

VOLUME THREE

A COMPENDIUM
OF CREATURES

PATHFINDER
ROLEPLAYING GAME COMPATIBLE



Fell Beasts

VOLUME THREE

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ARAMUS, THE BLACK FLAME

A dark, twisting column of flames rises in a black wave. Malevolent features gaze about with a grim and awful intelligence, filled with an ancient, undying hate.

ARAMUS THE BLACK FLAME

CR 15

51,200 XP

CE Huge outsider (elemental, evil, extraplanar, fire)

Init +14; Senses darkvision 60ft.; Perception +25

DEFENSE

AC 30, touch 19, flat-footed 19; (+10 Dex, +1 dodge, +11 natural, -2 size)

hp 230 (20d10 + 120)

Fort +10, Ref +19, Will +11

Defensive Abilities elemental traits; DR 10/—; Immune fire

Weaknesses vulnerability to cold

OFFENSE

Spd 60 ft.

Melee 2 slams +29 (2d12+11/19-20 plus burn)

Space 15 ft; Reach 15 ft.

Special Attacks burn, consume the soul, firelash

Spell-like Abilities (CL 20th)

At will—darkness

3/day—burning hands (DC 12), create undead, create greater undead, fireball (DC 14)

1/day—control undead (DC 18), delayed blast fireball (DC 18), fire storm (DC 19), greater command (DC 16), meteor swarm (DC 20)

STATISTICS

Str 32, Dex 30, Con 20, Int 16, Wis 14, Cha 12

Base Atk +20; CMB +33; CMD 54

Feats Dodge, Improved Critical (slam), Improved Initiative, Mobility, Power Attack, Spring Attack, Step Up, Toughness

Skills Bluff +24, Diplomacy +21, Intimidate +21, Knowledge (history) +23, Knowledge (planes) +26, Knowledge (religion) +23, Perception +27, Sense Motive +25, Stealth +25

Languages Common, Ignan

Gear none

ECOLOGY

Environment any

Organization solitary

Treasure 19,500 gp

Resembling a towering fire elemental composed of dense, dancing black flames, Aramus is an ancient and terrible entity of pure hate and bile.

HISTORY

No one knows from what black realm Aramus hails, though it is known that the fell entity does not wish to return.

For many years, Aramus had been under the control of the powerful nethermancer Solus the Fallen, bound to the Brazier of Bavmaren and forced to do the mortal's bidding. After Solus's death, the Brazier of Bavmaren was lost for a millennium and was only recently discovered by the cult calling itself the *Keepers of the Black Flame*. The cruel leaders of this cult, powerful entities known as the netherlords (q.v.), released Aramus and now worship the creature as a living god.

SPECIAL ABILITIES

Burn (Ex) Aramus's slam attack deals bludgeoning damage plus fire damage from its flaming body. Those hit by Aramus's slam attack also must succeed on a Reflex save or catch on fire. The fire does 2d12 points of damage per round. The flame burns for 1d4 rounds. A burning creature can take a move action to put out the flame. The save DC is Constitution-based.

Creatures hitting Aramus with natural weapons or unarmed attacks take fire damage as though hit by Aramus's attack, and also catch on fire unless they succeed on a Reflex save.

Condemn the Soul (Su) Any corporeal aberration, animal, dragon, fey, giant, humanoid, magical beast, monstrous humanoid, ooze, plant, or vermin that dies as a result from Aramus's burn ability returns in 1d4 rounds as a dark-fire creature. Aramus literally consumes the victim's soul, burning it away, leaving behind a portion of its own essence. Creatures that die in such a way cannot return except through a *wish* or *miracle* spell. Those who return as dark-fire creatures look as they did in life, though their eyes resemble orbs of solid-black flames. They are completely under the control of Aramus, though they can think and act on their own. Aramus can never have more than 20 HD worth of dark-fire creatures at one time.

Firelash (Su) As a standard action, Aramus can lash out at a target with a whip of black flame, making a CMD check against the target's CMD. If successful, the target is considered grappled and automatically takes Aramus's burn damage each round until freed. Aramus can maintain the grapple as a free action.

CREATING A DARK FIRE CREATURE

"Dark Fire" is an acquired template that can be added to any corporeal aberration, animal, dragon, fey, giant, humanoid, magical beast, monstrous humanoid, ooze, plant, or vermin (referred to hereafter as the base creature).

A dark fire creature uses all the base creature's statistics and abilities except as noted here.

Size and Type: The creature's type changes to undead and it gains the evil subtype. Do not recalculate Hit Dice, base attack bonus, or saves. Size is unchanged.

Armor Class: Natural armor increases by +2 (this stacks with any natural armor bonus the base creature has).

Damage: A dark fire creature retains all of the attacks and damage of the base creature, but deals an additional 1d6 points of fire damage on all attacks.

Special Attacks: A dark fire creature retains all the special attacks of the base creature and gains the following special attack.

Breath Weapon (Su): 30-foot cone of black fire, once every 1d4 rounds, damage 6d6 fire. A successful Reflex save (DC 10 + 1/2 dark fire creature's racial HD + dark fire creature's Con modifier) reduces damage by half.

