

Rite Publishing Presents

# 101 Variant Monsters



By Steven D. Russell



Rite Publishing Presents:

# 101 Variant Monsters

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—for his inspiring artwork.

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## 101 Variant Monsters

CR 1

### Brownie of the Solstice Court (Brownie)

**Description** Unlike normal brownies, these creatures are manically hateful, with constant scowls on their faces.

**Ranged** Longbow +6 (1d6/x3). This replaces a brownie's short sword melee attack.

**Disorienting Faerie Dust (Su)** When a brownie of the solstice court fires an arrow from any bow, it can decide to change the arrow's properties by sprinkling it with magical fairy dust. Doing so is a free action as long as the brownie is the one who fires the arrow. A brownie of the solstice court can generate a number of uses of dust equal to its Charisma score each day (17 uses per day for most brownies of the solstice court)—the dust is useless to another creature unless the brownie of the solstice court gives the dust freely. In this case, the brownie of the solstice court chooses what effect the dust will have on an ally's arrow when it is applied, and it takes a move action to apply the dust to the ally's arrow. Once this dust is applied to an arrow, the disorienting effect persists on the arrow for only 1 round. As long as an arrow is altered in this way, a brownie of the solstice court can choose whether or not it inflicts damage when it hits.

When a disorienting weapon successfully hits a creature, that creature must make a Will save (DC 13), or it suffers a -4 circumstance penalty to initiative checks, attack rolls, Acrobatics, Fly, Jump, Perception, and Swim checks for 5 minutes. Also, whenever the creature moves, it must roll 1d8 to randomly determine the actual direction traveled (as a splash weapon). If the save is successful, the brownie's opponent is immune to this dust's disorienting effect for 24 hours. This is a mind-affecting compulsion effect. The save DC is Charisma-based.

This ability replaces the brownie's *lesser confusion* spell-like ability.

**Feats** Ability Focus (Disorienting Fairy Dust)<sup>B</sup> replaces Weapon Finesse.

### Darkhood (Darkmantle)

**Description** Darkhoods are slightly shorter and wider than darkmantles and have tendrils that are much thinner than a typical specimen.

**Envelop Head (Ex)** A darkhood can attempt to strangle and suffocate an opponent with its body and its tendrils when it makes a successful grapple check. Opponents add +4 to their CMD if wearing full plate or a leather collar -or- +10 if wearing a gorget and may choose to hold their breath, if they were not surprised. If the darkhood's combat maneuver check is successful, it begins doing damage equal to its slam attack. In addition, a target that was not able to hold



*Brownies of the Solstice Court*

its breath must make a DC 12 Constitution check. The check must be repeated each round, with the DC increasing by +1 for each previous check. If the target fails one of these Constitution checks, she begins to suffocate. In the first round, she falls unconscious (0 hit points). In the following round, she drops to -1 hit points and is dying. In the third round, she suffocates and dies.

If a target has its head enveloped, it can attempt to break free as a standard action by making a combat maneuver check (DC equal to the dark hood's CMD +4, usually 17)—this does not provoke an attack of opportunity, or an Escape Artist check (same DC), or by simply attempting to kill the darkhood. However, attacks that hit an enveloping darkhood deal half their damage to the monster and half to the trapped victim. This replaces a darkmantle's constrict special attack and *darkness* spell-like abilities.

### Desert Ghul (Ghoul)

**Description** Desert ghuls lack the pallid stretched flesh of a standard ghoul, instead having an ethnicity and complexion more akin to tribesmen of desert areas. They also lack the starved frame of their kin if they have used their cannibalistic healing in the last 24 hours.

**Cannibalistic Healing (Su)** So long as the desert ghul has fed upon the flesh of a dead creature with the



same creature type as the desert ghul within the last 24 hours, it has fast healing equal to its Cha modifier (usually +2).

This replaces a ghouls disease special attack

**Change Shape (Su)** Hyena, *beast shape I* any bonus to Constitution is instead added to Charisma.

This replaces a ghouls channel resistance +2.

### Exemplary Troglodytes (Troglodytes)

**Description** An exemplary troglodyte's hide is a deep, lustrous black and the frilled crest on its head and back is full of multiple bright colors like that of an exotic bird.

**Pheromone Enhancement (Ex)** An exemplary troglodyte secretes an oily chemical that boosts the performance and morale of other troglodytes and creatures with the scent ability. All troglodytes and creatures with the scent ability within 30 ft. gain a +2 morale bonus on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks.

This replaces a troglodyte's stench ability.

### Giant Armadeiras Spider (Giant Spider) CR \*1

**Description** The presence of red pedipalps and dark linear stripes on the frontal palps along with the presence of a single, thin, black line running along the back of the spider's carapace differentiate a giant armadeiras spider from typical giant spiders.

**Poison (Ex)** Bite—injury; *save* Fort DC 14; *frequency* 1/round for 6 rounds; *effect* 1d3 Str, Dex, and Con damage; *cure* 2 consecutive saves.

*Special* Anti-toxin has no effect on this poison, In addition, if a subject fails two consecutive saves it begins to asphyxiate and must make a DC 10 Constitution check. The check must be repeated each round, with the DC increasing by +1 for each previous check. If the subject fails one of these Constitution checks, she begins to suffocate. In the first round, she falls unconscious (0 hit points). In the following round, she drops to -1 hit points and is dying. In the third round, she suffocates and dies. Once the poison is cured, a Heal check DC 15 is required to perform first aid and restore normal breathing. Finally, if a subject fails 3 consecutive saves it will be unable to produce or bear offspring. This is a touchy subject, and the final effects of this affliction might be entirely unimportant in some campaigns, please ignore this final effect if it is not suitable.

This replaces a giant spider's normal poison special attack.

## CR2

### Dream Imp (Imp)

**Description** Dreamimps often appear distracted, and daydreaming is common. When they use their power to merge the waking and dreaming worlds, however, their minds gain a crystal clarity and focus that is reflected on their countenances. Dreamimps serve the Khan of Nightmares or other dark slumbering deities.

They despise the waking world and seek to put the whole of the world to sleep.

**Subtype** Native subtype replaces the imp's devil and extraplanar subtypes.

**DR** 5/good or piercing, this replaces an imp's DR 5/good or silver.

**Soothing Gaze (Su)** Any creature within 20 ft. that meets the imp's gaze must succeed on a Will save (DC 13) or take a -5 penalty on Perception checks and a -2 penalty on Will saves against sleep effects for as long as it remains within range. A new save is required each round until the creature either fails or is no longer within range. A dream imp can suppress or resume this ability as a free action anytime during a round. After 1 hour of complete rest, soothed characters are no longer soothed.

This ability replaces the imp's *suggestion* spell-like ability.

**Waking Dream (Su)** As a standard action, a dream imp can cause the area within 100 ft. of its position to become hazy and dreamlike; it can also suppress this ability as a standard action. This effect penetrates solid objects and even crosses the boundary with the Ethereal Plane. Distances and speeds in the affected area become hard to judge. Bright areas seem dark, and dark areas appear to have some hazy illumination. Colors blend into one another in strange and unpredictable ways, and creatures seem to take on the features of objects or other creatures. Every other creature in the affected area takes a -4 penalty on all attack rolls, checks, and saves as long as it remains in the area.

A creature outside the area taking any action that would affect creatures within or on the other side of the area also takes a -4 penalty on any associated roll or check. Waking dream is an illusion (figment) effect with no save, but creatures that are immune to illusion effects are immune to this effect. *True seeing* and similar effects allow a creature to act in the affected area without taking the penalty. Dreamimps are immune to the penalties caused by their own waking dream and those of other dreamimps.

This ability replaces the imp's *invisibility* spell-like ability.

**Poison** Sting—injury; *save* Fort DC 13; *frequency* 1/round for 6 rounds; *effect* sleep (unconscious) for 2d4 hours; *cure* 1 save. The save DC is Constitution-based, and includes a +2 racial bonus.

This replaces an imp's normal poison special attack.

**Environment** any (Dream) replaces an imp's any (Hell)

### Filcher Leprechaun (Leprechaun)

**Description** Instead of carrying a bottle, a filcher leprechaun has a pot strapped to its back into which it can toss its ill-gotten gains; it also carries a bow rather than a club. Filcher leprechauns, unlike more typical leprechauns, are greedy and will steal and hoard away anything of value, not just gold.

**Ranged** Longbow +7 (1d6-1/×3); this replaces a leprechaun's club melee attack.

**Filching Faerie Dust (Su)** When a filcher leprechaun fires an arrow from any bow, it can decide to change the

arrow's properties by sprinkling it with magical faerie dust. Doing so is a free action as long as the filcher leprechaun is the one who fires the arrow. A filcher leprechaun can generate a number of uses of dust equal to its Charisma score each day (16 uses per day for most filcher leprechauns)—the dust is useless to another creature unless the filcher leprechaun gives the dust freely. In this case, the filcher leprechaun chooses what effect the dust will have on an ally's arrow when it is applied, and it takes a move action to apply the dust to the ally's arrow. Once this dust is applied to an arrow, the effect persists on the arrow for only 1 round. As long as an arrow is altered in this way, a filcher leprechaun can choose whether or not it inflicts damage when it hits.

When a filching weapon successfully hits a creature, that creature must make a Will save (DC 17), or one attended object chosen by the filcher leprechaun, that does not exceed the maximum load of the filcher leprechaun, belonging to the opponent disappears from its possession and reappears in the hand of or next to the filcher leprechaun. If the save is successful, the filcher leprechaun's opponent is immune to this dust's filching effect for 24 hours. This is a conjuration (teleportation) effect and the save DC is Charisma-based.

This replaces a leprechaun's *color spray* and *shillelagh* spell-like abilities.

**Feats** Ability Focus (filching faerie dust) replaces a leprechaun's Weapon Finesse.

**Environment** any cold, temperate, or urban; this replaces a leprechaun's temperate woodlands.

### Fishernet (Cave Fisher)

**Ranged** vicious net +3 (entangle) this replaces a cave fisher's filament ranged attack.

**Vicious Net (Ex)** A fishernet makes a ranged touch attack with a range of 60 ft. If it hits, the target is entangled. If the fishernet controls the trailing filament by succeeding on an opposed Strength check while holding it, the entangled creature can move only within the limits that the filament line allows.

An entangled creature can escape with a DC 25 Escape Artist check (a full-round action). The net has 5 hit points and can be burst with a DC 20 Strength check (also a full-round action). A net is useful only against creatures one size category larger than the fishernet (Large) or smaller. This viscous net is AC 14 (touch 12), has 5 hit points, and has DR 15/slashing. An application of liquid with high alcohol content (or a dose of *universal solvent*) dissolves the adhesive and releases the creature caught by the net. A fishernet can have only one viscous net active at a time.

This ability replaces a cave fisher's filament and pull special attacks.

### Flicker Wolf (Blink Dog)

**Description** This unusually large wolf has a coarse, tawny coat and pale eyes. A faint red nimbus seems to dance upon its fur and it has an evil, almost intelligent light shining in its deep red eyes.

**Alignment** LE (this replaces a blink dog's normal LG).



*Flicker Wolf*

**Melee** Bite +4 (1d6+1 plus trip); this replaces a standard blink dog's normal melee attack.

**Blink** A flicker wolf has minor selective control over its constant *blink* effects. As a result, it can move through solid objects with no chance of failure.

**Portal Bite (Su)** The flicker wolf can create small portals through the Ethereal Plane and broach nearly any protections or barriers except those that prevent planar travel. Each portal is a small, translucent circular window of flickering light 3 ft. in diameter that coalesces out of a swirl of flickering motes, and the flicker wolf can manifest one as a swift action once per round with the other end appearing at a range of 400 ft. of its body. Although the flicker wolf cannot move completely through these portals, it can use them to see through and attack with its bite attack. This allows them to ignore all deflection, shield and armor bonuses to AC plus, if an opponent fails a Reflex save (DC 13), the target does not gain the benefit of his Dexterity bonus to AC against the first bite attack (if any) in a given round. The save DC is Dexterity-based.

This ability replaces the blink dog's quickened *dimension door* spell-like ability.

### Glittering Faerie Dragon (Faerie Dragon)

**Description** A glittering faerie dragon is not only brightly colored but it twinkles and shimmers in the light.

**Breath Weapon (Faerie Dust)** 5-ft. cone, faerie dust or pixie dust (see faerie dust in the product, or pixie dust in the *Pathfinder Roleplaying Game: Bestiary*), DC 12 negates. Creatures affected by this breath weapon are subject to the effects of any one form of faerie dust or pixie dust it chooses. It can change the type of dust it breathes as a swift action. A glittering faerie dragon can use this breath weapon once every 1d4 rounds. The save DC is Constitution-based.

This ability replaces the faerie dragon's standard breath weapon.

**Faerie Dust Bite (Su)** When a glittering faerie dragon makes a bite attack it can decide to change the bite's properties by sprinkling it with magical faerie dust or magical pixie dust (it can choose any one form of dust).



Doing so is a free action. A glittering faerie dragon can generate a number of uses of dust equal to its Charisma score each day (16 uses per day for most glittering faerie dragons). Each successful bite attack takes up one use of dust. As long as this bite attack is altered in this way, a glittering faerie dragon can choose whether or not it inflicts damage when it hits.

This ability replaces the faerie dragon's spellcasting ability.

## CR<sub>3</sub>

### Dipian (Hell Hound)

**Description** This black dog has a short coat of hair and an athletic, compact, square build with a masculine, muscular, and noble appearance; however, its teeth and tongue are stained a deep, dark red. It still has the fiery red eyes of its hellhound cousins, but is always has one lame leg. Unlike their fire based kin, dipians despise fire giants and are more at home with vampires, blood knights, and other creatures that also enjoy feeding on blood. They are far more likely to serve an agent or messenger for another creature than be consumed by the hunt, as most hellhounds are.

**Subtype** devil; this replaces the hell hound's fire subtype.

**Senses** see in darkness.

**Immune** fire and poison.

**Resist** 10 acid, cold.

**Speed** 30 ft. This replaces a hellhound's 40 ft. movement.

**Melee** bite +6 (1d8+1 plus grab); this replaces a hell hound's normal melee bite attack.

**Spell-like Abilities** (CL 12th)

1/day—*summon* (level 2, 1 dipian, 50%, 3-12 dipians 20%)

**Consume Blood (Su)** A dipian consumes a creature's blood at the end of its turn if it grapples a foe, dealing 2 points of Constitution damage. A dipian continues to consume blood until it has dealt 8 points of Constitution damage and then drops its prey to return to its lair to digest its meal. When a dipian stops consuming blood, that creature gains the Bleed condition (1 Con). For every 2 points of consumed blood, the dipian gains 5 temporary hit points that last for one hour.

This ability replaces a hellhound's breath weapon.

**CMB** +5 (+9 grapple).

**Feats** Weapon Focus (bite); this replaces a hell hound's Run.

**Languages** telepathy 100 ft.

**Designer's Note** In Catalan myth, Dip is an evil, black, hairy dog, an emissary of the Devil, who sucks peoples' blood. As other figures associated with demons in Catalan myth, he is lame in one leg. Dip is pictured on the heraldry of Pratdip, a municipality in the province of province of Tarragona, Catalonia, Spain.

### Henatrix (Cockatrice)

**Description** Unlike a cockatrice, this appears to have a hen's head, rather than rooster's (and it may appear to be another poultry or game bird, it does not have to be a

chicken). Henatrixes actually feed on glass and are likely to peck away at a glass statue until it shatters (though they would only do so after they had eliminated all potential threats). They are well known for hit and run tactics, and while as aggressive as typical archetypes, they are more patient in their tactics. During its mating season, it attempts to lure roosters, other male poultry, or male game birds.

**Vitrification (Su)** A henatrix's bite causes organic material to slowly transmute—multiple bites can cause a living creature to transform into glass. Each time a creature is damaged by a henatrix's bite attack, it must succeed on a DC 12 Fortitude save or take 1d4 points of Strength damage as its flesh and bones become more fragile. This slow vitrification also inflicts a -1 cumulative circumstance penalty to AC for each successful hit (max equal to the subject's normal Strength score). A creature that is reduced to 0 Strength by a henatrix's bites immediately turns completely to glass as if it were a mindless, inert statue (the target's possessions do not transform). Should the glass be broken or damaged, the target has similar damage or deformities if ever returned to its original state. The target is not dead (its soul does not pass on), but when viewed with spells that detect life, it does not seem to be alive either.

Every day, a creature petrified by a henatrix in this manner can attempt a new DC 12 Fortitude save to recover from the vitrification, at which point the victim returns to flesh with 1 Strength (and thereafter the subject can be restored to full Strength by natural healing or magic as normal; for each point healed remove 1 from the AC penalty)—but after a creature inflicted with vitrification fails three of these Fortitude saves in a row, the glass state becomes permanent. A creature restored to flesh via magic has its Strength damage caused by henatrix bites removed, but not any existing Strength damage from other sources. A henatrix is immune to the vitrification ability of itself and of other henatrixes, but other petrification attacks affect them normally.

A *heal* spell cast on an unshattered statue will restore a creature. A *regenerate* spell, cast on unshattered or shattered glass, will restore a creature. A creature restored by *regenerate* may be slightly altered if any of the shattered fragments were missing (GM discretion). If such missing fragments can be found, another *regenerate* spell will properly restore those bits to the whole creature. Weasels, ferrets, and roosters are immune to a henatrix's vitrification ability. The save DC is Constitution-based.

This replaces a cockatrice's petrification special attack.

**Feats** Skill Focus (stealth) replaces the cockatrice's Skill Focus (perception).

**Skills** Stealth +12; this skill replaces the cockatrice's Perception +10.

**Environment** Any; this replaces the cockatrice's temperate plains.

### Necrotizer (Rust Monster)

**Description** A necrotizer looks exactly like a rust monster except for its pale flesh and dark purple, bruise-

colored tiger-like stripes that run along its body. A necrotizer is more aggressive and violent than a rust monster and has a tendency to fixate on a particular creature for its meal, it also tends to favor a particular type of flesh, often preferring the taste of a particular subtype of humanoid.

**Senses** Scent; this replaces a rust monster's scent metals.

**Melee** antennae +6 touch (necrotizing); this replaces a rust monster's normal antennae melee attack.

**Necrotizing (Su)** A necrotizer's antennae are a primary touch attack that causes any living flesh they touch to swiftly decay and die. A living creature touched must make a successful Fort save (DC 15) or suffer half its maximum hp total in damage and gain the exhausted condition (this may result in a save for massive damage if this amount is over 50 hp), the damage from the hit cannot reduce a creature below 0 hp. If a creature is at 0 hp, is hit, and fails its save, it is reduced to a number of negative hit points equal to its Constitution modifier +1 (-3 for example if its Con modifier is +2). If a creature is at this hp total or less, is hit and fails its save, it dies. Living creatures that use natural attacks or unprotected unarmed strikes must make a Reflex save (DC 15) or suffer 3d6 +5 points of damage from contact with a necrotizer. The save DC is Constitution-based.

This replaces a rust monster's rust ability.

**Feats** Ability Focus (necrotizing) this replaces a rust monster's normal Ability Focus (rust).

## Nimuein (Dryad)

**Description** This variant of the dryad is most often found bonded with conifer trees and her skin is made from this dark bark. Nimuein are disgusted by humanoids, especially spellcasters, and even more so when dealing with those with some kind of monstrous heritage (like a sorcerous bloodline). Nimuein always place them within her nature's prison when she is done manipulating them.

**Alignment** CE; this replaces the dryad's CG.

**Nature's Prison (Su)** A nimuein can create a cocoon-like prison out of the surrounding environment, hidden among the natural setting, which affects one or more living creatures within a 10-ft.-radius burst. This ability has a range of 150 ft. This effect holds a subject in a permanent stasis; while so imprisoned, the subject is helpless, grows no older and its body functions virtually cease. For up to one hour per day, the nimuein can mentally communicate with it, although it is in no way compelled to answer any questions or even respond unless the nimuein uses her *charm person* ability.

Only *locate creature* or similar divinations can find an imprisoned target. A Knowledge (nature) check DC 14 will reveal that a *break enchantment*, *greater restoration*, *lesser restoration*, or *restoration* effect can free a subject.

This ability replaces a dryad's *deep slumber* and *suggestion* spell-like abilities. It can also be dismissed by a nimuein, but her death does not end the effect.

**Environment** arctic and temperate forests; this replaces a dryad's temperate forests.



Nimuein

**Designer's Note** In Arthurian myth Merlin is often imprisoned within an evergreen tree (or a tomb) by a woman (or dryad) he desired who despised him for that desire after he taught her all the secrets of her magic.

## Shadhavar (Unicorn)

**Description** This vicious carnivore is a thin, gazelle-like creature, as tall as a horse with a single fluted, hollow horn; it has dark patches around its eyes, which make it appear as if it is weeping. A shadhavar moves with exceptional poise, though its eyes seem to convey a deep sorrow.

**Alignment** CE; this replaces a unicorn's CG alignment.  
**Aura magic circle against good**; this replaces a unicorn's *magic circle against evil*.

**Horn Song (Su)** The shadhavar can choose to cause wind to pass through its fluted horn causing it to emanate a magical melody that attracts living creatures within 100 ft. and compel them to come toward it unless they succeed at a Will saving throw (DC 21). Affected



creatures feel elated and pleased to be near the shadhavar and desire to touch it. The compulsion to stay in the area or touch the shadhavar is overpowering, and victims will fight to follow their urges. Those affected will neither harm the shadhavar nor defend themselves against its attacks. If an unaffected creature spends a full round shaking an affected one, the victim can attempt another saving throw. This can only be attempted once. A successful second save releases the creature from the compulsion, but it can be subject to the effect again as soon as 1d6 minutes later, even if it is no longer within the shadhavar's range (unless the subject knows for certain the shadhavar is dead). In such a case, the creature must make a third save. If this save fails, the affected creature attempts to return to the shadhavar. The compulsion lasts up to an hour. The save DC is Charisma-based.

This replaces all of a unicorn's wild empathy and spell-like abilities.

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

This replaces a unicorn's normal magic strike ability.

**Racial Modifiers** +3 Survival in plains; this replaces the unicorn's +3 Survival in forests.

**Environment** temperate or warm plains; this replaces a unicorn's temperate forests.

## CR4

### Dreaded Decoy (Scarecrow)

**Description** This appears to be a decoy, similar to a scarecrow, made from metal odds and ends rather than hay and a pumpkin, and it is often made to look like something other than a humanoid figure. It has a small windmill-type device attached to its back that seems to power random movements of its body to scare off other creatures. Although they obey the commands of their masters, they have a chance of going wild unlike normal scarecrows.

**Immune** fire; this replaces a scarecrow's immunity to cold.

**Weaknesses** vulnerability to electricity; this replaces a scarecrow's vulnerability to fire.

**Melee** 1 slam +8 (1d8+3 plus fear); this replaces a scarecrow's 2 slam melee attacks.

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

**Murder Most Fowl (Su)** As a standard action, this construct can summon a murder of crows to attack its foes. It can only summon one murder of crows at a time, though it can dismiss the swarm as a standard action. If the swarm is dispersed, the dreaded decoy cannot summon another murder of crows for 24 hours. This ability replaces a scarecrow's fascinating gaze.

### Murder of Crows CR3

XP 800

N Tiny animal (swarm)

**Init** +6; **Senses** low-light vision, scent; Perception +11

#### DEFENSE

**AC** 14, touch 14, flat-footed 12 (+2 Dex, +2 size)

**hp** 27 (6d8)

**Fort** +5, **Ref** +9, **Will** +4

**Defensive Abilities** half damage from slashing and piercing weapons; **Immune** swarm traits

#### OFFENSE

**Speed** 5 ft., fly 40 ft. (average)

**Melee** swarm (2d6 plus distraction and eye rake)

**Space** 10 ft.; **Reach** 0 ft.

**Special Attacks** eye rake

#### TACTICS

These crows are particularly aggressive, and anyone that enters the building or the nearby yard will find himself beset upon by swarms of angry birds. Once roused, the murder of crows pursues the PCs until they seek shelter in another building. The crows fight to the death.

