domains: Air, Animal, Chaos, Good, or Plant (plus any others from its deity). The save DCs are Wisdom-based.

Typical Cleric Spells Prepared (6/7/7/6/5/4/4/3; save DC 13 + spell level):

0th - *cure minor wounds*, *detect magic*, *guidance*, *light*, *resistance*, *virtue*;

1st - *bless*, *calm animals**, *command*, *divine favor*, *obscuring mist*, *sanctuary*, *shield of faith*;

2nd - *aid*, *align weapon*, *bear's endurance*, *hold animal**, *lesser restoration*, *remove paralysis*, *zone of truth*;

3rd - *daylight*, *gaseous form**, *prayer*, *remove curse*, *searing light*, *water breathing*;

4th - *death ward*, *dismissal*, *divine power*, *restoration*, *summon nature's ally IV* (animal)*;

5th - *control winds**, *flame strike*, *raise dead*, *true seeing*;

6th - *banishment*, *blade barrier*, *chain lightning**, *heal*;

7th - *animal shapes**, *holy word*, *summon monster VII*.

* Domain spell. Domains: Air and Animal.

Gaze (Su): In humanoid form - slay evil creatures of 5 or less HD, range 60 feet, Will DC 18 negates. Even if the save succeeds, the creature is affected as though by a *fear* spell for 2d10 rounds. Nonevil creatures, and evil creatures with more than 5 HD, must succeed on a DC 18 Will save or suffer the fear effect. The save DCs are Charisma-based.

Light Ray (Ex): A ghaele in globe form can project light rays with a range of 300 feet. This attack overcomes damage reduction of any type.

Alternate Form (Su): A ghaele can shift between its humanoid and globe forms as a standard action. In humanoid form, it cannot fly or use its light rays, but it can use its gaze attack and spell-like abilities, make physical attacks, and cast spells. In globe form, it can fly, use its light rays, and use spell-like abilities, but it cannot cast spells or use its gaze attack. The globe form is incorporeal, and the ghaele has no Strength score while in that form.

A ghaele remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, nor does the ghaele revert to any particular form when killed. A *true seeing* spell or ability, however, reveals both forms simultaneously.

Protective Aura (Su): Against attacks made or effects created by evil creatures, this ability provides a +4 deflection bonus to AC and a +4 resistance bonus on saving throws to anyone within 20 feet of the ghaele. Otherwise, it functions as a magic circle against evil effect and a lesser globe of invulnerability, both with a radius of 20 feet (caster level equals ghaele's HD). (The defensive benefits from the circle are not included in a ghaele's statistics block.)

Tongues (Su): Ghaeles can speak with any creature that has a language, as though using a *tongues* spell (caster level 14th). This ability is always active.

HALF-CELESTIAL (TEMPLATE)

No matter the form, half-celestials are always comely and delightful to the senses, having golden skin, sparkling eyes, angelic wings, or some other sign of their higher nature.

Creating a Half-Celestial

"Half-celestial" is an inherited template that can be added to any living, corporeal creature with an Intelligence score of 4 or higher and nonevil alignment (referred to hereafter as the base creature).

A half-celestial uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to outsider. Do not recalculate the creature's Hit Dice, base attack bonus, or saves. Size is unchanged. Half-celestials are normally native outsiders.

Speed: A half-celestial has feathered wings and can fly at twice the base creature's base land speed (good maneuverability). If the base creature has a fly speed, use that instead.

Armor Class: Natural armor improves by +1 (this stacks with any natural armor bonus the base creature has).

Special Attacks: A half-celestial retains all the special attacks of the base creature and also gains the following special abilities.

* **Daylight (Su):** Half-celestials can use a *daylight* effect (as the spell) at will.

* **Smite Evil (Su):** Once per day a half-celestial can make a normal melee attack to deal extra damage equal to its HD (maximum of +20) against an evil foe.

* **Spell-Like Abilities:** A half-celestial with an Intelligence or Wisdom score of 8 or higher has two or more spell-like abilities, depending on its Hit Dice, as indicated on the table below. The abilities are cumulative. Unless otherwise noted, an ability is usable once per day. Caster level equals the creature's HD, and the save DC is Charisma-based.

HD	Abilities
1-2	<i>Protection from evil</i> 3/day, <i>bless</i>
3-4	<i>Aid</i> , <i>detect evil</i>
5-6	<i>Cure serious wounds</i> , <i>neutralize poison</i>
7-8	<i>Holy smite</i> , <i>remove disease</i>
9-10	<i>Dispel evil</i>
11-12	<i>Holy word</i>
13-14	<i>Holy aura</i> 3/day, <i>hallow</i>
15-16	<i>Mass charm monster</i>
17-18	<i>Summon monster IX</i> (celestials only)
19-20	<i>Resurrection</i>

Special Qualities: A half-celestial has all the special qualities of the base creature, plus the following special qualities.

* Darkvision out to 60 feet.

* Immunity to disease.

* Resistance to acid 10, cold 10, and electricity 10.

* Damage Reduction: 5/magic (if HD 11 or less) or 10/magic (if HD 12 or more).

* A half-celestial's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

* Spell resistance equal to creature's HD + 10 (maximum 35).

* +4 racial bonus on Fortitude saves against poison.

Abilities: Increase from the base creature as follows: Str +4, Dex +2, Con +4, Int +2, Wis +4, Cha +4.

Skills: A half-celestial gains skill points as an outsider and has skill points equal to (8 + Int modifier) x (HD +3). Do not include Hit Dice from class levels in this calculation - the half-celestial gains outsider skill points only for its racial Hit Dice, and gains the normal amount of skill points for its class levels. Treat skills from the base creature's list as class skills, and other skills as cross-class.

Challenge Rating: HD 5 or less, as base creature +1; HD 6 to 10, as base creature +2; HD 11 or more, as base creature +3.

Alignment: Always good (any).

Level Adjustment: Same as base creature +4.

Example Half-Celestial

This example uses a 9th-level human bard as the base creature.

Half-Celestial 9th-Level Human Bard Medium Outsider (Augmented Humanoid, Native)

Hit Dice:	9d6+18 (52 hp) <27 hp>
Initiative:	+3
Speed:	30 ft (6 squares)
Armor Class:	19 (+3 Dex, +1 natural, +5 <i>mithral chain shirt</i> +1), flat-footed 16, touch 13
Base Attack/Grapple:	+6 / +8
Attack:	+1 <i>holy rapier</i> +9 melee (1d6+2 plus 2d6 to evil) or +1 <i>holy spiked whip</i> +10 ranged (1d4+2 plus 2d6 to evil)
Full Attack:	+1 <i>holy rapier</i> +9/+4 melee (1d6+2 plus 2d6 to evil) or +1 <i>holy spiked whip</i> +10/+5 ranged (1d4+2 plus 2d6 to evil)
Space/Reach:	5 ft x 5 ft / 5 ft
Special Attacks:	Bardic music, <i>daylight</i> , smite evil, spells
Special Qualities:	Darkvision 60 ft, immunity to disease, resistance to acid/cold/electricity 10, damage reduction 5/magic, spell resistance 19
Saves:	Fort +5*, Ref +9, Will +7 (*+4 vs. poison)
Abilities:	Str 14, Dex 16, Con 14, Int 16, Wis 12, Cha 20
Skills:	Concentration +12, Diplomacy +17, Escape Artist +13, Gather Information +15, Knowledge (arcana) +13, Knowledge (the planes) +13, Perform +15, Sense Motive +11, Spellcraft +15, Use Magic Device +15 (+2 scrolls)
Feats:	Greater Spell Penetration, Point Blank Shot, Precise Shot, Spell Penetration, Quick Draw
Environment:	Temperate plains
Organization:	Solitary
Challenge Rating:	11
Treasure:	Standard
Alignment:	Always neutral good
Advancement:	By character class
Level Adjustment:	+4

The half-celestial bard is a bringer of benevolence and joy, a wandering minstrel who solves people's problems without asking for anything in return.

Combat

The half-celestial bard strives to defeat foes with a mixture of trickery and quick strikes, often gathering locals to assist him and increasing their effectiveness with their music. They will place themselves in direct opposition to powerful foes, if necessary even sacrificing themselves to save those they have chosen to protect.

Typical Spells Known (8/5/4/3; save DC 15 + spell level):

0th - *dancing lights*, *daze*, *detect magic*, *know direction*, *prestidigitation*, *summon instrument*

1st - *cure light wounds*, *disguise self*, *grease*, *unseen servant*

2nd - *blur*, *cure moderate wounds*, *heroism*, *tongues*

3rd - *cure serious wounds*, *dispel magic*, *glibness*

Bardic Music (Su): Up to 14 times per day the half-celestial bard can use the following Bardic Music abilities as a 9th-level bard: *fascinate* (DC equals Perform check), inspire courage +2, inspire competence, inspire greatness, *song of discord* (DC 19), *song of woe* (DC 19), *suggestion*.

Daylight (Su): Half-celestials can use *daylight* (as the spell) at will as a standard action.

Smite Evil (Su): Once per day a half-celestial bard can make a normal melee attack to deal extra damage equal to its HD (+9 for the example bard) against an evil foe.

Spell-Like Abilities (Half-Celestial): 3/day - *protection from evil*; 1/day - *aid*, *bless*, *cure serious wounds* (DC 18), *dispel evil* (DC 20), *holy smite* (DC 19), *neutralize poison*, *remove disease*. Caster level 9th. The save DCs are Charisma-based.

LEONAL

Medium Outsider (Extraplanar, Good)

Hit Dice:	12d8+60 (114 hp) <44 hp>
Initiative:	+3
Speed:	60 ft. (12 squares)
Armor Class:	27 (+3 Dex, +14 natural), touch 13, flat-footed 24
Base Attack/Grapple:	+12 / +20
Attack:	Claw +20 melee (1d6+8)
Full Attack:	2 claws +20 melee (1d6+8) and bite +15 melee (1d8+4)
Space/Reach:	5 ft. x 5 ft. / 5 ft.
Special Attacks:	Roar, pounce, improved grab, rake 1d6+8, spell-like abilities
Special Qualities:	Damage reduction 10/evil and silver, darkvision 60 ft., immunity to electricity and petrification, lay on hands, lowlight vision, protective aura, resistance to cold 10 and sonic 10, speak with animals, spell resistance 28
Saves:	Fort +13 (+17 vs. poison), Ref +11, Will +10
Abilities:	Str 27, Dex 17, Con 20, Int 14, Wis 14, Cha 15
Skills:	Balance +22, Concentration +12, Diplomacy +4, Hide +22, Intimidate +10, Jump +35, Knowledge (any) +17, Listen +17, Move Silently +22, Sense Motive +17, Spot +17, Survival +17
Feats:	Ability Focus (roar), Dodge, Mobility, Spring Attack, Track
Environment:	Any good-aligned plane.
Organization:	Solitary or pride (1d6+3)
Challenge Rating:	12
Treasure:	No coins; double goods; standard items
Alignment:	Always neutral good
Advancement:	13-18 HD (Medium); 19-36 HD (Large)
Level Adjustment:	---

Combat

Leonals like their battles as straightforward as can be. They begin with a roar to put their foes off balance, then follow up with a frenzy of claw and bite attacks. They closely coordinate with others in their pride, watching one another's flanks and setting up devastating attacks.

A leonal's natural weapons, as well as any weapons it wields, are treated as good-aligned for the purpose of overcoming damage reduction.

Roar (Su): A leonal can roar up to three times per day. Each roar releases a blast in a 60-foot cone that duplicates the effects of a *holy word* spell and deals an extra 2d6 points of sonic damage (Fortitude DC 20 negates). The save DC is Charisma-based.

Pounce (Ex): If a leonal charges a foe, it can make a full attack, including two rake attacks.

Improved Grab (Ex): To use this ability, a leonal must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Rake (Ex): Attack bonus +20 melee, damage 1d6+8.

Spell-Like Abilities: Caster level 10th. The save DCs are Charisma-based. At will - *detect thoughts*, *fireball* (DC 15), *hold monster* (DC 17), *polymorph*, *wall of force*; 3/day - *cure critical wounds* (DC 16), *neutralize poison*, *remove disease*; 1/day - *heal* (DC 18).

Lay on Hands (Su): As the paladin class feature, except that each day, a leonal can heal an amount of damage equal to its full normal hit points.

Protective Aura (Su): Against attacks made or effects created by evil creatures, this ability provides a +4 deflection bonus to AC and a +4 resistance bonus on saving throws to anyone within 20 feet of the leonal. Otherwise, it functions as a magic circle against evil effect and a lesser globe of invulnerability, both with a radius of 20 feet (caster level equals leonal's HD). (The defensive benefits from the circle are not included in a leonal's statistics block.)

Speak with Animals (Su): This ability works like speak with animals (caster level 8th) but is a free action and does not require sound.

Skills: Leonals have a +4 racial bonus on Balance, Hide, and Move Silently checks.

LILLEND

Large Outsider (Chaotic, Extraplanar, Good)

Hit Dice:	7d8+14 (45 hp) <31 hp>
Initiative:	+3
Speed:	20 ft. (4 squares), fly 70 ft. (average)
Armor Class:	17 (–1 size, +3 Dex, +5 natural), touch 12, flat-footed 14
Base Attack/Grapple:	+7 / +16
Attack:	Longsword +11 melee (1d8+5/19-20)
Full Attack:	Longsword +11 / +6 melee (1d8+5/19-20) and tail slap +6 melee (2d6+2)
Space/Reach:	5 ft. x 5 ft. / 10 ft.
Special Attacks:	Constrict 2d6+5, improved grab, spells, spell-like abilities
Special Qualities:	Darkvision 60 ft., immunity to poison, resistance to fire 10
Saves:	Fort +7, Ref +10, Will +8
Abilities:	Str 20, Dex 17, Con 15, Int 14, Wis 16, Cha 18
Skills:	Appraise +12, Concentration +12, Diplomacy +16, Knowledge (arcana) +12, Listen +13, Perform (any one) +14, Sense Motive +13, Spellcraft +14, Spot +13, Survival +17
Feats:	Combat Casting, Extend Spell, Lightning Reflexes
Environment:	A chaos-aligned plane
Organization:	Solitary or covey (1d3+1)
Challenge Rating:	7
Treasure:	Standard
Alignment:	Always chaotic good
Advancement:	8-10 HD (Large); 11-21 HD (Huge)
Level Adjustment:	+6

A lillend's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and good-aligned for the purpose of overcoming damage reduction.

Constrict (Ex): A lillend deals 2d6+5 points of damage with a successful grapple check. Constricting uses the entire lower portion of its body, so it cannot take any move actions when constricting, though it can still attack with its sword.

Improved Grab (Ex): To use this ability, a lillend must hit with its tail slap attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Spells: A lillend casts arcane spells as a 6th-level bard.

Typical Bard Spells Known (3/4/3; save DC 14 + spell level):

0th - *dancing lights, daze, detect magic, lullaby, mage hand, read magic*;

1st - *charm person, cure light wounds, identify, sleep*;

2nd - *hold person, invisibility, sound burst*.

Spell-Like Abilities: Caster level 10th. The save DCs are Charisma-based. 3/day - *darkness, hallucinatory terrain* (DC 18), *knock, light*; 1/day - *charm person* (DC 15), *speak with animals, speak with plants*.

A lillend also has the bardic music ability as a 6th-level bard.

Skills: Lillends have a +4 racial bonus on Survival checks.

A typical lillend's coils are 20 feet long. The creature weighs about 3,800 pounds. A few lillends have male torsos.

Lillends speak Celestial, Infernal, Abyssal, and Common.

Combat

Lillends are generally peaceful unless they intend vengeance against someone they believe guilty of harming, or even threatening, a favored art form, artwork, or artist. Then they become implacable foes. They use their spells and spell-like abilities to confuse and weaken opponents before entering combat. A covey of lillends usually discusses strategy before a battle.

CHAPTER ELEVEN: UNDEAD

Allip, behkshae, bodak, devourer, ghost, ghoul (ghast), ghoul, lich, mohrg, mummy, mummy (priest), nightshade, shadow, skeleton, spectre, vampire, vampire spawn, wight, wraith, zombie

ALLIP

Medium Undead (Incorporeal)

Hit Dice:	4d12 (26 hp) <27 hp>
Initiative:	+5
Speed:	Fly 30 ft. (perfect) (6 squares)
Armor Class:	15 (+1 Dex, +4 deflection), touch 15, flat-footed 14
Base Attack/Grapple:	+2/–
Attack:	Incorporeal touch +3 melee (1d4 Wis damage)
Full Attack:	Incorporeal touch +3 melee (1d4 Wis damage)
Space/Reach:	5 ft. x 5 ft. / 5 ft.
Special Attacks:	Babble, madness, Wisdom damage
Special Qualities:	Darkvision 60 ft., incorporeal traits, +2 turn resistance, undead traits
Saves:	Fort +1, Ref +4, Will +4
Abilities:	Str ---, Dex 12, Con ---, Int 11, Wis 11, Cha 18
Skills:	Hide +8, Intimidate +7, Listen +7, Search +4, Spot +7, Survival +0 (+2 following tracks)
Feats:	Improved Initiative, Lightning Reflexes
Environment:	Any
Organization:	Solitary
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral evil
Advancement:	5-12 HD (Medium)
Level Adjustment:	---

A shape twists through the air, a twisted reflection of what might have once been a man, but the inane babblings instantly shatter any semblance of humanity.

Many men commit suicide, but those who do so in the throws of madness have a special fate reserved for them, that of the Allip. Allips exist as the minds and souls of those madmen; hell-bent on bringing the same suffering to those that drove them over the brink. They will exist for eons, with that single purpose driving their shattered minds.

Allips resemble dark masses of writhing darkness, the visual representations of the darkest recesses of mans mind. If one looks close enough, sometimes they can see the twisted features of the person that once existed there.

An allip is the spectral remains of someone driven to suicide by a madness that afflicted it in life. It craves only revenge and unrelentingly pursues those who tormented it in life and pushed it over the brink.

An allip cannot speak intelligibly.

Combat

An allip is unable to cause physical harm, although it doesn't appear to know that. It keeps flailing away at enemies, yet it inflicts no wounds.

Babble (Su): An allip constantly mutters and whines to itself, creating a hypnotic effect. All sane creatures within 60 feet of the allip must succeed on a DC 16 Will save or be affected as though by a *hypnotism* spell for 2d4 rounds. This is a sonic mind-affecting compulsion effect. Creatures that successfully save cannot be affected by the same allip's babble for 24 hours. The save DC is Charisma-based.

Madness (Su): Anyone targeting an allip with a thought detection, mind control, or telepathic ability makes direct contact with its tortured mind and takes 1d4 points of Wisdom damage.

Wisdom Damage (Su): An allip causes 1d4 points of Wisdom damage each time it hits with its incorporeal touch attack.

Ecology

As an undead creature, allips have no place in the natural cycle of the world. They also do not have much of an impact on the natural order, since they are both incorporeal and unconcerned with the lives of animals.

Their sole purpose in existence is locating sentient beings to draw into their madness. Once it has exacted its revenge on those responsible for its current state, it will continue through eternity to destroy the minds of other sentient beings, mainly out of jealousy.

BEHKSHAE

Medium Undead (Psionic)

Hit Dice:	11d12 (71 hp) <54 hp> [10 Tentacles]
Initiative:	+2
Speed:	5 ft. (1 square), fly 20 ft. (good)
Armor Class:	26 (+4 Inertial Armor, +2 Dex, +5 Deflection, +5 natural), touch 17, flat-footed 24
Base Attack/Grapple:	+5/+5
Attack:	Tentacle ray +8 ranged touch and corrosive touch +5 melee touch (1d8 acid)
Full Attack:	Tentacle ray +8 ranged touch x 6 and corrosive touch +5 melee touch (1d8 acid)
Space/Reach:	5 ft. x 5 ft. / 5 ft.
Special Attacks:	Tentacle rays, <i>psionics</i> , soul containment
Special Qualities:	All-around vision, darkvision 60 ft, psionic combat vulnerability, undead traits
Saves:	Fort +3, Ref +5, Will +10
Abilities:	Str 10, Dex 14, Con ---, Int 19, Wis 17, Cha 17
Skills:	Hide +15, Knowledge (arcana) +17, Knowledge (psionics) +17, Listen +16, Psicraft +17, Search +16, Spot +16, Survival +16
Feats:	Acceleration ^B , Antipsi ^B , Force Shell ^B , Inner Strength x3, Missive ^B , Poltergeist ^B , Skipping ^B , Weapon Focus (ray)
Environment:	Any
Organization:	Solitary
Challenge Rating:	13
Treasure:	Double Standard
Alignment:	Usually Lawful Evil
Advancement:	12-16 HD (Large), 17-33 HD (Huge)
Level Adjustment:	---

A globe of bloody brain tissue encased in bone floats in the air before you. Its body seems to be surrounded by a cage of bones, and the tentacles that flail out from it all seem to be tipped a varying assortment of dripping eyes.

A Behkshae (BEK-sh-A) is a 1-4 ft wide ball made from the undead brain tissue, rib bones, and spinal columns of one or more creatures. It appears to be a bloody mass of brain tissue protected by twisted rib bones, with multiple spinal column tentacles sticking out from it. Each tentacle is topped with a pair of eyes from one of its composite creatures, through which the Behkshae can see and use its ray attacks. When “mature”, it has managed to kill ten creatures and absorb their essence into itself, growing to be 4 ft wide in the process. If it continues to absorb creatures, it can grow even larger and more powerful.

Behkshae are driven by the murderous impulse to find those responsible for its creation, and consume them. They let nothing stand between them and their revenge, no matter how well intentioned. Every time the Behkshae kills one of those directly or indirectly responsible for their death, they consume its ribs, brain, spinal column, and eyes. Once it has consumed ten such creatures it matures, and seeks out a quiet place of solitude to torture them for eternity. Any creatures that interrupt this morbid hobby risk not only death, but also absorption into the Behkshae.

Originally formed from the dead body of a Fleshchanger that died by violence not of its own instigation, the Behkshae still retains most of the mind of its original body. It can speak all languages that any of its component entities can speak, when it chooses to speak at all.

Combat

In combat Behkshae rely on their wide range of tentacle rays to great effect. They try to start off any combat with an Id Insinuation on the strongest-looking warrior, in order to eliminate them for a brief period of time. Then they focus most of their offensive tentacle rays on the foe’s spellcasters and ranged attackers, while using a tentacle to whip anybody near them with acid. If the enemy appears to be too strong to take on normally, they will fly upwards to get out of easy attacking range and rain tentacle rays down on their foes.

All-Around Vision (Ex): Due to its widely placed and erratically moving tentacled eyes, a Behkshae has no “back”. It therefore cannot be flanked.

Corrosive Touch (Ex): The Behkshae’s body is coated in a thin layer of blood that consumes anything it comes into contact with. Any creature the Behkshae touches with its body or a tentacle, or that touches it with a natural weapon, takes 1d8 points of acid damage. Any creature that grapples it takes 2d8 acid damage every round they are grappling it. The blood loses this property when it leaves the Behkshae’s body, so it cannot be used to make ranged attacks.

Psionic Combat Vulnerability (Ex): While most undead are immune to all mind-affecting abilities, including psionic combat, a Behkshae’s intellect requires the presence of psionic energy to function. This makes them vulnerable to the effects of psionic combat attack modes, both Power Point loss and secondary effects.

Psionics (Psi): Total Manifest Level: 11th, Power Points: 88 (67 base, 21 bonus), Common Knack Pool: 5, Psionic Combat Bonus: +8.

Attack Modes: *id insinuation, psychic crush*.
 Defense Modes: *empty mind, intellect fortress, mental barrier*.
 Knack Feats (key ability/daily uses): *Acceleration* (Wis/+3), *Missive* (Cha/+3), *Poltergeist* (Int/+4), *Skipping* (Wis/+3). Daily Uses: 8 (5 base +4 bonus).

Psionic Feats (key ability/bonus): *Antipsi* (Int), *Force Shell* (Int).

Spell-Based Alternative Psionics

Psionics (Su): Effective caster level 11th. The save DCs are Charisma-based. At will - *dispel magic, mage hand, shield*; 3/day - *dimension door, greater dispel magic, shield of faith*; 1/day - *antimagic field, mage’s disjunction*.

Soul Containment (Su): A Behkshae can fall bodily upon a creature that has been dead no less than one hour, to absorb it. This process takes one minute, during which time all of the creature’s body is dissolved by the Behkshae’s bloody coating until only the eyes, brain, and spine remain. Once the body is gone, the remains merge with the Behkshae, taking the creature’s soul with it. The Behkshae then knows all of the absorbed creature’s languages, experiences, and secrets. The absorbed creature’s soul remains trapped until such time as the Behkshae is destroyed, preventing returning it to life by any means. This increases the Behkshae’s Hit Dice by one.

Tentacle Rays (Psi): A Behkshae has one tentacle for every Hit Die, half of which (rounding up) can be used to perform ranged touch

attacks by means of projecting greenish rays of energy. On a regular attack action, the Behkshae can use one tentacle ray. On a full attack action it can use all of its tentacle rays. The effects from each ray are identical to many psionic powers, only they are now in ray form. Each such ray has a range of 150 ft, and a saving throw is still allowed. Using a tentacle ray does not cost the Behkshae any Power Points, but it cannot use them if it is out of Power Points. Choose the Behkshae’s tentacle ray abilities from the following list. A Behkshae can have multiples of the same ability, allowing it to use that ability more than once each turn. The individual abilities it gains are random. All rays use the Behkshae’s Hit Dice as their Manifest Level.

d%	Random Tentacle Ray	d%	Random Tentacle Ray
01-15	Corrosion	58-71	Mental Hands
16-29	Force-Blast	72-86	Negative Power
30-43	Fright	87-100	Obedience
44-57	Jinx		

* **Corrosion:** The target of this ray takes 5d6 acid damage, with a DC 16 Reflex save for half damage.

* **Force-Blast:** The target of this ray takes 5d6+11 force-based damage, with a DC 16 Fortitude save for half damage.

* **Fright:** The target, that can have no more Hit Dice than the Behkshae, is frightened for 11 rounds. This is a mind-affecting psionic ability, and does not work on creatures with at least one Power Point in reserve.

* **Jinx:** The target of this ray must make a Will DC 18 save, or suffer a -5 luck penalty to all saving throws, skill checks, and attack rolls for 11 minutes.

* **Mental Hands:** The target, that can be up to 550 lbs, must make a Will DC 19 save or be bodily moved around by the Behkshae. This effect cannot be used to deal damage, and is mainly employed to get large objects out of the way or to lift annoying warriors beyond combat range. The total range of this effect is the 150 ft of the ray, and using it occupies the ray until the Behkshae releases the target or 110 minutes have passed.

* **Negative Power:** The target must make a Will DC 18 save or take 5d4 points of negative energy damage. Undead are healed an equal amount. The Behkshae can use this attack on itself in order to heal damage it has sustained, voluntarily failing the saving throw (and missing the attack roll only on a natural “1”).

* **Obedience:** The target of this ray must make a Will DC 18 save or obey the Behkshae’s will for 11 minutes. This is a mind-affecting psionic ability, and does not work on creatures with at least one Power Point in reserve.

Behkshae Society

Once it has killed all those it sought revenge against, the now much larger and more dangerous Bakshae seeks out a place of isolation to spend eternity. Its only consolation for its loss is the constant psychological torture and mental anguish it can visit on those it has absorbed. If it is encountered during this period of its existence, it typically kills its discoverers then seeks a new place of isolation.

BODAK

Medium Undead (Extraplanar)

Hit Dice:	9d12 (58 hp) <40 hp>
Initiative:	+6
Speed:	20 ft. (4 squares)
Armor Class:	20 (+2 Dex, +8 natural), touch 12, flat-footed 18
Base Attack/Grapple:	+4/+5
Attack:	Slam +6 melee (1d8+1)
Full Attack:	Slam +6 melee (1d8+1)
Space/Reach:	5 ft. x 5 ft. / 5 ft.
Special Attacks:	Death gaze
Special Qualities:	Damage reduction 10/cold iron, darkvision 60 ft., immunity to electricity, resistance to acid 10 and fire 10, undead traits, vulnerability to sunlight
Saves:	Fort +3, Ref +5, Will +7
Abilities:	Str 13, Dex 15, Con ---, Int 6, Wis 12, Cha 12
Skills:	Listen +11, Move Silently +10, Spot +11
Feats:	Alertness, Dodge, Improved Initiative, Weapon Focus (slam)

Environment: Any chaotic evil-aligned plane
Organization: Solitary or gang (1d3+1)
Challenge Rating: 8
Treasure: None
Alignment: Always chaotic evil
Advancement: 10-13 HD (Medium); 14-27 HD (Large)
Level Adjustment: ---

Challenge Rating: 11
Treasure: None
Alignment: Always neutral evil
Advancement: 13-24 HD (Large); 25-36 HD (Huge)
Level Adjustment: ---

Bodaks are the undead remnants of humanoids who have been destroyed by the touch of absolute evil.