Special Qualities: A dark fire creature has all the special qualities of the base creature, plus darkvision out to 120 feet and low-light vision.

A dark fire creature gains undead traits.

BADJA

The warrior facing you is roughly the size of a halfling, but that's where the resemblance ends. The creature is covered with coarse, dark fur, with a blaze of white on its forehead and muzzle. Armed with a variety of primitive weapons, it snarls something to you in its barking language. Apparently, you're not welcome here.

BADJA

CR 3

800 XP

LN Small monstrous humanoid

Init +1; **Senses** low-light vision, scent.; Perception +4

DEFENSE

AC 15, touch 12, flat-footed 14; (+2 Leather armor, +1 Dex, +1 shield, +1 size)

hp 37 (4d10+15)

Fort +4, **Ref** +6, **Will** +5

OFFENSE

Spd 20 ft.

Melee Battleaxe +5 (1d6+1), Handaxe +4 (1d4+1)

Ranged Javelin +4 (1d4+1), sling +5 (1d3+1)

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

STATISTICS

Str 12, **Dex** 12, **Con** 14, **Int** 8, **Wis** 10, **Cha** 8

Base Atk +3; **CMB** +3; **CMD** 14

Feats Toughness, Weapon Focus (Short spear or battleaxe or sling)

Skills Perception +4, Stealth +12, Survival +6 +2 racial bonus on Survival, +4 racial bonus on Stealth.

Languages Badja, Common

Gear leather armor, light shield, and either battleaxe and javelins or sling and hand axe.

ECOLOGY

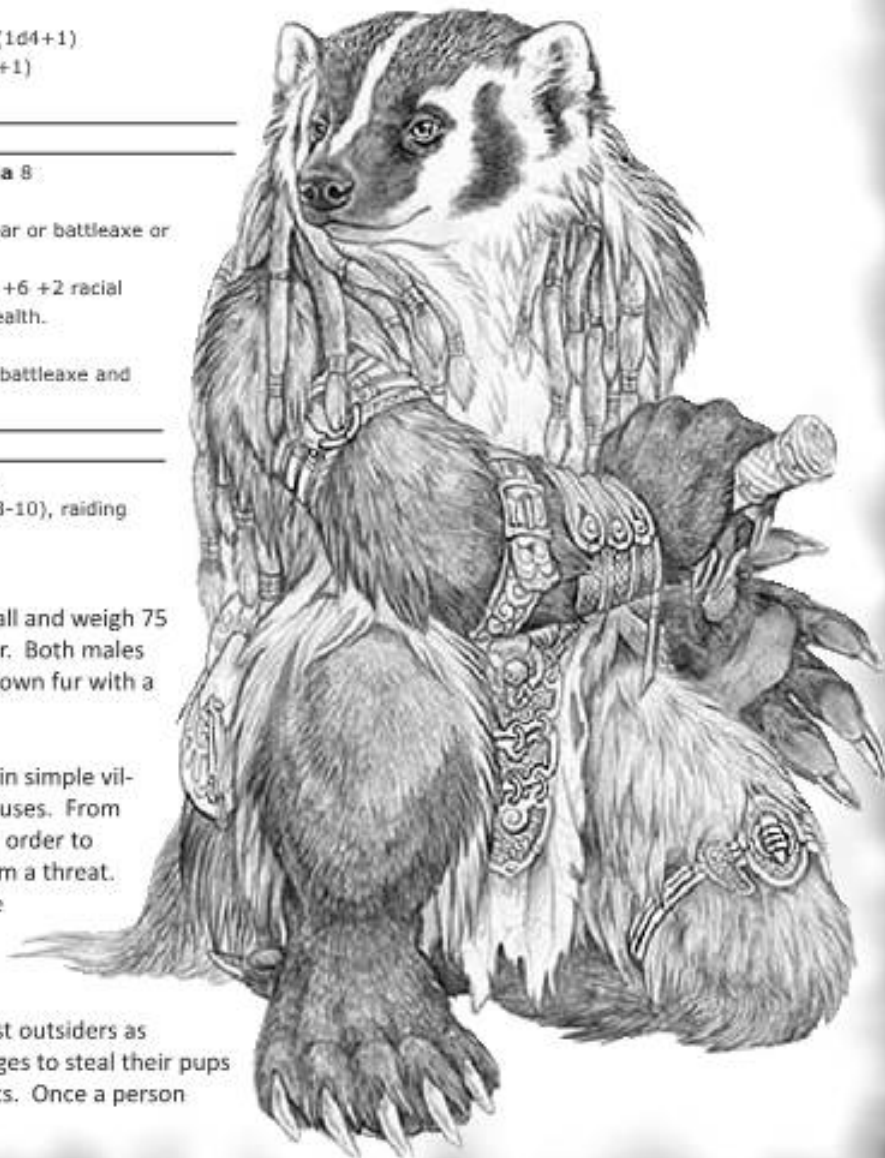
Environment Temperate forests and plains

Organization hunting party (2-5), patrol (3-10), raiding party (8-20)

Treasure 790 gp

Badja males are on average three feet tall and weigh 75 pounds. The females are slightly smaller. Both males and females are covered with gray or brown fur with a white blaze on their foreheads.