#### STATISTICS

**Str** 1, **Dex** 15, **Con** 10, **Int** 2, **Wis** 14, **Cha** 6

**Base Atk** +4; **CMB** +4; **CMD** 9

**Feats** Improved Initiative, Lightning Reflexes, Skill Focus (Perception)

**Skills** Fly +12, Perception +11, Stealth +0

#### SPECIAL ABILITIES

**Eye-Rake (Ex)** Any living creature damaged by a murder of crows must succeed on a DC 13 Reflex save or be blinded as the swarm scratches and tears at the victim's eyes. The save DC is Constitution-based.

#### ECOLOGY

**Environment** temperate forests

**Organization** Solitary, pack (2–4), or storm (5–10)

**Treasure** none

A murder of crows is a disorienting mass of angered birds. Crows have the same general characteristics and habitat of normal ravens.

### Giant Scythe Beetle (Giant Stag Beetle)

Slightly smaller than a giant stag beetle, giant scythe beetles are carnivores; they do not wrestle with suitors or enemies but instead seek to kill with a single bite.

**Vicious Critical (Ex)** A giant scythe beetle's bite attack threatens a critical hit on an 18–20. Upon a successful critical it deals x4 damage and deals 1d4 points of Constitution damage.

This replaces a giant stag beetle's trample special attack.

**Environment** any



## Oruborus (Amphisbaena)

**Description** An oruborus never attacks alchemists or those who use chronomancy (such as time thieves and time wardens) unless it is backed into a corner, choosing instead to attack other foes or to flee. It seems to have some type of supernatural sense that makes it aware of these creatures.

**Speed** 40 ft.; this replaces the amphisbaena's land speed, and it loses the amphisbaena's climb and swim speeds.

**Coiled Charge (Ex)** This fearsome attack is similar to a trample attack except as noted. An oruborus grasps one head in the other, and, rolling like a hoop, throws itself at its enemies, crushing them with its bulk. The serpent may use a full-round action to take double its normal charge movement. It gains the benefits of any feats that modify its charge attack or distance as normal, though it can move through both enemies and allies that are at least one size category smaller than it (usually Medium or smaller). Any creature's space that the oruborus completely covers during the course of its movement is affected by the coiled charge attack. This attack deals 2d8+3 points of bludgeoning damage. A Reflex save (DC 15) cuts this damage in half. Creatures affected by this attack can choose to suffer a -4 penalty to their Reflex saves in order to make attacks of opportunity against the oruborus. A target can never take damage from this ability more than once from the same oruborus in a single round, even if the oruborus moves back and forth over the target. The save DC is Strength-based.

This replaces an amphisbaena's split defensive ability, its immunity to petrification and its resistance to cold.

**Racial Modifiers** An oruborus loses the amphisbaena's Climb and Swim racial skill bonuses.

## Parasitic Ooze (Slithering Tracker)

**Description** Unlike a normal slithering tracker, this ooze does not seek to kill its victim but to use it as a host so it can replicate itself.

**Parasite (Ex)** A parasitic ooze can crawl into a paralyzed victim as a full-round action. The victim then receives the parasitic ooze bearer template (no save, see below).

This ability replaces a slithering tracker's blood drain and grab special attacks.

**Languages** Common (can only speak when using parasite ability via its host victim); this replaces a slithering tracker's usual languages.

**Environment** Urban

## Parasitic Ooze Host Template

A creature that succumbs to a parasitic ooze's attacks becomes the ooze's puppet, an unwilling participant in its natural life cycle.

## Creating a parasitic ooze host

"Parasitic ooze host" is an acquired template that one can add to any animal, humanoid, or magical beast of Medium size or larger. The egg host uses the base creature's statistics except as noted below.

**Speed** The parasitic ooze has an imperfect control over its victim's motor skills, giving it a slightly jerky motion as it moves. Reduce the speed for all the creature's movement modes by 5 ft.

**Special Attacks and Qualities** A parasitic ooze can use its victim's abilities. The ooze uses its parasite ability but loses all its other abilities including its immunity to mind affecting effects (and freeing the creature from its paralysis) In addition, the base creature gains the following abilities.

**Ooze Carrier (Ex):** All hosts have adult parasitic oozes lodged within them. This ooze cannot be the target of attacks or spells unless the attack can somehow see through the host's body. Against area attacks and similar spells that could damage both the host and the ooze inside it, the ooze gains damage reduction 10/- due to the protective layers of flesh and bone around it. The ooze can escape from its carrier as a standard action and drops to the base creature's ft.; the base creature is nauseated for one round and then loses this template. The ooze may choose to hide within a defeated host's body, allowing it to remain concealed unless its opponents cut open the creature's corpse.

Mind-affecting effects are the ooze's one weakness when it is inside its carrier. Any such spells cast on the carrier affect the ooze directly, due to the close mental connection it forges with its victim.

**Ooze Spawn (Ex):** The ooze's young can burst from the host's torso with a sudden, sharp force. If the oozes within a host gives birth during an encounter, all creatures within 30 ft. of the host must make Reflex saves (DC 14) or take 1 point of damage per Hit Die of the host creature. A successful save cuts this damage in half. The newborn oozes are too small and weak to have any effect on combat, though the full-grown ooze emerges from the host to attack as normal. The ooze host must make a Fortitude save (DC 20) or suffer 2d6 Con damage, a successful save results in half damage.

**Saves** The host uses its own Reflex and Fortitude save bonuses as normal, but it uses the ooze's Will save bonus. The creature suffers most attacks as normal except for mind-affecting ones. Those attacks (as explained above) directly affect the parasitic ooze.

**Abilities** Since the ooze has imperfect control over its victim's physical body, the host suffers a -2 penalty to Strength and a -4 penalty to Dexterity. The ooze's Intelligence, Wisdom, and Charisma scores replace the victim's scores in those abilities.

**Skills and Feats** Because the ooze lacks its victim's knowledge, it cannot access its victim's learned abilities. The host loses the benefit of all its skills and feats, though the ooze can still use its own skills and feats. The ooze does not learn its victim's languages and gains no knowledge of its memories.

**Challenge Rating** As the base creature's.

**Level Adjustment** As the base creature's.

## Curing a Parasitic Ooze Host Creature

Once a parasitic ooze has claimed a victim, the unfortunate creature can survive for 2d4 weeks until the ooze gives birth. A variety of spells and treatments can remove the ooze before that time. A Heal check (DC 25) removes the ooze, though the ooze is immediately free to



attack. This procedure requires one hour of work, and the patient must be tied down or otherwise incapacitated. Several spells can cure the victim. Any mind-affecting effect that compels, commands, or charms the ooze can be used to force it out of the victim's body; once it leaves the body it regains its immunity to mind-affecting effects and can immediately attack. *Remove disease* forces the ooze to abandon its victim immediately. Spells that cause internal damage injure the ooze and its host. Both must save against the spell as normal.

### Wail Snail (Flail Snail)

Wail snails are far more aggressive than flail snails as they seek to slay living creatures and use them as compost upon which they can grow fungus, mold, and vermin they subsist upon.

**Alignment** NE; this replaces a flail snail's N alignment.

**Knockout (Ex)** If a wail snail hits with at least two slam attacks, the target suffers from this devastating combination of blows. The target must make a Fort save (DC 15) or be stunned and knocked prone for 1d2 rounds. If an opponent is stunned and knocked prone after the first two slam attacks, the wail snail will often use the next two attacks on a different opponent, if there is one within its reach. The save DC is Strength-based.

This special attack replaces a flail snail's mucus, slime rope, and resist fire abilities.

CR 5

### Blind Cyclops (Cyclops)

**Description** These cyclopes are the god-cursed descendants of a foolish cyclops. The single eye always looks as if it has been destroyed by some sharp object. The cursed blind cyclopes see glimmers of the future, but only awful aspects of what might be. Blind cyclopes are typically doing something hard to understand—they attack personages with no clear motivation, while providing cryptic advice to others. They arrive in force to defend a city from a dragon, then leave wordlessly when orcs attack. The truth is, they see things that they know can be changed. Their assistance helps others alter or avoid the terrible events they have foreseen. This knowledge sometimes compels them to commit strange, violent and sometimes evil acts, but they do not care, and they never explain themselves.

**Alignment** CG; this replaces the cyclops' CE.

**Senses** Blindsight 60 ft.; this replaces a cyclops's low-light vision

**Immune** gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

**Precognitive (Su)** Blind cyclopes can see into the future, but they have no control over what they see. What they see is always bad, though not necessarily about themselves personally. Once per day as an immediate action they gain a +4 insight bonus to initiative checks, attack rolls, damage rolls, saving throws, skill checks, combat maneuvers, CMD and Armor Class for 5 rounds. They might also (at the GM's discretion) know an opponent's weakness, likely tactics, or some other vital bit of information ahead of time.



*Dogs of War*

This replaces a cyclops's flash of insight special quality.

**Environment** any; this replaces the normal any temperate or tropical.

### Dogs of War (Winter Wolf)

This massive dog has dark grey fur and blood red saliva and lolling tongues. Its eyes glow with a red light. Dogs of war are animals from beyond our reality, infused with the essence of the shards of the broken implements of war by the deities of battle (it can expel part of this essence with its breath weapon attack). Dogs of war will often ally themselves with fire giants, hobgoblins and other militaristic cultures as scouts, guards, and sometimes mounts.

**Alignment** LE; this replaces a winter wolf's NE alignment.

**Subtype** extraplanar; this replaces a winter wolf's cold subtype.

**DR** 15/bludgeoning; this replaces a winter wolf's immunity to cold.

**Weaknesses** vulnerability to bludgeoning; this replaces a winter wolf's vulnerability to fire.

**Special Attacks** breath weapon (every 1d4 rounds, 15-ft. cone, 6d6 magic slashing and piercing damage, Reflex half DC 17); this replaces the winter wolf's breath weapon special attack.

**Racial Modifiers** +2 Stealth (+8 on battlefields); this replaces a winter wolf's racial bonus to Stealth.

**Environment** urban; this replaces a winter wolf's normal environment.



## Goggling Watcher (Gibbering Moulder)

**Description** This horrid mass of eyes, mouths, and formless flesh stares in all directions, yet its maws are utterly silent, unlike its gibbering moulder kin. Exceedingly xenophobic, goggling watchers seek to eliminate any creature that is not a goggling watcher. Unlike gibbering moulers, they will form underground communities and wage war on any and all nearby settlements. Goggling watchers worship an insane otherworldly being from the darkness between the stars. **Ranged** rays +6 ranged touch; this replaces a gibbering moulder's melee attacks.

**Eye Rays (Sp)** Roll 1d4 for each opponent and then roll randomly on the chart below to see which rays can potentially affect a target. Caster level 4 (equal to the goggling watcher's HD) and the save DC is Constitution-based.

1. *blinding ray* (DC 19)
2. *dimensional anchor*
3. *disintegrate* (DC 23)
4. *enervation*
5. *polar ray*
6. *ray of desiccation*
7. *ray of enfeeblement* (DC18)
8. *ray of exhaustion* (DC 20)
9. *ray of frost*
10. *ray of sickening* (DC 18)
11. *scorching ray*
12. *searing light*

This replaces a gibbering moulder's blood drain, engulf, gibbering, and spittle special attacks.

**Organization** solitary, spectacle (2-6), mass (7-70); this replaces a gibbering moulder's solitary.

## Regal Serpent (Basilisk)

**Description** Unlike its cousin the basilisk, this serpent has no legs and on its head is a mitre—or crown-shaped crest, and its eyes glow with a royal purple fire. Regal serpents have an irrational fear of weasels and mongooses. They gain the panicked condition if they detect the presence of one.

**Grave Gaze (Su)** dead/unconscious special, range 30 ft., Fortitude DC 15 negates. Any living creature must succeed on a Fortitude save or be permanently rendered unconscious (appearing dead, see below). Anyone rendered unconscious by this ability seems dead, though a DC 20 Perception check or a DC 15 Heal check reveals that the victim is still alive. Any spell that can remove a *bestow curse* can free the victim (see the *bestow curse* spell description, with a DC equal to the Grave Gaze's DC). A Heal check DC 20 reveals that when a creature is coated (not just splashed) with fresh regal serpent blood (taken from a regal serpent no more than 1 hour dead) it instantly regains consciousness. A single regal serpent contains enough blood to coat 1d3 Medium creatures in this manner. The effect cannot be dispelled. This replaces the basilisk's gaze special attack

## Riddling Hieracosphinx (Hieracosphinx)

In order to attract gnosphinxes, these creatures have memorized a singular riddle to a point that it has taken

## Ray of Desiccation

**School** Necromancy; **Level** Druid 5, Magus 5, Sorcerer/Wizard 5, Summoner 5, Witch 5

**Casting Time** 1 standard action

**Components** V, S, M (a sponge)

**Range** Close (25 ft. + 5 ft. /2 levels)

**Effect** One or more rays

**Duration** 1 minute/level

**Saving Throw** Fortitude half; **Spell Resistance** Yes  
You fire a desiccating ray that drains the water from a target on a successful ranged touch attack roll. You may fire one ray, plus one additional ray for every four levels beyond 9th (to a maximum of three rays at 17th level). Each ray requires a ranged touch attack to hit. The rays must be fired at different targets and are fired simultaneously. The target suffers 1d6+1/2 levels (max 1d6+5) penalty to its Constitution score. The subject's Constitution score cannot drop below 1. Oozes and creatures with the aquatic or water subtype are particularly susceptible, suffering 1d6+1/level (max. 1d6+10) penalty to their Constitution score and their Constitution score can drop below 1 (resulting in death). Creatures with the fire subtype are immune to this spell.

on a supernatural life of its own. They often spout this singular riddle while they are fighting.

**Riddled Wounding (Su)** The damage a riddling sphinx deals does not heal naturally (including regeneration and fast healing) and resists healing spells and effects. A creature attempting to cast a conjuration (healing) spell or other restorative spell or effect on a creature damaged by a riddling sphinx must speak a specific riddle the sphinx has chosen (and the riddle must be answered correctly) or the spell or effect fails to work on the injured creature. Any spell or effect that will remove a *bestow curse* (DC 16) also removes this effect. If the check fails, however, the same caster cannot try again until she gains an additional caster level. This is a necromantic curse effect; the removal DC is Wisdom-based.

This ability replaces the hieracosphinx's shriek special attack.

## CR 6

## Barbed Wyvern (Wyvern)

**Description** This wyvern is dark brown rather than the blue color of its kin, it is also missing the wyvern's characteristic stinger but its entire body, including parts of its wings, is covered with menacing, twisted barbs. Barbed wyverns are much more passive than their wyvern cousins and are often willing to ask for what they want before attacking and they will honor any agreement they come to but often times their negotiations are very one sided and crude.

**Melee** tail slap+10 melee (1d6+4 plus pain), bite +10 melee (2d6+4), 2 wings +5 (1d6+2 plus pain); this replaces a wyvern's normal melee attacks.

**Barbed Defense (Ex)** A creature that strikes a barbed wyvern with a melee weapon, an unarmed strike (including grappling), or a natural weapon takes 1d6+4 points of piercing damage from the dragon's barbs plus the effects of its pain special attack. Melee weapons with reach do not endanger a user in this way.

This ability replaces the barbed wyvern's grab and rake special attacks.

**Pain (Ex):** Whenever a creature takes damage from a barbed wyvern's tail slap, wings, or its barbed defense, that creature must make a successful DC 17 Reflex save or one barb breaks off in its flesh, causing the target to become sickened until all embedded barbs are removed. Removing one barb requires a DC 15 Heal check made as a full-round action. For every 5 by which the check is exceeded, one additional quill can be removed. On a failed check, a quill is still removed, but the process deals 1d4+1 points of damage to the victim. The save DC is Constitution-based.

This ability replaces a wyvern's poison special ability.

### Genie, Thunder Jinn (Genie, Djinni)

**Description** A thunder jinn's lower torso trails away into a cascade of lightning and ripples of thunder. Unlike djinni, thunder jinn love physical violence, and enjoy nothing more than causing wanton destruction, but are as happy bringing ruin to an isolated mountain pass as they are decimating a city.

**Alignment** CE; this replaces a djinni's CG alignment.

**Immune** electricity, sonic; this replaces immunity to acid and *wind walk* and *gaseous form* spell-like abilities.

**Weakness** silence vulnerability (see below).

**Silence Vulnerability (Ex)** A thunder jinn, while within the area of a *silence* spell, cannot attack and is staggered.

This replaces a djinni's *create food and water* spell-like ability.

**Thunder and Lightning (Su)** once every 1d4 rounds a thunder jinn can activate this ability; when it does a 30 ft. diameter lightning strike centered on the thunder jinn impacts the area (even if the jinn is underground). The strike harms everything in the area dealing 4d6 points of electricity and 4d6 points of sonic damage and creatures are stunned for 1 round. A successful Fort save (DC 15) halves the damage and negates the stun effect.

This replaces a djinni's whirlwind special attack.

**Thundering (Ex)** Each of a thunder jinn's natural melee attacks and attacks with manufactured weapons deals+1d6 points of sonic damage.

This replaces a djinni's *major creation* and *persistent image* spell-like abilities.

### Gluttonous Lamia (Lamia)

**Description** This creature's upper torso is that of a comely woman with a hideously large maw, and reptilian eyes, while her lower body is that of a serpent. These once mortal women were transformed by the curse of a spiteful deity after murdering their children; to this day they seek to kill and consume children, but truly they will settle for any other humanoid creature.

**Melee** Bite +13 (4d8 +4 plus grab) and tail slap +11 (2d6+2 plus grab); this replaces a lamia's dagger, touch, and claw attacks.

**Reach** 10 ft. (15 ft. with bite); this replaces a lamia's normal reach.

**Special Attacks** constrict (tail slap, 2d6 +6), grab, swallow whole (bite, 7d6 acid damage, AC 13, hp 6).

**God-Cursed (Su)** a gluttonous lamia possess the bite, grapple, constrict, grab, and swallow whole special attacks as if she were a Gargantuan creature. Creatures swallowed whole are not actually in her stomach as this is actually an extradimensional space and the damage dealt does not harm the gluttonous lamia.

This replaces a lamia's Wisdom drain special attack and all of a lamia's spell-like abilities except *disguise self*.

**CMB** +14 (+24 grapple); **CMD** 28 (34 vs grapple, 32 vs. trip); this replaces a lamia's normal CMB and CMD.

### Rolling Mound (Shambling Mound)

**Description** This mass of compost and dripping slime rolls about, reeking of rot and freshly turned earth. Rolling mounds are restless creatures and only use stealth to hide from dangerous foes. Unlike shambling mounds, they never lie in wait waiting patiently for a potential meal. Rolling mounds also like to travel in pairs rather than be alone.

**Melee** 2 slams +11 (2d6+7 plus poison)

**Poison (Ex)** slam or rolling engulf—contact; *save* Fort DC 17; *frequency* 1/ round for 6 rounds; *effect* 1d2 points Constitution damage; *cure* 1 save.

This replaces a shambling mound's grab special attack.

**Rolling Engulf (Ex)** The rolling mound can engulf creatures in its path as part of its movement. The rolling mound usually rolls into its foe, moving over its opponents, affecting as many as it can cover. Targeted creatures can make attacks of opportunity against the creature, but if they do so, they are not entitled to a saving throw against the engulf attack. Those who do not attempt attacks of opportunity can attempt a Reflex save (DC 19) to avoid being engulfed—on a success, they are pushed back or aside (target's choice) as the rolling mound moves forward. Engulfed opponents gain the pinned condition, are in danger of suffocating, are trapped within the creature's body until they are no longer pinned, and are subject to the rolling mound's poison special attack. The save DC is Strength-based.

This replaces a shambling mound's constrict special attack.

**Organization** solitary or pair; this replaces a shambling mounds solitary.

### Will-o'-the-Pit (Will-o'-Wisp)

**Description** Unlike a normal will-o'-wisp, this creature can only glow a deep brown color. Also contrasting with its kin, a will-o'-the-pit actively seeks to create death, peril, and other hazards so it can float nearby and feast.

**Create Pit (Su)** Once every 1d4 rounds as a standard action, a will-o'-the-pit can create a 10-ft.-by-10-ft. extra-dimensional hole, with a depth of 30 ft., within 200 ft. of itself. It must create the pit on a horizontal surface of sufficient size. Since it extends into another dimension, the pit has no weight and does not otherwise



displace the original underlying material. It can create the pit in the deck of a ship as easily as in a dungeon floor or the ground of a forest. Any creature standing in the area where the will-o'-the-pit first conjured the pit must make a Reflex saving throw (DC 19) to avoid falling into it. In addition, the edges of the pit are sloped, and any creature ending its turn on a square adjacent to the pit must make a Reflex saving throw (DC 19), with a +2 bonus, to avoid falling into it. Creatures subjected to an effect intended to push them into the pit (such as bull rush) do not get a saving throw to avoid falling in if they are affected by the pushing effect.

Creatures who fall into the pit take falling damage as normal. The pit's coarse stone walls have a Climb DC of 25. These pits remain for 1 minute when the duration ends; creatures within the hole rise up with the bottom of the pit until they are standing on the surface over the course of a single round.

This replaces a will-o-wisp's melee attack.

**Immunity to Magic** Will-o-wisps are immune to all spells and spell-like abilities that allow spell resistance, except conjuration spells.

This replaces a will-o-wisp's normal immunity to magic.

**Feats** Ability Focus (create pit); this replaces Weapon Finesse.

**Environment** underground; this replaces a will-o-wisp's any swamp.

## CR7

### Asteriae (Nymph)

**Description** A delicate figure appears out of nowhere in a flash of starlight, her long ears tapering to points above her head, her body accompanied by circling motes of light like streaking stars, her beauty painful in its perfection. While not an evil creature, an asteriae is an amoral creature as it values only light, stars, skies, and art, and cares very little for nature, unlike normal nymphs. She is a vicious foe of those who promote the ethos of darkness, dark tapestry, caves, earth, loss, and the void.

**Circle of Stars (Su)** The asteriae can summon six tiny motes of light once every 1d4 rounds as a standard action, if she activates the ability she dismisses her existing circle of stars. The conjured "stars" circle her, floating about 1 to 3 from her. Each "star" leaves behind a trail of glowing light, as if it were a miniature, falling star. Each "star" protects the asteriae against attacks by interposing itself between the asteriae and an attack. Each "star" can take up to 8 points of damage or negate up to 1 spell level before disintegrating. Any spell attack or damage not absorbed is carried over to the asteriae. Essentially an asteriae can absorb 48 points of damage or 6 spell levels. For example a 4th level spell will be absorbed and disintegrate 4 stars, while a 7th level spell would not be affected.

In addition, as a move action, the asteriae can direct one of her circling "stars" to streak away from its protective circuit and attack a foe. She may direct only one such "star" in this fashion each round. A commanded "star" can be directed to attack any one target within her line of sight as if she were making a ranged touch attack. If



### Asteriae

successful, it deals 3d6 points of fire damage and 3d6 points of electricity damage.

This replaces a nymph's druidic spellcasting.

**Interplanetary Teleportation (Sp)** an asteriae can use *interplanetary teleport* (CL 17) once per day as a spell-like ability.

This replaces a nymph's wild empathy special quality and *dimension door* spell-like ability.

**Environment** any non-underground

### Cobra Naga (Water Naga)

**Description** A large flap of skin forms a cobra-like hood that runs from the back of its human-like face, halfway down the spine. Its eyes burn like crimson embers and its long, forked tongue flickers. Every motion of the serpent's body sets its brightly patterned scales and glistening fins to flashing like gems in the surf. A predatory carnivorous naga, a cobra naga does not travel as far and wide as a water naga, but it is fiercely territorial.

**Immune** poison

**Beguiling Gaze (Su)** fascinated, 120 ft., Will DC 18 negates. This is a mind-affecting compulsion effect. The save DC is Charisma-based.