A bodak retains fleeting memories of its past life and can speak Common (or some other humanoid language).

Combat

Death Gaze (Su): Death, range 30 feet, Fortitude DC 15 negates. Humanoids who die from this attack are transformed into bodaks 24 hours later. The save DC is Charisma-based.

Vulnerability to Sunlight (Ex): Bodaks loathe sunlight, for its merest touch burns their impure flesh. Each round of exposure to the direct rays of the sun deals 1 point of damage to the creature.

DEVOURER

Large Undead (Evil, Extraplanar)

Hit Dice: 12d12 (78 hp) <78 hp>
Initiative: +4
Speed: 30 ft. (6 squares)
Armor Class: 24 (–1 size, +15 natural), touch 9, flat-footed 24
Base Attack/Grapple: +6 / +19
Attack: Claw +15 melee (1d6+9)
Full Attack: 2 claws +15 melee (1d6+9)
Space/Reach: 5 ft. x 5 ft./10 ft.
Special Attacks: Energy drain, trap essence, spell-like abilities
Special Qualities: Darkvision 60 ft., spell deflection, spell resistance 21, undead traits
Saves: Fort +4, Ref +4, Will +11
Abilities: Str 28, Dex 10, Con ---, Int 16, Wis 16, Cha 17
Skills: Climb +24, Concentration +18, Diplomacy +5, Jump +24, Listen +18, Move Silently +15, Search +10, Sense Motive +11, Spot +18, Survival +3 (+5 following tracks)
Feats: Blind-Fight, Combat Casting, Combat Expertise, Improved Initiative, Weapon Focus (claw)
Environment: Any
Organization: Solitary

Devourers lurk on the Ethereal Plane and the Astral Plane, stalking both natives and travelers with equal sadistic glee.

A devourer is about 9 feet tall and weighs 500 pounds. Devourers speak Common.

Combat

Even if it had no special abilities, a devourer would be a terrible opponent, for its bony claws can flay enemies alive.

Energy Drain (Su): Living creatures hit by a devourer's claw attack or spectral hand ability gain one negative level. The DC is 19 for the Fortitude save to remove a negative level. The save DC is Charisma-based.

Trap Essence (Su): The devourer is named for its ability to consume an enemy's life essence. To do so, it must forgo its normal melee attacks and make a trap essence attack. This requires a normal attack roll but deals no damage. The save DC is Charisma-based.

A slain creature's essence is trapped within the devourer's ribs, and the tiny figure takes on that victim's features. The trapped essence cannot be *raised* or *resurrected*, but a *limited wish*, *miracle*, or *wish* spell frees it, as does destroying the devourer. A devourer can hold only one essence at a time.

The trapped essence provides a devourer with enough power to use five spell-like abilities for each Hit Die or level of the trapped creature. As this energy is expended, the twisted soul fades away until it evaporates completely. The trapped essence gains one negative level for every five times the devourer uses one of its spell-like abilities. When the essence's number of negative levels equals the creature's total Hit Dice or level, the essence is destroyed. If an essence is freed, the restored creature must succeed on a DC 19 Fortitude save for each negative level or lose that level permanently.

Spell-Like Abilities: At the start of any encounter, the trapped essence within a devourer is assumed to have 3d4+3 levels (enough fuel for thirty to seventy-five uses). Once per round, a devourer can use one of the following abilities: *confusion* (DC 17), *control undead* (DC 20), *ghoul touch* (DC 15), *lesser planar ally*, *ray of enfeeblement* (DC 14), *spectral hand*, *suggestion* (DC 16), *true seeing*. Caster level 18th. The save DCs are Charisma-based.

Spell Deflection (Su): The trapped essence provides a measure of magical protection. If any of the following spells are cast at the devourer and overcome its spell resistance, they affect the imprisoned essence instead: *banishment*, *chaos hammer*, *confusion*, *crushing despair*, *detect thoughts*, *dispel evil*, *dominate person*, *fear*, *geas/quest*, *holy word*,

hypnosis, imprisonment, magic jar, maze, suggestion, trap the soul, or any form of charm or compulsion. In many cases, this deflection effectively neutralizes the spell. Some of these effects might eliminate the trapped essence, depriving the devourer of its spell-like abilities until it can consume another victim.

GHOST

Ghosts are the spectral remnants of intelligent beings that, for one reason or another, cannot rest easily in their graves.

A ghost greatly resembles its corporeal form in life, but in some cases the spiritual form is somewhat altered.

Creating a Ghost

“Ghost” is an acquired template that can be added to any aberration, animal, dragon, giant, humanoid, magical beast, monstrous humanoid, or plant. The creature (referred to hereafter as the base creature) must have a Charisma score of at least 6.

A ghost uses all the base creature’s statistics and special abilities except as noted here.

Size and Type: The creature’s type changes to undead. Do not recalculate the creature’s base attack bonus, saves, or skill points. It gains the incorporeal subtype. Size is unchanged.

Hit Dice: All current and future Hit Dice become d12s.

Speed: Ghosts have a fly speed of 30 feet, unless the base creature has a higher fly speed, with perfect maneuverability.

Armor Class: Natural armor is the same as the base creature’s but applies only to ethereal encounters. When the ghost manifests (see below), its natural armor bonus is +0, but it gains a deflection bonus equal to its Charisma modifier or +1, whichever is higher.

Attack: A ghost retains all the attacks of the base creature, although those relying on physical contact do not affect creatures that are not ethereal.

Full Attack: A ghost retains all the attacks of the base creature, although those relying on physical contact do not affect creatures that are not ethereal.

Damage: Against ethereal creatures, a ghost uses the base creature’s damage values. Against nonethereal creatures, the ghost usually cannot deal physical damage at all but can use its special attacks, if any, when it manifests (see below).

Special Attacks: A ghost retains all the special attacks of the base creature, although those relying on physical contact do not affect nonethereal creatures. The ghost also gains a manifestation ability plus one to three other special attacks as described below. The save DC against a special attack is equal to 10 + 1/2 ghost’s HD + ghost’s Cha modifier unless otherwise noted.

* **Corrupting Gaze (Su):** A ghost can blast living beings with a glance, at a range of up to 30 feet. Creatures that meet the ghost’s gaze must succeed on a Fortitude save or take 2d10 points of damage and 1d4 points of Charisma damage.

* **Corrupting Touch (Su):** A ghost that hits a living target with its incorporeal touch attack deals 1d6 points of damage. Against ethereal opponents, it adds its Strength modifier to attack and damage rolls. Against nonethereal opponents, it adds its Dexterity modifier to attack rolls only.

* **Draining Touch (Su):** A ghost that hits a living target with its incorporeal touch attack drains 1d4 points from any one ability score it selects. On each such successful attack, the ghost heals 5 points of damage to itself. Against ethereal opponents, it adds its Strength modifier to attack rolls only. Against nonethereal opponents, it adds its Dexterity modifier to attack rolls only.

* **Frightful Moan (Su):** A ghost 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 necromantic mind-affecting fear effect. A creature that successfully saves against the moan cannot be affected by the same ghost’s moan for 24 hours.

* **Horrific Appearance (Su):** Any living creature within 60 feet that views a ghost must succeed on a Fortitude save or immediately take 1d4 points of Strength damage, 1d4 points of Dexterity damage, and 1d4 points of Constitution damage. A creature that successfully saves against this effect cannot be affected by the same ghost’s horrific appearance for 24 hours.

* **Malevolence (Su):** Once per round, an ethereal ghost can merge its body with a creature on the Material Plane. This ability is similar to a *magic jar* spell (caster level 10th or the ghost’s Hit Dice, whichever is higher), except that it does not require a receptacle. To use this ability, the ghost must be manifested and it must try move into the target’s space; moving into the target’s space to use the malevolence ability does not provoke attacks of opportunity. The target can resist the attack with a successful Will save (DC 15 + ghost’s Cha modifier). A creature that successfully saves is immune to that same ghost’s malevolence for 24 hours, and the ghost cannot enter the target’s space. If the save fails, the ghost vanishes into the target’s body.

* **Manifestation (Su):** Every ghost has this ability. A ghost dwells on the Ethereal Plane and, as an ethereal creature, it cannot affect or be affected by anything in the material world. When a ghost manifests, it partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. A manifested ghost can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested ghost can pass through solid objects at will, and its own attacks pass through armor. A manifested ghost always moves silently. A manifested ghost can strike with its touch attack or with a ghost touch weapon (see Ghostly Equipment, below). A manifested ghost remains partially on the Ethereal Plane, where it is not incorporeal. A manifested ghost can be attacked by opponents on either the Material Plane or the Ethereal Plane. The ghost’s incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal Plane.

When a spellcasting ghost is not manifested and is on the Ethereal Plane, its spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When a spellcasting ghost manifests, its spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on touch. A manifested ghost’s touch spells don’t work on nonethereal targets.

A ghost has two home planes, the Material Plane and the Ethereal Plane. It is not considered extraplanar when on either of these planes.

* **Telekinesis (Su):** A ghost can use telekinesis as a standard action (caster level 12th or equal to the ghost’s HD, whichever is higher). When a ghost uses this power, it must wait 1d4 rounds before using it again.

Special Qualities: A ghost has all the special qualities of the base creature as well as those described below.

* **Rejuvenation (Su):** In most cases, it’s difficult to destroy a ghost through simple combat: The “destroyed” spirit will often restore itself in 2d4 days. Even the most powerful spells are usually only temporary solutions. A ghost that would otherwise be destroyed returns to its old haunts with a successful level check (1d20 + ghost’s HD) against DC 16. As a rule, the only way to get rid of a ghost for sure 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.

* **Turn Resistance (Ex):** A ghost has +4 turn resistance.

Abilities: Same as the base creature, except that the ghost has no Constitution score, and its Charisma score increases by +4.

Skills: Ghosts have a +8 racial bonus on Hide, Listen, Search, and Spot checks. Otherwise same as the base creature.

Environment: Any, often as base creature.

Organization: Solitary, gang (1d3+1), or mob (1d6+6).

Challenge Rating: Same as the base creature +2.

Treasure: None.

Alignment: Any.

Level Adjustment: Same as the base creature +5.

Ghostly Equipment

When a ghost forms, all its equipment and carried items usually become ethereal along with it. In addition, the ghost retains 2d4 items that it particularly valued in life (provided they are not in another creature's possession). The equipment works normally on the Ethereal Plane but passes harmlessly through material objects or creatures. A weapon of +1 or better magical enhancement, however, can harm material creatures when the ghost manifests, but any such attack has a 50% chance to fail unless the weapon is a ghost touch weapon (just as magic weapons can fail to harm the ghost).

The original material items remain behind, just as the ghost's physical remains do. If another creature seizes the original, the ethereal copy fades away. This loss invariably angers the ghost, who stops at nothing to return the item to its original resting place.

Sample Ghost

This creature appears to be a humanoid in robes, maybe a scholar or arcanist. They are not completely visible, seeming to be made from intangible mist with only faint impressions of form and gear.

This example ghost uses a 5th-level human sorcerer as the base creature.

Ghost 5th-Level Human Sorcerer

Medium Undead (Augmented Humanoid, Incorporeal)

Hit Dice: 5d12 (32 hp) <32 hp>

Initiative: +1

Speed: Fly 30 ft (perfect) (6 squares)

Armor Class: 20 (+1 Dex, +5 deflection, +4 *mage armor*), flat-footed 19, touch 20

Base Attack/Grapple: +2 / +1

Attack: Incorporeal touch +3 melee touch (1d6 or 1d6–1 against ethereal foes)

Full Attack: Incorporeal touch +3 melee touch (1d6 or 1d6–1 against ethereal foes)

Space/Reach: 5 ft x 5 ft / 5 ft

Special Attacks: Corrupting touch, malevolence, manifestation, spells

Special Qualities: Rejuvenation, turn resistance +4

Saves: Fort +1, Ref +2, Will +6

Abilities: Str 8, Dex 13, Con ---, Int 14, Wis 12, Cha 20

Skills: Bluff +11, Concentration +6, Knowledge (arcana) +8, Knowledge (the planes) +5, Spellcraft +10

Feats: Augment Summoning, Eschew Materials, Spell Focus (Conjuration)

Environment: Temperate plains

Organization: Solitary, coven (2d4), or school (1d2 plus 1d6 human sorcerers of levels 1d4 each)

Challenge Rating: 7

Treasure: None

Alignment: Any

Level Adjustment: +5

The Will save DC is 17 against this ghost's malevolence.

Combat

Ghost sorcerers usually have the spellcasting abilities shown below. They typically maintain a *mage armor* spell whenever they manifest, and if they engage in combat they will cast a *summon monster* spell for assistance while they use *magic missile* on specific foes.

Typical Spells Known (11/7/5/4; save DC 15 + spell level):

0th - *acid splash*, *dancing lights*, *detect magic*, *disrupt undead*, *ghost sound*, *mage hand*

1st - *mage armor*, *magic missile*, *shield*, *summon monster I*

2nd - *command undead*, *summon monster II*

3rd - *summon monster III*

They have 1d6 minor magical items that rest with their corpse, but which the ghost can access as ghostly equipment. This is usually low-level spell wands, scrolls, or weaker rings. The ghost will avoid using these items unless its existence is at stake, for fear of losing the items.

GHOUL

Medium Undead

Hit Dice: 2d12 (13 hp) <21 hp>

Initiative: +2

Speed: 30 ft. (6 squares)

Armor Class: 14 (+2 Dex, +2 natural), touch 12, flat-footed 12

Base Attack/Grapple: +1 / +2

Attack: Bite +2 melee (1d6+1 plus paralysis)

Full Attack: Bite +2 melee (1d6+1 plus paralysis) and 2 claws +0 melee (1d3 plus paralysis)

Space/Reach: 5 ft. x 5 ft. / 5 ft.

Special Attacks: Ghoul fever, paralysis

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

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

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

Skills: Balance +6, Climb +5, Hide +6, Jump +5, Move Silently +6, Spot +7

Feats: Multiattack

Environment: Any (Lacedon: Any aquatic)

Organization: Solitary, gang (1d3+1), or pack (1d6+9)

Challenge Rating: 1

Treasure: None

Alignment: Always chaotic evil

Advancement: 3 HD (Medium)

Level Adjustment: ---

Ghouls speak the languages they spoke in life (usually Common).

Combat

Ghouls try to attack with surprise whenever possible. They strike from behind tombstones and burst from shallow graves.

Ghoul Fever (Su): Disease - bite, Fortitude DC 12, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based.

An afflicted humanoid that dies of ghoulish fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast, not a ghoul.

Paralysis (Ex): Those damaged by a ghoul's bite or claw attack must succeed on a DC 12 Fortitude save vs. poison or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis. The save DC is Charisma-based.

Lacedon

These cousins of the ghoul have the aquatic subtype. They lurk near hidden reefs or other places where ships are likely to meet their end. They have a base land speed of 30 feet and a swim speed of 30 feet and are found only in aquatic environments.

Ghast

Medium Undead

Hit Dice:	4d12+4 (30 hp) <36 hp>
Initiative:	+3
Speed:	30 ft. (6 squares)
Armor Class:	17 (+3 Dex, +4 natural), touch 12, flat-footed 14
Base Attack/Grapple:	+2 / +5
Attack:	Bite +5 melee (1d8+3 plus paralysis)
Full Attack:	Bite +5 melee (1d8+3 plus paralysis) and 2 claws +3 melee (1d4+1 plus paralysis)
Space/Reach:	5 ft. x 5 ft. / 5 ft.
Special Attacks:	Ghoul fever, paralysis, stench
Special Qualities:	Darkvision 60 ft., undead traits, +2 turn resistance
Saves:	Fort +1, Ref +4, Will +6
Abilities:	Str 17, Dex 17, Con ---, Int 13, Wis 14, Cha 16
Skills:	Balance +7, Climb +9, Hide +8, Jump +9, Move Silently +8, Spot +8
Feats:	Multiattack, Toughness
Environment:	Any
Organization:	Solitary, gang (1d3+1), or pack (1d3+1 plus 1d6+6 ghouls)
Challenge Rating:	3
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	5-8 HD (Medium)
Level Adjustment:	---

Although these creatures look just like their lesser kin, they are far more deadly and cunning.

Combat

Ghoul Fever (Su): Disease - bite, Fortitude DC 15, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based.

Paralysis (Ex): Those damaged by a ghast's bite or claw attack must succeed on a DC 15 Fortitude save vs. poison or be paralyzed for 1d4+1 rounds. Even elves can be affected by this paralysis. The save DC is Charisma-based.

Stench (Ex): The stink of death and corruption surrounding these creatures is overwhelming. Living creatures within 10 feet must succeed on a DC 15 Fortitude save or be *sickened* for 1d6+4 minutes. A creature that successfully saves cannot be affected again by the same ghast's stench for 24 hours. A *delay poison* or *neutralize poison* spell removes the effect from a *sickened* creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws. The save DC is Charisma-based.

LICH (TEMPLATE)

A lich is an undead spellcaster, usually a wizard or sorcerer but sometimes a cleric or other spellcaster, who has used its magical powers to unnaturally extend its life.

A lich is a gaunt and skeletal humanoid with withered flesh stretched tight across horribly visible bones. Its eyes have long ago been lost to decay, but bright pinpoints of crimson light burn on in the empty sockets.

Liches speak Common plus any other languages they knew in life.

Creating a Lich

"Lich" is an acquired template that can be added to any humanoid creature (referred to hereafter as the base creature), provided it can create the required phylactery; see The Lich's Phylactery, below.

A lich has all the base creature's statistics and special abilities except as noted here.

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

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

Armor Class: A lich has a +5 natural armor bonus or the base creature's natural armor bonus, whichever is better.

Attack: A lich has a touch attack that it can use once per round. If the base creature can use weapons, the lich retains this ability. A creature with natural weapons retains those natural weapons. A lich fighting without weapons uses either its touch attack or its primary natural weapon (if it has any). A lich armed with a weapon uses its touch or a weapon, as it desires.

Full Attack: A lich fighting without weapons uses either its touch attack (see above) or its natural weapons (if it has any). If armed with a weapon, it usually uses the weapon as its primary attack along with a touch as a natural secondary attack, provided it has a way to make that attack (either a free hand or a natural weapon that it can use as a secondary attack).

Damage: A lich without natural weapons has a touch attack that uses negative energy to deal 1d8 + 1/2 HD points of damage to living creatures; a Will save (DC 10 + 1/2 lich's HD + lich's Cha modifier) halves the damage. A lich with natural weapons can use its touch attack or its natural weaponry, as it prefers. If it chooses the latter, it deals 1d8+5 points of extra damage on one natural weapon attack.

Special Attacks: A lich retains all the base creature's special attacks and gains those described below. Save DCs are equal to 10 + 1/2 lich's HD + lich's Cha modifier unless otherwise noted.

* **Fear Aura (Su):** Liches are shrouded in a dreadful aura of death and evil. Creatures of less than 5 HD in a 60-foot radius that look at the lich must succeed on a Will save or be affected as though by a *fear* spell from a sorcerer of the lich's level. A creature that successfully saves cannot be affected again by the same lich's aura for 24 hours.

* **Paralyzing Touch (Su):** Any living creature a lich hits with its touch attack must succeed on a Fortitude save or be permanently paralyzed. *Remove paralysis* or any spell that can remove a curse can free the

victim (see the *bestow curse* spell description). The effect cannot be dispelled. Anyone paralyzed by a lich seems dead, though a DC 20 Spot check or a DC 15 Heal check reveals that the victim is still alive.

* **Spells:** A lich can cast any spells it could cast while alive.

Special Qualities: A lich retains all the base creature's special qualities and gains those described below.

* **Turn Resistance (Ex):** A lich has +4 turn resistance.

* **Damage Reduction (Su):** A lich's undead body is tough, giving the creature damage reduction 15/bludgeoning and magic. Its natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

* **Immunities (Ex):** Liches have immunity to cold, electricity, polymorph (though they can use polymorph effects on themselves), and mind-affecting attacks.

Abilities: Increase from the base creature as follows: Int +2, Wis +2, Cha +2. Being undead, a lich has no Constitution score.

Skills: Liches have a +8 racial bonus on Hide, Listen, Move Silently, Search, Sense Motive, and Spot checks. Otherwise same as the base creature.

Organization: Solitary or troupe (1 lich, plus 1d3+1 vampires and 1d4+4 vampire spawn).

Challenge Rating: Same as the base creature +2.

Treasure: Standard coins; double goods; double items.

Alignment: Any evil.

Advancement: By character class.

Level Adjustment: Same as the base creature +4.

Lich Characters

The process of becoming a lich is unspeakably evil and can be undertaken only by a willing character. A lich retains all class abilities it had in life.

The Lich's Phylactery

An integral part of becoming a lich is creating a magic phylactery in which the character stores its life force. As a rule, the only way to get rid of a lich for sure is to destroy its phylactery. Unless its phylactery is located and destroyed, a lich reappears 1d10 days after its apparent death.

Each lich must make its own phylactery, which requires the Craft Wondrous Item feat. The character must be able to cast spells and have a caster level of 11th or higher. The phylactery costs 120,000 gp and 4,800 XP to create and has a caster level equal to that of its creator at the time of creation.

The most common form of phylactery is a sealed metal box containing strips of parchment on which magical phrases have been transcribed. The box is Tiny and has 40 hit points, hardness 20, and a break DC of 40. Other forms of phylacteries can exist, such as rings, amulets, or similar items.

Example Lich

This example uses an 11th-level human sorcerer as the base creature.

Lich 11th-Level Human Sorcerer

Medium Undead (Augmented Humanoid)

Hit Dice: 11d12 (72 hp) <54 hp>

Initiative: +1

Speed: 30 ft (6 squares)

Armor Class: 20 (+1 Dex, +5 natural, +4 *mage armor*), Touch 11, flat-footed 19

Base Attack/Grapple: +5 / +5

Attack: Damaging touch +5 melee touch (1d8+5 negative energy, Will DC 19 for half)

Full Attack: Damaging touch +5 melee touch (1d8+5 negative energy, Will DC 19 for half)

Space/Reach: 5 ft x 5 ft / 5 ft

Special Attacks: Fear aura, paralyzing touch, spells

Special Qualities: Damage reduction 15/bludgeoning and magic, immunity to cold and electricity, immunity to polymorph, turn resistance +4, undead traits

Saves: Fort +3, Ref +3, Will +7

Abilities: Str 10, Dex 13, Con ---, Int 16, Wis 14, Cha 19

Skills: Alchemy +17, Bluff +18, Concentration +18,

Knowledge (arcana) +17, Spellcraft +19, Use Magic Device +11 (+2 with scrolls)

Craft Magic Arms and Armor, Craft Wands, Craft Wondrous Item, Spell Focus (necromancy), Spontaneous Specialization (necromancy)

Temperate plains

Environment:

Organization:

Solitary or troupe (1 lich, plus 1d3+1 vampires and 1d4+4 vampire spawn)

Challenge Rating:

13

Treasure:

Standard coins; double goods; double items

Alignment:

Any evil

Advancement:

By character class

Level Adjustment:

+4

The example lich is a collector of magical items, those he makes himself and those he finds. He particularly favors spell scrolls, since he can use them to make more durable magical items with his Use Magic Device skill. Roll for their treasure when they are encountered, to see what magical items they have on themselves when encountered.

Combat

The example lich's slam attack is treated as a magical weapon for purposes of overcoming damage reduction.

The saving throw DC for the example lich's damaging touch attack, fear aura, and paralyzing touch abilities is 19.

Spells: The example lich casts spells as an 11th-level sorcerer.

Typical Sorcerer Spells Known (11/8/7/6/4/3; save DC 14 + spell level, +1 for necromancy):

0th - *arcane mark*, *acid splash*, *dancing lights*, *detect magic*, *mage hand*, *mending*, *message*, *touch of fatigue**

1st - *alarm*, *chill touch**, *mage armor*, *magic missile*, *ray of enfeeblement**, *shield*, *unseen servant*

2nd - *command undead**, *rope trick*, *scorching ray*, *see invisibility*, *spectral hand**

3rd - *clairaudience/clairvoyance*, *dispel magic*, *major image*, *nondetection*, *vampiric touch**

4th - *animate dead**, *bestow curse**, *lesser globe of invulnerability*, *scrying*

5th - *break enchantment*, *teleport*, *waves of fatigue**

6th - *chain lightning*, *eyebite**

* These spells are necromancy spells.

MOHRG

Medium Undead

Hit Dice: 14d12 (91 hp) <77 hp>

Initiative: +9

Speed: 30 ft. (6 squares)

Armor Class: 23 (+4 Dex, +9 natural), touch 14, flat-footed 14

Base Attack/Grapple: +7 / +12

Attack: Slam +12 melee (1d6+7) or tongue +12 melee touch (paralysis)

Full Attack: Slam +12 melee (1d6+7) and tongue +12 melee touch (paralysis)

Space/Reach: 5 ft. x 5 ft. / 5 ft.

Special Attacks: Improved grab, paralyzing touch, create spawn

Special Qualities: Darkvision 60 ft., undead traits

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

Abilities: Str 21, Dex 19, Con ---,

Int 11, Wis 10, Cha 10

Skills: Climb +13, Hide +21, Listen +11, Move

Silently +21, Spot +15, Swim +9

Feats: Alertness, Dodge, Improved Initiative,

Lightning Reflexes, Mobility

Environment: Any

Organization: Solitary, gang (1d3+1), or mob (1d3+1 plus 1d6+4 zombies)

Challenge Rating:

8

Treasure: None

Alignment: Always chaotic evil

Advancement: 15-21 HD (Medium); 22-28 HD (Large)

Mohrgs are the animated corpses of mass murderers or similar villains who died without atoning for their crimes.
Most mohrgs are 5 to 6 feet tall and weigh about 120 pounds.

Combat

Like zombies, mohrgs attack by slamming enemies with their fists. They often catch opponents flat-footed, for they move much faster than zombies.

Improved Grab (Ex): To use this ability, a mohrg must hit a creature of its size or smaller with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Paralyzing Touch (Su): A mohrg lashes out with its tongue in combat. An opponent the tongue touches must succeed on a DC 17 Fortitude ave or become paralyzed for 1d4 minutes. The save DC is Charisma-based.

Create Spawn (Su): Creatures killed by a mohrg rise after 1d4 days as zombies under the morhg’s control. They do not possess any of the abilities they had in life.

MUMMY

	Mummy Medium Undead
Hit Dice:	8d12+7 (59 hp) <59 hp>
Initiative:	+0
Speed:	20 ft. (4 squares)
Armor Class:	20 (+10 natural), touch 10, flat-footed 20
Base Attack/Grapple:	+4 / +11
Attack:	Slam +11 melee (1d6+10 plus mummy rot)
Full Attack:	Slam +11 melee (1d6+10 plus mummy rot)
Space/Reach:	5 ft. x 5 ft. / 5 ft.
Special Attacks:	Despair, mummy rot
Special Qualities:	Damage reduction 5/–, darkvision 60 ft., undead traits, vulnerability to fire
Saves:	Fort +4, Ref +2, Will +8
Abilities:	Str 24, Dex 10, Con ---, Int 6, Wis 14, Cha 15
Skills:	Hide +7, Listen +8, Move Silently +7, Spot +8
Feats:	Alertness, Great Fortitude, Toughness
Environment:	Any
Organization:	Solitary, warden squad (1d3+1), or guardian detail (1d6+4)
Challenge Rating:	5
Treasure:	Standard
Alignment:	Usually lawful evil
Advancement:	9-16 HD (Medium); 17-24 HD (Large)
Level Adjustment:	---

Mummies are preserved corpses animated through the auspices of dark desert gods best forgotten.
Most mummies are 5 to 6 feet tall and weigh about 120 pounds.
Mummies can speak Common, but seldom bother to do so.

Combat

Despair (Su): At the mere sight of a mummy, the viewer must succeed on a DC 16 Will save or be paralyzed with 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. The save DC is Charisma-based.

Mummy Rot (Su): Supernatural disease - slam, Fortitude DC 16, incubation period 1 minute; damage 1d6 Con and 1d6 Cha. The save DC is Charisma-based.