The Badja live in primitive forest tribes, in simple villages comprised of huts, tents, or pit houses. From time to time, they move their villages in order to find better hunting or to move away from a threat. The badja are masterful hunters and are at home in the forest. While the badja are quiet and keep to themselves, they know all that goes on in the forest around them. They generally distrust outsiders as some humanoids have raided their villages to steal their pups in order to raise them as pets or servants. Once a person



is able to get past their reticence, they can be quite warm and welcoming. They also can be grateful to people that help them deal with threats and problems that they may not be able to address on their own.

Badja always attack from stealth and are quite adept at setting ambushes and hit and run tactics. They will usually avoid combat if they do not have superior numbers and a favorable position. Their groups usually consist of a mix of melee warriors armed with either battleaxes and javelins and ranged combatants armed with slings and handaxes.

BADJA AS CHARACTERS

Badja characters possess the following racial traits:

+2 Dexterity, +2 Constitution, -2 Intelligence, -2 Charisma: Badja are stout and agile, but aren't quick to adopt new ideas or to take to strangers.

Small: Badja are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, and a +4 size bonus on Stealth checks

Slow Speed: Badja have a base land speed of 20 feet.

Scent: Badja can detect approaching enemies, sniff out hidden foes, and track by sense of smell. They can identify familiar odors just as humans do familiar sights.

Forest Born: Badjas receive a +2 bonus on Survival checks.

Languages: Badjas begin play speaking Badja and Common. Badja with high Intelligence scores can choose any of the following: Elven, Gnome, Goblin, Orc, and Sylvan.

Favored Class: The favored class of a badja is either barbarian or ranger. This choice must be made at 1st level and cannot be changed.

BLADED BATTLECLANK

It is a fast moving creature of bright steel and brass, moving with more grace and agility than seems possible for a massive thing of gears and pistons. Its arms terminate in curving, wickedly serrated blades that spin and turn like a dagger in the hands of skilled knife-fighter. Silent, emotionless, it moves towards its chosen prey, equal parts grace and murder.

BLADED BATTLECLANK

CR 7

3,200 XP

N Large Construct

Init +4; **Senses** darkvision 60ft.; Perception +6

DEFENSE

AC 23, touch 13, flat-footed 19; (+4 Dex, +10 natural, -1 size)

hp 79 (9d10)

Fort +3, **Ref** +7, **Will** +4

Defensive Abilities Agile Dodge, Construct Traits, DR 5/Adamantine

OFFENSE

Spd 30 ft.

Melee 2 blades +13 (1d8+4+Bleeding, 19-20)

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

Special Attacks Bleeding attack

STATISTICS

Str 18, **Dex** 18, **Con** -, **Int** 16, **Wis** -, **Cha** 12

Base Atk +9; **CMB** +14; **CMD** 28

Special Qualities Construct Traits

Languages None

Gear none

ECOLOGY

Environment any

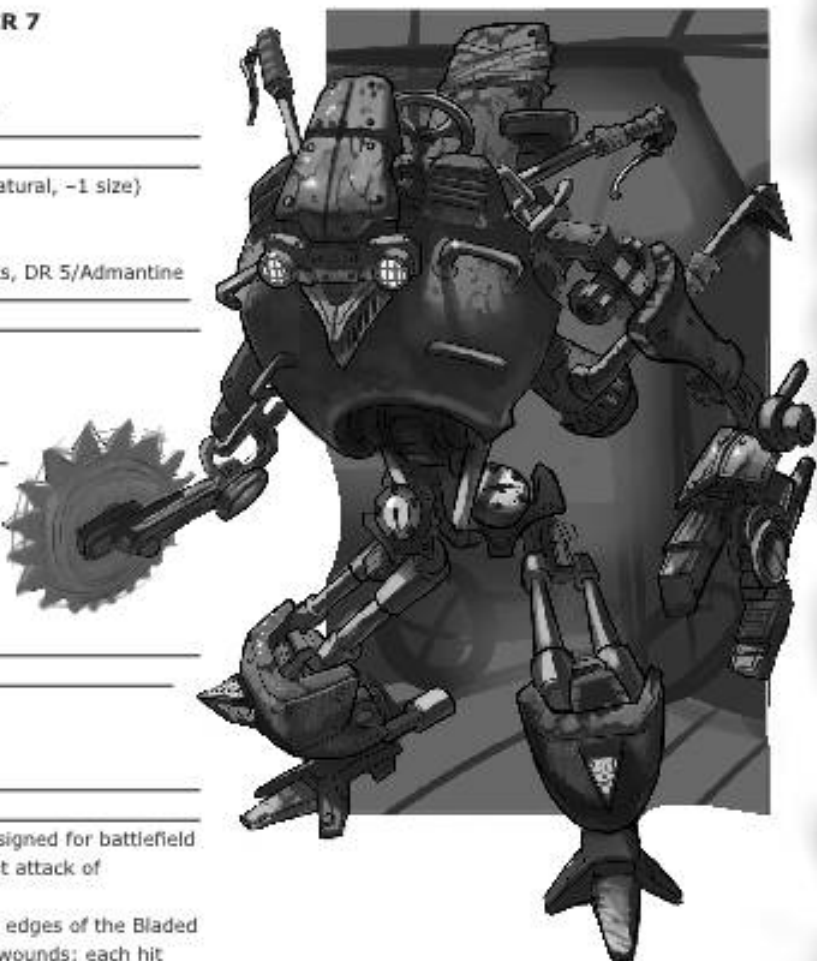
Organization solitary or squad (2-5)

Treasure standard

SPECIAL ABILITIES

Agile Dodger (EX) The Bladed Battleclank is designed for battlefield mobility; it gets a +4 racial bonus to AC against attack of opportunity.