**Spit Poison (Ex)** Once every 1d4 rounds, a cobra naga can spit a line of poison from its mouth to a range of 30 ft. as a ranged touch attack (+11). A creature hit by the venom must make Fortitude saves to resist the poison as if bitten, and must also succeed on a DC 19 Reflex save or be blinded. The save DC for this ability is Constitution-based.

**Rejuvenation (Su)** Unless the body of the naga is completely destroyed it reappears 1d10 days later having "shed its skin." After this time passes, the naga awakens fully healed, usually with a burning need for revenge against those who previously destroyed it.

This replaces a water naga's ability to cast spells as a sorcerer.

## Euryale (Medusa)

**Description** Euryales have hands of brass, wild boar tusks, and animated flowing hair of blood rather than the typical mane of snakes that its sisters do. All known euryale are female and they are quite rare, they are trying to increase their numbers through breeding with blind male humanoid they find along the coast lines.

**Subtype** (aquatic)

**Speed** 30 ft., swim 30 ft.; this replaces a medusa's normal speed.

**Melee** bite +10 (1d6/18–20), hair lash+10 (1d12/18–20); this replaces a medusa's normal melee attacks.

**Reach** 5 ft. (20 ft. with bloody hair); this replaces a medusa's normal reach.

**Bloody Hair (Ex)** A euryale can animate her hair to make a natural attack with a reach of 20 ft. dealing 1d12 points of damage. Unless her hair is bound, she is always considered armed. Her hair is considered a light weapon. She can use her hair to grasp and retrieve items, grapple, or to perform other combat maneuvers as part of any attack without provoking an attack of opportunity, but she cannot wield weapons with it. She can use the Weapon Finesse feat with her hair. She can use the Weapon Finesse feat to use her Dexterity instead of Strength for all combat maneuvers. When a euryale performs a full attack action, she can give up all other attacks and instead make one melee attack at her full base attack bonus against each opponent within reach. Her hair is considered a magical weapon for the purpose of overcoming damage reduction.

This replaces a medusa's all around vision and her ranged attacks.

**Petrifying Critical (Ex)** A euryale's attacks threaten a critical hit on an 18–20. If a euryale confirms a critical hit, it can force a creature to look in its eyes (pulling away a blind fold, holding open its eye lids with her hair, forcing it to look up) as a free action. These creatures are subject to her petrifying gaze.

This ability replaces a medusa's poison special attack.

**SQ** amphibious

**CMB** +10

**Skills** Perception +12

**Environment** any aquatic; this replaces a medusa's temperate marshes and underground

## Hellfire Cat (Hellcat)

**Description** This eerie beast appears to be a massive great cat composed entirely of hellfire.

**Subtype** (fire)

**Weakness** vulnerability to cold

**Hellfire (Su)** Half the damage a hellfire cat deals is fire damage, but the other half results directly from unholy power and is therefore not subject to being reduced by resistance to fire-based attacks.

Any creature killed by a hellfire cat must make a Will save (DC 18); failure means the creature's soul is damned to Hell as a burst of brimstone appears around its corpse. A non-evil spellcaster attempting to bring the character back from the dead must make a caster level check (DC equal to 10 plus the slain creature's HD) to succeed; failure means the spellcaster cannot try again

for 1 day. Evil spellcasters can raise the slain character normally, without a check.

This replaces a hellcat's invisible in light defensive ability.

## Living Flesh Golem (Flame Drake)

This hideous monstrosity looks like a red-and-yellow scaled dragon, but with two legs crafted from body parts stitched together with thick string, wire, and metal staples, a horrific mockery of life.

**XP** 3,200

**CE** Large Construct (fire)

**Init** +5; **Senses** darkvision 60 ft., low-light vision, scent; Perception+10

### Defense

**AC** 25, touch 10, flat-footed 23 (+1 Dex, +14 natural, –1 size)

**hp** 69 (6d12+30)

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

**DR** 5/adamantine; **Immune** construct traits, fire, magic, paralysis, sleep

**Weakness** vulnerability to cold

### Offense

**Speed** 20 ft., fly 60 ft. (average)

**Melee** bite +13 (2d6+8 plus 1d6 fire), tail slap +8 (1d6+4)

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

**Special Attacks** berserk, fireball breath

### Statistics

**Str** 27, **Dex** 13, **Con** -, **Int** 9, **Wis** 12, **Cha** 10

**Base Atk** +6; **CMB** +15; **CMD** 26

**Feats** Flyby Attack, Improved Initiative, Power Attack

**Skills** Fly +8, Intimidate +9, Perception +10, Stealth +6, Survival +10

**Languages** Draconic

**SQ** animating spirit (see living flesh golem template), speed surge

**Berserk** 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 ft., 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 (no save).



- A magical attack that deals electricity damage breaks any *slow* effect on the golem and heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. A flesh golem gets no saving throw against attacks that deal electricity damage.

**Fireball Breath (Su)** A flame drake can, as a standard action, breathe a ball of flame that explodes like a *fireball*. This attack has a range of 180 ft. and deals 5d6 points of fire damage (DC 13 Reflex half) to all creatures within a 20-ft.-radius spread. Once a flame drake has used its fireball breath, it cannot do so again for 1d6 rounds. The save DC is Constitution-based.

**Speed Surge (Ex)** Three times per day as a swift action, a flame drake may draw on its draconic heritage for a boost of strength and speed to take an additional move action in that round.

### Simple Template: Living Flesh Golem (Flesh Golem) CR +2

This simple template can be applied to any living corporeal creature.

**Creature type** gains the construct creature type; do not change HD, BAB, skill points, feats, or base save bonuses, a living flesh golem does gain bonus hit points based on its size as per the construct creature type. A living flesh golem creature's quick and rebuild rules are the same.

**DR** 5/adamantine (if the creature's new CR is 10 or higher increase this to 10, if it is CR 15 or higher increase this to 15). **AC** the base creature's natural armor increases by +10.

**Immune** the base creature gains construct traits, and immunity magic as a flesh golem.

**Weakness:** spirit within.

**Special Attacks** the base creature gains berserk as a flesh golem.

**Abilities** Str +6, as a construct, a living flesh golem does not have a Constitution score, but retains its mental ability scores.

**Animating Spirit:** Though the living flesh golem is not a living creature, a "spirit" still resides within it. Unlike most constructs, the living flesh golem is not immune to mind affecting and necromantic effects. A living flesh construct takes a -2 penalty on saving throws against mind-affecting effects and a successful Charisma check can overcome the creature's berserk special attack. Certain spells that rely on the existence of a creature's soul (not "life force")—namely *astral projection*, *clone*, *magic jar*, and *soulbind*—can affect these constructs. No other necromantic effects affect a living flesh golem, and they are still immune to death effects. Though they cannot be raised or resurrected, living flesh golems can be reincarnated as described by the reincarnate spell.



*Bladeleaf*

CR 8

### Bladeleaf (Treat)

**Description** The leaves of this tree are incredibly long and thin, though often its limbs are bear as leaves lay upon the ground. It is believed these treatants evolved naturally over time to deal with the threat of flying opponents; they are far more impulsive than any other treatant and often act rather hastily.

**Animate Leaves (Su)** A bladeleaf can shed its leaves as a standard action. When shed, the leaves change to autumn colors and become hard and sharp as steel, animated into a swarm by the will of the bladeleaf. The animated leaves are treated as a swarm (see below). If the swarm is destroyed, the bladeleaf can completely regrow all its lost leaves in 1 minute. The bladeleaf may reattach these shed leaves as a standard action, in which case they return to their normal color and texture. The bladeleaf controls the swarm as a free action and can maneuver it out to a distance of 300 ft.

This ability replaces a treatant's animate trees ability.

## Animated Leaves

N Fine plant (swarm)

**Init** -1; **Senses** low-light vision; Perception +12

### Defense

**AC** 21, touch 7, flat-footed 21 (-1 Dex, +14 natural, -2 size)

**hp** 50 (12d8)

**Fort** +13, **Ref** +3, **Will** +9

**Defensive Abilities** swarm traits; **Immune** plant traits, weapon damage.

**Weaknesses** vulnerability to fire

### Offense

**Speed** 90 ft. fly (perfect)

**Melee** swarm (5d6 plus bleed, distraction)

**Space** 10 ft.; **Reach** 0 ft.

**Special Attacks** bleed (2 Con), distraction (DC 16)

### Abilities

**Str** 10, **Dex** 8, **Con** 10, **Int** 12, **Wis** 16, **Cha** 13

**Base Atk** +9; **CMB** +9; **CMD** 18

**Feats** Alertness, Improved Critical (slam), Improved Sunder, Iron Will, Power Attack, Weapon Focus (slam)

**Skills** Diplomacy +9, Intimidate +9, Knowledge (nature) +9, Perception +12, Sense Motive +9, Stealth -9 (+7 in forests); **Racial Modifiers** +16 Stealth in forests

**Languages** Common, Sylvan, Treant (understands but cannot speak)

**SQ** double damage against objects, treespeech

## Brazen Bull (Gorgon)

**Description** This bull-like creature seems to be made of interlocking bronze plates, a glow bright red light escapes from between the gaps. Faint plumes of black smoke puff from its mouth and nostrils. Brazen bulls are sadistic creatures often mistaken for bronze constructs. They like to target smaller and weaker creatures, absorbing them, and fleeing until that creature suffers a horrible painful death. Brazen bulls derive nutrients from the pain and death of those they absorb.

**Alignment** LE.

**Immune** fire, cold; this replaces a gorgon's 2 hooves melee attacks.

**Absorb Foe (Su)** A brazen bull can try to absorb an opponent it successfully hits with a gore attack, up to one size smaller than itself, into its interior by making a successful grapple check (it gains a +4 bonus, this does not provoke an attack of opportunity). This creature is only partially absorbed and can still escape as a standard action with a successful combat maneuver (grapple) or Escape Artist check (DC equal to the brazen bull's CMD). An opponent partially absorbed into the brazen bull's interior suffers from the grappled condition (the brazen bull is not considered grappled) and suffers from its heat ability. If a brazen bull begins its turn with an

opponent partially absorbed (or fully absorbed) in its body, the creature suffers from its heat ability and it can attempt a new combat maneuver check as a swift action (as though attempting to pin the opponent). If it succeeds, that opponent is paralyzed (or pinned if it is immune to paralyzation) and begins to suffocate.

A Large brazen bull's interior can hold 1 Medium, 2 Small, or 8 Tiny or smaller creatures.

This replaces a gorgon's breath weapon special attack.

**Heat (Su):** An enraged brazen bull generates heat so intense that anything touching its body takes 8d6 points of fire damage. Creatures striking a brazen bull with natural attacks or unarmed strikes are subject to this damage, but creatures striking with melee weapons are not. The heat can melt or burn weapons; any weapon that strikes a brazen bull is allowed a DC 19 Fortitude save to avoid taking damage. The save DC is Constitution-based.

This ability replaces a gorgon's trample special attack.

**CMB** +16 (+20 grapple)

**Environment** any; this replaces a gorgon's temperate plains, rocky hills, and underground.

## Conundrum Sphinx (Gynosphinx)

**Description** Conundrum sphinxes are whimsical and enjoy cursing those who offend them as well as those they wish to simply test; they often tend to play favorites, though whom they favor can change quickly. They believe that those who cannot solve their riddles are less than animals. They treasure only puzzles and riddles.

**Alignment** CN; this replaces a gynosphinx's N.

**Conundrum Curse (Su)** Any creature successfully damaged by this sphinx must make a successful Will save (DC 20), or gain the puzzle creature template (See below) and disassemble into pieces. The sphinx can pronounce this curse as a standard action and affect any creature within 60ft. A creature that successfully saves against this curse is immune to this sphinx's conundrum curse for 24 hours. This is a curse effect but its DC for a *remove curse* is 30 (+10 circumstance bonus) unless the caster knows the answer to the riddle.

This replaces a sphinx's *locate object*, *read magic*, *remove curse* and *symbol* spell-like abilities.

## Miasma Serpent (Behir)

**Description** This slithering, legless reptile glows a sickly green color and has a fearsome head crowned with two large, curling horns. Miasma serpents are wicked and spiteful seeking to infect or kill creatures for the sheer joy of spreading misery, attacking the loved ones or supporting lesser allies of their foes, if the true enemy is too powerful. However, they still hate dragons just as much as their behir cousins do.

**Alignment** CE; this replaces a behir's N alignment.

**Senses** smoke sight.

**Immune** Fire, inhaled poisons and gas-, fog-, or cloud-based attacks and spells. This replaces a behir's immunity to electricity.

**Breath Weapon (Su)** 20-ft. cone, 2d6 Con damage, Reflex DC 20 negates, failure requires a Fort save DC 20



or the victim is nauseated for 1d4 rounds and is afflicted with the bubonic plague, usable every 1d4 rounds. This is a poison and disease effect.

This replaces a behir's normal breath weapon special attack.

**Disease (Ex) Bubonic Plague** (see below): Bite/Breath Weapon/Constrict—injury; *save* Fort DC 20; *onset* 1 day; *frequency* 1/day; *effect* 1d4 Dex damage and 1 Cha damage and target is fatigued; *cure* 2 consecutive saves. The save DC is Constitution-based.

This replaces a behir's rake special attack.

**Jaws of Death (Ex)** If a miasma serpent begins its turn with an opponent grappled in its mouth (see Grab), it can attempt a new combat maneuver check. If it succeeds, it pins the opponent in its jaws and deals automatic maximum bite damage (21 points). A creature that has been pinned in the miasma serpent's mouth is not allowed a Reflex save against the creature's breath weapon but that weapon only affects the pinned creature.

The miasma serpent can drop a creature it has grappled in its mouth as a free action or use a standard action to fling it aside. A flung creature travels 1d6 × 10 ft., and takes 1d6 points of damage per 10 ft. traveled. If the creature flings a snatched opponent from a great height, the opponent takes this amount or falling damage, whichever is greater.

This replaces a behir's swallow whole special attack.

**Smoke Sight (Su)** A miasma serpent can see through clouds, gases, fogs, mists, and smoke as though they didn't inhibit vision. Creatures and objects do not gain concealment from a miasma serpent due to such conditions.

**Environment** any non-arctic this replaces a behir's warm hills and deserts

## True Fury (Devil, Erinyes)

**Description** Some calamity has befallen this angelic archer. Wings stained blood red shear the air as her merciless eyes search for a target. Sometimes called a nemesis angel, these creatures are executioners and simply seek out and kill intended targets with a fierce wrath.

**Ranged** +1 *flaming composite longbow* +14/+14/+9 (1d8+6/×3 plus 1d6 fire) or +3 *flaming bane composite longbow* +16/+16/+11 (1d8+8/×3 plus 1d6 fire +2d6 bane) this replaces the erinyes' normal ranged attacks.

**Bane (Su)** A true fury can imbue one of her weapons with the bane weapon special ability permanently as a swift action. She must select one creature type when she uses this ability (and a subtype if the creature type selected is humanoid or outsider). Once selected, the type can be changed as a swift action. This ability only functions while the true fury wields the weapon. If dropped or taken, the weapon resumes granting this ability if it is returned to her. If she imbues a second weapon with the bane ability, the original weapon loses this ability.

This ability replaces the erinyes' rope entangle special attack.

**Discern Kith (Sp)** A true fury often assaults the friends, family, and loved ones of its chosen foe rather

## Puzzle Creature Template (simple template) \*0

A puzzle creature's quick and rebuild rules are the same.  
**Accursed Riddle (Su)** A puzzle creature is petrified, transforming into a three dimensional puzzle, disassembling, and having its pieces mixed up. The solution to the riddle that cursed the puzzle creature, when spoken aloud next to the creature, when it is assembled, removes this template. Speaking a wrong answer to the riddle three times causes the puzzle creature to go berserk (it gains the benefits of the *rage* spell) attacking the last speaker until the speaker is dead or is no longer within line of sight.

**Universal Language (Su)** The puzzle creature can speak its accursed riddle in any language, and it will understand the answer regardless of what language it is spoken in.

**Assemble (Ex)** Assembling a puzzle creature from its constituent pieces requires a successful Intelligence check against DC 20 (subject can take 20) and takes one minute (20 minutes if taking 20). If a creature has solved the puzzle previously, it gains a +10 circumstance bonus to the check (allowing it to take 10 to solve it normally). Its petrified state is suppressed while it is assembled. While assembled, the puzzle creature cannot speak any words except to recite its accursed riddle.

**Disassemble (Su)** When a successful critical hit strikes the puzzle creature, or if it is reduced to 0 hp or below, the puzzle creature disassembles into its inanimate pile of stone puzzle pieces. A puzzle creature hence cannot die from hp damage while it is assembled but it could die by other means or have its disassembled petrified parts destroyed.

## Bubonic Plague

**Type** disease, injury or inhaled; **Save** Fortitude DC 17

**Onset** 1 day; **Frequency** 1/day

**Effect** 1d4 Con damage and 1 Cha damage and target is fatigued; **Cure** 2 consecutive saves

Infected vermin and parasites spread this disease, also known as Daemon's Touch or the Black Death, through their bites. Once contracted, the disease spreads quickly, polluting the victim's body with toxins. As the disease reaches the lymph nodes, the victim suffers extreme inflammation of glands, and his skin might take on a black pallor. Symptoms include fever, headaches, nausea, fatigue, and swelling of the lymph nodes (called buboes) on the neck, underarms, and inner thigh areas, and eventually bleeding beneath the skin. A victim who takes any Constitution damage from the disease must immediately make a successful Fortitude save or become fatigued until all his Constitution damage is healed. Each time a victim takes 2 points of Constitution damage from Black Death, he also takes 1 point of Charisma damage.

than attacking the foe directly. Most often, the true fury wants the opponent to suffer. Once per day it can learn the names of one of these creatures (GM's choice), its relationship to the opponent, and can locate this person as a *discern location* spell.

This replaces the erinyes' *minor image* and *summon* spell-like abilities.

**Disproportionate Retribution (Su)** Once per day a true fury can, as part of a melee attack action, deal an amount of damage equal to the amount of damage dealt to the true fury by a single attack within the last round plus an additional 50% of that damage. This ability replaces all damage and effects that would normally occur as part of the creature's melee attack.

This replaces the erinyes' *unholy blight* spell-like ability.

**Taking You With Me (Su)** When killed, a true fury creature explodes in a blinding flash of fire that deals 45 points of damage (half fire damage, half divine damage) to anything within 90 ft.; a successful Reflex Save (DC 19) halves the damage. The save DC is Constitution-based.

This replaces the erinyes' *fear* spell-like ability

## CR9

### Adamantine Gorgon (Aurumvorax)

Powerful muscles ripple beneath the black metallic fur of this small yet fearsome eight-legged beast. Adamantine gorgers consume raw adamantine ore as part of their dietary needs, though they still need fresh meat as well. Drow truly despise them for this as they go far deeper into the earth than their normal cousins.

**DR** 10/adamantine; this replaces an aurumvorax's normal DR and Resist fire 10.

**Adamantine Attacks (Ex)** An adamantine gorgon's natural attacks and grapple deal damage as adamantine weapons, overcoming hardness and damage reduction just as an adamantine weapon would.

This replaces an aurumvorax's immunity to poison.

### Custodian Shedú (Shedú)

**Description** Custodian shedus serve as the protectors of national rulers, most often kings or other royalty and often live with the ruler. Unlike normal shedu, they do not care about morality, only the protection of their wards and often work together to protect a ruler's kith and kin.

**Detect Poison (Sp)** A custodian shedu gains *detect poison* as a constant spell-like ability (CL 12).

This ability replaces a shedu's *detect chaos* spell-like ability.

**Harm's Way (Ex)** Once per round, as an immediate action, if the custodian shedu is in a square adjacent to its ward and the ward is subject to an attack, including an area effect, the custodian shedu can subject itself to the attack in the ward's stead and the ward takes no damage. Resolve potential attacks against the custodian shedu normally, including attack rolls and saving throws.

This ability replaces a shedu's *magic circle against evil*, *remove disease*, and *dismissal* spell-like abilities.

**Discern Ward (Sp)** A custodian shedu always knows the direction in which his ward is located, as long as they are on the same plane (CL 12).

This ability replaces a shedu's *detect good* spell-like ability.

**Ward-Bond (Su)** If the shedu's ward is within 60 ft. of its custodian shedu, the ward gains a +2 bonus on all saving throws and SR 25 in addition to the benefits of a *shield other* spell, with the custodian shedu taking the damage.

This ability replaces a shedu's *flame strike* and *shield other* spell-like abilities.

**Environment** urban; this replaces a shedu's warm deserts.

### Fallen Zelekhut (Zelekhut)

This creature looks like a rusted mechanical centaur. Corroded, clockwork wings sprout from its back, and its arms end in barbed chains. Fallen zelekhuts have betrayed the law and order they once embraced and now seek to help those beings who seek to evade justice. They do not care what law has been broken, whether minor infraction or horrific murder. It is not its job to moralize, merely to help criminals flee their punishment.

**Alignment** CN; this replaces a zelekhut's LN.

**Ensnore from Divination (Su)** A fallen zelekhut is completely immune to divination spells of any level, including *discern location* and even a *wish* or *miracle* spell used as a divination. Similar to *mind blank*, this effect provides foolproof protection against scrying and mind-reading attempts of any kind, and the fallen zelekhut cannot be seen with a spell like *arcane eye*. An *invisible* creature protected by this effect would also not be seen by *see invisibility* or *true seeing* spell.

This replaces a zelekhut's *true seeing* spell-like ability.

**Great Escape (Sp)** A fallen zelekhut can become invisible (as *greater invisibility*, a glamor) and move via a *dimension door* three times per day, and at the same time, an illusory double of the fallen zelekhut (as *major image*, a figment) appears superimposed perfectly over its body so that observers don't notice an image appearing and it disappearing. It is then free to go elsewhere while it controls its illusionary double as a free action. The double appears where it teleported from but moves as the fallen zelekhut directs as a free action. It and the figment can then move in different directions. The double moves at the fallen zelekhut's speed and can talk and gesture as if it were real, but it cannot attack, though it can pretend to do so. This effect lasts for 1 minute.

This replaces a zelekhut's *clairaudience/clairvoyance*, *dimensional anchor*, and *locate creature* spell-like abilities.

**True Freedom (Sp)** A fallen zelekhut has a constant *freedom of movement* effect and once per week can cast *freedom*.

This replaces a zelekhut's *hold person*, *hold monster*, *mark of justice*, and *lesser geas* spell-like abilities.



**Ward (Su)** A fallen zelekhut has a specific ward—a creature or object which it assists in escaping justice and the law. The fallen zelekhut's supernatural and spell-like abilities also benefit its ward if it is within 60 ft.

### Hoarfrost Giant (Frost Giant)

**Description** A hoarfrost giant's hair is crystalline ice; it does not wear skins or pelts, but plated sheets of ice. They are more courageous than their brethren as they seek the glory of close-quarters combat and disdain the use of weapons and ambush tactics; they seldom take captives, executing them instead.

**Cold Burst (Su)** Once every 1d4 rounds a hoarfrost giant can create a burst of cold as a swift action that fills a 30-ft. spread centered on the hoarfrost giant. This burst of energy deals 7d6 cold damage and causes targets to become staggered; a successful Reflex save (DC 22) results in half damage and negates the staggered effect. The save DC is Constitution-based.

This replaces a frost giant's ranged attacks, rock throwing special attack, and rock catching defensive ability.

**Cold Strike (Su)** A hoarfrost giant can imbue its slam attacks; they deal an extra +1d6 points of cold damage. Upon a successful critical hit, its slam attacks explode with cold energy; it deals an extra 1d10 points of cold energy damage on a successful critical hit.

This replaces a frost giant's great axe melee attacks.

### Hunting Rex (Tyrannosaurus)

**Description** A hunting rex's teeth can crush bone and extract bone marrow from its prey. They tend to only do this once before discarding a carcass, as their teeth are not well adapted to systematically chewing bone like hyenas do. Hunting rexes are far more subtle in their ways, often hunting a single chosen prey by scent over a very large area.