Unlike normal diseases, mummy rot continues until the victim reaches Constitution 0 (and dies) or is cured as described below.

Mummy rot is a powerful curse, not a natural disease. A character attempting to cast any conjuration (healing) spell on a creature afflicted with mummy rot must succeed on a DC 20 caster level check, or the spell has no effect on the afflicted character.

To eliminate mummy rot, the curse must first be broken with *break enchantment* or *remove curse* (requiring a DC 20 caster level check for either spell), after which a caster level check is no longer necessary to cast healing spells on the victim, and the mummy rot can be magically cured as any normal disease.

An afflicted creature who dies of mummy rot shrivels away into sand and dust that blow away into nothing at the first wind.

Mummy Priest
(6th-Level Human Cleric)

	Mummy Priest Medium Undead
Hit Dice:	6d8+8d12+10 (89 hp) <65 hp>
Initiative:	+4
Speed:	20 ft. (4 squares)
Armor Class:	25 (+10 natural, +5 Breastplate), touch 10, flat-footed 25
Base Attack/Grapple:	+8 / +12
Attack:	Slam +12 melee (1d6+4 plus mummy rot)
Full Attack:	Slam +12 melee (1d6+4 plus mummy rot)
Space/Reach:	5 ft. x 5 ft. / 5 ft.
Special Attacks:	Despair, mummy rot, rebuke undead, spellcasting
Special Qualities:	Damage reduction 5/–, darkvision 60 ft., domains, undead traits, vulnerability to fire
Saves:	Fort +7, Ref +4, Will +14
Abilities:	Str 18, Dex 10, Con ---, Int 12, Wis 16, Cha 14
Skills:	Concentration +11, Heal +12, Hide +8, Knowledge (history) +13, Knowledge (religion) +14, Listen +13, Move Silently +8, Spellcraft +10, Spot +13

Feats:	Alertness, Craft Magic Arms and Armor, Craft Wondrous Item, Great Fortitude, Improved Initiative, Improved Turning, Toughness
Environment:	Any
Organization:	Solitary, lair (1, plus 2d4 medium animated objects), temple (1d3, plus 1d4 mummies each)
Challenge Rating:	9
Treasure:	Standard, double goods (plus 1 medium magic armor, weapon, and wondrous item)
Alignment:	Usually lawful evil
Advancement:	By class levels
Level Adjustment:	+4

Mummy priests are the materiel suppliers of the forces of darkness in the war between them and the armies of light. They are priests, often of other deities, that at the brink of death have been offered eternity in exchange for creating the magical goods these armies use...but with the catch that they must abstain from contact with the world and become undead.

Mummy priests spend their time crafting magical items for stockpiling should their masters require them. When their last required batch of items is done they return to their sepulcher to rest for years or centuries at a time, until the materials are needed and then must be replaced. During this time they experience voyeuristic visions of the lives of damned souls, who have died and now serve in the infernal realms. This experience is highly addictive for the mummy priest, causing them to violently defend their domains from intruders, and complete their assigned tasks rapidly, so that they may spend as much time as possible in their stupor.

Even though they are surrounded by magic items, mummy priests will rarely employ them when dealing with intruders. This is because any magic item they use, they must spend time to replace. However they also often have items taken from past intruders, and will not hesitate to use those items. As a general rule, any magical items from their random treasure, that are not the automatic additional armor, weapon, and shield, were taken from intruders and can be used freely.

Domains: Mummy priests worship dark deities and foulest of beliefs. They all have the Magic and Undead domains.

Rebuke Undead (Su): Mummy priests rebuke undead as 7th-level clerics, with a +2 bonus on the d20 roll for their ranks in Knowledge (religion).

Spells: A mummy priests cast spells as a 6th-level cleric. It can choose spells from the Magic and Undead domains. As an evil cleric, it can spontaneously switch any spell except a domain spell, for an *infect* spell of equal or lower level.

Typical Spells Prepared (7/4+1/4+1/3+1; save DC 13 + spell level):
 0th - *create water* (x3), *detect magic*, *mending* (x2), *read magic*
 1st - *cause fear* (domain), *divine favor*, *endure elements*, *obscuring mist*, *shield of faith*
 2nd - *darkness*, *death knell* (domain), *desecrate*, *hold person*, *sound burst*
 3rd - *bestow curse*, *dispel magic* (domain), *glyph of warding*, *magic circle against good*

NIGHTSHADE

Nightshades are powerful undead composed of equal parts darkness and absolute evil.

Nightshades can read and understand all forms of communication; however, they communicate with others by telepathy.

Combat

Each of the three known varieties of nightshade is a terrible creature with unique powers and abilities. Their tactics vary according to their abilities, but they all make liberal use of haste.

All nightshades have the following special abilities.

Aversion to Daylight (Ex): If exposed to natural daylight (not merely a *daylight* spell), nightshades take a –4 penalty on all attack rolls, saving throws, and skill checks.

Desecrating Aura (Su): All nightshades give off a 20-foot-radius emanation of utter desecration, imbuing their surroundings with negative energy. This ability works much like a *desecrate* spell, except that the nightshade's evil is so great that it is treated as the shrine of an evil power. All undead within 20 feet of the nightshade (including the creature itself) gain a +2 profane bonus on attack rolls, damage rolls, and saving throws, and +2 hit points per HD. (The nightshade Hit Dice, attack, and save entries given here include these profane bonuses.) Charisma checks made to turn undead within this area take a –6 penalty.

A nightshade's desecrating aura cannot be dispelled except by a *dispel evil* spell or similar effect. If the effect is dispelled, the nightshade can resume it as a free action on its next turn. Its desecrating aura is suppressed if a nightshade enters a consecrated or hallowed area, but the nightshade's presence also suppresses the consecrated or hallowed effect for as long as it remains in the area.

	Nightcrawler Gargantuan Undead (Extraplanar)	Nightwalker Huge Undead (Extraplanar)	Nightwing Huge Undead (Extraplanar)
Hit Dice:	25d12+50 (212 hp) <154 hp>	21d12+42 (178 hp) <126 hp>	17d12+34 (144 hp) <103 hp>
Initiative:	+4	+6	+8
Speed:	30 ft. (6 squares), burrow 60 ft.	40 ft (8 squares), fly 20 ft. (poor)	20 ft. (4 squares), fly 60 ft. (good)
Armor Class:	35 (–4 size, +29 natural), touch 6, flat-footed 35	32 (–2 size, +2 Dex, +22 natural), touch 10, flat-footed 30	30 (–2 size, +4 Dex, +18 natural), touch 12, flat-footed 26
Base Attack/Grapple:	+12 / +45	+10 / +34	+8 / +28
Attack:	Bite +29 melee (4d6+21)	Slam +24 melee (2d6+16)	Bite +18 melee (2d6+17/19-20 plus magic drain) Bite +18 melee (2d6+17/19-20 plus magic drain)
Full Attack:	Bite +29 melee (4d6+21/19-20) and sting +24 melee (2d8+11/19-20 plus poison)	2 slams +24 melee (2d6+16)	
Space/Reach:	30 ft. x 30 ft. (coiled) / 10 ft.	10 ft. x 10 ft. / 15 ft.	10 ft. x 20 ft. / 10 ft.
Special Attacks:	Desecrating aura, energy drain, spell-like abilities, poison, summon undead, swallow whole	Crush item, desecrating aura, evil gaze, spell-like abilities, summon undead	Desecrating aura, magic drain, spell-like abilities, summon undead

Special Qualities:	Aversion to daylight, damage reduction 15/silver and magic, darkvision 60 ft., immunity to cold, spell resistance 31, telepathy 100 ft, tremorsense 60 ft., undead traits	Aversion to daylight, damage reduction 15/silver and magic, darkvision 60 ft., immunity to cold, spell resistance 29, telepathy 100 ft, undead traits	Aversion to daylight, damage reduction 15/silver and magic, darkvision 60 ft., immunity to cold, spell resistance 27, telepathy 100 ft., undead traits
Saves:	Fort +12, Ref +10, Will +23	Fort +11, Ref +11, Will +19	Fort +9, Ref +11, Will +17
Abilities:	Str 48, Dex 10, Con ---, Int 20, Wis 20, Cha 18	Str 38, Dex 14, Con ---, Int 20, Wis 20, Cha 18	Str 31, Dex 18, Con ---, Int 18, Wis 20, Cha 18
Skills:	Concentration +32, Diplomacy +6, Hide +16, Knowledge (arcana) +33, Listen +33, Move Silently +28, Search +33, Sense Motive +23, Spellcraft +35, Spot +33, Survival +5 (+7 following tracks)	Concentration +28, Diplomacy +6, Hide +18*, Knowledge (arcana) +29, Listen +29, Move Silently +26, Search +29, Sense Motive +29, Spellcraft +31, Spot +29, Survival +5 (+7 following tracks)	Concentration +24, Diplomacy +6, Hide +16*, Listen +25, Move Silently +24, Search +24, Sense Motive +25, Spellcraft +24, Spot +25, Survival +5 (+7 following tracks)
Feats:	Blind-Fight, Combat Casting, Great Fortitude, Improved Critical (bite), Improved Critical (sting), Improved Initiative, Iron Will, Power Attack, Quicken Spell-Like Ability (<i>cone of cold</i>)	Cleave, Combat Expertise, Combat Reflexes, Great Fortitude, Improved Disarm, Improved Initiative, Power Attack, Quicken Spell-Like Ability (<i>unholy blight</i>)	Combat Reflexes, Dodge, Flyby Attack, Great Fortitude, Improved Critical (bite), Improved Initiative
Environment:	Plane of Shadow	Plane of Shadow	Plane of Shadow
Organization:	Solitary or pair	Solitary, pair, or gang (1d2+2)	Solitary, pair, or flock (1d4+2)
Challenge Rating:	18	16	14
Treasure:	Standard	Standard	Standard
Alignment:	Always chaotic evil	Always chaotic evil	Always chaotic evil
Advancement:	26-50 HD (Colossal)	22-31 HD (Huge); 32-42 HD (Gargantuan)	18-25 HD (Huge); 26-34 HD (Gargantuan)
Level Adjustment:	---	---	---

Nightcrawler

A nightcrawler is a massive behemoth similar to a purple worm, though utterly black in color.

A nightcrawler measures about 7 feet in diameter and is 100 feet long from its toothy maw to the tip of its stinging tail. It weighs about 55,000 pounds.

Combat

A nightcrawler attacks by burrowing through the ground and emerging to strike.

A nightcrawler's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Energy Drain (Su): Living creatures inside a nightcrawler's gizzard gain one negative level each round. The DC is 26 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed, the nightcrawler gains 5 temporary hit points.

Improved Grab (Ex): To use this ability, a nightcrawler must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can try to swallow the opponent in the following round.

Poison (Ex): Injury, Fortitude DC 22, initial and secondary damage 2d6 Str. The save DC is Constitution-based.

Spell-Like Abilities: Caster level 25th. The save DCs are Charisma-based. At will - *contagion* (DC 18), *deeper darkness*, *detect magic*, *greater dispel magic*, *haste*, *invisibility*, *see invisibility*, *unholy blight* (DC 18); 3/day - *cone of cold* (DC 19), *confusion* (DC 18), *hold monster* (DC 19); 1/day - *finger of death* (DC 21), *mass hold monster* (DC 23), *plane shift* (DC 21).

Summon Undead (Su): A nightcrawler can summon undead creatures once per night: 1d8+8 shadows, 1d4+2 greater shadows, or 1d3+1 dread wraiths. The undead arrive in 1d10 rounds and serve for 1 hour or until released.

Swallow Whole (Ex): A nightcrawler can try to swallow a grabbed opponent of Huge or smaller size by making a successful grapple check. Once inside, the opponent takes 2d8+12 points of bludgeoning damage plus 12 points of acid damage per round from the nightcrawler's gizzard and is subject to the creature's energy drain. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 35 points of damage to the gizzard (AC 21). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

A nightcrawler's interior can hold 2 Huge, 8 Large, 32 Medium, 128 Small, 512 Tiny or smaller opponents.

Nightwalker

Nightwalkers are human-shaped horrors that haunt the darkness.

A nightwalker is about 20 feet tall and weighs about 12,000 pounds.

Combat

Nightwalkers lurk in dark areas where they can almost always surprise the unwary.

A nightwalker's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Crush Item (Su): A nightwalker can destroy any weapon or item of Large size or smaller (even magic ones, but not artifacts) by picking it up and crushing it between its hands. The nightwalker must make a successful disarm attempt to grab an item held by an opponent. The item is entitled to a DC 34 Fortitude save to resist destruction. The save DC is Strength-based.

Evil Gaze (Su): Fear, 30 feet. A creature that meets the nightwalker's gaze must succeed on a DC 24 Will save or be paralyzed with fear for 1d8 rounds. Whether or not the save is successful, that creature cannot be affected again by the same nightshade's gaze for 24 hours. This is a mind-affecting fear effect. The save DC is Charisma-based.

Spell-Like Abilities: Caster level 21st. The save DCs are Charisma-based. At will - *contagion* (DC 18), *deeper darkness*, *detect magic*, *greater dispel magic*, *haste*, *see invisibility*, and *unholy blight* (DC 18); 3/day - *confusion* (DC 18), *hold monster* (DC 19), *invisibility*; 1/day - *cone of cold* (DC 19), *finger of death* (DC 21), *plane shift* (DC 21).

Summon Undead (Su): A nightwalker can summon undead creatures once per night: 1d6+6 shadows, 1d4+1 greater shadows, or 1d2 dread wraiths. The undead arrive in 1d10 rounds and serve for 1 hour or until released.

Skills: When hiding in a dark area, a nightwalker gains a +8 racial bonus on Hide checks.

Tactics Round-by-Round

The nightwalker is an exceedingly intelligent foe that makes the best use of all its abilities. It favors using its spell-like abilities to divide and disable its enemies, then closing to melee with opponents it has isolated from their allies.

Prior to combat: The nightwalker keeps its see invisibility power active most of the time. It uses haste and invisibility to prepare for battle.

Round 1: Move to within 30 feet to make use of gaze attack and strike with *confusion* or *hold monster*, coupled with a Quickened *unholy blight*.

Round 2: Hit a spellcaster with *finger of death* and another Quickened *unholy blight*.

Round 3: Move up to engage the enemy and attempt to disarm an enemy fighter.

Round 4: Crush the disarmed weapon (or use gaze attack if disarm attempt failed).

Round 5: Full attack against the unarmed foe (or on a nearby spellcaster).

Nightwing

Nightwings are batlike flyers that hunt on the wing.

A nightwing has a wingspan of about 40 feet and weighs about 4,000 pounds.

Combat

Nightwings prowl the night sky and dive onto their victims. They are all but invisible, detectable only because of the stars they obscure in their passing.

A nightwing's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Magic Drain (Su): A nightwing can weaken magic armor, weapons, and shields by making a successful touch attack. The targeted item must succeed on a DC 22 Fortitude save or lose 1 point of its enhancement bonus. The save DC is Charisma-based. An item that loses its entire enhancement bonus becomes merely a masterwork item and loses any special abilities (such as flaming) as well. Casting dispel evil upon the item reverses the effect of the magic drain, provided this occurs within a number of days after the attack equal to the caster's level and the caster succeeds on a DC 29 caster level check.

Spell-Like Abilities: Caster level 17th. The save DCs are Charisma-based. At will - *contagion* (DC 18), *deeper darkness*, *detect magic*, *haste*, *see invisibility*, *unholy blight* (DC 18); 3/day - *confusion* (DC 18), *greater dispel magic*, *hold monster* (DC 19), *invisibility*; 1/day - *cone of cold* (DC 19), *finger of death* (DC 21), *plane shift* (DC 21).

Summon Undead (Su): A nightwing can summon undead creatures once per night: 1d8+4 shadows, 1d3+1 greater shadows, or 1 dread wraith. The undead arrive in 1d10 rounds and serve for 1 hour or until released.

Skills: When hiding in a dark area or flying in a dark sky, a nightwing gains a +8 racial bonus on Hide checks.

SHADOW

Medium Undead (Incorporeal)

Hit Dice:	3d12 (19 hp) <24 hp>
Initiative:	+2
Speed:	Fly 40 ft. (good) (8 squares)
Armor Class:	13 (+2 Dex, +1 deflection), touch 13, flat-footed 11
Base Attack/Grapple:	+1 / –
Attack:	Incorporeal touch +3 melee (1d6 Str)
Full Attack:	Incorporeal touch +3 melee (1d6 Str)
Space/Reach:	5 ft. x 5 ft. / 5 ft.
Special Attacks:	Create spawn, strength damage
Special Qualities:	Darkvision 60 ft., incorporeal traits, +2 turn resistance, undead traits
Saves:	Fort +1, Ref +3, Will +4
Abilities:	Str ---, Dex 14, Con ---, Int 6, Wis 12, Cha 13
Skills:	Hide +8*, Listen +7, Search +4, Spot +7
Feats:	Alertness, Dodge
Environment:	Any
Organization:	Solitary, gang (1d4+1), or swarm (1d6+5)
Challenge Rating:	3
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	4-9 HD (Medium)
Level Adjustment:	---

A shadow can be difficult to see in dark or gloomy areas but stands out starkly in brightly illuminated places.

A shadow is 5 to 6 feet tall and is weightless.

Shadows cannot speak intelligibly.

Combat

Shadows lurk in dark places, waiting for living prey to happen by.

Strength Damage (Su): The touch of a shadow deals 1d6 points of Strength damage to a living foe. A creature reduced to Strength 0 by a shadow dies. This is a negative energy effect.

Create Spawn (Su): Any humanoid reduced to Strength 0 by a shadow becomes a shadow under the control of its killer within 1d4 rounds.

Skills: Shadows have a +2 racial bonus on Listen and Spot checks and a +4 racial bonus on Search checks. A shadow gains a +4 racial bonus on Hide checks in areas of shadowy illumination. In brightly lit areas, it takes a –4 penalty on Hide checks.

SKELETON

Skeletons are the animated bones of the dead, mindless automatons that obey the orders of their evil masters.

A skeleton is seldom garbed in anything more than the rotting remnants of any clothing or armor it was wearing when slain. A skeleton does only what it is ordered to do. It can draw no conclusions of its own and takes no initiative. Because of this limitation, its instructions must always be simple. A skeleton attacks until destroyed.

Creating a Skeleton

“Skeleton” is an acquired template that can be added to any corporeal creature (other than an undead) that has a skeletal system (referred to hereafter as the base creature).

Size and Type: The creature’s type changes to undead. It retains any subtype except for alignment subtypes (such as good) and subtypes that indicate kind. It does not gain the augmented subtype. It uses all the base creature’s statistics and special abilities except as noted here.

Hit Dice: Drop any Hit Dice gained from class levels (to a minimum of 1) and raise remaining Hit Dice to d12s. If the creature has more than 20 Hit Dice, it can’t be made into a skeleton by the *animate dead* spell.

Speed: Winged skeletons can’t use their wings to fly. If the base creature flew magically, so can the skeleton.

Armor Class: Natural armor bonus changes to a number based on the skeleton’s size (see below).

Attacks: A skeleton retains all the natural weapons of the base creature, except for attacks that can’t work without flesh. A creature with hands gains one claw attack per hand; the skeleton can strike with each of its claw attacks at its full attack bonus. A skeleton’s base attack bonus is equal to 1/2 its Hit Dice.

Damage: Natural and manufactured weapons deal damage normally. A claw attack deals damage depending on the skeleton’s size. (If the base creature already had claw attacks with its hands, use the skeleton claw damage only if it’s better.)

Size	AC Bonus	Damage	Size	AC Bonus	Damage
Fine	+0	1	Large	+2	1d6
Diminutive	+0	1	Huge	+3	1d8
Tiny	+0	1d2	Gargantuan	+6	2d6
Small	+1	1d3	Colossal	+10	2d8
Medium	+2	1d4			

Special Attacks: A skeleton retains none of the base creature’s special attacks.

Special Qualities: A skeleton loses most special qualities of the base creature. It retains any extraordinary special qualities that improve its melee or ranged attacks. A skeleton gains the following special qualities.

* **Immunity to Cold (Ex):** Skeletons are not affected by cold.

* **Damage Reduction 5/Bludgeoning:** Skeletons lack flesh or internal organs.

Saves: Base save bonuses are Fort +1/3 HD, Ref +1/3 HD, and Will +1/2 HD + 2.

Abilities: A skeleton’s Dexterity increases by +2, it has no Constitution or Intelligence score, its Wisdom changes to 10, and its Charisma changes to 1.

Skills: A skeleton has no skills.

Feats: A skeleton loses all feats of the base creature and gains Improved Initiative.

Environment: Any, usually same as base creature.

Organization: Any.

Challenge Rating: Depends on Hit Dice, as follows:

Hit Dice	Challenge Rating	Hit Dice	Challenge Rating
1/2	1/6	8-9	4
1	1/3	10-11	5
2-3	1	12-14	6
4-5	2	15-17	7
6-7	3	18-20	8

Treasure: None.

Alignment: Always neutral evil.

Advancement: As base creature (or --- if the base creature advances by character class).

Level Adjustment: ---.

Armor and Weapons

Skeletons made from creatures that used to be able to wear armor or wield weapons, can be animated with the ability to move in armor and wield a specific weapon as if proficient. Only mundane, magical, or special materials armor and weapons can be used in this way. These weapons cannot be dropped or disarmed, since they are fused to the skeleton, but if they are sundered the skeleton cannot attack.

This requires a successful Profession (mortician) check with a DC of 10 plus an amount based on the armor or weapon it is meant to use, as shown below, with all DC and CR modifiers being cumulative:

DC	CR	Armor or Weapon
+0	+0	Simple weapon
+0	+1	Per +3 AC from armor or shield
+1	+1	Ranged weapon
+1	+1	Per weapon’s total magical enhancement bonus
+1	+1	Per armor or shield’s total magical enhancement bonus
+1	+1	Per armor or shield’s magical special ability
+2	+0	Martial weapon
+2	+1	Dragonhide armor or shield
+3	+1	Adamantine armor or weapon
+4	+1	Exotic weapon
+8	+0	Cold iron weapon

	Human Warrior Skeleton
	Medium Undead
Hit Dice:	1d12 (6 hp) <17 hp>
Initiative:	+5
Speed:	30 ft. (6 squares)
Armor Class:	15 (+1 Dex, +2 natural, +2 leather armor), touch 11, flat-footed 14
	+0 / +1
Base Attack/Grapple:	Scimitar +1 melee (1d6+1/18-20) or claw +1 melee (1d4+1)
Attack:	Scimitar +1 melee (1d6+1/18-20) or 2 claws +1 melee (1d4+1)
Full Attack:	5 ft. x 5 ft. / 5 ft.
Space/Reach:	---
Special Attacks:	---
Special Qualities:	Damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold, undead traits
Saves:	Fort +0, Ref +1, Will +2
Abilities:	Str 13, Dex 13, Con ---, Int ---, Wis 10, Cha 1
Feats:	Improved Initiative
Environment:	Temperate plains
Organization:	Any
Challenge Rating:	1/3
Treasure:	None
Alignment:	Always neutral evil
Advancement:	---
Level Adjustment:	---

	Orc Warrior Skeleton
	Medium Undead
Hit Dice:	1d12 (6 hp) <21 hp>
Initiative:	+5
Speed:	30 ft. (6 squares)
Armor Class:	16 (+1 Dex, +2 natural, +3 studded leather), touch 11, flat-footed 15
	+0 / +3
Base Attack/Grapple:	Greataxe +3 melee (1d12+4) or claw +3 melee (1d4+3)
Attack:	Greataxe +3 melee (1d12+4) or 2 claws +3 melee (1d4+3)
Full Attack:	---
Space/Reach:	---
Special Attacks:	---
Special Qualities:	Damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold, undead traits
Saves:	Fort +0, Ref +1, Will +2
Abilities:	Str 17, Dex 13, Con ---, Int ---, Wis 10, Cha 1
Feats:	Improved Initiative
Environment:	Temperate plains
Organization:	Any
Challenge Rating:	1
Treasure:	None
Alignment:	Always neutral evil
Advancement:	---
Level Adjustment:	---

	Wolf Skeleton
	Medium Undead
Hit Dice:	2d12 (13 hp) <21 hp>
Initiative:	+7
Speed:	50 ft. (10 squares)
Armor Class:	15 (+3 Dex, +2 natural), touch 13, flat-footed 12
	+1 / +2
Base Attack/Grapple:	Bite +2 melee (1d6+1)
Attack:	Bite +2 melee (1d6+1)
Full Attack:	5 ft. x 5 ft. / 5 ft.
Space/Reach:	---
Special Attacks:	---
Special Qualities:	Damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold, undead traits
Saves:	Fort +0, Ref +3, Will +3
Abilities:	Str 13, Dex 17, Con ---, Int ---, Wis 10, Cha 1
Feats:	Improved Initiative
Environment:	Temperate forests
Organization:	Any
Challenge Rating:	1
Treasure:	None
Alignment:	Always neutral evil
Advancement:	3 HD (Medium); 4-6 HD (Large)
Level Adjustment:	---

	Heavy Horse Skeleton Large Undead
Hit Dice:	3d12 (19 hp) <30 hp>
Initiative:	+6
Speed:	50 ft. (10 squares)
Armor Class:	13 (–1 size, +2 Dex, +2 natural), touch 11, flat-footed 11
Base Attack/Grapple:	+1 / +8
Attack:	Hoof +0 melee (1d6+1)
Full Attack:	2 hooves +0 melee (1d6+1)
Space/Reach:	5 ft. x 10 ft. / 5 ft.
Special Attacks:	---
Special Qualities:	Damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold, undead traits
Saves:	Fort +1, Ref +3, Will +3
Abilities:	Str 16, Dex 15, Con ---, Int ---, Wis 10, Cha 1
Feats:	Improved Initiative
Environment:	Temperate plains
Organization:	Any
Challenge Rating:	1
Treasure:	None
Alignment:	Always neutral evil
Advancement:	---
Level Adjustment:	---

	Chimera Skeleton Large Undead
Hit Dice:	9d12 (58 hp) <57 hp>
Initiative:	+6
Speed:	30 ft. (6 squares)
Armor Class:	13 (+2 Dex., –1 size, +2 natural), touch 11, flat-footed 11
Base Attack/Grapple:	+4 / +12
Attack:	Bite +7 melee (2d6+4)
Full Attack:	Bite +7 melee (2d6+4) and bite +7 melee (1d8+4) and gore +7 melee (1d8+4) and 2 claws +2 melee (1d6+2)
Space/Reach:	5 ft. x 10 ft. / 5 ft.
Special Attacks:	---
Special Qualities:	Damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold, undead traits
Saves:	Fort +3, Ref +5, Will +6
Abilities:	Str 19, Dex 15, Con ---, Int ---, Wis 10, Cha 1
Feats:	Improved Initiative
Environment:	Temperate hills
Organization:	Any
Challenge Rating:	4
Treasure:	None
Alignment:	Always neutral evil
Advancement:	10-13 HD (Large); 14-27 HD (Huge)
Level Adjustment:	---

	Owlbear Skeleton Large Undead
Hit Dice:	5d12 (32 hp) <43 hp>
Initiative:	+6
Speed:	30 ft. (6 squares)
Armor Class:	13 (–1 size, +2 Dex, +2 natural), touch 11, flat-footed 11
Base Attack/Grapple:	+2 / +11
Attack:	Claw +6 melee (1d6+5)
Full Attack:	2 claws +6 melee (1d6+5) and bite +1 melee (1d8+2)
Space/Reach:	5 ft. x 10 ft. / 5 ft.
Special Attacks:	---
Special Qualities:	Damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold, undead traits
Saves:	Fort +1, Ref +3, Will +4
Abilities:	Str 21, Dex 14, Con ---, Int ---, Wis 10, Cha 1
Feats:	Improved Initiative
Environment:	Temperate forests
Organization:	Any
Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral evil
Advancement:	6-8 HD (Large); 9-15 HD (Huge)
Level Adjustment:	---