Bleeding Attack (EX) The serrated and toothed edges of the Bladed Battleclank's arm blades leave behind hideous wounds; each hit causes the victim to bleed at 1/round.



One of many types of Battleclanks designed by a long-forgotten kingdom and sometimes copied by more modern nations, the Bladed Battleclank is intended to move fast and strike hard, lashing at a foe with its powerful built-in blades. It lacks intelligence, but has instincts which are part of its construction -- it will generally seek out the least armored enemy it can perceive, provided that doing so is possible. It's Agile Dodger ability helps it to close the gap quickly, despite its immense size. It can be truly terrifying to see a machine the size of an ogre move with the agility of a halfling.

DEEP ONE

The hideous creature reaches towards you, a grey humanoid fish that seems to hop more than walk.

DEEP ONE

CR 2

600 XP

LE Small Monstrous humanoid (aquatic)

Init +7; **Senses** Blindsight 30'; Darkvision 60'; Perception +6

DEFENSE

AC 17, touch 14, flat-footed 14; (+3 Dex, +3 natural, +1 size)

hp 9 (2d10-2)

Fort -1, **Ref** +6, **Will** +4

OFFENSE

Spd 20 ft., swim 40 ft.

Melee Talon +3 (1d3) or starknife +6 (1d4/x3)

Ranged starknife +6 (1d4/x3)

Special Attacks Blood Frenzy, rake (2 talons, +3 1d3)

STATISTICS

Str 10, **Dex** 17, **Con** 8, **Int** 14, **Wis** 13, **Cha** 9

Base Atk +2 **CMB** +1; **CMD** 14

Feats Improved Initiative, Weapon Finesse

Skills Intimidate +4, Knowledge (nature) +4, Perception +6, Stealth +8, Survival +6, Swim +13 (+4 to Perception and Stealth checks underwater); +8 racial bonus to Swim checks.

Languages Aquan, Common

SQ Amphibious

ECOLOGY

Environment Aquatic

Organization Solitary, small band (1-4), colony (100-150 plus 100% non-combatants plus one 3rd level sergeant for every 50 adults, one medium-size ancient one of 7th level or more)

Treasure NPC gear (2 or 3 starknives)



SPECIAL ABILITIES

Blood Frenzy (EX) Once per day a Deep One that takes damage in combat can fly into a frenzy in the following round, clawing or slashing madly until either it or its opponent is dead. It gains +2 Strength, +2 Constitution, and -2 Armor Class. A Deep One cannot end its frenzy voluntarily.

Rake (EX) A Deep One can rake twice while swimming.

DEEP ONE HYBRID

CR 1

400 xp

Halfling Warrior 1

LE Small humanoid (halfling)

Init +1; **Senses** low-light vision Perception +0

DEFENSE

AC 18, touch 12, flat-footed 17; (+5 armor, +1 Dex, +1 shield, +1 size)

hp 7 (1d10+1); Fast healing 1/rd

Fort +3, **Ref** +2, **Will** +1

Defensive Abilities +2 saves against fear

OFFENSE

Spd 20 ft.

Melee rapier +2 (1d4+1, 18-20/x2)

Ranged shortbow +2 (1d4-1)

Special Attacks Blood Frenzy

STATISTICS

Str 9, **Dex** 12, **Con** 10, **Int** 11, **Wis** 11, **Cha** 12

Base Atk +1 **CMB** -1; **CMD** 10

Feats Weapon Finesse

Skills Acrobatics +4, Swim +3; +2 racial bonus on Acrobatics, Climb and Perception checks.

Languages Common

SQ Amphibious

Gear Scale mail, buckler, rapier, short bow with 20 arrows.

ECOLOGY

Environment Aquatic

Organization Solitary, small band (1-4), colony (100-150 plus 100% non-combatants plus one 3rd level sergeant for every 50 adults, one medium-size ancient one of 7th level or more)

Treasure NPC gear (2 or 3 starknives)



The Deep Ones are horrible creatures that live in the sea. They seem related to Halflings and can interbreed with them; the spawn of such unions are Deep One hybrids that slowly evolve into a full-fledged Deep One at middle age.

Scholars believe that Deep Ones are sterile unless they mate with Halflings. As such, a typical Deep One colony will establish a relationship with a Halfling community, usually in a marsh or swamp near the edge of the sea. The Deep Ones trade goods and artifacts to the Halflings in return for the occasional dalliance.

Such Halfling communities seem "wrong" to other Halflings and "swamp dweller" is an extremely offensive Halfling insult, as it carries the connotation that one consorts with demons.

Deep Ones get along with Sahuagin, leading some to believe that there is a biological kinship. This is reinforced by the fact that Deep Ones grow as they get older; the most ancient of the Deep Ones is said to be Gargantuan in height and millennia old. The truth of such stories is unknown.