**Bone Crusher (Ex)** If a hunting rex with this special attack begins its turn with an opponent grappled in its mouth (see Grab), it can attempt a new grapple check against that opponent. If it succeeds, it deals maximum bite damage (46 points) plus 4 points of Strength damage and 4 points of Dexterity damage and inflicts the sickened condition. If the subject can make a successful Fortitude save (DC 23) he suffers only half damage (both hp and ability damage) and negates the sickened condition. A victim can escape with a successful combat maneuver check or Escape Artist check (DC 39) as a standard action. The save DC is Constitution-based.

This ability replaces the tyrannosaurus's swallow whole special attack.

CR 10

### Bearlith (Bebilith)

**Description** This elephant-sized bear is covered in blue metallic plates, strange purple plumes, and black spike-like quills. Bearlith's do not hunt demons, rather,

they hunt mortals who have wandered on the demonic planes. This rare creature will often lair near planar portals to the mortal world or have found its way there so it can feed without concern.

**Melee** Bite +19 (2d6+9 plus dreaded) and 2 claws +19 (2d4+9 plus grab/19–20); this replaces a bebilith's normal melee attacks and web special attack.

**CMB** +23 (+27 vs. grapple); **CMD** 34 (38 vs. trip); this replaces a bebilith's normal CMB and CMD.

**Dreaded (Su)** A character damaged by a bearlith's bite attack must make a successful Will save DC 25 or be inflicted with the cowering condition for 5 rounds. A successful saving throw results in the target being shaken for one round.

This ability replaces a bebilith's rot special attack.

**Peel Armor (Ex)** If a creature with this special attack begins its turn with an opponent grappled in its claws (see Grab), it can attempt a new grapple check as though attempting to pin the opponent; it uses its peel armor special attack as if it had successfully hit that opponent with both its claws. (The Dex penalty of the grappled condition applies to the opponent's Reflex saving throw.)

This ability replaces a bebilith's penetrating strike special attack.

**Spell Grounding (Su)** A bearlith's plates, plumes and strange spikes have a special effect, that attracts touch attacks, rays and chain-type spells, such as *scorching ray* and *chain lightning*. Any time the bearlith is within range of touch attack, ray, or chain-type spell or effect, it automatically arcs to the bearlith and is negated and the bearlith gains 5 temporary hp that last 1 hour for each spell level of the effect.

This ability replaces a bebilith's *plane shift* spell-like ability

### Blaze Giant (Fire Giants)

**Description** A blaze giant's beard is made of fire. They are wild and unpredictable and have difficulty following orders and so are often pushed into the front lines to die by their fire giant brethren.

**Burn (Su)** A blaze giant deals 1d6 fire damage in addition to damage dealt on a successful hit with its melee attacks. A creature affected by the burn ability must also succeed on a Reflex save (DC 22) or catch fire, taking 1d6 fire damage at the start of its turn for an additional 1d4 rounds. A victim can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on this save.

Creatures that hit the blaze giant with natural weapons or unarmed attacks take fire damage as though hit by the blaze giant's burn attack and must make a Reflex save to avoid catching on fire. The save DC is Constitution-based.

This replaces a fire giant's heat rocks special attack and ranged attacks.

**Searing Pain (Su)** Whenever a creature takes damage from a blaze giant's burn special attack, that creature must make a successful Fort save DC 22 or become sickened until all damage from the burn attack is healed or a Heal check (DC 22) is made as a full-round action. The save DC is Constitution-based.



*Bearlith*

This replaces a fire giant's rock throwing, rock catching special abilities.

### **Maharal Golem (Clay Golem)**

**Description** This lumbering figure is sculpted from soft clay, and has magical writing or a rune carved into its forehead. Maharal golems are usually crafted to protect a specific ethnicity, creature type, or subtype and will never attack members of this group unless it is berserk, even if it is being attacked and damaged by members of that group.

**Spell-Like Abilities (CL 13th)**

**Create Wraiths (Su)** Maharal golems can create 1d6 wraiths by calling on the spirits of the dead to defend the golem from its opponents.

This ability replaces a clay golem's haste special attack

**Natural Invisibility (Su)** Maharal golems have the ability to become invisible as a move action (as per the *invisibility* spell).

This ability replaces a clay golem's cursed wound special attack.

**Immunity to Magic (Ex)** Maharal golems are immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against them, as noted below.

- An *erase* spell renders the golem permanently helpless (no save).
- An *explosive runes*, *glyph of warding*, or *greater glyph of warding* deals 10 points of damage per caster level to the golem (no save).
- A *symbol* spell of any kind renders the golem helpless for one full round and deals 10 points

of damage per caster level to the golem (no save).

- Any magical attack against a maharal 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 (these temporary hit points last 1 hour). A maharal golem gets no saving throw against magical attacks that deal acid damage.

### **Possessing Rakshasa (Rakshasa)**

**Description** These always appear to have the face of white tigers. Any shapeshifting form they take has an albino appearance, though creatures they possess do not. These rakshasa delight in hedonistic activities and especially in forcing individuals they possess into performing acts that would normally violate their nature.

**Malevolence (Su)** Once per round, a possessing rakshasa can merge its body with a creature. This ability is similar to a *magic jar* spell (caster level 7th), except that it does not require a receptacle. To use this ability, the possessor must try to 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 18). A creature that successfully saves is immune to that same possessing rakshasa's malevolence for 24 hours, and the possessing rakshasa cannot enter the target's space. If the save fails, the possessing rakshasa



vanishes into the target's body. The save DC is Charisma-based. This ability replaces a common rakshasa's spell-casting ability.

### White Lipoca (Couatl)

**Description** This great white serpent has white, feathered wings and eyes that glimmer with intense awareness. The white lipoca are servants of a deity of light, mercy, and wind from the southern lands of the new world. They tend to come into conflict with chaotic adventurers who believe their ends justifies their means and with those who fail to show mercy to their foes, often coming to the aid of such foes.

**Aura of Sunlight (Su)** A white lipoca constantly radiates sunlight in a 30 ft. radius, creatures within that radius that look at the white lipoca must make a successful Fort save (DC 21) or be blinded. Creatures to which sunlight is harmful (such as oozes and undead) take 6d6 points of damage at the end of their turn if they remain within the aura's radius. This aura cannot be suppressed. The save DC is Constitution-based.

**Shield of Mercy (Su)** All hit point damage dealt to living creatures within a 90 ft. radius of the white lipoca (including upon itself) is transformed into nonlethal damage. This ability cannot be suppressed.

**Wing Gust (Su)** Once every four rounds, a white lipoca can create a blast of air and grit at storm strength (approximately 70 mph) that originates from its wings and affects all creatures in a 60-ft. line for 1d4 rounds. The force of the blast deals 6d6 points of bludgeoning damage. Creatures caught in the blast are allowed a Reflex save (DC 21) for half damage. Creatures in the blast may be knocked down or pushed back if they fail their saves.

- Small or smaller creatures are blown away and rolled 1d4 x 10 ft. if standing on the ground (taking 1d4 points of nonlethal damage per 10 ft.), or are battered back 2d6 x 10 ft. (taking 2d6 points of nonlethal damage) if flying. Medium creatures are knocked prone by the force of the wind, or, if flying, are blown back 1d6 x 10 ft.
- Large or Huge creatures are unable to move forward against the force of the wind, or, if flying, are blown back 1d6 x 5 ft.
- Gargantuan or Colossal creatures can move normally within a wing gust effect.

Regardless of size, all creatures take a -8 penalty on Listen checks and ranged attack rolls for thrown weapons in the area of affect. Ranged weapon attacks in the area are impossible, and siege engines have a -4 penalty on attack rolls. The force of the gust automatically extinguishes candles, torches, and similar unprotected flames. It causes protected flames, such as those of lanterns, to dance wildly, with a 75% chance to be extinguished as well. In addition to the effects noted, wing gust can do anything that a sudden blast of wind would be expected to do, including fan a large fire, move unsecured objects (treat them as creatures of the appropriate size), heel over a ship, or blow gases or vapors to the edge of its line. The save DC is Strength-based.

These abilities replace a couatl's spell casting ability (but not its spell-like abilities).

## CR 11

### Adamantine Elemental (Elder Earth Elemental)

**Description** This hulking, roughly humanoid creature of black metal explodes up from the earth, faceless save for two hollow pits for eyes.

**DR** 15/adamantine; this replaces an elder earth elemental's damage reduction.

**Adamantine Bonds (Ex)** Once every 4 rounds as a standard action, an adamantine elemental can cause a cord made of magically hardened adamantine to come into being, extend from it (range touch +15, range 250 ft.) and wrap around a target creature; unless the creature makes a successful Ref save (DC 23) it suffers the pinned condition. Creatures that make their saving throw gain the entangled condition instead. A pinned creature can always attempt to free itself, usually through a combat maneuver check or Escape Artist check (DC equal to its CMD, usually 39) as a standard action. Entangled creatures can attempt to break free as a move action (DC 39). If a creature breaks free, the bonds disappear. The bonds cannot be damaged, broken, ruined, or even disintegrated; they are considered an attended object and will even teleport with the victim (assuming it can move itself and the elemental). Another creature can aid another in breaking the bonds. The save DC is Constitution-based. This replaces an elder earth elemental's earth mastery special attack.

**Pull (Ex)** An adamantine elemental can choose to make a free combat maneuver check against a creature pinned or entangled with its adamantine bonds. If successful, this check pulls an opponent 20ft. closer to it. This ability only works on creatures of Huge size or smaller. Creatures pulled in this way do not provoke attacks of opportunity and stop if the pull would move them into a solid object or creature.

This replaces an elder earth elemental's earth glide special ability.

### Chaos Gobbler (Devourer)

**Description** This dry, hovering serpentine corpse has the lower body of a snake, a humanoid torso, and a bird-like head and claws. The corpse's chest is a prison of jagged ribs, within which is trapped a small, tormented ghostly form. A chaos gobbler is formed from the dead remnants of a protean which retains a bit more of its previous personality and the wild powers of its chaotic realm.

**Amorphous Anatomy (Ex)** A chaos gobbler's vital points shift and change shape and position constantly. This grants it a 50% chance to ignore additional damage caused by critical hits and sneak attacks, and grants it immunity to *polymorph* effects (unless the chaos gobbler is a willing target).

This replaces the devourer's *confusion* spell-like ability.

**Inflict Warpwave (Su)** As a standard action, a chaos gobbler can inflict a warpwave upon any corporeal creature within 100 ft. The target can resist the warpwave's effects with a DC 22 Fortitude save. If the chaos gobbler wishes, it can use this ability as a swift action, but if it does so, it is affected by the warpwave as well unless it resists the effects with its own Fortitude save. The save DC is Charisma-based.

This replaces the devourer's *ray of enfeeblement, spectral hand, and suggestion* spell-like abilities.

**Freedom of Movement (Su)** A chaos gobbler has continuous *freedom of movement*, as per the spell.

This replaces the devourer's *lesser planar ally* spell-like ability.

**Spatial Riptide (Su)** Any non-protean teleporting into or out of the chaos's aura (30 ft.) must make a DC 22 Fortitude save or enter a state of suspended animation (identical to *temporal stasis*) for 1d3 rounds; success means the creature is merely nauseated for 1 round. The save DC is Charisma-based.

This replaces the devourer's *bestow curse* spell-like ability.

**Warpwave (Su)** A creature struck by a chaos gobbler's claws must make a DC 22 Fortitude save or be affected by a warpwave. The save DC is Charisma-based.

This replaces the devourer's *death knell, ghoul touch, and vampiric touch* spell-like abilities.

### Warpwaves

When a creature is affected by a warpwave, roll 1d20 and consult the table below to see what effect the entropic energies have.

**Table: Warpwave Effects**

| d20 | Warpwave effect   |
|-----|---|
| 1   | Target takes 2 Strength damage.   |
| 2   | Target takes 2 Dexterity damage.  |
| 3   | Target takes 2 Constitution damage.   |
| 4   | Target takes 2 Intelligence damage.   |
| 5   | Target takes 2 Wisdom damage.   |
| 6   | Target takes 2 Charisma damage.   |
| 7   | Target gains 1 negative level.  |
| 8   | Target is blinded or deafened for 1d4 rounds.   |
| 9   | Target is confused for 1d4 rounds.  |
| 10  | Target is entangled by filaments of energy for 1d4 rounds.  |
| 11  | Target becomes fatigued (or exhausted if already fatigued).   |
| 12  | Target becomes nauseated for 1d4 rounds.  |
| 13  | Target is stunned for 1d4 rounds.   |
| 14  | Target is sickened for 1d4 rounds.  |
| 15  | Target is staggered for 1d4 rounds.   |
| 16  | Target gains 4d6 temporary hit points.  |
| 17  | Target is affected by a heal spell (CL = chaos gobbler's CR).   |
| 18  | Target is turned to stone.  |
| 19  | Target is affected by baleful polymorph (CL = chaos gobbler's CR).  |
| 20  | Portions of target's body burst with energy of a random type (choose between acid, cold, electricity, or fire), dealing 4d6 points of damage of the appropriate type to the target. |

## Marble Golem (Stone Golem)

**Description** This towering, polished marble automaton bears the likeness of an archaic, armored warrior. It moves with ponderous but inexorable steps.

**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.
- Due to its incredibly high sheen, any other spell or spell-like ability that a marble golem would be immune to is deflected to a target within range (chose targets at random).

This ability replaces a stone golem's normal immunity to magic.

**Shockwave (Su)** Once every 4 rounds a marble golem can stamp the ground and cause a powerful shockwave to radiate outward from it, blasting all creatures in a 20 ft. radius for 10d6 points bludgeoning damage. In addition, all creatures in the area are subject to a bull rush attack from the effect using the golem's CMB.

This ability replaces a stone golem's slow special attack.

## Thundercloud Giant (Cloud Giant)

**Bellow of the Thunder Clouds (Sp)** Once every four rounds thundercloud giants can lose a powerful bellow as a swift action that functions like a *greater shout* spell (CL 16).

This replaces a cloud giant's rock throwing special attack.

**Cloud Sight (Ex)** A thundercloud giant can see through clouds, gases, fogs, mists, and smoke as though they didn't inhibit vision. Creatures and objects do not gain concealment from a thundercloud giant due to such conditions.

This ability replaces a cloud giant's rock catching defensive ability.

## True Nightmare (Cauchemar Nightmare)

**Description** This towering jet black equine stands upon massive hooves, its eyes glowing with a dark violet energy.

**Horriying (Sp)** When a true nightmare hits with its natural attacks it inflicts horrid visions upon the victims of its strikes. With an eerie purple light, energy crackles through the natural attacks. It deals damage normally and the target must make a successful Will save (DC 22) or fall victim to horrible visions. If the target fails its Will save to disbelieve the horrible visions, it must then make a successful Fortitude save (DC 22) or fall unconscious for 1d3+1 round suffering 1d6 points of Wisdom damage each round (CL 15). If the target's Fortitude save is successful, it is only rendered



unconscious for 1 round. The effects of this ability do not stack. A creature that makes a successful Will save is immune to the effects of this true nightmare's horrifying ability for 24 hours. This is a mind-affecting illusion, emotion, fear effect.

This ability replaces a cauchemar's fire damage from its hooves attack.

**Terrifying Gaze (Su)** Viewing a nightmare's countenance inspires terror. Creatures that meet a true nightmare's gaze within 30 ft. must succeed at a Will save (DC 22) or are driven insane with fear, developing an irrational fear of the true nightmare's choice (usually all creatures of an equine appearance). When in the presence of his phobia, the affected creature must make a successful Will save (same DC) or gain the panicked condition. If the saving throw is made, the affected creature still becomes frightened. The subject remains in this state until a *heal*, *limited wish*, *miracle*, or *wish* spell is used to cancel the effects of this insanity. This is a mind-affecting, emotion, fear effect.

This ability replaces a cauchemar's smoke special attack.

## CR 12

### Auger Cyclops (Great Cyclops)

**Description** This misshapen but incredibly muscular humanoid has a single, huge blue eye set under a short, jagged silver horn on its brow. Auger cyclopes are more thoughtful and less brutal than their great cousins, and are far more willing to parley, though they are likely to inflict a steep negotiating price, and do not consider morality in their negotiations.

**Mirrored Premonition (Su)** This does not provide the auger cyclops with any specific or even vague knowledge about his future. Instead, it experiences a strange sense of déjà vu throughout the day. In game terms, this ability gives the auger cyclops a +17 insight bonus that he can add, in partial increments, to his AC, CMD, or to any die roll including attack and damage rolls, saving throws, skill checks, combat maneuver checks, and ability checks even after determining the initial outcome (excluding rolls for hit points). Whenever he applies an insight bonus under any of the preceding circumstances, he subtracts that amount from his remaining insight bonus until it is exhausted. An insight bonus added to his AC only applies to one attack made against him. For instance, if he adds a +5 insight bonus to a saving throw, a +3 insight bonus to an attack roll and a +3 insight bonus to AC, he still has a +6 bonus that he can add to any one die roll or to multiple die rolls as long as the cumulative bonus does not exceed +6. The effect ends when the auger cyclops has completely exhausted his insight bonus, he can replenish this bonus by resting for at least 8 hours. Applying this bonus is not an action.

This replaces a great cyclops's rock throwing special attack.

### Crusher (Roper)

**Description** A huge eye opens in this spherical creature's front. It starts rolling toward you like some massive boulder. Unlike ropers, crushers are natural explorers and care very little about the finer points of philosophy; instead, they enjoy discussions about geography and are always fascinated by maps.

**Speed** 30 ft.; this replaces both a roper's normal speed and its ranged attacks.

**Boulder (Su)** As a spherical boulder, a crusher can roll or bounce around. It moves up to 30 ft. in a straight line, in a direction of its choice, bowling over creatures in its path. Creatures of its size or smaller struck by the crusher (+20 melee) suffer 4d8+18 (critical on 19–20) points of bludgeoning damage, must make a successful Reflex save (DC 25) or be knocked prone and suffer 1d6 points of Dexterity damage as the crusher rolls over them. If the crusher makes a charge attack it can launch itself to a maximum range of 60 ft. as if it were a thrown bolder. If a crusher ends its movement in the same square as a creature its size or smaller that has failed its Reflex save, that subject also gains the pinned condition until the crusher moves or the subject succeeds on a combat maneuver check or Escape Artist check (DC equal the crusher's CMD, usually 33). The save DC is Constitution-based.

This replaces a roper's melee attack plus its pull and strands special attacks.

**Feats** Improved Critical (boulder) and Weapon Focus (boulder); these replace a roper's Improved Critical (bite) and Weapon Focus (strand) feats.

**Skills** Knowledge (geography) +13, replaces a roper's Knowledge (religion) +13.

### Ingot Worm (Frost Worm)

**Description** This immense, dark black metallic worm has a single circular eye in the center of its head. Its entire body is covered with jagged sharp edges, especially around its mandibles. Ingot worms fear only breaking the surface into the bright sunlight and will rarely risk breaching onto the surface world. The only creatures that will actively feed upon them are gold dragons who enjoy the metals they find inside them.

**Breath Weapon (Su)** 60-ft. cone, razor-sharp shards of various ores dealing 15d6 points of piercing and slashing damage. Creatures with damage reduction 5 or greater that is not overcome by magic, piercing, slashing, adamantine, cold iron, and silver are immune to this effect. Reflex DC 23 save for half; the breath is usable once per hour. The save DC is Constitution-based.

This replaces a frost worm's normal breath weapon special attack.

**DR** 20/adamantine; this replaces a frost worm's immunity to cold.

**Sunlight Powerlessness (Su)** An ingot worm cannot stand bright light or natural sunlight and flees from it (4th level or higher spell with the light descriptor). An ingot worm struck by such light cannot attack and can take only a single move or standard action for one round, and always uses this in an attempt to flee.

This replaces a frost worm's vulnerability to fire.

**Severe (Su)** An ingot worm's body is extremely jagged and sharp from the opening of its maw about its entire mass, allowing it to deal an additional 4d6 piercing and slashing damage with its bite attack. Any creature that attacks an ingot worm with an unarmed strike or a natural weapon takes 1d6 points of piercing and slashing damage per successful hit. A creature that grapples or is grappled by an ingot worm takes 4d6 points of slashing and piercing damage per round the grapple is maintained.

**Death Throes (Su)** When killed, an ingot worm explodes in a 100-ft.-radius burst that deals damage as its breath weapon but deals 20d6 instead of its normal amount (DC 23 Reflex half).

**Sonic Pulse (Su):** Once per day as a swift action, an ingot worm can create a magical sonic pulse by manipulating the minerals within its body that affects all living creatures within a 100-ft. radius; it creates a variety of mind-affecting effects though a successful Will save (DC 23) negates. The save DC is Constitution-based. If a creature fails its save against this ability, roll on the following table to determine the effect.

| d20   | Effect  |
|-------|---|
| 1-4   | <i>Hallucinations:</i> The victim attacks a randomly determined target within 30 ft. until there is no longer a living creature within 30ft.      |
| 5-8   | <i>Pain:</i> The victim suffers a -6 circumstance penalty on attack rolls, combat maneuver checks, skill checks, and ability checks for one hour. |
| 9-12  | <i>Dazed:</i> The victim suffers the dazed condition for one round.   |
| 13-16 | <i>Synapse Damage:</i> The victim suffers 2d4 points of Dexterity damage.   |
| 17-20 | <i>Mind Sludge:</i> The victim suffers 2d4 points of Wisdom damage.   |

This ability replaces a frost worm's trill special attack.

**Environment** underground; this replaces a frost worm's cold plains or mountains.

## Red Harlot (Jorogumo)

**Description** Eight spindly spider legs, flocked with coarse red hairs, stretch from the back of this otherwise beautiful red-haired woman. Red harlots are professional kidnapers of commerce and honor. They speak only truth once they have revealed their true nature, and never bring permanent harm to a hostage unless forced to by the hostage or the would-be rescuers. They can be cruel in their humor and enjoy the suffering of their foes but they will always honor their bargains, regardless of outcome. A red harlot who allows permanent harm to come to her chamber guest will offer her own life as repayment of the debt.

**Alignment** LE; this replaces a jorogumo's NE.

**Harlot's Chamber (Su)** A red harlot creates a mobile extra-dimensional pocket similar to the *rope trick* spell. A red harlot may only have one chamber at a time and the harlot's chamber moves with her.



Red Harlot

She can move into this extra-dimensional pocket as a move action. She may also exit the chamber as a move action, either returning to her location prior to entering, or to just outside the entrance of the chamber. The entrance of a harlot's chamber and those inside are protected by a *nondetection* effect with a DC 27. Only a living red harlot can open the entrance of a harlot's chamber. The entrance is an invisible, stationary portal, so the red harlot must know the location of the entrance in order to be able to affect it. (This requires the ability to see invisible objects or detect portals; or it requires one to make a successful Perception check DC 40.) Killing a red harlot does not open or end the effect of a harlot's chamber.

This replaces a jorogumo's web special attack and *summon nature's ally V* spell-like ability.

**Poison (Ex)** A red harlot has five different poison sacks. All the save DCs are Constitution-based.

- *Spray*—contact, as a standard action, 30 ft. cone, 1/day, Fort DC 23, *frequency* 1/round for 6 rounds; *effect* 1d6 Dexterity damage; *cure* 2 consecutive saves.
- *Bite*—injury; *save* Fort DC 23; *frequency* 1/round for 6 rounds; *effect* unconsciousness for 2d4 hours; *cure* 2 consecutive saves.
- *Bite*—injury; *save* Fort DC 23; *frequency* 1/round for 6 rounds; *effect* 1d3 Strength damage and 1d3 Constitution damage; *cure* 2 consecutive saves.
- *Tear drop*, at will. Ingested, Fort DC 23, *frequency* 1 round for 6 rounds; *effect*



unconsciousness for 1d4 minutes, *cure* 3 consecutive saves.

- *Expel* —inhale, as a standard action, 10 ft. radius burst, 1/day, 10-round duration, Fort DC 23, *frequency* 1/round for 6 rounds; *effect* 1d6 Strength damage; *cure* 2 consecutive saves.

This replaces a jorogumo's poison special attack, *bestow curse*, and *hold monster* spell-like abilities.