	Etlin Skeleton Large Undead
Hit Dice:	10d12 (65 hp) <65 hp>
Initiative:	+4
Speed:	40 ft. (8 squares)
Armor Class:	11 (–1 size, +2 natural), touch 9, flat-footed 11
Base Attack/Grapple:	+5 / +15
Attack:	Large morningstar +10 melee (1d10+6) or claw +10 melee (1d6+6) or Large javelin +4 ranged (1d8+6)
Full Attack:	2 Large morningstars +10 melee (1d10+6) or 2 claws +10 melee (1d6+6) or 2 Large javelins +4 ranged (1d8+6)
Space/Reach:	5 ft. x 5 ft. / 10 ft.
Special Attacks:	---
Special Qualities:	Damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold, superior twoweapon, undead traits
Saves:	Fort +3, Ref +3, Will +7
Abilities:	Str 23, Dex 10, Con ---, Int ---, Wis 10, Cha 1
Feats:	Improved Initiative
Environment:	Cold hills
Organization:	Any
Challenge Rating:	5
Treasure:	None
Alignment:	Always neutral evil
Advancement:	---
Level Adjustment:	---

	Troll Skeleton Large Undead
Hit Dice:	6d12 (39 hp) <49 hp>
Initiative:	+7
Speed:	30 ft. (6 squares)
Armor Class:	14 (+3 Dex, –1 size, +2 natural), touch 12, flat-footed 11
Base Attack/Grapple:	+3 / +13
Attack:	Claw +8 melee (1d6+6)
Full Attack:	2 claws +8 melee (1d6+6) and bite +3 melee (1d6+3)
Space/Reach:	5 ft. x 5 ft. / 10 ft.
Special Attacks:	---
Special Qualities:	Damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold, undead traits
Saves:	Fort +2, Ref +5, Will +5
Abilities:	Str 23, Dex 16, Con ---, Int ---, Wis 10, Cha 1
Feats:	Improved Initiative
Environment:	Cold mountains
Organization:	Any
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral evil
Advancement:	---
Level Adjustment:	---

	Advanced Megaraptor Skeleton Huge Undead
Hit Dice:	12d12 (78 hp) <73 hp>
Initiative:	+7
Speed:	60 ft. (12 squares)
Armor Class:	14 (–2 size, +3 Dex, +3 natural), touch 11, flat-footed 11
Base Attack/Grapple:	+6 / +19
Attack:	Talons +9 melee (2d8+5)
Full Attack:	Talons +9 melee (2d8+5) and 2 claws +4 melee (1d8+2) and bite +4 melee (2d6+2)
Space/Reach:	10 ft. x 10 ft. / 15 ft.
Special Attacks:	---
Special Qualities:	Damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold, undead traits
Saves:	Fort +4, Ref +7, Will +8
Abilities:	Str 21, Dex 17, Con ---, Int ---, Wis 10, Cha 1
Feats:	Improved Initiative
Environment:	Warm forests
Organization:	Any
Challenge Rating:	6
Treasure:	None
Alignment:	Always neutral evil
Advancement:	13-16 HD (Huge); 17-20 HD (Gargant)
Level Adjustment:	---

	Cloud Giant Skeleton
	Huge Undead
Hit Dice:	17d12 (110 hp) <107 hp>
Initiative:	+6
Speed:	50 ft. (10 squares)
Armor Class:	13 (–2 size, +2 Dex, +3 natural), touch 10, flat-footed 11
Base Attack/Grapple:	+8 / +28
Attack:	Huge morningstar +18 melee (2d6+18) or claw +18 melee (1d8+12) or rock +8 ranged (2d8+12)
Full Attack:	Huge morningstar +18 / +13 melee (2d6+18) or 2 claws +18 melee (1d8+12) or rock +8 ranged (2d8+12)
Space/Reach:	10 ft. x 10 ft. / 15 ft.
Special Attacks:	---
Special Qualities:	Damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold, oversize weapon, undead traits
Saves:	Fort +5, Ref +7, Will +10
Abilities:	Str 35, Dex 15, Con ---, Int ---, Wis 10, Cha 1
Feats:	Improved Initiative
Environment:	Temperate mountains
Organization:	Any
Challenge Rating:	7
Treasure:	None
Alignment:	Always neutral evil
Advancement:	---
Level Adjustment:	---

	Yng Adult Red Dragon Skeleton
	Huge Undead (Fire)
Hit Dice:	19d12 (123 hp) <111 hp>
Initiative:	+5
Speed:	40 ft. (8 squares)
Armor Class:	12 (–2 size, +1 Dex, +3 natural), touch 9, flat-footed 11
Base Attack/Grapple:	+9 / +27
Attack:	Bite +17 melee (2d8+10)
Full Attack:	Bite +17 melee (2d8+10) and 2 claws +12 melee (2d6+5) and 2 wings +12 melee (1d8+5) and tail slap +12 melee (2d6+15)
Space/Reach:	10 ft. x 20 ft. / 10 ft.
Special Attacks:	---
Special Qualities:	Damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold and fire, undead traits
Saves:	Fort +6, Ref +7, Will +8
Abilities:	Str 31, Dex 12, Con ---, Int ---, Wis 10, Cha 1
Feats:	Improved Initiative
Environment:	Warm mountains
Organization:	Any
Challenge Rating:	8
Treasure:	None
Alignment:	Always neutral evil
Advancement:	20 HD (Huge)
Level Adjustment:	---

SPECTRE

	Spectre
	Medium Undead (Incorporeal)
Hit Dice:	7d12 (45 hp) <42 hp>
Initiative:	+7
Speed:	40 ft. (8 squares), fly 80 ft. (perfect)
Armor Class:	15 (+3 Dex, +2 deflection), touch 15, flat-footed 13
Base Attack/Grapple:	+3 / –
Attack:	Incorporeal touch +6 melee (1d8 plus energy drain)
Full Attack:	Incorporeal touch +6 melee (1d8 plus energy drain)
Space/Reach:	5 ft. x 5 ft. / 5 ft.
Special Attacks:	Energy drain, create spawn
Special Qualities:	Darkvision 60 ft., incorporeal traits, +2 turn resistance, sunlight powerlessness, undead traits, unnatural aura
Saves:	Fort +2, Ref +5, Will +7
Abilities:	Str ---, Dex 16, Con ---, Int 14, Wis 14, Cha 15
Skills:	Hide +13, Intimidate +12, Knowledge (religion) +12, Listen +14, Search +12, Spot +14, Survival +2 (+4 following tracks)
Feats:	Alertness, Blind-Fight, Improved Initiative
Environment:	Any land and underground
Organization:	Solitary, gang (1d3+1), or swarm (1d6+5)
Challenge Rating:	7
Treasure:	None
Alignment:	Always lawful evil
Advancement:	8-14 HD (Medium)
Level Adjustment:	---

	Vengeful Spirit
	Medium Undead (Incorporeal)
Hit Dice:	8d12 (52 hp) <46 hp>
Initiative:	+7
Speed:	40 ft. (8 squares), fly 80 ft. (perfect)
Armor Class:	16 (+3 Dex, +3 deflection), touch 15, flat-footed 13
Base Attack/Grapple:	+4 / –
Attack:	Incorporeal touch +7 melee (1d8 plus energy drain)
Full Attack:	Incorporeal touch +7 melee (1d8 plus energy drain)
Space/Reach:	5 ft. x 5 ft. / 5 ft.
Special Attacks:	Energy drain, create spawn, spell-like abilities
Special Qualities:	Darkvision 60 ft., incorporeal traits, +3 turn resistance, sunlight powerlessness, undead traits, unnatural aura
Saves:	Fort +2, Ref +5, Will +8
Abilities:	Str ---, Dex 16, Con ---, Int 14, Wis 14, Cha 16
Skills:	Hide +14, Intimidate +13, Knowledge (religion) +13, Listen +15, Search +13, Spot +15, Survival +2 (+4 following tracks)
Feats:	Alertness, Blind-Fight, Improved Initiative
Environment:	Any land and underground
Organization:	Solitary, or cult (1 plus 1d3+1 spectres)
Challenge Rating:	10
Treasure:	None
Alignment:	Always lawful evil
Advancement:	9-16 HD (Medium)
Level Adjustment:	---

Combat

A spectre looks much as it did in life and can be easily recognized by those who knew the individual or have seen the individual’s face in a painting or a drawing. In many cases, the evidence of a violent death is visible on its body.

A spectre is roughly human-sized and is weightless.

In close combat a spectre attacks with its numbing, life-draining touch. It makes full use of its incorporeal nature, moving through walls, ceilings, and floors as it attacks.

Energy Drain (Su): Living creatures hit by a spectre’s incorporeal touch attack gain two negative levels. The DC is 15 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed, the spectre gains 5 temporary hit points.

Create Spawn (Su): Any humanoid slain by a spectre becomes a spectre in 1d4 rounds. Spawn are under the command of the spectre that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Unnatural Aura (Su): Animals, whether wild or domesticated, can sense the unnatural presence of a spectre at a distance of 30 feet. They do not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Sunlight Powerlessness (Ex): Spectres are powerless in natural sunlight (not merely a *daylight* spell) and flee from it. A spectre caught in sunlight cannot attack and can take only a single move or attack action in a round.

Vengeful Spirit

A vengeful spirit is the undead remnant of not just a person who died in a horrifyingly brutal manner, but was diabolically evil **before** he met his end. This penchant for causing pain and suffering in others has crossed over into the creature he has become, giving him not only a little more durability but also a wide range of spell effects he can call upon to continue to torment his victims.

Unlike other specters, vengeful spirits rarely kill by means of their incorporeal touch attack and so rarely create other specters. They prefer to terrorize, frighten, and even deceive their victims into taking their own lives or dying due to mischance.

Spell-Like Abilities (Sp): Caster level 9th. The save DCs are Charisma-based. At will - *detect thoughts* (DC 14), *ghost sound*, *invisibility*, *locate creature*, *mage hand*; 3/day - *cause fear* (DC 14), *doom* (DC 14), *greater command* (one creature only, DC 14), *shadows*; 1/day - *improved invisibility*, *nightmare* (DC 18), *scare* (DC 15).

VAMPIRE (TEMPLATE)

Vampires appear just as they did in life, although their features are often hardened and feral, with the predatory look of wolves. Like lichs, they often embrace finery and decadence and may assume the guise of nobility. Despite their human appearance, vampires can be easily recognized, for they cast no shadows and throw no reflections in mirrors.

Vampires speak any languages they knew in life.

Creating a Vampire

“Vampire” is an acquired template that can be added to any humanoid or monstrous humanoid creature (referred to hereafter as the base creature).

A vampire uses all the base creature’s statistics and special abilities except as noted here.

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

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

Speed: Same as the base creature. If the base creature has a swim speed, the vampire retains the ability to swim and is not vulnerable to immersion in running water (see below).

Armor Class: The base creature’s natural armor bonus improves by +6.

Attack: A vampire retains all the attacks of the base creature and also gains a slam attack if it didn’t already have one. If the base creature can use weapons, the vampire retains this ability. A creature with natural weapons retains those natural weapons. A vampire fighting without weapons uses either its slam attack or its primary natural weapon (if it has any). A vampire armed with a weapon uses its slam or a weapon, as it desires.

Full Attack: A vampire fighting without weapons uses either its slam attack (see above) or its natural weapons (if it has any). If armed with a weapon, it usually uses the weapon as its primary attack along with a slam or other natural weapon as a natural secondary attack.

Damage: Vampires have slam attacks. If the base creature does not have this attack form, use the appropriate damage value from the table below according to the vampire’s size. Creatures that have other kinds of natural weapons retain their old damage values or use the appropriate value from the table below, whichever is better.

Size	Damage	Size	Damage	Size	Damage
Fine	1	Small	1d4	Huge	2d6
Diminutive	1d2	Medium	1d6	Gargantuan	2d8
Tiny	1d3	Large	1d8	Colossal	4d6

Special Attacks: A vampire retains all the special attacks of the base creature and gains those described below. Saves have a DC of 10 + 1/2 vampire’s HD + vampire’s Cha modifier unless noted otherwise.

* **Blood Drain (Ex):** A vampire can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each such successful attack, the vampire gains 5 temporary hit points.

* **Children of the Night (Su):** Vampires command the lesser creatures of the world and once per day can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or a pack of 3d6 wolves as a standard action. (If the base creature is not terrestrial, this power might summon other creatures of similar power.) These creatures arrive in 2d6 rounds and serve the vampire for up to 1 hour.

* **Dominate (Su):** A vampire can crush an opponent’s will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampire must use a standard action, and those merely looking at it are not affected. Anyone the vampire targets must succeed on a Will save or fall instantly under the vampire’s influence as though by a *dominate person* spell (caster level 12th). The ability has a range of 30 feet.

* **Create Spawn (Su):** A humanoid or monstrous humanoid slain by a vampire’s energy drain rises as a vampire spawn (see the Vampire Spawn entry) 1d4 days after burial.

If the vampire instead drains the victim’s Constitution to 0 or lower, the victim returns as a spawn if it had 4 or less HD and as a vampire if it had 5 or more HD. In either case, the new vampire or spawn is under the command of the vampire that created it and remains enslaved until its master’s destruction. At any given time a vampire may have enslaved

spawn totaling no more than twice its own Hit Dice; any spawn it creates that would exceed this limit are created as free-willed vampires or vampire spawn. A vampire that is enslaved may create and enslave spawn of its own, so a master vampire can control a number of lesser vampires in this fashion. A vampire may voluntarily free an enslaved spawn in order to enslave a new spawn, but once freed, a vampire or vampire spawn cannot be enslaved again.

* **Energy Drain (Su):** Living creatures hit by a vampire's slam attack (or any other natural weapon the vampire might possess) gain two negative levels. For each negative level bestowed, the vampire gains 5 temporary hit points. A vampire can use its energy drain ability once per round.

Special Qualities: A vampire retains all the special qualities of the base creature and gains those described below.

* **Alternate Form (Su):** A vampire can assume the shape of a bat, dire bat, wolf, or dire wolf as a standard action. This ability is similar to a *polymorph* spell cast by a 12th-level character, except that the vampire does not regain hit points for changing form and must choose from among the forms mentioned here. While in its alternate form, the vampire loses its natural slam attack and dominate ability, but it gains the natural weapons and extraordinary special attacks of its new form. It can remain in that form until it assumes another or until the next sunrise. (If the base creature is not terrestrial, this power might allow other forms.)

* **Damage Reduction (Su):** A vampire has damage reduction 10/silver and magic. A vampire's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

* **Fast Healing (Ex):** A vampire heals 5 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically assumes gaseous form and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. (It can travel up to nine miles in 2 hours.) Any additional damage dealt to a vampire forced into gaseous form has no effect. Once at rest in its coffin, a vampire is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 5 hit points per round.

* **Gaseous Form (Su):** As a standard action, a vampire can assume *gaseous form* at will as the spell (caster level 5th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

* **Resistances (Ex):** A vampire has resistance to cold 10 and electricity 10.

* **Spider Climb (Ex):** A vampire can climb sheer surfaces as though with a *spider climb* spell.

* **Turn Resistance (Ex):** A vampire has +4 turn resistance.

Abilities: Increase from the base creature as follows: Str +6, Dex +4, Int +2, Wis +2, Cha +4. As an undead creature, a vampire has no Constitution score.

Skills: Vampires have a +8 racial bonus on Bluff, Hide, Listen, Move Silently, Search, Sense Motive, and Spot checks. Otherwise same as the base creature.

Feats: Vampires gain Alertness, Combat Reflexes, Dodge, Improved Initiative, and Lightning Reflexes, assuming the base creature meets the prerequisites and doesn't already have these feats.

Environment: Any, usually same as base creature.

Organization: Solitary, pair, gang (1d3+2), or troupe (1d2 plus 1d4+1 vampire spawn).

Challenge Rating: Same as the base creature +2.

Treasure: Double standard.

Alignment: Always evil (any).

Advancement: By character class.

Level Adjustment: Same as the base creature +8.

Vampire Weaknesses

For all their power, vampires have a number of weaknesses.

Repelling a Vampire: Vampires cannot tolerate the strong odor of garlic and will not enter an area laced with it. Similarly, they recoil from a mirror or a strongly presented holy symbol. These things don't harm the vampire - they merely keep it at bay. A recoiling vampire must stay at least 5 feet away from a creature holding the mirror or holy symbol and cannot touch or make melee attacks against the creature holding the item for the rest of the encounter. Holding a vampire at bay takes a standard action.

Vampires are also unable to cross running water, although they can be carried over it while resting in their coffins or aboard a ship. They are utterly unable to enter a home or other building unless invited in by someone with the authority to do so. They may freely enter public places, since these are by definition open to all.

Slaying a Vampire: Reducing a vampire's hit points to 0 or lower incapacitates it but doesn't always destroy it (see the note on fast healing). However, certain attacks can slay vampires.

Exposing any vampire to direct sunlight disorients it: It can take only a single move action or attack action and is destroyed utterly in the next round if it cannot escape. Similarly, immersing a vampire in running water robs it of one-third of its hit points each round until it is destroyed at the end of the third round of immersion.

Driving a wooden stake through a vampire's heart instantly slays the monster. However, it returns to life if the stake is removed, unless the body is destroyed. A popular tactic is to cut off the creature's head and fill its mouth with holy wafers (or their equivalent).

Vampire Characters

Vampires are always evil, which causes characters of certain classes to lose some class abilities. In addition, certain classes take additional penalties.

Clerics: Vampire clerics lose their ability to turn undead but gain the ability to rebuke undead. This ability does not affect the vampire's controller or any other vampires that a master controls.

A vampire cleric has access to two of the following domains: Chaos, Destruction, Evil, or Trickery.

Sorcerers and Wizards: Vampire sorcerers and wizards retain their class abilities, but if a character has a familiar other than a rat or bat, the link between them is broken, and the familiar shuns its former companion. The character can summon another familiar, but it must be a rat or bat.

Example Vampire

This example vampire uses a 5th-level human rogue as the base creature.

Vampire, 5th-Level Human Rogue Medium Undead (Augmented Humanoid)

Hit Dice:	5d12 (35 hp) <34 hp>
Initiative:	+9
Speed:	30 ft (6 squares)
Armor Class:	24 (+5 Dex, +6 natural, +3 masterwork studded leather), touch 15, flat-footed 19
Base Attack/Grapple:	+3 / +5
Attack:	Dart +8 ranged (1d4+2) or Rapier +8 melee (1d6+2/18-20) or Slam +8 melee (1d6+2 plus energy drain) [+3d6 Sneak Attack]
Full Attack:	Dart +8 ranged (1d4+2) or Rapier +8 melee (1d6+2/18-20) or Slam +8 melee (1d6+2 plus energy drain) [+3d6 Sneak Attack]
Space/Reach:	5 ft x 5 ft / 5 ft
Special Attacks:	Blood drain, children of the night, dominate, create spawn, energy drain, sneak attack +3d6
Special Qualities:	Alternate form, damage reduction 10/silver and magic, evasion, fast healing 5, gaseous form, resistance to cold and electricity 10, spider climb, trap sense +1, trapfinding, turn resistance +4, uncanny dodge
Saves:	Fort +1, Ref +11, Will +5
Abilities:	Str 14, Dex 20, Con ---, Int 16, Wis 14, Cha 17
Skills:	Balance +7, Bluff +19, Diplomacy +15, Disable Device +11, Disguise +13, Hide +21, Intimidate +5, Jump +4, Listen +18, Move Silently +21, Open Lock +13, Search +19, Sense Motive +18, Sleight of Hand +15, Spot +18, Tumble +13, Use Magic Device +11
Feats:	Alertness, Combat Reflexes, Dodge, Improved Initiative, Iron Will, Lightning Reflexes, Quick Draw, Weapon Finesse
Environment:	Temperate plains
Organization:	Solitary, pair, gang (1d3+2), or troupe (1d2 plus 1d4+1 vampire spawn)
Challenge Rating:	7

Treasure:	Double standard
Alignment:	Always any evil
Advancement:	By character class
Level Adjustment:	+8

Combat

The saving throw DC for all of the example vampire's special attacks is 15. Their slam attack counts as a magic and silver weapon for purposes of overcoming damage reduction.

VAMPIRE SPAWN

	Medium Undead
Hit Dice:	4d12+4 (30 hp) <31 hp>
Initiative:	+6
Speed:	30 ft. (6 squares)
Armor Class:	15 (+2 Dex, +3 natural), touch 12, flat-footed 13
Base Attack/Grapple:	+2 / +5
Attack:	Slam +5 melee (1d6+4 plus energy drain)
Full Attack:	Slam +5 melee (1d6+4 plus energy drain)
Space/Reach:	5 ft. x 5 ft. / 5 ft.
Special Attacks:	Blood drain, domination, energy drain
Special Qualities:	+2 turn resistance, damage reduction 5/silver, darkvision 60 ft., fast healing 2, gaseous form, resistance to cold 10 and electricity 10, spider climb, undead traits
Saves:	Fort +1, Ref +5, Will +5
Abilities:	Str 16, Dex 14, Con ---, Int 13, Wis 13, Cha 14
Skills:	Bluff +6, Climb +8, Craft or Profession (any one) +4, Diplomacy +4, Hide +10, Jump +8, Listen +11, Move Silently +10, Search +8, Sense Motive +11, Spot +11
Feats:	Alertness ^B , Improved Initiative ^B , Lightning Reflexes ^B , Skill Focus (selected Craft or Profession skill), Toughness
Environment:	Any
Organization:	Solitary or pack (1d4+1)
Challenge Rating:	4
Treasure:	Standard
Alignment:	Always evil (any)
Advancement:	---
Level Adjustment:	---

Vampire spawn are undead creatures that come into being when vampires slay mortals. Like their creators, spawn remain bound to their coffins and to the soil of their graves.

Vampire spawn appear much as they did in life, although their features are often hardened, with a predatory look.

Vampire spawn speak Common.

Combat

Vampire spawn use their inhuman strength when engaging mortals, hammering their foes with powerful blows and dashing them against rocks or walls. They also use their gaseous form and flight abilities to strike where opponents are most vulnerable.

Blood Drain (Ex): A vampire spawn can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round. On each such successful drain attack, the vampire spawn gains 5 temporary hit points.

Domination (Su): A vampire spawn can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampire must take a standard action, and those merely looking at it are not affected. Anyone the vampire targets must succeed on a DC 14 Will save or fall instantly under the vampire's influence as though by a *dominate person* spell from a 5th level caster. The ability has a range of 30 feet. The save DC is Charisma-based.

Energy Drain (Su): Living creatures hit by a vampire spawn's slam attack gain one negative level. The DC is 14 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed, the vampire spawn gains 5 temporary hit points.

Fast Healing (Ex): A vampire spawn heals 2 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically assumes gaseous form and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. (It can travel up to nine miles in 2 hours.) Once at rest in its coffin, it is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 2 hit points per round.

Gaseous Form (Su): As a standard action, a vampire spawn can assume *gaseous form* at will as the spell (caster level 6th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Spider Climb (Ex): A vampire spawn can climb sheer surfaces as though with a *spider climb* spell.

Skills: Vampire spawn have a +4 racial bonus on Bluff, Hide, Listen, Move Silently, Search, Sense Motive, and Spot checks.

Vampire Spawn Weaknesses

Vampire spawn are vulnerable to all attacks and effects that repel or slay vampires. For details, see the Vampire entry.

WIGHT

	Medium Undead
Hit Dice:	4d12 (26 hp) <24 hp>
Initiative:	+1
Speed:	30 ft. (6 squares)
Armor Class:	15 (+1 Dex, +4 natural), touch 11, flat-footed 14
Base Attack/Grapple:	+2 / +3
Attack:	Slam +3 melee (1d4+1 plus energy drain)
Full Attack:	Slam +3 melee (1d4+1 plus energy drain)
Space/Reach:	5 ft. x 5 ft. / 5 ft.
Special Attacks:	Create spawn, energy drain
Special Qualities:	Darkvision 60 ft., undead traits
Saves:	Fort +1, Ref +2, Will +5
Abilities:	Str 12, Dex 12, Con ---, Int 11, Wis 13, Cha 15
Skills:	Hide +8, Listen +7, Move Silently +16, Spot +7
Feats:	Alertness, Blind-Fight
Environment:	Any
Organization:	Solitary, pair, gang (1d3+2), or pack (1d6+5)
Challenge Rating:	3
Treasure:	None
Alignment:	Always lawful evil
Advancement:	5-8 HD (Medium)
Level Adjustment:	---

A wight's appearance is a weird and twisted reflection of the form it had in life. A wight is about the height and weight of a human.

Combat

Wights attack by hammering with their fists.

Create Spawn (Su): Any humanoid slain by a wight becomes a wight in 1d4 rounds. Spawn are under the command of the wight that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Energy Drain (Su): Living creatures hit by a wight's slam attack gain one negative level. The DC is 14 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed, the wight gains 5 temporary hit points.

Skills: Wights have a +8 racial bonus on Move Silently checks.

WRAITH**Medium Undead (Incorporeal)**

Hit Dice:	5d12 (32 hp) <34 hp>
Initiative:	+7
Speed:	Fly 60 ft. (good) (12 squares)
Armor Class:	15 (+3 Dex, +2 deflection), touch 15, flat-footed 12
Base Attack/Grapple:	+2 / –
Attack:	Incorporeal touch +5 melee (1d4 plus 1d6 Constitution drain)
Full Attack:	Incorporeal touch +5 melee (1d4 plus 1d6 Constitution drain)
Space/Reach:	5 ft. x 5 ft. / 5 ft.
Special Attacks:	Constitution drain, create spawn
Special Qualities:	Darkvision 60 ft., daylight powerlessness, incorporeal traits, +2 turn resistance, undead traits, unnatural aura
Saves:	Fort +1, Ref +4, Will +3
Abilities:	Str ---, Dex 16, Con ---, Int 14, Wis 14, Cha 15
Skills:	Diplomacy +6, Hide +11, Intimidate +10, Listen +12, Search +10, Sense Motive +8, Spot +12, Survival +2 (+4 following tracks)
Feats:	Alertness ^B , Blind-Fight, Combat Reflexes, Improved Initiative ^B
Environment:	Any
Organization:	Solitary, gang (1d4+1), or pack (1d6+5)
Challenge Rating:	5
Treasure:	None
Alignment:	Always lawful evil
Advancement:	6-10 HD (Medium)
Level Adjustment:	---

Wraiths are incorporeal creatures born of evil and darkness.

In some cases, the grim silhouette of a wraith might appear armored or outfitted with weapons. This appearance does not affect the creature's AC or combat abilities but only reflects the shape it had in life.

A wraith is about as tall as a human, while a dread wraith is roughly the size of an ogre. Since both are incorporeal, they are weightless.

Wraiths speak Common and Infernal.

Combat

Both the wraith and the dread wraith share the following abilities.

Unnatural Aura (Su): Animals, whether wild or domesticated, can sense the unnatural presence of a wraith at a distance of 30 feet. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Daylight Powerlessness (Ex): Wraiths are utterly powerless in natural sunlight (not merely a *daylight* spell) and flee from it.

Constitution Drain (Su): Living creatures hit by a wraith's incorporeal touch attack must succeed on a DC 14 Fortitude save or take 1d6 points of Constitution drain. The save DC is Charisma-based. On each such successful attack, the wraith gains 5 temporary hit points.

Create Spawn (Su): Any humanoid slain by a wraith becomes a wraith in 1d4 rounds. Its body remains intact and inanimate, but its spirit is torn free from its corpse and transformed. Spawn are under the command of the wraith that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Dread Wraith**Large Undead (Incorporeal)**

Hit Dice:	16d12 (104 hp) <84 hp>
Initiative:	+13
Speed:	Fly 60 ft. (good) (12 squares)
Armor Class:	25 (–1 size, +9 Dex, +7 deflection), touch 25, flat-footed 16
Base Attack/Grapple:	+8 / –
Attack:	Incorporeal touch +16 melee (2d6 plus 1d8 Constitution drain)
Full Attack:	Incorporeal touch +16 melee (2d6 plus 1d8 Constitution drain)
Space/Reach:	5 ft. x 5 ft. / 10 ft.
Special Attacks:	Constitution drain, create spawn
Special Qualities:	Darkvision 60 ft., daylight powerlessness, incorporeal traits, lifesense 60 ft., undead traits, unnatural aura
Saves:	Fort +5, Ref +14, Will +14
Abilities:	Str ---, Dex 28, Con ---, Int 17, Wis 18, Cha 24
Skills:	Diplomacy +9, Hide +24, Intimidate +26, Knowledge (religion) +22, Listen +25, Search +22, Sense Motive +23, Spot +25, Survival +4 (+6 following tracks)
Feats:	Alertness ^B , Blind-Fight, Combat Reflexes, Dodge, Improved Initiative ^B , Improved Natural Attack (incorporeal touch), Mobility, Spring Attack
Environment:	Any

Organization: Solitary
Challenge Rating: 11
Treasure: None
Alignment: Always lawful evil
Advancement: 17-32 HD (Large)
Level Adjustment: ---

The oldest and most malevolent wraiths lurk in the depths of forgotten temples and other forsaken places. They can sense the approach of living creatures, and hunger for them. Despite its size, the dread wraith possesses unearthly quickness, and makes use of its Spring Attack feat and natural reach to strike with deadly effect and melt back into the shadows - or the walls.