MAN-APE

The beast skulks down the passageway. Its broad shoulders and features mark it as an ape, but it walks as upright as a man, and its eyes burn with an intelligence greater than that of any ape....

MAN-APE **CR 6**

2,400 XP

CN Large monstrous humanoid

Init +3; **Senses** low-light vision, scent; Perception +4

DEFENSE

AC 16, touch 13, flat-footed 13; (+3 Dex, +3 natural)

hp 71 (8d10+27)

Fort +2, **Ref** +6, **Will** +6

OFFENSE

Spd 30 ft., climb 20 ft.

Melee 2 slams +12 (1d8+5), bite +12 (1d8+7)

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

Special Attacks Powerful charge (slam, 2d8+10)

STATISTICS

Str 20, **Dex** 16, **Con** 14, **Int** 5, **Wis** 10, **Cha** 8

Base Atk +8 **CMB** +14; **CMD** 27

Feats Dodge, Improved Grapple, Improved Natural Attack, Toughness

Skills Perception +4, Stealth +6

Languages Common

ECOLOGY

Environment Jungle

Organization Solitary or company (2-5)

Treasure varies



The man-apes reportedly come from some remote southern jungle. In civilized lands, they can occasionally be found as the pet for some noble, wizard, or wealthy merchant. Though they are at times dressed in fine clothes as part of a cruel joke, they can also be trained to perform simple tasks and can be potent guardians. However, they are not very reliable, being smart enough to rebel against the weaker beings that attempt to dominate them.

In their native habitat, they are kings of the jungle. There is even a rumor of an ancient and ruined city populated by the man-apes. Some argue that the creatures obviously moved into the abandoned city, but there is an ancient tale of a proud race that defied a god who cursed them to live from then on in a crude parody of their former selves.

In combat, the man-apes will attempt to charge in to dominate their opponent and start a grapple so that they may bite the opponent. Most man-apes do not generally use weapons, but some have been known to use primitive clubs or weapons taken from fallen foes. In civilized lands, man-apes have no treasure of their own. In their own lands, they may have crude treasures or valuables that they have taken from others.

Man-Apes as Cohort

A character with the Leadership feat may elect to have a man-ape as a cohort or a follower. The man-ape's challenge rating minus two is used in comparison to the character's leadership level.

NETHERLORD

Terrible and mysterious, the shadowy figure glides forward like an awful phantom. No words usher forth from its gray, sickly lips. One eye is but a dark onyx, dull and gleamless, and the other contains no humor or mirth. Black leathers wrap tightly about his ashen-colored skin, and gray, loose-fitting robes seem to move gently as if by an unseen wind. Rings pierce the flesh of his face, and jewelry adorns his abnormally long, slender fingers. One of these he gently brushes, and when he does, shadows erupt from the floor at his feet, crawling over him like serpents. When they collapsed back into the ground, he is gone, leaving behind only a chilling memory of this silent and mysterious foe.

NETHERLORD

CR 10

9,600 XP

CE Medium humanoid

Init +8; Senses Perception +17

DEFENSE

AC 24, touch 21, flat-footed 13; (+5 deflection, +5 Dex, +1 dodge, +3 natural)

hp 127 (15d8 + 60)

Fort +9, Ref +9, Will +14

Defensive Abilities fire resistance 10; Immune cold; SR 20

Weaknesses gem dependency

OFFENSE

Spd 30 ft.

Melee bone staff +15/+10 (1d6-1 plus necrotic blast)

Special Attacks dark matter, necrotic blast, soul shatter,

Spell-Like Abilities (CL 10th)

At will—*cause fear* (DC 18), *chill touch* (DC 18), *command undead* (DC 19), *death knell* (DC 19), *ghoul touch* (DC 19)

1/day—*circle of death* (DC 23), *create undead*, *enervation* (DC 21), *eyebite* (DC 21), *harm* (DC 23), *inflict mass moderate wounds* (DC 23)

2/day—*animate dead* (DC 21), *bestow curse* (DC 21), *blight* (DC 22), *contagion* (DC 21), *fear* (DC 21), *slay living* (DC 22)

STATISTICS

Str 8, Dex 19, Con 18, Int 20, Wis 17, Cha 15

Base Atk +11; CMB +10; CMD 30

Feats Improved Initiative, Iron Will, Magical Aptitude, Skill Focus (Knowledge [arcana]), Skill Focus (Knowledge [planes]), Skill Focus (Spellcraft), Weapon Finesse

Skills Climb +9, Craft (ring making) +15, Heal +13, Knowledge (arcana) +13, Knowledge (geography) +10, Knowledge (history) +10, Knowledge (local) +10, Knowledge (nature) +10, Knowledge (planes) +13, Knowledge (religion) +10, Perception +17, Ride +14, Spellcraft +17, Stealth +11, Survival +13, Use Magic Device +11

Languages Common

SQ necromantic mastery, onyx eye, swallowed by darkness

Gear bone staff (light weapon, 1d6), various rings worth a total of 1,000 gp (already factored into its treasure)

ECOLOGY

Environment any

Organization Solitary

Treasure 5,450 gp



SPECIAL ABILITIES

Dark Matter (Su) As a standard action, the netherlord can release a wave of dark, necrotic energy. Any living creature within a 30-foot radius must succeed at a DC 19 Fortitude save or suffer 4d6+15 points of damage. Undead in the radius heal the same amount.