## Thresher Serpent (Sea Serpent)

**Description** Named for and easily recognized by their exceptionally long, thresher-like fin tails, which can be as long as the total body length, thresher serpents are active predators; the tail is actually used as a weapon to stun prey or to create powerful waves.

**Melee** Tail slap +23 (4d8+22 plus push [75 ft.] and stun/19-20), bite +18 (3d6+6); this replaces a sea serpent's normal melee attacks.

**Stun (Ex)** The thresher serpent's tail slap attack can push its foe and deliver a powerful, stunning blow. A creature struck by this attack must make a DC 29 Fortitude save or be dazed for 1 round. If the strike is a critical hit and the target fails its save, it is instead stunned for 1d4 rounds (and could begin to drown). The save DC is Strength-based.

This ability replaces a sea serpent's grab and swallow whole special attacks.

**Create Wave (Su)** The thresher serpent can create a wave of water (which moves at approximately 50 mph) once every four rounds as a standard action that originates from it, affecting all creatures in its path. All creatures in this area (20 ft. wide by 10 ft. high, by 10 ft. deep by 220 ft. long) that are Large or smaller must make a DC 20 Swim check or be swept away 110 ft. and take 10d6 points of damage. This effect can move a creature beyond the limit of its range. In the area of the create wave all flames are automatically extinguished (*wall of fire*, torch, lanterns etc.).

In addition to the effects noted, a create wave can do anything that a 10-ft. wave would be expected to do. It can overturn wooded, unsecured buoyant structures, heel over a small boat, and blow gases or vapors to the edge of its range.

This ability replaces a sea serpent's capsize and constrict special attacks.

**Feats** Improved Critical (tail slap); this replaces a sea serpent's Improved Critical (bite).

## CR 13

## Bean Sidhe (Banshee)

**Description** This beautiful, ghostly female fey glides through the air, her long hair flowing around a face of mournful sadness.

**Alignment** LN this replaces a banshee's CE alignment.

**Song of Mourning (Su)** When a bean sidhe sings (a full-round action), all living creatures within a 150-ft. radius must make a successful Will save (DC) or suffer an overwhelming, insane level of sadness and melancholy. This inflicts a -6 morale penalty to AC,

CMD, attack rolls, combat maneuver checks, saving throws, skill checks, and ability checks. The subject is also treated as 6 levels lower for the purpose of level-dependent variables (such as spellcasting or class abilities). If not defending itself from a threat, or if not motivated by an ally, this creature will rest or sleep rather than perform any other actions. *Remove curse* does not remove this effect. *Greater restoration*, *heal*, *limited wish*, *miracle*, or *wish* can restore the creature.

This replaces a banshee's wail special attack.

**Portent of Doom (Su)** A creature damaged by the bean sidhe's touch attack must make a DC 23 Will save. Failure causes the subject to become cursed with one vulnerability special quality of the bean sidhe's choice, the target cannot possess more than one such vulnerability at a time, and so if the creature already possesses one, this effect fails. Sometimes these creatures chose the bean sidhe's own incorporeal touch attack but more often they chose an attack the subject is likely to face in the near future and then they flee. This effect cannot be dispelled, but it can be removed with a *remove curse*, *break enchantment*, *limited wish*, *miracle*, or *wish* spell.

This replaces a banshee's terror special attack.

## Blue-eyed Devil (Gelugon Devil)

**Description** This ice devil's faceted eyes glow with a cold blue radiance. Blue-eyed devils are loners and outcasts from the courts of Hell as their gaze is as dangerous to their fellows as it is to their enemies.

**Gaze of Ice (Su)** Encase in ice, 30 ft., Will DC 22 negates. The save DC is Charisma-based.

This forms a large block of ice around the subject, trapping the creature inside. The ice is 13 inches thick extending outward from the subject. While trapped inside the ice, the victim is helpless (though luckily for her it is difficult to perform a coup de grace). Each round that the creature stays within the block of ice, she takes 1d6 points of cold damage; however, the real danger comes from suffocation. The target must make a Constitution check (DC 10) every round. Each round, the DC increases by 1. If the target fails her Constitution check, she begins to suffocate. In the first round, she falls unconscious (0 hp). Due to the frigid nature of the spell, the target's body functions slow down and prevent a quick death. Once the victim is unconscious, she takes 1 point of cold damage every round until she is freed or she is dead.

The only easy way to get a creature out of the ice block is to destroy the ice. The ice has a hardness of zero and has 39 hit points but it is considered an object and takes half damage from magical attacks. Ice takes double damage from fire based attacks. Attacks against the ice risk harming the creature caught inside. Any damage beyond what is needed to break the ice is transferred to the trapped creature. Rather than hacking at the ice, a character can try to break it in one blow. The ice block has a Str check break DC of 23. This method is also dangerous to the trapped creature and deals 1d6 points of damage plus the attacker's Strength modifier to the trapped character. At room temperature the block of ice will melt at a rate of one inch per hour. A *shatter* or

similar spell deals double damage to the ice block and normal damage to the occupant. This special attack replaces the gelugon's *cone of cold* and *ice storm* spell-like abilities.

**Organization** solitary, this replaces a gelugon's normal organization.

### Lodestone Golem (Iron Golem)

**Description** This strange automaton stands twice as tall as a normal human, and appears to be made from some brownish-black stone with a metallic luster. Its heavy footfalls shake the ground with bone-jarring force.

**Magnetic (Su)** Any steel or iron brought within 80 ft. of the lodestone golem is drawn toward it. Creatures carrying 15 or more pounds of ferrous metal are pulled toward the golem as if by the pull special ability (80 ft). Creatures wearing metallic armor suffer a penalty to their CMD to resist the pull (-2 for medium armor, -4 for heavy armor). Affected creatures are pulled up to 80 ft. and slammed against the golem for 1d6 points of damage per 10 ft. pulled and gain the grappled condition. Creatures not carrying large amounts of metal but holding metal items in their hands are affected by a disarm maneuver as the items are ripped free. Freeing a stuck item requires a successful grapple check against the wall's CMD.

This replaces an iron golem's breath weapon special attack.

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

- A *shatter* spell deals damage to lodestone golem as if it were a crystalline creature.
- A magical attack that deals electricity damage 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 that last for 1 hour. A lodestone golem gets no saving throw against electricity effects.
- A lodestone golem is affected normally by the *disintegrate* spell.

This replaces an iron golem's normal immunity to magic defensive ability.

### Typhoon Giant (Storm Giant)

**Description** This giant is a towering, muscular human of heroic proportions, with blue skin, long white hair, and sparkling dark eyes. Typhoon giants live only in the northwestern basin of a world's most western ocean, where typhoons are known to form. They are far wilder than their storm giant brethren, wallowing in the destruction they create.

**Alignment** CE; this replaces a storm giant's CG.

**Deadly Tempest (Su)** Twice per day as a standard action, this ability creates a powerful vortex (20-ft. radius, 40 ft. high) of raging wind, water, and lightning that moves through the air, along the ground, or over water at a speed of 90 ft. during the typhoon giant's



*Typhoon Giant*

turn. This deals 2d6 points of cold damage, 2d6 points of electricity damage, and 2d6 points of bludgeoning damage to all creatures and objects touched by its area of effect (no save). Any Large or smaller creature coming into contact with the vortex must also succeed on a Reflex save (DC 25) or be picked up bodily and held suspended in its powerful winds, taking the same damage each round on the typhoon giant's turn (no save). Huge creatures (and Large or smaller creatures making successful saving throws) are limited to one-half speed within the vortex but take damage as normal. Gargantuan and Colossal creatures take damage but are otherwise unaffected.

Within the *vortex*, a creature takes a -4 penalty to Perception checks, and all air or land movement is at one-half speed. Missile weapons are deflected (automatically missing) if they enter or pass through the vortex, while any other normal ranged weapon passing through the wind has a 30% miss chance (giant-thrown boulders, siege engine projectiles, and other massive ranged weapons are also affected). Gases, most gaseous breath weapons, and creatures in gaseous form cannot enter or pass through the vortex (though it presents no barrier to incorporeal creatures).

As a move action, a typhoon giant can concentrate on controlling the vortex's movement or specify a simple program (move forward or backward, follow a circular path, move from corner to corner through a room, and so on). As part of this move action the typhoon giant may direct the vortex to eject any carried creatures whenever it wishes, depositing them wherever the vortex happens to be when they are released. The vortex



lasts for 15 rounds and must remain within 1,000 ft. of the typhoon giant. The save DC is Constitution-based. This special attack replaces a storm giant's *call lightning* and *chain lightning* spell-like abilities.

### Yibogoth (Froghemoth)

**Description** This hideous crimson blob covered in eyes can expend adhesive strands and draw creatures into its horrid maw. Yibogoth come from another dimension where nothing dies and life has expanded exponentially, resulting in a universe-wide corrupt tumor; they now seek to infect his world like a cancer. Their existence defies natural law and some magical laws, as mortals understand them, coming as they do from another dimension.

**Immune** Arcane spells and spell-like abilities

**Weaknesses** Vulnerability to divine spells and spell-like abilities

This replaces a froghemoth's immunity and vulnerability to electricity.

**Melee** bite +20 (2d6+10/19-20 plus ability drain); this replaces a froghemoth's normal melee attacks.

**Ranged** 5 strands +13 touch (pull plus ability drain); this replaces a froghemoth's ranged attacks

**Space** 15 ft.; **Reach** 15 ft. (60 ft. with strands); this replaces a froghemoth's normal space and reach

**Special Attacks** ability drain, pull (strand, 25 ft.) strands; this replaces a froghemoth's normal special attacks

**Ability Drain (Ex)** A creature struck by a strand or bitten by a yibogoth is numbed, weakened, and drained of blood and must make a DC 25 Fortitude save or take 1d6 points of Strength and Constitution damage each round a strand is attached or each time it is bitten. Each time a creature fails its save against this effect the yibogoth heals 5 hit points or gains 5 temporary hit points (its choice). The save DC is Constitution-based.

This replaces a froghemoth's constrict and swallow whole special attacks.

**Immunity to Magic (Ex)** A yibogoth is immune to arcane spells or spell-like abilities that allow spell resistance.

**Strands (Ex)** A yibogoth can extend up to five thick strands with viscous blobs at their ends from its body at a time, launching them to a maximum range of 60 ft. A yibogoth's attacks with its strands resolve as ranged touch attacks. These strands are quite strong; they have an AC of 26 and can be severed by dealing 16 points of slashing damage.

This ability replaces the froghemoth's tentacles and tongue melee attacks plus its grab special attack.

**Vulnerability to Divine (Ex)** Divine spells gain a +4 bonus to their DC when used against a yibogoth, and if the divine spell deals damage, it deals +50% damage.

## CR 14

### Hand of the Reliquary (Demilich)

**Description** Glittering bejeweled rings decorate this mummified hand as it floats in the air on a swirling

vortex of dust and shimmering magic. A hand of the reliquary is a remnant of an avatar's body, an ascended saint, or demigod's corpse. Yet these remnants hold great power and visit a terrible wrath on those that disturb them. Traces of its divine power strengthen the hand, rendering it harder than any steel. Lastly, though only the barest remnants of the hand's hallowed might survive, a hand of the reliquary aroused to anger still retains enough power to remove a creature from existence before it roused this monstrosities ire.

**Rejuvenation:** the hand's reliquary takes the place of a demilich's phylactery.

**Ray of Temporal Entropy (Su)** As a standard action with a range of 75 ft., a hand of the reliquary can cause a ray of liquid darkness to spring from its pointing finger. This ray is not blocked by anything. When it strikes an object, it passes through that object and continues on to the limit of its range. The hand must make a ranged touch attack (+14) against all targets within the ray to its maximum range. All targets struck by the ray take 200 points of divine damage. A successful Fort save (DC 24) results in half damage. If the spell slays or destroys the target, it consumes the remains and a creature's soul utterly including any attended equipment or possessions. That creature can never be resurrected, raised or transformed into undead by any means, including *miracle* and *wish*. Only divine intervention from a deity whose portfolio deals with time can restore the creature to life. Artifacts are immune to the effects of this spell.

There is a greater side effect of using this ability. Any creature or object destroyed with this effect ceases to exist for 24 hours before he or it was stuck by this spell. That is, if a creature is destroyed, it is as if that creature never existed for the previous 24 hours. Memories of those actions remain, but the actual events of the creature's life during the last 24 hours never occurred. For example, an opponent kills several allies but is later slain by this effect, the allies the opponent killed are later found alive, having a blurred memory of their death, and others who were witness to their deaths express surprise at seeing them alive. The save DC is Charisma-based, and includes a +2 bonus for the Ability Focus feat.

This ability replaces a demilich's devour soul special attack.

**Venerable Anointing (Su)** As a standard action, a hand of the reliquary can unleash of burst of temporal energy with a 20-ft.-radius spread centered on the hand; living creatures in the area of effect must make a successful Will save (DC 22) or become cursed and have their speed reduced by half, gain the blinded and deafened condition, and have their age categories become venerable. A victim's age in years is the minimum threshold for a venerable creature, so an elf affected by a venerable anointing would be 350 years old. A creature that had been old has its Strength, Dexterity and Constitution decreased by 3. The Strength, Dexterity and Constitution scores of a creature that had been middle-aged are reduced by 5. Creatures that have not reached middle age suffer the most; their Strength, Dexterity, and Constitution are reduced by 6. Creatures do not gain any benefits from the increased age.

Venerable creatures, as well as dragons, ageless, and immortal beings are unaffected by this effect. A successful save results in the creature becoming middle aged suffering -1 penalty to Str, Dex, and Con for 2 minutes. Middle aged and older creatures are unaffected by this effect. Any spell or effect that can remove a *bestow curse* can remove this effect, though this effect adds +5 to the removal DC.

This special attack replaces a demilich's *wail of the banshee* spell-like ability.

**Wounding Susceptibility (Su)** *Wounding weapons* of any kind ignore a hand of the reliquary's damage reduction.

This replaces a demilich's vorpal susceptibility weakness.

## Heim Linnorm (Linnorm, Crag)

**Description** This immense, wingless blue-grey dragon rears up on a serpentine body. Its double tail and powerful talons swipe at the air. This linnorm tends to haunt abandoned northland mead halls rather than the cold foothills of its brethren.

**Breath Weapon (Su)** Once every 1d4 rounds as a standard action, a heim linnorm can expel a 120-ft. line of sapphire blue light; any creature struck must make a successful Will save (DC 24) or immediately go to its home. Once the subject arrives home, the effect ends. Creatures with no home or lair cannot be affected by this effect, although even a regular place to sleep could be considered a "home." A successful save results in 5d6 points of non-lethal damage.

The creature may have to traverse threatened or dangerous areas (passing by hostile beasts or moving through a *cloudkill*) to get home, or it may even have to break through a barrier (like a *wall of ice*). A barrier that requires more than 5 rounds to get through is considered impassable for the purposes of this effect. The effect ends immediately if the creature physically cannot reach its home—including a situation forcing the creature to pass through an area that would, without a doubt, kill it. For example, a creature with only 25 hp that must navigate a pool of acid to get home is unaffected by the spell, as is a creature with no planar travel ability whose home is on another plane.

While under the effects of *protection from evil* or a similar spell, the subject can ignore the compulsion, but such a ward does not prevent establishing this effect, nor dispel it. This is a mind-affecting compulsion effect. The save DC is Constitution-based.

This replaces a crag linnorm's normal breath weapon special attack.

**Death Curse (Su)** When a creature slays a heim linnorm, the slayer is affected by the curse of exile. *Curse of Exile:* save Will DC 22; *effect* this curse casts someone off his home soil. If the slayer fails his save, he is marked as an exile within the boundaries of the slayer's tribe or kingdom and may not be given shelter or assistance by anyone in that tribe or kingdom. Any community member who makes a Perception check (DC 15) recognizes his exile status. Anyone who provides aid to exiles within that tribe or kingdom suffer a *bestow curse*.

An exile has two days to begin to leave the tribal land or kingdom; thereafter, he takes 1d8 damage at dawn on any day he remains within and isn't closer to the border of the designated land than the morning before. He cannot heal naturally or gain the benefits of a conjuration (healing) spell within the designated land. The area from which he is alienated cannot exceed 800 square miles. This is a curse effect and can be removed by any spell that can remove *bestow curse* though the removal DC is increased by +5. The save DC is Charisma-based.

This replaces a crag linnorm's normal death curse special attack.

**Environment** cold urban; this replaces a crag linnorm's cold hills.

## Osmium Golem (Brass Golem)

**Description** This towering, semi-hollow statue of bluish-white metal has been built to resemble a serpent-headed humanoid; it carries a gigantic, curved sword in its metal fists.

**Volatile Toxicity (Su)** An osmium golem deals 1d6 fire and 1d6 acid damage in addition to damage dealt on a successful hit in melee. A creature affected by the volatile toxicity or its death throes ability must also succeed on a Fort save (DC 20) or be permanently blinded and nauseated; a successful save results in the subject being sickened for 1 round instead. This is a poison effect; curing the poison ends the nausea but not the blindness which requires a *remove blindness* type effect. Creatures that hit the osmium golem with non-reach weapons, natural weapons, or unarmed attacks take fire and acid damage as though hit by the monster's volatile toxicity attack and must make a Fort save to avoid being nauseated. The save DC is Constitution-based.

This ability replaces a brass golem's breath weapon special attack.

## Oni, Metal Yai (Oni, Ice Yai)

**Description** This white haired giant has intricately detailed etchings and scrollwork on its steel-grey skin. It has jeweled eyes like the well-crafted ones in a nobleman's sword. Metal yai express their prowess loudly to any who might present a challenge. They are cold and aggressive creatures with a strong sense of self discipline. They won't hesitate to conquer and destroy any obstacle in their way.

**DR** 10/-, this replaces an ice yai's immunity to cold.

**Melee** longsword +26/+21/+16/+11 (2d6+11), 3 longswords +26 (2d6+6) or 1 slam +24 (2d8+9), this replaces an ice yai's normal melee attacks.

**Affinity for Metal (Ex)** The metal yai gains a +2 competence bonus to damage rolls made with attacks with weapons made primarily of metal. Further, if a foe attacks him with a weapon primarily made of metal, the metal yai gains a +2 dodge bonus to Armor Class. A condition that makes him lose his Dexterity bonus to Armor Class (if any) also makes him lose dodge bonuses. The metal yai must be aware of the attack to gain this bonus.



This replaces an ice yai's *darkness* spell-like ability.

**Blade Barrier (Sp)** 1/day, this replaces an ice yai's *polar ray* spell-like ability.

**Manipulate Metal (Su)** The metal yai can change the temperature of a creature's metal equipment. This acts as either the *chill metal* or the *heat metal* spell, (CL 18th, DC 22, swift action to activate at will). Upon a successful save, a creature cannot be the target of this metal yai's manipulate metal again for 24 hours. The save DC is Charisma-based. This replaces an ice yai's *icy missile* special attack and its ranged attacks.

**Metal Multiweapon Mastery (Ex)** A metal yai never takes penalties to its attack roll when fighting with multiple weapons that are composed primarily of metal. This replaces an ice yai's staggering strikes special attack.

**Iron Grenade (Su)** Three times per day as a standard action, a metal yai can create a sphere of iron, about the size of a walnut in its hand, which it can use to make a melee touch attack (+24) or throw as a splash weapon, making a ranged touch attack (+20) with a maximum range of 120 ft. When the sphere hits (either as a ranged or melee attack), it breaks and discharges a flash of iron splinters driven by magical force which deals 15d6 points of magical cold iron piercing damage to the target struck (creatures with damage reduction not overcome by magic, cold iron, piercing damage, reduce the damage by their listed amount per die). All other creatures and objects in adjacent squares take 15 points of splash damage per die. All the metal possessions and objects they carry (whether ferrous or not) become magnetized for 2d4 rounds. A creature wearing metal armor is entangled while the effect lasts, while a creature using metal weapons takes a -2 penalty on attack and damage rolls so long as there is at least 10 lb. of metal on its person or within 5 ft. of it (these penalties stack). A successful Fortitude saving throw (DC 25) negates the magnetism effect and reduces the damage by half. The save DC is Constitution-based.

This replaces an ice yai's *cone of cold* spell-like ability.

**Non-Metal Vulnerability (Ex)** Weapons not primarily made of metal ignore a metal yai's damage reduction and deal +50% damage.

This replaces an ice yai's vulnerability to fire weakness

**Environment** Any; this replaces an ice yai's cold mountains.

### Prismwing (Nightshade, Nightwing)

**Description** This enormous, bat-like creature is shaped from pure color-shifting light, its eyes are points of pure white light in a sea of hues. Prismwings are the result of nightwings getting trapped on the Plane of Radiance. They tend to hide in high places during the night, and are more loyal to masters who provide magical lighting for them than typical nightwings.

**Lightsense (Ex)** Prismwing gain *true seeing* in dim light and bright light. Regardless of light conditions, they can detect living creatures and their health within 60 ft., as blindsense with *deathwatch* continuously active. *Mind blank* and *nondetection* prevent the latter effect but not the prismcrawler's *true seeing*.

This replaces a nightwing's darksense.

**Melee bite +23** (4d10+18/19-20 plus prismatic bite); this replaces a nightwing's normal melee attack.

**Darkness Aversion (Ex)** A nightshade in darkness becomes sickened—the penalties from this condition are doubled when the prismwing is in natural darkness.

This replaces a nightwing's light aversion weakness.

**Prismatic Bite (Su)** The bite of a prismwing infuses its foe with prismatic energy. When a prismwing bites a foe, the victim must make a DC 23 Will save or be affected by all the colors of a prismatic spray (DC for each effect is the same as this save). A successful initial save results in the subject being affected by a 1d8 random roll on the *prismatic spray*. The save DC is Charisma-based.

This replaces a nightwing's magic drain special attack.

**Spell-Like Abilities** (CL 14th; concentration +19)

**At will**—*daylight* replaces *deeper darkness*, *searing light* replaces *cone of cold*.

**1/day**—*prismatic spray* (DC 22) replaces finger of death, summon (level 6, 2 invisible stalkers) replaces a nightwing's normal summon ability.

**Environment** any non-underground (Radiant Energy Plane).

## CR 15

### Broken Harut (Inevitable, Marut)

**Description** This humanoid is mostly hidden behind plates of elaborate, tarnished golden armor, the spaces in between revealing flesh of fractured black stone. Something is wrong with this tainted inevitable, it no longer seeks out those who attempt to avoid death, but actually helps these would be immortals, serving as their personal bodyguards, and sometimes even returning them to life after they are slain.

**Harm's Way (Ex)** Once per round, as an immediate action, if the broken harut is in a square adjacent to another creature and that creature is subject to an attack, including an area effect, the broken harut can subject itself to the attack in that creature's stead and that creature takes no damage. Resolve potential attacks against the broken harut normally, including attack rolls and saving throws

This ability replaces *mass inflict light wounds* and *circle of death* spell-like abilities.

**True Resurrection (Sp)** 1/week; this replaces the marut's *earthquake* and *geas/quest* spell-like abilities.

### Firebird (Phoenix)

**Description** This massive bird has majestic plumage that glows brightly emitting red, orange, and yellow light, like a bonfire of turbulent flame. A firebird's feathers do not cease glowing if removed or shed, and one feather glows with the light of a *daylight* spell. They are considered both a blessing and a bringer of doom to those who seek to capture one.

**Alignment** N; this replaces a phoenix's CG.

**Song of Blooming (Sp)** As a standard action at will, a firebird can sing a song that can emulate any one of the following effects, *entangle* (DC 17), *plant growth*, or



*wall of thorns*. It can emulate them in any combination or all at once. If creatures are entangled within 20ft. of a *wall of thorns* they take damage as if they had attempted to move through the *wall of thorns*.

This ability replaces a phoenix's self-resurrection defensive ability.

**Spellbinding Spectacle (Su)** Activating this ability is a free action that is triggered when a firebird flies overhead. Opponents within 30 ft. who witness the action must make a successful Will save (DC 26) or become overcome with awe, gaining the fascinated condition for 5d6 rounds. This ability affects only opponents with fewer than 20 HD. An opponent that succeeds on the saving throw is immune to that same firebird's spellbinding spectacle for 24 hours. Spellbinding spectacle is a mind-affecting compulsion effect. The save DC is Charisma-based.