Lifesense (Su): A dread wraith notices and locates living creatures within 60 feet, just as if it possessed the blindsight ability. It also senses the strength of their life force automatically, as if it had cast deathwatch.

Constitution Drain (Su): Living creatures hit by a dread wraith's incorporeal touch attack must succeed on a DC 25 Fortitude save or take 1d8 points of Constitution drain. The save DC is Charisma-based. On each such successful attack, the dread wraith gains 5 temporary hit points.

Create Spawn (Su): Any humanoid slain by a dread wraith becomes a wraith in 1d4 rounds. Its body remains intact and inanimate, but its spirit is torn free from its corpse and transformed. Spawn are under the command of the wraith that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

ZOMBIE

The foul stench of decaying flesh makes clear what the shambling gate of the figure only hinted at. It is not living thing that approaches, but the rank and rotting flesh of the dead, animated by magic most fell. As it draws near, the thing gives a low moan, full of unspeakable hunger.

Zombies are the most primitive of the undead, shambling corpses crippled by the decay of their long dead flesh. While slow and mindless, such foul things are not without their uses, and are often created in large numbers to act as basic guards or the vanguard of some fell army.

Zombies resemble what they were once in life, and are often garbed only in the tattered remains of whatever clothing they were buried in. The magic that animate them prevent the zombies from decaying to nothing, even as they slowly continue to rot, but the influx of negative energies means that even the freshest corpse will soon take on the foul mien of one long buried.

They are rarely armored, as those who create such things seldom see the worth in doing so. Typically, a zombie will only possess armor if it died or was buried in it, though such gear is seldom in very good shape. They are commonly armed only with fists of hardened, decaying flesh, though they can and do take up simple weapons, often-crude clubs.

Lacking any ability to think or reason, zombies act and react in the most basic ways, blindly obeying whatever simple order was last given to them, to the best of their very limited abilities. The only action a zombie is known to take of its own accord is to consume the flesh of a still warm body or, preferably, a still living body somehow incapacitated or trapped.

Zombies have no society, nor do they have the capacity to create one. They are nothing more than highly expendable pawns, even to other undead.

Zombies are corpses reanimated through dark and sinister magic.

Because of their utter lack of intelligence, the instructions given to a newly created zombie must be very simple.

Creating a Zombie

"Zombie" is an acquired template that can be added to any corporeal creature (other than an undead) that has a skeletal system (referred to hereafter as the base creature).

Size and Type: The creature's type changes to undead. It retains any subtypes except alignment subtypes and subtypes that indicate kind. It does not gain the augmented subtype. It uses all the base creature's statistics and special abilities except as noted here.

Hit Dice: Drop any Hit Dice from class levels (to a minimum of 1), double the number of Hit Dice left, and raise them to d12s. If the base creature has more than 10 Hit Dice (not counting those gained with experience), it can't be made into a zombie with the *animate dead* spell.

Speed: If the base creature can fly, its maneuverability rating drops to clumsy.

Armor Class: Natural armor bonus increases by a number based on the zombie's size.

Base Attack: A zombie has a base attack bonus equal to 1/2 its Hit Dice.

Attacks: A zombie retains all the natural weapons of the base creature. A zombie also gains a slam attack.

Damage: Natural and manufactured weapons deal damage normally. A slam attack deals damage depending on the zombie's size. (Use the base creature's slam damage if it's better.)

Size	AC Bonus	Damage	Size	AC Bonus	Damage
Fine	+0	1	Large	+3	1d8
Diminutive	+0	1d2	Huge	+4	2d6
Tiny	+0	1d3	Gargantuan	+7	2d8
Small	+1	1d4	Colossal	+11	4d6
Medium	+2	1d6			

Special Attacks: A zombie retains none of the base creature's special attacks.

Special Qualities: A zombie loses most special qualities of the base creature. It retains any extraordinary special qualities that improve its melee or ranged attacks. A zombie gains the following special quality.

* **Damage Reduction 5/Slashing:** Zombies are lumbering masses of flesh.

* **Single Actions Only (Ex):** Zombies have poor reflexes and can perform only a single move action or attack action each round. A zombie can move up to its speed and attack in the same round, but only if it attempts a charge.

Saves: Base save bonuses are Fort +1/3 HD, Ref +1/3 HD, and Will +1/2 HD + 2.

Abilities: A zombie's Strength increases by +2, its Dexterity decreases by 2, it has no Constitution or Intelligence score, its Wisdom changes to 10, and its Charisma changes to 1.

Skills: A zombie has no skills.

Feats: A zombie loses all feats of the base creature and gains Toughness.

Environment: Any land and underground.

Organization: Any.

Challenge Rating: Depends on Hit Dice, as follows:

Hit Dice	Challenge Rating	Hit Dice	Challenge Rating
1/2	1/8	8-10	3
1	1/4	12-14	4
2	1/2	15-16	5
4	1	18-20	6
6	2		

Treasure: None.

Alignment: Always neutral evil.

Advancement: As base creature, but double Hit Dice (maximum 20), or --- if the base creature advances by character class.

Level Adjustment: ---.

Armor and Weapons

Zombies made from creatures that used to be able to wear armor or wield weapons, can be animated with the ability to move in armor and wield a specific weapon as if proficient. Only mundane, magical, or special materials armor and weapons can be used in this way. These weapons cannot be dropped or disarmed, since they are fused to the skeleton, but if they are sundered the zombie cannot attack.

This requires a successful Profession (mortician) check with a DC of 10 plus an amount based on the armor or weapon it is meant to use, as shown below, with all DC and CR modifiers being cumulative:

DC	CR	Armor or Weapon
+0	+0	Simple weapon
+0	+1	Per +3 AC from armor or shield
+1	+1	Ranged weapon
+1	+1	Per weapon's total magical enhancement bonus
+1	+1	Per armor or shield's total magical enhancement bonus
+1	+1	Per armor or shield's magical special ability
+2	+0	Martial weapon
+2	+1	Dragonhide armor or shield
+3	+1	Adamantine armor or weapon
+4	+1	Exotic weapon
+8	+0	Cold iron weapon

Hit Dice: Initiative: Speed: Armor Class: Base Attack/Grapple: Attack: Full Attack: Space/Reach: Special Attacks: Special Qualities: Saves: Abilities: Skills: Feats: Environment: Organization: Challenge Rating: Treasure: Alignment: Advancement: Level Adjustment:	Kobold Zombie Small Undead 2d12+3 (16 hp) <17 hp> +0 30 ft. (6 squares; can't run) 13 (+1 size, +2 natural), touch 11, flat-footed 13 +1 / -4 Halfspear +1 melee (1d6-1/x3) or slam +1 melee (1d4-1) or light crossbow +2 ranged (1d8/19-20) Halfspear +0 melee (1d6-1/x3) or slam +0 melee (1d4-1) or light crossbow +1 ranged (1d8/19-20) 5 ft. x 5 ft. / 5 ft. --- Single actions only, damage reduction 5/slashing, darkvision 60 ft., undead traits Fort +0, Ref +0, Will +3 Str 8, Dex 11, Con ---, Int ---, Wis 10, Cha 1 --- Toughness Temperate forests Any 1/2 (or 1 with crossbow) None Always neutral evil None ---	Human Commoner Zombie Medium Undead 2d12+3 (16 hp) <23 hp> -1 30 ft. (6 squares; can't run) 11 (-1 Dex, +2 natural), touch 9, flat-footed 11 +1 / +2 Slam +2 melee (1d6+1) or club +2 melee (1d6+1) Slam+2 melee, (1d6+1) or club +2 melee (1d6+1) 5 ft. x 5 ft. / 5 ft. --- Single actions only, damage reduction 5/slashing, darkvision 60 ft., undead traits Fort +0, Ref -1, Will +3 Str 12, Dex 8, Con ---, Int ---, Wis 10, Cha 1 --- Toughness Any Any 1/2 None Always neutral evil None ---	Gnoll Zombie Medium Undead 4d12+4 (30 hp) <33 hp> +0 30 ft. (6 squares; can't run) 16 (-1 Dex, +3 natural, +2 leather armor, +2 heavy steel shield), touch 9, flat-footed 16 +2 / +5 Slam +5 melee (1d6+3) or battleaxe +5 melee (1d8+3) Slam +5 melee (1d6+3) or battleaxe +5 melee (1d8+3) 5 ft. x 5 ft. / 5 ft. --- Single actions only, damage reduction 5/slashing, darkvision 60 ft., undead traits Fort +1, Ref +0, Will +5 Str 17, Dex 8, Con ---, Int ---, Wis 10, Cha 1 --- Toughness Warm plains Any 1 None Always neutral evil None ---
	Troglodyte Zombie Medium Undead 4d12+4 (30 hp) <31 hp> -2 30 ft. (6 squares; can't run) 16 (-2 Dex, +8 natural), touch 8, flat-footed 16 +2 / +3 Greatclub +3 melee (1d10+4) or bite +3 melee (1d4+1) or slam +3 melee (1d6+1) or javelin +0 ranged (1d6+1) Greatclub +3 melee (1d10+4) or bite +3 melee (1d4+1) or slam +3 melee (1d6+1) or javelin +0 ranged (1d6+1) 5 ft. x 5 ft. / 5 ft. --- Single actions only, damage reduction 5/slashing, darkvision 60 ft., undead traits Fort +1, Ref +1, Will +5 Str 17, Dex 10, Con ---, Int ---, Wis 10, Cha 1 --- Toughness Temperate mountains	Bugbear Zombie Medium Undead 6d12+5 (44 hp) <44 hp> +0 30 ft. (6 squares; can't run) 16 (+5 natural, +1 light wooden shield), touch 10, flat-footed 16 +3 / +6 Morningstar +6 melee (1d8+3) or slam +6 melee (1d6+3) or javelin +3 ranged (1d6+2) Morningstar +6 melee (1d8+3) or slam +6 melee (1d6+3) or javelin +3 ranged (1d6+2) 5 ft. x 5 ft. / 5 ft. --- Single actions only, damage reduction 5/slashing, darkvision 60 ft., undead traits Fort +2, Ref +0, Will +6 Str 23, Dex 6, Con ---, Int ---, Wis 10, Cha 1 --- Toughness Temperate hills	Ogre Zombie Large Undead 8d12+5 (57 hp) <60 hp> -2 30 ft. (8 squares; can't run) 18 (-1 size, -2 Dex, +8 natural, +3 hide armor), touch 7, flat-footed 18 +4 / +14 Huge greatclub +9 melee (2d6+9) or slam +9 melee (1d8+6) Huge greatclub +9 melee (2d6+9) or slam +9 melee (1d8+6) 5 ft. x 5 ft. / 10 ft. --- Single actions only, damage reduction 5/slashing, darkvision 60 ft., undead traits Fort +2, Ref +0, Will +6 Str 23, Dex 6, Con ---, Int ---, Wis 10, Cha 1 --- Toughness Underground

Organization:	Any	Any	Any
Challenge Rating:	2	3	4
Treasure:	None	None	None
Alignment:	Always neutral evil	Always neutral evil	Always neutral evil
Advancement:	None	None	None
Level Adjustment:	---	---	---
	Minotaur Zombie	Wyvern Zombie	Gray Render Zombie
	Large Undead	Large Undead	Large Undead
Hit Dice:	12d8+7 (85 hp) <74 hp>	14d12+7 (98 hp) <82 hp>	20d12+9 (139 hp) <110 hp>
Initiative:	-1	+0	-1
Speed:	30 ft. (6 squares; can't run)	20 ft. (4 squares; can't run), fly 60 ft. (poor)	30 ft. (6 squares; can't run)
Armor Class:	16 (-1 size, -1 Dex, +8 natural), touch 8, flat-footed 16	20 (-2 size, +12 natural), touch 8, flat-footed 20	16 (-1 size, -1 Dex, +8 natural), touch 8, flat-footed 16
Base Attack/Grapple:	+6 / +15	+7 / +16	+10 / +21
Attack:	Huge greataxe +10 melee (2d8+7/x3) or slam +10 melee (1d8+5) or gore +10 melee (1d8+5)	Slam +11 melee (2d6+7) or talons +11 melee (2d6+5)	Bite +16 melee (2d6+7) or slam +16 melee (1d8+10)
Full Attack:	Greataxe +10 melee (3d6+7/x3) or gore +10 melee (1d8+5) or slam +10 melee (1d8+5)	Slam +11 melee (2d6+7) or talons +11 melee (2d6+5)	Bite +16 melee (2d6+7) or slam +16 melee (1d8+10)
Space/Reach:	5 ft. x 5 ft. / 10 ft.	5 ft. x 10 ft. / 5 ft.	5 ft. x 5 ft. / 10 ft.
Special Attacks:	---	---	---
Special Qualities:	Single actions only, damage reduction 5/slashing, darkvision 60 ft., undead traits	Single actions only, damage reduction 5/slashing, darkvision 60 ft., undead traits	Single actions only, damage reduction 5/slashing, darkvision 60 ft., undead traits
Saves:	Fort +4, Ref +3, Will +8	Fort +4, Ref +4, Will +9	Fort +6, Ref +5, Will +12
Abilities:	Str 21, Dex 8, Con ---, Int ---, Wis 10, Cha 1	Str 21, Dex 10, Con ---, Int ---, Wis 10, Cha 1	Str 25, Dex 8, Con ---, Int ---, Wis 10, Cha 1
Skills:	---	---	---
Feats:	Toughness	Toughness	Toughness
Environment:	Underground	Warm hills	Temperate marshes
Organization:	Any	Any	Any
Challenge Rating:	4	4	6
Treasure:	None	None	None
Alignment:	Always neutral evil	Always neutral evil	Always neutral evil
Advancement:	16-20 HD (Huge)	None	None
Level Adjustment:	---	---	---

CHAPTER TWELVE: SKILLS & FEATS

CONTROL SHAPE (WIS)

Any character that has contracted lycanthropy and is aware of his condition can learn Control Shape as a class skill. (An afflicted lycanthrope not yet aware of his condition can attempt Control Shape checks untrained.) This skill determines whether an afflicted lycanthrope can control his shape. A natural lycanthrope does not need this skill, since it has full control over its shape.

Check (Involuntary Change): An afflicted character must make a check at moonrise each night of the full moon to resist involuntarily assuming animal form. An injured character must also check for an involuntary change after accumulating enough damage to reduce his hit points by one-quarter and again after each additional one-quarter lost.

Involuntary change control shape dc to resist involuntary change is 25.

On a failed check, the character must remain in animal form until the next dawn, when he automatically returns to his base form. A character aware of his condition may make one attempt to return to humanoid form (see below), but if he fails, he remains in animal form until the next dawn.

Retry (Involuntary Change): Check to resist an involuntary change once each time a triggering event occurs.

Check (Voluntary Change): In addition, an afflicted lycanthrope aware of his condition may attempt to use this skill voluntarily in order to change to animal form, assume hybrid form, or return to humanoid form, regardless of the state of the moon or whether he has been injured.

Involuntary Change	Control Shape DC
Return to humanoid form (full moon*)	25
Return to humanoid form (not full moon)	20
Assume hybrid form	15
Voluntary change to animal form (full moon)	15
Voluntary change to animal form (not full moon)	20

* For game purposes, the full moon lasts three days every month.

Retry (Voluntary Change): A character can retry voluntary changes to animal form or hybrid form as often as he likes. Each attempt is a standard action. However, on a failed check to return to humanoid form, the character must remain in animal or hybrid form until the next dawn, when he automatically returns to humanoid form.

Special: An afflicted lycanthrope cannot attempt a voluntary change until it becomes aware of its condition (see Lycanthropy as an Affliction).

MONSTER FEATS

These feats apply to abilities most commonly found amongst monsters or are related to monsters.

Ability Focus [General]

Choose one of the creature's special attacks.

Prerequisite: Special attack.

Benefit: Add +2 to the DC for all saving throws against the special attack on which the creature focuses.

Special: A creature can gain this feat multiple times. Its effects do not stack. Each time the creature takes the feat it applies to a different special attack.

Awesome Blow [Combat, General]

Prerequisites: Str 25, Power Attack, Improved Bull Rush, size Large or larger.

Benefit: As a standard action, the creature may choose to subtract 4 from its melee attack roll and deliver an awesome blow. If the creature hits a corporeal opponent smaller than itself with an awesome blow, its opponent must succeed on a Reflex save (DC = damage dealt) or be knocked flying 10 feet in a direction of the attacking creature's choice and fall prone. The attacking creature can only push the opponent in a straight line, and the opponent can't move closer to the attacking creature than the square it started in. If an obstacle prevents the completion of the

opponent's move, the opponent and the obstacle each take 1d6 points of damage, and the opponent stops in the space adjacent to the obstacle.

Empower Spell-Like Ability [General]

Prerequisite: Spell-like ability at caster level 6th or higher.

Benefit: Choose one of the creature's spell-like abilities, subject to the restrictions below. The creature can use that ability as an empowered spell-like ability three times per day (or less, if the ability is normally usable only once or twice per day).

When a creature uses an empowered spell-like ability, all variable, numeric effects of the spell-like ability are increased by one half. Saving throws and opposed rolls are not affected. Spell-like abilities without random variables are not affected.

The creature can only select a spell-like ability duplicating a spell with a level less than or equal to half its caster level (round down) -2. For a summary, see the table in the description of the Quicken Spell-Like Ability feat.

Special: This feat can be taken multiple times. Each time it is taken, the creature can apply it to a different one of its spell-like abilities.

Flyby Attack [Combat]

Prerequisite: Fly speed.

Benefit: When flying, the creature can take a move action (including a dive) and another standard action at any point during the move. The creature cannot take a second move action during a round when it makes a flyby attack.

Normal: Without this feat, the creature takes a standard action either before or after its move.

Hover [General]

Prerequisite: Fly speed.

Benefit: When flying, the creature can halt its forward motion and hover in place as a move action. It can then fly in any direction, including straight down or straight up, at half speed, regardless of its maneuverability.

If a creature begins its turn hovering, it can hover in place for the turn and take a full-round action. A hovering creature cannot make wing attacks, but it can attack with all other limbs and appendages it could use in a full attack. The creature can instead use a breath weapon or cast a spell instead of making physical attacks, if it could normally do so.

If a creature of Large size or larger hovers within 20 feet of the ground in an area with lots of loose debris, the draft from its wings creates a hemispherical cloud with a radius of 60 feet. The winds so generated can snuff torches, small campfires, exposed lanterns, and other small, open flames of non-magical origin. Clear vision within the cloud is limited to 10 feet. Creatures have concealment at 15 to 20 feet (20% miss chance). At 25 feet or more, creatures have total concealment (50% miss chance, and opponents cannot use sight to locate the creature).

Those caught in the cloud must succeed on a Concentration check (DC 10 + 1/2 creature's HD) to cast a spell.

Normal: Without this feat, a creature must keep moving while flying unless it has perfect maneuverability.

Improved Natural Armor [General]

Prerequisites: Natural armor, Con 13.

Benefit: The creature's natural armor bonus increases by 1.

Special: A creature can gain this feat multiple times. Each time the creature takes the feat its natural armor bonus increases by another point.

Improved Natural Attack [Combat]

Prerequisite: Natural weapon, base attack bonus +4.

Benefit: Choose one of the creature's natural attack forms. The damage for this natural weapon increases by one step, as if the creature's size had increased by one category: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6.

A weapon or attack that deals 1d10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8.

Special: A creature can gain this feat multiple times. Each time it applies to a different natural attack.

Improved Spell Resistance [General]

- Prerequisites:** Spell Resistance ability.
- Benefit:** The creature’s spell resistance increases by 2.
- Special:** A creature can gain this feat multiple times. Each time the creature takes the feat its spell resistance bonus increases by another two points.

Inherited Trait [General]

- You have developed an ability unique to your dragon or outsider parent.
- Prerequisites:** Half-celestial, half-dragon, half-fiend only, or planetouched.
- Benefit:** You have one of the following abilities, based on your template parent’s nature.
- * **Celestial (Angel, Astral Deva):** Any undead creature you strike in melee (even if you missed them due to incorporeality) is affected as if by the *disrupt undead* spell.
 - * **Celestial (Angel, Trumpet):** Twice per day you can cast *daze*, and once per day *daze monster*, as a sorcerer of equal level. This is a sonic ability for you, and requires you have the ability to shout at the target.
 - * **Celestial (Avalar):** Once per day you can cast *feather fall* and also *fly* on yourself, as a Sorcerer of equal level.
 - * **Celestial (Bralani):** Once per day you can cast *blur* and also *gust of wind* on yourself, as a Sorcerer of equal level.
 - * **Celestial (Ghaele):** Twice per day you can cast *holy weapon* as a Paladin of whose caster level equals half your character level (minimum 1).
 - * **Celestial (Leonal):** When you are charging in combat you gain a +2 damage bonus and do not gain any Armor Class penalty.
 - * **Dragon (Black):** You can breathe underwater indefinitely and can freely use your breath weapon, spells, and other abilities while submerged.
 - * **Dragon (Blue):** Three times per day you can cast *create water* as a Cleric of equal level. Alternatively you can instead destroy an equal amount of water that is freestanding or in containers, which automatically spoils liquids with water in them (such as potions) and such items in a creature’s possession must succeed on a Will save (DC 10 + 1/2 level + Charisma modifier) or be ruined. This ability counts as a 1st-level spell.
 - * **Dragon (Brass):** Three times per day you can cast *speak with animals* as a Druid of equal level.
 - * **Dragon (Bronze/Green):** You can breathe underwater indefinitely and can freely use your breath weapon, spells, and other abilities while submerged.
 - * **Dragon (Copper):** You can climb surfaces as if under the perpetual effects of a *spider climb* spell. This is a spell-like ability that can be dispelled. If dispelled you can reactivate it as a standard action.
 - * **Dragon (Gold/Red):** You gain an additional hit point every level, and a racial +1 bonus to melee attack and damage rolls.
 - * **Dragon (Silver):** You can tread on fog or clouds as if it was solid ground. This ability functions continuously but can be negated or resumed at will.
 - * **Dragon (White):** Three times per day you can cast *obscuring mist* as a Sorcerer of equal level.
 - * **Fiend (Barghest):** Whenever you kill a living creature in melee you gain 1 hit point per HD the creature had, minimum 1.
 - * **Fiend (Demon, Babau):** You gain +1d6 Sneak Attack, but only when using a natural weapon.
 - * **Fiend (Demon, Succubus):** Any living creature struck by your natural weapons must pass a Fortitude save (DC 10 + 1/2 level + Charisma modifier) or take a point of Strength damage.
 - * **Fiend (Devil, Erinyes):** Once per day you can cast *dimension door* on yourself as a move action, and are not incapacitated by doing so.
 - * **Fiend (Night Hag):** Twice per day you can cast *sleep* as a Sorcerer of equal level. You can choose to target a specific creature with this spell, in which case you ignore the HD limit of the spell.
 - * **Fiend (Rakshasa):** Once per day you can cast *alter self* as a Sorcerer of equal level.

Multiattack [General]

- Prerequisite:** Three or more natural attacks.
- Benefit:** The creature’s secondary attacks with natural weapons take only a –2 penalty.

Normal: Without this feat, the creature’s secondary attacks with natural weapons take a –5 penalty.

Multiweapon Fighting [General]

- Prerequisites:** Dex 13, three or more hands.
- Benefit:** Penalties for fighting with multiple weapons are reduced by 2 with the primary hand and reduced by 6 with off hands.
- Normal:** A creature without this feat takes a –6 penalty on attacks made with its primary hand and a –10 penalty on attacks made with its off hands. (It has one primary hand, and all the others are off hands.) See Two-Weapon Fighting.
- Special:** This feat replaces the Two-Weapon Fighting feat for creatures with more than two arms.

Quicken Spell-Like Ability [General]

- Prerequisite:** Spell-like ability at caster level 10th or higher.
- Benefit:** Choose one of the creature’s spell-like abilities, subject to the restrictions described below. The creature can use that ability as a quickened spell-like ability three times per day (or less, if the ability is normally usable only once or twice per day).
- Using a quickened spell-like ability is a free action that does not provoke an attack of opportunity. The creature can perform another action - including the use of another spell-like ability - in the same round that it uses a quickened spell-like ability. The creature may use only one quickened spell-like ability per round.
- The creature can only select a spell-like ability duplicating a spell with a level less than or equal to half its caster level (round down) –4. For a summary, see the table below.
- In addition, a spell-like ability that duplicates a spell with a casting time greater than 1 full round cannot be quickened.
- Normal:** Normally the use of a spell-like ability requires a standard action and provokes an attack of opportunity unless noted otherwise.
- Special:** This feat can be taken multiple times. Each time it is taken, the creature can apply it to a different one of its spell-like abilities.

Empower and Quicken Spell-Like Ability

Spell --- Caster Level to ---			Spell --- Caster Level to ---		
Level	Empower	Quicken	Level	Empower	Quicken
0	4th	8th	5th	14th	18th
1st	6th	10th	6th	16th	20th
2nd	8th	12th	7th	18th	---
3rd	10th	14th	8th	20th	---
4th	12th	16th	9th	---	---

Snatch [General]

- Prerequisite:** Size Huge or larger.
- Benefits:** The creature can choose to start a grapple when it hits with a claw or bite attack, as though it had the improved grab special attack. If the creature gets a hold on a creature three or more sizes smaller, it squeezes each round for automatic bite or claw damage. A snatched opponent held in the creature’s mouth is not allowed a Reflex save against the creature’s breath weapon, if it has one.
- The creature can drop a creature it has snatched as a free action or use a standard action to fling it aside. A flung creature travels 1d6 x 10 feet, and takes 1d6 points of damage per 10 feet traveled. If the creature flings a snatched opponent while flying, the opponent takes this amount or falling damage, whichever is greater.

Undead Will [General]

- Prerequisite:** Undead only.
- Benefits:** You gain turn resistance of +2, or add +2 to your existing turn resistance. You also gain a +1 bonus to all your Will saves to resist necromancy spells, healing effects such as *cure* spells, and negative energy based effects which have a special affect on undead or affect only undead.

Wingover [General]

- Prerequisite:** Fly speed.
- Benefits:** A flying creature with this feat can change direction quickly once each round as a free action. This feat allows it to turn up to 180 degrees regardless of its maneuverability, in addition to any other turns it is normally allowed. A creature cannot gain altitude during a round when it executes a wingover, but it can dive.
- The change of direction consumes 10 feet of flying movement.

CHAPTER THIRTEEN: CREATING MONSTERS

DESIGNING MONSTERS

Monster Roles

Before starting to make a monster, or to find its Challenge Rating using this system, you should determine what that monster's combat role is. A list of their roles, and how to determine which one your monster falls into, are listed below.

Archer: The monster uses a mixture of mobility and ranged attacks to defeat foes. The mobility could be from fast movement or odd movement types such as flight or teleportation. The ranged attacks can be anything that requires an attack roll, or abilities that do not require an attack roll but can only be used a few times each day, such as spells.

Assassin: The monster relies on stealth and surprise attacks, combined with large amounts of damage-dealing capacity, to defeat its foes. The stealth could come from either hiding by skill use, *invisibility*, or some other factor that requires Listen and/or Spot checks to overcome. The high damage could be from a single attack, or multiple low-damage attacks, or some attack type that is hard to overcome such as strangling. If the monster has the capacity to undergo sustained melee combat without the advantage of surprise, then it is a tank not an assassin.

Brawler: No finesse, no subtlety, and rarely any tactics. The monster wades into melee and relies on some combination of high hit points and armor class to stay alive until its good damage-dealing capacity can defeat its foes. Most monsters will fall into this category.

Caster: The monster uses a wide array of utility, offensive, and defensive abilities to win battles. These abilities come from any combination of spellcasting levels, spell-like abilities, or psionic powers. Such monsters typically are vulnerable to direct attacks, if they cannot use their defensive abilities to prepare for a fight.

Tank: Much like a brawler, but has access to some additional ability, which makes it more dangerous since it can switch roles to be effective *before* engaging in melee. This could be from ranged attacks, breath weapons, spells, or psionic powers.