Gem Dependency (Su) Each of the netherlord's supernatural abilities is tied to a jewel encrusted ring it wears. If the ring is removed or destroyed, the netherlord loses access to that ability until a new ring is crafted. The rings do not grant any powers to any other creature than the netherlord.

Necromantic Mastery (Su) Any spell from the necromancy school has its DC increased by 4 when cast by the netherlord.

Necrotic Blast (Su) Anytime the netherlord strikes a target with its bone staff, the target automatically suffers an extra 2d6 points of damage.

Onyx Eye (Su) The netherlord wears a black onyx that functions as a *gem of true seeing* in place of one of its eyes. If the onyx is removed, it loses this power.

Soul Shatter (Su) Every 1d4 rounds as a standard action, the netherlord can target one living creature within 50 feet and blast its soul with pure necrotic energy. The target must succeed at a DC 21 Fortitude save or suffer 4d6+15 points of damage and be stunned for 1d4 rounds.

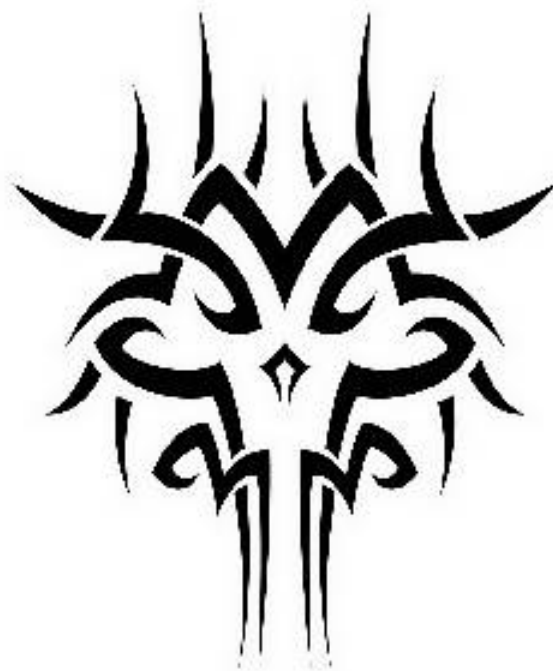
Swallowed by Darkness (Su) If the netherlord is near a shadow, it can *greater teleport*, per the spell.

The netherlord resembles a human male, its skin a pale, corpse-like gray. Piercing hang from its face, and jeweled rings adorn its fingers. It wraps dark leathers and robes about itself like a funeral shroud.

HISTORY

No one knows from whence the netherlords came. Thankfully rare, they only appear when furthering the agenda of their mysterious and awful purpose.

Several years ago, they found and freed Aramus the Black Flame from its eternal prison—the Brazier of Bavmaren, and now worship the foul entity as their living god. They rule over a secret society calling itself the *Keepers of the Black Flame*, which is dedicated to spreading the power and influence of their dark lord.



SCORPION GUARD

The guards stepped forward on their insectile legs to challenge us. They were as large as horse and had the torsos of men above the body of a scorpion. They were clad in bronze, carried sharp swords, and were fierce to look upon.

SCORPION GUARD

CR 8

4,800 XP

LN Large Fey

Init +7; **Senses** low-light vision; Perception +17

DEFENSE

AC 23, touch 13, flat-footed 19; (+5 breastplate, +3 Dex, +4 natural, +1 shield, -1 size)

hp 100 (13d6+55)

Fort +7, **Ref** +11, **Will** +10

OFFENSE

Spd 40 ft.

Melee Longsword +19 (1d8+6), 2 pincers +15 (1d8+2), sting +15 (1d6+2 plus poison)

Ranged Longbow +17 (1d8+5)

Space 10 ft.; **Reach** 5 ft.

Special Attacks grab, poison

STATISTICS

Str 20, **Dex** 16, **Con** 16, **Int** 12, **Wis** 14, **Cha** 8

Base Atk +13; **CMB** +19 (+4 grapple); **CMD** 32

Feats Alertness, Improved Initiative, Intimidating Prowess, Multiattack, Power Attack, Toughness, Weapon Focus (longsword)

Skills Climb +18, Diplomacy +12, Intimidate +17, Perception +17, Sense Motive +17, Stealth +16.

Languages Celestial, Common, Draconic

Gear breastplate, shield, +1 longsword, and longbow

ECOLOGY

Environment Warm hills and deserts

Organization Solitary or pair

Treasure 1000 gp plus gear.

SPECIAL ABILITIES

Frightful Presence (EX) The sight of a scorpion guard is unsettling to foes. Activating this ability is a free action and is usually combined with an attack. Opponents within 30 feet who witness the action may become frightened or shaken for 5d6 rounds unless they succeed on a Will save (DC 15). This ability only effects creatures with fewer Hit Dice or levels than the scorpion guard. An opponent that succeeds on the saving throw is immune to that same scorpion guard's frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

Grab (EX) If a scorpion guard hits with one of its pincer attacks, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. The opponent must be at least one size category smaller than the scorpion guard. The scorpion guard may attack an opponent held in its pincers with its sword.

