



the tome of
HORRORS



WITH INTRODUCTION BY
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the tome of HORRORS II Credits

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Monsters by Type

A listing of all the monsters published in this volume, organized by type and subtype. Several new subtypes can be found in the list below. Each is detailed after the listing.

Aberration: Arcanoplasm, bedlam, cerebral stalker, clamor, crag man, draconid, encephalon gorgor, gutslug, mawler, nuckalavee, sand kraken, slaughterford, tentacled horror.

(Air): dragon (smoke), niln, weird (lightning).

Animal: Caracal, cave lion, giant archer fish, giant chameleon, giant falcon, giant horned chameleon, giant pike, giant rock chameleon, homotherium, hyaenodon, jaguar, lynx, mountain lion, smilodon, snow leopard, swarm (piranha, poisonous frog).

(Aquatic): Asrai, beetle (giant water), giant archer fish, giant pike, oil shark, renzer, rip-tide horror, stygian leviathan, swarm (piranha), sea wasp.

(Chaotic): Abyssal wolf, bedlam, weird (blood).

(Cold): Barbegazi, hoar spirit, mimi, slorath.

Construct: Brass man, colossus (jade), dragonship, golem (furnace, iron maiden, magnesium, ooze, rope), screaming skull, warden jack swarm.

Demon: Caizel, chaaor, greater ooze, grerour, lesser ooze, mallor, shroth, Vepar.

Devil: Blood reaver, Caasimolar, Demoriel, flayer, hellstoker, Xaphan.

Dragon: Dungeon dragon, smoke dragon.

(Earth): Giant (volcano).

Elemental: Caterprism, geon, magmoid, niln, quasi-elementals, weirds.

Elemental (Acid): Quasi-elemental (acid).

Elemental (Earth): Caterprism, geon, magmoid, weird (lava).

Elemental (Electricity): Weird (lightning).

Elemental (Fire): Magmoid, weird (lava).

Elemental (Obsidian): Quasi-elemental (obsidian).

Elemental (Water): Niln.

(Evil): Abyssal wolf, demon (Caizel, chaaor, greater ooze, grerour, lesser ooze, mallor, shroth, Vepar), devil (blood reaver, Caasimolar, Demoriel, flayer, hellstoker, Xaphan), sabrewing.

(Extraplanar): Abyssal wolf, brassman, burning dervish, caterprism, cheitan (djinni), clamor, demon (Caizel, chaaor, greater ooze, grerour, lesser ooze, mallor, shroth, Vepar), devil (blood reaver, Caasimolar, Demoriel, flayer, hellstoker, Xaphan), encephalon gorgor, fire crab (lesser, greater), fire phantom, fire whale, geon, magmoid, niln, oil shark, proscriber, quasi-elementals (acid, obsidian), sabrewing, stygian leviathan, temporal crawler, time flayer, weirds (blood, lava, lightning).

Fey: Asrai, debased nixie, fyr, grig swarm, grimstalker, mimi, oakman, redcap.

(Fire): Brass man, cinder ghoul, fire crab (lesser, greater), fire phantom, fire whale, giant (volcano), oil shark.

Giant: Aberrant, giants (cave, ferrous, volcano).

(Gnome): Barbegazi.

(Goblinoid): Troblin.

Hazard: Fulgurate mushroom, piercer, winterbloom, witch grass.

Humanoid: Barbegazi, huggermugger, ogren, silid.

(Incorporeal): Church grim, clamor, crucifixion spirit, fear guard, murder-born, phantasm.

Magical Beast: Abyssal wolf, ahlinni, amphisbaena, barrowrat, basilisk, cave leech, cavern lizard, corpse rook, corpsespinner, elusa hound, fire whale, gelid beetles (lesser, greater), giant bog turtle, gloom crawler, kathlin, oil shark, phase flea, rakklethorn toad, renzer, retch hound, riptide horror,

ronus, sand stalker, scythe horn, sepia snake, slorath, sloth viper, stygian leviathan, tangtal, tazelwurm, temporal crawler, thundershrike, vapor dire rat, vapor wasp.

Monstrous Humanoid: Inphidians (cobrabback, common, dancer), ravenous human (eater of flesh), ryven, troblin.

Ooze: Puddings (blood, stone), slime mold.

Outsider: Burning dervish, proscriber, sabrewing, time flayer.

Outsider (Air): Cheitan (djinni).

Outsider (Chaotic): Demons (Caizel, chaaor, greater ooze, grerour, lesser ooze, mallor, shroth, Vepar), weird (blood).

Outsider (Good): Angel (empyrean), proscriber (good-aligned).

Outsider (Evil): Demons (Caizel, chaaor, greater ooze, grerour, lesser ooze, mallor, shroth, Vepar), devil (blood reaver, Caasimolar, Demoriel, flayer, hellstoker, Xaphan), proscriber (evil-aligned), weird (blood).

Outsider (Lawful): Devil (blood reaver, Caasimolar, Demoriel, flayer, hellstoker, Xaphan).

Outsider (Native): Cheitan (janni, half-human fighter, half-drow cleric).

Plant: Bloodsuckle, bog creeper, fungoid, gallows tree, gallows tree zombie, phlogiston, sleeping willow, witch tree.

(Shapechanger): Dragon (dungeon), mawler.

(Swarm): Grig, piranha, poisonous frog, velvet ant, warden jack.

Undead: Black skeleton, cadaver, cinder ghoul, corpsespun fighter, corpsespun minotaur, crucifixion spirit, fear guard, fire phantom, grave risen, hanged man, hoar spirit, murder-born, phantasm, red jester, spellgorged zombie, undead lord (cadaver).

Vermis: Beetles (giant blister, giant sawtoothed, giant water), fire crab (lesser, greater), giant flea, giant hornet, giant yellowjacket, helix moth (larva, adult), giant sea slug, monstrous sea wasp, swarm (velvet ant).

(Water): Niln.

New Subtypes

Acid Subtype: Creatures with the acid subtype are composed entirely of acid and most come from a quasi-elemental plane. Acid creatures are vulnerable to water-based attacks. A water-based effect or spell deals 1d4 points of damage per spell level to a creature with this subtype, unless noted otherwise (in either the monster's description or the spell's description). The creature usually receives a save (Fortitude or Reflex) to halve the damage.

Introduction

As I got ready to start my new campaign (or rather, restart it with new characters at 1st level), I combed through the *Tome of Horrors*, looking for monsters I'd want to use. I'd read it for fun before, but now this was serious—now we're talking about my campaign here. There are few things I hold in higher regard. I had a pad of sticky notes next to me, and figured I'd mark the few pages on which the monsters lay.

About an hour and a half later, I looked at what I'd done and realized that I'd marked almost every page. I'd probably have marked more, but I was ignoring all the monsters with high CRs. It's that good.

It was also a pleasant hour and a half for me. As I flipped through those pages, I was caught up in nostalgia for when I was much younger, and looking at books like the *Fiend Folio* and the *Monster Manual II*. So strong was that good feeling, taking me back twenty years, that I put some 80s style music in the CD player to listen to as I read.

I love monster books. I always have. Reading through a monster book—a good monster book—is fun because with each entry, you think “how can I use this one in my game?” or “how will my players deal with this one?” You plan, plot and scheme where in the next adventure you can use a certain monster, or how you can use two monsters together, or where in your campaign world a certain new type of creature would live.

It's the very essence of being a DM.

If a role playing game is a gun, then a monster book is the ammunition. If that's the case, then *Tome of Horrors* is a case of hollow point, explosive shells.

Just the day after I'd gone through *Tome of Horrors* for my campaign, Clark Peterson sent me the files for *Tome of Horrors II*, because he wanted me to write this introduction. I'll admit, I was leery. Leery because often sequels never live up to the original. Leery because Clark told me that these were going to be all new monsters, and thus I figured I'd get no nostalgia rush from reading through it.

My fears, however, were unfounded. This book is just as good as the first *Tome of Horrors*. While the first book was all about “old friends” like the skulk, the crypt thing and the dark creeper, this book is all about new surprises, like the bloodsuckle, the fear guard, and the thundershrike.

Your players won't be expecting these guys. They won't know how these monsters work, what they do, or how to properly fight them. You can use this book to keep your players off balance throughout an entire campaign.

Imagine the looks on your player's faces when you describe the fire whale that's coming at them. Or what happens to them when they walk through a patch of fulgurate mushrooms that a villain has planted around the base of his tower.

Part of the DM's job is to keep the game fresh and interesting for all the players. There's no better way than throwing them a curve like some of the monsters contained in these pages. Each and every one of these creatures has some aspect to them that will make an encounter different from any other.

Take this book home. Page through it. Don't try to absorb it all at once—there's a lot here. Find a monster or two that appeals to you and place it in your next adventure. Enjoy the fun of surprising your group with something new. You'll find yourself coming back to these pages again and again, I think. A DM can never run out of tricks to poke up his sleeves before the session begins, and that's what each one of the gems in this book really is.

Enjoy.

Monte Cook
August, 2003

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ABERRANT

Large Giant
Hit Dice: 8d8+24 (60 hp)
Initiative: -1
Speed: 20 ft. (4 squares)
Armor Class: 18 (-1 size, -1 Dex, +7 natural, +3 hide), touch 8, flat-footed 18

Base Attack/Grapple: +6/+16
Attack: Greatclub +12 (2d8+9)
Full Attack: Greatclub +12/+7 melee (2d8+9)
Special Attacks: —
Special Qualities: Low-light vision, oversized weapon
Space/Reach: 10 ft./10 ft.
Saves: Fort +9, Ref +1, Will +4
Abilities: Str 23, Dex 8, Con 17, Int 10, Wis 14, Cha 10

Skills: Climb +13, Listen +8, Move Silently +4, Spot +7

Feats: Cleave, Power Attack, Weapon Focus (greatclub)

Environment: Temperate mountains
Organization: Solitary, gang (2-5), band (6-9 plus 35% noncombatants), hunting/raiding/trading party (6-9), or tribe (21-30 plus 35% noncombatants plus 1 adept, cleric, or sorcerer of 3rd or 4th level)

Challenge Rating: 5
Treasure: Standard
Alignment: Usually neutral evil
Advancement: By character class
Level Adjustment: +4

This hulking giant is hideous and deformed. Its body is covered in coarse, dark hair and oozing blisters.

Aberrants make their homes in caves, abandoned mines, or deep underground away from civilization. They shun contact with outsiders except when raiding or ambushing travelers who have ventured near their lair. Captured trespassers are kept for food, slaves, or traded to other aberrant clans for goods.

The strong rule and the weak fall. That is the way of life for the aberrants. Each tribe or clan is led by the largest and strongest aberrant. All others rank beneath the leader. New leaders are appointed when the current leader dies. A contest of skill is held with the survivor being elected the new tribal leader and the loser being buried with his fellow giants.

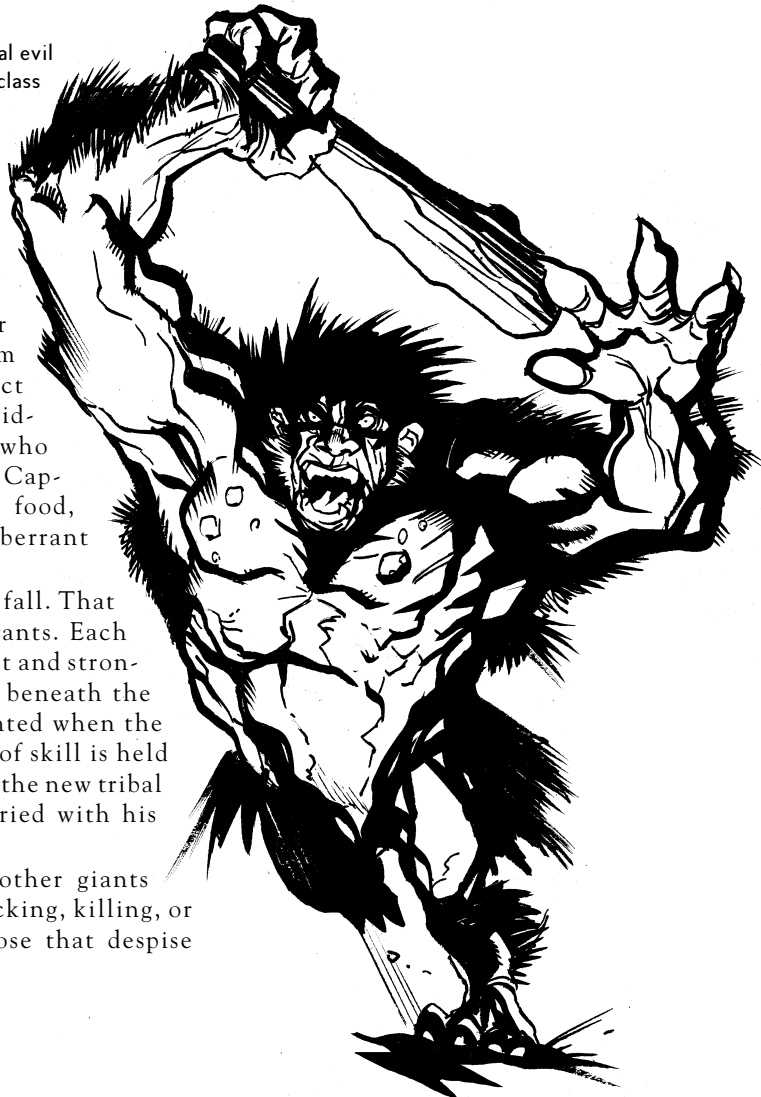
Aberrants are shunned by other giants and take great pleasure in attacking, killing, or maiming other giants and those that despise them.

Aberrant Deformities

Each aberrant has terrible deformities, such as a misplaced arm; huge feet on short legs; eyes on the side of the head like a fish; a single eye in the back of the head, and so on. Some of these can affect the giant's abilities.

Either roll randomly or choose 1d4-1 deformities from the table below. If two or more deformities seem not to work well together, roll or choose another.

IdIO Deformity	Effect
1 Misplaced arm	-
2 Extra arm	One additional attack (considered secondary attack, so at its lowest attack bonus)
3 Eyes on side of head	+4 racial bonus on Spot checks
4 Extra eye in back of head	All-around vision (can't be flanked; +4 to Spot checks)
5 Hunched back or hump	-
6 Pointed or elongated head	-
7 Long flapping ears	-
8 Huge ears	+4 racial bonus on Listen checks
9 Oversized nose	Gains the Scent special quality
10 Huge feet or short legs	+2 racial bonus on Balance checks



Combat

Aberrants engage their enemies with their greatclubs. Their various deformities prevent them from hurling rocks. Though not dim-witted like some other giants, aberrant generally employ less than graceful tactics and do little more than pound their enemies into paste with their clubs.

Some tribes often capture defeated foes and keep them as slaves or trade them to other aberrant tribes in exchange for food, goods, or services.

Oversized Weapon (Ex): An aberrant wields a Huge greatclub without penalty.

Aberrants as Characters

Aberrant leaders are barbarians or adepts. Most groups of aberrants include clerics with access to any two of the following domains: Chaos, Evil, Trickery, and War (most choose Chaos and Trickery).

Aberrant characters possess the following racial traits:

- Strength +12, Dexterity -2, Constitution +6, and Wisdom +4.
- Large size (-1 penalty to AC, -1 penalty to attack rolls, -4 penalty to Hide checks, +4 bonus

to grapple checks, lifting and carrying limits double those of Medium characters).

- Space/Reach is 15 ft./15 ft.
- Base speed is 20 feet.
- +7 natural AC bonus.
- Low-light vision.
- Racial Hit Dice: An aberrant begins with eight levels of giant, which provide 8d8 HD, a base attack bonus of +6, and base save bonuses of Fort +6, Ref +2, Will +2.
- Racial Skills: An aberrant's giant levels give it skill points equal to 11 x (2 + Int modifier). Its class skills are Climb, Listen, Move Silently, and Spot.
- Racial Feats: An aberrant's giant levels give it 3 feats.
- Weapon and Armor Proficiency: An aberrant is automatically proficient with simple weapons, martial weapons, light and medium armor, and shields.
- Automatic Languages: Giant. Bonus Languages: Common, Elven, Goblin, Orc.
- Favored Class: Barbarian.
- Level Adjustment: +4.

ABYSSAL WOLF

Large Magical Beast (Chaotic, Evil, Extraplanar)

Hit Dice:	7d10+35 (73 hp)
Initiative:	+3
Speed:	50 ft. (10 squares)
Armor Class:	20 (-1 size, +3 Dex, +8 natural), touch 12, flat-footed 17
Base Attack/Grapple:	+7/+16
Attack:	Bite +11 melee (1d8+7)
Full Attack:	Bite +11 melee (1d8+7)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Paralyzing gaze, trip
Special Qualities:	Damage reduction 10/cold iron, darkvision 60 ft., favored prey, keen scent, know alignment, low-light vision, SR 18
Saves:	Fort +10, Ref +8, Will +6
Abilities:	Str 20, Dex 17, Con 20, Int 8, Wis 14, Cha 17
Skills:	Hide +0, Jump +15, Listen +3 (+5 against non-evil half-fiends or tieflings), Move Silently +5, Sense Motive +3 (+5 against non-evil half-fiends or tieflings), Spot +4 (+6 against non-evil half-fiends or tieflings), Survival +3 (+7 tracking by scent, +9 tracking non-evil half-fiends or tieflings)
Feats:	Iron Will, Power Attack, Track
Environment:	Abyss
Organization:	Solitary, pair, or pack (4-11)
Challenge Rating:	7
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	8-21 HD (Large)
Level Adjustment:	—

This creature is a man-sized wolf with deep blackish-blue fur and fiery orange eyes. Its coat is caked with blood, and bits of flesh hang from its toothy maw.

Abyssal wolves roam the Abyss seeking sources of meat. They savor the flesh and blood of lesser demons and have a particular liking for the taste of tieflings and good-aligned outsiders. Should a pack of abyssal wolves run across one of the aforementioned creatures, it does not hesitate to attack. The blood and flesh of half-fiends is another meal that these monsters enjoy, so they rarely turn down an opportunity to hunt on the Material Plane. Many demon lords find it blasphemous that their own kind mate with mortals and thus unleash these monsters on the Material Plane to deal with such creatures. Most often when encountered on the Material Plane, abyssal wolves have either been summoned by an evil spellcaster or unleashed by one of the demonic lords of the Abyss.

The abyssal wolf is a man-sized wolf that stands 5 feet tall at the shoulder. When enraged, the hair on the nape of its neck stands up and the wolf issues forth a low growl, bearing its razor-sharp (and usually blood-stained) teeth.

Abyssal wolves speak Abyssal and Common.

Combat

Abyssal wolves hunt in packs. When prey is sighted, the monsters move within range where they can use their paralyzing gaze. Foes that are not paralyzed are dealt with first; the wolves circle

an opponent and take turns charging in and attacking. A foe that is tripped is pounced on by the pack. Once the pack deals with the immediate threat, they turn their attention to any paralyzed creatures and tear them to pieces.

Paralyzing Gaze (Su): Anyone within 40 feet meeting the gaze of an abyssal wolf must make a successful Will save (DC 16) or be paralyzed for 2d4 rounds. Half-fiends and tieflings have a -2 penalty on their save. Once a successful save is made, the target is immune to the effects of that abyssal wolf's gaze attack for one day. The save DC is Charisma-based.

Trip (Ex): An abyssal wolf that hits with a bite attack can attempt to trip the opponent (+9 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the abyssal wolf.

Favored Prey (Ex): An abyssal wolf has a +2 bonus on Listen, Sense Motive, and Spot checks against non-evil half fiends and tieflings.

Keen Scent (Ex): An abyssal wolf can detect prey within 60 feet by sense of smell. This range increases to 120 feet if the opponents are upwind; and decreases to 30 feet if downwind. By making a successful Wisdom check (DC 15) the abyssal wolf can determine whether a tiefling or half-fiend is present among the opponents.

Know Alignment (Su): Abyssal wolves always know the alignment of any creature they look upon. This ability can be negated or dispelled, but the abyssal wolf can activate it again as a free action on its next turn.

Skills: An abyssal wolf has a +4 racial bonus on Survival checks when tracking by scent. This bonus rises to +6 when tracking non-evil half fiends or tieflings by scent.



AHLINNI (CACKLE BIRD)

Medium Magical Beast

Hit Dice:	4d10+8 (30 hp)
Initiative:	+1
Speed:	40 ft. (6 squares), climb 20 ft.
Armor Class:	17 (+1 Dex, +6 natural), touch 11, flat-footed 16
Base Attack/Grapple:	+4/+6
Attack:	Bite +7 melee (1d8+2)
Full Attack:	Bite +7 melee (1d8+2) and 2 claws +1 melee (1d4+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Breath weapon 14, impale 2d8+4
Special Qualities:	Birdsong, darkvision 60 ft., fast healing 2, resistance to sonic 10, low-light vision
Saves:	Fort +6, Ref +5, Will +1
Abilities:	Str 15, Dex 13, Con 14, Int 6, Wis 10, Cha 10
Skills:	Climb +10, Hide +3*, Jump +4, Listen +2, Move Silently +4, Spot +2
Feats:	Alertness, Weapon Focus (bite)
Environment:	Temperate or cold forests and marshes
Organization:	Solitary, pair, or flock (4-7)
Challenge Rating:	4
Treasure:	No coins; standard goods (gems only); no items
Alignment:	Usually chaotic neutral
Advancement:	5-8 HD (Medium); 9-12 HD (Large)
Level Adjustment:	—

This creature has a long, straight beak — fully half the length of its body — that tapers to a fine point. Wicked claws sprout from its wings. Its eyes are whitish-pink and its feathers are a mixture of blues, reds, yellows, and greens.



The ahlinni, or cackle bird is a flightless bird that dwells in the treetops of thick forests or canopies of marsh trees. It is covered in greenish feathers of varying hues, and when it lies motionless in its leafy surroundings it is nearly invisible.

Cackle birds live in small flocks, and their laughter-like calls can be heard for great distances through the woods they call home. They have an affinity for small sparkly objects, and often line their nests with bits of colored glass or gemstones in order to attract a mate.

Combat

A ahlinni attacks first with its breath weapon and, being cowardly, usually flees the encounter if possible. When on the offensive, an ahlinni leaps from its treetop and attempts to impale its opponent on its beak.

Breath Weapon (Su): Once every three rounds as a standard action, an ahlinni can expel a pinkish gas in a 20-foot cone. Affected creatures must succeed on a DC Fortitude save or fall prone, laughing manically as if affected by a *Tashaa's hideous laughter* spell (caster level 4th). The effects last 1d3 rounds. The save DC is Constitution-based.

Impale (Ex): When an ahlinni charges a foe, it deals 2d8+4 points of damage on a successful strike with its bite attack.

Birdsong (Su): An ahlinni can freely communicate with any bird or bird-like creature (such as rocs, giant eagles, and giant owls), perfectly mimicking any bird song or vocalization. Communication with non-intelligent bird creatures is on an empathic level, and can only take place if the bird is within 100 feet. In this case, this ability functions as a *speak with animals* spell (caster level 4th). This ability is always active, but can be negated. The ahlinni can restart it as a free action on its next turn.

Fast Healing (Ex): An ahlinni heals 2 points of damage each round so long as it has at least 1 hit point.

Skills: *An ahlinni has a +10 racial bonus on Hide checks when in treetops.

An ahlinni has a +8 racial bonus on Climb checks, and can take 10 on a Climb check, even if rushed or threatened.

ANGEL, EMPYREAL

Large Outsider (Extraplanar, Good)	
Hit Dice:	13d8+65 (123 hp)
Initiative:	+8
Speed:	40 ft. (8 squares), fly 70 ft. (good)
Armor Class:	27 (-1 size, +4 Dex, +14 natural), touch 13, flat-footed 23
Base Attack/Grapple:	+13/+24
Attack:	+3 brilliant energy longsword +23 melee (2d6+10)
Full Attack:	+3 brilliant energy longsword +23/+18/+13 melee (2d6+10)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Radiant blast, spell-like abilities, spells
Special Qualities:	Angel traits, aura of goodness, damage reduction 10/evil, darkvision 60 ft., outsider traits, protective aura, SR 26, tongues
Saves:	Fort +13, Ref +12, Will +11
Abilities:	Str 24, Dex 18, Con 20, Int 17, Wis 17, Cha 18
Skills:	Balance +12, Concentration +21, Diplomacy +20, Escape Artist +15, Intimidate +17, Jump +19, Knowledge (any one) +15, Knowledge (religion) +19, Knowledge (the planes) +19, Listen +19, Move Silently +20, Sense Motive +15, Spot +19
Feats:	Blind-Fight, Cleave, Improved Initiative, Power Attack, Weapon Focus (longsword)
Environment:	Any good-aligned plane
Organization:	Solitary or group (2-5)
Challenge Rating:	13
Treasure:	Standard
Alignment:	Always good (any)
Advancement:	14-39 HD (Large)
Level Adjustment:	—

This creature resembles a man-sized column of white fire. Within the burning fires seems to be a winged humanoid-shaped creature dressed in shining armor.

Empyreals are knights and warriors in the service of good deities. While closely associated with other angels, empyreals are often found leading holy armies against the forces of evil. They are fiery, quick-tempered, and forceful, but always fair.

In the upper planes those that serve as commanders spend their time organizing their troops and planning strategies. While the more powerful empyreals serve as commanders, the lesser can be found performing any number of duties, whether it is acting as guard, servant, or messenger.

Empyreals speak Celestial, Common, Infernal, and Draconic.

Combat

Empyreals that enter combat prefer to attack their opponents with a mixture of magic and direct physical attacks with their longswords. Against powerful foes, an empyreal uses its radiant blast to catch as many foes as it can in the area of effect.

During battle, an empyreal often stays aloft where it can blast its foes with spells while staying out of melee range.

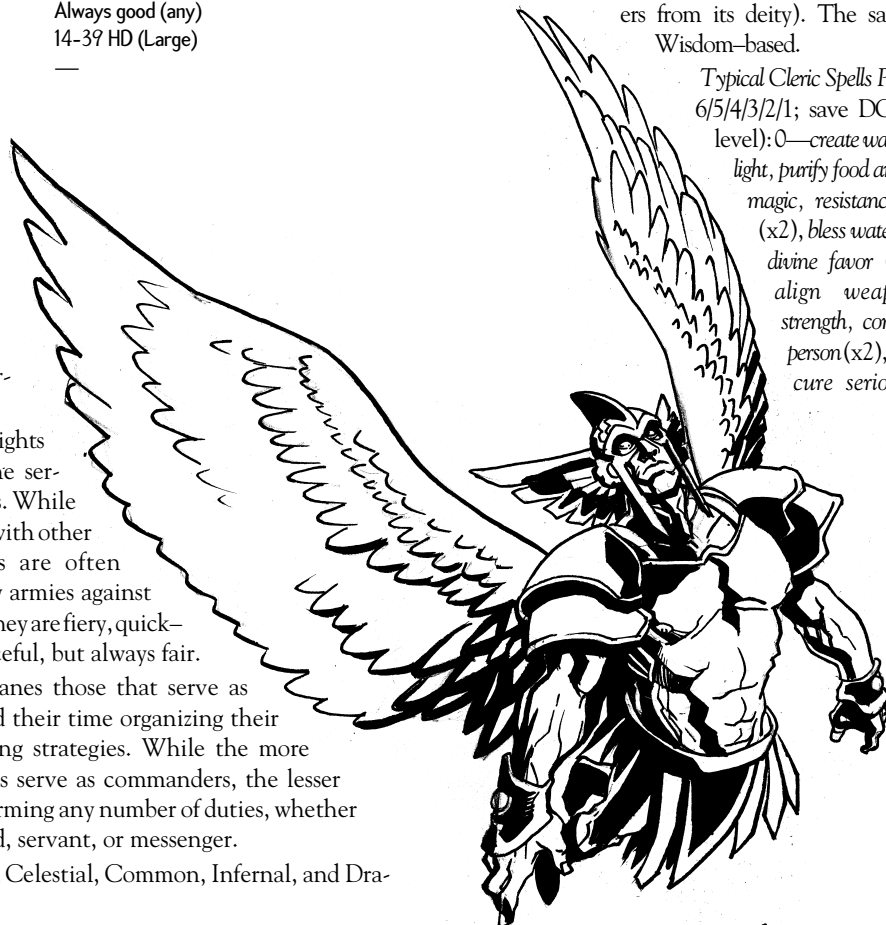
An empyreal's natural weapons, as well as any weapons it wields, are treated as good-aligned for the purpose of overcoming damage reduction.

Radiant Blast (Su): Once per day, an empyreal can increase the radiance of its form and release it in a cone-shaped blast to a range of 60 feet that deals 15d6 points of damage and blinds any creature in the area (as the *blindness* spell) for 3d6 minutes. Affected creatures can attempt a DC 21 Reflex save to halve the damage and avoid being blinded. The save DC is Constitution-based.

Spell-Like Abilities: At will—*aid*, *continual flame*, *detect evil*, *discern lies* (DC 19), *dispel magic*, *holy smite* (DC 18), *invisibility* (self only), *remove curse* (DC 17), *remove disease* (DC 17), *remove fear* (DC 15); 2/day—*blade barrier* (DC 20), *cure moderate wounds* (DC 16), *flame strike* (DC 19), *scorching ray* (3 rays); 1/day—*heal*, *raise dead*. Caster level 13th. The save DCs are Charisma-based.

Spells: Empyreals can cast spells as 13th-level clerics. An empyreal has access to any two of the following domains: Air, Destruction, Good, Law, or War (plus any others from its deity). The save DCs are Wisdom-based.

Typical Cleric Spells Prepared (6/6/6/5/4/3/2/1; save DC 13 + spell level): 0—*create water*, *guidance*, *light*, *purify food and drink*, *read magic*, *resistance*; 1st—*bless* (x2), *bless water*, *command*, *divine favor* (x2); 2nd—*align weapon*, *bull's strength*, *consecrate*, *hold person* (x2), *silence*; 3rd—*cure serious wounds*,



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daylight, invisibility purge, searing light (x2); 4th—dimensional anchor, divine power, inflict critical wounds, summon monster IV; 5th—greater command, mark of justice, plane shift; 6th—harm, planar ally; 7th—summon monster VII.

Domain Spells (Good, War): 1st—protection from evil; 2nd—spiritual weapon; 3rd—magic vestment; 4th—holysmite; 5th—dispel evil; 6th—blade barrier; 7th—holy word.

Aura of Goodness (Su): An empyreal radiates an aura in a 30-foot radius spread around its form. Any non-evil creature in this area attempting to attack the empyreal must

succeed on a DC 22 Will save or be overcome with awe and unable to take any action, other than a move action that round.

Evil creatures within the area must succeed on a DC 22 Will save or be unable to even look at that empyreal for one day. An affected evil creature functions as if blinded (as the blindness spell) when attacking that empyreal.

On a successful save, a creature is immune to the aura of goodness of that empyreal for one day. The save DC is Charisma-based and includes a +2 racial bonus.

ARCANOPLASM

Large Aberration

Hit Dice:	7d8+42 (73 hp)
Initiative:	+4
Speed:	30 ft. (6 squares), climb 10 ft.
Armor Class:	16 (-1 size, +7 natural), touch 9, flat-footed 16
Base Attack/Grapple:	+5/+11
Attack:	Slam +7 melee (2d4+3 plus 1d6 acid)
Full Attack:	Slam +7 melee (2d4+3 plus 1d6 acid)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Constrict 2d4+3 plus 1d6 acid, improved grab, arcane spell mimicry
Special Qualities:	Absorb arcane magic, amorphous, arcanesense 100 ft., blindsight 60 ft., immunities
Saves:	Fort +8, Ref +2, Will +7
Abilities:	Str 15, Dex 11, Con 22, Int 10, Wis 14, Cha 14
Skills:	Climb +18, Hide +2, Move Silently +6
Feats:	Combat Casting, Improved Initiative, Weapon Focus (slam)
Environment:	Underground
Organization:	Solitary
Challenge Rating:	7
Treasure:	None
Alignment:	Always neutral
Advancement:	8-15 HD (Large); 16-21 HD (Huge)
Level Adjustment:	—

This creature resembles a giant, pale amoeba shot through with stripes of dark gray. Caught within its protoplasmic form are half-digested creatures of various types and sizes.

Thought to be the result of a failed magic experiment, wizards and sorcerers alike have tried for years to gather information on this alien creature, but thus far such information has eluded even the most resourceful of casters.

Arcanoplasms are found in areas where the residual energies of arcane magic linger. Such areas include ruined wizard towers, keeps, dungeons, and so forth. Here they feed and remain until disturbed. Most encounters with these monsters take place in such locations as the arcanoplasm rarely travels far from its lair. And since it lairs in ruins and other such adventurer-attracting places, it rarely has to wait long between meals.

Combat

Arcanoplasms always target arcane spellcasting creatures first. Their innate ability to detect such creatures allows them to do so with precision and accuracy. Because of its ability to replicate spells cast near it, the arcanoplasm always tries to stay within 30 feet of an arcane caster. Mimicked spells are cast at the foe deemed most threatening.

Acid (Ex): An arcanoplasm secretes a highly corrosive acid that dissolves only flesh. Any melee hit deals acid damage.

Constrict (Ex): An arcanoplasm deals automatic slam and acid damage with a successful grapple check.

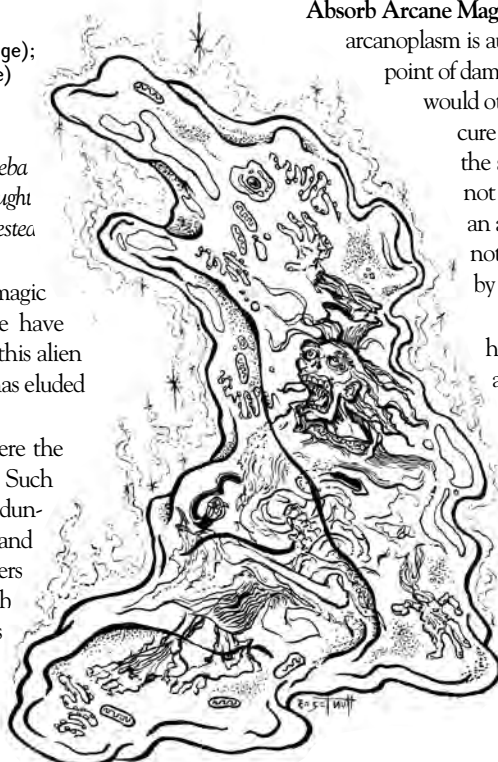
Improved Grab (Ex): To use this ability, an arcanoplasm must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Arcane Spell Mimicry (Ex): An arcanoplasm can mimic any arcane spell of 4th level or lower that is cast within 30 feet of it. The spell takes effect on the arcanoplasm's next action, has a caster level of 7th, and does not require any components. The save against a mimicked spell has a DC of 12 + the level of the spell. The save DC is Charisma-based.

Absorb Arcane Magic (Ex): Any arcane spell cast at an arcanoplasm is automatically absorbed. This cures 1 point of damage per 3 points of damage the spell would otherwise deal (non-damaging spells cure 1 point of damage per spell level of the spell). Spells that affect an area are not absorbed, but neither do they affect an arcanoplasm. An arcanoplasm cannot absorb divine magic and is affected by it normally.

Amorphous (Ex): Arcanoplasms have no discernable front or back and are not subject to critical hits. They cannot be flanked.

Arcanesense (Su): An arcanoplasm can automatically detect the location of any arcane spellcaster within 100 feet. This functions as a *detect evil* spell but there is no chance the arcanoplasm is stunned and it is not blocked by stone, lead, or other material.



Blindsight (Ex): An arcanoplasm's entire body is a primitive sensory organ that can ascertain prey by scent and vibration within 60 feet.

Immunities (Ex): Arcanoplasms are immune to poison, sleep effects, paralysis, polymorph, and stunning.

Skills: An arcanoplasm has a +8 racial bonus on Climb checks and can always take 10 on a Climb check, even if rushed or threatened.

ASRAI

Tiny Fey (Aquatic)

Hit Dice:	1d6+1 (4 hp)
Initiative:	+4
Speed:	20 ft. (4 squares), swim 50 ft.
Armor Class:	18 (+2 size, +4 Dex, +2 natural), touch 16, flat-footed 14
Base Attack/Grapple:	+0/-15
Attack:	Touch +6 melee touch (1d4 cold)
Full Attack:	Touch +6 melee touch (1d4 cold)
Space/Reach:	2-1/2 ft./0 ft.
Special Attacks:	Cold, spells, spell-like abilities
Special Qualities:	Damage reduction 5/cold iron, SR 17, water dependent
Saves:	Fort +1, Ref +6, Will +3
Abilities:	Str 5, Dex 18, Con 13, Int 10, Wis 13, Cha 14
Skills:	Concentration +5, Hide +16, Knowledge (arcana) +2, Knowledge (nature) +2, Listen +3, Sense Motive +5, Spellcraft +4, Spot +3, Swim +12
Feats:	Weapon Finesse
Environment:	Cold and temperate aquatic
Organization:	Solitary or colony (2-12)
Challenge Rating:	5
Treasure:	None
Alignment:	Always chaotic neutral
Advancement:	2-3 HD (Tiny)
Level Adjustment:	+3

This being looks like a 1-foot tall female elf with delicate features, emerald eyes, long golden hair, and pale blue skin.

Asrai dwell in crystal clear lakes, ponds, and rivers far from civilized lands. They spend most of their time in the water frolicking and playing, and splashing the various woodland creatures that venture near the water for a drink. They are protective of their aquatic homes, however, and attack en masse any foolish human so oafish as to enter the water without asking permission of the asrai first.

Though asrai can survive on land for a short amount of time, they prefer not to risk such ventures, so any encounter with an asrai is almost always in the water. They make their homes in giant seashells or natural underwater caves, usually under a canopy of aquatic plants, algae, and seaweed so enemies cannot easily find them.

Male asrai are thought to exist, though none have ever been encountered.

Asrai speak Sylvan and Common.

Combat

An asrai only engages in combat if her body of water is threatened, or if any intelligent non-fey creature enters the water without permission. Once in combat, an asrai prefers to attack with her magic, using her cold touch only as a last resort. If she faces overwhelming odds, an asrai seeks escape, often using her *fog cloud* or *obscuring mist* ability to cover her exit.

Spells: An asrai casts spells as a 5th-level sorcerer. The save DC against a spell cast by an asrai is 12 + spell level. The save DCs are Charisma-based.

Typical Sorcerer Spells Prepared (Cast per Day 6/7/5; save DC 12 + spell level): 0—*dancing lights, daze (x2), detect magic, flare, resistance, touch of fatigue*; 1st—*hypnotism, obscuring mist, reduce person, sleep*; 2nd—*Tashaa's hideous laughter, touch of idiocy*.

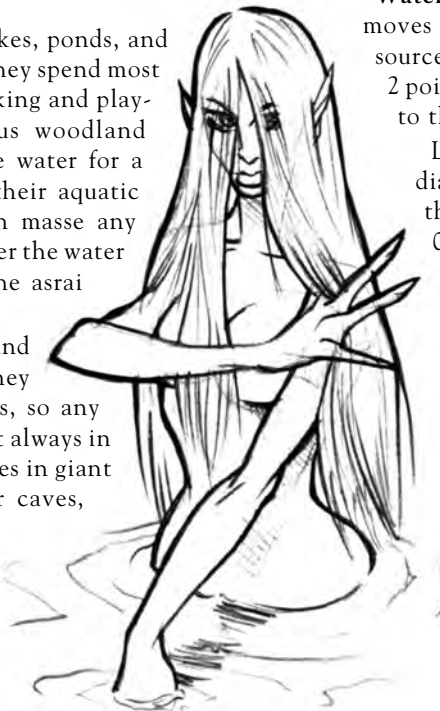
Spell-Like Abilities: 2/day—*control water, fog cloud, obscuring mist*. Caster level 5th.

Cold (Su): The touch of an asrai is supernaturally cold. All damage dealt from an asrai's natural attacks is cold damage. This ability is constant, but the asrai can suppress or resume it at will as a free action.

Water Dependent (Su): An asrai that moves more than 50 feet from her water source, can survive on land for 1 hour per 2 points of Constitution (after that, refer to the suffocation rules in the DMG).

Lost Constitution points are immediately restored if she is returned to the water. If her Constitution reaches 0, she dies, her form collapsing into a puddle of water.

Skills: An asrai has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. Asrai use their Dexterity modifier (instead of Strength modifier) on Swim checks.



BARBEGAZI (ICE GNOME)

Small Humanoid (Cold, Gnome)

Hit Dice:	2d8+2 (11 hp)
Initiative:	+1
Speed:	20 ft. (4 squares), burrow 20 ft.
Armor Class:	14 (+1 size, +1 Dex, +2 natural), touch 12, flat-footed 13
Base Attack/Grapple:	+1/-3
Attack:	Short sword +3 melee (1d4, 19-20/x2) or dagger +3 melee (1d4, 19-20/x2)
Full Attack:	Short sword +3 melee (1d4, 19-20/x2) or dagger +3 melee (1d4, 19-20/x2)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Spell-like abilities
Special Qualities:	Cold subtype, low-light vision, snow move
Saves:	Fort +4, Ref +1, Will +0
Abilities:	Str 10, Dex 13, Con 13, Int 11, Wis 11, Cha 8
Skills:	Craft (trapmaking) +4, Hide +9*, Listen +2, Spot +2, Survival +4
Feats:	Weapon Finesse
Environment:	Cold hills and mountains
Organization:	Solitary, hunting party (2-5 and 1 winter wolf), band (20-50 plus 50% noncombatants plus 1 3rd-level sergeant per 20 adults and 1 leader of 4th-6th level and 2-4 winter wolves), or clan (50-100 plus 1 3rd-level sergeant per 20 adults, 1-2 lieutenants of 4th-5th level, 1 leader of 6th-8th level, and 5-7 winter wolves)
Challenge Rating:	1
Treasure:	Standard
Alignment:	Often neutral (evil tendencies)
Advancement:	By character class
Level Adjustment:	+2

This humanoid stands just over 3 feet tall and has white hair, glossy-white skin and deep blue eyes. Its beard is long and flowing and appears to be made of icicles. Its feet are large and flat.

Barbegazis prefer to dress in garments made from polar bear or wolf fur and often dye such garments brown or silver. Females sometimes wear head coverings made of polar bear fur.

Barbegazis are often referred to as snow or ice gnomes, a comparison they don't really like. They inhabit frigid hills and mountains where they spend their time engaged in activities they enjoy: hunting, fishing, and wrestling. Barbegazi homes are constructed of large blocks of ice and stone and are often built into the sides of hills and mountains or are in fact part of the mountain itself. Their homes are frequently targeted by white dragons (who consider their flesh a delicacy).

Barbegazis are tolerable of other cold-dwelling races and often initiate trade with frost giant clans. Typical goods traded by a barbegazi clan are furs and meat. They do not associate or particularly care for frost men (see the **Tome of Horrors**). A barbegazi clan is led by the eldest male. Females play a lesser role than males in barbegazi society, though many are as capable (or

more) than many of the males in the clan. Young barbegazi are trained from a young age in the art of combat and survival.

Barbegazis speak their own language and Common. Those with a higher Intelligence score speak Draconic or Giant.

Combat

A barbegazi prefers to avoid combat, using misdirection and deception (including well-placed traps and pitfalls) whenever possible to mislead and detour potential opponents. If a barbegazi knows an enemy is coming, it will most certainly have several traps and snares in place by the time the enemy arrives.

If a barbegazi engages an opponent, it usually opens combat with its *icicle blast* before moving to attack with its short sword. A barbegazi is not stupid and will not risk its life in battle (unless they are defending their clan). If



forced to flee, a barbegazi burrows into the snow and attempts to escape.

Spell-Like Abilities: 1/day—*chill metal* (DC 12), *icicle blast* (as *burning hands*, but shards of ice that deal cold damage) (DC 11). Caster level 3rd. The save DCs are Charisma-based and include a +2 racial bonus.