This replaces the phoenix's *cure critical wounds*, *mass cure critical wounds* and *remove curse* spell-like ability.

**Shed a Feather (Sp)** As a move action, a firebird can shed one of its feathers; any creature that picks up this feather is affected as if the firebird had cast *charm monster* (DC 26, CL 18), except when the subject greets someone whom he has not seen since the spell took effect, he takes the opportunity to tell that person about the beauty of the firebird. Anyone hearing about the firebird from someone affected by the feather must make a saving throw as if the *charm monster* were being cast on him in the manner the feather affected the original creature. On a successful save, a victim of the feather can discuss other subjects normally. The duration of the effect for each affected person starts at the moment of being charmed. Anyone who makes the saving throw is immune to the effects of the feather's effects that originated from the same firebird.

This ability replaces a phoenix's *greater restoration* spell-like ability.

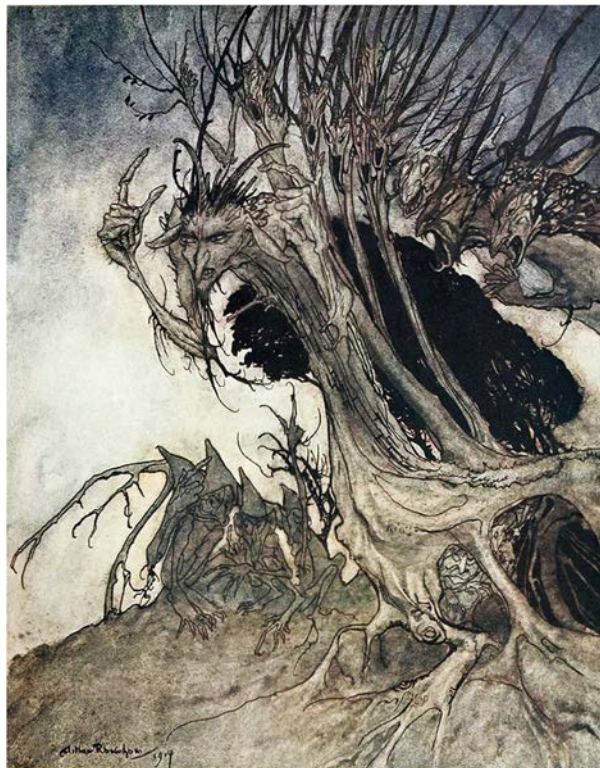
## Grendal (Troll, Jotund)

**Description** This massive creature in the shape of a man moves beyond the pale and is obviously the result of some unnatural birth for every nail, claw-scale and spur, every spike on its brutish body is like barbed adamantine. These solitary creatures are consumed with such self-loathing that they tend to attack sites which are popular as social gatherings; they especially enjoy killing and eating revelers. They are greedy, grasping creatures but are also sometimes motivated by revenge against imagined slights. They are particularly prone to destruction if their slumbering is disturbed.

**Regeneration** 10 (grapple or pinned); this replaces a jotund troll's normal regeneration.

**Hardness** 20.

**Aura of Trepidation (Su)** Any creature within 60 ft. of a grendal must make a successful Will save (DC 19) or be inflicted with the panicked or cowering condition (the grendal's choice) for 5d6 rounds. A successful save results in the subject being shaken for 1 round and is immune to that grendal's aura of trepidation for 24 hours. A grendal can "shrug off" this aura and let it enchant a location as a standard action. It can dismiss this and regain its aura as a swift action.



*Grendal*

This ability replaces a jotund troll's cacophonous roar special attack.

**Barbed Defense (Su)** A grendal's hide is covered in thick scales like barbed steel. A creature that strikes a grendal with a melee weapon, an unarmed strike, or a natural weapon takes 3d6+10 points of piercing damage from the grendal's barbs. Melee weapons with reach do not endanger a user in this way.

This ability replaces a jotund troll's all-seeing attacks special attack.

**Susceptibility to Grappling (Ex)** Damage dealt to a grendal while it is grappled or pinned ignores the creature's hardness, damage dealt to it while it is grappled deals +50% damage and suppresses the creature's regeneration.

This weakness replaces all of a jotund troll's defensive abilities and immunities.

## Harpoon Golem (Cannon Golem)

**Description** This Adonis-like humanoid form of sculpted metal has an enormous cannon with a harpoon stuffed in it mounted on its shoulder that tracks its target with mechanical precision. Harpoon golems tend to appear on ocean going vessels.

**Ranged** +1 harpoon +27/+22 (2d6+11 plus devastating harpoon/19-20/x3, range 20 ft.); this replaces a cannon golem's normal ranged attack.

**Alloyed (Ex)** A cannon golem's slam and harpoon attacks count as adamantine, cold iron, and silver for the purpose of overcoming damage reduction.



This ability replaces a cannon golem's normal alloyed special attack.

**Impale Opponent (Ex)** When a harpoon golem confirms a critical hit with a slam or harpoon attack, it can force an opponent upon its harpoon impaling it deeply into the victim's body. The harpoon golem makes a combat maneuver check (as though attempting to pin the opponent) as a free action. If it succeeds, the victim is pinned, otherwise the subject is simply grappled. A subject may attempt to release himself from with a successful grapple check or Escape Artist check (DC 48). On a failed attempt, if the subject is pinned, the subject takes harpoon damage.

This ability replaces a cannon golem's blasting critical special attack.

**Devastating Harpoon (Ex)** On a successful hit with this attack, the golem can grapple the target of the attack (regardless of that creature's size); however, the golem's magical nature attempts to dispel (as described in *greater dispel magic*, CL 15th) any *freedom of movement* spell or magic item, and any spell or magic item that grants immunity to the grapple condition or bonuses to Combat Maneuver Defense or Escape Artist checks. If the dispel check succeeds, the spell or magic item is dispelled before the golem makes its grapple check (magic items are suppressed for 1d4+1 rounds). Regardless, the golem can then attempt a combat maneuver check to grapple its opponent as a free action. This grapple attempt does not provoke an attack of opportunity from the creature it is attempting to grapple if that creature is not threatening the golem. While it grapples the target it can perform any other action except making this attack again, though it can deal damage with this attack to the grappled creature in place of an attack, and is considered to be threatening that creature. The golem is not considered grappled and does not have to be adjacent to the creature to continue the grapple. A subject may attempt to release himself with a successful grapple check or Escape Artist check (DC 48). This replaces a cannon golem's cannon special attack.

**Pull (Ex)** harpoon, 20 ft.

This ability replaces a cannon golem's gun training special attack.

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

- Any spell with the electricity descriptor that affects a harpoon golem renders its harpoon, impale opponent, devastating harpoon and pull unusable for 1 round (no save).
- A spell with the air descriptor that affects a harpoon golem causes the golem's thrown harpoon to strike the golem instead, and after it is struck by its own harpoon, it is staggered for 1 round (no save).
- A magical attack that deals fire damage breaks any staggering effect on the golem, negates the effect of electricity 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 that last for 1 hour. A harpoon golem gets no saving throw against fire effects.

**Feats** Improved Critical (harpoon)<sup>B</sup>; this replace a cannon golem's normal feats.

## Thrice-Crowned King (Gorynych)

**Description** This armless, three-headed golden dragon has massive wings and two tails. Thrice-crowned kings usually dwell in the depths of space and are usually under the control of some eldritch abomination that dwells in that cold darkness. They love nothing more than wonton destruction, and will often seek out and destroy the largest creatures first.

**Immune** electricity, force, paralysis, poison, *sleep*; this replaces a gorynych's normal immunities.

**Melee** 3 bites +24 (2d8+8), 2 tails +23 (1d8+8); this replaces a gorynych's normal melee attacks.

**Breath Weapon (Su)** 40-ft. line, 5d6 (half electricity, half force) push to end of line, Reflex DC 24 for half negates push, usable every 1d4 rounds. Each of a thrice-crowned king's heads has its own separate breath weapon. When a thrice-crowned king uses its breath weapon, it can breathe with one, two, or all three heads. If the areas of two or more breath weapons overlap, a creature caught in that overlapping area has the Reflex save DC increased by +2 (or +4 if three breath weapons overlap). Damage done by overlapping breath weapons stacks and is considered to be a single source of electricity and force damage for the purpose of tracking resistance. Regardless of how many heads breathe, the thrice-crowned king can only use its breath weapon once every 1d4 rounds.

This replaces a gorynych's normal breath weapon special attack.

**Hurricane Gust (Ex)** As a standard action, a thrice-crowned king can create a severe blast of air (approximately 75 mph) that originates from it, affecting all creatures in a 25 ft. radius burst; its effects last until the beginning of the thrice-crowned king's turn.

- A Small or smaller creature on the ground is knocked down and rolled 1d4×10 ft., taking 1d4 points of nonlethal damage per 10 ft. If flying, a Small or smaller creature is blown back 2d6×10 ft. and takes 2d6 points of nonlethal damage due to battering and buffeting.
- Medium creatures are knocked prone by the force of the wind, or, if flying, are blown back 1d6×10 ft.
- Large creatures are unable to move forward against the force of the wind, or, if flying, are blown back 1d6×5 ft.
- Huge or larger creatures may move normally within a hurricane blast effect.

All flames are extinguished. Ranged attacks are impossible (except with siege weapons, which have a -8 penalty on attack rolls). Perception checks based on sound are impossible: all characters can hear is the roaring of the wind. Hurricane-force winds often fell trees. In addition to the effects noted, a hurricane blast can do anything that a sudden blast of wind would be

expected to do. It can create a stinging spray of sand or dust, fan a large fire, overturn delicate awnings or hangings, and blow gases or vapors to the edge of its radius.

This replaces a gorynych's *bestow curse*, *charm person* and *lesser geas* spell-like abilities.

**Regeneration (Ex):** A thrice-crowned king has a regeneration rate of 22. Its regeneration is only suppressed if it wills it so, which usually only happens when it is under some kind of compulsion. It regenerates even if disintegrated, drowned, or slain by a death effect. If a thrice-crowned king fails a save against an effect that would kill or destroy it instantly, it rises from death alive 3 rounds later with 1 hit point, if no further damage is inflicted upon its remains. It can be banished or otherwise transported, but the method to truly kill it or destroy it requires some form of mind-affecting effect.

This replaces a gorynych's *dancing lights*, *limited wish*, *message* and *mislead* spell-like abilities.

**Vulnerability to Mind-Affecting (Su)** A thrice-crowned king suffers a -4 penalty to the saving throw of any mind-affecting spell or effect.

**Environment** any; this replaces a gorynych's temperate forests.

## CR 16

### Congealing Devil (Horned Devil)

**Description** Congealing devils are tailed, humanoid slug-like creatures that grow a strong exoskeleton and use their heavy forearms, mandibles, horns, and tail to attack their foes. The cilia that extrude from their exoskeleton are poisonous and can cause even water vapor to become a thick, disgusting gel. They are both vulgar and quarrelsome, being far more disobedient than horned devils; they will follow the letter of any agreement but they will attempt to subvert that agreement even if it is against their own best interest.

**Melee** 2 claws +25 (2d6+10 plus poison and thickening cilia), bite +22 (2d8+10 plus poison and thickening cilia), gore +22 (2d8+10 plus poison and thickening cilia), tail +22 (2d6+10 plus poison and thickening cilia); this replaces a horned devil's normal melee attacks.

**Thickening Cilia (Su)** Creatures that are hit by a congealing devil or hit it with natural weapons, non-reach manufactured weapons, or unarmed attacks will be touched by the millions of cilia that cover the devil and must make a Will save to avoid being slowed (as the *slow* spell) for 1 minute. This slowed effect appears like a sheath of gelatinized air and water vapor sticking to the victim. It requires a full-round action to remove the gel (or two standard actions, if slowed). The save DC is Charisma-based.

This replaces a horned devil's fear aura.

**Poison (Ex)** Claw, Bite, Gore, Tail—injury; *save* Fort DC 28; *frequency* 1/round for 6 rounds; *effect* 1d4 Con and 1d4 Cha damage; *cure* 2 consecutive saves. If a creature fails two consecutive saving throws, its internal fluids to congeal causing the creature's eyes to swell



Congealing Devil

shut, jaws to lock, and tongue to swell, rendering the subject blind and mute. This condition ends when the Charisma damage is healed. The save DC is Constitution-based.

This replaces a horned devil's infernal wound and stun special attacks.

**Feats** Ability Focus (thickening aura), Ability Focus (poison), and Weapon Focus (claw); this replaces a horned devil's Improved Vital Strike, Vital Strike, and Weapon Focus (spiked chain) feats.

### Fljót Linnorm (Linnorm, Fjord)

**Description:** This massive, sickly green and black eel-like dragon has two webbed talons. Its tail ends in large and powerful-looking flukes. These linnorms dwell among the deep rivers and inlets that grace northern waterways though they despise saltwater and never venture out to sea. Their favored haunts often overlap with river trade routes and bridges.

**Breath Weapon (Su):** Once every 1d4 rounds as a standard action, a fljót linnorm can expel a 60-ft. cone of highly pressurized toxic water, dealing 16d8 points of magical bludgeoning damage to all creatures struck (Reflex DC 27 for half damage). Creatures with damage reduction that is not overcome by magical bludgeoning damage apply their listed damage reduction amount per die of damage. Upon a failed saving throw, the subject is affected by the linnorm's poison attack. The save DC is Constitution-based.

This ability replaces a fjord linnorm's normal breath weapon special attack.

**Death Curse (Su)** Curse of Befouling Water: *save* Will DC 26; *effect* any water within 5 ft. of the slayer of the



linnorm becomes stagnant, making it foul and unable to support water-breathing life. The curse spoils liquids containing water. Liquid-based magic items (such as potions) and items in a creature's possession must succeed on a Will save (DC 26) or become ruined. A living subject can go without water for 1 day plus a number of hours equal to his Constitution score. After this time, the character must make a Constitution check each hour (DC 10, +1 for each previous check) or take 1d6 points of nonlethal damage. Characters that take an amount of nonlethal damage equal to their total hit points begin to take lethal damage instead.

Living subjects who have taken nonlethal damage from lack of water are fatigued. Nonlethal damage from thirst cannot be recovered until the character gets food or water as needed—not even magic that restores hit points heals this damage.

This ability replaces a fjord linnorm's normal death curse special attack.

### Force Ooze (Plasma Ooze)

**Description** Completely invisible creatures, legends say force oozes are created from the blood of great wyrm force dragons, and can be encountered anywhere, but most often in extremely isolated locales.

**AC** 26, touch 26, flat-footed 26 (-4 size, +20 deflection); this replaces a plasma ooze's normal AC and split defensive ability.

**Force Damage (Ex)** A force ooze deals plus 8d6 points of force damage (see Melee, Constrict, and Engulf); this replaces a plasma ooze's plus 4d6 electricity, 4d6 fire.

**Displacement (Ex)** A force ooze's body distorts the light around it so that it is hard to discern the ooze's exact location, this functions as a continuous *displacement* spell, giving the ooze concealment (50% miss chance). Objects and creatures that are engulfed ignore this ability.

This replaces a plasma ooze's immunity to bludgeoning and piercing damage.

**Immune to Force (Su)** A force ooze cannot be harmed by any force effect, including *magic missiles*, *explosive runes*, *mage's sword*, *beads of force*, or any other spell or effect with the Force descriptor. It can move freely through barriers made of force, such as a *wall of force*. This replaces a plasma ooze's immunity to electricity.

**Natural Invisibility (Ex)** This ability is constant—a force ooze remains invisible at all times, even when attacking. As this ability is inherent, it is not subject to the *invisibility purge* spell. Against foes that cannot pinpoint it, the force ooze gains a +20 bonus on Stealth checks when moving, or +40 when standing still—these bonuses are not included in the statistics above. A creature that can see invisible creatures must still contend with the ooze's displacement ability; objects and creatures who are engulfed gain the benefit of this effect.

This replaces a plasma ooze's immunity to acid and resist cold.

**Force Spear (Su)** As a standard action, a force ooze can fire 1d4 force spears at up to 4 separate targets

within 60 ft. (no more than one spear can attack a single creature). Each spear deals 8d6 points of force damage. The subject must also make a successful Fort save (DC 27), or the spear impales the creature and while it does not continue to deal damage, the spear lodges itself into the Ethereal Plane and holds the creature in place, inflicting the pinned condition upon the creature for 1 minute. The creature can escape from the spear as a standard action by making a Combat Maneuver or Escape Artist check (DC equal to its CMD, 42, this does not provoke an attack of opportunity). A successful saving throw negates the pinned condition but does not reduce the damage. The save DC is Constitution-based. This replaces a plasma ooze's plasma ray special attack and magnetic pulse aura.

### Prismwalker (Nightshade, Nightwalker)

**Description** This towering, giant-like creature is shaped from pure color-shifting light; its eyes are points of pure white light in a sea of hues, and its arms end in massive blades. Prismwalkers are the result of nightwalkers being trapped on the Plane of Radiance. They tend to hide in high places during the night. They tend to be lone assassins, saboteurs, and spies, rather than serving as generals.

**Lightsense (Ex)** Prismwalkers gain *true seeing* in dim light and bright light. Regardless of light conditions, they can detect living creatures and their health within 60 ft., as blindsense with *deathwatch* continuously active. *Mind blank* and *nondetection* prevent the latter effect but not the prismcrawler's *true seeing*.

This replaces a nightwalker's dark sense.

**Darkness Aversion (Ex)** A nightshade in darkness becomes sickened—the penalties from this condition are doubled when the prismwalker is in natural darkness.

This replaces a nightwalker's light aversion weakness.

**Blinding Gaze (Su)** A prismwalker's eyes emit bright light to a range of 30 ft. Any creature within the area must make a DC 25 Fortitude save or gain the blinded condition (permanently). Creatures with light blindness or light sensitivity take the normal penalties within 30 ft. of a prismwalker that is using its blinding gaze. A prismwalker can activate or suppress this ability as a free action. This save DC is Charisma-based.

This replaces a nightwalker's fear gaze.

**Spell-Like Abilities** (CL 14th; concentration +19)

**At will**—*daylight* replaces *deeper darkness*.

**1/day**—*prismatic spray* (DC 22) replaces *finger of death*, *searing light* replaces *cone of cold*, summon (level 6, 2 greater fire elemental) replaces a nightwalker's normal summon ability.

**Environment** any non-underground (Radiant Energy Plane).

### Titanium Golem (Mithral Golem)

**Description:** Made of polished, brilliantly white and highly reflective metal, this immense humanoid construct moves with shocking grace and speed. Where mithral golems are often the creations of dwarves these engines of war are the work of titans for only they know

the secret of working this metal and the creations of these golems.

**Immunity to Magic** A titanium golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against a titanium golem, as noted below.

- A *slow* spell cast on the golem causes it to lose its quickness ability for 1d6 rounds.
- A *haste* spell heals the golem of 1d6 points of damage per level of the caster (maximum 10d6).
- Hitting a titanium golem with any spell of 6th level or higher with the water descriptor causes the golem to take 10d6 points of damage (no save) and its reflection ability for 24 hours.

**Reflection (Su)** A titanium golem reflects spells (except spells that function differently against the golem as described in its immune to magic ability) as if under the effect of a *spell turning* spell. It can reflect up to 10 spell levels per round. In addition, it also reflects all gaze attacks as the creature sees its own reflection. This ability replaces fluid form.

## CR 17

### Geysir Linnorm (Linnorm, Ice)

**Description** This snake-like, dragon-headed monster of tremendous size is nearly always seen with steam rising up off its coiling flanks. The geysir linnorm dwells near hot springs, geysers, and other geothermal events; many creatures unwittingly seek to find warmth and sanctuary in these locations, only to find death at a geysir linnorm's furious fangs and claws.

**Breath Weapon (Su)** Once every 1d4 rounds, as a standard action, a geysir linnorm can expel a 120-ft. line of high pressure, boiling water dealing 12d6 points of fire damage and 12d6 points of magical bludgeoning damage to all creatures struck (Reflex DC 28 halves). Creatures that fail their saves are pushed to the end of the line. Creatures with damage reduction that is not overcome by magical bludgeoning damage apply their listed damage reduction amount per die of magical bludgeoning damage. The save DC is Constitution-based. This replaces an ice linnorm's normal breath weapon special attack.

**Death Curse (Su)** When a creature slays a geysir linnorm, the slayer is affected by the curse of boiling.

*Curse of Boiling:* save Will DC 25; *effect* creature gains vulnerability to fire. The save DC is Charisma-based. This replaces an ice linnorm's normal death curse special attack.

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

This replaces an ice linnorm's normal poison special attack.



Glutton Beast

### Glutton Beast (Bandersnatch)

**Description** This foul-looking hog-like beast stalks forward with a bewildering grace it should not possess, two disgusting ear-like tentacles lifting bits of food up to its horrid maw. Unlike a bandersnatch, a glutton beast only likes easy prey and will wait and stalk its prey, waiting for the perfect moment to take advantage of a foe's weakness.

**Melee** bite +32 (2d8+13 plus grab and ravenous starvation), 2 tentacles +32 (2d6+13/19-20 plus ravenous starvation), tail slap +27 (2d8+19/x3 plus ravenous starvation); this replaces a bandersnatch's normal melee and ranged attacks.

**Reach** 15 ft. (20 ft. with tail slap and tentacles).

**Special Attacks** rake (2 claws, +32, 2d6+13/19-20), rend (2 tentacles, 2d6+19); this replaces a bandersnatch's normal rake and melee attacks.

**Ravenous Starvation (Su)** Any creature that is hit by a glutton beast's natural attacks, or strikes a bandersnatch with a melee attack, unarmed strike, or natural weapon must make a Will save (DC 29) or instantly begin to starve, taking 1d6 points of nonlethal damage and becoming fatigued. Nonlethal damage from starvation cannot be recovered until the character gets food or water, as needed—not even magic that restores hit points heals this damage. The creature also requires five times the normal amount of food in each 24-hour period (so a Medium creature requires 5 pounds of food, and small creature 2.5 pounds). The save DC is Constitution-based. This is a curse effect as *bestow curse*, though the DC to remove the curse is increased by +5.

This ability replaces a bandersnatch's pain, quill defense, and quills special abilities.

### Shokujinki (Wendigo)

**Description** These undead are born of selfish mortals who live only for their own pleasure, especially those who are supposed to be serving a higher ideal. They often appear as normal mortals but their true form is either that of shapeless beings or decomposing cadavers, with inhuman features such as sharp claws and glowing eyes. Yet, like wendigo, they have a repugnant and irresistible craving for the flesh of humanoid corpses.

**Type** Undead; this replaces the wendigo's outsider type and its subtypes.



**Cowering Gaze (Su)** Cower in fear for 1 minute, 30 ft., Will DC 28 partial, upon a successful save the subject is shaken for 1 round. Each round on its turn, the subject may attempt to overcome its fear and attempt a new saving throw to end the effect. This is a full-round action that does not provoke attacks of opportunity. This is a mind-affecting fear effect. The save DC is Charisma-based.

This replaces a wendigo's dream haunting and howl special attacks.

**Alter Self (Sp)** At will; this replaces a wendigo's *nightmare* spell-like ability.

**Shokujinki Curse (Su)** A shokujinki curses any living creature it injures so that when that subject dies it rises again 1d4 days later as a shokujinki, a Will save DC 28 negates. The save DC is Charisma-based.

This replaces a wendigo's wendigo psychosis special attack.

### Sparkwight (Winterwight)

**Description** Human-sized and of a shocking white and blue color, this long-taloned skeletal creature is partially encased in cold iron plates. The sparkwight is an undead horror born from the most storm-churned depths of the Elemental Plane of Air and a rift opening to the Negative Energy Plane. Infused with the negative energy and lightning that permeates these areas; these horrors are often found in areas that suffer from magical electricity or thunderstorms.