Poison (EX) sting, level 8, save Fort 19, frequency 10 minutes (5), effect 1d4 Con drain, cure 2 consecutive saves.

Scorpion guards are elite soldiers among the fey. They have the torso of a human, armored and armed with sword and shield. Their body is that of a great scorpion, with colors ranging from red to black. They are often assigned to guard important persons and locations. Scorpion guards are exceedingly diligent at following instructions, never leaving their posts.

In combat, scorpion guards will remain at their posts using bows until their opponents are within range of a charge. The scorpion guards will then enter into melee, using their claws to grab an opponent and hold them immobile while the scorpion guard continues to attack the opponent with its sword. While doing this, the scorpion guard will continue to use its sting and remaining pincher to attack other opponents.

Scorpion Guard in Mythology

In Akkadian mythology, including the Epic of Gilgamesh, the scorpion guards were created by Tiamat for use in a war with younger gods. They are also described as guarding the approach to the sun god's underworld home.

SILVERFISH

The small fish's mineral-laced skin flashes brightly with reflected sunlight. It glides above the surface of the water in the manner of a bird, then plunges beneath the waves.

SILVERFISH CR 1/8

50 XP

N Diminutive animal (aquatic)

Init +2; **Senses** low-light vision; Perception +2

DEFENSE

AC 17, touch 17, flat-footed 16; (+2 Dex, +1 dodge, +4 size)

hp 2 (1d8-2)

Fort +0, **Ref** +4, **Will** +0

OFFENSE

Spd 20 ft. swim, glide 20 ft.

Melee razor fin +4 (1)

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

Special Attacks razor glide

STATISTICS

Str 4, **Dex** 15, **Con** 6, **Int** 1, **Wis** 11, **Cha** 2

Base Atk +0; **CMB** +2; **CMD** 10

Feats Dodge

Skills Swim +4

SQ glide

ECOLOGY

Environment temperate and tropical oceans

Organization school (3-30) or swarm

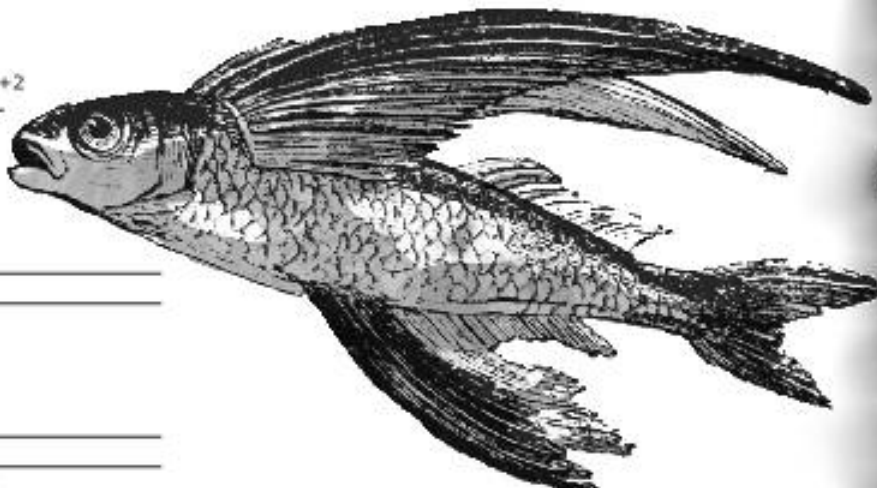
SPECIAL ABILITIES

Glide (Ex) Silverfish can fly above the water's surface up to an altitude of 20 feet for two rounds.

Razor Glide (Ex) A gliding silverfish can make a razor attack against one creature in each square its moves through while gliding.

Silverfish are small schooling fish that live in temperate and tropical oceans. Wing-like fins enable them to glide for significant distances over the water's surface. It is assumed this ability lets them escape predators, but that has never been established. The edges of these fins are made of hard minerals absorbed from the water and naturally honed as sharp as steel razors. Creatures in the way of a gliding silverfish can be injured by these fins. Naturalists speculate the fins are a second defense against predators, but as often as not silverfish harm creatures simply in their way. Lone silverfish are not much more than a nuisance. Unwary fishermen are sometimes injured when a silverfish leaps from the water and across their boat.

The silverfish swarm is deadly. Whole crews and vessels have been decimated by masses of silverfish suddenly rising from the ocean like an aquatic plague of locust. Such a mass can scour a ship's deck of sailors, as well as shred rigging and sails. There are reports of silverfish swarms numbering in the millions and stretching for hundreds of yards.



SILVERFISH SWARM

CR 3

800 XP

N Tiny animal (aquatic, swarm)

Init +2; **Senses** low-light vision; Perception +6

DEFENSE

AC 15, touch 15, flat-footed 12; (+2 Dex, +1 dodge, +2 size)

hp 18 (4d8)

Fort +4, **Ref** +6, **Will** +1

Immune swarm traits

OFFENSE

Spd 20 ft. swim, glide 20 ft.