Snow Move (Ex): Because of its oversized flat feet, a barbegazi can walk on top of deep snow and suffers no penalties when moving through snowy terrain.

Skills: Barbegazis receive a +2 racial bonus to Craft (trapmaking), Hide and Survival checks. *The Hide bonus increases to +6 in their natural environment.

Barbegazi as Characters

Barbegazi leaders tend to be rogues or rogue/clerics. Barbegazi clerics can choose from two of the following domains: Cold (see sidebar), Earth, Evil, Protection, and Trickery.

Barbegazi characters have the following racial traits:

- Dexterity +2, Constitution +2, Charisma -2.
- Base speed is 20 feet. Barbegazi have a burrowing speed of 20 feet per round.
- Small size (+1 bonus to AC, +1 bonus to attack rolls, +4 bonus on Hide checks, -4 penalty on grapple checks, lifting and carrying limits one-half those of Medium characters).
- Low-light vision.
- Racial Hit Dice: A barbegazi begins with two levels of humanoid, which provide 2d8 HD, a base attack bonus of +1, and base save bonuses of Fort +3, Ref +0, and Will +0.

Cold Domain

Granted Power: Turn or destroy fire creatures as a cleric turns or destroys undead. This ability can be used a number of times per day equal to 3 + your Charisma modifier. This power is a supernatural ability.

Cold Domain Spells

1. Endure Elements
2. Chill Metal
3. Resist Energy (cold or fire only)
4. Ice Storm
5. Cone of Cold
6. Wall of Ice
7. Cold Fog (as acid fog, but deals cold damage)
8. Polar Ray
9. Elemental Swarm (air, ice, or water elementals only)

- Racial Skills: A barbegazi's humanoid levels give it skill points equal to 5 x (2 + Int modifier). Its class skills are Craft (trapmaking), Hide, Listen, Spot, and Survival. Barbegazi have a +2 racial bonus to Hide and Survival checks. The Hide bonus increases to +6 in their natural environment.
- Racial Feats: A barbegazi's humanoid levels give it one feat.
- +2 natural AC bonus.
- Special Attacks (see above): Spell-like abilities.
- Special Qualities (see above): Cold subtype, low-light vision, snow move.
- Automatic Languages: Barbegazi and Common. Bonus Languages: Draconic, Elven, Giant, Orc.
- Favored Class: Rogue.
- Level Adjustment: +2.

BEDLAM

Large Aberration (Chaotic)	
Hit Dice:	13d8+26 (84 hp)
Initiative:	+12
Speed:	Fly 50 ft. (perfect) (10 squares)
Armor Class:	25 (-1 size, +8 Dex, +8 natural), touch 17, flat-footed 17
Base Attack/Grapple:	+9/+16
Attack:	Slam +11 melee (2d4+3)
Full Attack:	2 slams +11 melee (2d4+3)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Chaos burst, chaotic resonance
Special Qualities:	Damage reduction 10/lawful, darkvision 60 ft., detect law, immunity to chaos, immunity to transformation, resistance to law spells
Saves:	Fort +8, Ref +12, Will +10
Abilities:	Str 17, Dex 26, Con 15, Int 15, Wis 15, Cha 12
Skills:	Hide +15*, Listen +14, Move Silently +21, Search +10, Spot +14
Feats:	Alertness, Blind-Fight, Dodge, Great Fortitude, Improved Initiative
Environment:	Underground
Organization:	Solitary
Challenge Rating:	9
Treasure:	Standard

Alignment:	Always chaotic neutral
Advancement:	14-39 HD (Large)
Level Adjustment:	—

This creature has no set form. Before your eyes it seems to shift from a vaguely humanoid form with yellow eyes and no other discernible facial features to a swirling mass of grayish-black, crackling matter. In its latter form, blue-gray energy arcs and dances through its form, making it resemble a thundercloud shot through with lightning. Its seems to constantly alter its form, as if it has no control over it.

A bedlam has no control over its form, but its ever-shifting form does not hamper its abilities in combat. It is a semi-amorphous, nearly vaporous creature composed of pure chaos that makes its lair in areas overrun or wrought with chaos (such as chaotic temples and churches or areas that were once lawfully-aligned but have been poisoned by the effects of chaos). Bedlams are sometimes employed by chaotic wizards or clerics to guard and keep safe an area or location. Being intelligent, the bedlam is strikes a deal with said employer so

it benefits from the bargain as well. Such deals never last long as the bedlam is an unstable and erratic creature, given to flights of fancy. A bedlam enjoys chaos and seeks to spread it wherever it goes.

Combat

Bedlams seek to induce chaos and destroy or weaken law with every move. Since it continuously detects law, it uses this ability to discern whether or not those it encounters are of a lawful nature or not. Non-lawful creatures are not left unmolested, but are generally just subjected to one or two chaotic bursts before the creature moves on. If lawful creatures are present, the bedlam unleashes a chaotic burst and moves to melee, forming two limbs from its chaotic mass which it uses to pound its opponents.

Chaos Burst (Su): Once per round as a standard action, a bedlam can release a burst of crackling gray energy in a 20-foot radius around itself. Lawful creatures caught in the area take 5d8 points of damage and are staggered for 1d6 rounds. Non-lawful and non-chaotic creatures take 3d8 points of damage, but are not staggered. A DC 18 Will save halves the damage. Chaotic-aligned creatures are immune to this effect. The save DC is Constitution based.

Chaotic Resonance (Su):

A bedlam emanates an aura of pure chaos; an invisible and ever-changing ring of chaotic matter. This aura disrupts spells and magic items (except those of a chaotic nature) used within 20 feet of the bedlam.

Spellcasters in the area must make a successful caster level check (DC 18) each time they attempt to cast a spell. If the check fails, the spell fizzles away just as if it had been cast. Any magic item used within this area must succeed on a DC 18 Fortitude

save or lose its magical properties for that round. A new save must be made each round the item remains within the area. The check DC and save DC is Constitution based.

Spells with the “chaotic” descriptor that are cast within this area function as if they were empowered (as by the Empower Spell feat). Chaotically-aligned weapons (anarchic weapons) deal an extra 1d6 points of damage while in this area (i.e., an anarchic weapon deals an extra 3d6 points of chaotic damage against lawful-aligned foes). Lawful-aligned weapons are unaffected by this aura.

Detect Law (Su): A bedlam can continuously *detect law* as the spell (caster level 10th), though there is no chance of it becoming stunned by overwhelming lawful auras. It can suppress or resume this ability as a free action.

Immunity to Chaos (Ex): The bedlam cannot be affected by any spell, spell-like ability, weapon, magic item, or supernatural effect that has the chaotic or anarchic descriptor. Creatures with the chaotic subtype are unaffected by this immunity and can attack the bedlam normally.

Immunity to Transformation

(Ex): No mortal magic can affect or fix a bedlam’s ever-shifting chaotic form. Effects such as polymorphing or petrification force the creature into its new shape for a moment, but it immediately returns to its mutable form as a free action at the start of its next turn.

Resistance to Law

Spells (Ex): The bedlam has SR 20 against spells, spell-like abilities, and supernatural effects with the “law” descriptor. This spell resistance also applies to spells of the Law domain.

Skills: *A bedlam’s grayish coloration grants it a +8 racial bonus to Hide checks when in areas of thick fog or smoke.



BEETLES, GIANT

	Giant Blister Small Vermin	Giant Saw-Toothed Medium Vermin	Giant Water Medium Vermin (Aquatic)
Hit Dice:	2d8+2 (11 hp)	5d8+10 (32 hp)	4d8+12 (30 hp)
Initiative:	+0	+0	+5
Speed:	30 ft. (6 squares)	30 ft. (6 squares)	10 ft. (2 squares), swim 60 ft.
Armor Class:	16 (+1 size, +5 natural), touch 11, flat-footed 16	18 (+8 natural), touch 10, flat-footed 18	19 (+1 Dex, +8 natural), touch 11, flat-footed 18
Base Attack/Grapple:	+1/-3	+3/+5	+3/+5
Attack:	Bite +2 melee (1d6)	Bite +5 melee (2d6+3)	Bite +5 melee (1d8+3)
Full Attack:	Bite +2 melee (1d6)	Bite +5 melee (2d6+3)	Bite +5 melee (1d8+3)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.	5 ft./5 ft.
Special Attacks:	Blister spray	Improved grab	—
Special Qualities:	Darkvision 60 ft., immunity to poison, tremorsense 60 ft., vermin traits	Darkvision 60 ft., tremorsense 60 ft., vermin traits	Darkvision 60 ft., ink cloud, vermin traits, water dependent, watersense 60 ft.
Saves:	Fort +4, Ref +0, Will +0	Fort +6, Ref +1, Will +1	Fort +7, Ref +2, Will +1
Abilities:	Str 11, Dex 10, Con 12, Int —, Wis 10, Cha 7	Str 15, Dex 11, Con 14, Int —, Wis 10, Cha 6	Str 15, Dex 13, Con 16, Int —, Wis 10, Cha 9
Skills:	Hide +4*	—	Hide +2*, Spot +0*, Swim +10
Feats:	—	—	Improved Initiative (b)
Environment:	Warm forests	Temperate forests	Any aquatic
Organization:	Solitary, cluster (2-5), or click (4-9)	Cluster (2-5) or colony (6-11)	Cluster (2-5) or colony (6-11)
Challenge Rating:	1	3	3
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	3-6 HD (Small)	6-10 HD (Medium); 11-15 HD (Large)	5-9 HD (Medium); 10-12 HD (Large)
Level Adjustment:	—	—	—

Giant beetles are normally aggressive, larger versions of their smaller sized counterparts.

Combat

Giant beetles bite with their mandibles in combat. Most fight to the death. Giant beetles share the following traits.

Tremorsense (Ex): Giant beetles can automatically sense the location of anything within 60 feet that is in contact with the ground.

Giant Blister Beetle

A large beetle with a slick, dark green carapace approaches. The creature snaps its large serrated mandibles, black in color, together as it moves toward you.

Blister beetles are nocturnal scavengers found in forests or underground. They are non-aggressive creatures, but have voracious appetites and will, if food is scarce, attack just about anything that comes close to them. Their favored meal, however, is bees; both giant and normal. Their immunity to poison aids grants them protection from the deadly sting of giant bees (normal bees cannot penetrate their carapace). A cluster of beetles waits near an area frequented by bees and then spring to attack when a bee lands on a flower or plant. Another favored meal is grasshoppers. Blister beetles ambush these large insects and drag the prey back to their lair.

Blister beetles reproduce and mature rapidly. The female deposits a group of 2d4 eggs in a hole in the nest. The male then sprays the eggs with its blister spray. Within three days

the eggs burst open with an audible pop and out swarm the young blister beetles. Young reach maturity in about three weeks.

Combat

When attacked, a blister beetle releases a foul stream of black oily liquid that irritates the skin of any living creature it hits. Afterwards, it moves to combat and strikes with its mandibles.

Blister Spray (Ex): Once every 4 rounds as a standard action, a blister beetle can shoot a jet of inky black liquid in a 20-foot line. A creature within the area must succeed on a DC 12 Reflex save to avoid the spray. On a failed save, the target takes 1d3 points of acid damage and a -2 conditional modifier on attack rolls and ability and skill checks for the next 1 minute (10 rounds) from painful blisters and welts that quickly appear on exposed skin. A DC 10 Heal check or any *cure* spell heals the blisters and negates the penalties. The save DC is Constitution-based.

Skills: *Blister beetles have a +4 racial bonus on Hide checks when in their natural surroundings.

Giant Saw-Toothed Beetle

The most noticeable feature of this beast is its oversized mandibles, jagged and serrated. The beetle's wing covers and carapace are silvery-green and have a dull sheen. Its legs are long and marked with spiraling bands of green and black.

Giant saw-toothed or serrated beetles are deadly predators that hide in their burrows and ambush creatures that come too close. They make their homes in deep burrows on

the forest floor and usually cover the opening with sticks, leaves, branches, and whatever else they can find. It takes a successful Spot check (DC 20) to notice a giant saw-toothed beetle's hidden burrow.

These beetles form colonies of about ten creatures. They are highly aggressive creatures and actively seek sources of meat. Their usual diet consists of small forest animals such as rabbits, deer, or moles. They are even known to devour their own when food is short or when a member of the colony becomes sick or weak.

Combat

Giant saw-toothed beetles wait for their prey to come close to their burrow. Hiding at the edge of the burrow, the beetle sits motionless until its target is within range. It then charges out, grabs its target with its serrated mandibles and clamps down, holding on until the prey dies.

Improved Grab (Ex): To use this ability, a giant saw-toothed beetle must hit an opponent up to one size larger with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold.

Giant Water Beetle

This giant beetle has a cylindrical and hydrodynamic body that tapers into a pointed tail section. Its wing covers and carapace are brownish-black and its legs are dull yellow. A silver stripe runs along its dorsal side.

These highly aggressive beetles make their home in deep fresh water in any climate from the warmest to the coldest. They are predators and sustain themselves

on fish and other aquatic animals.

They spend most of their lives in the water, rarely coming on land. If actually encountered on land, a giant water beetle is rarely more than 30 feet from a source of water. They are diurnal creatures and hunt during the day, diving with blinding speed when they spot a potential meal in the water. When not actively hunting, they simply drift along with the current.

If a colony is found, there will be at least 1 female giant water beetle and 2d4 eggs. Giant water beetle eggs are brownish with flecks of green.

Combat

Giant water beetles are inoffensive and rarely attack unless they are hungry, or unless a creature happens to wander too close to its lair.

If hunting, these creatures prefer to attack by ambushing their prey from above. They drift along and then dive at their target.

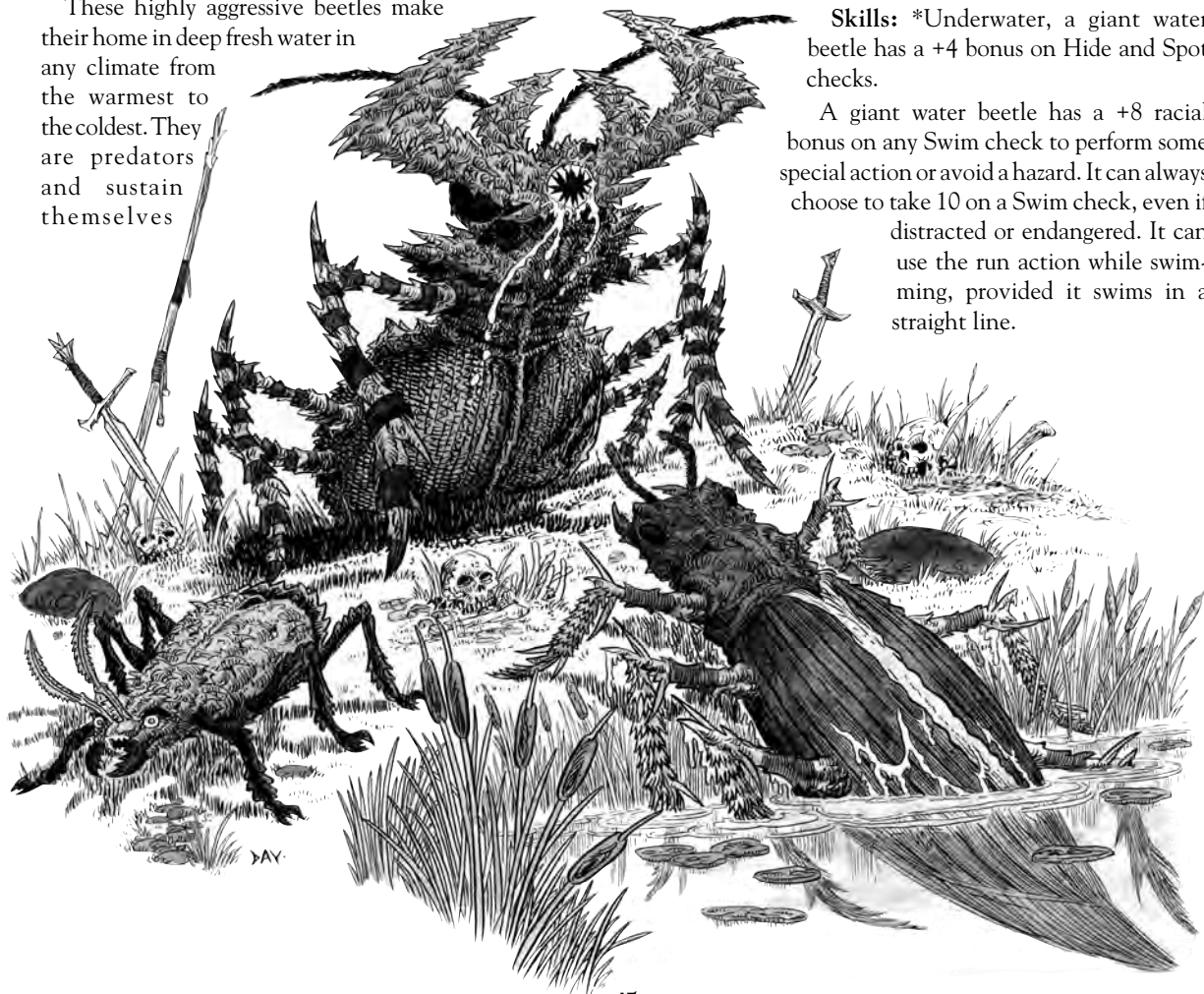
Ink Cloud (Ex): A giant water beetle can emit a cloud of jet-black ink 10 feet high by 10 feet wide by 10 feet long once per minute as a free action. The cloud provides total concealment, which the giant water beetle normally uses to escape. All vision within the cloud is obscured.

Water Dependent (Ex): Giant water beetles can survive out of the water for 1 hour per 2 points of Constitution. After that, refer to the suffocation rules in the DMG.

Watersense (Ex): Giant water beetles can automatically sense the location of anything within 60 feet that is in contact with water.

Skills: *Underwater, a giant water beetle has a +4 bonus on Hide and Spot checks.

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



BLOODSUCKLE

Large Plant	
Hit Dice:	8d8+32 (68 hp)
Initiative:	+0
Speed:	0 ft. (immobile)
Armor Class:	17 (-1 size, +8 natural), touch 7, flat-footed 17
Base Attack/Grapple:	+6/+13
Attack:	Tendrils +9 melee (1d4+3 plus create host) or limb rake +8 melee (1d6+3)
Full Attack:	2 tendrils +9 melee (1d4+3 plus create host) or 4 limb rakes +8 melee (1d6+3)
Space/Reach:	10 ft./10 ft. (30 ft. with tendrils)
Special Attacks:	Blood drain, create host, improved grab, seed, summon host
Special Qualities:	Blindsight 30 ft. host sense, plant traits
Saves:	Fort +10, Ref +4, Will +4
Abilities:	Str 16, Dex 10, Con 18, Int 6, Wis 11, Cha 11
Skills:	Listen +6, Spot +5
Feats:	Iron Will, Lightning Reflexes, Weapon Focus (tendrils)
Environment:	Temperate forests
Organization:	Solitary or cadre (bloodsuckle plus 4-7 hosts)
Challenge Rating:	6
Treasure:	50% standard
Alignment:	Always neutral
Advancement:	9-16 HD (Large); 17-24 HD (Huge)
Level Adjustment:	—

This creature is a nightmarish plant consisting of a bulbous root and several vine-like tendrils, each ending in hollow needle-like points. Woody limbs as thick as a human's leg sprout from the trunk. Its leaves are a vile green color and constantly drip a sticky, foul-smelling sap.

Bloodsuckles are semi-intelligent and immobile plants that gain nourishment from the blood of living creatures. Unlike other carnivorous plants, the bloodsuckle maintains a group of living hosts that it gorges itself on. Bloodsuckles are found in forests, swamps, and rolling hills in climates where the temperate is mild. They are never found in cold climates, but a variety of this plant is thought to exist in warmer regions.

Combat

When a bloodsuckle detects movement within 30 feet, it sends out its long, vine-like tendrils towards the disturbance. If the tendril strikes a living target, it injects sap into the victim which brings it under the plant's control. A bloodsuckle can automatically detect the presence of one of its hosts within 30 feet, and does not attack it. Rather, it lets the host draw close so it can embrace it with its tendrils and consume its blood.

Creatures that are not hosts of the bloodsuckle that come within 10 feet are attacked by its woody limbs.

Blood Drain (Ex): A bloodsuckle that grapples a foe can drain blood, dealing 1d4 points of Constitution damage each round the hold is maintained. Once it has dealt 8

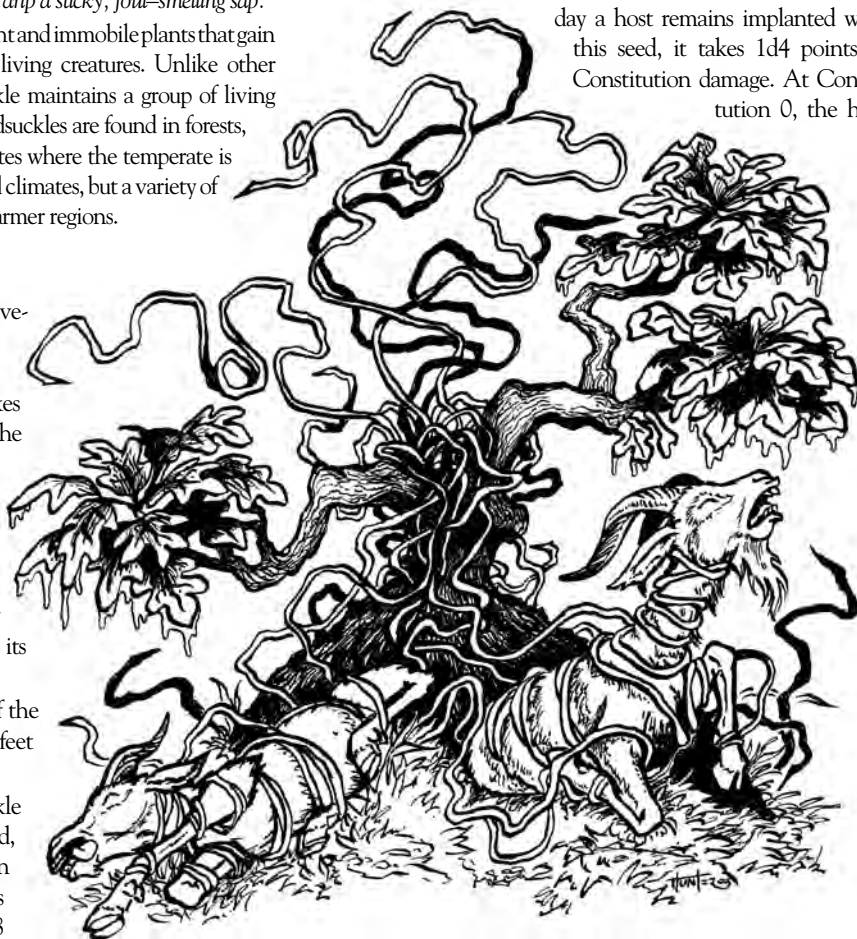
points of Constitution damage, it releases the victim so it can continue to rely on it as a food source. Bloodsuckles never kill those they have transformed into hosts (see below) unless they are extremely hungry.

Create Host (Ex): A bloodsuckle that strikes a living target with a tendril injects a special sap into the victim that disrupts the synapses in the victim's brain and transforms it into a host if it fails a DC 18 Will save. This acts as a *dominate monster* spell (caster level 8th) with no duration. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throw. The save DC is Constitution-based.

A victim that fails its Will save becomes a host for the bloodsuckle, and returns to the plant whenever it calls. A host is normally only used by the bloodsuckle for feeding purposes, but if the plant comes under attack, it may summon its hosts to defend it. A host with an Intelligence score of 3 or higher that is commanded to act in a manner inconsistent with its alignment (such as attacking allies) is allowed another Will save (same DC) with a +4 bonus to break the effects of the bloodsuckle's control.

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

Seed (Ex): Once per month, a bloodsuckle can generate a walnut-sized seed that it implants in a host's body. The host wanders off, and 1d4 days later, the seed breaks open, growing a new bloodsuckle inside the host. Each day a host remains implanted with this seed, it takes 1d4 points of Constitution damage. At Constitution 0, the host



dies and a new bloodsuckle erupts from the corpse and takes root. A *remove disease* spell destroys the seedling as do spells such as *limited wish*, *wish*, or *miracle*.

Summon Host (Ex): A bloodsuckle can generate a high-pitched whine that only its hosts can hear. A host that hears this call proceeds immediately at its highest rate of speed and in the most direct route toward the plant. So long as the bloodsuckle and its host are on the same plane of existence, the host hears and

answers the call. Usually, a bloodsuckle only calls its hosts when it becomes hungry for blood—about once every three days.

Blindsight (Ex): A bloodsuckle has no visual organs but can ascertain all foes within 30 feet using sound, scent, and vibration.

Host Sense (Ex): A bloodsuckle automatically senses the location of any of its hosts to a range of 100 feet.

BOG CREEPER

Medium Plant	
Hit Dice:	10d8+50 (95 hp)
Initiative:	+4
Speed:	10 ft. (2 squares), swim 20 ft.
Armor Class:	15 (+5 natural), touch 10, flat-footed 15
Base Attack/Grapple:	+7/+11
Attack:	Slam +11 melee (1d6+4) or tendril +6 melee (1d4+4)
Full Attack:	Slam +11 melee (1d6+4) and 4 tendrils +6 melee (1d4+2) or bite +11 melee (2d4+4)
Space/Reach:	5 ft./5 ft. (10 ft. with tendril)
Special Attacks:	Constrict 1d4+4, improved grab, spit acid
Special Qualities:	Camouflage, low-light vision, marsh move, marshsense, plant traits
Saves:	Fort +12, Ref +3, Will +5
Abilities:	Str 18, Dex 10, Con 20, Int 3, Wis 14, Cha 6
Skills:	Listen +17, Spot +4, Swim +12
Feats:	Alertness, Diehard, Endurance, Improved Initiative
Environment:	Warm marsh
Organization:	Solitary
Challenge Rating:	8
Treasure:	50% standard
Alignment:	Always neutral
Advancement:	11-20 HD (Large); 21-30 HD (Huge)
Level Adjustment:	—

This creature looks like a man-sized rotting tree trunk with several thorny tendrils sprouting from its body. A single limb protrudes from its central form as well.

Bog creepers are carnivorous, lurking amid dead trees and stumps waiting to ambush unsuspecting prey. The shattered boles and stumps make perfect camouflage for the sly bog creeper.

Marshes and swamps are home to the bog creeper and it moves through the territory with ease; it can swim the waters and shamble across the rare patches of dry or swampy ground in pursuit of its prey.

The treasure of a bog creeper is located in its pulpy gullet, and consists of the inorganic, indigestible remains and possessions of its victims.

Combat

A bog creeper attacks by ambushing its prey, lying in wait for someone or something to wander nearby. When prey comes within range, it lashes out with its single limb and slashes with its tendrils.

Constrict (Ex): A bog creeper that makes a successful grapple check against an opponent of its size or smaller using a tendril attack deals 1d4+4 points of damage each round the hold is maintained.

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

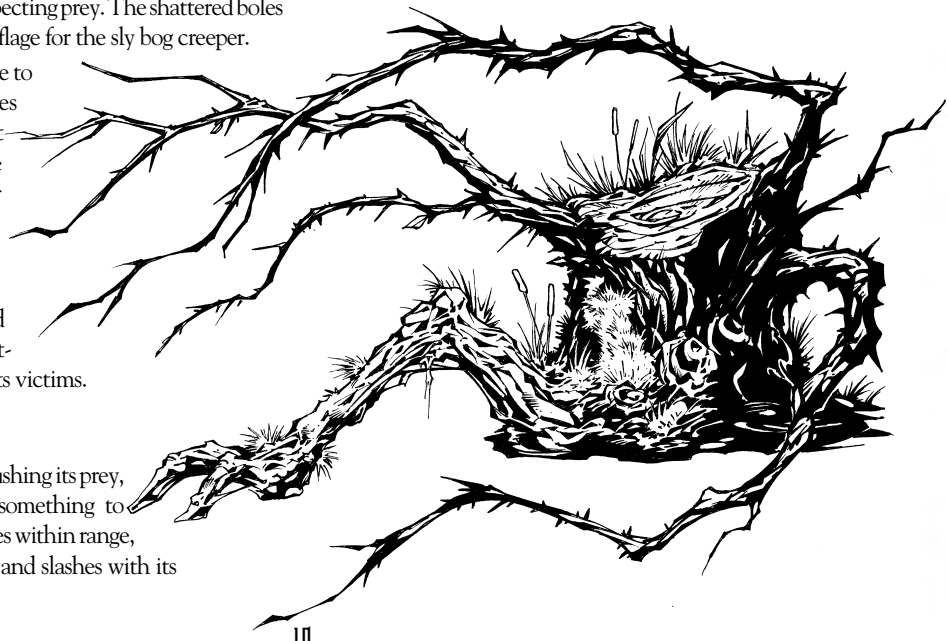
Spit Acid (Ex): Three times per day, a bog creeper can spray a cone of digestive acid to a range of 30 feet that deals 2d8 points of acid damage to all creatures in the area (Reflex save DC 20 for half). It cannot use this ability if it is currently holding a creature in its mouth. The save DC is Constitution-based.

Camouflage (Ex): When at rest, a bog creeper appears as a normal plant. It takes a successful DC 20 Spot check to notice it before it attacks. Anyone with Survival or Knowledge (nature) can use those skills instead of Spot to notice the plant.

Marsh Move (Ex): A bog creeper can move across marshy terrain without incurring any movement penalties.

Marshsense (Ex): Bog creepers can automatically detect the location of anything within 60 feet that is in contact with the same marshy ground it is.

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



BRASS MAN

Large Construct (Extraplanar, Fire)	
Hit Dice:	10d10+30 (85 hp)
Initiative:	+0
Speed:	30 ft. (6 squares)
Armor Class:	23 (-1 size, +14 natural), touch 7, flat-footed 23
Base Attack/Grapple:	+7/+17
Attack:	Slam +12 melee (2d8+6) or greatsword +12 melee (3d6+9, 19-20/x2)
Full Attack:	2 slams +12 melee (2d8+6) or greatsword +12/+7 melee (3d6+9, 19-20/x2)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Spit molten brass
Special Qualities:	Construct traits, damage reduction 10/adamantine, darkvision 60 ft., fire subtype, immunity to magic, low-light vision
Saves:	Fort +3, Ref +3, Will +3
Abilities:	Str 23, Dex 10, Con —, Int —, Wis 11, Cha 1
Skills:	—
Feats:	—
Environment:	Elemental Plane of Fire
Organization:	Solitary or squad (2-4)
Challenge Rating:	7
Treasure:	None
Alignment:	Always neutral
Advancement:	11-18 HD (Large); 19-30 HD (Huge)
Level Adjustment:	—

This creature resembles a humanoid constructed of brass. Its features are exquisite and delicate, and ancient runes and symbols adorn its body.

Brass men are humanoid-shaped constructs built by the powerful efreet of the City of Brass. They are created for the sole purpose of guarding some efreeti secret within the walls of the City. Some are created as battle allies and aid the efreet in battle against their enemies. They are rarely encountered elsewhere, though on occasion one is sent to the Material Plane by its efreet creator to retrieve an object or creature.

Combat

Brass men are very tough physical opponents and difficult to stop. Typically a brass man begins combat by spitting molten brass on the closest opponent before moving into melee where it attacks with its greatsword or its powerful fists.

Spit Molten Brass (Su): Once every 1d4 rounds (and no more than five times per day), a brass man can spit a stream of molten brass in a 30-foot line; damage 6d6 fire, Reflex DC 15 half. The save DC is Constitution-based.

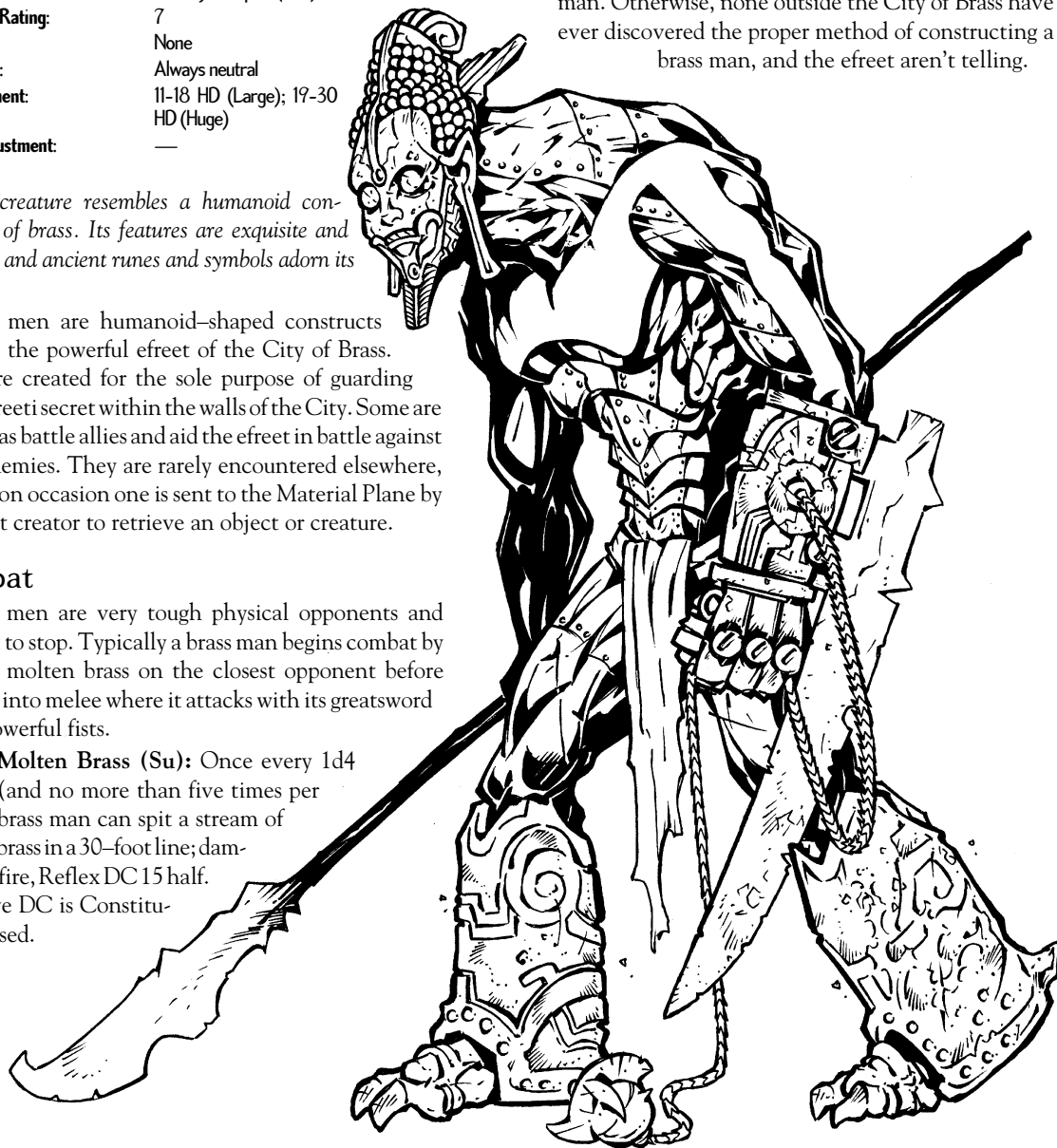
Immunity to Magic (Ex): A brass man is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A magical attack that deals electricity damage slows a brass man (as the *slow* spell) for 3 rounds, with no saving throw.

A magical attack that deals fire damage breaks any slow effect on the brass man 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. A brass man gets no saving throw against fire effects.

Construction

The construction of the brass men is a highly guarded secret among the efreet race. All that is known (and this is perhaps conjecture among the sages as well) is that the *molten blood* spell plays a role in the construction of a brass man. Otherwise, none outside the City of Brass have ever discovered the proper method of constructing a brass man, and the efreet aren't telling.



BURNING DERVISH

Medium Outsider (Extraplanar)

Hit Dice:	9d8+9 (49 hp)
Initiative:	+3
Speed:	30 ft. (6 squares), fly 20 ft. (perfect)
Armor Class:	16 (+3Dex, +3 natural), touch 13, flat-footed 13
Base Attack/Grapple:	+9/+13
Attack:	Falchion +13/+8 melee (2d4+6) or slam +13 melee (1d6+4 plus 1d6 fire) (flame form)
Full Attack:	Falchion +13/+8 melee (2d4+6) or 2 slams +13melee (1d6+4 plus 1d6 fire) (flame form)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Flame form, spell-like abilities
Special Qualities:	Darkvision 60 ft., elemental endurance, resistance to fire 15, outsider traits, plane shift
Saves:	Fort +7, Ref +9, Will +8
Abilities:	Str 18, Dex 16, Con 13, Int 13, Wis 15, Cha 15
Skills:	Bluff +13, Concentration +12, Escape Artist +14, Knowledge (the planes) +12, Listen +13, Move Silently +14, Search +10, Sense Motive +13, Spot +13, Survival +13 (+15 on other planes, +15 following tracks)
Feats:	Combat Expertise, Dodge (b), Mobility, Spring Attack, Whirlwind Attack
Environment:	Elemental Plane of Fire or Plane of Molten Skies
Organization:	Solitary, company (2-4), or band (6-15)
Challenge Rating:	7
Treasure:	Standard
Alignment:	Usually lawful evil
Advancement:	10-15 HD (Medium); 16-27 HD (Large)
Level Adjustment:	+5

This creature looks like a normal human with symbols and tattoos of alien design covering most all of its body.

Burning dervishes are the fanatical minions of the Sultan of the Efreeth (see the **City of Brass** by **Necromancer Games**). It is said that the burning dervishes were once a noble tribe of jann who sold their souls to the Sultan of Efreeth in exchange for greater power over the Elemental Plane of Fire.

Burning dervishes are virtually indistinguishable from human beings, and indeed spend a great amount of time in the Material Plane as agents of the Sultan of Efreeth, seeking to spread worship of the Sultan as true God of Elemental Fire. Other tasks of the burning dervishes are as assassins and spies, often leading daring sneak attacks against foes of the Sultan or procuring powerful relics for his pleasure.

The burning dervishes have a citadel atop the Great Ziggurat of the City of Brass which serves as the central temple to their zealous faith. It is from this ziggurat that the

Sultan communes with his worshippers, sending them out on jihads throughout the planes to further his name and power.

Burning Dervishes speak Ignan, Common, and Infernal.

Combat

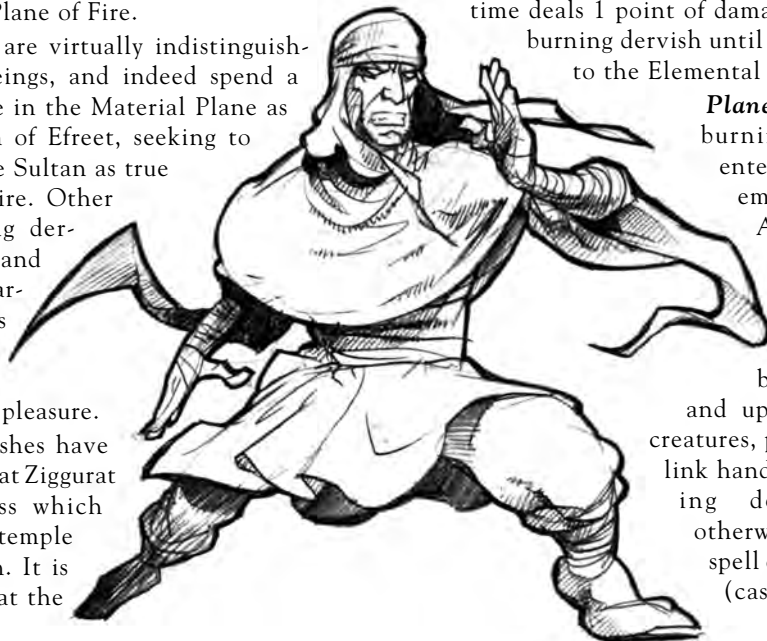
Burning dervishes usually turn themselves invisible before attacking in an attempt to catch their foes by surprise. In combat, the burning dervish attacks with its falchion. Depending on the power of its opponent, a burning dervish either uses *enlarge person* on itself or *reduce person* on its opponent. A burning dervish that is outclassed or overmatched either takes to the air and flees or attempts to *plane shift* to escape.

Flame Form (Su): Three times per day, as a standard action, a burning dervish can change its form to that of a column of fire. In this form it gains two slam attacks and deals 1d6 points of fire damage each time it hits or grapples an opponent. Additionally, a foe must succeed on a DC 15 Reflex save or catch fire. Creatures hitting a burning dervish in flame form with natural weapons or unarmed attacks take fire damage as though hit by the burning dervish's attack, and also catch on fire unless they make a successful Reflex save.

Spell-Like Abilities: 3/day—*invisibility* (self only), *pyrotechnics* (DC 14); 2/day—*enlarge person* (DC 13) or *reduce person* (DC 13) (either can be used on the burning dervish), *produce flame*. Caster level 14th. The save DCs are Charisma-based.

Elemental Endurance (Ex): Burning dervishes can survive on the Elemental Planes of Air or Earth for up to 48 hours and on the Elemental Plane of Water for up to 12 hours. Failure to return to the Elemental Plane of Fire or Plane of Molten Skies after that time deals 1 point of damage per hour to a burning dervish until it dies or returns to the Elemental Plane of Fire.

Plane Shift (Sp): A burning dervish can enter any of the elemental planes, the Astral Plane, or the Material Plane. This ability transports the burning dervish and up to eight other creatures, provided they all link hands with the burning dervish. It is otherwise similar to the spell of the same name (caster level 13th).



CADAVER

Medium Undead	
Hit Dice:	2d12 (13 hp)
Initiative:	+5
Speed:	30 ft. (6 squares)
Armor Class:	13 (+1 Dex, +2 natural), touch 11, flat-footed 12
Base Attack/Grapple:	+1/+2
Attack:	Claw +2 melee (1d4+1 plus disease)
Full Attack:	2 claws +2 melee (1d4+1 plus disease) and bite -3 (1d6 plus disease)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Disease
Special Qualities:	Damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold, reanimation, undead traits
Saves:	Fort +0, Ref +1, Will +3
Abilities:	Str 13, Dex 13, Con -, Int -, Wis 10, Cha 10
Skills:	—
Feats:	Improved Initiative (b)
Environment:	Any
Organization:	Solitary or gang (2-5)
Challenge Rating:	2
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	3-6 HD (Medium)
Level Adjustment:	—

This monster resembles a humanoid dressed in tattered rags. Rotted flesh reveals corded muscles stretched tightly over its skeletal frame. Hollow eye sockets flicker with a hellish glow. Broken and rotted teeth line its mouth and its hand end in wicked claws.

Cadavers are the undead skeletal remains of people who have been buried alive or given an improper burial (an unmarked grave or mass grave for example). They can be found haunting graveyards and cemeteries.

Cadavers are infused with a hatred that rivals many other undead creatures. This hatred includes its own existence as well as the existence of all living creatures. They have a distinct hatred for light, but it does not damage them. All encounters with cadavers are at night or places cloaked in darkness. Encounters are most often with a solitary creature. Multiple cadavers do not work in concert with each other; being mindless they simply charge into combat, killing all creatures they can. Cadavers are sometimes found in the employ of greater undead (such as wights or ghosts).

Combat

A cadaver attacks by raking with its filthy claws or biting with its sharp, disease-infested teeth. They often lie in shallow graves waiting for potential victims to wander too close, where they

immediately spring to the attack, raking and biting until destroyed or until all foes are dead.