Trickster: The monster uses subterfuge to place foes in disadvantageous position and either steals from them, or kills them when they are unexpecting of attack. This could be from some sort of shape-shifting, illusionary, or mind-control abilities.

Classed Monsters

If a monster has all of its Hit Dice come from character class levels, then use the CR for those class levels rather than the Class Equivalent from Table 4-X: Creature Characteristics by Type.

Quick-and Dirty CR

Rather than going through the entire highly detailed CR system outlined below, you might want to use the more rule-of-thumb system to save yourself time and effort. This system uses a mixture of the monster's role, type, and size to find its CR. The monster's CR is equal to an amount equal to its creature type LA + CR Mod for size + HD mod for role. The HD mod for role is gained from below:

Archer: HD x 3/4.

Assassin: HD x 1/2.

Brawler: HD x 1/2.

Caster: HD x 1.

Tank: HD x 1.

Trickster: HD x 3/4.

TABLE 13-1: CREATURE CHARACTERISTICS BY TYPE

Monster Type	HD	Attack Bonus	Good Saving Throws	Skill Points*	LA†	Class Equivalent†
A aberration	d8	HD x3/4 (as cleric)	Will	2 + Int mod per HD	+0	HD x 1/4
Animal	d8	HD x3/4 (as cleric)	Fort, Ref (and sometimes Will)	2 + Int mod per HD	-1	HD x 1/2
Construct	d10	HD x3/4 (as cleric)	—	2 + Int mod per HD**	+1	HD x 1/4
Dragon	d12	HD (as fighter)	Fort, Ref, Will	6 + Int mod per HD	+0	HD x 1-3/4
Elemental	d8	HD x3/4 (as cleric)	Ref (Air, Fire), or Fort (Earth, Water)	2 + Int mod per HD	+1	HD x 1/4
Fey	d6	HD x1/2 (as wizard)	Ref, Will	6 + Int mod per HD	-1	HD x 1/2
Giant	d8	HD x3/4 (as cleric)	Fort	2 + Int mod per HD	-1	HD x 1/4
Humanoid	d8	HD x3/4 (as cleric)	Varies (any one)	2 + Int mod per HD	-1	HD x 1/4
Magical beast	d10	HD (as fighter)	Fort, Ref	2 + Int mod per HD	-1	HD x 3/4
Monstrous humanoid	d8	HD (as fighter)	Ref, Will	2 + Int mod per HD	-1	HD x 3/4
Ooze	d10	HD x3/4 (as cleric)	—	2 + Int mod per HD**	+1	HD x 1/4
Outsider	d8	HD (as fighter)	Fort, Ref, Will	8 + Int mod per HD	-1	HD x 1
Plant	d8	HD x3/4 (as cleric)	Fort	2 + Int mod per HD**	+1	HD x 1/4
Undead	d12	HD x1/2 (as wizard)	Will	4 + Int mod per HD**	+1	HD x 1/2††
Vermin	d8	HD x3/4 (as cleric)	Fort	2 + Int mod per HD**	+0	HD x 1/4

All types have a number of feats equal to 1 + 1 per 3 Hit Dice.

‡ Add an additional amount if the monster is one of these subtypes: Incorporeal +1, Shapechanger +1, Swarm +2.

† If the monster's HD, including modifiers from Monster Size Statistics, is fractional then use a negative value instead of the fraction: HD 1/2 is -1, HD 1/3 is -2, HD 1/4 is -3, HD 1/6 is -4, HD 1/8 is -5, HD 1/10 is -5. This will be fixed at the end of the process.

†† HD x 1/4 if mindless.

* As long as a creature has an Intelligence of at least 1, it gains a minimum of 1 skill point per Hit Die.

** Creatures with an Intelligence score of "—" gain no skill points or feats.

TABLE 13-2: MONSTER STATISTICS BY SIZE

	Hit Dice					Natural	Slam/		Claw/	Gore/	Weapon	Speed			
Size	Str	Dex	Con	Min	Max	Armor	Tentacle	Bite	Sting	Tail	Damage*	Slow	Normal	Fast	CR Mod
Fine	-16	+8	-2	---	2	---	---	1	---	---	up to 3	5 ft	10 ft	10 ft	-3
Diminutive	-10	+6	-2	---	4	---	1	1d2	1	1	up to 4	10 ft	10 ft	20 ft	-2
Tiny	-8	+4	-2	---	6	---	1d2	1d3	1d2	1d2	up to 6	10 ft	20 ft	20 ft	-1
Small	-4	+2	-2	1/2	---	---	1d3	1d4	1d3	1d4	up to 8	20 ft	20 ft	30 ft	+0
Medium	+0	+0	+0	1	---	---	1d4	1d6	1d4	1d6	up to 10	20 ft	30 ft	40 ft	+0
Large	+8	-2	+4	2	---	+2	1d6	1d8	1d6	1d8	up to 12	30 ft	40 ft	50 ft	+1
Huge	+16	-4	+8	4	---	+5	1d8	2d6	1d8	2d6	up to 16	40 ft	50 ft	60 ft	+2
Gargantuan	+24	-6	+12	12	---	+9	2d6	2d8	2d6	2d8	up to 20	50 ft	60 ft	80 ft	+4
Colossal	+32	-8	+16	24	---	+14	2d8	4d6	2d8	4d6	up to 24	60 ft	80 ft	120 ft	+6

* Base damage, without modifiers for Strength or other modifiers.

Monster Size Statistics

Look at the monster's appropriate damage column and Speed column on Table 4-X: Monster Statistics by Size. For every column that they are higher or lower in, modify their effective HD by one up or down as appropriate. If a monster has access to multiple types of damage, use the type with the highest attack bonus for this comparison.

If a monster has access to more attacks than their BAB and feats normally allowed, add one HD for every additional attack.

Monsters with Slow speed reduce their effective HD by -1. Monsters with Fast Speed increase it by +1.

The monster's total HD for Table 4-X: Creature Characteristics by Type from this is used to determine their Class Equivalent CR. It is not used for other measures of their HD later on in this system.

Hit Die CR Modifiers

Monsters that have natural spellcasting or psionic abilities effectively have stronger monster class levels. This is reflected by adding a bonus to their Challenge Rating based on their magical or psionic abilities.

Flight: Monsters that can fly add +1 to their CR, unless it is their only form of movement in which case there is no CR modifier. If their ability to fly comes from spell-like or psionic abilities, then there is no modifier for the ability to fly since it is already covered below.

Psionics: Add 1/2 Manifestor Level (usually HD) to CR. Bonus feats from their monstrous psionic levels do not count towards CR for extra abilities (see below).

Spellcasting: Add 1/2 Casting Level to CR.

Spell-Like Abilities: Total together the creatures effective caster level and the level of all their spell-like ability spells, using the lowest level in cases of spells that fall under multiple spell lists at different levels. Divide the total by 10. This is the amount added to their Challenge Rating.

Extra Abilities

Monsters that have bonus abilities not listed here, or gained from their creature type, also increase or decrease their Challenge Rating. They gain an effective +1/2 CR for each such ability, or +1 CR if the ability is particularly powerful. If the monster possesses a weakness or vulnerability that does not come from their creature type, then they **lose** -1/2 CR for each such ability, or -1 CR if it is particularly powerful. Some examples are listed here.

Breath Weapon: If the monster deals as much or more damage dice with a breath weapon attack than their HD, then add +1 CR. Otherwise add +1/2 CR. If this is the monster's only form of attack (including psionic or magical abilities) then reduce the CR modifier by 1/2 CR.

Ranged Weapon: The monster uses a ranged manufactured or natural weapon to make attacks. This adds +1/2 CR, but only if the monster also has a melee weapon. If this is the monster's only form of attack (including psionic or magical abilities) then there is no CR modifier.

Spell Resistance: If the monster has Spell Resistance add +1/2 CR if the Spell Resistance is less than their HD, or +1 CR if it is equal to or greater than their HD.

Armor Class

Monsters should have a total AC equal to 10 + (HD x 1-1/2), rounding up. If they have Damage Reduction, add half their DR value to their effective AC for purposes of comparison to this value. If the monster's Speed is reduced due to worn armor, lower its effective AC by 2 for purposes of comparison to this value.

If the monster's total AC is lower or greater than this, their Challenge Rating is modified. For every 2 points of effective AC higher than this amount add +1/2 CR, and lower it by -1/2 CR for every two points below this amount.

Total Challenge Rating

Using the system above, it is possible to have a monster with a Challenge Rating below 1, or even lower than 0. In such cases the monster's **actual** Challenge Rating is a fraction instead. Use the chart below to find the final Challenge Rating:

Original CR	0	-1	-2	-3	lower
Actual CR	1/2	1/3	1/4	1/6	1/10

This is all fairly simple, but requires some adjudication. Monsters should be no more or less powerful than a character of the same general role that has a character level equal to the monster's Challenge Rating. If the monster is more or less powerful than this, change the monster's final CR to something more appropriate.

In the end, this system is only a method of finding the general CR, not a hard-and-fast way of confirming all Challenge Ratings.

IMPROVING MONSTERS

Each of the monster entries describes a typical creature of its kind. However, there are several methods by which extraordinary or unique monsters can be created using a typical creature as the foundation: by adding character classes, increasing a monster's Hit Dice, or by adding a template to a monster. These methods are not mutually exclusive - it's possible for a monster with a template to be improved by both increasing its Hit Dice and adding character class levels.

Class Levels: Intelligent creatures that are reasonably humanoid in shape most commonly advance by adding class levels. Creatures that fall into this category have an entry of "By character class" in their Advancement line. When a monster adds a class level, that level usually represents an increase in experience and learned skills and capabilities.

Increased Hit Dice: Intelligent creatures that are not humanoid in shape, and nonintelligent monsters, can advance by increasing their Hit Dice. Creatures with increased Hit Dice are usually superior specimens of their race, bigger and more powerful than their run-of-the-mill fellows.

Templates: Both intelligent and nonintelligent creatures with an unusual heritage or an inflicted change in their essential nature may be modified with a template. Templates usually result in tougher monsters with capabilities that differ from those of their common kin.

Each of these three methods for improving monsters is discussed in more detail below.

Ability Score Arrays

Monsters are assumed to have completely average (or standard) ability scores - a 10 or an 11 in each ability, as modified by their racial bonuses. However, improved monsters are individuals and often have better than normal ability scores, and usually make use of either the elite array or the non-elite array of ability scores. Monsters who improve by adding a template, and monsters that improve by increasing their Hit Dice, may use any of the three arrays (standard, non-elite, or elite). Any monster unique enough to be improved could easily be considered elite.

Elite Array: The elite array is 15, 14, 13, 12, 10, 8. While the monster has one weakness compared to a typical member of its race, it is significantly better overall. The elite array is most appropriate for monsters who add levels in a player character class.

Non-Elite Array: The non-elite array is 13, 12, 11, 10, 9, 8. The non-elite array does not necessarily make a monster better than normal, but it does customize the monster as an individual with strengths and weaknesses compared to a typical member of its race. The non-elite array is most appropriate for monsters that add class levels in a NPC class.

Ability Score Improvement: Treat monster Hit Dice the same as character level for determining ability score increases. This only applies to Hit Dice increases, monsters do not gain ability score increases for levels they "already reached" with their racial Hit Dice, since these adjustments are included in their basic ability scores.

Monsters and Class Levels

If a creature acquires a character class, it follows the rules for multiclass characters.

The creature's Hit Dice equal the number of class levels it has plus its racial Hit Dice. A creature's "monster class" is always a favored class, and the creature never takes XP penalties for having it. Additional Hit Dice gained from taking levels in a character class never affect a creature's size.

Humanoids and Class Levels: Creatures with 1 or less HD replace their monster levels with their character levels. The monster loses the attack bonus, saving throw bonuses, skills, and feats granted by its 1 monster HD and gains the attack bonus, save bonuses, skills, feats, and other class abilities of a 1st-level character of the appropriate class.

Level Adjustment and Effective Character Level: To determine the effective character level (ECL) of a monster character, add its level adjustment to its racial Hit Dice and character class levels. The monster is considered to have experience points equal to the minimum needed to be a character of its ECL.

If you choose to equip a monster with gear, use its ECL as its character level for purposes of determining how much equipment it can purchase. Generally, only monsters with an Advancement entry of “By character class” receive NPC gear; other creatures adding character levels should be treated as monsters of the appropriate CR and assigned treasure, not equipment.

Feat Acquisition and Ability Score Increases: A monster’s total Hit Dice, not its ECL, govern its acquisition of feats and ability score increases.

Increasing Hit Dice

As its Hit Dice increase, a creature’s attack bonuses and saving throw modifiers might improve. It gains more feats and skills, depending on its type, as shown on Table 4-x: Creature Characteristics by Type.

Note that if a creature acquires a character class, it improves according to its class, not its type.

Size Increases

A creature may become larger when its Hit Dice are increased (the new size is noted parenthetically in the monster’s Advancement entry).

A size increase affects any special ability the creature has that is affected by size. Increased size also affects a creature’s ability scores, AC, attack bonuses, and damage values as indicated on the tables below.

TABLE 13-3: CHANGES TO STATISTICS BY SIZE

Old Size*	New Size	Str	Dex	Con	Natural Armor	AC/Attack
Fine	Diminutive	Same	–2	Same	Same	–4
Diminutive	Tiny	+2	–2	Same	Same	–2
Tiny	Small	+4	–2	Same	Same	–1
Small	Medium	+4	–2	+2	Same	–1
Medium	Large	+8	–2	+4	+2	–1
Large	Huge	+8	–2	+4	+3	–1
Huge	Gargantuan	+8	Same	+4	+4	–2
Gargantuan	Colossal	+8	Same	+4	+5	–4

* Repeat the adjustment if the creature moves up more than one size.

TABLE 13-4: INCREASED DAMAGE BY SIZE

Old Damage (Each)*	New Damage
1d2	1d3
1d3	1d4
1d4	1d6
1d6	1d8
1d8	1d10
1d10	2d6
2d6	2d8
2d8	3d6

* Repeat the adjustment if the creature moves up more than one size category.

Templates

Certain creatures are created by adding a template to an existing creature. A templated creature can represent a freak of nature, the individual creation of a single experimenter, or the first generation of offspring from parents of different species.

Acquired and Inherited Templates

Some templates can be added to creatures anytime. Templates such as these are referred to as acquired templates, indicating that the creature did not always have the attributes of the template.

Other templates, known as inherited templates, are part of a creature from the beginning of its existence. Creatures are born with these templates.

It’s possible for a certain kind of template to be of either type.

Reading a Template

A template’s description provides a set of instructions for altering an existing creature, known as the base creature. The changes that a

template might cause to each line of a creature’s statistics block are discussed below. Generally, if a template does not cause a change to a certain statistic, that entry is missing from the template description. For clarity, the entry for a statistic or attribute that is not changed is sometimes given as “Same as the base creature.”

Size and Type: Templates often change a creature’s type, and may change the creature’s size.

If a template changes the base creature’s type, the creature also acquires the augmented subtype unless the template description indicates otherwise. The augmented subtype is always paired with the creature’s original type. Unless a template indicates otherwise, the new creature has the traits of the new type but the features of the original type.

If a template changes a creature’s size, use Table 4-x: Changes to Statistics by Size to calculate changes to natural armor, Armor Class, attack rolls, and grapple bonus.

Hit Dice and Hit Points: Most templates do not change the number of Hit Dice a monster has, but some do. Some templates change the size of a creature’s Hit Dice (usually by changing the creature type). A few templates change previously acquired Hit Dice, and continue to change Hit Dice gained with class levels, but most templates that change Hit Dice change only the creature’s original HD and leave class Hit Dice unchanged.

If the Hit Dice entry in a template description is missing, Hit Dice and hit points do not change unless the creature’s Constitution modifier changes.

Initiative: If a template changes the monster’s Dexterity, or if it adds or removes the Improved Initiative feat, this entry changes.

Speed: If a template modifies a creature’s speed, the template states how that happens. More commonly, a template adds a new movement mode.

Armor Class: If a template changes the creature’s size, see Table 4-x: Changes to Statistics by Size to determine its new Armor Class and to see whether its natural armor changes. In some cases the method of determining Armor Class changes radically; the template description explains how to adjust the creature’s AC.

Base Attack/Grapple: Templates usually do not change a creature’s base attack bonus. If a template modifies a creature’s base attack bonus, the template description states how that happens. Changes to a creature’s Strength score can change a creature’s grapple bonus, as can changes to its size.

Attack and Full Attack: Most templates do not change a creature’s attack bonus or modes of attack, even when the creature’s type changes (the creature’s base attack bonus is the same as a creature of the original type). Of course, any change in ability scores may affect attack bonuses. If Strength or Dexterity changes, use the new modifier to determine attack bonuses. A change in a monster’s size also changes its attack bonus; see Table 4-x: Changes to Statistics by Size.

Damage: Damage changes with Strength. If the creature uses a two-handed weapon or has a single natural weapon, it adds 1-1/2 times its Strength bonus to the damage. If it has more than a single attack then it adds its Strength bonus to damage rolls for the primary attack and 1/2 its Strength bonus to all secondary attacks.

Space/Reach: A template may change this entry if it changes the monster’s size. Note that this table does not take into account special situations such as exceptional reach.

Special Attacks: A template may add or remove special attacks. The template description gives the details of any special attacks a template provides, including how to determine saving throw DCs, if applicable.

Special Qualities: A template may add or remove special qualities. The template description gives the details of any special qualities a template provides, including how to determine saving throw DCs, if applicable. Even if the special qualities entry is missing from a template description, the creature still gains any qualities associated with its new type.

Base Saves: As with attacks, changing a monster’s type does not always change its base saving throw bonuses. You only need to adjust them for new modifiers for Constitution, Dexterity, or Wisdom. A template may, however, state that a monster has a different “good” saving throw.

Abilities: If a template changes one or more ability scores, these changes are noted here.

Skills: As with attacks, changing a monster's type does not always change its skill points. Most templates don't change the number of Hit Dice a creature has, so you don't need to adjust skills in that case unless the key abilities for those skills have changed, or the template gives a bonus on one or more skills, or unless the template gives a feat that provides a bonus on a skill check.

Some templates change how skill points are determined, but this change usually only affects skill points gained after the template is applied. Treat skills listed in the base creature's description as class skills, as well as any new skills provided by the template.

Feats: Since most templates do not change the number of Hit Dice a creature has, a template will not change the number of feats the creature has. Some templates grant one or more bonus feats.

Environment: Usually the same as the base creature.

Organization: Usually the same as the base creature.

Challenge Rating: Most templates increase the creature's Challenge Rating. A template might provide a modifier to be added to the base creature's CR, or it might specify a range of modifiers depending on the base creature's original Hit Dice or CR.

Treasure: Usually the same as the base creature.

Alignment: Usually the same as the base creature, unless the template is associated with a certain alignment.

Advancement: Usually the same as the base creature.

Level Adjustment: This entry is a modifier to the base creature's level adjustment. Any level adjustment is meaningless unless the creature retains a high enough Intelligence (minimum 3) to gain class levels after applying the template.

Adding More Than One Template

In theory, there's no limit to the number of templates you can add to a creature. To add more than one template, just apply each template one at a time. Always apply inherited templates before applying acquired templates. Whenever you add multiple templates, pay attention to the creature's type—you may add a template that makes the creature ineligible for other templates you might want to add.

Advanced Monster Challenge Rating

When adding class levels to a creature with 1 or less HD, you advance the creature like a character. Otherwise, use the following guidelines.

Adding Class Levels

If you are advancing a monster by adding player character class levels, decide if the class levels directly improve the monster's existing capabilities.

When adding class levels to a creature, you should give it typical ability scores appropriate for that class. Most creatures are built using the standard array of ability scores: 11, 11, 11, 10, 10, 10, adjusted by racial modifiers. If you give a creature a PC class use the elite array of ability scores before racial adjustments: 15, 14, 13, 12, 10, 8. Creatures with NPC classes use the nonelite array of 13, 12, 11, 10, 9, 8. T

Associated Class Levels

Class levels that increase a monster's existing strengths are known as associated class levels. Each associated class level a monster has increases its CR by 1.

Barbarian, fighter, paladin, and ranger are associated classes for a creature that relies on its fighting ability.

Rogue and ranger are associated classes for a creature that relies on stealth to surprise its foes, or on skill use to give itself an advantage.

A spellcasting class is an associated class for a creature that already has the ability to cast spells as a character of the class in question, since the monster's levels in the spellcasting class stack with its innate spellcasting ability.

Nonassociated Class Levels

If you add a class level that doesn't directly play to a creature's strength the class level is considered nonassociated, and things get a little more complicated. Adding a nonassociated class level to a monster increases its CR by 1/2 per level until one of its nonassociated class levels equals its original Hit Dice. At that point, each additional level of the same class or a similar one is considered associated and increases the monster's CR by 1.

Levels in NPC classes are always treated as nonassociated.

Adding Hit Dice

When you improve a monster by adding Hit Dice, use Table 4-x: Improved Monster CR Increase to determine the effect on the creature's CR. Keep in mind that many monsters that advance by adding Hit Dice also increase in size. Do not stack this CR increase with any increase from class levels. In general, once you've doubled a creature's CR, you should closely watch any additional increases in its abilities. Adding Hit Dice to a creature improves several of its abilities, and radical increases might not follow this progression indefinitely. Compare the monster's improved attack bonus, saving throw bonuses, and any DCs of its special abilities from the HD increase to typical characters of the appropriate level and adjust the CR accordingly.

TABLE 13-5: IMPROVED MONSTER CR INCREASE

Creature's Original Type	CR Increase
Aberration, construct, elemental, fey, giant, humanoid, ooze, plant, undead, vermin	+1 per 4 HD added
Animal, magical beast, monstrous humanoid	+1 per 3 HD added
Dragon, outsider, nonassociated class levels	+1 per 2 HD or 2 levels added
Directly associated class levels	+1 per level added
Other Modifiers:	
Size increased to Large or larger	+1 to CR
Monster's ability scores based on elite array*	+1 to CR
Monster possesses special attacks or qualities that significantly improve combat effectiveness	+2 to CR
Monster possesses special attacks or qualities that improve combat effectiveness in a minor way	+1 to CR
Template added	+template CR mod

* Do not apply this increase if you advance a monster by class levels. (Monsters advanced by class levels are assumed to use the elite array.)

Increasing Size

Generally, increasing a monster's size increases its combat effectiveness. Large creatures gain increased Strength, reach, and other benefits. Apply this modifier if you increase a creature beyond Medium and in conjunction with any other increases.

Be careful, though. Monsters that benefit from a smaller size may actually lose effectiveness because of a size increase. Monsters that don't benefit from size increases don't advance in that manner for this reason.

Adding Special Abilities

You can add any sort of spell-like, supernatural, or extraordinary ability to a creature. As with a class level, you should determine how much, or how little, this ability adds to the creature's existing repertoire. A suite of abilities that work together should be treated as a single modifier for this purpose. If the ability (or combination of abilities) significantly increases the monster's combat effectiveness, increase its CR by 2. Minor abilities increase the creature's CR by 1, and truly trivial abilities may not increase CR at all. If the special abilities a monster gains are not tied to a class or Hit Die increase, this CR increase stacks.

A significant special attack is one that stands a good chance of incapacitating or crippling a character in one round. A significant special quality is one that seriously diminishes the monster's vulnerability to common attacks. Do not add this factor twice if a monster has both special attacks and special qualities.

Make sure to "scale" your evaluation of these abilities by the monster's current CR.

MONSTERS AS RACES

While every monster has the statistics that a player would need to play the creature as a character, most monsters are not suitable as PCs. Creatures who have an Intelligence score of 2 or lower, who have no way to communicate, or who are so different from other PCs that they disrupt the campaign should not be used. Some creatures have strange innate abilities or great physical power, and thus are questionable at best as characters (except in high-level campaigns).

Starting Level of a Monster PC: Monsters suitable for play have a level adjustment given in their statistics. Add a monster's level adjustment to its Hit Dice and class levels to get the creature's effective character level, or ECL. Effectively, monsters with a level adjustment become multiclass character when they take class levels. A creature's

“monster class” is always a favored class, and the creature never takes XP penalties for having it.

Humanoids and Class Levels: Creatures with 1 or less HD replace their monster levels with their character levels. The monster loses the attack bonus, saving throw bonuses, skills, and feats granted by its 1 monster HD and gains the attack bonus, save bonuses, skills, feats, and other class abilities of a 1st-level character of the appropriate class.

Characters with more than 1 Hit Die because of their race do not get a feat for their first class level as members of the common races do, and they do not multiply the skill points for their first class level by four. Instead, they have already received a feat for their first Hit Die because of race, and they have already multiplied their racial skill points for their first Hit Die by four.

Level Adjustment: Each monstrous race has a level adjustment, which shows how many character levels the monster’s inherent racial abilities are worth. Since these virtual levels do not come with direct hit points, base attack bonus, saving throws, or skill points they tend to provide more special abilities than an equal level character would have access to. This is to offset the difficulty inherent in trying to survive without any of these things. **Level Adjustment does NOT include the monster’s Hit Dice from its entry in this book!** If you want those Hit Dice, you have to buy them as class levels. Many monsters have a monster-specific “class” entry representing those Hit Dice and what the creature gains from taking them - which usually includes abilities from the monster entry that are not part of the Level Adjustment package.

Level Adjustment and Effective Character Level: To determine the effective character level (ECL) of a monster character, add its level adjustment to its racial Hit Dice and character class levels.

Use ECL instead of character level to determine how many experience points a monster character needs to reach its next level. Also use ECL to determine starting wealth for a monster character.

Monster characters treat skills mentioned in their monster entry as class skills.

If a monster has 1 Hit Die or less, or if it is a template creature, it must start the game with one or more class levels, like a regular character. If a monster has 2 or more Hit Dice, it can start with no class levels (though it can gain them later).

Even if the creature is of a kind that normally advances by Hit Dice rather than class levels a PC can gain class levels rather than Hit Dice.

Hit Dice: The creature’s Hit Dice equal the number of class levels it has plus its racial Hit Dice. Additional Hit Dice gained from taking levels in a character class never affect a creature’s size like additional racial Hit Dice do.

Feat Acquisition and Ability Score Increases: A monster’s total Hit Dice, not its ECL, govern its acquisition of feats and ability score increases.

Ability Scores for Monster PCs: While a monster’s statistics give the ability scores for a typical creature of a certain kind, any “monster” creature that becomes an adventurer is definitely not typical. Removing all the monster’s size adjustments to their ability scores, and then removing the ability score array used to generate their ability scores, the monster’s racial ability score modifiers are revealed. These are summarized in the Monster HD Class entry at the end of each monster entry that can be used as a PC.

Creatures with an Intelligence score lower than 3 are not playable characters. Creatures with any ability score lower than 1 are also not playable.

Other Statistics for Monsters: Creatures with Hit Dice of 1 or less have normal, class-based Hit Dice and features. They get skills and feats appropriate to a 1st-level character (even if they have a level adjustment).

Those with 2 or more Hit Dice have statistics based on these Hit Dice plus Hit Dice for class levels (if any).

Experience for Monsters: A monster with Hit Dice of 1 or less, no level adjustment, and class levels uses the same tables as standard PC races when determining experience needed.

A monster with Hit Dice of 1 or less, a level adjustment, and class levels adds its class levels and level adjustment together when determining experience needed (class level + level adjustment).

A monster with more than one Hit Die, a level adjustment, and class levels adds its Hit Dice, class levels, and level adjustment together when determining experience needed (HD + level adjustment + class level).

Monster HD Classes

Monsters with monstrous Hit Dice have many of their monstrous abilities tied to those Hit Dice, in much the same way as a PC has many of their abilities tied to their class levels. Monstrous PCs can choose to have fewer, or even none, of the Hit Dice associated with their monster type, reducing their ECL, but will lose many of their monstrous abilities for doing so. Each monster that can be used as a character has a small entry at the end of its description that lists what abilities they have just for their monster type, and what abilities are gained at each monstrous Hit Die.

The “Class Equivalent” column of Table 4-x: Creature Characteristics by Type is helpful when determining this. In general the abilities gained from each level of the monster’s Hit Dice should be of equal value as a regular PC class. If the monster’s CR is lower than its HD, players should not take monster Hit Dice beyond the point where the Hit Dice gained cease to be worth a full class level.

APPENDIX A: TERMINOLOGY

Aberration Type: An aberration has a bizarre anatomy, strange abilities, an alien mindset, or any combination of the three.

Features: An aberration has the following features.
d8 Hit Dice.

Base attack bonus equal to 3/4 total Hit Dice (as cleric).