**Type** A sparkwight loses the winterwight's cold subtype.

**Immune** Electricity; this replaces a winterwight's immunity to cold.

**Speed** Fly 90 ft.

**Skills** Fly +10; **Racial** +10 fly.

These replace a winterwight's constant *airwalk* spell-like ability.

#### Spell-Like Abilities

At will—*chain lightning* (DC 25), replaces *cone of cold* and *sleet storm*, energy substitution (electricity) *wall of fire* replaces *wall of ice*.

3/day—energy substitution (electricity) *polar ray* replaces *polar ray*.

**Arcing Aura (Su)** Sparkwights are surrounded by a 10-ft. radius of arcing electricity. Any creatures within this area during the sparkwight's turn take 2d10 points of electricity damage.

This ability replaces a winterwight's cold aura.

**Blight Discharge (Su)** Whenever a sparkwight damages a creature with a bite or claw, the wound fills with ball lightning composed of negative energy. For the next 5 rounds, the victim must make a DC 29 Fortitude saving throw at the start of its turn or take 1d3 points of Dexterity drain and 1d3 points of Wisdom drain. The sparkwight gains 10 temporary hit points each time the creature fails a saving throw against blight discharge. A creature cannot be affected by more than one instance of blight discharge at a time. The save DC is Charisma-based.

This ability replaces a winterwight's blightfire special attack.

**Susceptibility to Water (Su)** A sparkwight suffers a -4 penalty against all spells and effects with the water

descriptor, and suffers +50% damage from damage dealing spells and effects with the water descriptor; if the water descriptor spell or effect does not deal damage, it deals 1d6 points of damage per spell level. The sparkwight receives a save (Fortitude) for half damage (with the -4 penalty).

This replaces a winterwight's vulnerability to fire.

**Environment** any land; this replaces a winterwight's any cold land.

### Phansigar (Demon, Marilith)

This six-armed, 11-ft. tall female assassin has blue-colored skin, disheveled black hair, a lolling tongue, and eyes red with intoxication. She is nude save for a skirt of humanoid arms, a garland of human heads, and a yellow turban. Phansigar (sometimes called thugee demons) take the form of humanoids, beasts of burden, or pets and join travelers on their journeys until they gain their confidence. They will sometimes go on extremely long journeys to accomplish this. Once they have that confidence they use it to surprise and strangle their victims by using three nooses from the turban around their necks. They will then rob their victims of valuables and bury their bodies. If forced into combat, they will often feint an attack to put their foe off balance so they can use their yellow nooses.

**Melee** 6 slams +22 (1d8+7).

**Ranged** 3 yellow nooses (Range 20 ft., see strangle foe). This replaces a marilith's normal melee attacks.

#### Spell-Like Abilities

At will—*polymorph*; this replaces a marilith's *project image*.

3/day—*suffocation* (DC 23, see *Pathfinder® Roleplaying Game: Advanced Player's Guide™*); this replaces a marilith's *blade barrier*.

**Strangle Foe (Ex):** The phansigar can attempt to strangle up to three opponents as a standard action (or one opponent as part of an attack of opportunity) by making a successful combat maneuver check (+4 bonus) with her yellow nooses. This does not provoke an attack of opportunity. Opponents add +4 to their CMD if wearing full plate or a leather collar –or– +10 if wearing a gorget. If the phansigar's combat maneuver check is successful, she pulls the subject into her square (does not provoke an attack of opportunity), the subject gains the grappled condition, cannot speak or cast spells with verbal components, and suffers doing 2d6 +12 per round (at the start of the phansigar's turn). If the subject has not lost its Dexterity modifier to AC the subject is able to hold his breath (which is why most such attacks are preformed against unaware and flat-footed opponents). Maintaining this strangulation only requires a move action. In addition, a subject that was not able to hold its breath must make a DC 10 Constitution check. The check must be repeated each round, with the DC increasing by +1 for each previous check. If the target fails one of these Constitution checks, it begins to suffocate. In the first round, it falls unconscious (0 hit points). In the following round, it drops to -1 hit points and is dying (this happens after damage is dealt by this ability). In the third round, it suffocates and dies.

A subject being strangled can attempt to break free as a standard action by making a successful combat maneuver check or Escape Artist check (DC 42; this does not provoke an attack of opportunity). In addition, someone could attempt to sunder the yellow noose (DC 42, hardness 2, 14 hp). If this is successful, the subject breaks free and can act normally. A broken noose will reform whole after one round.

This replaces a marilith's normal gab, constrict, crushing coils, infuse weapon, and multiweapon mastery special attacks.

**Feats** Blind-Fight, Deceitful, Greater Feint, Improve Feint, Improved Initiative, Skill Focus (bluff); this replaces a marilith's Bleeding Critical, Critical Focus, Improved Critical (longsword), Improved Disarm, Power Attack, Weapon Focus (longsword)

**Skills** Bluff +36, Disguise +30; this replaces a marilith's Bluff and Intimidate skills.

## CR 18

### Beast from Beyond (Kraken)

This tremendous leviathan looks like nothing but a dark, transparent mass of grasping tentacles and a horrible maw. These creatures come from dark depths of chaos and disorder, from non-Euclidean realms mortals were not meant to know.

**Subtype** extraplanar; this replaces the kraken's aquatic subtype.

**Speed** 10 ft., fly 50 ft.; this replaces a kraken's normal speed and jet ability.

**Spell-Like Abilities** (CL 15th)

1/day— *gate*, *plane shift* (DC 17), *resist energy*, *teleport*  
This replaces all of a kraken's spell-like abilities.

**Reality Distortion (Su)** By changing the laws of physics, a beast from beyond can change the direction of any incoming attack or targeted spell. Any incoming attack provokes a special attack of opportunity, to which the beast from beyond can make a special opposed attack roll (targeted spells are treated as ranged touch attacks) essentially attacking the attack with its reality distortion. Otherwise, it follows standard rules for opposed attack rolls. If successful, the attack is sent off in a direction of the beast from beyond's choosing, attacking any target within 80 ft. of the beast from beyond. It can only use this ability if the beast from beyond can make an attack of opportunity.

This replaces a kraken's ink cloud special attack.

**Improve Accuracy (Su)** As a move action, the beast from beyond can use its ability to manipulate the spatial characteristics around it to allow for greater precision adding a +10 circumstance bonus to its attack roll.

This replaces a kraken's rend ship special attack.

**Skills** Fly +31, Knowledge (planar) +25; this replaces a kraken's Knowledge (nature) and Swim skills.

**Environment** any; this replaces a kraken's any ocean.

### Chaos Serpent (Linnorm, Cairn)

This is an enormous multi-colored, cobra-like serpent of ever shifting scales. Chaos serpents love to travel and seem drawn to ruins and other areas that have been subject to mass destruction.

**Melee** bite +29 (3d8+13/19-20 plus poison) and tail +24 (3d6+6 plus grab); this replaces a cairn linnorm's normal melee attacks.

**Chaotic Immunity (Su)** Roll a d10 randomly whenever a chaos serpent is subject to damage from an energy attack; on a result of a 9 or 10 it is immune to that energy type.

This replaces a cairn linnorm's immunity to acid.

**Breath Weapon (Su)** Once every 1d4 rounds as a standard action, a chaos serpent can expel a chaotic blast of power with a range of 60 ft. to attack its foes. The shape, substance, and damage are all random, so the attack might be a flaming cone of feathers, a ray of spurting water, a burst of kittens (which vanish moments after the attack's completion), or any other of thousands of possibilities. First, roll on the table below to determine the area of effect. After determining the area of effect, choose the target(s). After choosing the target(s), roll to determine damage dealt and then the substance the blast consists of. If the substance includes a descriptor, such as [fire], the damage is of that type. Otherwise, it is considered bludgeoning damage. Roll once for each aspect (once for area of effect, once for damage, once for substance). All matter created by this effect disappears at the beginning of the chaos serpent's next round.

If damage or a penalty is inflicted, a successful Ref save (DC 28) results in half damage or half the penalty. If a condition is inflicted, a successful Will Save (DC 28) results in a partial effect that lasts for only 1 round unless otherwise stated. The duration of damage is instantaneous while the duration of penalties and conditions is 1 minute unless otherwise stated. If chaotic blast instead has a spell effect, use duration of that spell. Spells simulated by chaotic blast affect all creatures and/or objects in the area of effect. A chaos serpent is immune to the effects of its own chaotic blast.

This replaces a cairn linnorm's normal breath weapon special attack.

**Death Curse (Su)** When a creature slays a chaos serpent, the slayer is affected by the curse of chaos.

*Curse of Chaos: save* Will DC 25; *effect* each day, one ability at random is affected. Roll 1d6 to determine which ability is changed. For that particular day, the ability gains a -10 penalty (to a minimum of 1). Alternatively, each day the GM may select any curse effect she wishes, though the GM should avoid repeating curse effects. The save DC is Charisma-based.

This replaces a cairn linnorm's normal death curse special attack.

**Poison (Su)** *Bite*—injury; *save* Fort DC 28; *frequency* 1/round for 10 rounds; *effect* 4d6 damage from a random energy type and 1d6 ability drain from a random ability score; *cure* 3 consecutive saves. The save DC is Constitution-based.

This replaces a cairn linnorm's normal poison special attack.



### Chaos Serpent Breath Weapon Table

| D20 | Area/Targets/Effect  | Damage Dealt   | Substance                                       |
|-----|--|--|---|
| 1   | 60 ft. cone  | 9d6  | Acid [acid]                                     |
| 2   | 60 ft. cone  | 12d6   | Frost [cold]                                    |
| 3   | Four 10-ft. cubes  | 12d6   | Lightning [electricity]                         |
| 4   | Four 10-ft. cubes  | 18d6   | Fire [fire]                                     |
| 5   | Ray (ranged touch no save)                                     | 18d6   | Sonic [sonic]                                   |
| 6   | Ray (ranged touch no save)                                     | 21d6   | Water [water]                                   |
| 7   | Cylinder (10-ft. radius, 40-ft. high)                          | 21d6   | Shards of metal and stone                       |
| 8   | Cylinder (10-ft. radius, 40-ft. high)                          | Enhancement penalty: 1d4 Str +9<br>Str/ halves penalty | Intense wind [air]                              |
| 9   | 15-ft. radius spread   | Enhancement penalty: 1d4 Dex +9<br>Dex/ halves penalty | Many tiny fury animals, all of the same species |
| 10  | 15-ft. radius spread   | Staggered/sickened                                     | Animal matter                                   |
| 11  | 5 ft. wide line out to range                                   | Blinded/dazzled  | Plant matter                                    |
| 12  | 5ft. wide out to range   | Panicked/shaken  | Coinage   |
| 13  | 18 creatures, no two of which can be more than 30 ft. apart    | Exhausted/fatigued                                     | Spider webs                                     |
| 14  | 18 creatures, no two of which can be more than 30 ft. apart    | Nauseated/sickened                                     | Insects   |
| 15  | Creature or object bitten                                      | Paralyzed/staggered                                    | Slime or ooze                                   |
| 16  | Creature or object bitten                                      | 1d3+1 negative levels/1 negative level                 | Household objects                               |
| 17  | One creature or object   | Stunned/confused                                       | Prismatic [light]                               |
| 18  | One creature or object   | Sleep/confused   | Stones [earth]                                  |
| 19  | 5-ft.-diameter sphere (controlled like <i>flaming sphere</i> ) | Unconscious/stunned                                    | Roll twice and combine                          |
| 20  | All creatures, no two of which can be more than 60 ft. apart   | Helpless (1 hour)/stunned                              | Invisible force [force]                         |

### Norn of the Solstice Court (Norn)

**Description** This powerful giant maiden wears concealing robes and light seems to pass through her as if she were not there. She carries a reel of golden thread and a pair of shears. Norns of the Solstice Court are far more vicious, vindictive, and cruel than their cousins, and far more willing to manipulate the strands of fate than those norns that belong to other fey courts.

**Alignment** CE; this replaces a norn's LN.

**Improved Evasion (Su)** This works like evasion, except that while the Norn of the Solstice Court still takes no damage on a successful Reflex saving throw against attacks, she henceforth takes only half damage on a failed save. A helpless Norn of the Solstice Court does not gain the benefit of improved evasion. The save DC is Charisma-based.

This replaces the norn's *moment of prescience* and *time stop* spell like abilities.

**Pluck the Thread (Su)** Using her ability to affect the outcome of fate, a Norn of the Solstice Court can, as an immediate action, cause a hazardous condition to affect a single target. This hazard deals 10d6 points of damage and inflicts a condition (see below). A successful Reflex save (DC 30) results in half damage and negates the condition. The actual damage type is subject to GM determination but the default is often bludgeoning, resulting from something improbably falling from the sky (such as a dead griffon) or a underground explosion (such as caused by the rotting corpse of a purple worm), but it can be as dramatic as a lightning strike from a clear blue sky. This damage cannot be something the target is resistant or immune to. A Norn of the Solstice

Court can also inflict any one of the following conditions when a target fails its save. The save DC is Charisma-based.

| Condition                              | Duration            |
|--|---------------------|
| shaken, sickened                       | 1 round/class level |
| deafened, blinded, confused, staggered | 1d4 rounds          |
| dazed, cowering, nauseated, stunned    | 1 round             |

This replaces the norn's *weird* spell-like ability.

**Pronounced Doom (Su):** As a swift action, a Norn of the Solstice Court can curse any creature within 100 ft. with an ill-fortune. This curse permanently negates all luck bonuses the target benefits from. In addition, any combat action other than moving its speed that the subject takes has a 75% chance of failing. A successful Will save (DC 30) negates this effect. This is a curse effect that adds +5 to the DC to remove the curse.

This replaces the norn's *bestow curse* and *geas/quest* spell like abilities.

**Stalwart (Ex)** This ability grants the Norn of the Solstice Court the ability to alter the likelihood of secondary effects interacting with her; if she makes a Fortitude or Will saving throw against an attack that has a reduced effect on a successful save, she instead avoids the effect entirely. This ability can only be used if the Norn of the Solstice Court is wearing light armor, medium armor, or no armor. A helpless Norn of the Solstice Court does not gain the benefit of the stalwart ability.

This replaces the norn's *maze* and *quicken phantasmal killer* spell-like abilities.

## Prismcrawler

### (Nightshade, Nightcrawler)

**Description** This immense worm is covered with plates of bright color-shifting, chitinous armor. Its toothy maw yawns like a cave. Prismcrawlers are the result of nightcrawlers being trapped on the Plane of Radiance. They tend to hide in high places during the night and rarely if ever do they burrow. They tend to be lone assassins, saboteurs, and spies, rather than serving as generals. Thus, they are far more likely to be encountered by surface dwellers.

**Lightsense (Ex)** Prismcrawlers gain *true seeing* in dim light and bright light. Regardless of light conditions, they can detect living creatures and their health within 60 ft., as blindsense with *deathwatch* continuously active. *Mind blank* and *nondetection* prevent the latter effect but not the prismcrawler's *true seeing*.

This replaces a nightcrawler's dark sense.

**Darkness Aversion (Ex)** A prismcrawler in darkness becomes sickened—the penalties from this condition are doubled when the prismcrawler is in natural darkness. This replaces a nightcrawler's light aversion weakness.

**Melee** bite +32 (4d10+18/19–20 plus 4d6 fire and grab), sting +32 (4d6+18/19–20 plus 4d6 fire and poison).

**Prismatic Bite (Su)** The bite of a prismcrawler infuses its foe with prismatic energy. When a prismcrawler bites a foe, the victim must make a DC 23 Will save or be affected by all the colors of a prismatic spray (DC for each effect is the same as this save). A successful initial save results in the subject being affected by a 1d8 random roll on the *prismatic spray*. The negative level from the bite attack is inflicted before the save against this ability is made. The save DC is Charisma-based.

This replaces a nightwalker's poison attack.

**Spell-Like Abilities (CL 14th; concentration +19)**

**At will**—*daylight* replaces *deeper darkness*.

**1/day**—*prismatic spray* (DC 22) replaces *finger of death*, quickened *searing light* replaces quickened *cone of cold*, summon (level 8, 6 elder fire elementals) replaces a nightwalker's normal summon ability.

**Environment** any non-underground (Radiant Energy Plane).

## Volcano Behemoth

### (Behemoth, Thunder)

**Description** Through the black ash and smoke, you make out an enormous beast that looks like it has an exploding volcano on its back, its entire body is covered with obsidian and basalt armored plates.

**Lava Burn (Ex)** A volcano behemoth's melee attacks deal 2d6 fire damage in addition to damage dealt. Those affected by the lava burn ability must also succeed on a Reflex save (DC 30) or catch fire, taking 2d6 for an additional 1d4 rounds at the start of its turn. A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on this save. Creatures that hit a volcano behemoth with natural weapons or unarmed attacks take fire damage as though hit by the volcano behemoth and must make a



### Volcano Behemoth

Reflex save to avoid catching on fire. If a volcano behemoth is hit with a melee weapon that weapon takes fire damage as though hit by the volcano behemoth and must make a Reflex save (DC 30) to avoid catching on fire. This effect does not avoid or ignore hardness. Weapons that deal additional cold or fire damage are immune to this effect (such as a *flaming* or *icy burst* weapon). The save DC is Constitution-based.

This replaces a thunder behemoth's grab, fast swallow, and swallow whole special attacks.

**Pyroclastic Aura (Ex):** A volcano behemoth exudes a smoky, poisonous gas in a 30ft. radius.

**Pyroclastic aura**—inhaled; *save* Fort DC 30; *frequency* 1/round for 10 rounds; *effect* 1d6 Constitution damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

The smoke obscures all sight, including darkvision, beyond 5 ft. A creature within 5 ft. has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the target). A moderate wind (11+ mph) disperses the smoke in 4 rounds; a strong wind (21+ mph) disperses the smoke in 1 round, but the smoke returns after 1d4+1 rounds.

This replaces a thunder behemoth's rock spitting special attack.

**Breath Weapon (Su):** Once every 1d4 rounds as a standard action, a volcano behemoth can expel a 60ft. cone that deals 12d6 points of fire damage and 12d6 points of magical bludgeoning damage. A successful Reflex save (DC 30) results in half damage. Creatures with damage reduction that is not overcome by magical bludgeoning damage apply their listed damage reduction amount per die of magical bludgeoning damage. In addition, the cone of gas is poisonous.



*Breath Weapon*—injury; *save* Fort DC 30; *frequency* 1/round for 10 rounds; *effect* 1d6 Constitution damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

This replaces a thunder behemoth's mighty roar special attack.

## CR 19

### Cogent (Shoggoth)

**Description** This vast creature resembles a massive floating brain with dozens of green tentacles extending from its central mass. Each of its tentacles ends in a hideous, gulping maw. Electrical impulses course over its surface, perhaps ushering commands to the probing and writhing tendrils, which seem to cavort and flail by some mad design. The whole mass seems to glide effortlessly and must surely be buoyed by supernatural means. The cogent, or world flayers, are insanely powerful beings that occasionally leave the darkness between the stars. While their exact origins are unknown, sages speculate that they are the disembodied brains of elder beings. While normally only found in the darkness between the stars and other non-Euclidian planes of existence, cogent sometimes find their way to other mortal realms via dimensional bleeding and tears. Most often, they will be encountered in the depths of space, throughout which they travel seeking places to consume. Wherever they appear, they seek to inflict maximum madness and chaos upon all sentient targets.

**Subtype** Extraplanar; this replaces the shoggoth's aquatic subtype.

**Speed** 10 ft., fly 60 ft.; this replaces the shoggoth's normal speed and amphibious special quality.

**Melee** 4 bites +30 (3d6+15/19–20 plus mind rot); this replaces a shoggoth's normal melee attacks.

**Mind Drain (Su)** Every bite attack drains 1 point of Wisdom and 1 point of Intelligence from the victim, or 2 points each on a critical hit. The subject must then make a successful Will save DC 31 or suffer from a severe form of madness chosen by the GM. The onset time of this madness is immediate. The cogent heals 5 hit points for every Wisdom point drained. Below is one suggested form of madness. The save DC is Constitution-based.

This replaces the shoggoth's grab and constrict special attacks.

#### Severe Teratophobia

**Type** insanity; **save** Will DC varies **onset** 1 day **effect** irrational fear of monsters. Target is shaken as long as a monster (non-humanoid creature) is obvious; additionally, if the subject is directly confronted by a monster (he attempts to attack it for example, or the creature attacks one of the subject's allies), he must make a Will save against the insanity, or become panicked by the monster for 1d6 rounds. If the subject is directly attacked by a monster, he must make a Will save against the insanity, or be covered by the monster for 1d6+1 rounds.

**Mental Degradation (Su):** Prolonged exposure to a cogent and its unnatural existence can have a detrimental effect on the psyche. Every round a creature ends its turn within 300 ft. of a cogent, that creature must make a successful Will save or suffer from a severe form of madness chosen by GM. The onset time of this madness is immediate. The DC for this begins at 11 and increases by 1 each round to an eventual maximum of 31. This is a mind-affecting effect. The maximum save DC is Constitution-based.

**Divine Electricity (Ex)** The cogent's vast synaptic responses carry with it a heavy electrical charge. A cogent's attacks deal 2d6 electrical damage in addition to damage dealt on a successful hit in melee; +4d6 on a successful critical hit. Half of this damage is divine energy and is not subject to energy resistance or immunity. Creatures that hit a cogent with natural weapons, unarmed attacks, or primarily metal melee weapons take divine electrical damage as though hit by the cogent.

This replaces the shoggoth's engulf and trample special attacks.

**Environment** any; this replaces the shoggoth's cold aquatic or underground

### Force Golem (Adamantine Golem)

**Description** These unseen automatons are created by spell and spell alone. They are amongst the most popular servants for mythic archmages and deities of magic. One or more of these unobtrusive constructs guard the laboratories of many such magic users. In the past, force golems have been used as sarcophagi for ancient arcane spellcasters; indeed, their invisibility can sometimes be betrayed by traces of dust and bone collecting in the wells of their feet. Force golems are effectively weightless.

**Force Hammer (Su)** Once every 1d4 rounds as a swift action, a force golem can blast a creature within 300ft. with force, seize it with telekinesis, and use it to batter nearby opponents or objects. The force golem makes a ranged touch attack; if successful, it deals 20d6 points of force damage. A successful Fort save DC 25 halves the initial damage, and negates its being seized by telekinesis for that round (dead bodies receive no saving throw). Each round (including the round in which the spell is cast), as a move action, the force golem can attempt to hurl the target at any creature or object within 300 ft. The force golem must make an attack roll whenever it uses the target as a weapon. If the force golem successfully hits the new target with the creature, both it and the creature take damage based on the creature's size (see below) plus 2d6 force damage.

| Creature Size | Damage Dealt |
|---------------|--------------|
| Fine          | 1d4          |
| Diminutive    | 1d6          |
| Tiny          | 1d8          |
| Small         | 1d10         |
| Medium        | 2d6          |
| Large         | 2d8          |
| Huge          | 2d10         |
| Gargantuan    | 3d6          |
| Colossal      | 3d8          |

If the subject would be killed or destroyed by the damage this spell inflicts, it remains intact until after the spell ends. The target creature must make a Fortitude saving throw each time the force golem attempts to use it as a weapon. If it makes its saving throw it can act normally, but if it fails its save, it loses all actions for the round and ends its turn prone in a square adjacent to the target the force golem attacks. However, if the creature chooses to resist the force golem's efforts to move it, taking no other actions for the round, it gets a +4 circumstance bonus on its saving throw.

This replaces an adamantine golem's destructive strike special attack.

**Immunity to Magic (Su):** A force golem is immune to any spell or spell-like ability that allows spell resistance except as follows:

A *dispel magic* (or similar magic-nullifying spell) spell deals 1d6 points of damage per spell level (an *anti-magic* spell would do this per round).

A *disintegrate* spell inflicts damage as normal.

A magical attack that deals damage and has any force descriptor heals 1 point of damage for each 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. A force golem gets no saving throw against damage-dealing force effects.

This replaces an adamantine golem's normal immunity to magic.