Disease (Ex): *Filth fever*—claw or bite, Fortitude save DC 11, incubation period 1d3 days; damage 1d3 Dexterity and 1d3 Constitution (see Disease in the DMG). The save DC is Charisma-based.

Reanimation (Ex): When reduced to 0 hit points or less, a cadaver is not destroyed; rather it begins the process of reanimating by regaining 1 hit point per round. Hit points lost to magical weapons or spells are not regained. When the creature reaches its full hit point total (minus damage dealt from magical attacks and weapons), it stands up, ready to fight again.

If the creature is destroyed by a cleric's turning ability, it cannot reanimate. If a cleric casts *gentle repose* on the cadaver when it reaches 0 hit points, it cannot reanimate. A *bless* spell delays the reanimation, causing the creature to regain hit points at half its normal rate (i.e., 1 hit point every other round).



CATERPRISM

Large Elemental (Earth, Extraplanar)

Hit Dice:	6d8+24 (51 hp)
Initiative:	+1
Speed:	30 ft. (6 squares)
Armor Class:	20 (-1 size, +1 Dex, +10 natural), touch 10, flat-footed 19
Base Attack/Grapple:	+4/+13
Attack:	Bite +9 melee (1d6+5) or leg +9 melee (1d8+5)
Full Attack:	Bite +9 melee (1d6+5) or 4 legs +9 melee (1d8+5)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Crystal silk 2d6, crystalline mandibles
Special Qualities:	Darkvision 60 ft., elemental traits, SR 18
Saves:	Fort +9, Ref +3, Will +5
Abilities:	Str 20, Dex 12, Con 18, Int 4, Wis 13, Cha 11
Skills:	Listen +8, Spot +7
Feats:	Alertness, Iron Will, Weapon Focus (bite)
Environment:	Elemental Plane of Earth
Organization:	Solitary, pair, or nest (2-5)
Challenge Rating:	6
Treasure:	None
Alignment:	Always neutral
Advancement:	7-12 HD (Large); 13-18 HD (Huge)
Level Adjustment:	—

Combat

If it feels threatened, a caterprism's first action is to shoot its opponents with its crystalline silk-like secretions. It then closes to bite, or rear up and stab at opponents with its razor sharp legs. A caterprism can eat through 1 foot of solid stone per minute, leaving behind a permanent tunnel 5 feet in diameter.

Crystal Silk (Ex): Three times per day, as a standard action, a caterprism can spew forth a crystalline silk-like substance in a 20-foot cone. The substance instantly solidifies to a rock-like hardness, forming needle-sharp spears of crystal that impale those in the area and deal 3d6 points of piercing damage. A DC 17 Reflex save halves the damage. The save DC is Constitution-based.

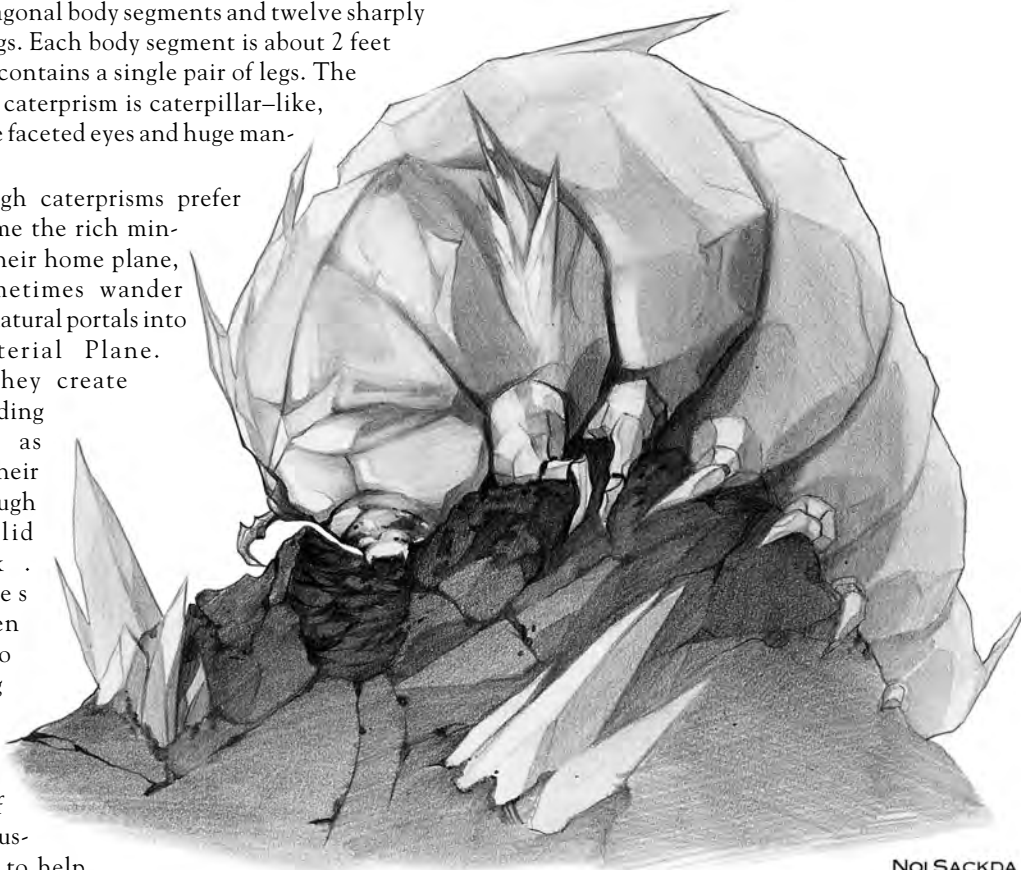
Crystalline Mandibles (Ex): The mandibles of a caterprism are so powerful that they can bite through nearly anything. The bite attack of a caterprism is treated like a touch attack; i.e., it ignores any armor bonus.

Further, the bite of a caterprism is considered to have the *vorpal* special quality, and on a successful critical hit with its bite attack, the caterprism severs the head of its opponent.

This creature looks like a large crystalline caterpillar.

A caterprism is a creature from the Elemental Plane of Earth. It resembles a caterpillar made of crystal with hexagonal body segments and twelve sharply angled legs. Each body segment is about 2 feet long and contains a single pair of legs. The head of a caterprism is caterpillar-like, with large faceted eyes and huge mandibles.

Although caterprisms prefer to consume the rich minerals of their home plane, they sometimes wander through natural portals into the Material Plane. There, they create long, winding tunnels as they eat their way through the solid rock. Dwarves have been known to bring caterprisms under some degree of control, using them to help carve out new mines and dwelling places.



NOI SACKDA
UDC

CAVE LEECH

Medium Magical Beast	
Hit Dice:	8d10+30 (74 hp)
Initiative:	+4
Speed:	40 ft. (8 squares), swim 30 ft.
Armor Class:	16 (+6 natural), touch 10, flat-footed 16
Base Attack/Grapple:	+8/+10
Attack:	Tentacle +10 melee (1d4+2) or bite +10 melee (1d6+2)
Full Attack:	8 tentacles +10 melee (1d4+2) or bite +10 melee (1d6+2)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Blood drain, constrict 1d4+2, improved grab
Special Qualities:	Damage reduction 10/piercing or slashing, darkvision 60 ft., low-light vision, ten- tacles, tremorsense 60 ft.
Saves:	Fort +9, Ref +6, Will +3
Abilities:	Str 15, Dex 11, Con 17, Int 3, Wis 12, Cha 6
Skills:	Hide +12, Listen +3, Spot +3, Swim +12
Feats:	Improved Initiative, Toughness (x2)
Environment:	Underground
Organization:	Solitary or pack (2-5)
Challenge Rating:	6
Treasure:	None
Alignment:	Always neutral
Advancement:	9-15 HD (Medium); 16-24 HD (Large)
Level Adjustment:	—

This large, bloated creature has a flattened, semi-translucent body of sickly yellow. Eight whip-like tentacles protrude from the monster's front, near its head. Hundreds of smaller tentacles line its body and seem to aid in locomotion. Its mouth is rounded and ringed with dozens of needle-like teeth.

Though not aquatic creatures, cave leeches are often found near underground rivers, lakes, and streams. They are aggressive creatures whose sole purpose seems to be to kill and devour any living creature that stumbles into their territory.

Cave leeches often lair with others of their kind. Food is not shared among them, so each leech is effectively on its own when hunting prey. Quarrels over prey sometimes erupt between cave leeches lairing together; these disputes end when one of the leeches backs down or is driven away.

Combat

When a meal comes within range, the cave leech fires a tentacle out and attempts to grab its target. Grabbed prey is pulled in to the cave leech's mouth and bitten.

A victim completely drained of blood becomes a dried, rotting husk and its body is cast aside. A cave leech sometimes uses the rotting husks of its victims to line its lair.

Blood Drain (Su): A cave leech can suck blood from a foe with its bite by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained.

Constrict (Ex): A cave leech deals 1d4+2 points of damage with a successful grapple check. If an opponent is being grappled when a tentacle is severed, the tentacle continues to constrict and deals one-half damage (1d2+1). (See tentacles, below.)

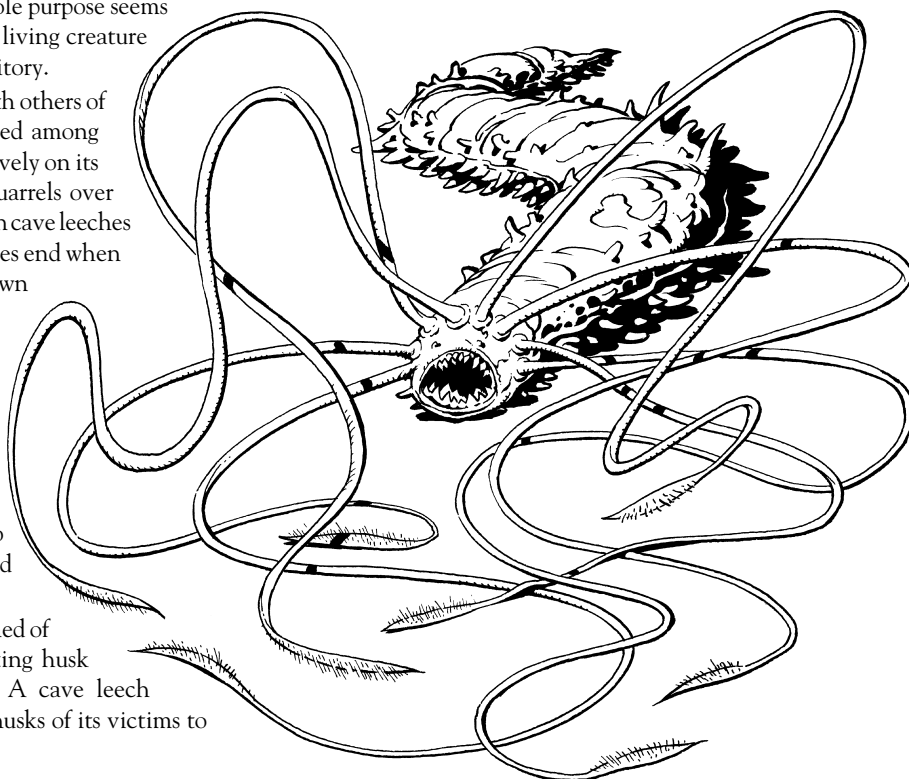
Improved Grab (Ex): To use this ability, a cave leech must hit an opponent of any size with a tentacle attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict. A cave leech gains a +4 bonus to its attack roll if it bites a grappled foe.

Tentacles (Ex): A single tentacle is AC 13 and has 5 hit points. Damaging a tentacle does not harm the cave leech itself. Severing a tentacle does not break its hold on a creature it is grappling, but does reduce the damage by one half (see constrict, above). A severed tentacle has a grapple check of +2, and a severed tentacle regrows in 1d4 days.

Tremorsense (Ex): A cave leech can automatically sense the location of anything within 60 feet that is in contact with the ground.

Skills: Cave leeches have a +8 racial bonus on Hide checks.

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



CEREBRAL STALKER

Medium Aberration	
Hit Dice:	9d8+18 (58 hp)
Initiative:	+6
Speed:	30 ft. (6 squares), burrow 20 ft.
Armor Class:	19 (+2 Dex, +7 natural), touch 12, flat-footed 17
Base Attack/Grapple:	+6/+9
Attack:	Claw +10 melee (1d6+3)
Full Attack:	2 claws +10 melee (1d6+3) or bite +9 melee (1d8+3)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Consume brain, create zombie, fear gaze, improved grab, web
Special Qualities:	Darkvision 60 ft., earth glide, sink, tremorsense 90 ft.
Saves:	Fort +5, Ref +5, Will +8
Abilities:	Str 16, Dex 15, Con 15, Int 11, Wis 15, Cha 15
Skills:	Hide +13, Listen +7, Move Silently +13, Spot +7
Feats:	Alertness, Improved Initiative, Stealthy, Weapon Focus (claw)
Environment:	Any land
Organization:	Solitary
Challenge Rating:	8
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	10–27 HD (Medium)
Level Adjustment:	—

This humanoid creature has blackish-gray scales covering its semi-reptilian body. A thick layer of gray mucus drips from its body. Its bestial head sports vertical-slitted gray eyes and a wide mouth lined with sharp teeth. Its hands end in filthy claws.

A cerebral stalker is a carnivorous predator that lies in wait just below the surface of the ground for an unsuspecting victim to pass over or near it. When it detects its prey, the stalker bursts through the ground in a shower of rock and earth, cocoon's its victim and disappears into the ground to devour the victim's brain.

The lair of a cerebral stalker is a large, hollow chamber of earth, often littered with skull fragments, bits of webbing, and chunks of brain matter. Cerebral stalkers are solitary creatures and do not work in concert with others of their kind. They attack those of their own race if another attempts to take up residence in an area already inhabited by a cerebral stalker (the typical stalker's hunting ground covers an area of 5 square miles, though it rarely journeys that far from its lair). The lifespan and reproduction method of these creatures is completely unknown.

It is thought that cerebral stalkers understand a variety of languages, including Common. Whether they speak any languages at all is unknown as no one has ever successfully conversed with one.

Combat

The cerebral stalker attacks from ambush, hiding just below the surface of the ground where it uses its tremorsense ability to detect living creatures moving near it. When it successfully detects a living creature, it violently emerges from the ground (behind its target, if possible) and grabs the unsuspecting foe. A grabbed opponent is quickly cocooned and pulled beneath the ground where its brain is devoured. Those interfering with the stalker as it sinks into the ground are subjected to its fear gaze.

Consume Brain (Ex): Once it has its victim underground, the cerebral stalker begins gnawing on the victim's head, rapidly chewing through bone and tissue, dealing 2d8+4 points of damage each round. When the victim dies, the cerebral stalker has reached its goal—the victim's brain, which it promptly devours. A victim slain in this manner is ejected from ground and becomes a zombie (see below).

Create Zombie (Su): A creature whose brain is devoured by a cerebral stalker is ejected from the ground and animates as a zombie in 1d4 rounds. Zombies created in this manner are not under the control of the cerebral stalker.

Fear Gaze (Su): The eyes of a cerebral stalker instill fear in living creatures that meet its gaze. Creatures must succeed on a DC 16 Will save or stand shaking in fear and unable to act for 1d4 rounds. The save DC is Charisma-based. This is a mind-affecting fear effect. On a successful save, that creature is immune to the fear gaze of that cerebral stalker for one day.

Improved Grab (Ex): To use this ability, a cerebral stalker must hit with both claw attacks. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can use its web ability to cocoon its foe.

Web (Ex): Once per round, and no more than three times per day, a cerebral stalker can cocoon a grappled foe by shooting sticky webbing from its body. The webs cover as much of the victim as possible, excluding the top of the victim's head, its eyes, and its nose. The webs remain attached to the cerebral stalker's body and stretch from just under its arms to its knees. A webbed victim is anchored to the cerebral stalker and cannot move.



The webbed creature can, as a standard action, break free with a successful DC 20 Strength check or DC 16 Escape Artist check. The webbing has 8 hit points and a DR of 5/fire. Note the victim is still grappled even if it breaks the webbing and must succeed at a grapple check to get completely free of the cerebral stalker's grasp. The check DCs are Constitution-based and the Strength check includes a +4 racial bonus.

Earth Glide (Ex): A cerebral stalker can glide through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A *move earth* spell cast on an area containing a burrowing cerebral stalker flings the cerebral stalker back 30 feet, stunning the creature for 1 round unless it succeeds on a Fortitude save (DC 15).

Sink (Su): After cocooning a foe, the cerebral stalker begins sinking into the ground, taking the cocooned victim with it. It takes four full rounds for the stalker and foe to completely sink into the ground. In the first round, the creature sinks to its knees; in the second round to its waist; in the third round to its neck; and in the last round, both stalker and foe are completely underground. Creatures

attempting to grab the cocooned victim and prevent the sinking must first break or burn the webbing (see above), and then succeed at a grapple check against the cerebral stalker. A *dispel magic* (or similar effect) cast on a sinking cerebral stalker paralyzes it (as if by a *hold person* spell) for a number of rounds equal to the caster's level if the stalker fails a Fortitude save. The stalker can make a new save each round to negate the paralysis.

The stalker and victim sink to a depth of 10 feet where the victim is placed in a stasis (similar to *temporal stasis*).

The spot where the cerebral stalker and victim sunk radiates magic and can be detected normally. Spells such as *locate object*, *discern location*, scrying, and other divinatory magic reveals the entombed creature and stalker. A *freedom* spell cast on the spot where the stalker and victim sunk immediately frees the subject from the webbing and ejects both it and the stalker, who is stunned for 1 round, to the surface.

Tremorsense (Ex): A cerebral stalker can automatically sense the location of any creature in contact with the ground to a range of 90 feet.

CHURCH GRIM

Small Magical Beast (Incorporeal)

Hit Dice:	5d10+10 (37 hp)
Initiative:	+2
Speed:	40 ft. (8 squares)
Armor Class:	15 (+1 size, +2 Dex, +2 deflection), touch 15, flat-footed 13
Base Attack/Grapple:	+5/—
Attack:	Incorporeal bite +7 melee (1d6 holy plus 1d4 Wis)
Full Attack:	Incorporeal bite +7 melee (1d6 holy plus 1d4 Wis)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Howl, Wisdom damage
Special Qualities:	Damage reduction 10/evil, darkvision 60 ft., incorporeal traits, know alignment, limited domain, low-light vision, rejuvenation, soul defender
Saves:	Fort +6, Ref +6, Will +5
Abilities:	Str —, Dex 15, Con 15, Int 12, Wis 15, Cha 14
Skills:	Hide +6, Knowledge (religion) +5, Listen +9, Sense Motive +8, Spot +9
Feats:	Alertness, Iron Will
Environment:	Any land (graveyards and cemeteries)
Organization:	Solitary
Challenge Rating:	5
Treasure:	None
Alignment:	Always lawful good
Advancement:	6–15 HD (Small)
Level Adjustment:	—

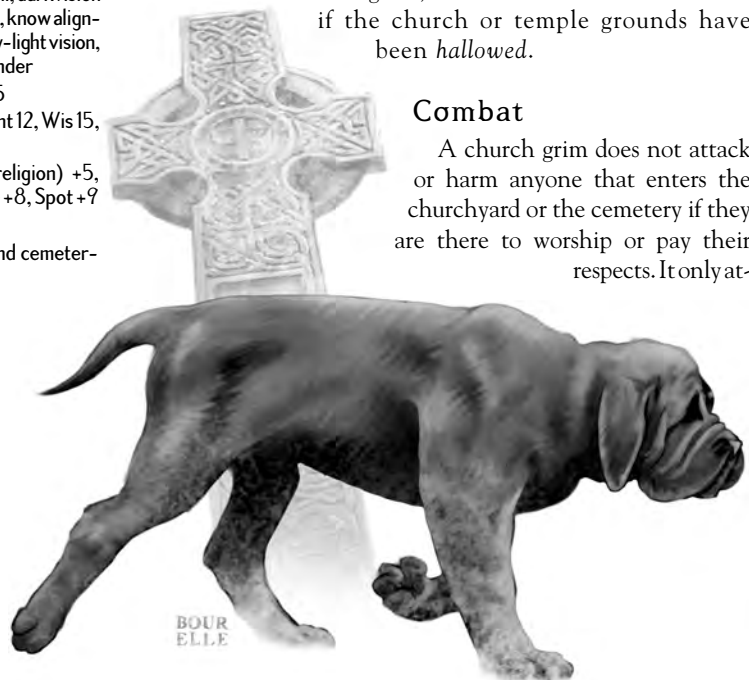
desecrate the sanctity of the graves there. The eyes of a church grim see all evil that crosses into its territory, and it spares no mercy for such trespassers.

The precinct of a church grim is the cemetery and church it has chosen to protect, and it cannot leave that holy ground around. A church grim cannot truly be destroyed, for it is not a mortal creature of flesh and blood. If dispatched, a church grim will return the following night to resume its duties.

A church or temple dedicated to a good deity is 25% likely to have attracted a guardian church grim; this chance increases to 75% if the church or temple grounds have been *hallowed*.

Combat

A church grim does not attack or harm anyone that enters the churchyard or the cemetery if they are there to worship or pay their respects. It only at-



This creature resembles a large black dog with glowing red eyes.

Church grims are good spirits that guard cemeteries from those who seek to steal from the dead, or those who wish to

tacks evil creatures and those who enter the churchyard to rob from the dead. Church grimms always attack undead creatures on sight.

Howl (Su): The howl of a church grim causes any evil creature within its churchyard to succeed on a DC 14 Will save or become panicked for 2d4 rounds. Good or neutral creatures are unaffected as long as they are not there to steal from the dead or attack the church. Whether or not the save is successful, a creature cannot be affected by the same church grim's howl for one day. The save DC is Charisma-based.

Wisdom Damage (Su): The incorporeal bite of a church grim deals 1d6 points of holy damage and 1d4 points of Wisdom damage to a target. A successful DC 14 Fortitude save negates the Wisdom damage. The save DC is Constitution-based. On each successful attack, the church grim gains 5 temporary hit points.

Know Alignment (Su): A church grim makes automatically knows the alignment of any creature that enters its churchyard. This ability is always active and cannot be negated.

Limited Domain (Ex): The realm of a church grim encompasses only the churchyard; it can wander freely in its cemetery, the churchyard, and within the church itself. It cannot move beyond the precincts of the churchyard; it must stop at the boundary of consecrated land.

Rejuvenation (Su): A church grim reduced to 0 or less hit points restores itself in 24 hours, completely healed, if it makes a successful level check (1d20 + the church grim's HD) against DC 16. The only sure way to get rid of a church grim is to raze the church it protects and cast *unhallow* on the churchyard.

Soul Defender (Su): It is the sacred duty of a church grim to defend the bodies and souls of those buried in its churchyard. Any attempt to cast an *animate dead* or similar spell within the confines of the church grim's domain requires the caster to succeed on a DC 20 caster level check. Whether the check succeeds or not, the caster incurs the full wrath of the church grim immediately.

CINDER GHOUL

Large Undead (Fire)	
Hit Dice:	8d12 (52 hp)
Initiative:	+9
Speed:	Fly 40 ft. (perfect) (8 squares)
Armor Class:	20 (-1 size, +5 Dex, +6 natural), touch 14, flat-footed 15
Base Attack/Grapple:	+4/+11
Attack:	Slam +8 (1d8+4 plus 1d6 fire and energy drain)
Full Attack:	Slam +8 (1d8+4 plus 1d6 fire and energy drain)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Energy drain, fire, smoke inhalation
Special Qualities:	Damage reduction 10/magic, darkvision 60 ft., fire subtype, +2 turn resistance, smoke form, undead traits
Saves:	Fort +2, Ref +9, Will +7
Abilities:	Str 16, Dex 20, Con—, Int 4, Wis 12, Cha 19
Skills:	Spot +12
Feats:	Improved Initiative, Lightning Reflexes, Weapon Finesse
Environment:	Any
Organization:	Solitary, gang (2-5), or mob (6-11)
Challenge Rating:	7
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	9-24 HD (Large)
Level Adjustment:	—

This creature is a swirling, humanoid cloud of burning ash and charred body parts. A red glow of burning embers can be glimpsed floating within the mass. This creature reeks of smoke and burnt flesh.

A creature that is burned to death by magical fire may rise again as a fiery undead being called a cinder ghoul. The lairs of old red dragons may be haunted by many of these pathetic, angry spirits, and many a wizard that has dispatched a foe with a well-placed *fireball* has been found mysteriously charred to death many months after the deed.



Cinder ghouls are barely intelligent, but they do have a very vivid recollection of the pain they endured in the moments before their death. Filled with anger as fiery as the flames that took their life, cinder ghouls harbor a strong hatred of fire and any living creature that has control over it.

Although it cannot speak, the sound of wailing and screaming and the rushing of fire-stoked wind constantly accompany a cinder ghoul.

Combat

In melee, a cinder ghoul slams with the charred remains of its fists. If a cinder ghoul encounters an opponent that demonstrates any form of control over fire—either through casting a fire spell or using a magic item that produces fire—it attacks that opponent to the exclusion of all others.

Energy Drain (Su): Living creatures hit by a cinder ghoul's slam attack gain one negative level. The DC is 18 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed, a cinder ghoul gains 5 temporary hit points.

Fire (Su): Any opponent struck by a cinder ghoul's slam attack must succeed on a DC 18

Reflex save or catch fire (see catching on fire in the DMG). The save DC is Charisma-based.

Smoke Inhalation (Su): As a full round action, a cinder ghoul can attempt to force some of its smoky form into the lungs of a living opponent by moving into a space occupied by an opponent. The target must succeed on a DC 18 Fortitude save or inhale part of the creature. Smoke inside the victim's lungs burns the surrounding tissues and organs, dealing 1 point of Constitution damage each round for 1d4+2 rounds. The affected creature can attempt another Fortitude save each round to cough out the burning residue. A successful save halts the damage. The save DC is Charisma-based.

Smoke Form (Ex): A cinder ghoul's natural form is similar to the *gaseous form* spell, though the creature retains its natural armor bonus, all attacks, and can use its supernatural abilities. Its fly speed is 40 feet per round with perfect maneuverability. A cinder ghoul is subject to the effects of wind (in that it can be blown away, but it cannot be dispersed and takes no damage from wind). A cinder ghoul cannot enter water or other liquid and cannot pass through small holes or narrow openings.

CLAMOR

Medium Aberration (Extraplanar, Incorporeal)

Hit Dice:	4d8+12 (30 hp)
Initiative:	+11
Speed:	Fly 50 ft. (perfect) (10 squares)
Armor Class:	20 (+7 Dex, +3 deflection), touch 20, flat-footed 13
Base Attack/Grapple:	+3/—
Attack:	Sonic ray +10 ranged touch (2d6 sonic)
Full Attack:	Sonic ray +10 ranged touch (2d6 sonic)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Sonic burst
Special Qualities:	Darkvision 60 ft., incorporeal traits, natural invisibility, perfect mimic, speed of sound, vulnerabilities
Saves:	Fort +4, Ref +10, Will +5
Abilities:	Str —, Dex 25, Con 17, Int 5, Wis 12, Cha 17
Skills:	Listen +3, Sense Motive +4, Spot +3
Feats:	Improved Initiative, Lightning Reflexes
Environment:	Any land
Organization:	Solitary
Challenge Rating:	4
Treasure:	None
Alignment:	Always neutral
Advancement:	5-12 HD (Medium)
Level Adjustment:	—

A clamor is a strange, extraplanar creature that is comprised entirely of sound waves. Normally invisible, through a gem of seeing or true seeing spell a clamor looks like a field of shifting patterns of vibrations and oscillations approximately 5 feet across and about as tall.

Clamors have a playful kind of intelligence, and appear to desire communication. Being able to mimic any sound they have ever encountered with perfect accuracy, clamors wander the Material Plane emitting a nonsensical cacophony of voices, crashes, clicks, roars, and music. Since they are usually invisible, most adventurers that encounter a clamor walk away from the creature without ever having realized that they had met one. Many a sentry on duty has heard only his own voice in response to what he thought was someone walking around out in the darkness; what he really heard was a clamor trying to talk to him.

Bards are fascinated by these odd creatures, and many a bard has gained a clamor as a companion of sorts. They have intelligence, and can be trained. A bard of at least 5th level that has had prior contact with a clamor is capable of communicating with these creatures on a rudimentary basis. The intelligence of a clamor is just barely above that of a small child, so complex communication is out of reach.

Combat

Clamors tend to keep at a distance, emitting random noises and “playing back” any interesting sound made by creatures they are observing. Once provoked to attack, clamors strike at their foes with high frequency sonic beams. If cornered or overwhelmed, a clamor uses its sonic burst ability before attempting to flee (moving at the speed of sound which all but insures its escape).

Sonic Burst (Ex): When angered, a clamor can emit a massive onslaught of sonic energy as a full-round action that can be heard for miles in all directions. Any living creature within 100 feet of the clamor must succeed on a DC 15 Fortitude save or be stunned for 1d3 rounds. Further, living creatures within 50 feet of the clamor must succeed on a DC 15 Fortitude save or be permanently deafened. A *restoration*, *wish*, *miracle*, or *remove blindness/deafness* spell restores hearing and negates the stunning effect. The save DCs are Constitution-based.

Natural Invisibility (Su): As creatures of living sound, a clamor is naturally invisible, even when it attacks. This ability is inherent and is not subject to the *invisibility purge* spell.

Perfect Mimic (Ex): A clamor can duplicate any sound it has ever encountered with near perfect accuracy as a free action. Being accustomed to tone and pitch, a bard may make a DC 20 Bardic Knowledge check to determine that the sounds are being produced artificially. Another Bardic Knowledge check (same DC) allows the bard to realize that the creature making the sounds is indeed a clamor. If the bard has encountered a clamor before, the second check is not required.

Speed of Sound (Ex): Once per day, a clamor can move at the speed of sound for a number of minutes equal to its Hit Dice. Its speed becomes 6,820 feet per round (1,364 squares), but it cannot attack or make use of any of its other abilities when moving this way.

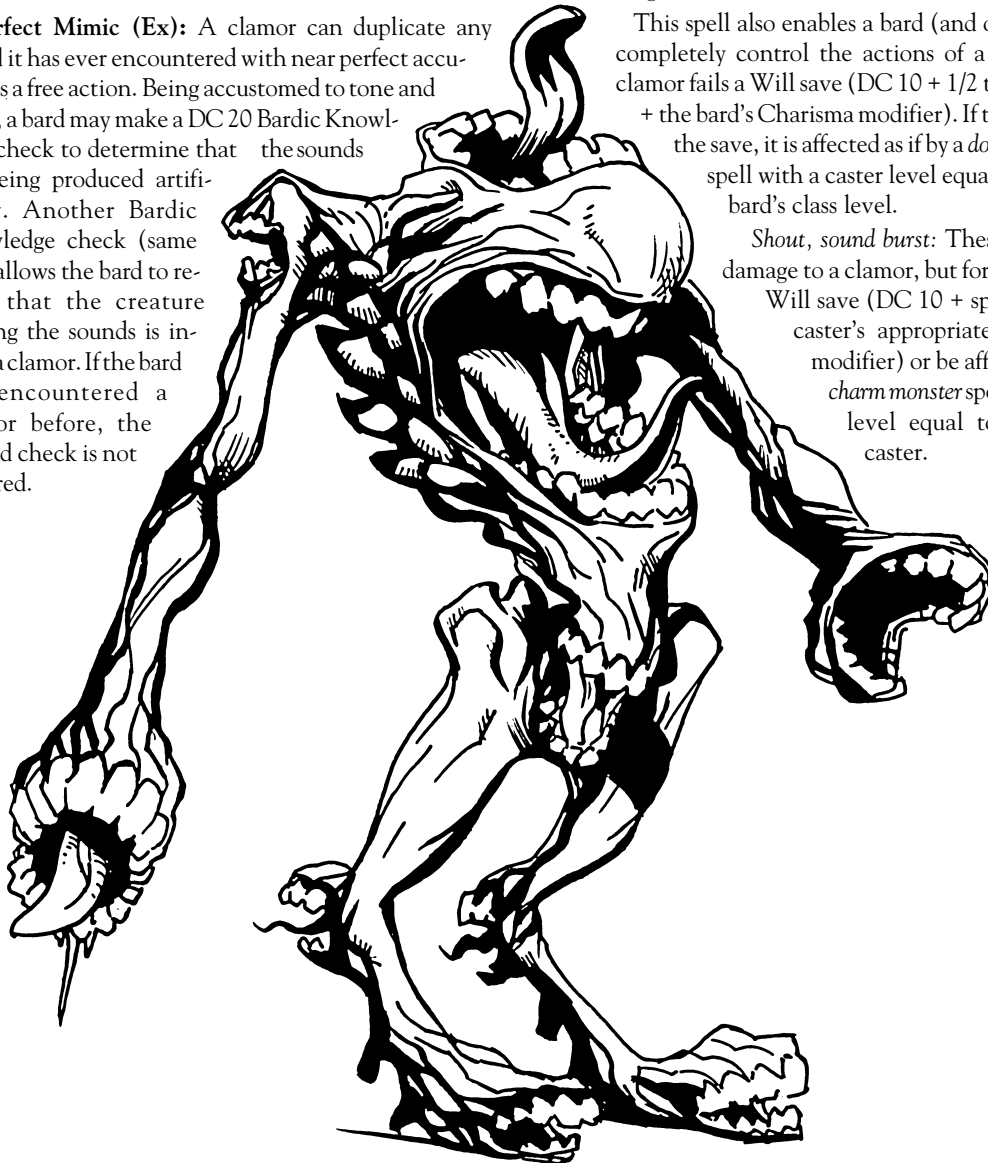
Vulnerabilities (Ex): Any spell that creates a zone of silence or vacuum deals 3d6 points of damage to a clamor and forces it to make a successful Fortitude save (DC equal to 10 + spell level + spell caster’s appropriate ability score modifier) or become panicked for 1 minute. In addition, the following spells can affect a clamor in unusual ways.

Ghost sound, *major image*, *minor image*, *message*, *ventriloquism*, *whispering wind*: These magically generated or altered sounds force a clamor to make a Will save (DC 10 + spell level + the caster’s appropriate ability score modifier) or act as though affected by a *confusion* spell for a number of rounds equal to the caster’s level.

Sculpt sound: Using this spell to warp the sound from which the clamor is made, the caster deals 1d4 points of damage per caster level. The clamor is allowed a Fortitude save (DC 13 + the bard’s Charisma modifier) for half damage.

This spell also enables a bard (and only a bard) to completely control the actions of a clamor if the clamor fails a Will save (DC 10 + 1/2 the bard’s level + the bard’s Charisma modifier). If the clamor fails the save, it is affected as if by a *dominate monster* spell with a caster level equal to that of the bard’s class level.

Shout, *sound burst*: These spells do no damage to a clamor, but force it to make a Will save (DC 10 + spell level + the caster’s appropriate ability score modifier) or be affected as if by a *charm monster* spell with a caster level equal to that of the caster.



COLOSSUS, JADE

Colossal Construct	
Hit Dice:	32d10+80 (256 hp)
Initiative:	+0
Speed:	40 ft. (8 squares)
Armor Class:	34 (-8 size, +32 natural), touch 2, flat-footed 34
Base Attack/Grapple:	+24/+59
Attack:	Slam +35 melee (4d8+19)
Full Attack:	2 slams +35 melee (4d8+19)
Space/Reach:	30 ft./30 ft.
Special Attacks:	Breath weapon
Special Qualities:	Construct traits, damage reduction 15/adamantine, darkvision 60 ft., immunity to fire, immunity to magic, light reflection, low-light vision
Saves:	Fort +10, Ref +10, Will +10
Abilities:	Str 49, Dex 10, Con —, Int —, Wis 11, Cha 1
Skills:	—
Feats:	—
Environment:	Any
Organization:	Solitary
Challenge Rating:	16
Treasure:	None
Alignment:	Usually neutral
Advancement:	33–96 (Colossal)
Level Adjustment:	—

This massive automaton stands five times as tall as a normal human and resembles a massive humanoid carved of smooth green stone.

The jade colossus was first seen dominating the skyline over the City of Brass, its massive form reflecting the light from the ever-burning fires of the City. Since that time, rumors of these creatures moving across the Material Plane have been heard in taverns and inns.

A jade colossus is 35 feet tall and weighs over 60,000 pounds.

Jade colossi are massive constructs built by powerful spellcasters for to do their bidding; typically for protection or to wage war against an archrival.

Jade colossi do not speak.

Combat

A jade colossus pummels a foe with its hardened fists; dealing massive amounts of damage with every successful strike. It almost always opens combat with its breath weapon.

Breath Weapon (Su): Once every 1d4 rounds, as a standard action, a jade colossus can spray a blast of green energy in either a 60-foot cone or a 120-foot line. A creature in the affected area takes 15d6 points of damage (Reflex save DC 26 for half). A creature slain as the result of this breath weapon transforms into jade. The save DC is Constitution-based.

A creature turned to jade has Hardness 6, hp 40. This effect can be reversed by casting *stone to flesh*, *wish*, or *miracle*. This restores the creature's body to flesh; afterwards, it may be raised or resurrected normally. A jade

creature that suffers 40 or more points of damage, or is subjected to a *shatter* or *disintegrate* spell is immediately destroyed. A destroyed creature can be restored only through the successful casting of a *miracle* or *wish* spell.

Light Reflection (Ex): The angles that make up a jade colossus's form allow it to reflect any light-based attacks or effects (it cannot reflect natural sunlight however). Reflected light acts as an emanation (lasting 1 round) that blinds all creatures (as the *blindness* spell) within 40 feet for 2d4 rounds. Affected creatures that succeed on a DC 26 Reflex save are not blinded. Undead and similar creatures to whom sunlight is harmful to take 6d6 points of damage (a successful DC 26 Reflex save halves the damage).

Immunity to Magic (Ex): A jade colossus 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.



Ruby Star of Law

Sages speak of a jade colossus located in the City of Brass that has the *ruby star of law* (a gem of inestimable value) embedded in its forehead. The jade guardian (as it is known in the City) gains the following ability above the standard jade colossus detailed above. Its CR is 20.

Energy Ray (Su): Once per round, as a standard action, the jade colossus of the City of Brass can fire a ray to a range of 200 feet (requires a successful ranged touch attack to hit). Genies hit by this ray must make a successful Fortitude save (DC 26) or take 6d4 points of Constitution damage. On a successful save, the genie takes one-half damage. Other creatures are affected as follows:

Lawful creatures are *slowed* (as by the *slow* spell) for 1d4 rounds (no save).

Non-lawful creatures take 6d6 points of damage and are stunned for 1d4 rounds (no save against the damage). A successful Fortitude save (DC 26) negates the stunning effect.

A *disintegrate* spell slows a jade colossus (as the *slow* spell) for 1d6 rounds, with no saving throw.

A *shatter* spell deals 3d12 points of damage to a jade colossus, with no saving throw.

A magical attack that deals fire damage breaks any *slow* effect on the jade colossus 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. A jade colossus receives no saving throw against fire effects.

Construction

A jade colossus's body is constructed from 80,000 pounds of pure jade and a mixture of rare stones, herbs, and chemicals totaling 8,000 gp. Assembling the body requires a successful Craft (sculpting) check (DC 30).

Caster level 15th; Craft Construct (see the MM), *blindness*, *flesh to stone*, *geas/quest*, *polymorph any object*, caster must be at least 15th level; Price 212,000 gp; Cost 110,000 gp + 8,160 XP.

CORPSE ROOK

Large Magical Beast

Hit Dice:	6d10+12 (45 hp)
Initiative:	+3
Speed:	10 ft. (2 squares), fly 80 ft. (average)
Armor Class:	17 (-1 size, +3 Dex, +5 natural), touch 12, flat-footed 14
Base Attack/Grapple:	+6/+15
Attack:	Bite +10 melee (1d8+5)
Full Attack:	3 bites +10 melee (1d8+5) and 2 claws +8 melee (1d6+2)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Rend 2d8+7
Special Qualities:	All-around vision, darkvision 60 ft., low-light vision, scent
Saves:	Fort +7, Ref +8, Will +3
Abilities:	Str 20, Dex 17, Con 15, Int 6, Wis 12, Cha 11
Skills:	Hide +5, Listen +5, Search +4, Spot +10
Feats:	Alertness, Flyby Attack, Multiattack
Environment:	Temperate or warm plains
Organization:	Solitary, pair, or nest (pair, plus 1d4 young)
Challenge Rating:	5
Treasure:	Standard
Alignment:	Usually neutral (evil tendencies)
Advancement:	7-12 HD (Large); 13-18 HD (Gargantuan)
Level Adjustment:	—

Corpse rooks are giant three-headed birds of prey that devour just about anything they can catch, preferring a diet of horses, giant lizards, dire rats, giant frogs, cattle, sheep, and humanoids. They build their nests at the top of broadleaved trees or high atop rocky outcroppings in less forested terrain. A corpse rook's nest is constructed from mud, grass, hair, leaves, and the bones of their victims. These creatures do not associate with other avian creatures and are often hunted by red dragons, green dragons, rocs, and wyverns (who savor the taste of their flesh).

Corpse rooks are solitary hunters with a hunting territory often covering 5 miles in each direction away from its nest. Hunting is always done during the day when the corpse rook has the advantage. During mating season (spring and early summer months) both the male and female corpse rook hunt for food, sometimes together, but most often in separate directions away from the nest. A nest typically contains 1d4 silver and gold-flecked eggs as well as treasure from slain prey.

This creature resembles a three-headed raven with oily black feathers and bright silver talons and beak. A pungent, almost sulfuric odor emanates from the creature. Its wings are tipped with silver feathers.



Combat

Corpse rooks attack their foes from the air, slashing with their claws and biting with their sharpened beaks. They rarely land on the ground during battle, preferring to swoop in and out of melee to keep their opponents off balance. Multiple corpse rooks work together to bring down prey; one might land on the ground to draw the attention of the prey, while the other corpse rook swoops in behind to flank.

Creatures killed by a corpse rook are carried back to the nest and either devoured or fed to the newborns.

Rend (Ex): A corpse rook that hits with two or more bite attacks latches onto the opponent's body and tears the flesh. This attack automatically deals an extra 2d8+7 points of damage.

All-Around Vision (Ex): The three heads of a corpse rook grant it a +4 bonus to Search and Spot checks and prevent it from being flanked.

CORPSESPINNER

Huge Magical Beast

Hit Dice:	15d10+45 (127 hp)
Initiative:	+3
Speed:	40 ft. (8 squares), climb 20 ft.
Armor Class:	25 (-2 size, +3 Dex, +14 natural), touch 11, flat-footed 22
Base Attack/Grapple:	+15/+28
Attack:	Bite +19 melee (2d8+7 plus poison)
Full Attack:	Bite +19 melee (2d8+7 plus poison)
Space/Reach:	15 ft./15 ft.
Special Attacks:	Create corpsespun, poison, web
Special Qualities:	Astral jaunt, astralsense, darkvision 60 ft., low-light vision
Saves:	Fort +12, Ref +12, Will +7
Abilities:	Str 20, Dex 17, Con 17, Int 7, Wis 15, Cha 10
Skills:	Climb +13, Listen +10, Move Silently +12, Spot +10
Feats:	Ability Focus (poison), Alertness, Improved Initiative, Improved Natural Attack (bite), Power Attack, Skill Focus (Move Silently)
Environment:	Astral Plane
Organization:	Solitary or troupe (1 plus 4-9 corpsespun)
Challenge Rating:	11
Treasure:	None
Alignment:	Always neutral
Advancement:	16-25 HD (Huge); 26-45 HD (Gargantuan)

Level Adjustment:

A massive, bone-white tarantula is the only way to describe this monster. Bands of gray and silver ring its abdomen and legs, and its body is covered in short, bristly hairs of white and silver. A large skull-like marking appears on the creature's thorax. Its eight eyes are stark white.