Melee swarm (2d6)

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

Special Attacks distraction (DC 12), swarm razor glide

STATISTICS

Str 4, **Dex** 15, **Con** 11, **Int** 1, **Wis** 11, **Cha** 2

Base Atk +1; **CMB** +2; **CMD** 12

Feats Alertness, Dodge

Skills Perception +6, Swim +6

SQ glide

ECOLOGY

Environment temperate and tropical oceans

Treasure none

SPECIAL ABILITIES

Glide (Ex) Silverfish swarm can fly above the water's surface up to an altitude of 20 feet for two rounds.

Swarm Razor Glide (Ex) A gliding silverfish swarm damages all creatures in squares it moves through while gliding.

SOKURAH CYCLOPS

A lumbering reptilian giant approaches. Its body is covered in scales and it has a single large eye set above its wide, flat nose. A wicked horn, like that of a rhinoceros, juts from its forehead. The creature runs toward you with its body arching downward, pointing its horn towards you as it charges.

SOKURAH CYCLOPS **CR 10**

9,600 XP

CE Large monstrous humanoid

Init +5; **Senses** Darkvision 60 ft.; Perception +8/+4

DEFENSE

AC 22, touch 10, flat-footed 21; (+1 Dex, +12 natural, -1 size)

hp 124 (13d10+52)

Fort +8, **Ref** +9, **Will** +8

OFFENSE

Spd 50 ft.

Melee 2 claws +19 (1d6+7) and gore +19 (1d10+7)

Ranged rock +9 (2d6+7)

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

Special Attacks Powerful charge (+21 (4d8+10))

STATISTICS

Str 25, **Dex** 12, **Con** 18, **Int** 6, **Wis** 10, **Cha** 6

Base Atk +13; **CMB** +20; **CMD** 31

Feats Awesome Blow, Improved Bull Rush, Improved Initiative, Intimidating Prowess, Power Attack.

Skills Climb +15, Intimidate +14, Perception +8, Stealth +9, Survival +9

Languages Giant

SQ Poor Depth Perception

ECOLOGY

Environment temperate grasslands

Organization Usually solitary, sometimes a small band (1-4) or a tribe (5-10 plus 100% non-combatants, led by a 16 HD alpha male).

SPECIAL ABILITIES

Poor Depth Perception (Ex) A sokurah cyclops has only one eye and has trouble determining distance. A sokurah cyclops suffers a -4 penalty to ranged attacks and sight-based Perception checks.



The sokurah cyclops is an interesting creature; its body is designed to hunt smaller prey. While it stands erect, the sokurah cyclops charges by hunching over with its head near the ground. Its single eye makes it easier to see and follow fleeing prey and its horn is perfectly positioned to impale its victims.

The same advantages that enable a sokurah cyclops to take down smaller prey make it more difficult to do ranged attacks. The sokurah cyclops single eye makes it difficult to judge direction and makes the creature less coordinated overall.

The sokurah cyclops is intelligent and sees giants as cousins. Most giants, however, want little to do with the "wild" Sokurah cyclops, although hill giants appreciate the sokurah cyclops' hunting ability.

SOUL KNIGHT

A knight in battered armor approaches you, holding a shield in one hand and a battleaxe in another. The visor on the helm is open, but there is no one inside.

SOUL KNIGHT

CR 3

800 XP

NE medium undead

Init +2; **Senses** Darkvision 60ft.; Perception +3

Aura Fear (30 ft.)

DEFENSE

AC 21, touch 11, flat-footed 20; (+8 armor, +1 dodge, +1 shield)

hp 22 (4d8+4)

Fort +2, **Ref** +3, **Will** +4

DR 5/bludgeoning; **Immune** undead traits

OFFENSE

Spd 30ft.

Melee Battleaxe +6 (1d8+3)

STATISTICS

Str 16, **Dex** 14, **Con** --, **Int** 4, **Wis** 10, **Cha** 12

Base Atk +3 **CMB** +6; **CMD** 18

Feats Dodge, Power Attack

Skills Intimidate +5, Perception +3

SQ Animated dead

ECOLOGY

Environment Any

Organization Pair or small unit (6-10)

Treasure various

SPECIAL ABILITIES

Fear Aura(Su) The soul knight projects a fear aura that functions like the fear spell within a 30 ft radius of the soul knight. Affected creatures may make a DC 13 Will save to resist the effect. Use of this ability is a free action.

Soul knights are suits of armor animated by the spirit of a warrior. Unlike skeletons or zombies, nothing is left of the warrior but his arms and armor (although bits and pieces of the corpse may still be inside the armor, depending on the age of the soul knight).

Because the spirit is bonded to the armor and not the corpse, the only way to defeat a soul knight is to destroy the armor. Thus, slashing and piercing weapons have little effect.

While the example soul knight is equipped with half-plate, shield and battleaxe, soul knights can be created with any arms and armor (so long as it is a full suit). Soul knights may only use melee weapons.

Creating a Soul Knight

A soul knight can be created with the corpse of an evil warrior through the use of a create undead spell. The caster must be at least 12th level. A full suit of armor is required, as the spirit animates the armor (so a suit of half plate would work, but a breastplate and greaves would not). The armor must include a helmet, gauntlets, and boots.



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