**Natural Invisibility (Ex)** This ability is constant—a force golem remains invisible at all times, even when attacking. As this ability is inherent, it is not subject to the *invisibility purge* spell. Against foes that cannot pinpoint it, the force golem gains a +20 bonus on Stealth checks when moving, or +40 when standing still—these bonuses are not included in the statistics.

## Kabiri Demon (Demon, Vrolikai)

**Description** The dark figure before you resembles a tall, winged humanoid. Other than a pair of baleful, glowing white eyes, its exact features are blurred and impossible to discern. Less nebulous however, is its equipment. It carries a luminous, multihued blade with seven serrations, and wears a golden crown with seven of ten stems ending in eyeballs, the other three apparently broken. As the creature moves, six shadowy echoes appear to trail behind it, one after the other, each slightly dimmer and more faded than the last. Kabiri, sometimes spelt cabiri or even qabiri, is a demon of secrets, and is more often referred to as kabiri of the six shadows. Kabiri are masters of shadows, and shadow demons. It is rumored that even those shadow demons in the thrall of other demons whisper their secrets to the kabiri, although this could just be clever propaganda on the part of the kabiri.

**Melee** serrated rule+4 *keen*, *perilous*, *adamantine longsword* +32/+27/+22/+17 *melee* (2d6+14 /17-20 plus *perilous*); this replaces a vrolikai's normal melee attacks and black knives special attack.

### New Weapon Special Ability: Perilous

When a weapon with the *perilous* ability scores a critical hit, its critical can cascade: the player continues to reroll confirmations of a critical hit at a -5 cumulative attack penalty even after the first confirmation until there is a miss, and each successful strike increases the weapon's critical multiplier by x1. Thus if a character scores a critical with a *perilous* longsword (base critical x2), first he must roll a hit to confirm the critical, then roll again at a -5 attack penalty, then again at a -10 attack penalty, then again at a -15 penalty, etc., until he misses (for example, at a -20 penalty). The longsword in this case scored three additional successes beyond the initial critical, so the longsword's critical multiplier is increased to x5.

Strong transmutation; CL 15th; Craft Magic Arms and Armor; *keen edge*; Price +5 bonus.

**Spell-Like Abilities** *summon* (level 6, 1 shadow demon 50% or 1d4 greater shadows 75%); this replaces a vrolikai's normal *summon* spell-like ability.

**Shadow of What Was (Su)** A kabiri can see into a being's history and cause it to revisit its most harrowing memories. Once every 1d4 rounds as a swift action, a kabiri can force any target within 100 ft. to recall the greatest pain it ever suffered. This may have been the breath of a great wyrm dragon, or the bite of a tarrasque. Only the damage itself is re-experienced. For brevity, treat the attack as if dealing 200 points of damage. Those affected can make a Will save (DC 27) and suffer only 10d6 points of damage. Regardless of success or failure, any single opponent is immune to the effects of this ability for 24 hours. The save DC is Charisma-based. This replaces a vrolikai's death stealing gaze special attack.

**Six Shadows (Su):** A kabiri's multiple shadows act as six permanent *mirror images*. If destroyed, these shadows reform at the beginning of the next round. They can only be disrupted by attacks specifically directed at them.

This replaces a vrolikai's madness and multiweapon mastery special attacks.

## Myrkviðr Linnorm (Taiga, Linnorm)

**Description** With menacing dark brown horns like tree branches jutting from its head, this two-legged dragon is covered in dark brown scales. These dragons always blend in with the local fauna to resemble the surrounding forest. These great guardians of the forests share many similarities to treants, and indeed sometimes myrkviðr linnorm at rest can be mistaken for elder treants. However, myrkviðr linnorm are more vicious than their sometimes allies, and are more willing to look upon the destruction of a forest as a chance for a new one to grow, even if it is the forest they are trying to protect at the time. In that respect, they defend nature's right to exist in the face of civilization rather than the forests themselves.

**Breath Weapon (Su)** Once every 1d4 rounds as a standard action, a myrkviðr linnorm can expel a 60-ft.



cone of vermin (usually wasps) that deals 28d6 points of damage in a manner similar to a swarm, a successful Reflex save (DC 30) results in half damage. The swarms persists as a *creeping doom* spell (CL 19) and remains until the spell's duration ends or the dragon uses its breath weapon again, whichever comes first. The save DC is Constitution-based.

This replaces a taiga linnorm's normal breath weapon special attack.

**Death Curse (Su)** When a creature slays a myrkviðr linnorm, the slayer is affected by the curse of vermin.

*Curse of Vermin:* save Will DC 25; effect swarms, rats, bats, vermin and related magical beasts the subject encounters automatically seek out and attack the subject.

Other mundane vermin creatures also flock to the subject, finding comfort in him. Flies, gnats, and other mundane vermin creatures make their home in his hair and skin, laying their eggs on him, becoming a constant nuisance, and getting into his nose, mouth, and eyes. The vermin constantly infect the victim, weakening his immune system and causing a -4 circumstance penalty to any Fortitude saves to resist diseases. The cloud of vermin also attracts attention and makes it difficult to see. Any rolls that depend on visual acuity suffer a -4 circumstance penalty including Disable Device and Perception checks, and any ranged attacks. In addition, all Charisma-based checks suffer a -4 circumstance penalty. Also, 2d4 tiny vermin creatures accompany the victim at all times, often sleeping with the victim at night and may be found in the victim's pockets or equipment. There is a 50% chance every night that the vermin will chew up any paper materials they can access, or eat any accessible food; if there is no food or paper, they bite the subject, waking it from sleep. They also make sneaking difficult and any Stealth attempts suffer a -4 circumstance penalty. The save DC is Charisma-based.

This replaces a taiga linnorm's normal death curse special attack.

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

This replaces a taiga linnorm's normal poison special attack.

### Void Serpent (Deep Sea Serpent)

**Description** This enormous, unsettling flying serpent is utterly black, seeming to absorb all light save its glowing red, bulging eyes. This creature's rounded jaws are filled with long, jagged black teeth. Sometimes called null dragons, emissaries of annihilation, these monsters are the bane of all existence, particularly dragonkind. Ironically, the greatest of all dragonslayers is itself a dragon. Void serpents hate all dragon kind, even themselves. Some sages claim that spheres of annihilation are really void serpent eggs.

**Subtype** Extraplanar; this replaces the deep sea serpent's aquatic subtype.

**Speed** 10 ft., fly 90 ft.; this replaces a deep sea serpent's normal speed and surge ability.

**Abrogate (Su)** The void serpent negates the benefits of its opponent's strongest offensive combat ability (subject to GM adjudication). This can be either some personal power (such as the highest level class ability or a creature's highest level of spell-casting or spell-like abilities) or simply the being's highest ability score, which no longer provides any bonus while within range (no save). This ability extends to a range of 1,000 ft. This ability affects eidolons and intelligent magic items (but not intelligent artifacts), treating them as separate enemies. However, it has no effect upon non-intelligent magic items.

This replaces a deep sea serpent's elusive defensive ability.

**Entropic Wounds (Ex)** The void serpent's physical attacks cause damage that is resistant to healing. Natural healing, supernatural healing and extraordinary forms of healing (such as fast healing and regeneration) require the subject to make a successful Fort save (DC 30) each time an attempt is made to heal the damage. Failure means that damage cannot be healed by that particular form of healing. Healing via spells and/or spell-like abilities requires a successful caster level check DC 30, as do the use of spells or effects that would return a creature to life, and those returned to life gain an additional negative level (even those raised by *true resurrection*). The save DC is Constitution-based.

This replaces a deep sea serpent's capsized special attack.

## CR 20

### Celestial Serpent (Linnorm, Tarn)

**Description** This massive serpent has heads at both ends and glows with an unearthly hued radiance. The creature itself is pure white, but for the jet black ridge of spines on its back which twinkle as if some gaping window to the night sky. The serpent has no wings yet nonetheless its long, sinuous body snakes its way through the sky. Each horned head has four eyes that if gazed upon from a certain angle seem to be a confusing composite of two faces.

Celestial serpents, sometimes called comet dragons, or oruborus, are cosmic travelers who explore the universe. Often they are encountered at the vicinity of temporal disturbances, the ripples of which they can sense.

**Speed** 40 ft., fly 100 ft. (perfect); this replaces a tarn linnorm's normal speed.

**Melee** 2 bites +30 (3d8+16/19–20 plus poison); this replaces a tarn linnorm's normal melee attacks.

**Breath Weapon (Su)** Once every 1d4 rounds as a standard action, a celestial serpent can expel a 60-ft. cone of *temporal stasis* that freezes all subjects who fail a Ref save (DC 32) for 2 minutes. Subjects who successfully save are treated as if slowed (as the *slow* spell) for the same duration. Opponents frozen in this manner can still be attacked normally by the celestial serpent; however, once affected by this breath weapon, an opponent is immune to subsequent breath attacks from the same celestial serpent until the initial effect wears off. Alternatively, as a full-round action, it can breathe *temporal stasis* from both heads to create two

adjacent 60-ft.-long cones or two separate 120-ft.-long lines. In this case, it cannot use its breath weapon again for 2d4 rounds. The save DC is Constitution-based.

This replaces a tarn linnorm's normal breath weapon special attack.

**Death Curse (Su)** When a creature slays a celestial serpent, the slayer is affected by the curse of the last year.

*Curse of the Last Year:* save Will DC 25; *effect* the subject's age category becomes venerable. His age in years is the maximum threshold for a creature of his race minus one year; creatures that have not reached middle age suffer the most. Their Strength, Dexterity, and Constitution scores are reduced by -6. An old creature's Strength, Dexterity, and Constitution scores are reduced by -3. The Strength, Dexterity and Constitution scores of a middle-aged creature are reduced by -5. Venerable creatures as well as dragons, ageless, and immortal beings are unaffected by this effect. A successful save results in the creature becoming middle age -1 to Str, Dex, and Con; middle aged and older creatures are unaffected by this effect. The save DC is Charisma-based.

This replaces a tarn linnorm's normal death curse special attack.

**Chronal Displacement (Su)** The scales of the celestial serpent give off a bioluminescence which acts exactly like a continuous *blink* effect, except the celestial serpent suffers no drawbacks from this effect (for example, its own attacks do not have a 20% miss chance). However, this seeming radiation is actually the absorption of the local time by the celestial serpent. Anyone striking it with natural attacks, unarmed strikes, or being struck by one of the celestial serpent's natural weapons must make a successful Will Save (DC 32) or be subject to a *hold monster* effect for 2 minutes. The save DC is Constitution-based.

This replaces a tarn linnorm's grab and constrict special attacks.

**Poison (Su)** *Bite*—injury; save Fort DC 28; *frequency* 1/round for 10 rounds; *effect* the target is unable to react to things going on around her, delaying her action until after this creature's next turn and 1d6 Con drain; *cure* 3 consecutive saves. The save DC is Constitution-based.

This replaces a tarn linnorm's normal poison special attack.

**Starflight (Su)** A celestial serpent can survive in the void of outer space. It flies through space at an incredible speed. Although exact travel times vary, a trip within a single solar system normally takes 3d20 months, while a trip beyond should take 3d20 years (or more, at the GM's discretion), provided the celestial serpent knows the way to its destination.

This replaces a tarn linnorm's immunity to acid.

**No breath (Ex)** A celestial serpent does not breathe, and is immune to effects that require breathing (such as inhaled poison). This ability does not grant immunity to cloud or gas attacks that do not require breathing. This replaces a tarn linnorm's aquatic subtype and amphibious special quality.

## Gibborim Behemoth (Behemoth, Thalassic)

**Description** This creature resembles a gargantuan, grossly obese elephant that had learned to walk upright and then chewed its own forelegs off at the stump. The ground shakes as this vaguely humanoid behemoth teeters into view on great stumps that, although massive, are barely able to support its bulk. Its skin is dry, leathery, and sickly pink, its chest is littered with the debris of a million meals past. Its expansive gut seems as though fit to burst at any second. Its head is elephantine but conveys evil intent, shooting venomous glances from behind glowing green eyes. Its great trunk seems to sniff the air in front of it searching for its next meal, while a pair of wicked looking tusks curves menacingly before it. As it nears, a terrible trumpeting assaults your ears and you are greeted by an equally distasteful stench. Gibborim are gluttonous godlings that rise from the vomit of those deities who overindulge in drinking and feasting. An omnivore in the truest sense, the gibborim are voracious predators of the planes, migrating, from layer to layer, consuming all living matter in their path, leaving only a barren and devastated landscape in their wake.

**Subtype** Extraplanar; this replaces a thalassic's aquatic and water subtypes.

**Melee** Gore +39 melee (6d6+18/19-20), slam +34 melee (4d6+9); this replaces a thalassic's normal melee attacks.

**Spell-Like Abilities** (CL 20th; concentration +22).

**Breath Weapon (Su)** The gibborim can inhale with supernatural force, creating a cone of vacuum 60 ft. long, capable of sucking targets into the demiplane that acts as its stomach, including creature larger than its size. Those caught within the area of effect must succeed at a Reflex save (DC 32) to avoid being devoured. The save DC is Constitution-based.

This replaces a thalassic's grab, fast swallow, special attacks.

**Internal Realm (Ex)** The interior of the gibborim is actually larger than the exterior would suggest. Those consumed by the gibborim find themselves not in the creature's digestive tract, but rather on a dismal demiplane that vaguely resembles abstract internal organs, periodically raining, or rather dripping acid. Beings with the ability to *gate* or *plane shift* can escape; all others are marooned until rescued. Teleport spells function within the gibborim, but no one can teleport out. The more the gibborim eats, the larger the demiplane becomes; some may even have communities composed of stalwart survivors. Should the gibborim be destroyed, the demiplane within collapses and its living contents are expelled, unattended objects are forever lost. See Table below: Gibborim Internal Realm, for the current conditions within the ever-changing internal realm.



## Gibborim Internal Realm Environment (roll once per minute)

| d20 | Environment (darkness no light source)             |
|-----|--|
| 1   | Acid flood (10d6 damage per round, plus drowning)  |
| 2   | Acid fog (2d6 damage per round, plus fumes)        |
| 3   | Acid rain (1d3 damage per round, plus fumes)       |
| 4   | Cold weather (below 40° F, plus walking on ice)    |
| 5   | Cold, severe (below 0° F, plus walking on ice)     |
| 6   | Cold, extreme (below -20° F, plus walking on ice)  |
| 7   | Falling objects small 2d6 (Ref DC 15 negates)      |
| 8   | Falling objects large 4d6 (Ref DC 20 negates)      |
| 9   | Falling objects gargantuan 8d6 (Ref DC 25 negates) |
| 11  | Falling objects colossal 10d6 (Ref DC 30 negates)  |
| 12  | Heat, hot conditions (above 90° F)                 |
| 13  | Heat, severe (above 110° F)                        |
| 14  | Heat, extreme (air temperature over 140° F)        |
| 15  | Lava pool (catching on fire, exposure, smoke)      |
| 16  | Lava flood (10d6, catching on fire, smoke)         |
| 17  | No air (suffocation)                               |
| 18  | Water filled (drowning)                            |
| 19  | Blizzard, hurricane, or tornado                    |
| 20  | Roll twice, ignore rolls of 20                     |

This replaces a thalassic's swallow whole special attack and *tsunami* spell-like ability.

**Powerful Charge (Ex)** gore 12d6 +27; this replaces a thalassic's rend special attack.

**Trample (Ex)** 4d6 +18 Reflex half DC 42. The save DC is Strength-based.

This replaces a thalassic's amphibious special quality, trip and capsizes special attacks.

**Vile Blood (Ex)** Any creature that uses an attack that deals slashing or piercing damage must make a successful Reflex save DC 32 or be struck by the gibborim's horrid blood. Upon a failed save, the creature must make a successful Fortitude Save DC 32 or be nauseated for one round, a successful save results in the subject being sickened for 1 round. The save DC is Constitution-based.

This replaces a thalassic's trip water jet, stun, and push special attack.

**Feats** Ability Focus (breath weapon, vile blood); this replaces a thalassic's Ability Focus (water jet), and Improved Critical (water jet).

## Maskim Devil (Devil, Pit Fiend)

**Description** These tall, spindly giants have smooth, black skin that appears to glisten against the light. Seemingly neither male nor female, these androgynous

monsters are also bereft of eyes and nose. Its limbs seem elongated and stretched. Around its neck, it wears a necklace of black skulls and it carries a curved double-sword of dark, black metal.

Maskim, or sometimes maskim xul, as they were once known, claim to be the former foremost servants of the lower planes, until they were ousted by the pit fiends. They say the pit fiends consigned the maskim to the

bowels of hell, where they now lie in wait, hoping to ambush those who stray too close. The maskim lurk within the caverns between each hell-layer reaching out from the darkest shadows to snare the unwary.

**Melee** +3 *adamantine, axiomatic, speed, unholy* / +3 *adamantine, axiomatic, speed, unholy, double-sword* +33/+33/+33/+28/+28/+23/+23/+18 melee (2d8+16 plus 2d6 chaotic creatures and 2d6 good creatures /19-20). This replaces a pit fiend's normal melee attacks.

**Elongated (Su)** Maskim can stretch themselves out like chains and attack opponents up to 50 feet away.

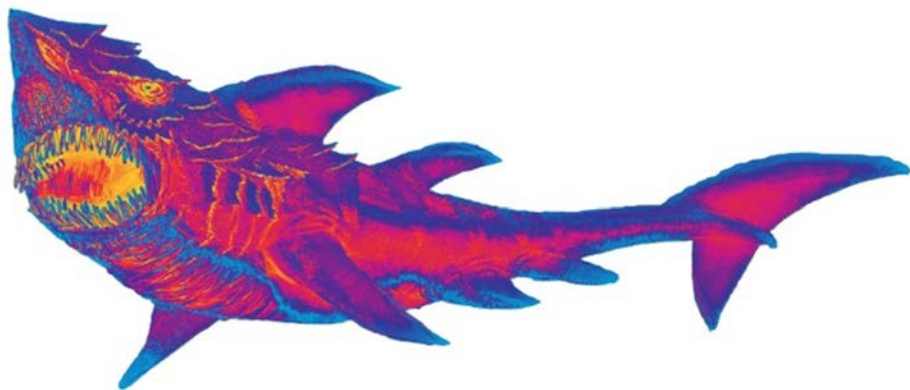
This ability replaces a pit fiend's grab special attack  
**Glistening Skin (Su)** The bodies of the maskim are slick with the blood of their many victims. Anyone making a melee attack upon a maskim and failing to hit it must make a successful combat maneuver check or either lose their next iterative attack that round or provoke an attack of opportunity, the weapon adjudged to have skidded off the glistening skin of the monster and unbalanced the attacker.

This replaces a pit fiend's poison and disease special attack.

**Feats** Improved Two-Weapon Fighting, Two Weapon Fighting, Greater Two Weapon Fighting; this replaces a pit fiend's Improved Vital Strike, Multiattack, and Vital Strike feats.

## Prismwave (Nightshade, Nightwave)

**Description** Immense almost beyond belief, this jagged, scintillating prismatic shark rises from the bright waters like an terrifying island brought up by the sun. Prismwaves are the result of nightwaves being trapped on the Plane of Radiance. They tend to hide high in the sky during the night. They function as the terrors of the warm shallow seas of the tropics, though they can be encountered anywhere.



**Lightsense (Ex):** Prismcrawlers gain *true seeing* in dim light and bright light. Regardless of light conditions, they can detect living creatures and their health within 60 ft., as blindsense with *deathwatch* continuously active. *Mind blank* and *nondetection* prevent the latter effect but not the prismcrawler's *true seeing*.

This replaces a nightcrawler's dark sense.

**Melee** bite +35 (5d10+22/19–20 plus 4d6 fire, energy drain, and grab), tail slap +30 (4d8+12/19–20 plus 4d6 fire)

**Darkness Aversion (Ex)** A prismwave in darkness becomes sickened—the penalties from this condition are doubled when the prismwave is in natural darkness.

This replaces a nightwave's light aversion weakness.

**Glittering Surface (Su)** A prismwave's body emits a scintillating aura of light in a 60ft. radius. Any creature that ends its turn in that radius is affected by the prismatic spray (DC 31). Any magical darkness effect within this radius at the beginning of the prismwave's turn is dispelled (treat as *greater dispel magic*). This effect does not extend out of the water. A prismwave can activate or suppress this ability as a swift action. This save DC is Charisma-based.

This replaces a nightwave's fear gaze.

**Spell-Like Abilities** (CL 14th; concentration +19)

**At will**—*daylight* replaces *deeper darkness*.

**1/day**—*prismatic spray* (DC 22) replaces *finger of death*, *searing light* replaces *cone of cold*, summon (level 9, 1 prismwing) replaces a nightwave's normal summon ability.

**Environment** any non-underground (Radiant Energy Plane)

## Cicatrix Daemon (Daemon, Olethrodaemon)

**Description** You bear witness to a tall, gaunt humanoid missing its right arm. The creature's head resembles that of a horse, its pale skin is crisscrossed with sores and wounds. Indeed, the parts of it not covered by its robes are visibly marked, some injuries seemingly fresh. Its face too is heavily scarred and the creature is missing its right eye, victim to a particularly deep cut. The figure is clad in patchwork robes seemingly stitched together from the flesh of many different beings, most of which are alien to you. It carries a wicked-looking, two-pronged shortsword, which resembles a dagger in the hands of this mighty being. The creature moves with unearthly speed accompanied by the sound of galloping hooves.

The cicatrix (pronounced see-ka-trice), the demon of scars, is renowned as a torturer of the lower planes. In many ways a cicatrix fulfills the role of inquisitor-general. They are typically called upon to extract information from those immune to magical coercion.

**Speed** 80 ft.; this replaces an olethrodaemon's normal speed.

**Melee** +1 *keen adamantine* short sword +33/+28/+23/+17 (2d6+12 plus torment/17–20); this replaces an olethrodaemon's normal melee attack and its adamantine claws special quality.

**Melee Torment (Su)** When a cicatrix successfully hits with a melee attack, a subject must make a successful Will save (DC 33) or suffer from insane levels of endless wracking pains that impose a –4 circumstance penalty on attack rolls, skill checks, and ability checks. Upon a successful critical hit this penalty is increased to –8 (no save), and the creature is staggered by the sheer agony. *Remove curse* does not remove torment. *Greater restoration*, *heal*, *limited wish*, *miracle*, or *wish* can restore the creature. This is a mind-affecting compulsion effect. This save is Constitution-based.

This replaces an olethrodaemon's drain soul special attack.

**Spell Torment (Su)** When an opponent fails its save against a cicatrix's spell-like abilities the creature begins to suffer from insane levels of endless wracking pains that impose a –4 circumstance penalty on attack rolls, skill checks, and ability checks. If a spell does not allow a saving throw this has no effect. *Remove curse* does not remove torment. *Greater restoration*, *heal*, *limited wish*, *miracle*, or *wish* can restore the creature. This is a mind-affecting compulsion effect.

This replaces an olethrodaemon's soul drained breath special attack.

## CR 25

### King of Kaiju (Tarrasque)

**Description** This behemoth combines attributes of a tyrannosaurus rex, an iguanodon, a stegosaurus and an alligator to form a savage amalgamated chimera. It has an upright standing posture, scaly skin, a humanoid-like torso with muscular arms, jagged dorsal plates on its back, a tail, and a furrowed brow.

**Subtype** aquatic.

**Melee** bite +37 (4d8+15/15–20/x3), 2 claws +37 (1d12+15), 2 stomps +37 (1d10+15), tail slap +32 (3d8+7); this replaces a tarrasque's normal melee attacks.

This replaces a tarrasque's grab, rush, spines, and swallow whole special attacks.

**Breath Weapon (Su)** Once every 1d4 rounds as a standard action, a king of kaiju's dorsal plates glows ominously and then it can expel a 600-ft. cone or 1,200 ft. line of superheated vapor from its mouth, dealing 20d6 points of electricity damage and 20d6 points of fire damage to all creatures struck (Reflex DC 40 for half). Creatures and objects that fail their save are set on fire and pushed (as push) back to the end of the effect. The save DC is Constitution-based.

**SQ** amphibious.



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