Corpse spinners are highly aggressive extraplanar spiders originating on the Astral Plane. Only rarely do they enter the Material Plane in search of prey, choosing to hunt on the Astral Plane searching and devouring astral sharks (see the **Tome of Horrors**) and other native creatures. On the Material Plane, they often hunt other giant spiders or humanoids.

On the Astral Plane, corpse spinners spend their time constructing elaborate

webs. The webs use many different things as anchor points such as rare natural occurring materials on the Astral Plane, corpses of deceased astral travelers, and just about anything else the corpse spinner can incorporate into its webbing. When not constructing its webs, the corpse spinner is usually hunting. And this sometimes leads it to the Material Plane. If encountered on the Material Plane, there is a good chance the corpse spinner has a group of corpsespun with it, the victim's of its most recent kills.

Corpse spinners are primarily solitary creatures in regards to associating with others of their kind. Their ecology and reproduction cycles are unknown at this point, though intrepid interplanar adventurers have talked of huge webbed lairs on the Astral Plane containing young corpse spinners.



Combat

Corpsespinner hunt their prey on the Astral Plane, only occasionally entering the Material Plane to look for food. Once prey is sighted, the corpsespinner moves quickly to encase it in its sticky webbing before attacking repeatedly with its poisonous bite.

On the Material Plane it attacks a foe, shifts to the Astral Plane, and shifts back again to finish the opponent off. If forced to retreat, the corpsespinner shifts to the Astral Plane and returns to its lair.

A corpsespinner usually has a gang of corpsespun with it (see the Corpsespun template in this book for details). In such a case, the corpsespinner attempts to web its foes and let the corpsespun move in to soften them up. The corpsespinner then charges in and bites its targets to finish them off.

Create Corpsespun (Su): Creatures slain (and not devoured) by a corpsespinner rise in 1 hour as creatures known as corpsespuns (see the Corpsespun template in this book).

Poison (Ex): The bite of a corpsespinner delivers a highly toxic poison. The save DC is Constitution-based and includes a +2 bonus from the corpsespinner's Ability Focus feat.

Corpsespinner Poison: Injury, Fortitude DC 22 negates, initial and secondary 2d6 points of Intelligence damage. A victim whose Intelligence drops to 0 dies in 1 hour unless the poison is neutralized (such as with a *neutralize poison* spell). Slain creatures rise as corpsespun (see its Create Corpsespun ability above).

Web (Ex): A corpsespinner can fire sticky strands of web constructed of astral material to a maximum range of 80 feet (range increment 20 feet) up to 10 times per day. This webbing is effective against targets up to one size smaller than the corpsespinner and is similar to a net attack. The web anchors the target in place allowing no movement.

An entangled creature can escape with a successful DC 24 Escape Artist check or burst it with a DC 28 Strength check. Both are standard actions. The check DCs are Constitution-based and include a +4 bonus because the webs are constructed of astral material. The Strength check DC also includes a +4 racial bonus.

A corpsespinner can also create sheets of webbing that cover a 40-foot area. Approaching creatures must make a successful DC 20 Spot check to notice a web; otherwise they stumble into it and become trapped as though by a successful web attack. Attempts to escape gain a +5 bonus if the trapped victim has something to walk on or grab while pulling free. Each 5-foot section of web has 16 hit points and damage reduction 5/—.

Astral Jaunt (Ex): A corpsespinner can shift from the Astral Plane to the Material Plane as a free action, and shift back again as a move action (or during a move action). This ability is otherwise identical with the *astral projection* spell, except it only transports the corpsespinner.

Astralsense (Su): A corpsespinner can automatically detect the location of anything within 200 feet of it on the Astral Plane.

Skills: A corpsespinner can always take 10 on a Climb check, even if rushed or threatened.

Crag Man

Medium Aberration (Earth)

Hit Dice:	6d8+18 (45 hp)
Initiative:	+1
Speed:	30 ft. (6 squares)
Armor Class:	19 (+1 Dex, +8 natural), touch 11, flat-footed 18
Base Attack/Grapple:	+4/+7
Attack:	Slam +8 melee (1d6+3); or pierce +8 melee (1d8+3)
Full Attack:	2 slams +8 melee (1d6+3); or 2 pierces +8 melee (1d8+3)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Pierce, piercer hellstorm
Special Qualities:	Damage reduction 5/—, darkvision 60 ft., passwall, stalagmite form, tremorsense
Saves:	Fort +5, Ref +3, Will +6
Abilities:	Str 17, Dex 13, Con 17, Int 6, Wis 12, Cha 6
Skills:	Hide +2*, Listen +6, Move Silently +3, Spot +6
Feats:	Alertness (b), Power Attack, Weapon Focus (slam, pierce)
Environment:	Underground
Organization:	Cluster (2-5) or colony (6-11)
Challenge Rating:	5
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	7-10 HD (Medium); 11-21 HD (Large)
Level Adjustment:	+3

This creature resembles a thick, squat, humanoid carved from stone. Small depressions in its head seem to function as eyes, and its mouth is a small, toothless crevice. Its arms end in powerful fists.

Sometimes called living stalagmites, crag men are found underground in naturally occurring caverns, caves, and other such subterranean places. They detest sunlight, but are not harmed by it.

Crag men are a malevolent race of semi-intelligent beings that make their way in the world by means of brutality, trickery, and deceit. They have no formal society structure and exist in loose bands or colonies. The leader is the strongest member of the colony and rules through intimidation and fear. Crag men are believed to be asexual and sages have been unsuccessful in determining their exact means of reproduction. No young have ever been encountered, but several "eggs" resembling softened stone have been seen, closely guarded, in many crag men lairs. Sages believe these "eggs" might shed some light on the crag men's means of reproducing—if they could only obtain one of the eggs to examine.

Crag men detest vilstraks (see the **Tome of Horrors**) and attack them on sight, showing no mercy in battle until all vilstraks are dead or captured. The reason for this deep-seeded hatred is unknown, but it believed to stem from a war long ago that pitted a large colony of

Piercer (CR 1/4 Hazard)

Piercers resemble 1-foot long stalactites and are found underground in caves and caverns hanging from the ceiling waiting for living creatures to pass underneath. Those viewing a piercer must make a Spot check (DC 20) to discern its true nature; else it is overlooked and mistaken for a normal stalactite. Piercers gather in clusters of up to 20 creatures.

When a living creature stands in a square directly below a piercer, it drops and attempts to impale the unsuspecting foe. The creature can make a Reflex save (DC 15) to avoid the piercer's attack. If the save fails, the target sustains 1d6 points of piercing damage. If the save succeeds, the piercer misses its target and may not attack again until it climbs back into position. (Piercers move 5 feet per round). A piercer on the ground is easily dispatched, though touching or attacking it unarmed or with natural weapons causes it to secrete an acid that deals 1d4 points of acid damage to the opponent each time one of its attacks hits.

Piercers can grow to a length of 6 feet. Those of 2 to 4 feet in length are CR 1 and deal 2d6 points of damage if they hit a foe. Their acid deals 1d6 points of acid damage. Those of 5 to 6 feet in length are CR 2 and deal 3d6 points of damage if they hit. Their acid deals 1d6 points of acid damage. The DC to avoid a piercer's attack is 15, regardless of its size.

The above represents the updated piercer and replaces the one found in the *Tome of Horrors*.

sharpened, dagger-like points and stabbing their opponents. If overpowered or outnumbered, a crag man summons a cluster of piercers to aid it or cover its escape. Creatures killed by crag men are stored as food and eventually devoured.

Pierce (Ex): As a free action, a crag man can transform its hands into stony points. When striking with its hands in this manner, it deals 1d6+3 points of piercing damage (rather than bludgeoning damage) with its slam attack).

Piercer Hellstorm (Sp): Once per day, a crag man can summon 2d10 piercers (see the revised entry for piercers in the sidebar) with a 50% chance of success.

Passwall (Sp): Once per day, as a standard action, a crag man can create an effect similar to the *passwall* spell (caster level 3rd).

Stalagmite Form (Ex): A crag man's natural form is that of a stalagmite. While in this form it does not radiate magic and *true seeing* does not reveal its humanoid form. The crag man can change forms as a free action once per round.

Tremorsense (Ex): A crag man can automatically detect the location of anything within 100 feet in contact with the ground.

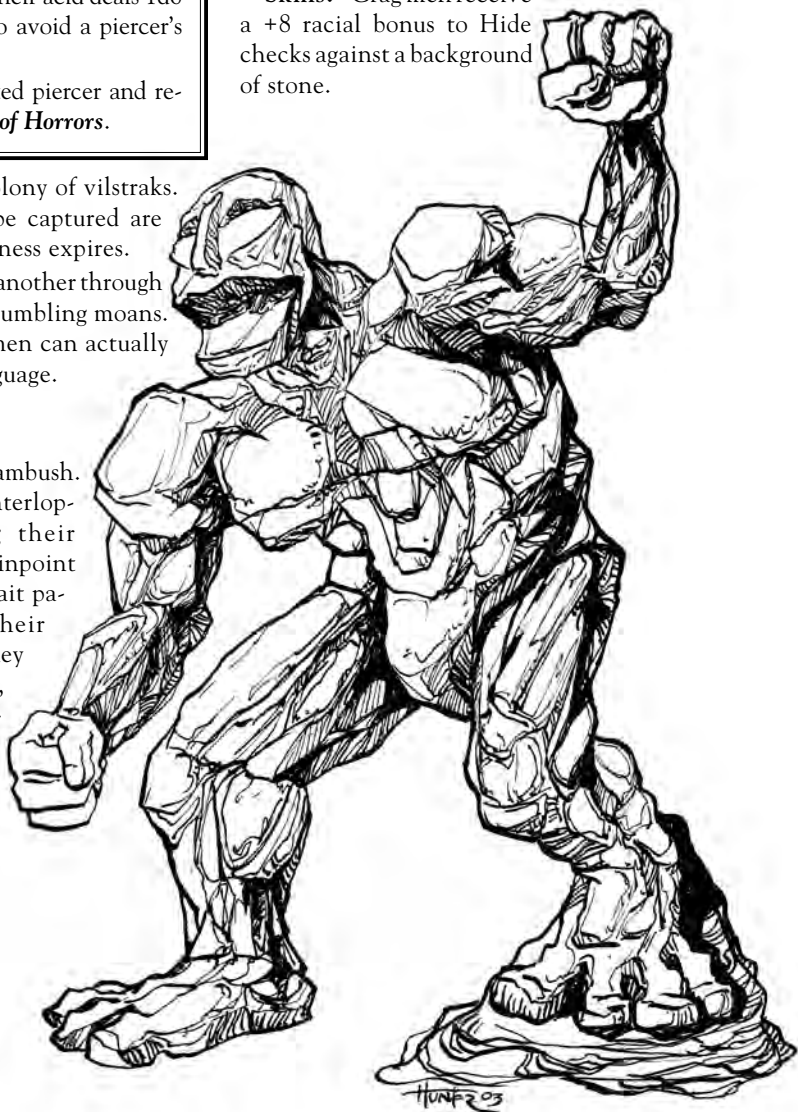
Skills: *Crag men receive a +8 racial bonus to Hide checks against a background of stone.

crag men against an even larger colony of vilstraks. Vilstraks unfortunate enough to be captured are ultimately killed when their usefulness expires.

Crag men communicate with one another through body language and a series of low, rumbling moans. Sages are unsure of whether crag men can actually speak or understand any other language.

Combat

Crag men prefer to attack from ambush. They wait, in stalagmite form for interlopers to enter their lair. Using their tremorsense ability, crag men can pinpoint the location of all intruders and wait patiently until they can catch their opponents unaware. At that time, they assume humanoid form and attack, pummeling their foes with their powerful fists or changing their fists into



CRUCIFIXION SPIRIT

Medium Undead (Incorporeal)

Hit Dice:	15d12 (97 hp)
Initiative:	+7
Speed:	30 ft. (6 squares), fly 50 ft. (perfect)
Armor Class:	18 (+3 Dex, +5 deflection), touch 18, flat-footed 15
Base Attack/Grapple:	+7/—
Attack:	Incorporeal touch +10 melee (1d8 plus paralysis); or crucify soul +10 ranged touch (crucify soul)
Full Attack:	Incorporeal touch +10 melee (1d8 plus paralysis); or crucify soul +10 ranged touch (crucify soul)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Crucify soul, paralysis
Special Qualities:	Darkvision 60 ft., immunity to turning, incorporeal traits, SR 22, undead traits
Saves:	Fort +5, Ref +10, Will +15
Abilities:	Str —, Dex 17, Con —, Int 15, Wis 18, Cha 20
Skills:	Escape Artist +19, Hide +19, Intimidate +20, Listen +21, Search +17, Sense Motive +20, Spot +21
Feats:	Alertness, Blind-Fight, Dodge, Improved Initiative, Iron Will, Lightning Reflexes
Environment:	Any
Organization:	Solitary
Challenge Rating:	11
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	16–45 HD (Medium)
Level Adjustment:	—

This entity appears as a gaunt and translucent humanoid with puncture injuries to both wrists and both feet. Its face is twisted in eternal pain and its eyes flicker with a reddish glow.

Crucifixion spirits are the ghostly remains of living beings executed through crucifixion. Their soul having not entirely departed the Material Plane, has risen to seek vengeance on the living, particularly clerics or other divine spellcasters whom they blame for forsaking them and allowing them to die in such a ghastly manner.

Crucifixion spirits are most often encountered within 1,000 feet of the place of their execution, though some are found haunting burial grounds (presumably the place where their fleshly body was laid to rest). Their only purpose seems to be to torment and kill any that cross their path. They hold no memories of their former life, save the pain and suffering they endured at their time of execution, and they want all those they encounter to share in this pain.

Combat

A crucifixion spirit engages any living creature that enters its territory. In combat, the crucifixion spirit's hatred for clerics and divine spellcasters becomes readily apparent as they are usually the first ones targeted by its crucify soul ability. A crucified soul is left to die and the crucifixion spirit turns its attention to another opponent. A crucifixion spirit attacks until it is destroyed or its foes are slain or driven off.

Crucify Soul (Su): Once per round, a crucifixion spirit can point at a single target within 60 feet and crucify its soul.

The crucifixion spirit must succeed on a ranged touch attack. If successful, the target's soul leaves its body which collapses in a heap on the ground. The target's soul appears as a translucent copy of the victim and is suspended above the spot its body collapsed, crucified in midair to a translucent, "X" shaped structure, the soul held in place by translucent spikes or nails, driven through the soul's wrists and feet.

The victim is not dead and is visible to all those viewing it. Furthermore, a crucified soul cannot be attacked or affected by anything, cannot take any actions (other than trying to escape, see below), and experiences excruciating pain that deals 2 negative levels to it in the round it is crucified, and one negative level each round thereafter.

A creature slain in this manner cannot be returned to life except through the casting of a *wish*, *miracle*, or *true resurrection* spell. Even then, there is a 50% chance that such magic fails. If the check fails, the creature cannot be restored to life by mortal magic.

A crucifixion spirit does not need to concentrate on this ability for it to continue to affect a target. It can direct attacks against a different opponent.

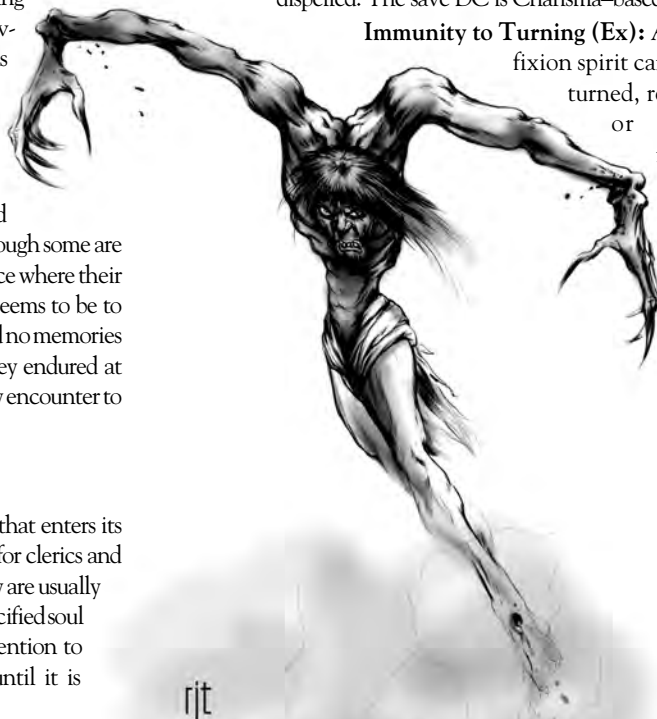
A crucified creature can attempt to escape each round by succeeding on a DC 22 Will save. If successful, the creature's soul is freed and returns to its body in the same round. The target is stunned for one round, but afterwards can act normally.

The Fortitude save to remove a negative level has a DC of 22. The save DCs are Charisma-based.

A crucifixion spirit can use this ability five times per day.

Paralysis (Su): A living creature hit by a crucifixion spirit's incorporeal touch must succeed on a DC 22 Fortitude save or be paralyzed for 1d4 rounds. *Remove paralysis* or any other spell that can remove a curse removes the paralysis. The effect cannot be dispelled. The save DC is Charisma-based.

Immunity to Turning (Ex): A crucifixion spirit cannot be turned, rebuked, or commanded.



DEMON: CAIZEL

Medium Outsider (Chaotic, Evil, Extraplanar)	
Hit Dice:	18d8+108 (189 hp)
Initiative:	+6
Speed:	40 ft. (8 squares), fly 60 ft. (good)
Armor Class:	36 (+6 Dex, +12 natural, +8 profane), touch 24, flat-footed 30
Base Attack/Grapple:	+18/+24
Attack:	<i>Bonerazor</i> +27 melee (2d4+8, 19-20/x2) or claw +25 melee (1d6+6, 19-20/x2)
Full Attack:	<i>Bonerazor</i> +27/+22/+17/+12 melee (2d4+8, 19-20/x2) or 2 claws +25 melee (1d6+6, 19-20/x2)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Poison, spell-like abilities, summon demons, touch of ecstasy
Special Qualities:	Damage reduction 15/cold iron and good, darkvision 60 ft., demon traits, outsider traits, SR 28
Saves:	Fort +17, Ref +17, Will +20
Abilities:	Str 23, Dex 22, Con 23, Int 25, Wis 25, Cha 27
Skills:	Bluff +29, Concentration +22, Diplomacy +33, Disguise +29 (+31 acting), Escape Artist +24, Gather Information +29, Hide +21, Intimidate +25, Knowledge (the planes) +28, Listen +39, Move Silently +27, Perform (act)+22, Perform (dance) +20, Sense Motive +28, Spellcraft +28, Spot +39, Survival +22 (+24 on other planes)
Feats:	Alertness, Blind-Fight, Combat Reflexes, Iron Will, Quicken Spell-Like Ability (<i>wall of fire</i>), Weapon Focus (claw, dagger)
Environment:	Abyss
Organization:	Solitary or troupe (Caizel plus 2-5 succubi)
Challenge Rating:	16
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	—
Level Adjustment:	—

A creature with delicate, coppery skin, blue-green eyes, and two small black horns approaches. Her arms are shapely and delicate and end in claws. A pair of leathery wings protrudes from her back.

Caizel is an exquisitely beautiful demoness known throughout the planes for her ability to seduce just about any being she desires. Many dukes of Hell and lords of the Abyss have fallen prey to her; some having met their demise at her hands. She was once the concubine of a demon lord (some say it was Kostachard), but he grew displeased with her and targeted her for death. She fought back and managed to slay the demon lord before making her escape. She now resides on her own and serves no one, though she does often sell her services to a demon prince or lord who wishes to employ her for some scheme or plot.

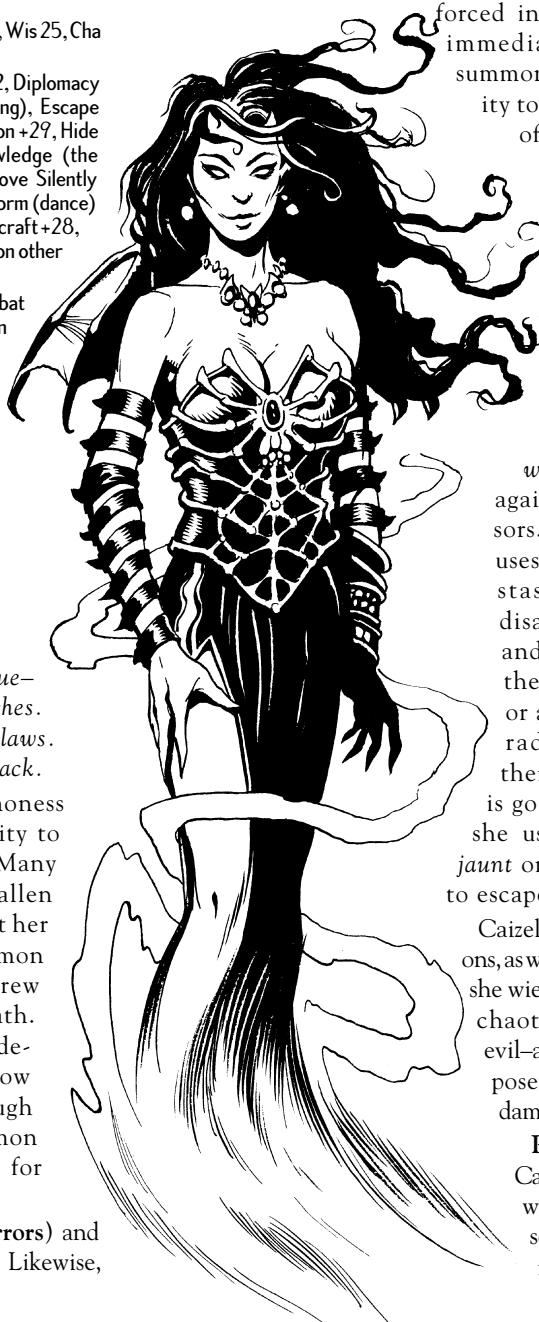
Caizel detests Beluiri (see the **Tome of Horrors**) and would like nothing more than to destroy her. Likewise,

Beluiri would like to see Caizel gone once and for all. Beluiri once worked with Caizel on a mission to seduce a powerful demon prince. When the ruse was discovered, Beluiri betrayed Caizel, leaving her to the devices of the prince and his fiendish minions. Thinking her gone, Beluiri began calling herself "The Temptress" and touted herself as the seductress of the lower planes. Since Caizel's return, Beluiri has been looking over her shoulder, knowing that sooner or later, Caizel will exact her revenge.

Caizel prefers clothes of gold, silver, sapphire, or black.

Combat

Caizel tries to avoid melee combat if possible, preferring to use her skills and abilities against a lone target that she can easily manipulate and control. If



forced into combat, she immediately uses her summon demons ability to summon a pack of hezrous to her aid. After summoning her demonic allies, she throws up a *protection from good* or *magic circle against good* and uses her *wall of fire* ability against her aggressors. In battle, she uses her touch of ecstasy ability to disable opponents and then finishes them off with a kiss or allows her comrades to finish them off. If combat is going against her, she uses her *ethereal jaunt* or *greater teleport* to escape.

Caizel's natural weapons, as well as any weapons she wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

Poison (Ex): Caizel's body courses with a virulent poison that she can intensify or suppress

at will. It is not secreted through her skin (therefore her touch is not poisonous); rather it is delivered through the exchange of body fluids with another creature (kissing, consummating an encounter, etc.). If a target is not willing to be kissed, she must start a grapple, which provokes an attack of opportunity. Other methods of delivery (such as consummation of an encounter) are not detailed here.

Caizel's poison normally deals 1d8 points of Constitution damage if the target fails a DC 25 Fortitude save. One minute later another Fortitude save must be made to avoid another 1d8 points of Constitution damage.

Caizel can vary the intensity of her poison at will. This allows her to deliver 1, 1d2, 1d3, 1d4, 1d6, or 1d8 points of Constitution damage (as both initial and secondary damage). Alternately, she can suppress her poison completely, thus dealing no ability damage whatsoever.

Spell-Like Abilities: At will—*charm monster* (DC 26), *darkness*, *desecrate*, *detect good*, *detect law*, *detect thoughts*, *doom* (DC 19), *ethereal jaunt* (self plus 50 pounds of objects only), *greater teleport* (self plus 50 pounds of objects only), *read magic*, *suggestion* (DC 21), *tongues* (self only); 3/day—*greater dispel magic*, *protection from good*, *unholy blight* (DC 22 partial), *wall of fire*; 1/day—*magic circle against good*, *mirror image*. Caster level 20th. The save DCs are Charisma-based.

Summon Demons (Sp): Once per day, Caizel can automatically summon 1d6 succubi or 1d2 hezrous. Alternately, she can attempt to summon 1d4 chaaors (see their entry in this book) with a 70% chance of success.

Touch of Ecstasy (Su): Once per round, by making a melee touch attack against a foe, Caizel can flood the creature's mind with the most pleasurable images it can conjure if it fails a DC 25 Will save. This effect stuns the creature for 1d4 rounds while its mind processes the information. A creature that successfully saves cannot be affected by Caizel's touch of ecstasy for one day. The save DC is Constitution-based. Caizel can suppress this ability at will.

Skills: Caizel has a +8 racial bonus on Listen and Spot checks.

Bonerazor: *Bonerazor* is a finely crafted and perfectly balanced +2 dagger. Because of its expert craftsmanship it deals 2d4 points of damage on a successful hit. Additionally, a creature hit must make a Fortitude save (DC 25) or be held (as by a *hold person* spell). The creature can make a new save each round to escape. A creature remains held as long as *Bonerazor* remains embedded in its body or until it makes a successful Fortitude save. So long as Caizel is within 50 feet of it, she can command the dagger to return to her hand as a free action.

DEMON, CHAAOR

Large Outsider (Chaotic, Evil, Extraplanar)

Hit Dice:	11d8+66 (115 hp)
Initiative:	+3
Speed:	30 ft. (6 squares)
Armor Class:	26 (-1 size, +3 Dex, +14 natural), touch 12, flat-footed 23
Base Attack/Grapple:	+11/+23
Attack:	Claw +18 melee (1d8+8)
Full Attack:	2 claws +18 melee (1d8+8) and bite +13 melee (2d6+4)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Improved grab, rend 2d8+12, roar, spell-like abilities, summon demons
Special Qualities:	Damage reduction 10/good, darkvision 60 ft., demon traits, outsider traits, SR 20
Saves:	Fort +13, Ref +10, Will +9
Abilities:	Str 26, Dex 17, Con 22, Int 8, Wis 14, Cha 14
Skills:	Climb +22, Intimidate +16, Jump +22, Listen +24, Move Silently +17, Search +13, Spot +24
Feats:	Blind-Fight, Cleave, Great Cleave, Power Attack
Environment:	Abyss
Organization:	Gang (2-5) or pack (6-11)
Challenge Rating:	11
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	12-18 HD (Large); 19-33 HD (Huge)
Level Adjustment:	—

This creature is a massive, hulking, ape-like brute with a bear's head. Large downward curving silver horns jut from its head and end in rounded points. Its body is covered in shaggy reddish fur matted with blood. Its powerful arms end in wicked claws caked with filth. Its mouth glistens with long, sharpened teeth.

Chaaor are used as shock troops in the Abyssal armies. Their savagery in battle has turned the stomach of even the stoutest demonic general. Many are the demon lords that have sent a battalion of these fiends against an army, watching in delight as the brutal chaaor tore its way through the enemy's ranks.

When not engaging in wars with other infernal creatures, the chaaor spends its time roaming the Abyss in hunting packs. They have no preference as to the type or strength of prey: they pretty much hunt and kill what they choose. Chaaor packs have been known to attack creatures much larger than themselves and kill all opponents in short order.

When moving, the chaaor usually drops to all fours. When facing an aggressor it assumes a bipedal stance.

Chaaor speak Abyssal and Common.

Combat

Chaaor are deadly adversaries that relish the blood and adrenaline of battle. Their tactics are simple: target a foe, charge forward, and rake or slash with claws and bite. Often, a chaaor unleashes its mighty roar to begin a fight hoping to knock down as many foes as possible. A downed foe is leapt on by multiple chaaors who proceed to tear the opponent to pieces. Likewise, if a chaaor grabs a foe, it holds on while the others move in and rip it to shreds with teeth and claws.

A chaaor's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

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Improved Grab (Ex): To use this ability, a chaaor must hit an opponent up to one size larger than itself with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rend.

Rend (Ex): A chaaor that hits with both claw attacks tears the flesh of its opponent. This attack automatically deals 2d8+12 points of damage.

Roar (Ex): Three times per day, a chaaor can loose a powerful and deadly roar that deals 3d6 points of sonic damage to all creatures within 60 feet that hear it. A successful DC 17 Reflex save halves the damage.

In addition, creatures up to one size smaller than the chaaor must succeed on a DC 17 Reflex save or be knocked prone from the force of its roar. The save DCs are Charisma-based.

Spell-Like Abilities: At will—*darkness*, *greater teleport* (self plus 50 pounds of objects only), see *invisibil-*

ity; 1/day—*chaos hammer* (DC 16). Caster level 11th. The save DCs are Charisma-based.

Summon Demons (Sp): Once per day, a chaaor can attempt to summon 2d4 dretches or another chaaor with a 35% chance of success.

Skills: Chaaor have a +8 racial bonus on Listen and Spot checks.



DEMON, GRERUOR

Large Outsider (Chaotic, Evil, Extraplanar)

Hit Dice:	10d8+60 (105 hp)
Initiative:	+3
Speed:	40 ft. (6 squares)
Armor Class:	28 (-1 size, +3 Dex, +16 natural), touch 12, flat-footed 25
Base Attack/Grapple:	+10/+21
Attack:	Bite +16 melee (2d6+7) or tongue +12 melee (grapple) or Huge ranseur +16 melee (2d6+10, crit x3)
Full Attack:	Bite +16 melee (2d6+7) and gore +11 melee (1d6+3) or tongue +12 ranged (grapple) or Huge ranseur +16/+11 melee (2d6+10, crit x3)
Space/Reach:	10 ft./5 ft. (10 ft. with ranseur)
Special Attacks:	Acid and fire spittle, improved grab, spell-like abilities, summon demons
Special Qualities:	Damage reduction 10/good, darkvision 60 ft., demon traits, leap, outsider traits, SR 20, true seeing
Saves:	Fort +13, Ref +10, Will +9
Abilities:	Str 24, Dex 17, Con 22, Int 14, Wis 14, Cha 16
Skills:	Escape Artist +16, Hide +12, Intimidate +16, Jump +40, Listen +25, Move Silently +16, Search +13, Sense Motive +15, Spot +25, Survival +15 (+17 following tracks)
Feats:	Alertness, Cleave, Improved Sunder, Power Attack
Environment:	Abyss
Organization:	Solitary, pair, or troupe (3-6)
Challenge Rating:	10
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	11-16 HD (Large); 17-30 HD (Huge)
Level Adjustment:	—

This massive creature looks like a squat, bloated frog with arms in place of its forelegs. Its wide head has two long horns protruding from just above its sunken eyes. Its arms end in razor-honed talons and its teeth sport rows of gray sharpened teeth.

Greuruors serve in the infernal armies of several demon lords, particularly Tsathogga (see the *Tome of Horrors*). They are strong, powerful, and brutal demons that delight in inflicting pain on others. They are extremely loyal and follow orders without question. Some greater demons, like nalfeshnees and glabrezus, relish the flesh of greuruors and often organize hunting parties to track and slay the frog demons. The greuruors however are not the weak-minded brutes they appear to be and often win such confrontations using their deadly ranseurs and their large numbers to turn back their opponents.

The greuruor stands about 8 feet tall when on all fours. The greuruor's flesh is green-

ish-brown mottled with red or gray. Its skin constantly oozes and secretes a thick, mucus-like clear slime.

Greuruors speak Abyssal and Common.

Combat

Greuruors enjoy combat and seek it wherever they can find it. Normally they rely on their natural attacks, spittle, and weapons to fell opponents. If outmatched, they use their *confusion* ability to disorient opponents, followed closely by *shatter*. Grabbed opponents are often held in the mouth of one greuruor while another stabs the victim with its ranseur.

A greuruor's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

Acid and Fire Spittle (Ex): Once every 1d4 rounds, a greuruor can spit a stream of acid in a 30-foot line that deals 4d4 points of acid damage. On the greuruor's next turn, the acid ignites and the opponent bursts into flames, taking 1d6 points of fire damage per round until extinguished (see the rules for *Catching Fire* in the *DMG*). A successful DC 21 Reflex save halves the acid damage and prevents the creature from catching fire. The save DC is Constitution-based.

Improved Grab (Ex): To use this ability, a greuruor must hit with its tongue attack. It



can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and bites.

Spell-Like Abilities: At will—*confusion* (DC 18), *deeper darkness*, *hold person* (DC 16), *detect good*, *shatter* (DC 15); 2/day—*blasphemy* (DC 21). Caster level 10th. The save DCs are Charisma-based.

Leap (Ex): Greruors rear legs are extremely powerful and grant them a +20 competence bonus on Jump checks.

Summon Demons (Sp): Once per day a greruor can attempt to summon another greruor with a 35% chance of success.

True Seeing (Su): Greruor's continuously use true seeing, as the spell (caster level 10th).

Skills: Greruor demons have a +8 racial bonus on Listen and Spot checks. Due to the oily and slimy secretions from its skin, a greruor has a +8 racial bonus on Escape Artist checks.

DEMON, MALLOR

Large Outsider (Chaotic, Evil, Extraplanar)	
Hit Dice:	14d8+140 (203 hp)
Initiative:	+6
Speed:	40 ft. (8 squares)
Armor Class:	29 (-1 size, +2 Dex, +18 natural), touch 11, flat-footed 27
Base Attack/Grapple:	+14/+26
Attack:	Large +1 <i>anarchic long spear</i> +22 melee (2d6+12, crit x3) or claw +21 melee (1d6+8 plus poison)
Full Attack:	Large +1 <i>anarchic long spear</i> +22/+17/+12 melee (2d6+12, crit x3) or 2 claws +21 melee (1d6+8 plus poison)
Space/Reach:	10 ft./5 ft. (10 ft. with long spear)
Special Attacks:	Fear gaze, foul liquid, poison, spell-like abilities, summon demons, summon serpents
Special Qualities:	Demon traits, damage reduction 10/good, darkvision 60 ft., outsider traits, SR 25
Saves:	Fort +29, Ref +11, Will +12
Abilities:	Str 27, Dex 15, Con 30, Int 16, Wis 16, Cha 20
Skills:	Climb +20, Diplomacy +19, Concentration +27, Intimidate +21, Knowledge (the planes) +20, Listen +36, Move Silently +15, Search +20, Sense Motive +18, Spellcraft +18, Spot +36, Survival +20 (+22 on other planes, +22 following tracks)
Feats:	Blind-Fight, Cleave, Improved Initiative, Improved Sunder, Power Attack
Environment:	Abyss
Organization:	Solitary or gang (2-4)
Challenge Rating:	14
Treasure:	Standard plus Large +1 <i>anarchic long spear</i>
Alignment:	Always chaotic evil
Advancement:	15-25 HD (Large); 26-42 HD (Huge)
Level Adjustment:	—

This creature is a powerful, crimson-skinned humanoid with the lower torso of a giant snake. Its snake torso is ringed with bands of yellow and red. Its eyes are white with red pupils.

Mallors are the creation of some long-forgotten (and presumably slain) demon lord who supposedly used dark and powerful magic to combine the best (and worst) traits of a demon with the best and worst traits of snakes. Purportedly they were spawned from the same demonic force that created the dreaded marilith. Though originally only encountered on the lowest planes of the Abyss, the mallor's are quickly growing and they can now be found on just about any layer of that dreaded plane. Mallors are frequently encountered on the Material Plane in the service of powerful spellcasters seeking to gain some service

from them. They disdain mortals, particularly mortal spellcasters, and seek to twist and manipulate them when given the chance. Binding a mallor is a dangerous thing, for if it manages to break free or twist the bargain to its favor, it most assuredly kills or captures the summoner and carries it back to the Abyss never to be seen again.

A mallor stands 11 feet tall and measures about 25 feet long from head to tail.

Mallors speak Abyssal, Common, and at least three other languages.

Combat

A mallor is a straightforward combatant in battle and charges directly at its opponents. Normally, it opens battle with *burning hands* and/or its fear gaze in hopes of affecting as many targets as possible. The mallor then attempts to move to melee range and touch the nearest spellcaster while using its *touch of idiocy*. Multiple mallors work in concert with one another; one often drawing the fire away from the others so they can charge in with their massive spears. Every mallor carries a Large +1 *anarchic long spear*.

A mallor's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

Fear Gaze (Su): The infernal eyes of a mallor weaken the resolve of opponents peering into them. Creatures meeting its gaze must succeed on a DC 22 Will save or flee in fear for 1d6 rounds. A creature that successfully saves cannot be affected again by the same mallor's fear gaze. The save DC is Charisma-based.

Foul Liquid (Su): All liquids (not just water) within 100 feet of a mallor automatically foul and become unsuitable for consumption or inhabitation (no save). Creatures drinking fouled water must succeed on a DC 27 Fortitude save or become nauseated for 1 minute. Aquatic creatures (or those that can breathe water) swimming in fouled water must make a Constitution check (DC 10, +1 per previous check) each round they remain in the area or begin suffocating (see Suffocation in the DMG).

Magical liquids in the area can make a DC 27 Fortitude save to avoid fouling.

A mallor can foul up to 20 gallons of liquid a day using this ability. Sentient- or liquid-based creatures (such as water elementals) must succeed on a DC 27 Fortitude save

or take 1d8 points of Constitution damage each hour they remain in the area. At Constitution 0, the creature's liquid structure fouls and it dies. The save DCs are Constitution-based. A mallor can suppress or resume this ability at will.

Poison (Ex): A mallor injects a virulent poison when it rips an opponent's flesh with its claws. The save DC is Constitution-based.

Mallor Venom: Injury, Fortitude DC 27; initial and secondary damage 1d6 Strength.

As a standard action, a mallor can coat its weapon with this poison. The poison lasts 1 minute before evaporating or until the mallor scores a successful hit with the weapon, whichever comes first.

Spell-Like Abilities: At will—*burning hands* (DC 16), *greater dispel magic*, *greater teleport* (self plus 50 pounds of objects only), *unholy aura* (DC 23); 3/day—*touch of idiocy*; 1/day—*scorching ray* (3 rays). Caster level 12th. The save DCs are Charisma-based.

Summon Demons (Sp): Once per day, a mallor can attempt to summon 1d4 vrocks, 1d4 hezrous another mallor with a 35% chance of success.

Summon Serpents (Sp): Once per day, a mallor can attempt to summon 1d6 Large fiendish vipers or 1d3 Huge fiendish vipers with a 50% chance of success. Use the stats in the sidebar for the fiendish vipers.

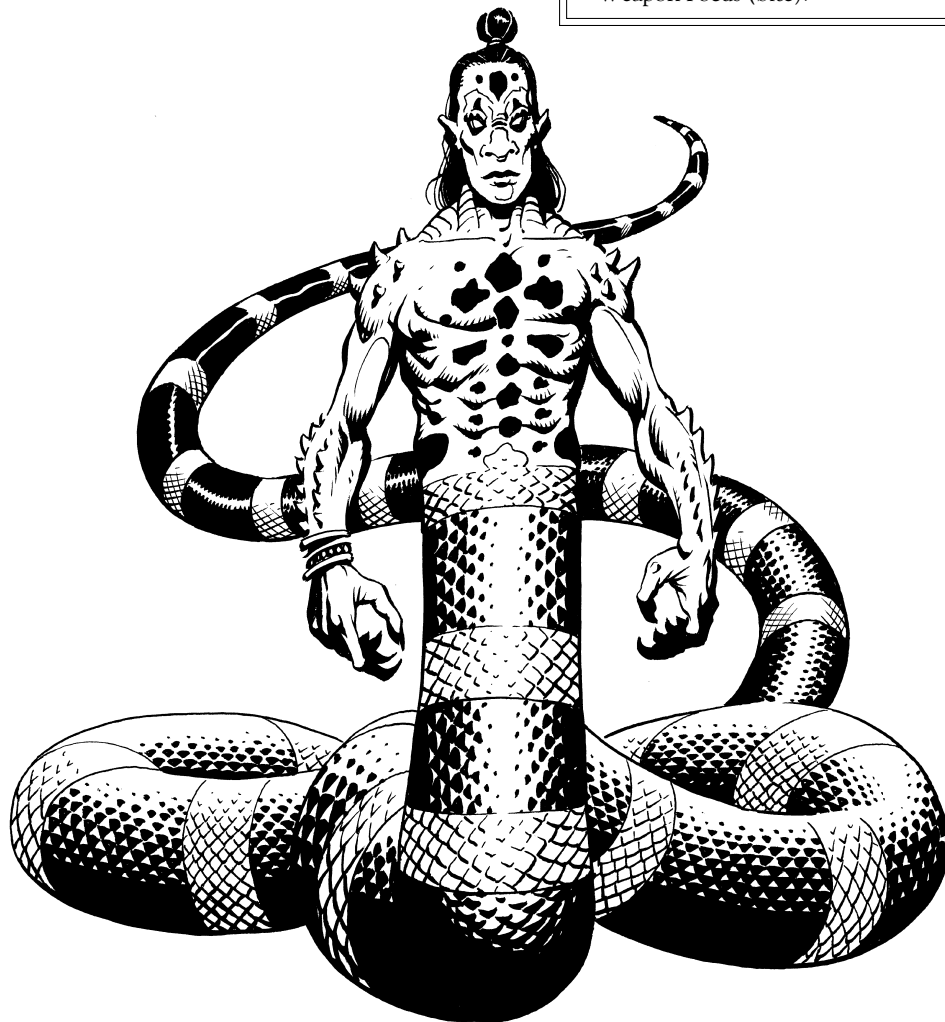
Skills: Mallor have a +8 racial bonus on Listen and Spot checks.

Large Fiendish Viper: CR 2; SZ L Magical Beast [Extraplanar]; HD 3d8; hp 13; Init +7; Spd 20 ft., climb 20 ft., swim 20 ft.; AC 15 (–1 size, +3 Dex, +3 natural), touch 12, flat-footed 12; BAB/Grp +2/+6; Atk +4 melee (1d4 plus poison, bite); Full Atk +4 melee (1d4 plus poison, bite); SA poison (Fort DC 11, 1d6/1d6 Con), smite good (+3 damage); SQ darkvision (60 ft.), resistances (cold and fire 5), low-light vision, scent, SR 8; AL CE; SV Fort +3, Ref +6, Will +2; Str 10, Dex 17, Con 11, Int 3, Wis 12, Cha 2.

Skills: Balance +11, Climb +11, Hide +8, Listen +5, Spot +6, Swim +8. **Feats:** Improved Initiative, Weapon Finesse.

Huge Fiendish Viper: CR 4; SZ H Magical Beast [Extraplanar]; HD 6d8+6; hp 33; Init +6; Spd 20 ft., climb 20 ft., swim 20 ft.; AC 15 (–2 size, +2 Dex, +5 natural), touch 10, flat-footed 15; BAB/Grp +4/+15; Atk +6 melee (1d6+4 plus poison, bite); Full Atk +6 melee (1d6+4 plus poison, bite); SA poison (Fort DC 14, 1d6/1d6 Con), smite good (+6 damage); SQ darkvision (60 ft.), damage reduction (5/magic), low-light vision, resistances (cold and fire 5), scent, SR 11; AL CE; SV Fort +6, Ref +7, Will +3; Str 16, Dex 15, Con 13, Int 3, Wis 12, Cha 2.

Skills: Balance +10, Climb +11, Hide +3, Listen +7, Spot +7, Swim +11. **Feats:** Improved Initiative, Run, Weapon Focus (bite).