Good Will saves.

Skill points equal to (2 + Int modifier, minimum 1) per Hit Die, with quadruple skill points for the first Hit Die.

Traits: An aberration possesses the following traits (unless otherwise noted in a creature's entry).

Darkvision out to 60 feet.

Proficient with its natural weapons. If generally humanoid in form, proficient with all simple weapons and any weapon it is described as using.

Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing, as well as all lighter types. Aberrations not indicated as wearing armor are not proficient with armor. Aberrations are proficient with shields if they are proficient with any form of armor.

Aberrations eat, sleep, and breathe.

Ability Score Loss (Su): Some attacks reduce the opponent's score in one or more abilities. This loss can be temporary (ability damage) or permanent (ability drain).

Ability Damage: This attack damages an opponent's ability score. The creature's descriptive text gives the ability and the amount of damage. If an attack that causes ability damage scores a critical hit, it deals twice the indicated amount of damage (if the damage is expressed as a die range, roll two dice). Ability damage returns at the rate of 1 point per day for each affected ability.

Ability Drain: This effect permanently reduces a living opponent's ability score when the creature hits with a melee attack. The creature's descriptive text gives the ability and the amount drained. If an attack that causes ability drain scores a critical hit, it drains twice the indicated amount (if the damage is expressed as a die range, roll two dice). Unless otherwise specified in the creature's description, a draining creature gains 5 temporary hit points (10 on a critical hit) whenever it drains an ability score no matter how many points it drains. Temporary hit points gained in this fashion last for a maximum of 1 hour.

Some ability drain attacks allow a Fortitude save (DC 10 + 1/2 draining creature's racial HD + draining creature's Cha modifier; the exact DC is given in the creature's descriptive text). If no saving throw is mentioned, none is allowed.

Also see Ability Score Loss under Special Abilities.

Alternate Form (Su): A creature with this special quality has the ability to assume one or more specific alternate forms. This ability works much like the *polymorph* spell, except that the creature is limited to the forms specified, and does not regain any hit points for changing its form. Assuming an alternate form results in the following changes to the creature:

The creature retains the type and subtype of its original form. It gains the size of its new form.

The creature loses the natural weapons, natural armor, movement modes, and extraordinary special attacks of its original form.

The creature gains the natural weapons, natural armor, movement modes, and extraordinary special attacks of its new form.

The creature retains the special qualities of its original form. It does not gain any special qualities of its new form.

The creature retains the spell-like abilities and supernatural attacks of its old form (except for breath weapons and gaze attacks). It does not gain the spell-like abilities or supernatural attacks of its new form.

The creature gains the physical ability scores (Str, Dex, Con) of its new form. It retains the mental ability scores (Int, Wis, Cha) of its original form.

The creature retains its hit points and save bonuses, although its save modifiers may change due to a change in ability scores.

The creature retains any spellcasting ability it had in its original form, although it must be able to speak intelligibly to cast spells with verbal components and it must have humanlike hands to cast spells with somatic components.

The creature is effectively camouflaged as a creature of its new form, and it gains a +10 bonus on Disguise checks if it uses this ability to create a disguise.

Air Subtype: This subtype usually is used for elementals and outsiders with a connection to the Elemental Plane Air. Air creatures always have fly speeds and usually have perfect maneuverability.

Angel Subtype: Angels are a race of celestials, or good outsiders, native to the good-aligned Outer Planes.

Traits: An angel possesses the following traits (unless otherwise noted in a creature's entry).

Darkvision out to 60 feet and low-light vision.

Immunity to acid, cold, and petrification.

Resistance to electricity 10 and fire 10.

+4 racial bonus on saves against poison.

Protective Aura (Su): Against attacks made or effects created by evil creatures, this ability provides a +4 deflection bonus to AC and a +4 resistance bonus on saving throws to anyone within 20 feet of the angel. Otherwise, it functions as a *magic circle against evil* effect and a *lesser globe of invulnerability*, both with a radius of 20 feet (caster level equals angel's HD). (The defensive benefits from the circle are not included in an angel's statistics block.)

Tongues (Su): All angels can speak with any creature that has a language, as though using a *tongues* spell (caster level equal to angel's Hit Dice). This ability is always active.

Animal Type: An animal is a living, nonhuman creature, usually a vertebrate with no magical abilities and no innate capacity for language or culture.

Features: An animal has the following features (unless otherwise noted in a creature's entry).

d8 Hit Dice.

Base attack bonus equal to 3/4 total Hit Dice (as cleric).

Good Fortitude and Reflex saves (certain animals have different good saves).

Skill points equal to (2 + Int modifier, minimum 1) per Hit Die, with quadruple skill points for the first Hit Die.

Traits: An animal possesses the following traits (unless otherwise noted in a creature's entry).

Intelligence score of 1 or 2 (no creature with an Intelligence score of 3 or higher can be an animal).

Low-light vision.

Alignment: Always neutral.

Treasure: None.

Proficient with its natural weapons only. A noncombative herbivore uses its natural weapons as a secondary attack. Such attacks are made with a -5 penalty on the creature's attack rolls, and the animal receives only 1/2 its Strength modifier as a damage adjustment.

Proficient with no armor unless trained for war.

Animals eat, sleep, and breathe.

Aquatic Subtype: These creatures always have swim speeds and thus can move in water without making Swim checks. An aquatic creature can breathe underwater. It cannot also breathe air unless it has the amphibious special quality.

Archon Subtype: Archons are a race of celestials, or good outsiders, native to lawful good-aligned Outer Planes.

Traits: An archon possesses the following traits (unless otherwise noted in a creature's entry).

Darkvision out to 60 feet and low-light vision.

Aura of Menace (Su): A righteous aura surrounds archons that fight or get angry. Any hostile creature within a 20-foot radius of an archon must succeed on a Will save to resist its effects. The save DC varies with the type of archon, is Charisma-based, and includes a +2 racial bonus. Those who fail take a -2 penalty on attacks, AC, and saves for 24 hours or until they successfully hit the archon that generated the aura. A creature that has resisted or broken the effect cannot be affected again by the same archon's aura for 24 hours.

Immunity to electricity and petrification.

+4 racial bonus on saves against poison.

Magic Circle against Evil (Su): A magic circle against evil effect always surrounds an archon (caster level equals the archon's Hit Dice). (The defensive benefits from the circle are not included in an archon's statistics block.)

Teleport (Su): Archons can use *greater teleport* at will, as the spell (caster level 14th), except that the creature can transport only itself and up to 50 pounds of objects.

Tongues (Su): All archons can speak with any creature that has a language, as though using a *tongues* spell (caster level 14th). This ability is always active.

Augmented Subtype: A creature receives this subtype whenever something happens to change its original type. Some creatures (those with an inherited template) are born with this subtype; others acquire it when they take on an acquired template. The augmented subtype is always paired with the creature's original type. A creature with the augmented subtype usually has the traits of its current type, but the features of its original type.

Blindsight (Ex): Using nonvisual senses, such as acute smell or hearing, a creature with blindsense notices things it cannot see. The creature usually does not need to make Spot or Listen checks to pinpoint the location of a creature within range of its blindsense ability, provided that it has line of effect to that creature. Any opponent the creature cannot see still has total concealment against the creature with blindsense, and the creature still has the normal miss chance when attacking foes that have concealment. Visibility still affects the movement of a creature with blindsense. A creature with blindsense is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

Also see Blindsight and Blindsense under Special Abilities.

Blindsight (Ex): This ability is similar to blindsense, but is far more discerning. Using nonvisual senses, such as sensitivity to vibrations, keen smell, acute hearing, or echolocation, a creature with blindsight maneuvers and fights as well as a sighted creature. Invisibility, darkness, and most kinds of concealment are irrelevant, though the creature must have line of effect to a creature or object to discern that creature or object. The ability's range is specified in the creature's descriptive text. The creature usually does not need to make Spot or Listen checks to notice creatures within range of its blindsight ability. Unless noted otherwise, blindsight is continuous, and the creature need do nothing to use it. Some forms of blindsight, however, must be triggered as a free action. If so, this is noted in the creature's description. If a creature must trigger its blindsight ability, the creature gains the benefits of blindsight only during its turn.

Also see Blindsight and Blindsense under Special Abilities.

Breath Weapon (Su): A breath weapon attack usually deals damage and is often based on some type of energy.

Such breath weapons allow a Reflex save for half damage (DC 10 + 1/2 breathing creature's racial HD + breathing creature's Con modifier; the exact DC is given in the creature's descriptive text). A creature is immune to its own breath weapon unless otherwise noted. Some breath weapons allow a Fortitude save or a Will save instead of a Reflex save.

Also see Breath Weapon under Special Abilities.

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. Changing shape results in the following changes to the creature:

The creature retains the type and subtype of its original form. It gains the size of its new form.

The creature loses the natural weapons, movement modes, and extraordinary special attacks of its original form.

The creature gains the natural weapons, movement modes, and extraordinary special attacks of its new form.

The creature retains all other special attacks and qualities of its original form, except for breath weapons and gaze attacks.

The creature retains the ability scores of its original form.

The creature retains its hit points and saves.

The creature retains any spellcasting ability it had in its original form, although it must be able to speak intelligibly to cast spells with verbal components and it must have humanlike hands to cast spells with somatic components.

The creature is effectively camouflaged as a creature of its new form, and gains a +10 bonus on Disguise checks if it uses this ability to create a disguise.

Chaotic Subtype: A subtype usually applied only to outsiders native to the chaotic-aligned Outer Planes. Most creatures that have this subtype also have chaotic alignments; however, if their alignments change they still retain the subtype. Any effect that depends on alignment affects a creature with this subtype as if the creature has a chaotic alignment, no matter what its alignment actually is. The creature also suffers effects according to its actual alignment. A creature with the chaotic subtype overcomes damage reduction as if its natural weapons and any weapons it wields were chaotic-aligned.

Cold Subtype: A creature with the cold subtype has immunity to cold. It has vulnerability to fire, which means it takes half again as much (+50%) damage as normal from fire, regardless of whether a saving throw is allowed, or if the save is a success or failure.

Constrict (Ex): A creature with this special attack can crush an opponent, dealing bludgeoning damage, after making a successful grapple check. The amount of damage is given in the creature's entry. If the creature also has the improved grab ability it deals constriction damage in addition to damage dealt by the weapon used to grab.

Construct Type: A construct is an animated object or artificially constructed creature.

Features: A construct has the following features.

10-sided Hit Dice.

Base attack bonus equal to 3/4 total Hit Dice (as cleric).

No good saving throws.

Skill points equal to (2 + Int modifier, minimum 1) per Hit Die, with quadruple skill points for the first Hit Die, if the construct has an Intelligence score. However, most constructs are mindless and gain no skill points or feats.

Traits: A construct possesses the following traits (unless otherwise noted in a creature's entry).

No Constitution score.

Low-light vision.

Darkvision out to 60 feet.

Immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).

Immunity to poison, sleep effects, paralysis, stunning, disease, death effects, and necromancy effects.

Cannot heal damage on their own, but often can be repaired by exposing them to a certain kind of effect (see the creature's description for details) or through the use of the Craft Construct feat. A construct with the fast healing special quality still benefits from that quality.

Not subject to critical hits, nonlethal subdual damage, ability damage, ability drain, fatigue, exhaustion, or energy drain.

Immunity to any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless).

Not at risk of death from massive damage. Immediately destroyed when reduced to 0 hit points or less.

Since it was never alive, a construct cannot be raised or resurrected.

Because its body is a mass of unliving matter, a construct is hard to destroy. It gains bonus hit points based on size, as shown on the following table.

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

Proficient with its natural weapons only, unless generally humanoid in form, in which case proficient with any weapon mentioned in its entry.

Proficient with no armor.

Constructs do not eat, sleep, or breathe.

Damage Reduction (Ex or Su): A creature with this special quality ignores damage from most weapons and natural attacks. Wounds heal immediately, or the weapon bounces off harmlessly (in either case, the opponent knows the attack was ineffective). The creature takes normal damage from energy attacks (even nonmagical ones), spells, spell-like abilities, and supernatural abilities. A certain kind of weapon can sometimes damage the creature normally, as noted below.

The entry indicates the amount of damage ignored (usually 5 to 15 points) and the type of weapon that negates the ability.

Some monsters are vulnerable to piercing, bludgeoning, or slashing damage.

Some monsters are vulnerable to certain materials, such as alchemical silver, adamantite, or cold-forged iron. Attacks from weapons that are not made of the correct material have their damage reduced, even if the weapon has an enhancement bonus.

Some monsters are vulnerable to magic weapons. Any weapon with at least a +1 magical enhancement bonus on attack and damage rolls overcomes the damage reduction of these monsters. Such creatures' natural weapons (but not their attacks with weapons) are treated as magic weapons for the purpose of overcoming damage reduction.

A few very powerful monsters are vulnerable only to epic weapons; that is, magic weapons with at least a +6 enhancement bonus. Such creatures' natural weapons are also treated as epic weapons for the purpose of overcoming damage reduction.

Some monsters are vulnerable to chaotic-, evil-, good-, or lawful-aligned weapons. When a cleric casts align weapon, affected weapons might gain one or more of these properties, and certain magic weapons have these properties as well. A creature with an alignment subtype (chaotic, evil, good, or lawful) can overcome this type of damage reduction with its natural weapons and weapons it wields as if the weapons or natural weapons had an alignment (or alignments) that match the subtype(s) of the creature.

When a damage reduction entry has a dash (–) after the slash, no weapon negates the damage reduction.

A few creatures are harmed by more than one kind of weapon. A weapon of either type overcomes this damage reduction.

A few other creatures require combinations of different types of attacks to overcome their damage reduction. A weapon must be both types to overcome this damage reduction. A weapon that is only one type is still subject to damage reduction.

Also see Damage Reduction under Special Abilities.

Dragon Type: A dragon is a reptilelike creature, usually winged, with magical or unusual abilities.

Features: A dragon has the following features.

12-sided Hit Dice.

Base attack bonus equal to total Hit Dice (as fighter).

Good Fortitude, Reflex, and Will saves.

Skill points equal to (6 + Int modifier, minimum 1) per Hit Die, with quadruple skill points for the first Hit Die.

Traits: A dragon possesses the following traits (unless otherwise noted in the description of a particular kind).

Darkvision out to 60 feet and low-light vision.

Immunity to magic sleep effects and paralysis effects.

Proficient with its natural weapons only unless humanoid in form (or capable of assuming humanoid form), in which case proficient with all simple weapons and any weapons mentioned in its entry.

Proficient with no armor.

Dragons eat, sleep, and breathe.

Earth Subtype: This subtype usually is used for elementals and outsiders with a connection to the Elemental Plane of Earth. Earth creatures usually have burrow speeds, and most earth creatures can burrow through solid rock.

Elemental Type: An elemental is a being composed of one of the four classical elements: air, earth, fire, or water.

Features: An elemental has the following features.

8-sided Hit Dice.

Base attack bonus equal to 3/4 total Hit Dice (as cleric).

Good saves depend on the element: Fortitude (earth, water) or Reflex (air, fire).

Skill points equal to (2 + Int modifier, minimum 1) per Hit Die, with quadruple skill points for the first Hit Die.

Traits: An elemental possesses the following traits (unless otherwise noted in a creature's entry).

Darkvision out to 60 feet.

Immunity to poison, sleep effects, paralysis, and stunning.

Not subject to critical hits or flanking.

Unlike most other living creatures, an elemental does not have a dual nature—its soul and body form one unit. When an elemental is slain, no soul is set loose. Spells that restore souls to their bodies, such as raise dead, reincarnate, and resurrection, don't work on an elemental. It takes a different magical effect, such as limited wish, wish, miracle, or true resurrection, to restore it to life.

Proficient with natural weapons only, unless generally humanoid in form, in which case proficient with all simple weapons and any weapons mentioned in its entry.

Proficient with whatever type of armor (light, medium, or heavy) that it is described as wearing, as well as all lighter types. Elementals not indicated as wearing armor are not proficient with armor. Elementals are proficient with shields if they are proficient with any form of armor.

Elementals do not eat, sleep, or breathe.

Energy Drain (Su): This attack saps a living opponent's vital energy and happens automatically when a melee or ranged attack hits. Each successful energy drain bestows one or more negative levels (the creature's description specifies how many). If an attack that includes an energy drain scores a critical hit, it drains twice the given amount. Unless otherwise specified in the creature's description, a draining creature gains 5 temporary hit points (10 on a critical hit) for each negative level it bestows on an opponent. These temporary hit points last for a maximum of 1 hour. An affected opponent takes a –1 penalty on all skill checks and ability checks, attack rolls, and saving throws, and loses one effective level or Hit Die (whenever level is used in a die roll or calculation) for each negative level. A spellcaster loses one spell slot of the highest level of spells she can cast and (if applicable) one prepared spell of that level; this loss persists until the negative level is removed. Negative levels remain until 24 hours have passed or until they are removed with a spell, such as restoration. If a negative level is not removed before 24 hours have passed, the affected creature must attempt a Fortitude save (DC 10 + 1/2 draining creature's racial HD + draining creature's Cha modifier; the exact DC is given in the creature's descriptive text). On a success, the negative level goes away with no harm to the creature. On a failure, the negative level goes away, but the creature's level is also reduced by one. A separate saving throw is required for each negative level.

Also see Energy Drain and Negative Levels under Special Abilities.

Evil Subtype: A subtype usually applied only to outsiders native to the evil-aligned Outer Planes. Evil outsiders are also called fiends. Most creatures that have this subtype also have evil alignments; however, if their alignments change, they still retain the subtype. Any effect that depends on alignment affects a creature with this subtype as if the creature has an evil alignment, no matter what its alignment actually is. The creature also suffers effects according to its actual alignment. A creature with the evil subtype overcomes damage reduction as if its natural weapons and any weapons it wields were evil-aligned (see Damage Reduction, above).

Extraplanar Subtype: A subtype applied to any creature when it is on a plane other than its native plane. A creature that travels the planes can gain or lose this subtype as it goes from plane to plane. Monster entries assume that encounters with creatures take place on the Material Plane, and every creature whose native plane is not the Material Plane has the extraplanar subtype (but would not have when on its home plane). Every extraplanar creature in this book has a home plane mentioned in its description. Creatures not labeled as extraplanar are natives of the Material Plane, and they gain the extraplanar subtype if they leave the Material Plane. No creature has the extraplanar subtype

when it is on a transitive plane, such as the Astral Plane, the Ethereal Plane, and the Plane of Shadow.

Fast Healing (Ex): A creature with the fast healing special quality regains hit points at an exceptionally fast rate, usually 1 or more hit points per round, as given in the creature's entry. Except where noted here, fast healing is just like natural healing. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, and it does not allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached.

Also see Fast Healing under Special Abilities.

Fear (Su or Sp): Fear attacks can have various effects.

Fear Aura (Su): The use of this ability is a free action. The aura can freeze an opponent (such as a mummy's despair) or function like the fear spell. Other effects are possible. A fear aura is an area effect. The descriptive text gives the size and kind of area.

Fear Cones (Sp) and Rays (Su): These effects usually work like the fear spell.

If a fear effect allows a saving throw, it is a Will save (DC 10 + 1/2 fearsome creature's racial HD + creature's Cha modifier; the exact DC is given in the creature's descriptive text). All fear attacks are mind-affecting fear effects.

Also see Fear under Special Abilities.

Fey Type: A fey is a creature with supernatural abilities and connections to nature or to some other force or place. Fey are usually human-shaped.

Features: A fey has the following features.

6-sided Hit Dice.

Base attack bonus equal to 1/2 total Hit Dice (as wizard).

Good Reflex and Will saves.

Skill points equal to (6 + Int modifier, minimum 1) per Hit Die, with quadruple skill points for the first Hit Die.

Traits: A fey possesses the following traits (unless otherwise noted in a creature's entry).

Low-light vision.

Proficient with all simple weapons and any weapons mentioned in its entry.

Proficient with whatever type of armor (light, medium, or heavy) that it is described as wearing, as well as all lighter types. Fey not indicated as wearing armor are not proficient with armor. Fey are proficient with shields if they are proficient with any form of armor.

Fey eat, sleep, and breathe.

Fire Subtype: A creature with the fire subtype has immunity to fire. It has vulnerability to cold, which means it takes half again as much (+50%) damage as normal from cold, regardless of whether a saving throw is allowed, or if the save is a success or failure.

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

Frightful Presence (Ex): This special quality makes a creature's very presence unsettling to foes. It takes effect automatically when the creature performs some sort of dramatic action (such as charging, attacking, or snarling). Opponents within range who witness the action may become frightened or shaken. Actions required to trigger the ability are given in the creature's descriptive text. The range is usually 30 feet, and the duration is usually 5d6 rounds. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Will save (DC 10 + 1/2 frightful creature's racial HD + frightful creature's Cha modifier; the exact DC is given in the creature's descriptive text). An opponent that succeeds on the saving throw is immune to that same creature's frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

Gaze (Su): A gaze special attack takes effect when opponents look at the creature's eyes. The attack can have almost any sort of effect: petrification, death, charm, and so on. The typical range is 30 feet, but

check the creature's entry for details. The type of saving throw for a gaze attack varies, but it is usually a Will or Fortitude save (DC 10 + 1/2 gazing creature's racial HD + gazing creature's Cha modifier; the exact DC is given in the creature's descriptive text). A successful saving throw negates the effect. A monster's gaze attack is described in abbreviated form in its description. 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, and so on. Each round, the opponent has a 50% chance to not need 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 opponent 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 also can veil its eyes, thus negating its gaze ability.

Also see Gaze Attacks under Special Abilities.

Giant Type: A giant is a humanoid-shaped creature of great strength, usually of at least Large size.

Features: A giant has the following features.

8-sided Hit Dice.

Base attack bonus equal to 3/4 total Hit Dice (as cleric).

Good Fortitude saves.

Skill points equal to (2 + Int modifier, minimum 1) per Hit Die, with quadruple skill points for the first Hit Die.

Traits: A giant possesses the following traits (unless otherwise noted in a creature's entry).

Low-light vision.

Proficient with all simple and martial weapons, as well as any natural weapons.

Proficient with whatever type of armor (light, medium or heavy) it is described as wearing, as well as all lighter types. Giants not described as wearing armor are not proficient with armor. Giants are proficient with shields if they are proficient with any form of armor.

Giants eat, sleep, and breathe.

Goblinoid Subtype: Goblinoids are stealthy humanoids who live by hunting and raiding and who all speak Goblin.

Good Subtype: A subtype usually applied only to outsiders native to the good-aligned Outer Planes. Most creatures that have this subtype also have good alignments; however, if their alignments change, they still retain the subtype. Any effect that depends on alignment affects a creature with this subtype as if the creature has a good alignment, no matter what its alignment actually is. The creature also suffers effects according to its actual alignment. A creature with the good subtype overcomes damage reduction as if its natural weapons and any weapons it wields were good-aligned (see Damage Reduction, above).

Humanoid Type: A humanoid usually has two arms, two legs, and one head, or a humanlike torso, arms, and a head. Humanoids have few or no supernatural or extraordinary abilities, but most can speak and usually have well-developed societies. They usually are Small or Medium. Every humanoid creature also has a subtype.

Humanoids with 1 Hit Die exchange the features of their humanoid Hit Die for the class features of a PC or NPC class. Humanoids of this sort are presented as 1st-level warriors, which means that they have average combat ability and poor saving throws.

Humanoids with more than 1 Hit Die are the only humanoids who make use of the features of the humanoid type.

Features: A humanoid has the following features (unless otherwise noted in a creature's entry).

8-sided Hit Dice, or by character class.

Base attack bonus equal to 3/4 total Hit Dice (as cleric).

Good Reflex saves (usually; a humanoid's good save varies).

Skill points equal to (2 + Int modifier, minimum 1) per Hit Die, with quadruple skill points for the first Hit Die, or by character class.

Traits: A humanoid possesses the following traits (unless otherwise noted in a creature's entry).

Proficient with all simple weapons, or by character class.

Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing, or by character class. If a humanoid does not have a class and wears armor, it is proficient with that type of armor and all lighter types. Humanoids not indicated as wearing armor are not proficient with armor. Humanoids are proficient with shields if they are proficient with any form of armor.

Humanoids breathe, eat, and sleep.

Improved Grab (Ex): If a creature with this special attack hits with a melee weapon (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. No initial touch attack is required. Unless otherwise noted, improved 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 improved grab to hold the opponent. If it chooses to do the latter, it takes a –20 penalty on grapple checks, but is not considered grappled itself; the creature does not lose its Dexterity bonus to AC, still threatens an area, and can use its remaining attacks against other opponents. A successful hold does not deal any extra damage unless the creature also has the constrict special attack. If the creature does not constrict, each successful grapple check it makes during successive rounds automatically deals the damage indicated for the attack that established the hold. Otherwise, it deals constriction damage as well (the amount is given in the creature's descriptive text). When a creature gets a hold after an improved grab attack, it pulls the opponent into its space. This act does not provoke attacks of opportunity. It can even move (possibly carrying away the opponent), provided it can drag the opponent's weight.

Incorporeal Subtype: An incorporeal creature has no physical body. It can be harmed only by other incorporeal creatures, magic weapons or creatures that strike as magic weapons, and spells, spell-like abilities, or supernatural abilities. It is immune to all nonmagical attack forms. Even when hit by spells or magic weapons, it has a 50% chance to ignore any damage from a corporeal source (except for positive energy, negative energy, force effects such as magic missile, or attacks made with ghost touch weapons). Although it is not a magical attack, holy water can affect incorporeal undead, but a hit with holy water has a 50% chance of not affecting an incorporeal creature.

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

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

An incorporeal creature's attacks pass through (ignore) natural armor, armor, and shields, although deflection bonuses and force effects (such as mage armor) work normally against it. Incorporeal creatures pass through and operate in water as easily as they do in air. Incorporeal

creatures cannot fall or take falling damage. Incorporeal creatures cannot make trip or grapple attacks, nor can they be tripped or grappled. In fact, they cannot take any physical action that would move or manipulate an opponent or its equipment, nor are they subject to such actions. Incorporeal creatures have no weight and do not set off traps that are triggered by weight.

An incorporeal creature moves silently and cannot be heard with Listen checks if it doesn't wish to be. It has no Strength score, so its Dexterity modifier applies to both its melee attacks and its ranged attacks. Nonvisual senses, such as scent and blindsight, are either ineffective or only partly effective with regard to incorporeal creatures. Incorporeal creatures have an innate sense of direction and can move at full speed even when they cannot see.

Also see Incorporeality under Special Abilities.

Lawful: A subtype usually applied only to outsiders native to the lawful-aligned Outer Planes. Most creatures that have this subtype also have lawful alignments; however, if their alignments change, they still retain the subtype. Any effect that depends on alignment affects a creature with this subtype as if the creature has a lawful alignment, no matter what its alignment actually is. The creature also suffers effects according to its actual alignment. A creature with the lawful subtype overcomes damage reduction as if its natural weapons and any weapons it wields were lawful-aligned (see Damage Reduction, above).

Low-Light Vision (Ex): A creature with low-light vision can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of shadowy illumination. It retains the ability to distinguish color and detail under these conditions.

Magical Beast Type: Magical beasts are similar to animals but can have Intelligence scores higher than 2. Magical beasts usually have supernatural or extraordinary abilities, but sometimes are merely bizarre in appearance or habits.

Features: A magical beast has the following features.

10-sided Hit Dice.

Base attack bonus equal to total Hit Dice (as fighter).

Good Fortitude and Reflex saves.

Skill points equal to (2 + Int modifier, minimum 1) per Hit Die, with quadruple skill points for the first Hit Die.

Traits: A magical beast possesses the following traits (unless otherwise noted in a creature's entry).

Darkvision out to 60 feet and low-light vision.

Proficient with its natural weapons only.

Proficient with no armor.

Magical beasts eat, sleep, and breathe.

Manufactured Weapons: Some monsters employ manufactured weapons when they attack. Creatures that use swords, bows, spears, and the like follow the same rules as characters, including those for additional attacks from a high base attack bonus and two-weapon fighting penalties. This category also includes "found items," such as rocks and logs, that a creature wields in combat—in essence, any weapon that is not intrinsic to the creature.

Some creatures combine attacks with natural and manufactured weapons when they make a full attack. When they do so, the manufactured weapon attack is considered the primary attack unless the creature's description indicates otherwise and any natural weapons the creature also uses are considered secondary natural attacks. These secondary attacks do not interfere with the primary attack as attacking with an off-hand weapon does, but they take the usual –5 penalty (or –2 with the Multiattack feat) for such attacks, even if the natural weapon used is normally the creature's primary natural weapon.