DEMON, OOZE

Lesser

Medium Outsider (Chaotic, Evil Extraplanar)

Hit Dice:	3d8+9 (22 hp)
Initiative:	+0
Speed:	30 ft. (6 squares)
Armor Class:	18 (+8 natural), touch 10, flat-footed 18
Base Attack/Grapple:	+3/+6
Attack:	Slam +6 melee (1d6+3 plus 1d4 acid) or bite +6 melee (1d6+3 plus 1d4 acid)
Full Attack:	Slam +6 melee (1d6+3 plus 1d4 acid); or bite +6 melee (1d6+3 plus 1d4 acid) and 2 claws +4 melee (1d4+1 plus 1d4 acid)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Acid, summon demons
Special Qualities:	Damage reduction 5/cold iron or good, darkvision 60 ft., demon traits, immunities, outsider traits, SR 12
Saves:	Fort +6, Ref +3, Will +3
Abilities:	Str 16, Dex 10, Con 16, Int 10, Wis 10, Cha 10
Skills:	Escape Artist +6, Hide +6, Intimidate +6, Listen +14, Move Silently +6, Search +6, Spot +14, Survival +6 (+8 following tracks)
Feats:	Blind-Fight, Multiattack
Environment:	Abyss
Organization:	Pair, gang (2-5), or mob (6-11)
Challenge Rating:	3
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	4-9 HD (Medium)
Level Adjustment:	—

Greater

Large Outsider (Chaotic, Evil, Extraplanar)

Hit Dice:	10d8+80 (125 hp)
Initiative:	+0
Speed:	30 ft. (6 squares)
Armor Class:	25 (-1 size, +16 natural), touch 9, flat-footed 25
Base Attack/Grapple:	+10/+21
Attack:	Slam +16 melee (1d8+7 plus 1d6 acid) or bite +16 melee (1d8+7 plus 1d6 acid)
Full Attack:	Slam +16 melee (1d8+7 plus 1d6 acid); or bite +16 melee (1d8+7 plus 1d6 acid) and 2 claws +14 melee (1d6+3 plus 1d6 acid)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Acid, summon demons, vomit
Special Qualities:	Damage reduction 10/good, darkvision 60 ft., demon traits, immunities, outsider traits, SR 20
Saves:	Fort +15, Ref +7, Will +8
Abilities:	Str 24, Dex 10, Con 26, Int 12, Wis 12, Cha 14
Skills:	Concentration +16, Escape Artist +8, Hide +9, Intimidate +12, Knowledge (any one) +14, Listen +22, Move Silently +9, Search +10, Sense Motive +10, Spot +22, Survival +14 (+16 following tracks)
Feats:	Blind-Fight, Improved Initiative, Multiattack, Power Attack
Environment:	Abyss
Organization:	Solitary or pack (greater ooze demon plus 1-4 lesser ooze demons)
Challenge Rating:	11
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	11-15 HD (Large); 16-30 HD (Huge)
Level Adjustment:	—

From a distance, this monster looks like a humanoid with a long, crocodilian snout, razor-sharp teeth, and long talons. Closer inspection reveals the creature's true form; a single entity of swirling black and gray oozes in the shape of a humanoid.

Ooze demons are the forgotten children of the Faceless Lord; faithful servants that obey the will of their master without question. When the Faceless Lord went missing (see the module, **Chaos Rising**, by **Necromancer Games** for details) the ooze demons formed search parties and scoured the planes for signs of his whereabouts.

Ooze demons, both lesser and greater, appear as a combination of ooze and demon. Lesser ooze demons stand about 7 feet tall, while greater ooze demons stand 12 feet tall but can reach heights of 20 feet or more.

All ooze demons speak Abyssal. Greater ooze demons speak Common as well.

Both lesser and greater ooze demons share some common traits, as detailed below.

Immunities (Ex): Because of their ooze-like nature, ooze demons are immune to paralysis, polymorph, and stunning.

They have no discernable anatomy and are therefore immune to critical hits and cannot be flanked.

Skills: Ooze demons have a +8 racial bonus on Listen and Spot checks.

Lesser Ooze Demon

Lesser ooze demons are soldiers in the abyssal army of the Faceless Lord and servants in his abyssal lair. They are relatively weak demons and are often pushed around and controlled by superior demons.

Combat

Lesser ooze demons charge into combat and pound their enemies with their fists, or bite with their sharp teeth. They rely on their acid to fell their foes and depend on their damage reduction and spell resis-

tance to protect them from harm. Ooze demons usually flee if the battle goes poorly, though if under the command of a more powerful demon (such as a greater ooze demon leading a squad of lesser ooze demons into battle), they do not retreat and always fight to the death.

An ooze demon's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

Acid (Ex): A lesser ooze demon's acid dissolves only flesh. Any melee hit deals acid damage.

Summon Demons (Sp): Once per day, a lesser ooze demon can attempt to summon 1d2 lesser ooze demons with a 35% chance of success.

Greater Ooze Demon

Greater ooze demons are the officers and generals in the Faceless Lord's abyssal army. Many are fallen celestials that were there in the beginning with their master, cast out of the heavens over a millennia ago for their crimes against the forces of good.

Combat

Greater ooze demons attack using their slams and bite attacks. They like to grab a foe and hold on, pulling it close to their body where they subject it to their acid attack. They are not afraid of charging straight into me-

lee, as unaware opponents soon discover their weapons dissolve upon contacting the demon's oozy form. Thereafter, the ooze demon vomits on its foes, an act that revolts most foes, much to the delight of the greater ooze demon.

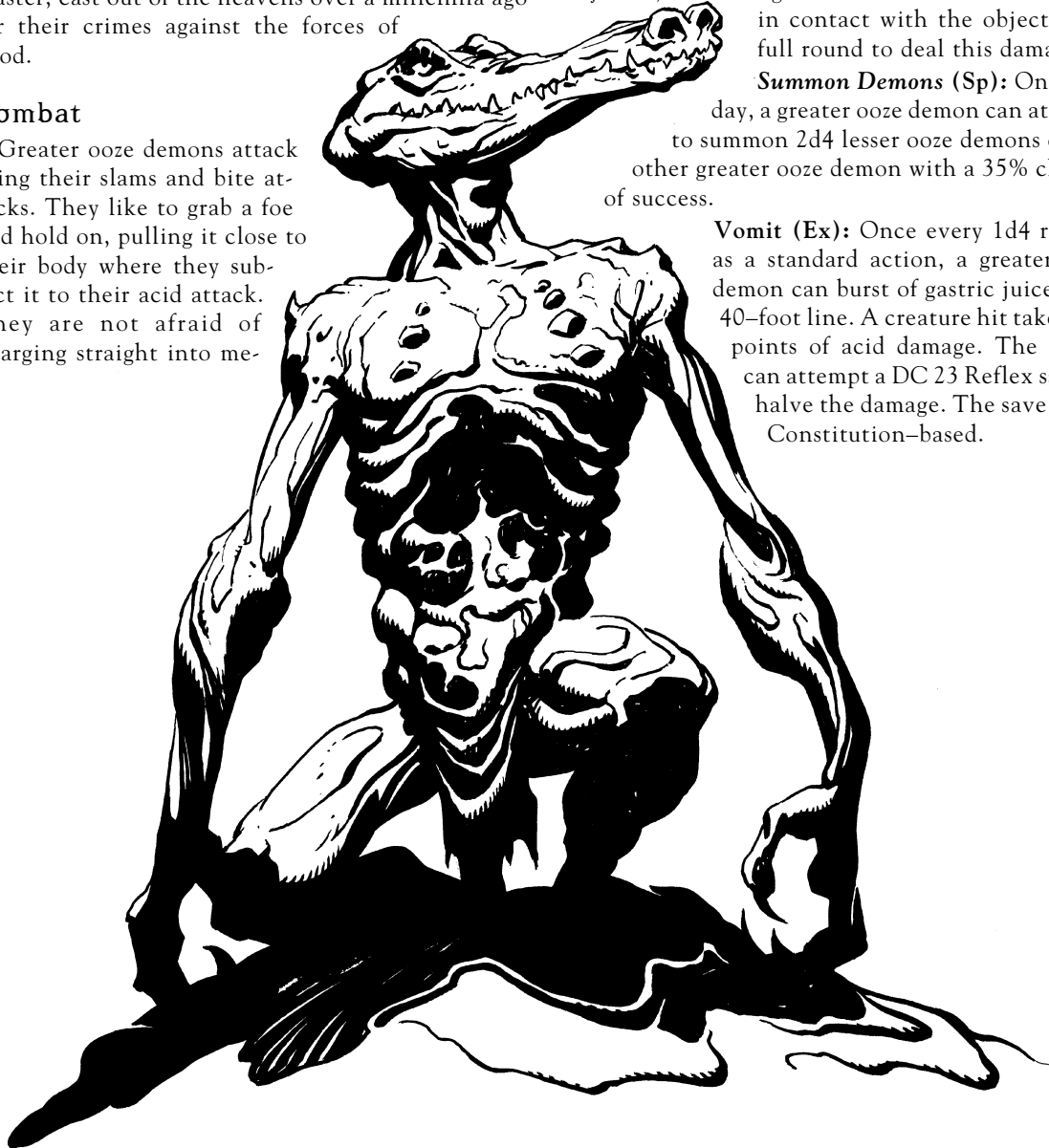
An ooze demon's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

Acid (Ex): The acidic body of a greater ooze demon quickly dissolves organic material and metal, but not stone. Any melee hit deals acid damage. Armor or clothing dissolves and becomes useless immediately unless it succeeds on a DC 23 Reflex save. A metal or wooden weapon that strikes a greater ooze demon dissolves immediately unless it succeeds on a DC 23 Reflex save. The save DCs are Constitution-based.

The greater ooze demon's acidic touch deals 23 points of acid damage per round to wooden or metal objects, but the greater ooze demon must remain in contact with the object for 1 full round to deal this damage.

Summon Demons (Sp): Once per day, a greater ooze demon can attempt to summon 2d4 lesser ooze demons or another greater ooze demon with a 35% chance of success.

Vomit (Ex): Once every 1d4 rounds as a standard action, a greater ooze demon can burst of gastric juices in a 40-foot line. A creature hit takes 4d6 points of acid damage. The target can attempt a DC 23 Reflex save to halve the damage. The save DC is Constitution-based.



DEMON, SHRROTH

Huge Outsider (Aquatic, Chaotic, Evil, Extraplanar)	
Hit Dice:	12d8+96 (150 hp)
Initiative:	+4
Speed:	20 ft. (4 squares), swim 60 ft.
Armor Class:	24 (-2 size, +16 natural), touch 8, flat-footed 26
Base Attack/Grapple:	+12/+29
Attack:	Tentacle +19 melee (2d6+9)
Full Attack:	6 tentacles +19 melee (2d6+9) and 2 claws +14 melee (1d6+4) and bite +14 melee (1d8+4) and Huge trident +14 melee (3d6+4)
Space/Reach:	15 ft./15 ft.
Special Attacks:	Constrict 2d6+9, improved grab, sickness cloud, spell-like abilities, summon demons
Special Qualities:	Amphibious, damage reduction 10/good, darkvision 60 ft., demon traits, jet, outsider traits, SR 23
Saves:	Fort +16, Ref +13, Will +11
Abilities:	Str 28, Dex 10, Con 27, Int 14, Wis 16, Cha 18
Skills:	Bluff +19, Concentration +23, Hide +7, Intimidate +19, Knowledge (the planes) +17, Listen +26, Search +17, Sense Motive +18, Spot +26, Swim +32
Feats:	Blind-Fight, Cleave, Improved Initiative, Lightning Reflexes, Power Attack
Environment:	Abyss
Organization:	Solitary or gang (2-5)
Challenge Rating:	12
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	13-21 HD (Huge); 22-36 HD (Gargantuan)
Level Adjustment:	—

prison and thrown into the abyssal sea where they sink to the bottom and are never seen again.

Shrroths are malevolent creatures and though they follow the orders of their superiors, they are difficult to control. Fights amongst groups, packs, or battalions is not uncommon when there demons are involved, and such fights always end with the deaths of several of their number.



This giant creature has a coppery humanoid upper torso and a lower torso resembling a grayish-black octopus. Its arms end in 6-fingered talons. The creature's mouth is filled with serrated teeth and its eyes are violet. A mass of long black hair hangs from its head; from under which protrude two forward-curving, blackish horns.

Shrroths are the warriors of Dagon, Demon Prince of the Seas and serve in his abyssal army. When not fighting the abyssal wars among the demon princes, shrroths are often sent to the Material Plane to tempt and corrupt mortals with promises of power and wealth. Those refusing such offers are captured by the shrroth and brought to its abyssal layer. They are confined in a stone

Combat

Shrroths rarely confront creatures on land; they prefer to fight in the abyssal waters of their native plane where they have the advantage. These demons open combat using *chaos hammer* to batter their foes. This is quickly followed by *feblemind* against an arcane caster if one is present. If a shrroth grabs an opponent in its tentacles, it hangs on, constricting it, and stabs it with its trident. When facing an air-breathing creature, the shrroth likes to cast *water breathing* on it, grab it, and swim as deep as it can in the water before dispelling the *water breathing* effect and watching the air-breather drown.

If in danger, or if facing powerful adversaries, a shrroth summons a horde of melethzu to aid it in battle or to cover its retreat.

A shrroth's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

Constrict (Ex): A shrroth deals automatic tentacle damage with a successful grapple check.

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

Sickness Cloud (Ex): A shrroth can emit a cloud of grayish liquid in a 40-foot spread once per minute

as a free action. The cloud provides concealment (20% miss chance) and any creature in the area must succeed on a DC 24 Fortitude save or be sickened for 3 rounds. The save DC is Constitution-based.

Spell-Like Abilities: At will—*chaos hammer* (DC 18), *dispel magic*, *mirror image*, *greater teleport* (self plus 50 pounds of objects only), *water breathing* (others only) (DC 17); 2/day—*feblemind* (DC 19); 1/day—*power word blind*. Caster level 12th. The save DCs are Charisma-based.

Summon Demons (Sp): Once per day, a shrroth can summon 2d8 melethzu (these aquatic demons are identical to dretches and have a swim speed of 50 feet) with a 50% chance of success or another shrroth with a 30% chance of success.

Amphibious (Ex): Shrroths can breathe both air and water and can survive indefinitely on land.

Jet (Ex): A shrroth can jet backward once per round as a full-round action at a speed of 240 feet. It must move in a straight line, but does not provoke attacks of opportunity while jetting.

Skills: Shrroths have a +8 racial bonus on Listen and Spot checks.

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

DEMON: VEPAR (DUKE)

Large Outsider (Aquatic, Chaotic, Evil, Extraplanar)

Hit Dice:	22d8+242 (341 hp)
Initiative:	+12
Speed:	10 ft. (2 squares), swim 50 ft.
Armor Class:	42 (-1 size, +8 Dex, +16 natural, +9 profane), touch 26, flat-footed 34
Base Attack/Grapple:	+22/+37
Attack:	<i>Demonbrand</i> +35 melee (2d6+13, 19-20/x2) or claw +33 melee (1d8+11 plus hypothermic touch)
Full Attack:	<i>Demonbrand</i> +35/+30/+25/+20 melee (2d6+13, 19-20/x2) or 2 claws +33 melee (1d8+11 plus hypothermic touch)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Spell-like abilities, hypothermic touch, summon demons
Special Qualities:	Amphibious, damage reduction 15/cold iron and good, darkvision 60 ft., demon traits, outsider traits, SR 30
Saves:	Fort +24, Ref +21, Will +21
Abilities:	Str 33, Dex 26, Con 33, Int 27, Wis 27, Cha 29
Skills:	Bluff +34, Concentration +36, Diplomacy +38, Disguise +34 (+36 acting), Escape Artist +33, Intimidate +36, Knowledge (arcana) +33, Knowledge (religion) +33, Knowledge (the planes) +33, Listen +41, Search +33, Sense Motive +33, Spellcraft +35 (+37 scrolls), Spot +41, Survival +33 (+35 on other planes, +35 following tracks), Swim +44, Use Magic Device +33 (+35 scrolls)

Feats:

Cleave, Great Cleave, Improved Critical (trident), Improved Initiative, Power Attack, Quicken Spell-Like Ability (<i>ice storm</i>), Weapon Focus (trident, claw)
Environment: Abyss
Organization: Solitary or troupe (Vepar and 2-5 shrroths)
Challenge Rating: 21
Treasure: Double standard plus <i>Demonbrand</i>
Alignment: Always chaotic evil
Advancement: —
Level Adjustment: —

This being has the upper body, arms, and head of a reddish-brown humanoid. Its lower torso is that of a great, blue-silver scaled fish. Its eyes are blue in color and flash a silvery fire. From its head, just under its dark hair, jut two small copper horns.

Vepar is an Abyssal duke in the service of Dagon, Prince of the Sea. He leads 29 battalions of shrroths (see the entry in this book) in service to his master. He is a brooding and very malevolent demon that relishes in the torture and death of others, particularly mortals (whose very existence he disdains). His loyalty to Dagon is questionable at best, for behind the scenes Vepar is quietly amassing an army of demons to one day lead against his current lord. But for now, he waits and serves.

Vepar's citadel is built into an underwater mountain range that sits several miles below the surface of the watery layer he calls home. The citadel is guarded by scores of aquatic demons, fiendish merfolk, and fiendish tritons, as well as several hundred sahuagin led by a fiendish sahuagin 15th-level sorcerer named Anaunon. Most visitors (those that can actually reach it) avoid this place.

Vepar is 15 feet long from head to tail.

Combat

Vepar relies on his trident, spell-like abilities, and ability to cause disease when combating foes. Before entering combat, he often raises a storm (using *control weather* or *control winds*) to herald his coming, though he is just as likely to attack from ambush or surprise as he is to "announce" his arrival. He almost always enters combat with *unholy aura* (+4 AC, +4 on saves) active and follows it closely with *ice storm*.

Vepar's natural weapons, as well as any weapons he wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

Spell-Like Abilities: At will—*blasphemy* (DC 26), *control weather*, *control winds* (DC 24), *control water*, *detect good*, *detect law*, *fear* (DC 23), *greater dispel magic*, *greater teleport* (self plus 50 pounds of objects only), *polymorph* (self only), *unholy aura* (DC 27), *water breathing* (others only) (DC 22); 1/day—*ice storm*, *implosion* (DC 28), Caster level 20th. The save DCs are Charisma-based.

Hypothermic Touch (Ex): Those hit by a claw attack must succeed on a DC 32 Fortitude save or be overcome with bone-numbing cold that deals 1d8 points of Dexterity damage. A successful save reduces the ability score damage by half. The save DC is Constitution-based.

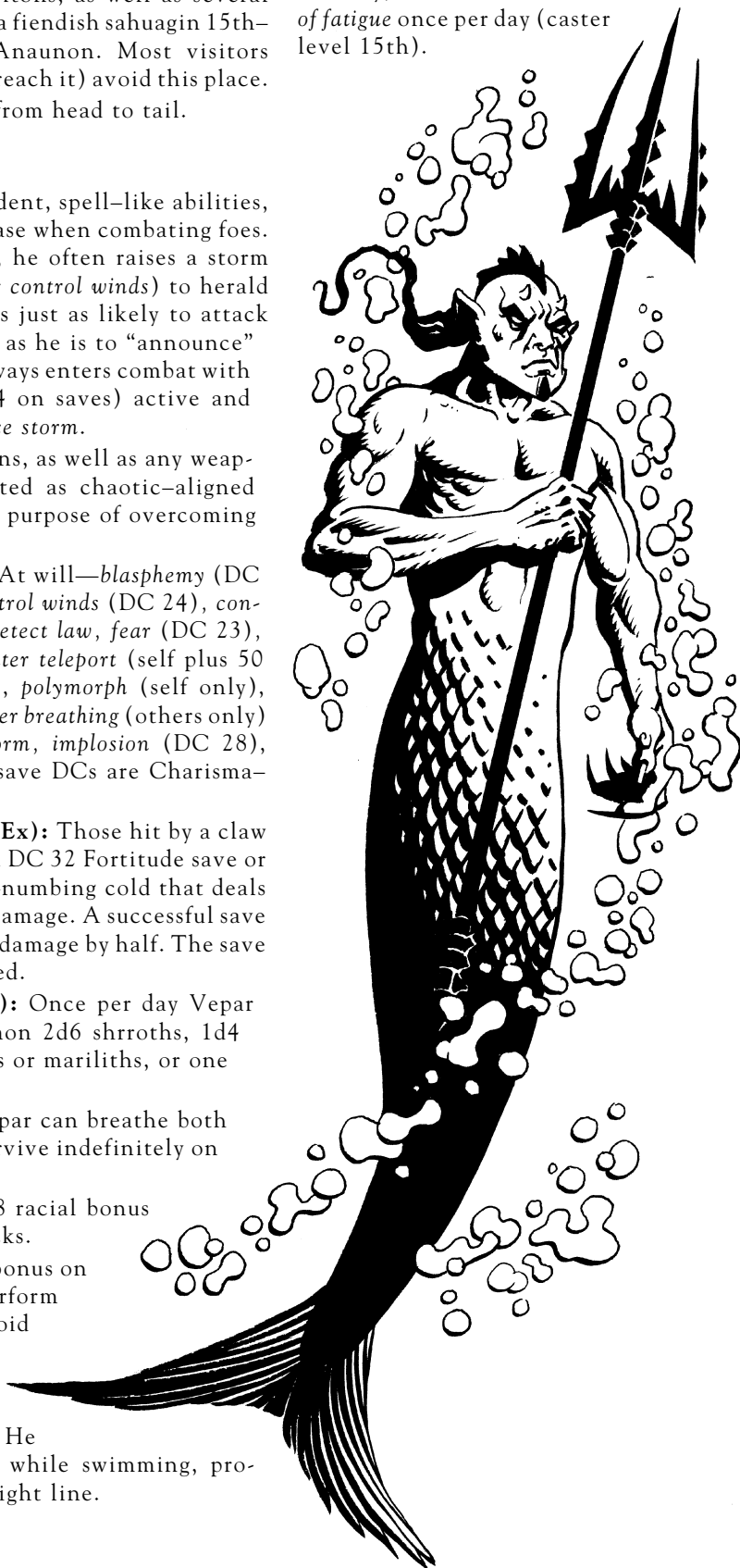
Summon Demons (Sp): Once per day Vepar can automatically summon 2d6 shroths, 1d4 hezrous, 1d2 nalfeshnees or mariliths, or one balor.

Amphibious (Ex): Vepar can breathe both air and water and can survive indefinitely on land.

Skills: Vepar has a +8 racial bonus on Listen and Spot checks.

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

Demonbrand: *Demonbrand* is a Large +2 trident that can fire up to seven *magic missiles* per day. Each missile functions as the spell of the same name and deals 1d4+1 points of damage. Additionally, the wielder can cast *waves of fatigue* once per day (caster level 15th).



DEVIL, BLOOD REAVER (GARUGIN)

Medium Outsider (Evil, Extraplanar, Lawful)

Hit Dice:	9d8+45 (85 hp)
Initiative:	+2
Speed:	40 ft. (8 squares)
Armor Class:	24 (+2 Dex, +12 natural), touch 12, flat-footed 22
Base Attack/Grapple:	+9/+15
Attack:	Dual-headed barbed flail +15 melee (1d10+6 plus stun, 19-20/x2) or claw+15 melee (2d6+6)
Full Attack:	Dual-headed barbed flail +15/+10 melee (1d10+6 plus stun, 19-20/x2) or 2 claws +15 melee (2d6+6)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Siphoning aura, stun, spell-like abilities, summon devils
Special Qualities:	Damage reduction 10/good, darkvision 60ft., devil traits, regeneration 5, SR 20
Saves:	Fort +11, Ref +8, Will +8
Abilities:	Str 23, Dex 15, Con 21, Int 14, Wis 14, Cha 14
Skills:	Climb +17, Bluff +10, Diplomacy +12, Hide +14, Intimidate +14, Knowledge (any one) +12, Listen +14, Move Silently +14, Search +12, Sense Motive +9, Spot +14, Survival +12 (+14 following tracks)
Feats:	Cleave, Great Cleave, Improved Critical (barbed flail), Power Attack
Environment:	Nine Hells
Organization:	Solitary, team (2-4), or squad (4-9)
Challenge Rating:	8
Treasure:	Standard
Alignment:	Always lawful evil
Advancement:	10-16 HD (Medium); 17-27 HD (Large)
Level Adjustment:	—

This tall reddish-bronze colored humanoid has leathery flesh and gleaming, gold eyes. Its hands end in blood-stained claws, and a long snake-like and forked tail trails behind it. The smell of fresh blood hangs in the air. It wields a wicked dual-headed flail.

Blood reavers, also known as garugins, are dangerous and vile creatures that stalk the Hells searching for mortal plane jumpers. They believe no living mortal has the right to step into Hell; the only mortals that should be in Hell are the ones whose souls are corrupted in the afterlife or evil mortals that deserve to be there through actions and sins committed while still alive. All other mortals are trespassers and should be dealt with accordingly.

Blood reavers have a neutral relationship with most other devils; they can take them or leave them. They do seem to have a good rapport with bone devils, perhaps because the wicked bone devil is just as evil and corrupt as they are or perhaps because the bone devil shows no mercy when dispatching an enemy.

A blood reaver stands 8 feet tall and is never without its dual-headed barbed flail, a one-handed weapon with two flail-like heads. The heads are wickedly crafted with oversized and strongly curved barbs so they do as much tissue damage as possible when they hit.

Combat

Blood reavers despise mortals and attack them on sight. They prefer to hide or stand nearby while invisible and let their siphoning aura drain a person of its blood, though the

telltale sign that something is wrong is when the victim's eyes, ears, nose, and mouth begin to bleed for no apparent reason.

In combat, they attack with their barbed flails, relentlessly hammering away at their enemies and freely unloading with walls of fire to separate allies from one another. Being immune to fire, the blood reaver simply walks through the wall and attacks the creature standing on the other side.

A blood reaver's natural weapons, as well as any weapons it wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Siphoning Aura (Su): Blood reavers can radiate an aura in a 20-foot radius as a free action that causes a creature to bleed from its mouth, nose, eyes, and ears. Affected creatures must succeed on a DC 19 Fortitude save each round or take 1 point of Constitution damage from blood loss. The save DC is Constitution-based.

Stun (Su): Whenever a blood reaver hits with a barbed flail attack, the opponent must succeed on a DC 20 Fortitude save or be stunned for 1 round. The save DC is Strength-based. This ability is a function of the blood reaver, not the barbed flail.

Spell-Like Abilities: At will—*greater teleport* (self plus 50 pounds of objects only), *invisibility* (self only), *wall of fire*; 1/day—*lightning bolt* (DC 16). Caster level 12th. The save DCs are Charisma-based.

Summon Devils (Sp): Once per day a blood reaver can attempt to summon 2d10 lemures with a 50% chance of success or another blood reaver with a 35% chance of success.

Regeneration (Ex): Blood reavers take normal damage from good-aligned weapons, and from spells or effects with the good descriptor.



DEVIL: CAASIMOLAR (FORMER PRESIDENT OF HELL)

Medium Outsider (Evil, Extraplanar, Lawful)	
Hit Dice:	27d8+243 (364 hp)
Initiative:	+12
Speed:	50 ft. (10 squares)
Armor Class:	46 (+8 Dex, +18 natural, +10 profane), touch 28, flat-footed 38
Base Attack/Grapple:	+27/+35
Attack:	<i>Caasimolar's rod</i> +39 melee (1d6+8 plus 2d8+10, see text)
Full Attack:	<i>Caasimolar's rod</i> +39/+34/+29/+24 melee (1d6+8 plus 2d8+10, see text)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Fear, spell-like abilities, summon devils
Special Qualities:	Darkvision 60 ft., damage reduction 15/good and silver, devil traits, outsider traits, regeneration 7, SR 36
Saves:	Fort +24, Ref +25, Will +26
Abilities:	Str 27, Dex 26, Con 29, Int 29, Wis 29, Cha 30
Skills:	Balance +28, Bluff +40, Climb +18, Concentration +39, Craft (alchemy) +29, Diplomacy +40 (+42 acting), Disguise +40, Escape Artist +28, Forgery +28, Gather Information +40, Intimidate +30, Knowledge (arcana) +39, Knowledge (history) +39, Knowledge (the planes) +39, Knowledge (religion) +29, Listen +39, Move Silently +28, Search +29, Sense Motive +29, Spot +39, Survival +29 (+31 on other planes, +31 when tracking)
Feats:	Combat Reflexes, Combat Casting, Craft Wondrous Item, Improved Initiative, Iron Will, Lightning Reflexes, Maximize Spell-Like Ability (<i>cone of cold</i>), Quickened Spell-Like Ability (<i>cone of cold</i>), Scribe Scroll, Weapon Focus (iron rod)
Environment:	Infernus
Organization:	Solitary or troupe (Caasimolar plus 1 pit fiends or 2-5 bearded devils)
Challenge Rating:	23
Treasure:	Double standard plus <i>Caasimolar's rod</i>
Alignment:	Always lawful evil
Advancement:	—
Level Adjustment:	—

A wizened old man with a silver beard and balding head approaches. His eyes are ruby red and small rounded horns jut from his head, just above his eyes. His fingernails are ruby red, as is his long, snaky, thinly, forked tail. He is dressed in robes of purple, white, and amber.

In the centuries when Lucifer ruled Hell, Caasimolar stood beside him as President. He was second in command behind only Lucifer himself. When the Great Uprising occurred Caasimolar was offered a position in Hell's new court, but he promptly replied by slaying the messenger and all the guards that had delivered the offer. Displeased with his answer, Asmodeus cast him out of Hell along with the rest of Lucifer's court when the Great Uprising was ended.

Caasimolar is a cruel and malevolent creature and spends most of his time in his tower in Lucifer's basalt palace on the plane of Infernus. From his tower he enjoys watching the devils torture captured

souls, particularly human souls. When not delighting himself in the torture of others, he is listening to reports from his vast network of spies he has encamped in the arch devils palaces in Hell. Though Caasimolar is no longer in Hell, little goes on there that he doesn't know about. His loyalty to Lucifer has never been in question and he keeps a close watch on those that offer advice, aid, information, or the like to his master.

Caasimolar is never encountered alone except in his tower. When walking the halls of *Malefacta* (Lucifer's great palace) or tending to duties elsewhere in Infernus, he always has a retinue of 2 pit fiends and 2-5 bearded devils with him.

Combat

Caasimolar is almost never encountered



alone, unless he is walking in his tower. When first engaged, he uses his fear effect against all within range that can hear him. When encountered with his personal retinue of devils, he prefers to let them fight, while he hangs back and peppers the enemy with slay living effects (from his rod) or *cones of cold*. If his enemies force him into battle, he begins by releasing a *slay living* effect against who he deems to be the most powerful foe in the group. If this fails, he quickly unleashes a lightning bolt from his rod at the same target. If forced to fight close quarter, he relies on his rod's physical power as well as its spell-like effects, and he utilizes his spell-like abilities. If the day is lost, Caasimolar summons devils to cover his escape before teleporting away to safety.

Caasimolar's natural weapons, as well as any weapons he wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Fear (Su): By speaking, Caasimolar induces fear in all creatures within 30 feet that hear him. Creatures within the area must succeed on a DC 33 Will save or be affected as if by a *fear* spell (caster level 20th). If the save is successful, that creature cannot be affected again by Caasimolar's fear for one day. Other devils are immune to the effect. The save DC is Charisma-based.

Spell-Like Abilities: At will—*animate dead*, *blasphemy* (DC 27), *cone of cold* (DC 25 half), *detect magic*, *detect good*, *detect thoughts* (DC 22), *greater*

dispel magic, *greater teleport* (self plus 50 pounds of objects only), *invisibility* (self only), *magic circle against good* (DC 23), *polymorph* (self only), *tongues*, *true seeing* (DC 26), *unholy aura* (DC 28); 3/day—*wall of ice*; 1/day—*power word kill*. Caster level 20th. The save DCs are Charisma-based.

Summon Devils (Sp): Three times per day, Caasimolar can automatically summon 2d4 bearded devils or he can attempt to summon 1 pit fiend with an 80% chance of success.

Regeneration (Ex): Caasimolar takes normal damage from good-aligned silvered weapons, and from spells or effects with the good descriptor.

Caasimolar's Rod: This 6-foot long iron rod functions as a +3 *bane quarterstaff* (bane against good outsiders). In addition, it has the following abilities:

- Once per day, it can unleash a line of lightning to a range of 100 feet. This deals 15d6 points of electricity damage. A DC 25 Reflex save halves the damage.
- Three times per day, it can produce an effect identical to a *slay living* spell. This requires Caasimolar to make a melee touch attack with the rod. If successful, the target must make a successful DC 25 Fortitude save or die. On a successful save, the target sustains 3d6+20 points of damage.
- *Infllict moderate wounds:* A creature touched takes 2d8+10 points of damage. A DC 25 Will save halves the damage.

DEVIL: DEMORIEL

Medium Outsider (Evil, Extraplanar, Lawful)

Hit Dice:	20d8+100 (190 hp)
Initiative:	+9
Speed:	40 ft. (8 squares), fly 60 ft. (average)
Armor Class:	40 (+5 Dex, +15 natural, +10 profane) touch 25, flat-footed 35
Base Attack/Grapple:	+20/+26
Attack:	<i>Reaver</i> +30 melee (1d6+9, 19-20/x2) or claw +26 melee (1d6+6)
Full Attack:	<i>Reaver</i> +30/+25/+20/+15 melee (1d6+9, 19-20/x2) or 2 claws +26 melee (1d6+6)
Space/Reach:	5 ft./15 ft.
Special Attacks:	Enrapture, spell-like abilities, summon devils
Special Qualities:	Devil traits, damage reduction 15/good and silver, darkvision 60 ft., outsider traits, regeneration 7, resistant to good magic, SR 30
Saves:	Fort +17, Ref +17, Will +20
Abilities:	Str 23, Dex 21, Con 20, Int 23, Wis 23, Cha 31
Skills:	Bluff +38, Concentration +25, Diplomacy +38 (+40 acting), Forgery +25, Gather Information +38, Hide +16, Intimidate +30, Knowledge (arcana) +26, Knowledge (the planes) +26, Knowledge (religion) +26, Move Silently +16, Listen +26, Search +26, Sense Motive +26, Sleight of Hand +25, Spot +26, Survival +26 (+28 on other planes, +28 when tracking)
Feats:	Align Spell-Like Ability (evil, <i>meteor swarm</i>), Cleave, Improved Initiative, Iron Will, Maximize Spell-Like Ability (<i>fireball</i>), Power Attack, Weapon Focus (short sword)

Environment:	Infernus
Organization:	Solitary or troupe (Demoriel plus 1-4 horned devils)
Challenge Rating:	19
Treasure:	Double standard plus <i>Reaver</i>
Alignment:	Always lawful evil
Advancement:	—
Level Adjustment:	—

This creature is a very attractive female with raven black hair, coal black eyes, amber skin, and a shapely form. Small bat wings protrude from her shoulders, and tiny horns jut from her forehead, just above her eyes.

Demoriel was once a powerful angel that made her home in the heavens among the other angels. In the Celestial Hierarchy she was a member of the Cherubim and served alongside Gabriel, Raphael, and Ophaniel. During the Unholy Schism, she sided with Lucifer and aided him by seducing another Cherub wherein Lucifer caught the angel unaware and murdered him on the spot.

When Lucifer was thrown down from the good-aligned planes, Demoriel was beside him; cast out for the sin of slaying another angel and spilling the blood of an angel in the outer planes. When Lucifer envisioned Hell, Demoriel envisioned herself on the throne next to him, serving as Hell's Queen. Unfortunately for her, she became one of his many concubines, but never his bride for the Great Uprising occurred in Hell and the other arch-devils moved to destroy

Lucifer and his court. When Lucifer was removed from Hell's Throne and took up residence in a pocket plane called Infernus; Demoriel followed. Once again, she was denied her place on the throne next to Lucifer as he took a devil named Shabiri as his consort. Though Demoriel remains ever loyal to Lucifer, she does not trust nor like Shabiri. For now she waits until her time comes when she can discredit or destroy Shabiri and replace her as Lucifer's consort.

Though Lucifer no longer rules Hell, Demoriel still serves him unswervingly. She follows no other, though she is more than willing to lead other creatures to their demise by feigning loyalty to them. She has a particularly vile hatred for celestials (more than other devils do it seems) and enjoys corrupting and destroying them.

Combat

Demoriel attacks with her spell-like abilities, attempting to charm the strongest opponents she faces. If forced into melee, she attacks with her spell-like abilities and short sword or summons other devils to fight for her while she maintains a position away from the immediate fight.

Demoriel's natural weapons, as well as any weapons she wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Enrapture (Su): Those viewing Demoriel must succeed on a DC 30 Will save or stand enthralled for 1 minute. This functions as a *hold person* spell (caster level 20th). An affected creature can attempt a new Will save each round to break the effects. The save DC is Charisma-based. A creature that successfully saves cannot be affected by Demoriel's enrapture for one day.

Spell-Like Abilities: At will—*blasphemy* (DC 27), *charm monster* (DC 24), *detect good*, *detect magic*, *dispel magic*, *fireball* (DC 23 half), *greater teleport* (self plus 50 pounds of objects only), *hold monster* (DC 25), *invisibility* (self only), *magic circle against good* (DC 23), *major image*, *polymorph* (self only), *see invisibility*, *suggestion* (DC 23), *unholy aura* (DC 28), *wall of fire*; 1/day—*meteor swarm* (DC 29), *power word stun*. Caster level 20th. The save DCs are Charisma-based.

Summon Devils (Sp): Three times per day, Demoriel can automatically summon 1d6 erinyes or 1d2 barbed devils or she can attempt to summon one horned with a 60% chance of success.

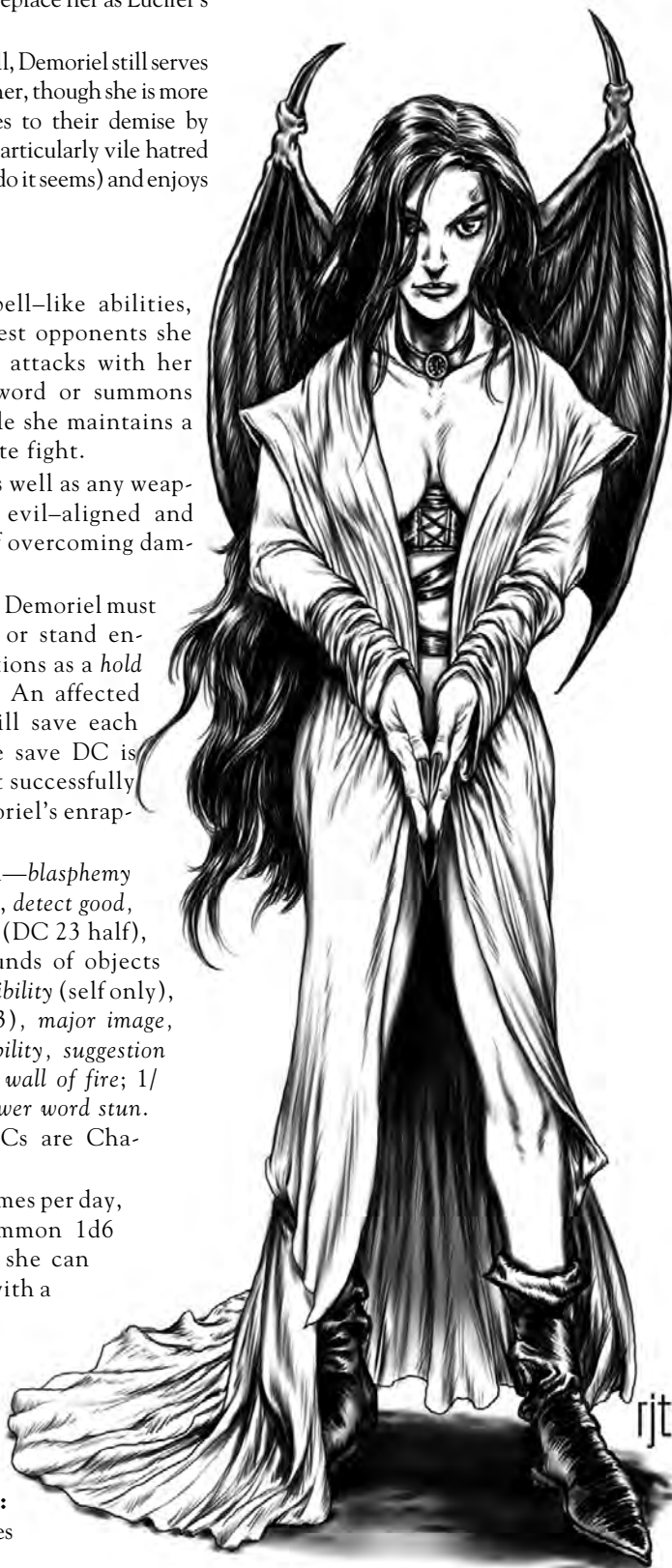
Regeneration (Ex): Demoriel takes normal damage from good-aligned silvered weapons, and from spells or effects with the good descriptor.

Resistant to Good Magic (Su): Demoriel gains a +2 bonus on all saves

against spells, spell-like abilities, and supernatural effects used against her by good-aligned creatures.

Skills: Because of her ability to lie without emotion, Demoriel gains a +8 competence bonus on Bluff, Diplomacy, and Gather Information checks.

Reaver: *Reaver* is a finely crafted +3 *unholy short sword*.



DEVIL, FLAYER (MARZACH)

Large Outsider (Evil, Extraplanar, Lawful)

Hit Dice: 12d8+108 (162 hp)

Initiative: +2

Speed: 40 ft. (8 squares)

Armor Class: 27 (-1 size, +2 Dex, +16 natural), touch 11, flat-footed 25

Base Attack/Grapple: +12/+25

Attack: Claw +21 melee (1d6+9, 19-20/x2)

Full Attack: 2 claws +21 melee (1d6+9, 19-20/x2) and bite +16 melee (1d8+4)

Space/Reach: 10 ft./10 ft.

Special Attacks: Flensing, spell-like abilities, summon devils, unholy burst

Special Qualities: Damage reduction 10/silver and good, darkvision 60 ft., devil traits, outsider traits, regeneration 5, SR 24

Saves: Fort +17, Ref +10, Will +10

Abilities: Str 29, Dex 15, Con 29, Int 14, Wis 14, Cha 14

Skills: Climb +24, Escape Artist +17, Hide +13, Intimidate +17, Jump +28, Listen +17, Move Silently +17, Search +10, Sense Motive +9, Spot +17, Survival +17 (+19 following tracks)

Feats: Align Spell-Like Ability (evil, *scorching ray*), Cleave, Improved Critical (claw), Power Attack, Weapon Focus (bite, claw)

Environment: Nine Hells or Infernus

Organization: Gang (2-4) or pack (6-11)

Challenge Rating: 11

Treasure: Standard

Alignment: Always lawful evil

Advancement: 13-24 HD (Large); 25-36 HD (Huge)

Level Adjustment: —

This hulking brute has leathery, crimson skin, and a large mouth filled with razor-sharp teeth. Large, round horns protrude from the sides of its head. Its hands and feet end in claws, and its eyes are slitted and bronze.

Flayer devils are employed by several arch devils as trackers and hunters because of their brutal and sadistic mindset. These nightmarish creatures delight in catching their prey and ripping the flesh from their bones. The flesh is devoured and the bones cast aside. Many of these brutes served under Lucifer and were ousted with him when Asmodeus cast him out of Hell. They now reside in Infernus where they perfect their craft against those that stumble into the fiery realm. Others can still be found roaming the Hells. Flayer devils sometimes hunt weaker devils, such as bearded devils, hellstokers (see their entry in this book), and lemures; the latter of whose flesh they thoroughly enjoy.

The typical flayer devil stands 13 feet tall and weighs in excess of 800 pounds.

Flayer devils speak Infernal, Common, and at least one other language.

Combat

Flayer devils are ferocious in battle, employing simple, brutal tactics. Given the chance, they always make a full attack, striking with

both claws and a bite attempting to rip an opponent's flesh from its bones. On rounds they do not attack with their natural weapons, they release an unholy burst to sicken those around them before striking again with claws and bite.

A flayer devil's natural weapons, as well as any weapons it wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Flensing (Ex): A flayer devil that scores a critical hit with a claw attack rips the flesh from its opponent's body. This attack deals 1d3 points of Constitution drain.

Spell-Like Abilities: At will—*detect good*, *greater teleport* (self plus 50 pounds of objects), *scorching ray* (3 rays); 1/day—*wall of fire*, *unholy aura* (DC 20). Caster level 12th. The save DCs are Charisma-based.

Summon Devils (Sp): Once per day, a flayer devil can attempt to summon 1d4 bearded devils or barbed devils or another flayer devil with a 35% chance of success.

Unholy Burst (Su): Three times per day, a flayer devil can release a burst of hellish black vapor in a 30-foot radius. Those caught within the area must succeed at a DC 25 Fortitude save or be sickened for 1d6 rounds. Additionally, good-aligned creatures suffer 3d6 points of unholy damage from the vapors if they fail their save. The save DC is Constitution-based.

Regeneration (Ex): A flayer devil takes normal damage from good-aligned silvered weapons, and from spells or effects with the good descriptor.



DEVIL, HELLSTOKER (MARNASOTH)

Medium Outsider (Evil, Extraplanar, Lawful)

Hit Dice: 5d8+10 (32 hp)

Initiative: +1

Speed: 30 ft. (6 squares)

Armor Class: 19 (+1 Dex, +8 natural), touch 11, flat-footed 18

Base Attack/Grapple: +5/+7

Attack: Longspear +7 melee (1d8+3, crit x3) or bellows +6 ranged touch (1d8 fire) or claw +7 melee (1d4+2)

Full Attack: Longspear +7 melee (1d8+3, crit x3) or bellows +6 ranged touch (1d8 fire) or 2 claws +7 melee (1d4+2)

Space/Reach: 5 ft./5 ft. (10 ft. with longspear)

Special Attacks: Bellows, fiery body, spell-like abilities, summon devils

Special Qualities: Damage reduction 5/silver or good, darkvision 60 ft., devil traits, oily hide, outsider traits, SR 16

Saves: Fort +6, Ref +5, Will +4

Abilities: Str 15, Dex 13, Con 15, Int 6, Wis 10, Cha 10

Skills: Balance +4, Climb +7, Escape Artist +17, Hide +7, Intimidate +4, Listen +6, Move Silently +7, Search +1, Spot +6, Survival +3

Feats: Align Spell-Like Ability (evil, *burning hands*), Power Attack

Environment: Nine Hells or Infernus

Organization: Solitary, team (4-7), or retinue (8-13)

Challenge Rating: 5

Treasure: Standard

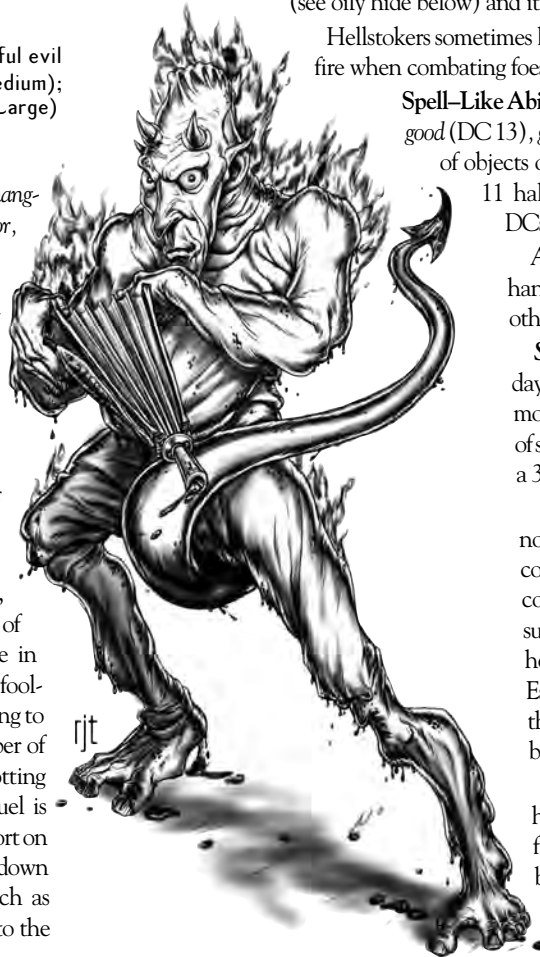
Alignment: Always lawful evil

Advancement: 6-9 HD (Medium); 10-15 HD (Large)

Level Adjustment: —

This man-sized creature has loosely hanging, rubbery flesh, grayish-black in color, and its entire body is smeared with a yellowish-brown mucus. Its head is ovoid, devoid of hair, and sports upward curving horns. A hardened ridge of bone runs from its brow, across the top of its head, and disappears into its spine. Its long, serpentine tail is dark grayish-red.

Hellstokers (or marnasoths) maintain the oil, made from the flesh of mortals, in the infernal boilers located on the lowest region of Hell. They are rarely encountered anywhere else, though on occasion a team or retinue of hellstokers enters the Material Plane in search of fuel. Most just wait for the foolhardy mortals that enjoy plane-hopping to pop into their realm where any number of devils finish them off, leaving their rotting carcasses to the hellstokers. When fuel is running low and the hellstokers are short on mortals, they form bands that hunt down and kill the least ranking devils (such as lemures), tossing their slain bodies into the boilers.



Hellstokers speak Infernal. All hellstokers carry longspears and bellows into battle.

Combat

Hellstokers attack using their longspears or natural weapons. They sometimes use *burning hands* to set one another on fire to deal with their enemies, or they use it to ignite the oil in their bellows. When outnumbered, hellstokers usually use *burning hands* against their foes and then teleport away to safety.

A hellstoker's natural weapons, as well as any weapons it wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Bellows (Ex): A hellstoker can use its *burning hands* to light its bellows as a standard action. This allows the hellstoker to fire a jet of flame from its bellows in a line to a range of 30 feet, once per round as a standard action. It must make a successful ranged touch attack to hit a foe. A creature hit by the fire takes 1d8 points of fire damage and must succeed on a DC 15 Reflex save or catch on fire (see *Catching on Fire* in the DMG).

Fiery Body (Ex): The oil coating a hellstoker's body is highly flammable. As such, a hellstoker hit with a fire effect bursts into flames. This deals no damage to the hellstoker, but does deal 1d6 points of fire damage to any creature touching or grappling the hellstoker. The fire burns for 10 rounds (1 minute) before extinguishing. This does not damage the hellstoker's oily hide; therefore, it still retains its racial bonus to Escape Artist checks (see oily hide below) and it can be caught on fire again.

Hellstokers sometimes light themselves or each other on fire when combating foes.

Spell-Like Abilities: At will—*magic circle against good* (DC 13), *greater teleport* (self plus 50 pounds of objects only); 1/day—*burning hands* (DC 11 half). Caster level 10th. The save DCs are Charisma-based.

A hellstoker can use its *burning hands* ability to ignite itself or another of its kind.

Summon Devils (Sp): Once per day, a hellstoker can attempt to summon 2d8 lemures with a 50% chance of success, or another hellstoker with a 35% chance of success.

Oily Hide (Ex): Hellstokers do not secrete oil naturally, but their constant contact with it leaves them coated with a thick layer of the substance at all times. This grants hellstokers a +10 racial bonus to Escape Artist checks (included in the statistics block). The oil cannot be washed off or removed.

Additionally, if a hellstoker is hit with a fire effect, it bursts into flames. See the hellstoker's fiery body above for details.

DEVIL: XAPHAN (DUKE OF INFERNUS)

Large Outsider (Evil, Extraplanar, Lawful)

Hit Dice:	35d8+350 (507 hp)
Initiative:	+12
Speed:	40 ft. (8 squares), fly 60 ft. (average)
Armor Class:	46 (-1 size, +8 Dex, +19 natural, +10 profane); touch 27, flat-footed 38
Base Attack/Grapple:	+35/+52
Attack:	<i>Hellstorm</i> +52 melee (2d6+23 and 1d6 fire [1d10 on crit], 18-20/x2)
Full Attack:	<i>Hellstorm</i> +52/+47/+42/+37 melee (2d6+23 and 1d6 fire [1d10 on crit], 18-20/x2)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Fiery aura, fiery gaze, spells, spell-like abilities, summon devils
Special Qualities:	Damage reduction 20/good and silver, darkvision 60 ft., devil traits, outsider traits, regeneration 10, SR 38
Saves:	Fort +29, Ref +27, Will +30
Abilities:	Str 37, Dex 27, Con 30, Int 28, Wis 28, Cha 30
Skills:	Balance +31, Bluff +48, Concentration +48, Craft (weaponsmithing) +44, Diplomacy +50, Gather Information +48, Hide +42, Intimidate +43, Jump +34, Knowledge (arcana) +47, Knowledge (the planes) +47, Knowledge (religion) +47, Listen +47, Move Silently +46, Search +47, Spellcraft +49, Spot +47, Survival +47 (+49 on other planes, +49 following tracks)
Feats:	Cleave, Combat Casting, Craft Wondrous Item, Empower Spell, Great Cleave, Improved Initiative, Iron Will, Power Attack, Quicken Spell, Quicken Spell-Like Ability (<i>fireball</i>), Weapon Focus (falchion), Widen Spell
Environment:	Infernus
Organization:	Solitary or troupe (Xaphan plus 1-2 pit fiends)
Challenge Rating:	26
Treasure:	Double standard, plus Large +4 <i>unholy flaming falchion</i>
Alignment:	Always lawful evil
Advancement:	—
Level Adjustment:	—

A massively built satyr-like creature with blackish-brown flesh, this monster tightens its grip on its fiery falchion. Small horns jut from its forehead, just above its golden eyes. Its hair is long and black, and tied back in a braided ponytail. Two, large bat wings protrude from its back.

Xaphan, the Burning Duke, serves Lucifer (see the **Tome of Horrors**), leading 15 companies of pit fiends in his service. He is completely loyal to the Prince of Darkness and was with Lucifer during the Unholy Schism. It was Xaphan that, during the Unholy Schism, attempted to set the heavens on fire and consume each and every angel and celestial in a blazing inferno.

Xaphan was cast down along with Lucifer and the other angels for their sacrilege and it is said he helped Lucifer construct Hell itself. It is known among scholars that Xaphan was the one that stoked Hell's furnaces in Lucifer's great basalt palace, powering the furnaces with unholy fire fed by tortured souls. When Asmodeus and the other devils rose against Lucifer, Xaphan fought against the uprising and

slew many devils, even inflicting a near-fatal wound on Asmodeus himself. (The intervention of a devil named Mephistopheles saved Asmodeus from ultimate destruction.) In the end however, Xaphan was cast out of Hell along with Lucifer and now resides in Infernus, a pocket-plane of infernal and everlasting fires located somewhere in the great configuration.

From Lucifer's great palace, *Malefacta*, Xaphan aids Lucifer in replenishing his forces and increasing his power with the ultimate goal being the reclaiming of Hell's Throne. And when the battle for Hell does come, Xaphan will be beside Lucifer once again—and this time, Mephistopheles won't be able to stop Xaphan from finishing off Asmodeus.

Xaphan spends his days in *Malefacta* where he keeps a legion of hellstoker devils (see their entry in this book) busy stoking the furnaces and a retinue of barbed devils forging weapons for the eventual war to reclaim Hell.

Xaphan stands 13 feet tall.

Combat

Xaphan is a deadly adversary in battle and rarely, if ever, backs down from a fight. He is not stupid however, and should the battle go against him, he either flees (via *greater teleport*) or summons a troupe of pit fiends to cover his escape. In battle, Xaphan unleashes his full fury against a foe; starting with his fiery gaze. Those that survive are then witness to his fiery aura power. If within range, he likes to grab a foe and hold on while using his fiery aura power. The rest of the battle alternates between Xaphan using his great falchion and his spells and spell-like abilities.

Xaphan's natural weapons, as well as any weapons he wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Fiery Aura (Su): As a free action, Xaphan can cause his entire body to erupt in unholy fire (the same fires he uses to stoke his furnaces). Creatures within 5 feet of or grappling Xaphan take 1d6 points of fire damage and 1d6 points of unholy damage each round. There is no save against either effect, but resistance to or immunity to fire reduces or negates the fire damage.

Fiery Gaze (Su): A creature that meets Xaphan's gaze must succeed on a DC 36 Will save or be affected as follows:

1st-round: The victim's blood begins to boil, dealing 3d6 points of fire damage this round; the victim takes a -2 circumstance penalty on attack rolls, weapon damage rolls, ability and skill checks, and saves. A DC 37 Fortitude save halves the fire damage but does not negate the penalties.

2nd-round: The victim's blood reaches searing temperatures and begins to burn away muscle and flesh; the circumstance penalty increases to -4. Smoke rises from the victim's flesh. The

"The Unholy Schism was the beginning of what is to come. Every angelic being, every creature of good, and all that oppose the Great Lucifer shall be consumed in eternal and everlasting fire." — Xaphan.

The Tome of Horrors II

victim takes 6d6 points of fire damage this round. A DC 37 Fortitude save halves the fire damage but does not negate the penalties.

3rd-round: The victim's blood erupts into an inferno and explodes from its body dealing 12d6 points of fire damage; the victim is stunned for 3 rounds. A DC 37 Fortitude save halves the fire damage but the victim is still stunned.

A successful Will save renders a creature immune to Xaphan's gaze for one day. The save DC against the gaze is Charisma-based and the Fortitude saves are Constitution-based.

Spell-Like Abilities: At will—*animate dead*, *blasphemy* (DC 27), *detect magic*, *detect good*, *detect thoughts* (DC 22), *discern location*, *fireball* (DC 23 half), *greater dispel magic*, *greater teleport* (self plus 50 pounds of objects only), *improved invisibility* (self only), *magic circle against good* (DC 23), *locate creature*, *polymorph* (self only), *produce flame* (DC 22), *pyrotechnics* (DC 22), *resurrection*, *scorching ray* (3 rays), *suggestion* (DC 23), *true seeing* (DC 26), *unhallow*, *unholy aura* (DC 28), *wall of fire*; 1/day—*limited wish*, *power word kill*, *symbol of fear* (DC 26), *symbol of weakness* (DC 27). Caster level 20th. The save DCs are Charisma-based.

Spells: Duke Xaphan casts arcane spells as a 20th-level sorcerer. His spell list is below. The saves are Charisma-based.

Spells Known (Cast per Day 9/8/8/8/8/8/7/7/7; save DC 20 + spell level): 0—*acid splash*, *arcane mark*, *dancing lights*, *daze*, *flare*, *ghost sound*, *mage hand*, *ray of frost*, *touch of fatigue*; 1st—*cause fear*, *charm person*, *disguise self*, *hypnotism*, *ray of enfeeblement*; 2nd—*arcane lock*, *gust of wind*, *misdirection*, *shatter*, *spider climb*; 3rd—*daylight*, *deep slumber*, *haste*, *nondetection*; 4th—*crushing despair*, *dimensional anchor*, *enervation*, *phantasmal killer*; 5th—*baleful polymorph*, *break enchantment*, *cloudkill*, *dismissal*; 6th—*greater dispel magic*, *chain lightning*, *planar binding*; 7th—*delayed blast fireball*, *finger of death*, *waves of exhaustion*; 8th—*binding*, *sunburst*, *trap the soul*; 9th—*energy drain*, *prismatic sphere*, *wail of the banshee*.

Summon Devils (Sp): Three times per day, Xaphan can automatically summon 2 barbed devils, bone devils, or horned devils, or 1d4 bearded devils or hellstokers, or he can attempt to summon 1d2 pit fiends with an 80% chance of success.

Regeneration (Ex): Xaphan takes normal damage from good-aligned silvered weapons, and from spells or effects with the good descriptor.

Hellstorm: *Hellstorm* is a Large +4 unholy flaming burst falchion.



DRACONID

Huge Aberration	
Hit Dice:	15d8+60 (127 hp)
Initiative:	+6
Speed:	40 ft. (8 squares), climb 20 ft.
Armor Class:	23 (-2 size, +2 Dex, +13 natural), touch 10, flat-footed 21
Base Attack/Grapple:	+11/+26
Attack:	Bite +16 melee (2d6+7 plus poison)
Full Attack:	2 bites +16 melee (2d6+7 plus poison)
Space/Reach:	15 ft./15 ft.
Special Attacks:	Breath weapon, poison, web
Special Qualities:	Damage reduction 10/magic, darkvision 60 ft., resistance to fire 5
Saves:	Fort +9, Ref +7, Will +11
Abilities:	Str 24, Dex 14, Con 19, Int 6, Wis 14, Cha 11
Skills:	Climb +15, Listen +13, Spot +13
Feats:	Alertness, Improved Initiative, Improved Poison, Power Attack, Shape Breath Weapon, Weapon Focus (bite)
Environment:	Underground
Organization:	Solitary
Challenge Rating:	9
Treasure:	Standard coins, double goods (gems only); standard items
Alignment:	Always neutral (evil tendencies)
Advancement:	16-25 HD (Huge); 26-45 HD (Gargantuan)
Level Adjustment:	—

This hideous creature looks like a cross between a giant spider and dragon or hydra. Where its head should be, two long serpentine necks sprout from its body. Its head and neck are scaled gray, and its spidery torso is covered in short, coarse fur.

Draconids are a hideous cross between either a giant spider and a hydra or a giant spider and a dragon, depending on who you ask. They dwell deep underground where they dine on the flesh of elves, dwarves, goblins, and just about anything else that crosses their path. These creatures are never encountered on the surface world, preferring to spend their lives underground.

Draconids are solitary creatures and never mix with others of their own kind (except for mating purposes). If a draconid moves into another's territory, a fight almost always ensues as soon as they discover one another. A typical draconid hunting ground covers an area of nearly 10 miles from its lair.

When not hunting, a draconid spends its time in its lair. A draconid's lair is something most disgusting and quite memorable to those that stumble across it. A tangled mess of shiny coins and gems mixed with corpses, bones, and rotted flesh.

Draconids speak Draconid and Common.

Combat

A draconid usually waits in its web until prey passes underneath or nearby. It then releases its breath weapon and moves into melee. Once engaged, the draconid bites with one head and breathes fire with the other. If facing a large group of opponents, it often reshapes its breath weapons and fires both in a large, overlapping cone to try and catch as many of its foes as it can.

Breath Weapon (Su): Each head can breathe a jet of fire once every 1d4 rounds in a 30-foot line. A jet deals 3d6 points of fire damage per head. A successful DC 21 Reflex save halves the damage. The save DC is Constitution-based.

Poison (Ex): A draconid delivers its poison with each successful bite attack. The save DC is Constitution-based.

Draconid Poison: Injury, Fortitude DC 21; initial and secondary damage 1d6 Dexterity.

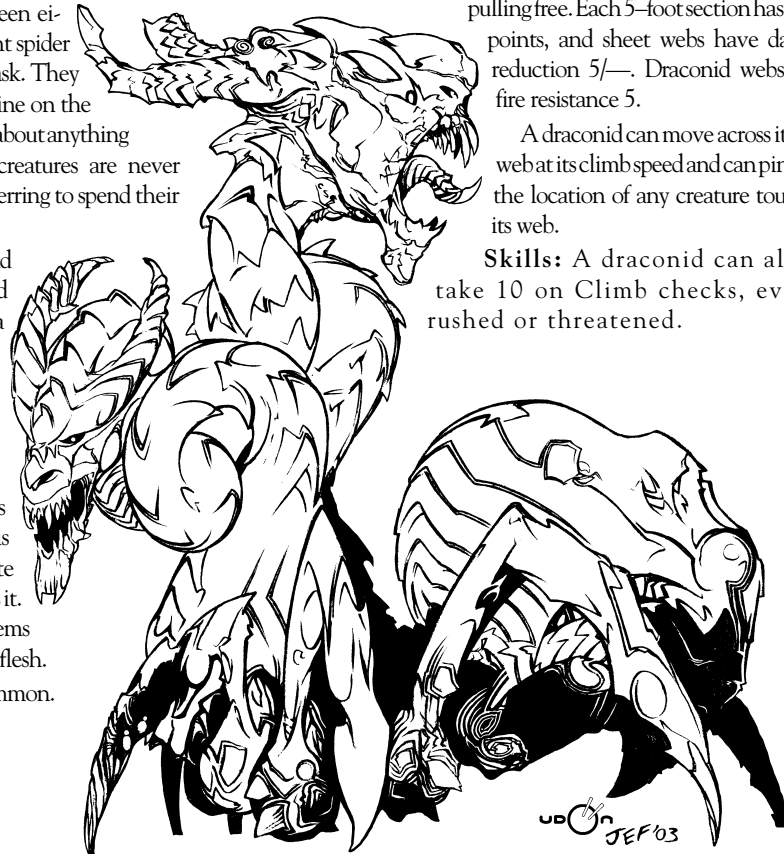
Web (Ex): A draconid can throw a web six times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size category larger than the draconid. An entangled creature can escape with a successful DC 21 Escape Artist check or burst it with a DC 25 Strength check. Both are standard actions. The check DCs are Constitution-based, and the Strength check DC includes a +4 racial bonus.

Draconids often create sheets of sticky webbing 40 feet square. They usually position these sheets to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed on a DC 20 Spot check to notice a web; otherwise they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while

pulling free. Each 5-foot section has 12 hit points, and sheet webs have damage reduction 5/—. Draconid webs have fire resistance 5.

A draconid can move across its own web at its climb speed and can pinpoint the location of any creature touching its web.

Skills: A draconid can always take 10 on Climb checks, even if rushed or threatened.



DRAGON, DUNGEON (DRACO CARCER DOMINUS)

Large Dragon (Shapechanger)

Hit Dice:	10d12+30 (95 hp)
Initiative:	+0
Speed:	30 ft. (6 squares), 60 ft. fly (poor)
Armor Class:	21 (-1 size, +12 natural), touch 9, flat-footed 21
Base Attack/Grapple:	+10/+21
Attack:	Bite +16 melee (2d6+7)
Full Attack:	Bite +16 melee (2d6+7) and 2 claws +11 melee (1d8+3)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Breath weapon, dominate monster
Special Qualities:	Change shape, craft crystal ball, damage reduction 10/magic, darkvision 120 ft., dragon traits, low-light vision, scent
Saves:	Fort +10, Ref +7, Will +10
Abilities:	Str 25, Dex 11, Con 16, Int 16, Wis 16, Cha 14
Skills:	Bluff +15, Craft (trapmaking) +16, Diplomacy +15, Gather Information +15, Knowledge (architecture) +19, Knowledge (dungeoneering) +16, Listen +22, Search +16, Spot +22
Feats:	Alertness, Flyby Attack, Power Attack, Skill Focus (Knowledge [architecture])
Environment:	Underground
Organization:	Solitary
Challenge Rating:	9
Treasure:	Triple standard, plus <i>crystal ball</i>
Alignment:	Usually neutral
Advancement:	11–20 HD (Large); 21–30 HD (Huge)
Level Adjustment:	—

This long, serpentine creature has small atrophied wings and glistening scales. Two small horns dominate its triangular head. Its body is gray in color, with scales tipped in flecks of gold and green. Its eyes are rounded and gold or gray.

The dungeon dragon is a rare dragon race that delights in building intricate underground dungeons and mazes in which to ensnare would-be-delvers.

The dungeon dragon is a curious creature that gets amusement by watching other beings engaged in life and death struggle. To this end, a dungeon dragon will either take over or excavate a maze-like subterranean lair, setting traps and placing monsters to populate it. To this end, dungeon dragons often pursue the arcane arts to learn spells that further enable it to gather or create denizens for its dungeon. Younger dungeon dragons tend to lair in natural caverns to ease the burden of construction. Older, more experienced dungeon dragons have been known to construct their

own sprawling subterranean complexes, even to the point of hiring on dwarven work gangs and swearing them to secrecy.

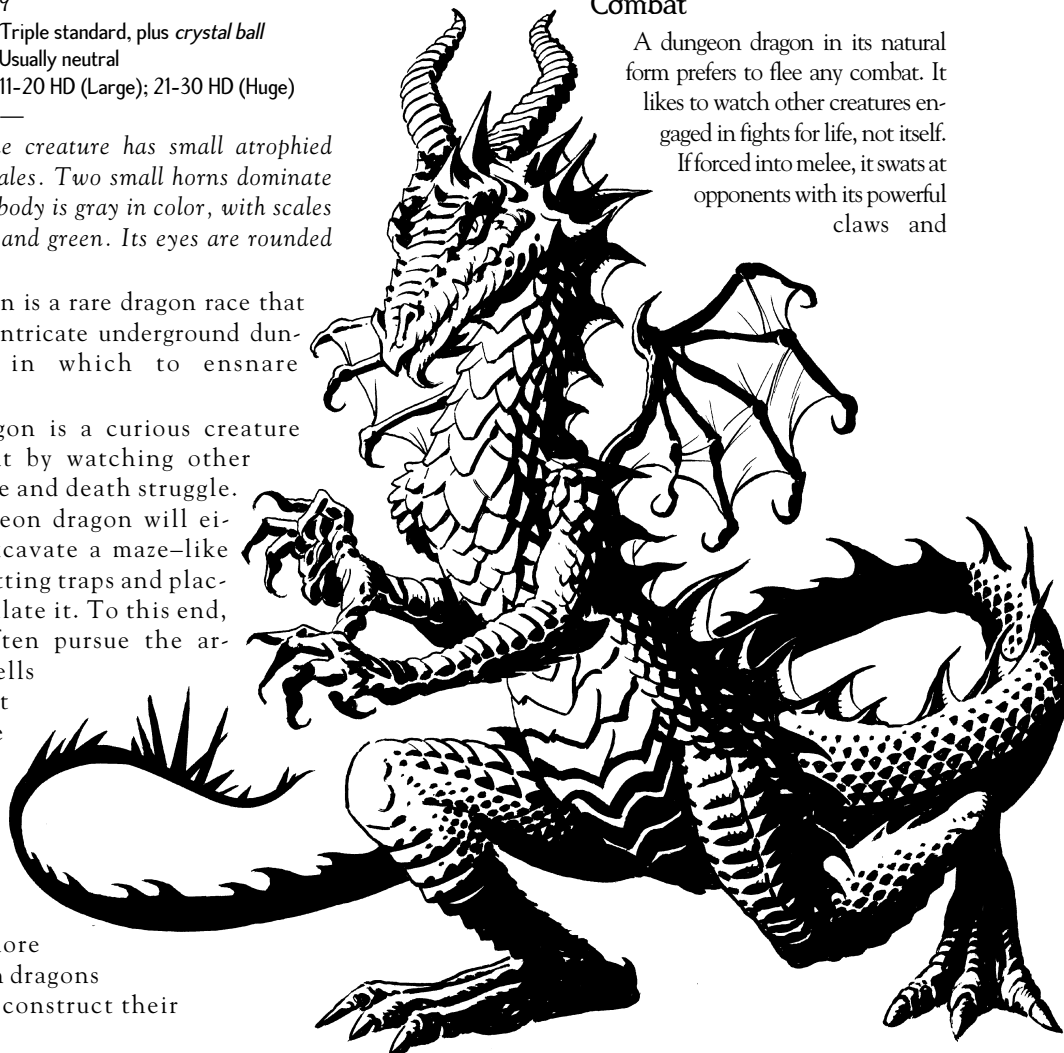
Once construction and refurbishing is complete, the dungeon dragon polymorphs itself into a humanoid and ventures into the surrounding countryside. There it spreads rumors and tales of this horrible catacomb in hopes of luring adventurers forth so it may watch them. Young dungeon dragons will often spend years living among humanoids, even to the point of taking up a class and joining adventurers involved in dungeon delves. On such adventures, the intrepid dungeon dragon takes notes regarding the devious traps and monsters it encounters so that it can add such things to its own lair.

Oddly enough, although a dungeon dragon goes to great pains to amass a treasure hoard, it cares little for material wealth. Rather, it uses the treasure it gathers as bait in its dungeon to lure in adventurers and provide it the entertainment it so greatly desires. Watching adventurers explore its catacomb is the only real treasure a dungeon dragon desires. The only material possession a dungeon dragon will risk its life to save is its *crystal ball*.

Dungeon dragons speak Draconic, Common, and at least two other languages.

Combat

A dungeon dragon in its natural form prefers to flee any combat. It likes to watch other creatures engaged in fights for life, not itself. If forced into melee, it swats at opponents with its powerful claws and



bite. While masquerading as a humanoid, a dungeon dragon fights in a manner appropriate to its “class.” A dungeon dragon is proficient in the use of all simple and martial weapons and light and medium armor and shields.

Breath Weapon (Su): Once every 1d4 rounds, a dungeon dragon can emit a blast of warm mist in a 100-foot line or 50-foot cone. Creatures caught in the area must succeed on a DC 18 Will save or be affected as if by a *confusion* spell for 1 minute. The save DC is Constitution-based.

Dominate Monster (Sp): Three times per day, a dungeon dragon can generate an effect identical to a dominate monster spell (caster level is equal to the dragon’s HD). An affected creature can make a DC 21 Will save to resist the effects. The save DC is Charisma-based and includes a +4 racial bonus.

A dungeon dragon uses this ability to populate its dungeon with monsters it encounters in the surrounding terrain.

Change Shape (Su): At will, a dungeon dragon can *polymorph* itself into any humanoid creature (as the *polymorph* spell, caster level 15th). It never suffers disorientation as a result of this ability and can remain in its humanoid form as long as it wishes.

Craft Crystal Ball (Su): No dungeon dragon is without its *crystal ball*. The one thing dungeon dragon parents teach their young is how to craft their own scrying crystals. Without this vital piece of equipment, all of the dragon’s labor is in vain. For the purposes of constructing its own *crystal ball*, a dungeon dragon automatically meets all the prerequisites—they are taught the necessary skills and spells from birth. A dungeon dragon can only innately create a basic *crystal ball* (see Wondrous Items in the *DMG*). Those with an Intelligence score of 18 or higher often create new *crystal balls* with additional powers.

Skills: Dungeon dragons have a +4 racial bonus on Listen and Spot checks.

DRAGON, SMOKE (DRACO FUMO)

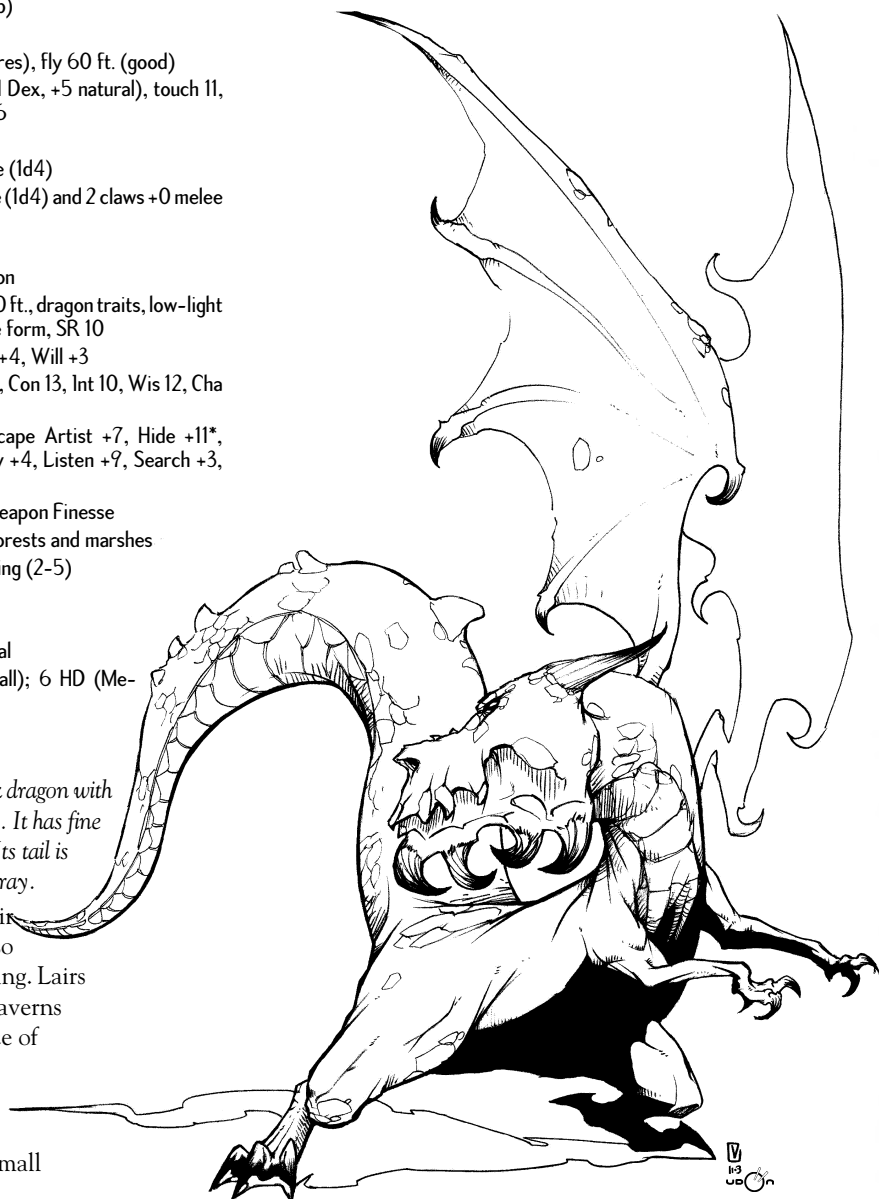
Small Dragon (Air)

Hit Dice:	3d12+3 (16 hp)
Initiative:	+1
Speed:	15 ft. (3 squares), fly 60 ft. (good)
Armor Class:	17 (+1 size, +1 Dex, +5 natural), touch 11, flat-footed 16
Base Attack/Grapple:	+3/-1
Attack:	Bite +5 melee (1d4)
Full Attack:	Bite +5 melee (1d4) and 2 claws +0 melee (1d3)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Breath weapon
Special Qualities:	Darkvision 60 ft., dragon traits, low-light vision, smoke form, SR 10
Saves:	Fort +4, Ref +4, Will +3
Abilities:	Str 11, Dex 12, Con 13, Int 10, Wis 12, Cha 10
Skills:	Bluff +6, Escape Artist +7, Hide +11*, Move Silently +4, Listen +9, Search +3, Spot +9
Feats:	Alertness, Weapon Finesse
Environment:	Temperate forests and marshes
Organization:	Solitary or wing (2-5)
Challenge Rating:	2
Treasure:	None
Alignment:	Usually neutral
Advancement:	4-5 HD (Small); 6 HD (Medium)
Level Adjustment:	—

This creature resembles a small black dragon with a gray underbelly and red-tinged wings. It has fine scales and small under-curved horns. Its tail is twice as long as its body and its eyes are gray.

Smoke dragons venture from their lair when the fog is the thickest, so most encounters occur in the morning. Lairs take the form of natural caves or caverns and are usually near a natural source of water.

Smoke dragons eat just about anything but prefer a diet of fruits, plants, and berries. They also eat small



animals such as mice and other rodents found slinking near their lair. A smoke dragon's feeding ground is generally small and most cover an area of less than 1 square mile.

Smoke dragons live in small groups and such a group always includes at least one mated pair. If young are present they have 1 HD, 6 hp and no combat abilities or breath weapon. Hatchlings can assume smoke form for 1 minute per day but cannot fly. If eggs are present (1d4 normally), the female guards them closely and will fight to the death protecting them. Eggs are round, mottled gray and black.

Smoke dragons speak Draconic and Common.

Combat

Smoke dragons are generally inoffensive creatures and keep to themselves. Only when they or their lair is threatened do they become hostile.

A smoke dragon unleashes its breath weapon and then swoops in to attack with its claws and bite. If it is outnumbered or overwhelmed, the creature uses its smoke form to avoid its opponents and flee.

Multiple smoke dragons gang up against foes, alternating their breath weapon and natural attacks with the other smoke dragons in the gang.

Breath Weapon (Su): A smoke dragon's breath weapon is a cone of thick, black smoke with a range of 20 feet. The smoke cloud lasts 1d4 rounds before dispersing and can be affected by wind. Creatures caught in the smoke must succeed on a DC 12 Fortitude save each round or spend that round coughing and choking. A creature that chokes for 2 consecutive rounds takes 1d6 points of nonlethal damage per 2 HD of the smoke dragon. Each round a creature spends in the smoke, the save DC increases by +1. The save DC is Constitution-based. The smoke obscures vision and gives concealment (20% miss chance) to creatures within it.

Smoke dragons are immune to the choking effects of their own breath weapon as well as the breath weapon of other smoke dragons.

Smoke Form (Ex): Once per day, a smoke dragon can assume a smoky form as a free action. It can spend up to 1 minute per day per HD in smoke form. A smoke form dragon can fly at a speed of 60 feet (good maneuverability). The ability is otherwise similar to a *gaseous form* spell.

Skills: *Due to their coloration, smoke dragons gain a +4 racial bonus to Hide checks in areas of smoke or dense fog.

DRAGONSHIP

Gargantuan Construct

Hit Dice:	20d10+60 (170 hp)
Initiative:	-3
Speed:	Swim 40 ft. (8 squares)
Armor Class:	23 (-4 size, -3 Dex, +20 natural), touch 3, flat-footed 23
Base Attack:	+15/+36
Attack:	Bite +20 melee (1d8+9)
Full Attack:	Bite +20 melee (1d8+9) and 4 slams +15 melee (2d6+4)
Space/Reach:	20 ft./15 ft.
Special Attacks:	Breath weapon
Special Qualities:	Construct traits, damage reduction 15/adamantine, darkvision 60 ft., fire vulnerability, navigate, winds
Saves:	Fort +6 Ref +1, Will +6
Abilities:	Str 28, Dex 4, Con —, Int —, Wis 10, Cha 10
Skills:	Swim +17
Feats:	—
Environment:	Any aquatic
Organization:	Solitary
Challenge Rating:	10
Treasure:	None
Alignment:	Always neutral
Advancement:	—
Level Adjustment:	—

This automaton appears as a massive wooden longship.

A dragonship is an animated sailing vessel—identical to a longship in every way (see the DMG) except that it is only 40 feet long. It has a standard square-rigged sail, and 10 oars (5 on each side). The front of the ship sports a great wooden dragon-like figurehead. Using its oars or its ability to generate winds on its own, a dragonship is rarely at the mercy

of the weather. It has a near perfect knowledge of local sea charts and navigation routes. Its primary function is as a transport that needs no crew; it can be told one's destination and it will sail there by the quickest route possible.

As a sailing vessel a dragonship has a crew of 30 and can carry up to 35 tons of cargo. Its speed is that of a normal longship.

Combat

Although generally used as a warship, a dragonship's primary function is that of a sailing vessel. A dragonship is not particularly adept at combat and it cannot maneuver to defend itself if it is beached; in such cases it relies on its crew for defense. A dragonship bites and breathes fire with its dragon-like head, and can use up to four oars to slap at foes that approach from the flanks.

Breath Weapon (Su): Three times per day, a dragonship can belch forth a gout of fire in a 30-foot line that deals 10d6 points of fire damage. A successful DC 20 Reflex save halves the damage. The save DC is Constitution-based.

Fire Vulnerability: A dragonship takes half again as much damage (+50%) as normal from fire, regardless of whether a save is allowed, or if the save is a success or failure.

Navigate (Ex): A captain merely has to whisper into the ear of the dragon-head and make a Profession (sailor) check (DC 15) to get the dragonship to understand its course. A dragonship never gets lost on an ocean voyage, and has a 50% chance of auto-

matically being aware of any safe coastline, seaside towns and villages, and hidden ocean dangers such as reefs and sandbars (it only knows of such dangers if they are in the volume of sea charts used in its creation).

Winds (Su): At will, a dragonship can cause winds to fill its sails. This operates as the *control winds* spell (caster level 10th) with the restriction that it can only increase the wind's force for the purposes of propulsion. The winds are generated from a point beyond and slightly above the dragonship's stern. A dragonship cannot use these winds to attack; their sole purpose is propulsion.

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

Construction

A dragonship's body is a constructed similar to a normal longship fitted with a dragon-head mounted on the bow. The ship costs 10,000 gp and the figure-head costs 1,000 gp. Also required is a volume of sea charts and maps (total value at least 200 gp), to be burned in the mouth of the dragonship's head upon completion of its construction. Consumed in the fire, the distilled knowledge of the sea charts provides the dragonship with its ability to navigate. Assembling the body requires a successful Craft (shipbuilding) check (DC 20).

Caster level 16th; Craft Construct (see the MM), *fireball*, *geas/quest*, *limited wish*, *liveoak*, *polymorph any object*, caster must be at least 16th level; Price 99,200 gp; Cost 60,800 gp + 3,520 XP.



ELUSA HOUND

Medium Magical Beast	
Hit Dice:	4d10+8 (30 hp)
Initiative:	+2
Speed:	50 ft. (10 squares)
Armor Class:	15 (+2 Dex, +3 natural), touch 12, flat-footed 13
Base Attack/Grapple:	+4/+6
Attack:	Bite +6 melee (1d6+3)
Full Attack:	Bite +6 melee (1d6+3)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Trip
Special Qualities:	Aura tracking, detect magic, darkvision 60 ft., low-light vision, scent, SR 12
Saves:	Fort +6, Ref +6, Will +2
Abilities:	Str 15, Dex 15, Con 15, Int 6, Wis 12, Cha 8
Skills:	Listen +5, Spot +5, Survival +4 (+8 when tracking by scent)
Feats:	Alertness, Track
Environment:	Temperate forests and plains
Organization:	Solitary, pair, or pack (4-7)
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral
Advancement:	3-9 HD (Medium); 10-12 HD (Large)
Level Adjustment:	—

This powerful wolf-like dog has coarse white fur and pale white skin, and a short, bushy tail. Its eyes are a sickly yellow in color and its teeth are bone white.

Elusa hounds are used by different creatures for different reasons; though ultimately there have but one purpose: tracking (and often killing) magic-wielders.

These creatures can detect the emanations given off by arcane and divine spellcasters and use this scent to track them. The origins of the elusa hounds have mystified even the most learned of sages, for though they seem to be born of magic, no spellcaster in his or her right mind would ever create such a beast.

Renegade bands enthralled with the idea of ridding the world of spellcasters sometimes employ them. Civilized towns and cities likewise use them in places where magic is forbidden or policed by the local government. In other instances, they are used by spellcasters to ferret out rivals.

If *detect magic* is successfully cast on an elusa hound it radiates a moderate aura of divination magic.

Elusa hounds cannot speak, but do seem to understand Common.