Monstrous Humanoid Type: Monstrous humanoids are similar to humanoids, but with monstrous or animalistic features. They often have magical abilities as well.

Features: A monstrous humanoid has the following features.

8-sided Hit Dice.

Base attack bonus equal to total Hit Dice (as fighter).

Good Reflex and Will saves.

Skill points equal to (2 + Int modifier, minimum 1) per Hit Die, with quadruple skill points for the first Hit Die.

Traits: A monstrous humanoid possesses the following traits (unless otherwise noted in a creature's entry).

Darkvision out to 60 feet.

Proficient with all simple weapons and any weapons mentioned in its entry.

Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing, as well as all lighter types. Monstrous humanoids not indicated as wearing armor are not proficient with armor. Monstrous humanoids are proficient with shields if they are proficient with any form of armor.

Monstrous humanoids eat, sleep, and breathe.

Movement Modes: Creatures may have modes of movement other than walking and running. These are natural, not magical, unless specifically noted in a monster description.

Burrow: A creature with a burrow speed can tunnel through dirt, but not through rock unless the descriptive text says otherwise. Creatures cannot charge or run while burrowing. Most burrowing creatures do not leave behind tunnels other creatures can use (either because the material they tunnel through fills in behind them or because they do not actually dislocate any material when burrowing); see the individual creature descriptions for details.

Climb: A creature with a climb speed has a +8 racial bonus on all Climb checks. The creature must make a Climb check to climb any wall or slope with a DC of more than 0, but it always can choose to take 10 even if rushed or threatened while climbing. The creature climbs at the given speed while climbing. If it chooses an accelerated climb it moves at double the given climb speed (or its base land speed, whichever is lower) and makes a single Climb check at a –5 penalty. Creatures cannot run while climbing. A creature retains its Dexterity bonus to Armor Class (if any) while climbing, and opponents get no special bonus on their attacks against a climbing creature.

Fly: A creature with a fly speed can move through the air at the indicated speed if carrying no more than a light load. (Note that medium armor does not necessarily constitute a medium load.) All fly speeds include a parenthetical note indicating maneuverability, as follows:

Perfect: The creature can perform almost any aerial maneuver it wishes. It moves through the air as well as a human moves over smooth ground.

Good: The creature is very agile in the air (like a housefly or a hummingbird), but cannot change direction as readily as those with perfect maneuverability.

Average: The creature can fly as adroitly as a small bird.

Poor: The creature flies as well as a very large bird.

Clumsy: The creature can barely maneuver at all.

A creature that flies can make dive attacks. A dive attack works just like a charge, but the diving creature must move a minimum of 30 feet and descend at least 10 feet. It can make only claw or talon attacks, but these deal double damage. A creature can use the run action while flying, provided it flies in a straight line.

Swim: A creature with a swim speed can move through water at its swim speed without making Swim checks. It has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. The creature can always choose to take 10 on a Swim check, even if distracted or endangered. The creature can use the run action while swimming, provided it swims in a straight line.

Native Subtype: A subtype applied only to outsiders. These creatures have mortal ancestors or a strong connection to the Material Plane and can be raised, reincarnated, or resurrected just as other living creatures can be. Creatures with this subtype are native to the Material Plane (hence the subtype's name). Unlike true outsiders, native outsiders need to eat and sleep.

Natural Weapons: Natural weapons are weapons that are physically a part of a creature. A creature making a melee attack with a natural weapon is considered armed and does not provoke attacks of opportunity. Likewise, it threatens any space it can reach. Creatures do not receive additional attacks from a high base attack bonus when using natural weapons. The number of attacks a creature can make with its natural weapons depends on the type of the attack—generally, a creature can make one bite attack, one attack per claw or tentacle, one gore attack, one sting attack, or one slam attack (although Large creatures

with arms or arm-like limbs can make a slam attack with each arm). Refer to the individual monster descriptions.

Unless otherwise noted, a natural weapon threatens a critical hit on a natural attack roll of 20.

When a creature has more than one natural weapon, one of them (or sometimes a pair or set of them) is the primary weapon. All the creature's remaining natural weapons are secondary.

The primary weapon is given in the creature's Attack entry, and the primary weapon or weapons is given first in the creature's Full Attack entry. A creature's primary natural weapon is its most effective natural attack, usually by virtue of the creature's physiology, training, or innate talent with the weapon. An attack with a primary natural weapon uses the creature's full attack bonus. Attacks with secondary natural weapons are less effective and are made with a –5 penalty on the attack roll, no matter how many there are. (Creatures with the Multiattack feat take only a –2 penalty on secondary attacks.) This penalty applies even when the creature makes a single attack with the secondary weapon as part of the attack action or as an attack of opportunity.

Natural weapons have types just as other weapons do. The most common are summarized below.

Bite: The creature attacks with its mouth, dealing piercing, slashing, and bludgeoning damage.

Claw or Talon: The creature rips with a sharp appendage, dealing piercing and slashing damage.

Gore: The creature spears the opponent with an antler, horn, or similar appendage, dealing piercing damage.

Slap or Slam: The creature batters opponents with an appendage, dealing bludgeoning damage.

Sting: The creature stabs with a stinger, dealing piercing damage. Sting attacks usually deal damage from poison in addition to hit point damage.

Tentacle: The creature flails at opponents with a powerful tentacle, dealing bludgeoning (and sometimes slashing) damage.

Nonabilities: Some creatures lack certain ability scores. These creatures do not have an ability score of 0—they lack the ability altogether. The modifier for a nonability is +0. Other effects of nonabilities are detailed below.

Strength: Any creature that can physically manipulate other objects has at least 1 point of Strength. A creature with no Strength score can't exert force, usually because it has no physical body or because it doesn't move. The creature automatically fails Strength checks. If the creature can attack, it applies its Dexterity modifier to its base attack bonus instead of a Strength modifier.

Dexterity: Any creature that can move has at least 1 point of Dexterity. A creature with no Dexterity score can't move. If it can perform actions (such as casting spells), it applies its Intelligence modifier to initiative checks instead of a Dexterity modifier. The creature automatically fails Reflex saves and Dexterity checks.

Constitution: Any living creature has at least 1 point of Constitution. A creature with no Constitution has no body or no metabolism. It is immune to any effect that requires a Fortitude save unless the effect works on objects or is harmless. The creature is also immune to ability damage, ability drain, and energy drain, and automatically fails Constitution checks. A creature with no Constitution cannot tire and thus can run indefinitely without tiring (unless the creature's description says it cannot run).

Intelligence: Any creature that can think, learn, or remember has at least 1 point of Intelligence. A creature with no Intelligence score is mindless, an automaton operating on simple instincts or programmed instructions. It has immunity to mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects) and automatically fails Intelligence checks.

Mindless creatures do not gain feats or skills, although they may have bonus feats or racial skill bonuses.

Wisdom: Any creature that can perceive its environment in any fashion has at least 1 point of Wisdom. Anything with no Wisdom score is an object, not a creature. Anything without a Wisdom score also has no Charisma score.

Charisma: Any creature capable of telling the difference between itself and things that are not itself has at least 1 point of Charisma. Anything with no Charisma score is an object, not a creature. Anything without a Charisma score also has no Wisdom score.

Ooze Type: An ooze is an amorphous or mutable creature, usually mindless.

Features: An ooze has the following features.

10-sided Hit Dice.

Base attack bonus equal to 3/4 total Hit Dice (as cleric).

No good saving throws.

Skill points equal to (2 + Int modifier, minimum 1) per Hit Die, with quadruple skill points for the first Hit Die, if the ooze has an Intelligence score. However, most oozes are mindless and gain no skill points or feats.

Traits: An ooze possesses the following traits (unless otherwise noted in a creature's entry).

Mindless: No Intelligence score, and immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).

Blind (but have the blindsight special quality), with immunity to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

Immunity to poison, sleep effects, paralysis, polymorph, and stunning.

Some oozes have the ability to deal acid damage to objects. In such a case, the amount of damage is equal to 10 + 1/2 ooze's HD + ooze's Con modifier per full round of contact.

Not subject to critical hits or flanking.

Proficient with its natural weapons only.

Proficient with no armor.

Oozes eat and breathe, but do not sleep.

Outsider Type: An outsider is at least partially composed of the essence (but not necessarily the material) of some plane other than the Material Plane. Some creatures start out as some other type and become outsiders when they attain a higher (or lower) state of spiritual existence.

Features: An outsider has the following features.

8-sided Hit Dice.

Base attack bonus equal to total Hit Dice (as fighter).

Good Fortitude, Reflex, and Will saves.

Skill points equal to (8 + Int modifier, minimum 1) per Hit Die, with quadruple skill points for the first Hit Die.

Traits: An outsider possesses the following traits (unless otherwise noted in a creature's entry).

Darkvision out to 60 feet.

Unlike most other living creatures, an outsider does not have a dual nature—its soul and body form one unit. When an outsider is slain, no soul is set loose. Spells that restore souls to their bodies, such as raise dead, reincarnate, and resurrection, don't work on an outsider. It takes a different magical effect, such as limited wish, wish, miracle, or true resurrection to restore it to life. An outsider with the native subtype can be raised, reincarnated, or resurrected just as other living creatures can be.

Proficient with all simple and martial weapons and any weapons mentioned in its entry.

Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing, as well as all lighter types. Outsiders not indicated as wearing armor are not proficient with armor. Outsiders are proficient with shields if they are proficient with any form of armor.

Ousiders breathe, but do not need to eat or sleep (although they can do so if they wish). Native outsiders breathe, eat, and sleep.

Paralysis (Ex or Su): This special attack renders the victim immobile. Paralyzed creatures cannot move, speak, or take any physical actions. The creature is rooted to the spot, frozen and helpless. Paralysis works on the body, and a character can usually resist it with a Fortitude saving throw (the DC is given in the creature's description). Unlike hold person and similar effects, a paralysis effect does not allow a new save each round. A winged creature flying in the air at the time that it is paralyzed cannot flap its wings and falls. A swimmer can't swim and may drown.

Also see Paralysis under Special Abilities.

Plant Type: This type comprises vegetable creatures. Note that regular plants, such as one finds growing in gardens and fields, lack Wisdom and Charisma scores (see Nonabilities, above) and are not creatures, but objects, even though they are alive.

Features: A plant creature has the following features.

8-sided Hit Dice.

Base attack bonus equal to 3/4 total Hit Dice (as cleric).

Good Fortitude saves.

Skill points equal to (2 + Int modifier, minimum 1) per Hit Die, with quadruple skill points for the first Hit Die, if the plant creature has an Intelligence score. However, some plant creatures are mindless and gain no skill points or feats.

Traits: A plant creature possesses the following traits (unless otherwise noted in a creature's entry).

Low-light vision.

Immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).

Immunity to poison, sleep effects, paralysis, polymorph, and stunning.

Not subject to critical hits.

Proficient with its natural weapons only.

Proficient with no armor.

Plants breathe and eat, but do not sleep.

Poison (Ex): Poison attacks deal initial damage, such as ability damage (see page 305) or some other effect, to the opponent on a failed Fortitude save. Unless otherwise noted, another saving throw is required 1 minute later (regardless of the first save's result) to avoid secondary damage. A creature's descriptive text provides the details.

A creature with a poison attack is immune to its own poison and the poison of others of its kind.

The Fortitude save DC against a poison attack is equal to 10 + 1/2 poisoning creature's racial HD + poisoning creature's Con modifier (the exact DC is given in the creature's descriptive text).

A successful save avoids (negates) the damage.

Also see Poison under Special Abilities.

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

Powerful Charge (Ex): When a creature with this special attack makes a charge, its attack deals extra damage in addition to the normal benefits and hazards of a charge. The amount of damage from the attack is given in the creature's description.

Psionics (Psi/Su): These are supernatural abilities that a creature generates with the power of its mind. Psionic abilities usually require concentration and a standard action to activate, but many can be activate as a free action. The amount of psionic abilities a being can use are usually limited to a set number of each per day, or by Power Point usage. They effects of psionic abilities can be influenced and prevented by magical abilities designed to interfere with the effect, but magical abilities designed to specifically influence magic have no effect on psionics. The reverse is also true.

Naturally psionic monsters have the following traits:

Manifester Level: Equal to monster Hit Dice.

Combat Modes: Three for 1st monster Hit Die, plus one for every four monster Hit Dice. The first three combat modes **are not** cumulative with the modes from taking psionist base class levels, only the higher amount is gained.

Bonus Feats: One psionic feat for every four monster Hit Dice, and one knack feat at 1st monster Hit Die plus another knack feat for every three monster Hit Dice. These are bonus feats, and are gained in addition to any normally purchased. The monster does not need to have skill prerequisites for these bonus feats.

Common Knack Pool: Naturally psionic monsters have 3 daily uses for their knacks, or 5 if their Intelligence is 10 or higher.

Challenge Rating: Every two Manifester Levels (i.e. Hit Dice for naturally psionic monsters) adds +1 to its final Challenge Rating.

There is a text box for spell-based psionics in each monster description. This is included for games in which the players or GM does not want to use the psionics rules. These magic-based alternate psionics are supernatural abilities, which are used as spell-like abilities except that they cannot be countered.

Also see Psionics under Special Abilities or the Psionics Section.

Rake (Ex): A creature with this special attack gains extra natural attacks when it grapples its foe. Normally, a monster can attack with only one of its natural weapons while grappling, but a monster with the rake ability usually gains two additional claw attacks that it can use only against a grappled foe. Rake attacks are not subject to the usual –4 penalty for attacking with a natural weapon in a grapple.

A monster with the rake ability must begin its turn grappling to use its rake—it can't begin a grapple and rake in the same turn.

Ray (Su or Sp): This form of special attack works like a ranged attack. Hitting with a ray attack requires a successful ranged touch attack roll, ignoring armor, natural armor, and shield and using the creature's ranged attack bonus. Ray attacks have no range increment. The creature's descriptive text specifies the maximum range, effects, and any applicable saving throw.

Also see Rays under Special Abilities.

Regeneration (Ex): A creature with this ability is difficult to kill. Damage dealt to the creature is treated as nonlethal damage. The creature automatically heals nonlethal damage at a fixed rate per round, as given in the entry. Certain attack forms, typically fire and acid, deal lethal damage to the creature, which doesn't go away. The creature's descriptive text describes the details. A regenerating creature that has been rendered unconscious through nonlethal damage can be killed with a coup de grace. The attack cannot be of a type that automatically converts to nonlethal damage.

Attack forms that don't deal hit point damage ignore regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. Regenerating creatures can regrow lost portions of their bodies and can reattach severed limbs or body parts; details are in the creature's descriptive text. Severed parts that are not reattached wither and die normally.

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

Also see Regeneration under Special Abilities.

Reptilian Subtype: These creatures are scaly and usually coldblooded. The reptilian subtype is only used to describe a set of humanoid races, not all animals and monsters that are truly reptiles.

Resistance to Energy (Ex): A creature with this special quality ignores some damage of the indicated type each time it takes damage of that kind (commonly acid, cold, fire, or electricity). The entry indicates the amount and type of damage ignored.

Also see Resistance to Energy under Special Abilities.

Scent (Ex): This special quality allows a creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors just as humans do familiar sights.

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

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

Whenever the creature comes within 5 feet of the source, the creature pinpoints the source's location.

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

Also see Scent under Special Abilities.

Shapechanger Subtype: A shapechanger has the supernatural ability to assume one or more alternate forms. Many magical effects

allow some kind of shape shifting, and not every creature that can change shapes has the shapechanger subtype.

Traits: A shapechanger possesses the following traits (unless otherwise noted in a creature's entry).

Proficient with its natural weapons, with simple weapons, and with any weapons mentioned in the creature's description.

Proficient with any armor mentioned in the creature's description, as well as all lighter forms. If no form of armor is mentioned, the shapechanger is not proficient with armor. A shapechanger is proficient with shields if it is proficient with any type of armor.

Sonic Attacks (Su): Unless otherwise noted, a sonic attack follows the rules for spreads. The range of the spread is measured from the creature using the sonic attack. Once a sonic attack has taken effect, deafening the subject or stopping its ears does not end the effect. Stopping one's ears ahead of time allows opponents to avoid having to make saving throws against mind-affecting sonic attacks, but not other kinds of sonic attacks (such as those that deal damage). Stopping one's ears is a full-round action and requires wax or other soundproof material to stuff into the ears.

Special Abilities: A special ability is either extraordinary (Ex), spell-like (Sp), or supernatural (Su).

Extraordinary: Extraordinary abilities are nonmagical, don't become ineffective in an antimagic field, and are not subject to any effect that disrupts magic. Using an extraordinary ability is a free action unless otherwise noted.

Spell-Like: Spell-like abilities are magical and work just like spells (though they are not spells and so have no verbal, somatic, material, focus, or XP components). They go away in an antimagic field and are subject to spell resistance if the spell the ability resembles or duplicates would be subject to spell resistance.

A spell-like ability usually has a limit on how often it can be used. A spell-like ability that can be used at will has no use limit. Using a spell-like ability is a standard action unless noted otherwise, and doing so while threatened provokes attacks of opportunity. It is possible to make a Concentration check to use a spell-like ability defensively and avoid provoking an attack of opportunity, just as when casting a spell. A spell-like ability can be disrupted just as a spell can be. Spell-like abilities cannot be used to counterspell, nor can they be counterspelled.

For creatures with spell-like abilities, a designated caster level defines how difficult it is to dispel their spell-like effects and to define any level-dependent variables (such as range and duration) the abilities might have. The creature's caster level never affects which spell-like abilities the creature has; sometimes the given caster level is lower than the level a spellcasting character would need to cast the spell of the same name. If no caster level is specified, the caster level is equal to the creature's Hit Dice. The saving throw (if any) against a spell-like ability is 10 + the level of the spell the ability resembles or duplicates + the creature's Cha modifier.

Some spell-like abilities duplicate spells that work differently when cast by characters of different classes. A monster's spell-like abilities are presumed to be the sorcerer/wizard versions. If the spell in question is not a sorcerer/wizard spell, then default to cleric, druid, bard, paladin, and ranger, in that order.

Supernatural: Supernatural abilities are magical and go away in an antimagic field but are not subject to spell resistance. Supernatural abilities cannot be dispelled. Using a supernatural ability is a standard action unless noted otherwise. Supernatural abilities may have a use limit or be usable at will, just like spell-like abilities. However, supernatural abilities do not provoke attacks of opportunity and never require Concentration checks. Unless otherwise noted, a supernatural ability has an effective caster level equal to the creature's Hit Dice. The saving throw (if any) against a supernatural ability is 10 + 1/2 the creature's HD + the creature's ability modifier (usually Charisma).

Spell Immunity (Ex): A creature with spell immunity avoids the effects of spells and spell-like abilities that directly affect it. This works exactly like spell resistance, except that it cannot be overcome. Sometimes spell immunity is conditional or applies to only spells of a certain kind or level. Spells that do not allow spell resistance are not affected by spell immunity.

Spell Resistance (Ex): A creature with spell resistance can avoid the effects of spells and spell-like abilities that directly affect it. To determine if a spell or spell-like ability works against a creature with spell resistance, the caster must make a caster level check (1d20 + caster level). If the result equals or exceeds the creature's spell resistance, the spell works normally, although the creature is still allowed a saving throw.

Also see Spell Resistance under Special Abilities.

Spells: Sometimes a creature can cast arcane or divine spells just as a member of a spellcasting class can (and can activate magic items accordingly). Such creatures are subject to the same spellcasting rules that characters are, except as follows.

A spellcasting creature that lacks hands or arms can provide any somatic component a spell might require by moving its body. Such a creature also does need material components for its spells. The creature can cast the spell by either touching the required component (but not if the component is in another creature's possession) or having the required component on its person. Sometimes spellcasting creatures utilize the Eschew Materials feat to avoid fussing with noncostly components.

A spellcasting creature is not actually a member of a class unless its entry says so, and it does not gain any class abilities. A creature with access to cleric spells must prepare them in the normal manner and receives domain spells if noted, but it does not receive domain granted powers unless it has at least one level in the cleric class.

Summon (Sp): A creature with the summon ability can summon specific other creatures of its kind much as though casting a summon monster spell, but it usually has only a limited chance of success (as specified in the creature's entry). Roll d%: On a failure, no creature answers the summons. Summoned creatures automatically return whence they came after 1 hour. A creature that has just been summoned cannot use its own summon ability for 1 hour. Most creatures with the ability to summon do not use it lightly, since it leaves them beholden to the summoned creature. In general, they use it only when necessary to save their own lives. An appropriate spell level is given for each summoning ability for purposes of Concentration checks and attempts to dispel the summoned creature. No experience points are awarded for summoned monsters.

Swallow Whole (Ex): If a creature with this special attack begins its turn with an opponent held in its mouth (see Improved Grab), it can attempt a new grapple 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 has various consequences, depending on the creature doing the swallowing. A swallowed creature is considered to be grappled, while the creature that did the swallowing is not. A swallowed creature can try to cut its way free with any light slashing or piercing weapon (the amount of cutting damage required to get free is noted in the creature description), or it can just try to escape the grapple. The Armor Class of the interior of a creature that swallows whole is normally $10 + \frac{1}{2}$ its natural armor bonus, with no modifiers for size or Dexterity. If the swallowed creature escapes the grapple, success puts it back in the attacker's mouth, where it may be bitten or swallowed again.

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

A swarm of Tiny creatures consists of 300 nonflying creatures or 1,000 flying creatures. A swarm of Diminutive creatures consists of

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

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

A swarm is immune to any spell or effect that targets a specific number of creatures (including single-target spells such as disintegrate), with the exception of mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects) 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 that created by a gust of wind spell. For purposes of determining the effects of wind on a swarm, treat the swarm as a creature of the same size as its constituent creatures. A swarm rendered unconscious by means of nonlethal damage becomes disorganized and dispersed, and does not reform until its hit points exceed its nonlethal damage.

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

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

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

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

Distraction (Ex): Any living creature vulnerable to a swarm's damage that begins its turn with a swarm in its square is nauseated for 1 round; a Fortitude save (DC $10 + \frac{1}{2}$ swarm's HD + swarm's Con modifier; the exact DC is given in a swarm's description) negates the effect. Spellcasting or concentrating on spells within the area of a swarm requires a Concentration check (DC $20 + \text{spell level}$). Using skills that involve patience and concentration requires a DC 20 Concentration check.

Telepathy (Su): A creature with this ability can communicate telepathically with any other creature within a certain range (specified in the creature's entry, usually 100 feet) that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Some creatures have a limited form of telepathy, while others have a more powerful form of the ability.

Trample (Ex): As a full-round action, a creature with this special attack can move up to twice its speed and literally run over any opponents at least one size category smaller than itself. The creature merely has to move over the opponents in its path; any creature whose space is completely covered by the trampling creature's space is subject to the trample attack. If a target's space is larger than 5 feet, it is only considered trampled if the trampling creature moves over all the squares it occupies. If the trampling creature moves over only some of a target's space, the target can make an attack of opportunity against the trampling creature at a -4 penalty. A trampling creature that accidentally ends its movement in an illegal space returns to the last legal position it occupied, or the closest legal position, if there's a legal position that's closer.

A trample attack deals bludgeoning damage (the creature's slam damage + 1-1/2 times its Str modifier). The creature's descriptive text gives the exact amount.

Trampled opponents can attempt attacks of opportunity, but these take a -4 penalty. If they do not make attacks of opportunity, trampled opponents can attempt Reflex saves 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.

Tremorsense (Ex): A creature with tremorsense is sensitive to vibrations in the ground and can automatically pinpoint the location of anything that is in contact with the ground. Aquatic creatures with tremorsense can also sense the location of creatures moving through water. The ability's range is specified in the creature's descriptive text.

Also see Tremorsense under Special Abilities.

Treasure: This entry in a monster description describes how much wealth a creature owns. In most cases, a creature keeps valuables in its home or lair and has no treasure with it when it travels. Intelligent creatures that own useful, portable treasure (such as magic items) tend to carry and use these, leaving bulky items at home. Treasure can include coins, goods, and items. Creatures can have varying amounts of each, as follows.

Standard: Refer to the treasure tables and roll d% once for each type of treasure (Coins, Goods, Items) on the Level section of the table that corresponds to the creature's Challenge Rating (for groups of creatures, use the Encounter Level for the encounter instead). Some creatures have double, triple, or even quadruple standard treasure; in these cases, roll for each type of treasure two, three, or four times.

None: The creature collects no treasure of its own.

Nonstandard: Some creatures have quirks or habits that affect the types of treasure they collect. These creatures use the same treasure tables, but with special adjustments.

Fractional Coins: Roll on the Coins column in the section corresponding to the creature's Challenge Rating, but divide the result as indicated.

% Goods or Items: The creature has goods or items only some of the time. Before checking for goods or items, roll d% against the given percentage. On a success, make a normal roll on the appropriate Goods or Items column (which may still result in no goods or items).

Double Goods or Items: Roll twice on the appropriate Goods or Items column.

Parenthetical Notes: Some entries for goods or items include notes that limit the types of treasure a creature collects.

When a note includes the word "no," it means the creature does not collect or cannot keep that thing. If a random roll generates such a result, treat the result as "none" instead.

When a note includes the word "only," the creature goes out of its way to collect treasure of the indicated type. Treat all results from that column as the indicated type of treasure.

It's sometimes necessary to reroll until the right sort of item appears.

Turn Resistance (Ex): A creature with this special quality (usually an undead) is less easily affected by clerics or paladins. When resolving a turn, rebuke, command, or bolster attempt, add the indicated number to the creature's Hit Dice total.

Also see Turn Resistance under Special Abilities.

Undead Type: Undead are once-living creatures animated by spiritual or supernatural forces.

Features: An undead creature has the following features.

12-sided Hit Dice.

Base attack bonus equal to 1/2 total Hit Dice (as wizard).

Good Will saves.

Skill points equal to (4 + Int modifier, minimum 1) per Hit Die, with quadruple skill points for the first Hit Die, if the undead creature has an Intelligence score. However, many undead are mindless and gain no skill points or feats.

Traits: An undead creature possesses the following traits (unless otherwise noted in a creature's entry).

No Constitution score.

Darkvision out to 60 feet.

Immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).

Immunity to poison, sleep effects, paralysis, stunning, disease, and death effects.

Not subject to critical hits, nonlethal damage, ability drain, or energy drain. Immune to damage to its physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects.

Cannot heal damage on its own if it has no Intelligence score, although it can be healed. Negative energy (such as an inflict spell) can heal undead creatures. The fast healing special quality works regardless of the creature's Intelligence score.

Immunity to any effect that requires a Fortitude save (unless the effect also works on objects or is harmless).

Uses its Charisma modifier for Concentration checks.

Not at risk of death from massive damage, but when reduced to 0 hit points or less, it is immediately destroyed.

Not affected by raise dead and reincarnate spells or abilities. Resurrection and true resurrection can affect undead creatures. These spells turn undead creatures back into the living creatures they were before becoming undead.

Proficient with its natural weapons, all simple weapons, and any weapons mentioned in its entry.

Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing, as well as all lighter types. Undead not indicated as wearing armor are not proficient with armor. Undead are proficient with shields if they are proficient with any form of armor.

Undead do not breathe, eat, or sleep.

Vermin Type: This type includes insects, arachnids, other arthropods, worms, and similar invertebrates.

Features: Vermin have the following features.

8-sided Hit Dice.

Base attack bonus equal to 3/4 total Hit Dice (as cleric).

Good Fortitude saves.

Skill points equal to (2 + Int modifier, minimum 1) per Hit Die, with quadruple skill points for the first Hit Die, if the vermin has an Intelligence score. However, most vermin are mindless and gain no skill points or feats.

Traits: Vermin possess the following traits (unless otherwise noted in a creature's entry).

Mindless: No Intelligence score, and immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).

Darkvision out to 60 feet.

Proficient with their natural weapons only.

Proficient with no armor.

Vermin breathe, eat, and sleep.

Vulnerability to Energy: Some creatures have vulnerability to a certain kind of energy effect (typically either cold or fire). Such a creature takes half again as much (+50%) damage as normal from the effect, regardless of whether a saving throw is allowed, or if the save is a success or failure.

Water Subtype: This subtype usually is used for elementals and outsiders with a connection to the Elemental Plane of Water. Creatures with the water subtype always have swim speeds and can move in water without making Swim checks. A water creature can breathe underwater and usually can breathe air as well.

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