Combat

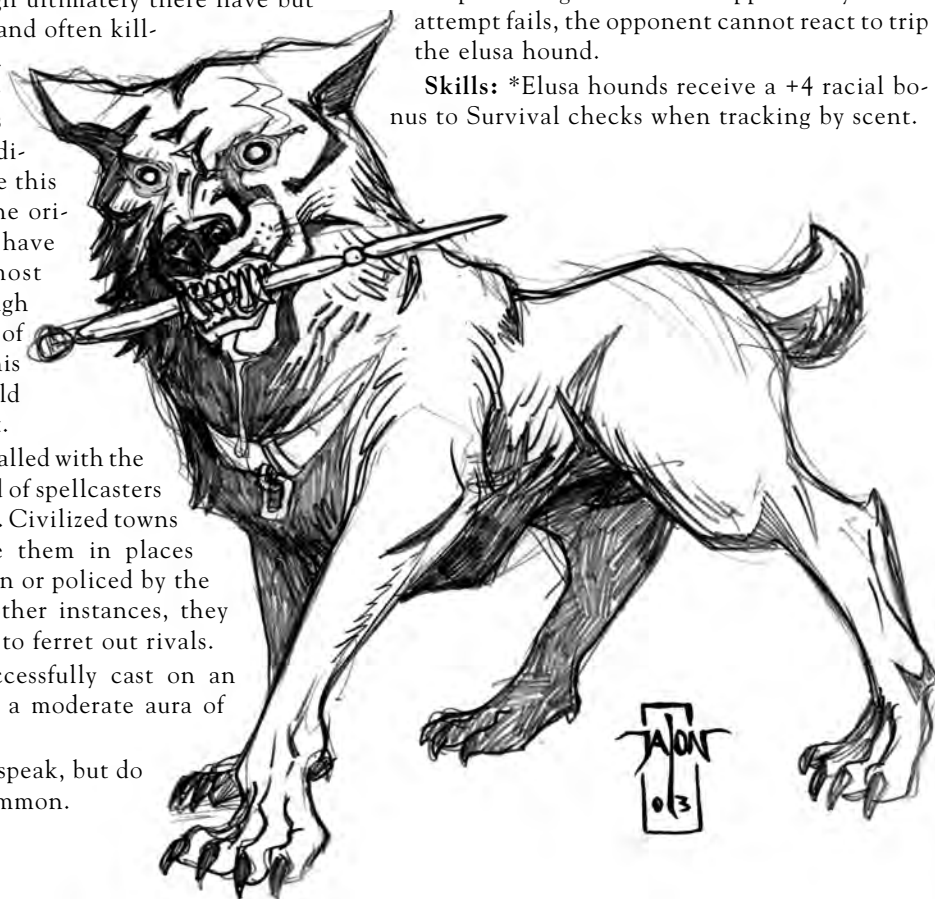
When given instructions to track or kill a target, a pack of elusa hounds uses tactics similar to other canine animals: circle the prey and attack simultaneously from the front, rear, and flanks. These beasts can easily be trained to pin or hold a foe rather than kill it. This tactic is often employed by military or government units when they wish to capture and interrogate a renegade spellcaster. When using these tactics, the elusa hound attempts to trip its foe and then pins it with a bite.

Aura Tracking (Su): If an elusa hound has “tasted” the magical aura of a living creature (a creature it has successfully used its *detect magic* ability against or a spell it has successfully detected that was cast by such a creature), it gains a +10 competence bonus to its Survival check when tracking that target. The aura must be fresh (“tasted” within the last 3 hours) or the elusa hound does not gain this bonus. This bonus stacks with the racial bonus the hound receives for tracking by scent (see below).

Detect Magic (Su): Elusa hounds can detect magic, as the spell (caster level 6th). This ability is always active and can be dispelled, but the creature can restart it as a free action on its next turn.

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

Skills: *Elusa hounds receive a +4 racial bonus to Survival checks when tracking by scent.



ENCEPHALON GORGER

Medium Aberration (Extraplanar)

Hit Dice:	10d8+20 (65 hp)
Initiative:	+7
Speed:	30 ft. (6 squares)
Armor Class:	19 (+3 Dex, +6 natural), touch 13, flat-footed 16
Base Attack/Grapple:	+7/+9
Attack:	Claw +10 melee (1d6+1)
Full Attack:	2 claws +10 melee (1d6+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Improved grab, mindfeed
Special Qualities:	Adrenal surge, darkvision 60 ft., fast healing 5, mindsense, mind screen, resistance to cold 10
Saves:	Fort +5, Ref +6, Will +9
Abilities:	Str 12, Dex 16, Con 14, Int 21, Wis 15, Cha 15
Skills:	Bluff +8, Diplomacy +13, Escape Artist +9, Intimidate +15, Knowledge (anatomy) +18, Listen +12, Search +18, Spot +12, Survival +15 (+17 following tracks)
Feats:	Alertness, Improved Initiative, Power Attack, Weapon Finesse
Environment:	Any land
Organization:	Solitary, crowd (2-5), or array (4-7)
Challenge Rating:	8
Treasure:	Standard
Alignment:	Usually chaotic evil
Advancement:	By character class
Level Adjustment:	+7

This creature is a sleek, pale-skinned humanoid with leathery white, semi-translucent flesh. It is a bit taller than an average human. Its features are delicate and precise. The creature's arms and legs are spindly, and each ends in four digits. This creature is completely hairless and its eyes are small with nictating lens.

Encephalon gorgers (sometimes known as cranial vampires) are malevolent creatures from another dimension or plane of existence. They are greatly feared by intelligent creatures for they use such beings (their brain fluid to be exact) to power their great cities. Many of these creatures have constructed strongholds or outposts on the Material Plane, though it is unknown when they first appeared on that plane.

Encephalon gorgers have a disliking for direct sunlight, though they are not harmed by it. When traveling aboveground in daylight hours, they usually cloak themselves in robes of gray or black.

The gorgers' leathery, whitish flesh is nearly translucent and in older encephalon gorgers one can faintly see veins and other organs pushing grayish-brown blood through its body. Its mouth is lined with short, needle-like teeth, with the canines being most pronounced (perhaps the reason these monsters are sometimes called cranial vampires).

An encephalon gorgers speaks its own alien tongue, Common, and at least four other languages.

Combat

Encephalon gorgers enter battle using their claws to slash and tear their foes. At first chance, an encephalon gorgers grabs an opponent and sinks its teeth into the foe's head, draining it of cerebral fluid. An encephalon gorgers will not put itself in danger by ignoring other threats around it, so generally it only drinks when all of its other foes are either dead or engaged with others of its kind.

Often times, an encephalon gorgers attempts to capture rather than kill its prey especially in the case of intelligent humanoids. Captured prey is taken to the encephalon gorgers' city where it is handed over to the Breeders who tend the slave pits.

Improved Grab (Ex): To use this ability, an encephalon gorgers must hit an opponent up to one size larger than itself with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold that deals claw damage each round and allows it to use its mindfeed ability.

Mindfeed (Su): An encephalon gorgers can suck brain fluid from a living creature with its fangs by making a successful grapple check. If it pins the foe, it drains cerebral fluid, dealing 1d4 points of Intelligence drain each round the pin is maintained. On each successful attack, the encephalon gorgers gains 5 temporary hit points. At Intelligence 0, a grappled foe collapses, helpless and unconscious in a coma-like stupor.

Adrenal Surge (Ex): Twice per day, an encephalon gorgers can create an effect on itself identical to a *haste* spell (caster level 10th).

Fast Healing (Ex): An encephalon gorgers heals 5 points of damage each round so long as it has at least 1 hit point.

Mindsense (Su): An encephalon gorgers can gauge the relative intelligence level of any creature within 60 feet. This ability can be dispelled, but the encephalon gorgers can restart it as a free action on its next turn. The creature often uses this power to locate the most intelligent creature in a group, whom it then targets for capture (or a meal).

Mind Screen (Ex): The mind of an encephalon gorgers is an alien and dangerous place. Should a creature target an encephalon gorgers with a mind-affecting effect (charms, compulsions, phantasms, patterns, and morale effects), telepathy, or psionic mind-affecting effect or attack, it must succeed on a DC 20 Will save or be driven permanently insane (as by an *insanity* spell, caster level 15th). The save DC is Intelligence-based.

Encephalon Gorgor Society

Encephalon gorgers refer to themselves as *Silians* and they make their homes deep beneath the surface world or hidden far away from prying eyes (cloaked by natural occurrences such as fog or mist or hidden by magic). Underground lairs resemble great domed cities, while those on the surface resemble iron fortresses of exquisite craftsmanship. Each lair, regardless of its location, has dozens of slave pits and breeding pits filled with captured, intelligent humanoids (or other creatures). The slaves are maintained by a specialized group of *silians* called the Breeders. It is their job to tend to food supply of the city at all times and to gauge the relative worth of each and every humanoid used by the gorgers for feeding.

Encephalon gorgers sometimes trade with other races, usually trading for slaves, which are taken to the Breeders. Other slaves are kept by particular encephalon gorgers and assigned menial tasks. Once such a slave has exhausted its usefulness, it is "recycled" in the food pens so long as it isn't dead. Dead slaves or those that die from excessive feedings are

discarded, ground up into a bland paste that is fed to the other slaves.

Little is known of particulars regarding the gorgor's society; such as reproduction, lifespan, aging patterns and so on. A few things that are known come from a group of adventurers that saw one of the iron fortresses and lived to tell about it. They spoke of large vats filled with cranial fluid maintained by the Breeders and of young *silian* being grown in these vats. They also spoke of the horrid squalor of the breeding pits and the slaves kept in them.



FEAR GUARD

Medium Undead (Incorporeal)	
Hit Dice:	6d12 (39 hp)
Initiative:	+6
Speed:	Fly 30 ft. (good) (6 squares)
Armor Class:	15 (+2 Dex, +3 deflection), touch 15, flat-footed 13
Base Attack/Grapple:	+3/—
Attack:	Incorporeal touch +6 melee (1d4 Wis)
Full Attack:	Incorporeal touch +6 melee (1d4 Wis)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Fear aura, spell-like abilities, Wisdom damage, create spawn
Special Qualities:	Darkvision 60 ft., daylight weakness, incorporeal traits, see in darkness, +2 turn resistance, undead traits
Saves:	Fort +1, Ref +3, Will +5
Abilities:	Str —, Dex 15, Con —, Int 10, Wis 12, Cha 16
Skills:	Hide +8*, Listen +7, Spot +7
Feats:	Blind-Fight, Improved Initiative, Weapon Focus (incorporeal touch)
Environment:	Underground
Organization:	Solitary or group (2-5)
Challenge Rating:	5
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	7-9 HD (Medium); 10-18 HD (Large)
Level Adjustment:	—

This incorporeal entity appears as a hooded humanoid figure donned in flowing robes of translucent gray over a suit of incorporeal armor. Its facial features are a swirl of maddening images, fluctuating between a serene and calm countenance to a face twisted in horror and fear.

Fear guards embody evil in its blackest conjuration. They are summoned from some unknown place by evil wizards and clerics to guard prized possessions or a valued location.

Fear guards do not speak, but unleash a frightful moan when they encounter living creatures.

Combat

Shrouding themselves in a preternatural darkness, fear guards fight using spell-like abilities and their incorporeal touch. If guarding a particular location, a fear guard fights until either it is slain or driven away, or its opponents are slain or flee.

Fear Aura (Su): A fear guard can radiate a 20-foot radius fear aura as a free action. A creature in the area must succeed on a DC 16 Will save or be affected as though by a *fear* spell (caster level 8th). A creature that successfully saves cannot be affected again by the same fear guard's aura for one day. The save DC is Charisma-based.

Spell-like Abilities: At will—*ray of enfeeblement*, *darkness*; 2/day—*deeper darkness*. Caster level 8th.

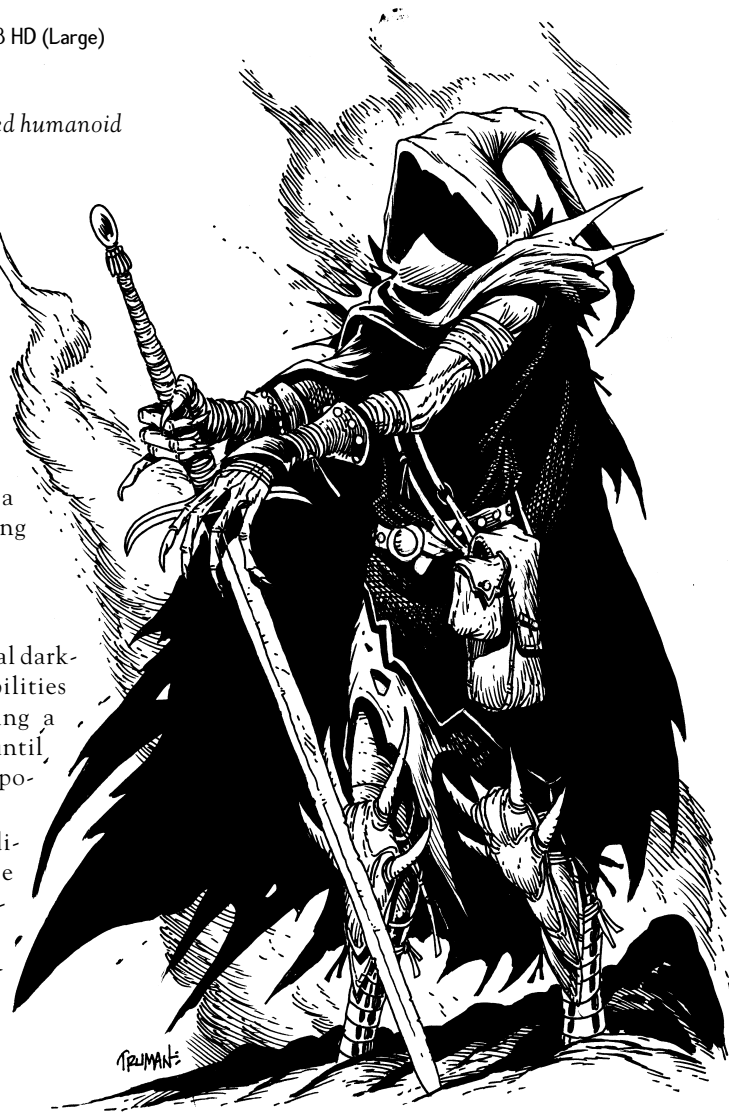
Wisdom Damage (Su): The touch of a fear guard deals 1d4 points of Wisdom damage to a living foe if it fails a DC 16 Fortitude save. A creature reduced to Wisdom 0 dies. The save DC is Charisma-based.

Create Spawn (Su): Any living creature reduced to Wisdom 0 by a fear guard becomes a fear guard under the control of its killer within 2d6 hours. If a *bless* spell is cast on the corpse before this time, it prevents the transformation.

Daylight Weakness (Ex): A fear guard exposed to natural sunlight (not merely a *daylight* spell) suffers 2d6 points of damage and immediately flees from the source of light. A fear guard caught in sunlight cannot attack and can only take a single move or attack action in a round.

See in Darkness (Su): A fear guard can see perfectly in darkness of any kind, even that created by *deeper darkness* spells.

Skills: *A fear guard has a +8 racial bonus on Hide checks in areas of darkness.



FIRE CRAB

	Lesser	Greater
	Small Vermin (Extraplanar, Fire)	Large Vermin (Extraplanar, Fire)
Hit Dice:	1d8 (4 hp)	4d8+12 (30 hp)
Initiative:	+2	+0
Speed:	20 ft. (4 squares), swim 20 ft.	30 ft. (6 squares), swim 30 ft.
Armor Class:	14 (+1 size, +2 Dex, +1 natural), touch 13, flat-footed 12	16 (-1 size, +7 natural), touch 9, flat-footed 16
Base Attack/Grapple:	+0/+0	+3/+11
Attack:	Claw +3 melee (1d2 plus 1d4 fire)	Claw +7 melee (1d6+4 plus 1d8 fire)
Full Attack:	2 claws +3 melee (1d2 plus 1d4 fire)	2 claws +7 melee (1d6+4 plus 1d8 fire)
Space/Reach:	5 ft./5 ft.	10 ft./5 ft
Special Attacks:	Heat, improved grab, constrict 1d2 plus 1d4 fire	Heat, improved grab, constrict 1d6+4 plus 1d8 fire
Special Qualities:	Darkvision 60 ft., fire subtype, tremorsense 60 ft., vermin traits	Darkvision 60 ft., fire subtype, tremorsense 60 ft., vermin traits
Saves:	Fort +3, Ref +2, Will +0	Fort +7, Ref +1, Will +1
Abilities:	Str 10, Dex 14, Con 12, Int —, Wis 10, Cha 2	Str 18, Dex 10, Con 16, Int —, Wis 10, Cha 2
Skills:	Hide +10, Spot +4	Hide +0, Listen +2, Spot +6
Feats:	Weapon Finesse	Alertness, Weapon Focus
Environment:	Plane of Molten Skies or Elemental Plane of Fire	Plane of Molten Skies or Elemental Plane of Fire
Organization:	Solitary, cluster (4-7), or colony (11-20)	Solitary, cluster (2-5), or colony (6-11)
Challenge Rating:	1/2	3
Treasure:	None	None
Alignment:	Always neutral	Always neutral
Advancement:	2 HD (Small); 3 HD (Medium)	5-12 HD (Large)
Level Adjustment:	—	—

This creature resembles a reddish-brown crab with dark red and yellow markings on its carapace. Tiny flames lick and dance across its body. Its six segmented legs are spindly and black in color.

Fire crabs are invertebrates found roaming the fiery shores of the Elemental Plane of Fire and the Plane of Molten Skies.

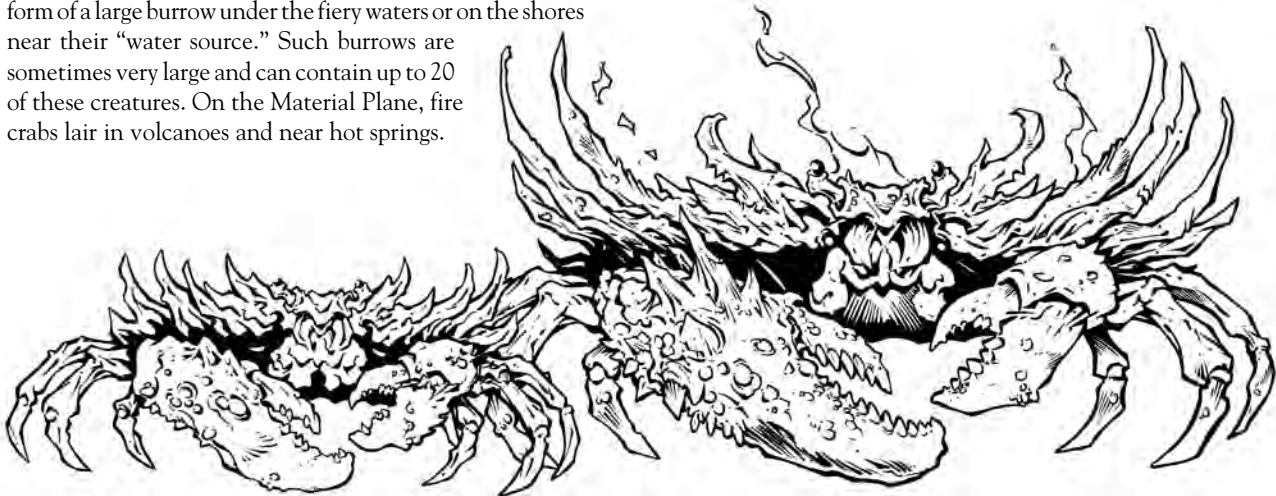
They can be found crawling the shores or swimming in pools and lakes of liquid flame. Fire crabs are generally non-aggressive creatures and spend their time eating the heated rocks and plants found in the aforementioned planes. Food not eaten is carried and stored in their lair, which takes the form of a large burrow under the fiery waters or on the shores near their "water source." Such burrows are sometimes very large and can contain up to 20 of these creatures. On the Material Plane, fire crabs lair in volcanoes and near hot springs.

Fire crabs have large claws and in males, one claw is always larger (at least three times larger) than the other.

Combat

Normally non-aggressive creatures, if their lair is threatened, they fight to the death. Against weaker prey, fire crabs usually just slash with their claws. Stronger foes are grabbed and squeezed by the fire crab. Once they grab an opponent, they hold on, allowing their fires to engulf the foe.

Heat (Ex): The body of a fire crab generates intense heat, dealing 1d4 points of fire damage with its touch (1d8 points of fire



damage for greater fire crabs). Creatures attacking a fire crab unarmed or with natural weapons takes fire damage each time their attacks hit. Any melee hit by a fire crab deals fire damage.

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

Constrict (Ex): A fire crab that gets a hold of an opponent of its size or smaller automatically deals claw and fire damage each round it maintains the hold.

Tremorsense (Ex): Fire crabs can automatically sense the location of anything within 60 feet that is in contact with the ground.

Skills: A fire crab has a +4 racial bonus on Hide and Spot checks.

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

FIRE PHANTOM

Medium Undead (Extraplanar, Fire)

Hit Dice:	6d12 (39 hp)
Initiative:	+6
Speed:	30 ft. (6 squares)
Armor Class:	16 (+2 Dex, +6 natural, -2 rage), touch 10, flat-footed 14
Base Attack/Grapple:	+3/+7
Attack:	Slam +8 melee (1d4+6 plus 1d6 fire) or fire blast +5 ranged touch (2d6 fire)
Full Attack:	Slam +8 melee (1d4+6 plus 1d6 fire) or fire blast +5 ranged touch (2d6 fire)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Fire, fire blast, immolation, rage
Special Qualities:	Darkvision 60 ft., fire subtype, turn immunity, undead traits
Saves:	Fort +2, Ref +4, Will +6
Abilities:	Str 18, Dex 14, Con —, Int 4, Wis 12, Cha 14
Skills:	Intimidate +11, Listen +12, Spot +12
Feats:	Alertness, Improved Initiative, Weapon Focus (slam)
Environment:	Elemental Plane of Fire
Organization:	Solitary
Challenge Rating:	5
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	7-18 HD (Medium)
Level Adjustment:	—

This burning creature appears as a humanoid encased in flames. Its eyes are tiny balls of molten fire and its tongue is a snake-like stream of flame. Its teeth are charred and flames dance in the back of its throat.

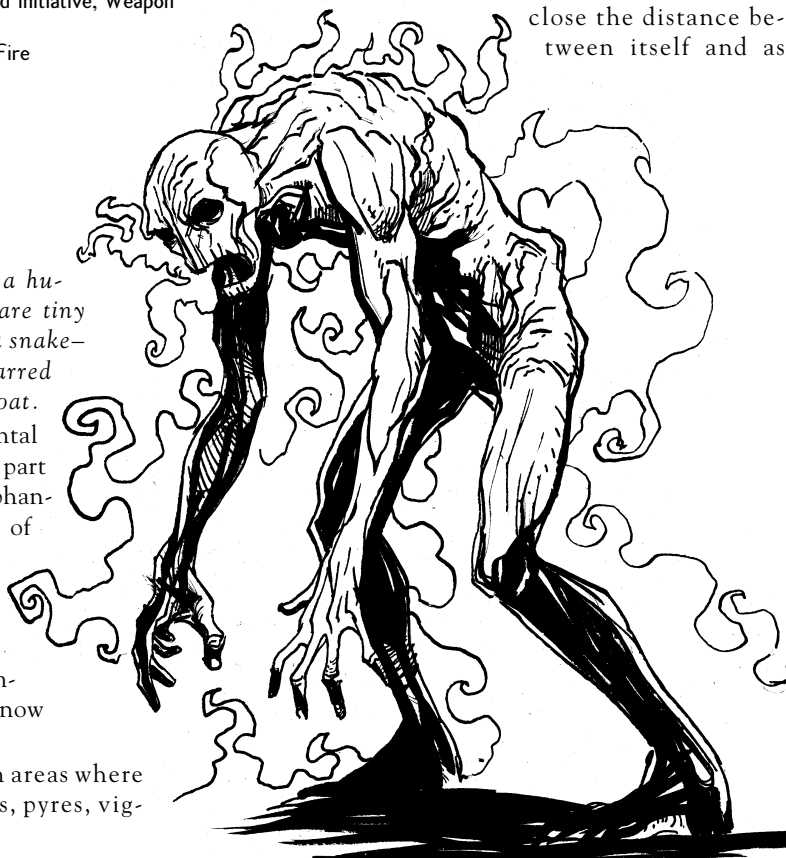
When a creature dies on the Elemental Plane of Fire, its soul often melds with part of the fiery plane and reforms as a fire phantom; a humanoid creature composed of rotted and burnt flesh swathed in elemental fire. Fire phantoms desire nothing more than to return to the Material Plane and destroy as many living creatures as possible by consuming them in the same flames that now house their spirit.

Fire phantoms are encountered in areas where fires are already burning (campfires, pyres, vig-

ils, etc). They step through a portal from the Plane of Fire into a fire on the Material Plane. This fire must be at least Small or larger; else any attempt by the fire phantom to enter the Material Plane through that fire automatically fails. Once it enters the plane, it often lies in wait in the fire for potential victims to come near it. A fire phantom hiding inside a fire is difficult to see (Spot check DC 25, +2 for each size larger than Medium the fire is).

Combat

A fire phantom waits inside its fire until it spots a living creature. It then rushes out, shrieking and hurling globes of fire. If faced with overwhelming odds or facing certain destruction, the creature attempts to close the distance between itself and as



many of its opponents as it can so it can use its immolation ability. In normal melee, a fire phantom alternates between hurling globes of fire and pummeling a foe with its burning fists. Fire phantoms fight until destroyed or all opponents are dead or flee. When a fire phantom is wounded, flames dance and play around the wound.

Fire (Ex): A fire phantom's fists are swathed in elemental fire. Any melee hit deals fire damage. Creatures attacking a fire phantom unarmed or with natural weapons takes fire damage each time their attacks hit.

Fire Blast (Su): Once every 1d4 rounds as a standard action, a fire phantom can hurl a small globe of elemental fire to a range of 30 feet (no range increment). By making a successful ranged touch attack, it deals 2d6 points of fire damage. A creature hit must succeed on a DC 15 Reflex save or catch on fire. The save DC is Charisma-based. (See the DMG for more information on catching on fire.)

Immolation (Su): Normally used as a last resort, a fire phantom can detonate itself in an

inferno of elemental fire that deals 6d6 points of fire damage to all creatures within a 10-foot radius. A successful DC 15 Reflex save halves the damage. The save DC is Charisma-based.

This instantly kills the fire phantom if it fails a DC 20 Will save. Even if the fire phantom survives, its flames are extinguished for 1 minute. During this time the fire phantom cannot use its fire blast ability and does not deal fire damage with its slam attack. It retains the fire subtype. After 1 minute, its fires relight. If the fire phantom survives the immolation, it may not use it again for one day.

Rage (Ex): A fire phantom is in a constant state of agony from the elemental fire that consumes its body. Therefore, it is always in a berserk rage and gains Str +4 and -2 AC (both already included in the statistics block above). The fire phantom cannot end this rage voluntarily and it cannot be suppressed or negated.

Turn Immunity (Ex): A fire phantom cannot be turned, rebuked, or commanded.

FIRE WHALE (BURNING LEVIATHAN)

Huge Magical Beast (Extraplanar, Fire)

Hit Dice:	12d10+75 (139 hp)
Initiative:	+1
Speed:	Swim 40 ft. (8 squares)
Armor Class:	19 (-2 size, +1 Dex, +10 natural), touch 9, flat-footed 18
Base Attack/Grapple:	+12/+32
Attack:	Bite +22 melee (3d6+12)
Full Attack:	Bite +22 melee (3d6+12) and tail slap +17 melee (1d8+6)
Space/Reach:	15 ft./10 ft.
Special Attacks:	Scalding blast
Special Qualities:	Blindsight 120 ft., fire subtype, hold breath
Saves:	Fort +14, Ref +11, Will +9
Abilities:	Str 35, Dex 13, Con 23, Int 2, Wis 12, Cha 6
Skills:	Listen +8, Spot +8, Swim +21
Feats:	Alertness, Diehard, Endurance, Iron Will, Toughness
Environment:	Sea of Fire (Elemental Plane of Fire or Plane of Molten Skies)
Organization:	Solitary or pod (4-9)
Challenge Rating:	10
Treasure:	None
Alignment:	Always neutral
Advancement:	13-20 HD (Huge); 21-36 HD (Gargantuan)
Level Adjustment:	—

This giant crimson whale-like creature has a hide mottled with yellow and orange spots. Its underbelly is lighter red and its eyes are white. It has a short, curved dorsal fin and a wide angular mouth.

A fire whale is about 30 feet long, though specimens as long as 60 feet have been seen swimming the fiery seas.

All manner of fiery aquatic life swims the Sea of Fire, including the majestic fire whales. These 30-foot long creatures are relatively peaceful creatures, though if provoked they quickly become deadly adversaries.

Fire whales generally spend their time feeding on elemental invertebrates that move along the bottom of the Sea of Fire. When feeding, the fire whale dives to the bottom, flips on its side, and swims along, running its head through the fiery and oily sea floor scooping food into its mouth. Fire whales generally take in enough food to sustain themselves for 4 months (during breeding season).

Late in the year (by Material Plane standards) fire whales gather for their mating ritual. During this time as many as 7 fire whales can be encountered together. Sages are unsure as to the purpose of the "extra" fire whales, but each spends its share rolling and milling with the others during this ritual. Gestation for fire whales is generally 11 months after which time the mother gives birth to 1d2 calves. While the calves are growing, both they and the mother spend most of their time in the shallower ends of the Sea of Fire. After nearly 7 months, they migrate to deeper waters and most calves swim away and become independent. Young reach maturity around 6 years of age.

Fire whales are hunted by various races for their meat, blubber, and oil. Of the races that hunt them the most are the salamanders, volcano giants (see their entry in this book), and the efreet of the City of Brass.

Combat

Fire whales are generally peaceful creatures and rarely attack unless threatened. If forced into combat, a fire whale attacks with its bite and tail slap. Surface creatures that threaten a fire whale are subjected to its scalding blast attack.

Scalding Blast (Su): As a full round action, a fire whale can release a blast of superheated air from its blowhole. This blast of air mixes with the cooler (well, slightly cooler in the case of the planes of fire) ambient air producing condensation that scalds or burns those contacting it.

The blast from a fire whale is a cone 5 feet long per two HD of the fire whale that deals 1d6 points of damage per HD of the fire whale to all creatures within the area. The resulting fallout covers a radius equal to the length of the cone. A successful Reflex save halves the damage.

Thus, a typical 12 HD fire whale releases a blow 30 feet long that covers a radius of 30 feet around it and deals 12d6 points of damage. Affected creatures can

make a successful DC 22 Reflex save to halve the damage. The save DC is Constitution-based.

Once a fire whale uses this ability, it must wait 1d4 rounds before using it again. After using this ability four times, the fire whale must submerge for at least two full rounds before it can use it again.

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

Hold Breath (Ex): A fire whale can hold its breath for 8 x its Constitution score before it risks drowning.

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

A fire whale has a +4 racial bonus to Spot and Listen checks. These bonuses are lost if blindsight is negated.



FLEA, GIANT

Tiny Vermin	
Hit Dice:	1d8+1 (5 hp)
Initiative:	+4
Speed:	20 ft. (4 squares)
Armor Class:	17 (+2 size, +4 Dex, +1 natural), touch 16, flat-footed 13
Base Attack/Grapple:	+0/-10 (+2 when attached)
Attack:	Touch +6 melee (1d2-2 plus blood drain)
Full Attack:	Touch +6 melee (1d2-2 plus blood drain)
Space/Reach:	2-1/2 ft./0 ft.
Special Attacks:	Attach, drain blood, disease
Special Qualities:	Crowd, darkvision 60 ft., leap, vermin traits
Saves:	Fort +3, Ref +4, Will +0
Abilities:	Str 6, Dex 18, Con 12, Int —, Wis 11, Cha 2
Skills:	Jump +24
Feats:	Weapon Finesse (b)
Environment:	Any temperate and warm and underground
Organization:	Cluster (6-10) or swarm (20-40)
Challenge Rating:	1/2
Treasure:	None
Alignment:	Always neutral
Advancement:	2 HD (Tiny); 3 HD (Small)
Level Adjustment:	—

This creature is about 1 foot long and has an oval, flattened body of dark brownish-black.

Giant fleas are blood-sucking parasites that prey on warm-blooded animals. They have strong hind legs with powerful tendons that allow them to leap incredible distances with ease. Its shape makes it easy for a giant flea to move in and among the hairs of large mammals.

Lacking mammals large enough for them to feed on, giant fleas live in swarms of up to twenty individuals. These swarms wander at random, seeking prey large enough to sate their appetites.

Female giant fleas lay a clutch of 2d10 eggs in warm areas (usually nestled in the fur of some giant animal) and leave them to hatch (half of which never do). The larvae hatch in two weeks, and resemble hairy maggots; they are effectively helpless (AC 10, 1 hp). They mature into adult giant fleas in 1d6 months, and leap away to join or form a colony.



Combat

Giant fleas attack in a swarm, leaping onto the largest obvious food source; they would attack a horse before a human, and a human before a halfling. If attacked, a giant flea jumps away, only to return the next round to continue the attack.

Attach (Ex): If a giant flea hits with a touch attack, it uses its many legs to attach itself to the

opponent's body. An attached flea is effectively grappling its foe. The giant flea loses its Dexterity bonus to AC and has an AC of 13. It gains a +12 racial bonus to grapple checks while attached (already figured into the Base Attack/Grapple entry).

An attached flea can be struck with a weapon or grappled itself. To remove an attached giant flea through grappling, the opponent must achieve a pin against the giant flea.

Blood Drain (Ex): A giant flea drains blood, dealing 1d3 points of Constitution damage in any round it begins its turn attached to a victim. Once it has dealt 4 points of Constitution damage, it detaches and leaps away to digest the meal. At Constitution 0 the host dies and the giant flea detaches. If it has yet to deal 4 points of Constitution damage, it seeks a new host.

Disease (Ex): About one in twenty giant fleas is a disease carrier. Giant fleas can transmit any non-supernatural disease from the DMG, though most carry *filth fever*. The Fortitude save against a giant flea's disease has a DC of 11 and is Constitution-based.

Crowd (Ex): Because of their size and tactics, up to four giant fleas can occupy the same 5-foot space.

Leap (Ex): Giant fleas are natural jumpers and gain a +20 competence bonus on Jump checks.

Skills: Giant fleas can use their Strength or Dexterity modifier on Jump checks, whichever is higher.

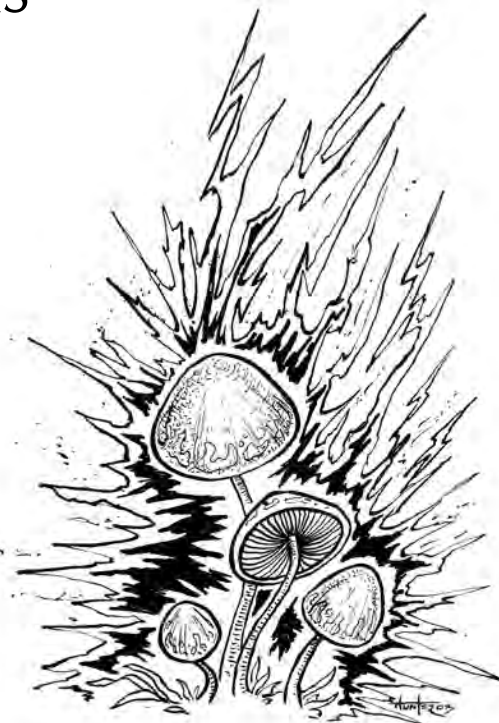
FULGURATE MUSHROOMS

(CR 4 HAZARD)

This patch of ordinary-looking mushrooms is typically found underground or in areas where the ground is damp and soft (riverbanks, marshes, for example). A typical patch covers a 10-foot area. When contacted (touched, stepped on, etc.) the mushrooms send out a burst of lightning that deals 3d6 points of electricity damage to any creature within 10 feet of the fulgurate mushroom patch. A successful Reflex save (DC 16) halves the damage. Fulgurate mushrooms are instantly destroyed when they release their lightning blast.

If a patch of fulgurate mushrooms is hit with a cold-based effect or attack, it immediately releases its lightning burst at double the potency if it hasn't already done so (and been destroyed). This deals 6d6 point of electricity damage to all creatures within 20 feet of the mushrooms. A Reflex save (DC 16) halves the damage.

Fulgurate mushrooms appear as normal mushrooms with faint blue stems and either bluish-white caps or sapphire blue caps.



FUNGOID

Medium Plant	
Hit Dice:	5d8+15 (37 hp)
Initiative:	+1
Speed:	30 ft. (6 squares)
Armor Class:	18 (+1 Dex, +7 natural), touch 11, flat-footed 17
Base Attack/Grapple:	+3/+7
Attack:	Slam +8 melee (1d8+4)
Full Attack:	2 slams +8 melee (1d8+4)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Darkvision 60 ft., low-light vision, plant traits, resistance to electricity 10
Saves:	Fort +7, Ref +2, Will +1
Abilities:	Str 19, Dex 12, Con 17, Int 4, Wis 11, Cha 6
Skills:	Hide +1*, Listen +8, Spot +8
Feats:	Power Attack, Weapon Focus (slam)
Environment:	Temperate and warm marshes
Organization:	Gang (2-4) or cluster (6-10)
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral (evil tendencies)
Advancement:	6-9 HD (Medium); 10-15 HD (Large)
Level Adjustment:	—



This creature looks like a stocky, powerful humanoid formed of green mushroom flesh mottled with brown splotches. It has rough, but discernible facial features, and its arms end in powerful hands.

Fungoids delight in attacking creatures that wander too close to their lair. Fungoids are carnivores and consider the flesh of humans, elves, and goblins a delicacy. When food is scarce, fungoids become scavengers and feed on carrion.

Fungoids lair in the darkest and most dismal place they can find—the more devoid of light, the better. Typically a lair is ringed with mushrooms of varying colors, shapes and sizes. Such a telltale sign is often the only clue that a fungoid lair is present as the lair itself is normally well-hidden or camouflaged. Woe to a creature that actually wanders close enough to examine the mushrooms; by then the fungoids are likely aware of the interloper's presence and are biding their time before an all-out-attack.

Fungoids are nocturnal hunters and often travel up to 5 miles away from their lair in search of prey. Slain prey is carried or dragged back to the lair and devoured over several days time. Multiple fungoids are often encountered together on hunting excursions, but they never share their kill. "Each to their own" is the unspoken motto among fungoids.

Fungoids seem to understand Common, but do not speak.

Combat

Fungoids are straightforward combatants that rush into melee swinging their powerful fists. They pummel their foes relentlessly until they are destroyed or their adversaries are killed. Multiple fungoids sometimes work with one another to bring down powerful foes, but once the fight is over, the fungoids cooperation with one another ends, and it's every creature for itself when assessing and gathering up the kills. Fungoids never retreat and always fight to the death.

Skills: Fungoids gain a +4 racial bonus to Listen and Spot checks. *In swampy or forested areas, fungoids +8 racial bonus to Hide checks.

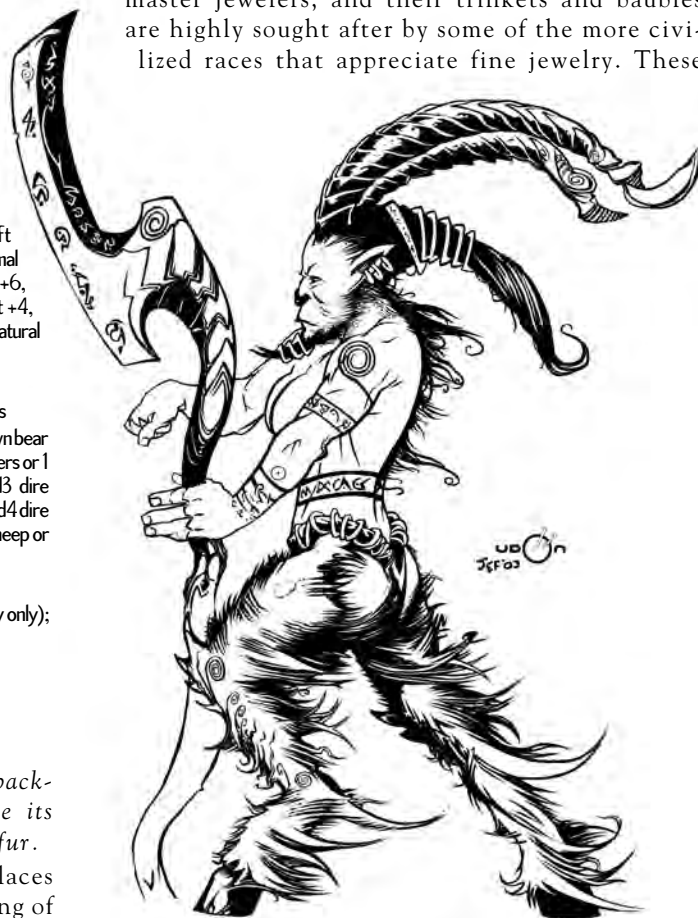
FYR

Small Fey

Hit Dice:	2d6+2 (9 hp)
Initiative:	+1
Speed:	30 ft. (6 squares)
Armor Class:	15 (+1 size, +1 Dex, +3 natural), touch 12, flat-footed 14
Base Attack/Grapple:	+1/-3
Attack:	Butt +3 melee (1d4+1) or Small longsword +4 melee (1d6+1)
Full Attack:	Butt +3 melee (1d4+1) or Small longsword +4 melee (1d6+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Spell-like abilities
Special Qualities:	Damage reduction 5/cold iron, low-light vision, speak with animals, SR 15, weapon attunement
Saves:	Fort +1, Ref +4, Will +4
Abilities:	Str 13, Dex 13, Con 12, Int 12, Wis 13, Cha 13
Skills:	Appraise +4, Bluff +4, Craft (jewelrymaking) +6, Handle Animal +8, Hide +6*, Knowledge (nature) +6, Listen +4, Sense Motive +3, Spot +4, Survival +4 (+6 in aboveground natural environments)
Feats:	Alertness
Environment:	Temperate forests and mountains
Organization:	Solitary, pack (1 dire goat or 1 brown bear or 1d2 sheep or 1 ram or 1d4 badgers or 1 dire badger), band (2-5 plus 1d3 dire badgers), or troop (6-11 fyrs plus 1d4 dire goats or 1d6 black bears or 2d6 sheep or 1d6 rams or 2d4 deer)
Challenge Rating:	2
Treasure:	50% coins; double goods (jewelry only); 50% items
Alignment:	Usually neutral
Advancement:	3-6 HD (Small)
Level Adjustment:	+2

thick branches and giant leaves. They are a solitary and nomadic race, rarely staying in one place for much longer than a few months before moving on. Though always on the move, a fyr can acclimate itself to its surroundings very quickly. Most encounters are with a solitary creature or a solitary creature and its animal companions.

Fyrs are on good terms with gnomes, druids, treants, elves, and halflings, and often trade goods with them or aid them in times of need. They are master jewelers, and their trinkets and baubles are highly sought after by some of the more civilized races that appreciate fine jewelry. These



This creature resembles a tiny satyr with backward-curving horns. Its entire body, save its hands and arms, is covered in thick brown fur.

Fyr make their homes in well-secluded places such as caves or caverns or under a covering of

fey tolerate humans and dwarves and likewise trade with them when they near a human settlement or dwarven stronghold. Fyr dislike orcs, goblins, bugbears, and other goblinoids, and avoid contact with them.

Fyrs often adorn their body with rings, necklaces, bracelets, earrings, and other such trinkets.

Fyrs speak their own language and Common or Sylvan (50% chance for either).

Combat

Fyrs prefer to avoid combat if possible, but if their homeland or comrades are threatened, they attack, using their natural ability to hide and attack from surprise. Most of the time, a fyr attacks by butting with its horns, but some prefer a “less animalistic” form of combat and use weapons in combat. Favored weapons include a small longsword, club, hand axe, or dagger. A fyr does not hesitate to retreat and uses its *pass without trace* to escape without being tracked. If encountered with its animal companions, a fyr directs them in combat against its foes.

Spell-Like Abilities: 4/day—*mass charm animal* (this functions as *charm animal*, but allows the fyr to charm up to 4 HD of animals) (DC 12); 3/day—*warp wood* (DC 13); 1/day—*pass without trace* (DC 12). Caster level 9th. The save DCs are Charisma-based.

Weapon Attunement (Su): Fyrs have a mystical ability to attune themselves with any weapon they wield. A weapon held by a fyr functions as a masterwork item (gaining a +1 bonus to attack rolls) as long as the fyr wields it. This bonus does not stack with the enhancement bonus gained from magical weapons, or the bonus gained from a masterwork weapon. This bonus is included in the statistics block above.

Speak with Animals (Su): Fyrs can speak with animals, as the spell (caster level 9th). This ability is always active, but can be negated. A fyr can restart it as a free action on its next turn.

Skills: Fyr have a +4 racial bonus on Handle Animal checks. *Fyrs receive a +8 racial bonus on Hide checks when in their natural environment.

GALLOWS TREE

Huge Plant	
Hit Dice:	16d8+96 (168 hp)
Initiative:	+1
Speed:	20 ft. (4 squares)
Armor Class:	24 (-2 size, +1 Dex, +15 natural), touch 9, flat-footed 23
Base Attack/Grapple:	+12/+30
Attack:	Slam +20 melee (2d6+10, 19-20/x2)
Full Attack:	6 slams +20 melee (2d6+10, 19-20/x2)
Space/Reach:	15 ft./15 ft.
Special Attacks:	Create gallows tree zombie, gallows tree zombies, improved grab
Special Qualities:	Damage reduction 10/magic and slashing, low-light vision, plant traits, resistance to fire 10, tremorsense 60 ft.
Saves:	Fort +16, Ref +6, Will +7
Abilities:	Str 30, Dex 12, Con 23, Int 10, Wis 14, Cha 6
Skills:	Listen +18, Move Silently +17
Feats:	Cleave, Great Cleave, Improved Critical (slam), Improved Initiative, Power Attack, Weapon Focus (slam)
Environment:	Temperate and warm forest, hill, marsh, and plains
Organization:	Grove (1 gallows tree, plus 6-11 gallows tree zombies)
Challenge Rating:	13
Treasure:	50% standard
Alignment:	Always neutral
Advancement:	17-24 HD (Huge); 25-48 HD (Gargantuan)
Level Adjustment:	—

This creature appears as a massive, tall tree with thick branches from which hang several humanoid corpses tightly secured by their necks with greenish-brown ropes. Its canopy is thick and busy, and its trunk is mottled brown.

Gallows trees are sentient plants that sustain themselves on the internal organs and body fluids of living creatures. They use deception to lure potential prey into range at which time they unleash the gallows tree zombies attached to their branches to kill or capture the prey.

While mobile, a gallows tree prefers to remain in one spot for an extended length of time (usually until its food supply in the area runs out). From this location, it simply waits for prey and then attacks when such beings come into view. Gallows trees do not collect treasure but occasionally such items (the remnants of devoured prey) are found in the vicinity of the creature.

Combat

A gallows tree normally stands idle, lowering its zombies to the ground when living prey come within 100 feet of the tree. If a foe comes within 15 feet of the tree itself, it lashes out with its sharpened branches or attempts to grab the foe. A grabbed foe is subjected to additional damage as the gallows tree pummels it with its other branches. Occasionally the tree works in concert with its zombies, grabbing a foe and holding it while its zombies pound it into goop. Slain creatures are dragged close to the tree, sliced open, and their innards devoured by the tree’s roots.

Create Gallows Tree Zombie (Su): When a creature dies within 15 feet of a gallows tree, it uses a sharpened tendril to slice open the creature’s abdomen, thereby spilling the corpse’s innards on the ground. The organs

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and fluids are then absorbed by the tree's roots. Corpses of a size other than Medium or Large are simply left to rot. Medium or Large corpses are filled with a greenish pollen fired from one of the tree's branches. The abdominal wound heals over the next 1d4 days, at which time the slain creature rises as a gallows tree zombie connected by a tether-vine to the gallows tree that created it. Gallows tree zombies possess none of their former abilities.

Gallows Tree Zombie (Ex): Each gallows tree has several gallows tree zombies connected to it. A Huge gallows tree may have no more than 7 gallows tree zombies connected to it at one time. A Gargantuan

gallows tree can have a maximum of 11 zombies connected to it at any given time. See the gallows tree zombie entry in this book for details on that monster.

Improved Grab (Ex): To use this ability, a gallows tree must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and deals slam damage each round the hold is maintained.

Tremorsense (Ex): Gallows trees can automatically sense the location of anything within 60 feet that is in contact with the same vegetation the tree is touching.



GALLOW TREE ZOMBIE

Medium Plant	
Hit Dice:	6d8+6 (33 hp)
Initiative:	+6
Speed:	30 ft. (6 squares)
Armor Class:	17 (+2 Dex, +5 natural), touch 12, flat-footed 15
Base Attack/Grapple:	+4/+8
Attack:	Slam +8 melee (1d6+4)
Full Attack:	2 slams +8 melee (1d6+4)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Spore cloud
Special Qualities:	Darkvision 60 ft., fast healing 5, low-light vision, plant traits, tether-vine, tremorsense 60 ft.
Saves:	Fort +6, Ref +4, Will +2
Abilities:	Str 19, Dex 15, Con 13, Int 4, Wis 10, Cha 1
Skills:	Hide +5, Listen +5, Move Silently +5, Spot +2
Feats:	Alertness, Improved Initiative, Power Attack
Environment:	Temperate and warm forest, hill, marsh, and plains
Organization:	Grove (6-11 plus 1 gallows tree)
Challenge Rating:	4
Treasure:	None
Alignment:	Always neutral
Advancement:	7-12 HD (Medium); 13- 18 HD (Large)
Level Adjustment:	—

This creature is a humanoid with deathly gray-green skin dressed in tattered and torn clothes. Small plants, weeds, and fungi grow on the creature's body. A long, sinewy, greenish-brown noose connects the creature to the massive tree behind it.

Gallows tree zombies were once living humanoids slain and devoured by a gallows tree and reborn from the seedlings as a minion of said creature. They serve no purpose in life now other than killing or capturing living prey for the gallows tree that created them. These monsters retain small memories of their former lives and these scenes sometimes manifest in the zombie's mind, causing it great anger which it vents on the nearest living creature.

Gallows tree zombies show no spark of life in their eyes, but are not completely mindless. They are not undead even though their name suggests otherwise; therefore, they cannot be turned or rebuked.

Combat

Gallows tree zombies hang motionless from the gallows tree, appearing lifeless. When a living creature comes within 100 feet of a gallows tree, the zombies are lowered to the ground and they move to attack.

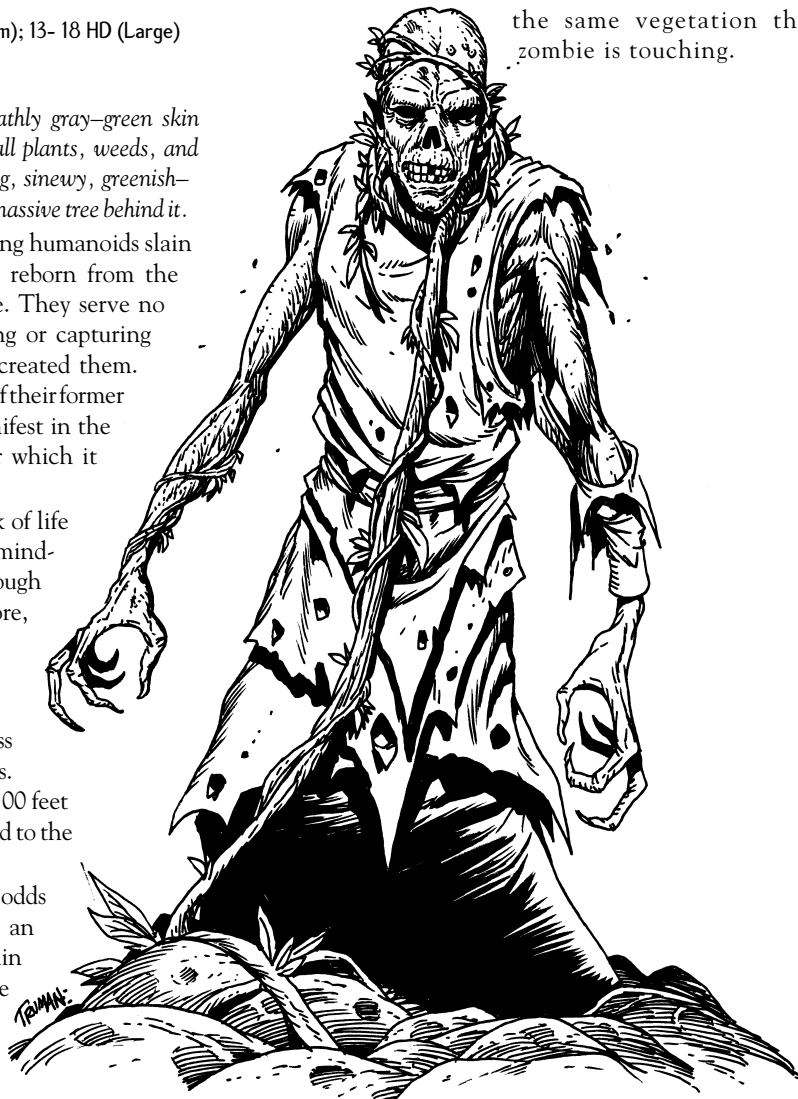
Gallows tree zombies prefer uneven odds that favor them, so ganging up on an individual is the norm in battle. Slain foes are dragged back to the gallows tree to be devoured or transformed into a gallows tree zombie to replace any that fell in battle.

Spore Cloud (Ex): As a free action, once every 1d4 rounds (but no more than three times per day), a gallows tree zombie can breathe a cloud of poisonous, greenish spores in a 5-foot cube directly in front of it. A creature caught in the cloud must succeed on a DC 14 Fortitude save or be *slowed* (as the *slow* spell) for 6 rounds. One minute later, the creature must make another Fortitude save (same DC) or take 1d3 points of Strength damage. The save DC is Constitution-based.

Fast Healing (Ex): A gallows tree zombie heals only if it is connected to its gallows tree by its tether-vine.

Tether-Vine (Ex): A gallows tree zombie is connected to the gallows tree that created it by a long, sinewy vine. This vine can be lengthened to allow the zombie to move up to 100 feet away from the tree. The vine is AC 19 (touch 12) and has 10 hit points. Harming the vine deals no damage to the gallows tree zombie or the gallows tree, but if severed, does prevent the zombie from using its fast healing ability.

Tremorsense (Ex): Gallows tree zombies can automatically sense the location of anything within 60 feet that is in contact with the same vegetation the zombie is touching.



GELID BEETLE

	Lesser Gelid Beetle	Greater Gelid Beetle
	Medium Magical Beast	Large Magical Beast
Hit Dice:	4d10+8 (30 hp)	12d10+48 (114 hp)
Initiative:	+0	+4
Speed:	30 ft. (6 squares)	30 ft. (6 squares)
Armor Class:	17 (+7 natural), touch 10, flat-footed 17	22 (-1 size, +13 natural), touch 9, flat-footed 22
Base Attack/Grapple:	+4/+6	+12/+22
Attack:	Bite +6 melee (1d4+3 plus 1d4 cold)	Bite +18 melee (1d6+9 plus 1d8 cold, 19-20/x2)
Full Attack:	Bite +6 melee (1d4+3 plus 1d4 cold)	Bite +18 melee (1d6+9 plus 1d8 cold, 19-20/x2)
Space/Reach:	5 ft./5 ft.	10 ft./5 ft.
Special Attacks:	Cold, cold spray	Cold, cold cloud
Special Qualities:	Cold immunity, darkvision 60 ft.	Cold immunity, darkvision 60 ft.
Saves:	Fort +6, Ref +1, Will +1	Fort +12, Ref +4, Will +4
Abilities:	Str 15, Dex 10, Con 14, Int 1, Wis 10, Cha 9	Str 23, Dex 10, Con 18, Int 2, Wis 10, Cha 9
Skills:	Hide +0*, Listen +5, Spot +6	Hide -4*, Listen +9, Spot +10
Feats:	Alertness, Power Attack	Alertness, Improved Critical (bite), Improved Initiative, Power Attack, Weapon Focus (bite)
Environment:	Cold forests	Cold forests
Organization:	Cluster (2-5) or colony (6-11)	Solitary or cluster (2-5)
Challenge Rating:	3	9
Treasure:	None	None
Alignment:	Always neutral	Always neutral
Advancement:	5-9 HD (Medium); 10-12 HD (Large)	13-20 HD (Large); 21-36 HD (Huge)
Level Adjustment:	—	—

This creature is a stark white beetle with silvery-black legs and dull silver mandibles. Its carapace is white mottled silver, and its wing covers are dull crimson. The creature has two sets of silvery-black eyes equally spaced on its head.

Gelid beetles spend most of their time hunting, surfacing from their lairs at night to prey on giant or smaller insects. During the daylight hours, gelid beetles like to congregate with others of their kind in warm spots where the sunlight breaks through the trees.

Gelid beetles make their lairs in hollowed logs and dead trees. During mating season, the female digs a small underground chamber in a well-secluded place and lays 1d4+1 silvery-white eggs. These eggs hatch in about 2 weeks producing olive-yellow larvae. The larvae spends their time feeding and growing (and occasionally molting) before passing into the pupa stage after nearly 3 weeks. The pupa sheds its skin for the last time after 8 to 10 days and emerges as an adult gelid beetle.

Combat

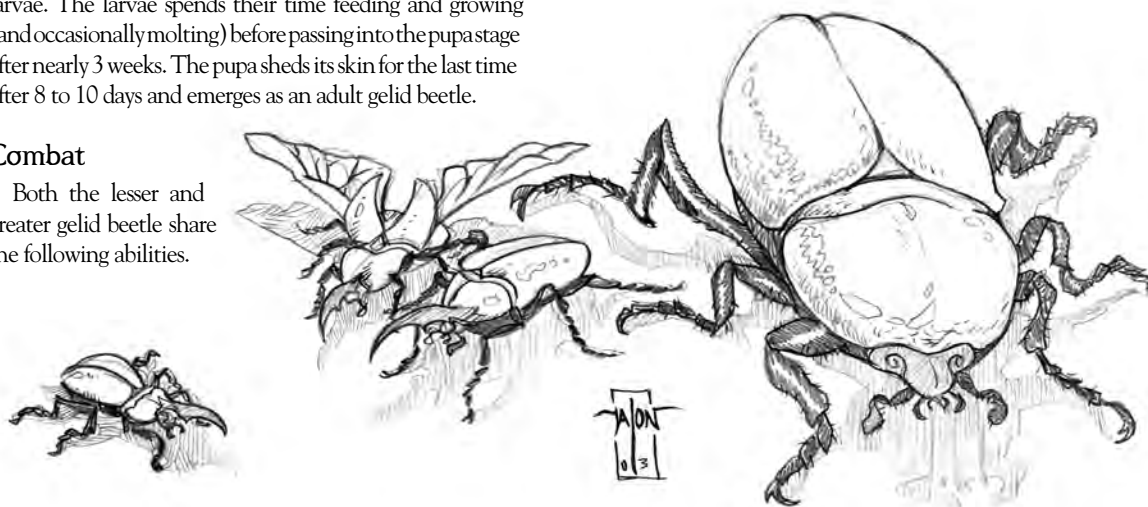
Both the lesser and greater gelid beetle share the following abilities.

Cold (Ex): A gelid beetle's body generates cold that deals extra cold damage every time it succeeds on a bite attack (the exact damage is listed in each monster's description). Creatures attacking a gelid beetle unarmed or with natural weapons take this same cold damage each time one of their attacks hits.

Skills: *Due to their coloration and affinity to attack from ambush, gelid beetles have a +8 racial bonus on Hide checks in their native environment.

Lesser Gelid Beetle

A lesser gelid beetle begins combat with its cold spray. It then charges into combat biting its opponents. Though not intelligent,



these creatures often employ hit-and-run tactics, especially when attacking as a group.

Cold (Ex): 1d4 points of cold damage.

Cold Spray (Ex): Once per day, a lesser gelid beetle can release a spray in a 10-foot cone that deals 2d4 points of cold damage; affected creatures that succeed on a DC 14 Fortitude save take half damage. The save DC is Constitution-based.

Greater Gelid Beetle

Greater gelid beetles are larger and meaner than lesser gelid beetles. They are almost always hungry and are usually encountered while hunting. These beetles enjoy the flesh of cold-dwelling animals such as moose, deer, and snow leopards.

Combat

Greater gelid beetles use their cold cloud before closing to attack with their powerful bite. Once its cold cloud recharges, the beetle releases it again if it's still in combat.

Cold (Ex): 1d8 points of cold damage.

Cold Cloud (Ex): Once per minute, as a free action, a greater gelid beetle can emit a cloud of icy cold vapor in a 20-foot radius. The cloud is extremely thick and prevents ranged weapon attacks (except for magic rays) by those in the cloud. Further, melee attack and damage rolls take a -2 penalty. Each round, on the beetle's turn, the cloud deals 2d6 points of cold damage to each creature within it. A DC 20 Fortitude save halves the damage. The cloud lasts 1d4+3 rounds before dispersing and is not affected by wind. The save DC is Constitution-based.

GEON

Large Elemental (Earth, Extraplanar)

Hit Dice:	8d8+48 (84 hp)
Initiative:	-1
Speed:	20 ft. (4 squares)
Armor Class:	22 (-1 size, -1 Dex, +14 natural), touch 8, flat-footed 22
Base Attack/Grapple:	+6/+17
Attack:	Slam +13 melee (2d8+7)
Full Attack:	2 slams +13 melee (2d8+7)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Animate boulders, spell-like abilities
Special Qualities:	Damage reduction 5/—, darkvision 60 ft., elemental traits, freeze, immunity to electricity, resistance to fire 5, SR 15, vulnerability to cold
Saves:	Fort +12, Ref +1, Will +3
Abilities:	Str 25, Dex 8, Con 22, Int 12, Wis 12, Cha 12
Skills:	Hide +6*, Listen +13, Spot +13
Feats:	Alertness, Power Attack, Weapon Focus (slam)
Environment:	Elemental Plane of Earth
Organization:	Solitary, gang (2-5), or colony (5-8)
Challenge Rating:	9
Treasure:	Standard
Alignment:	Always neutral
Advancement:	9-11 HD (Large); 12-24 HD (Huge)
Level Adjustment:	—

This creature is a large, boulder with two large legs and feet. Two large recesses on its surface function as eyes. The creature has a large, wide toothless maw.

Geons are natives of the Elemental Plane of Earth, and spend most of their days burrowing through rock, eating and devouring the mineral-rich earth. They are sometimes summoned by powerful spellcasters to do their bidding, usually acting as protectors or guardians. Some, however, find their way to the Material Plane on their own when a portal between the two planes opens. On the Material Plane, geons are found in mountains, barren hills, and other rocky environments.

Many geons are given a task by the earth god and live only to faithfully carry out that task.

Geons speak Terran and Common. A geon's voice is low and rumbling, sounding like stones grinding together whenever the creature speaks.

Combat

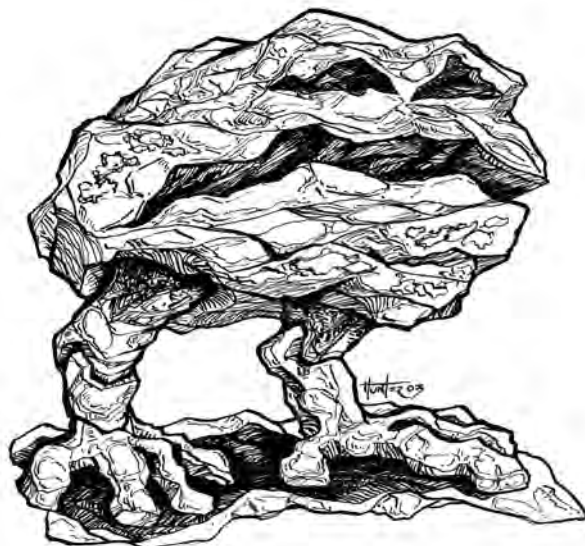
Geons shun combat if possible, using their special abilities to hide in the surrounding earth. If the geon has a task and that task is threatened, the creature does not hesitate to enter combat or use its abilities to animate boulders to attack its foes and create walls of stone to contain them. A geon can use its feet to manipulate objects or weapons.

Animate Boulders (Sp): A geon can animate rocks within 180 feet at will, controlling up to two rocks at a time. Boulders move at a speed of 10 feet and fight as a geon in all respects. Animated boulders lose their ability to move if the geon that animated them is incapacitated or moves out of range. The ability is otherwise similar to *liveoak* (caster level 15th), but affects rocks rather than trees. Animated boulders have the same vulnerability to cold that a geon has.

Spell-Like Abilities: At will—*stone shape*; 1/day—*move earth*, *passwall*, *transmute rock to mud* (DC 16), *wall of stone* (DC 16). Caster level 12th. The save DCs are Charisma-based.

Freeze (Ex): A geon can hold itself so still it appears to be a boulder. An observer must succeed on a DC 30 Spot check to notice the geon is really alive.

Skills: *A geon has a +8 racial bonus on Hide checks against a background of stone or in rocky surroundings.



GIANT, CAVE

Huge Giant	
Hit Dice:	12d8+72 (126 hp)
Initiative:	+1
Speed:	30 ft. (6 squares)
Armor Class:	19 (-2 size, +1 Dex, +10 natural), touch 9, flat-footed 18
Base Attack/Grapple:	+9/+25
Attack:	Gargantuan greatclub +16 melee (3d6+12); or slam +15 melee (1d6+8)
Full Attack:	Gargantuan greatclub +16/+11 melee (3d6+12); or slam +15 melee (1d6+8)
Space/Reach:	15 ft./15 ft.
Special Attacks:	Improved grab, pound, trample 2d6+12
Special Qualities:	Low-light vision, oversized weapon
Saves:	Fort +14, Ref +5, Will +6
Abilities:	Str 26, Dex 12, Con 23, Int 4, Wis 11, Cha 10
Skills:	Climb +15, Listen +4, Spot +4
Feats:	Diehard, Endurance, Iron Will, Power Attack, Weapon Focus (greatclub)
Environment:	Any hills or mountains
Organization:	Gang (2-5) or clan (6-9 adults plus 35% noncombatants)
Challenge Rating:	9
Treasure:	50% standard
Alignment:	Usually chaotic evil
Advancement:	By character class
Level Adjustment:	+4

Cave giants are the dumber, stronger cousins of hill giants. A cave giant is a massive creature, stocky and pot-bellied, with black scraggly hair streaming down over its shoulders. The skin of a cave giant is gray, mottled here and there with blotches of brown and black. The face of a cave giant has a bulbous nose between glaring eyes with thick, bushy eyebrows. A cave giant has two tusk-like teeth that extend down over its lower lip, causing it to drool almost constantly.

Cave giants live in small communal bands of no more than twelve individuals, with a single male leader that is usually stronger and certainly meaner than all others. They often take up residence in large hill or mountain caves, foraging for food such as mountain goats, bears, and wayward explorers. Extremely primitive and simple-minded, cave giants have no real concept of fire or creature comforts, so they eat their food raw.

The typical cave giant speaks Giant and no other languages.

Combat

The cave giants are not rock-throwers like many of their brethren, but they are quite skilled at combat with their huge greatclubs. They take great glee in pounding humans into paste, and then eating the paste.

Improved Grab (Ex): To use this ability, the cave giant must hit an opponent up to two sizes smaller with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack

of opportunity. If it wins the check, it establishes a hold and can pound.

Pound (Ex): A cave giant that makes a successful grapple check against a foe two or more sizes smaller than itself can smash the opponent into the ground, walls, nearby trees, or other solid objects as a standard action. This deals 2d6+12 points of bludgeoning damage to the victim. In addition, the opponent must make a successful Fortitude save (DC 24) or be stunned for one round. A cave giant can perform this action once per round as long as it maintains the grapple. The save DC is Strength-based.

Trample (Ex): A cave giant can trample creatures one category size smaller than itself as a standard action that deals 2d6+12 points of crushing damage. Opponents who do not make attacks of opportunity against the cave giant can attempt a Reflex save (DC 24) to halve the damage. The save DC is Strength-based.

Oversized Weapon (Ex): A cave giant wields a Gargantuan greatclub without penalty.

Cave Giants as Characters

Cave giant leaders are barbarians or adepts. Cave giant clerics have access to two of the following domains: Chaos, Earth, Trickery, or War.



Cave giant characters possess the following racial traits:

- Strength +16, Dexterity +2, Constitution +12, and Intelligence –6.
- Huge size (–2 penalty to AC, –2 penalty to attack rolls, –8 penalty to Hide checks, +8 bonus to grapple checks, lifting and carrying limits quadruple those of Medium characters).
- Space/Reach is 15 ft./15 ft.
- Base speed is 30 feet.
- +10 natural AC bonus.
- Low–light vision.
- Racial Hit Dice: A cave giant begins with twelve levels of giant, which provide 12d8 HD, a base attack bonus of +9, and base save bonuses of Fort +8, Ref +4, Will +4.

- Racial Skills: A cave giant’s giant levels give it skill points equal to 15 x (2 + Int modifier). Its class skills are Climb, Listen and Spot.
- Racial Feats: A cave giant’s giant levels give it 5 feats.
- Special Attacks: Improved grab, pound, trample.
- Weapon and Armor Proficiency: A cave giant is automatically proficient with simple weapons, martial weapons, light and medium armor, and shields.
- Automatic Languages: Giant. Bonus Languages: Common, Goblin, Gnoll, Orc.
- Favored Class: Barbarian.
- Level Adjustment: +4.

GIANT, FERROUS

Huge Giant	
Hit Dice:	25d8+250 (362 hp)
Initiative:	+0
Speed:	50 ft. (10 squares)
Armor Class:	31 (–2 size, +18 natural, +5 breastplate), touch 8, flat-footed 31
Base Attack/Grapple:	+18/+41
Attack:	Greataxe (or greatsword) +31 melee (4d6+22, 19–20/x3 greataxe or 17–20/x2 greatsword); or slam +31 melee (1d6+15)
Full Attack:	Greataxe (or greatsword) +31/+26/+21/+16 melee (4d6+22, 19–20/x3 greataxe or 17–20/x2 greatsword); or 2 slams +31 melee (1d6+15)
Space/Reach:	15 ft./15 ft.
Special Attacks:	Improved grab, pound, spell-like abilities, trample 2d6+22
Special Qualities:	Damage reduction 15/cold iron, ferrous mind, immunity to fire, low-light vision, oversized weapon
Saves:	Fort +24, Ref +8, Will +12
Abilities:	Str 40, Dex 10, Con 30, Int 14, Wis 14, Cha 14
Skills:	Concentration +32, Craft (weaponsmithing) +32, Craft (any one) +28, Listen +22, Spot +22
Feats:	Alertness, Awesome Blow, Cleave, Improved Bull Rush, Improved Critical (greatsword or greataxe), Iron Will, Mighty Blow, Power Attack, Skill Focus (Craft [weaponsmithing])
Environment:	Temperate and warm hill and mountains
Organization:	Solitary or family (2–4 plus 35% noncombatants plus 1 cleric or druid of 9th–12th level)
Challenge Rating:	17
Treasure:	Standard
Alignment:	Usually neutral
Advancement:	By character class
Level Adjustment:	+6

The great ferrous giant stands 20+ feet tall and appears as a humanoid composed of flexible and bendable iron. Though it is often mistaken for a construct, it is in fact a very intelligent giant. A ferrous giant makes its home deep within a secluded mountain range. Its lair is often a deep cave or cavern or a gigantic castle constructed of iron and built into the face of a mountain.

Ferrous giants are generally solitary creatures rarely interacting or dealing with other races, including other giants. Though not on bad terms with other giants, they simply have no interest in dealing with them. Ferrous giants spend most of their days hunting (deer, moose, boar, elk) and foraging or crafting exquisite weapons of iron. Some particularly sociable ferrous giants (a rare occurrence to be assured) set up a trading operation with a nearby town or city, exchanging weapons for whatever might interest the giant (food, iron, money, etc.).

The typical ferrous giant stands 20 feet tall and has dark ruddy skin. It wears its hair long and most males are bearded. Hair color ranges from brown to black. Their eyes are typically brown, hazel, or green. Common dress consists of furs, skins, or armor.

The typical ferrous giant speaks Giant, Common, and at least two other languages.

Combat

In melee, the ferrous giant uses its Huge iron battleaxe or longsword to bash or cleave its opponents. If disarmed, or if it is feeling particularly vile, a ferrous giant can pummel a foe with its massive fists. When fighting smaller foes, the ferrous giant often opens combat by trampling its foes or grabbing them and flinging them aside. Particularly noisome opponents are scooped up and pounded into the ground. The ferrous giant uses its *heat metal* ability in combat to heat the armor of its opponents and burn its foes.

Improved Grab (Ex): To use this ability, the ferrous giant must hit an opponent up to two sizes smaller with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can pound.

Pound (Ex): A ferrous giant that makes a successful grapple check against a foe two or more sizes smaller than itself can smash the opponent into the ground, walls, nearby trees, or other solid objects as a standard action. This deals 2d6+22 points of blud-

geoning damage to the victim. In addition, the opponent must make a successful Fortitude save (DC 37) or be stunned for one round. A ferrous giant can perform this action once per round as long as it maintains the grapple. The save DC is Strength-based.

Spell-Like Abilities: At will—*heat metal* (DC 14), *levitate* (iron or steel objects or creatures only, including itself); 1/day—*wall of iron* (DC 18). Caster level 15th. The save DCs are Charisma-based.

Trample (Ex): A ferrous giant can trample creatures one category size smaller than itself as a standard action dealing 2d6+22 points of crushing damage. Opponents who do not make attacks of opportunity against the ferrous giant can attempt a Reflex save (DC 37) to halve the damage. The save DC is Strength-based.

Ferrous Mind (Ex): Ferrous giants are immune to mind-influencing effects (charms, compulsions, phantasms, patterns, and morale effects).

Oversized Weapon (Ex): A ferrous giant wields a Gargantuan greatsword or greataxe without penalty.

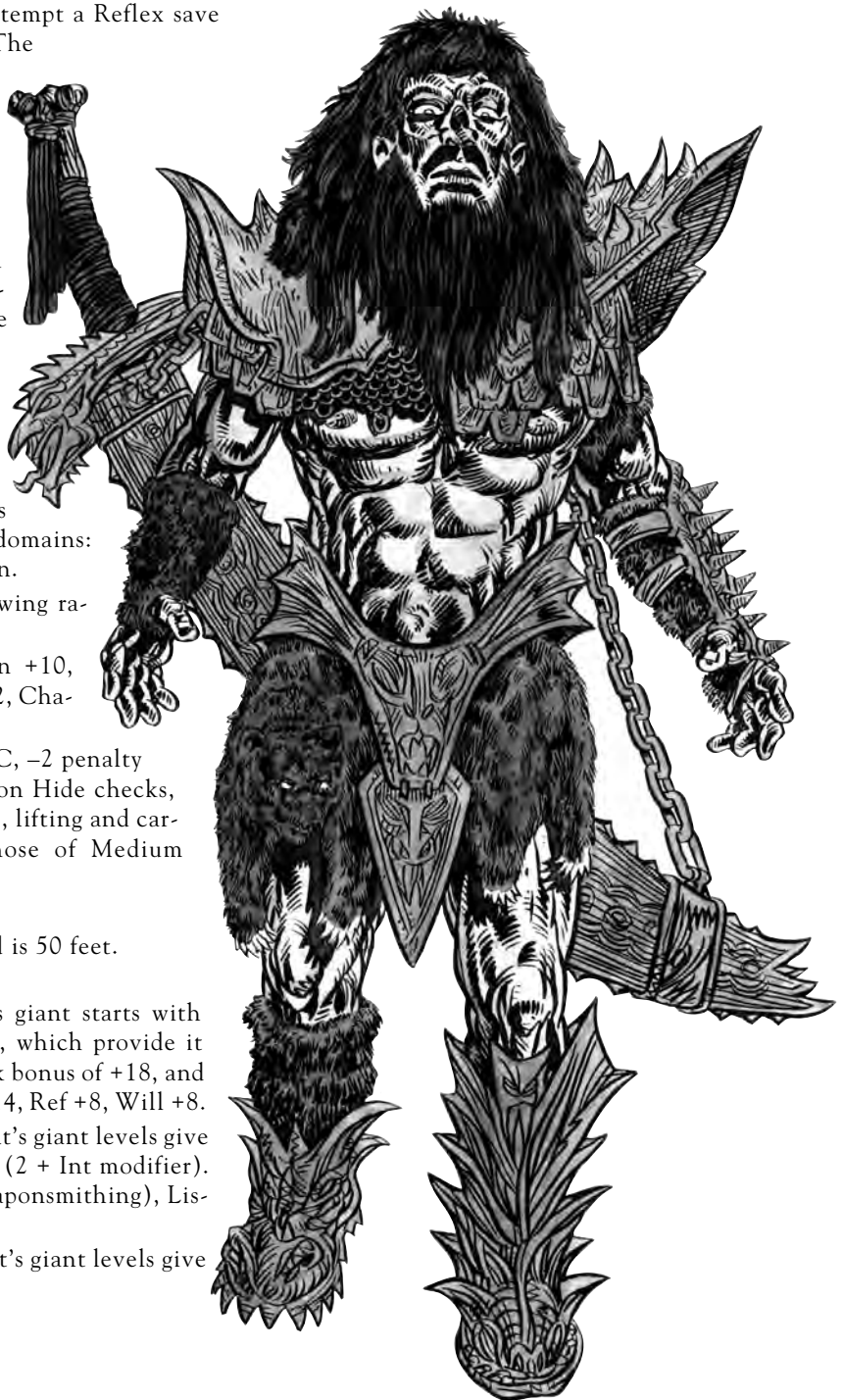
Ferrous Giants as Characters

Ferrous giant shamans are usually adepts or druids. Clerics can choose two of the following domains: Earth, Fire, Knowledge, and Sun.

Ferrous giants have the following racial traits:

- Strength +30, Constitution +10, Intelligence +2, Wisdom +2, Charisma +2.
- Huge size (–2 penalty to AC, –2 penalty to attack rolls, –8 penalty on Hide checks, +8 bonus on grapple checks, lifting and carrying limits quadruple those of Medium characters).
- Space/Reach 15 ft./15 ft.
- A ferrous giant's base speed is 50 feet.
- Low-light vision.
- Racial Hit Dice: A ferrous giant starts with twenty-five levels of giant, which provide it with 25d8 HD, a base attack bonus of +18, and base save bonuses of Fort +14, Ref +8, Will +8.
- Racial Skills: A ferrous giant's giant levels give it skill points equal to 28 x (2 + Int modifier). Its class skills are Craft (weaponsmithing), Listen, and Spot.
- Racial Feats: A ferrous giant's giant levels give it nine feats.
- +18 natural AC bonus.

- Special Attacks (see above): Great swing, improved grab, pound, spell-like abilities, trample.
- Special Qualities (see above): Damage reduction 15/cold iron, fire immunity, ferrous mind.
- Weapon and Armor Proficiency: Ferrous giants are automatically proficient with simple weapons, martial weapons, light and medium armor, and shields.
- Automatic Languages: Giant, Common. Bonus Languages: Draconic, Elven, Goblin, Orc.
- Favored Class: Fighter.
- Level Adjustment: +6.



GIANT, VOLCANO

Huge Giant (Earth, Fire)	
Hit Dice:	17d8+102 (178 hp)
Initiative:	+1
Speed:	40 ft. (8 squares)
Armor Class:	23 (-2 size, +1 Dex, +12 natural, +2 leather), touch 9, flat-footed 22
Base Attack/Grapple:	+12/+31
Attack:	Gargantuan longspear +21 melee (4d6+16, crit x3); or rock +12 ranged (2d8+11 plus 1d6 fire)
Full Attack:	Gargantuan longspear +21/+16/+11 melee (4d6+16, crit x3); or rock +12 ranged (2d8+11 plus 1d6 fire)
Space/Reach:	15 ft./15 ft.
Special Attacks:	Breath weapon, rock throwing, trample 2d6+16
Special Qualities:	Fire subtype, low-light vision, oversized weapon, rock catching, stone shape
Saves:	Fort +16, Ref +6, Will +7
Abilities:	Str 32, Dex 12, Con 22, Int 10, Wis 11, Cha 11
Skills:	Climb +19, Intimidate +7, Jump +21, Knowledge (volcanism) +10, Spot +5
Feats:	Awesome Blow, Cleave, Improved Sunder, Iron Will, Power Attack, Thump
Environment:	Warm mountains
Organization:	Solitary, gang (2-5) or band (6-9 plus 35% noncombatants plus 1 adept or cleric of 1st or 2nd level), hunting/raiding party (6-9 plus 1 adept or sorcerer of 3-5th level plus 3-8 fire lizards); or tribe (21-30 plus 1 adept, cleric, or sorcerer of 6th or 7th level plus 12-30 fire lizards)
Challenge Rating:	14
Treasure:	Standard
Alignment:	Often chaotic neutral
Advancement:	By character class
Level Adjustment:	+6

Volcano giants make their homes in the many twisting caves and subterranean rooms of volcanic cones, enlarging and reinforcing them for comfort and convenience.

Clothing for a volcano giant usually consists of little more than a simple wrap of fire lizard skin. A volcano giant wears ornaments made of bone, shell, and obsidian, and their general culture and society is similar to that of humanoid civilizations on tropical islands. Such island societies often get along well with local tribes of volcano giants, engaging in trade and peacefully coexisting. Should a tribe of volcano giants form an allegiance with a human tribe, the giants warn the humans of possible eruptions of their volcano to allow them time to escape the destruction.

Although volcano giants can be described as good-natured and peaceful people, their demeanor can change quickly. At a real or imagined affront, a volcano giant can erupt with a passion that is rivaled only by the fire and fury of the volcano in which it lives. Volcano giants feel that their shadow is actually their soul, and do not tolerate any creature that dares to trod upon it.

A volcano giant is an 18-foot tall barrel-chested giant with black or brown hair and brown, black, or dark amber eyes. Its skin is leathery and tanned reddish-brown. The hair of a volcano giant is tough and wiry, with the strength and texture of copper.

The typical volcano giant speaks Giant and Ignan.

Combat

Volcano giants usually use Gargantuan longspears in combat. They are fierce and brave warriors, not backing down from any adversary. Many choose to open combat with their breath weapon so as to soften up their foes before attacking.

Breath Weapon (Su): Three times per day, a volcano giant can exhale a cloud of warm and sulfuric gas in a 30-foot cone. Affected creatures must make a successful Fortitude save (DC 24) or take a -4 circumstance penalty on attack rolls, checks and saves for 1 minute (10 rounds) due to fits of coughing and choking. The save DC is Constitution-based.

Trample (Ex): A volcano giant can trample creatures one category size smaller than itself as a standard action that deals 2d6+16 points of crushing damage. Opponents who do not make attacks of opportunity against the volcano giant can attempt a Reflex save (DC 29) to halve the damage. The save DC is Strength-based.

Rock Throwing (Ex): Adult volcano giants are accomplished rock throwers and receive a +1 racial bonus to attack rolls when throwing rocks. A volcano giant can hurl rocks of 60 to 80 pounds (Medium objects). A volcano giant's thrown rocks have a range increment of 110 feet. As a full-attack action a volcano can reach into an open source of flowing lava, pull out a semi-solidified blob of molten rock, and throw it. Such a missile deals normal rock damage plus an extra 1d6 points of fire damage per round for 1d4+1 rounds if it hits.

Fire Subtype (Ex): A volcano giant is immune to fire attacks. It takes half again as much (+50%) damage as normal from cold, regardless of whether a save is allowed, or if the save is a success or failure.

Oversized Weapon (Ex): A volcano giant wields a Gargantuan two-handed longspear without penalty.

Rock Catching (Ex): A volcano giant can catch Small, Medium, or Large rocks (or projectiles of similar shape). Once per round, a giant that would normally be hit by a rock can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. (If the projectile has a magical bonus to attack, the DC increases by that amount.) The giant must be ready for and aware of the attack.

Stone Shape (Sp): Once per day, a volcano giant can create an effect identical to a *stone shape* spell (caster level 17th).

Volcano Giants as Characters

Volcano giants favored class is fighter. Leaders are usually fighters. Clerics are called shamans and are usually adepts. Clerics can choose two of the following domains: Air, Fire, Earth, and Destruction.

Volcano giants have the following racial traits:

— Strength +22, Dexterity +2, Constitution +12.

— Huge size (–2 penalty to AC, –2 penalty to attack rolls, –8 penalty on Hide checks, +8 bonus on grapple checks, lifting and carrying limits quadruple those of Medium characters).

— Space/Reach 15 ft./15 ft.

— A volcano giant's base speed is 40 feet.

— Low-light vision.

— Racial Hit Dice: A volcano giant starts with seventeen levels of giant, which provide it with 17d8 HD, a base attack bonus of +12, and base save bonuses of Fort +10, Ref +5, Will +5.

— Racial Skills: A volcano giant's giant levels give it skill points equal to $20 \times (2 + \text{Int modifier})$. Its class skills are Climb, Jump, Intimidate, Knowledge (volcanism), and Spot.

— Racial Feats: A volcano giant's giant levels give it six feats.

— +12 natural AC bonus.

— Special Attacks (see above): Breath weapon, rock throwing, trample.

— Special Qualities (see above): Fire subtype, low-light vision, oversized weapon, rock catching, stone shape.

— Weapon and Armor Proficiency: Volcano giants are automatically proficient with simple weapons, martial weapons, light and medium armor, and shields.

— Automatic Languages: Giant, Ignan. Bonus Languages: Draconic, Goblin, Terran, Orc.

— Favored Class: Fighter.

— Level Adjustment: +6.



GLOOM CRAWLER

Huge Magical Beast	
Hit Dice:	10d10+30 (85 hp)
Initiative:	+6
Speed:	20 ft. (4 squares)
Armor Class:	18 (-2 size, +2 Dex, +8 natural), touch 10, flat-footed 16
Base Attack/Grapple:	+10/+25
Attack:	Tentacle +16 melee (1d6+7)
Full Attack:	10 tentacles +16 melee (1d6+7) and bite +11 melee (2d8+3)
Space/Reach:	15 ft./15 ft. (30 ft. with tentacle)
Special Attacks:	Constrict 1d6+7, improved grab
Special Qualities:	All-around vision, darkvision 60 ft., low-light vision, tremorsense 60 ft., vulnerability to sunlight
Saves:	Fort +10, Ref +9, Will +4
Abilities:	Str 24, Dex 14, Con 16, Int 4, Wis 12, Cha 2
Skills:	Listen +10, Search +1, Spot +13
Feats:	Alertness, Improved Initiative, Weapon Focus (tentacle, bite)
Environment:	Underground
Organization:	Solitary
Challenge Rating:	8
Treasure:	Standard
Alignment:	Always neutral
Advancement:	11-20 HD (Huge); 21-30 HD (Gargantuan)
Level Adjustment:	—

This creature resembles a giant squid with many tentacles, all about 5 times the length of an average human. At the end of each tentacle is a small, round, lidless eye with a stark blue pupil.

The gloom crawler is a solitary creature resembling a giant squid with blackened skin and a large mass of writhing squid-like tentacles. It makes its lair in underground caves, dungeons, and other such subterranean complexes far away from the daylight of the surface world and spends most of its time dormant, waking every so often to eat.

The gloom crawler moves along its underground world using the suction cups on its tentacles to pull itself along. The creature's "tentacle eye" allows it to see in any direction at any time if it wishes.

Gloom crawlers are omnivorous creatures sustaining themselves on a diet of subterranean plants, mosses, rodents, and other subterranean fauna. They do not, however, turn down the chance for a larger meal, such as that offered by

a foolhardy adventurer that stumbles into a gloom crawler lair.

The gloom crawler's body and tentacles are rough to the touch and glossy and inky black in color fading to a dull black on the underside of the tentacles. It has a large hooked beak that it uses to bite a foe and tear its flesh.

Combat

Gloomcrawlers bring as many tentacles to bear on a foe as it can. If it grabs a foe, it hangs on and constricts while fighting off other opponents. A held foe is pulled in close so the gloom crawler can bite with its beak.

A gloom crawler can bring up to five tentacles to bear on a single 5-foot space.

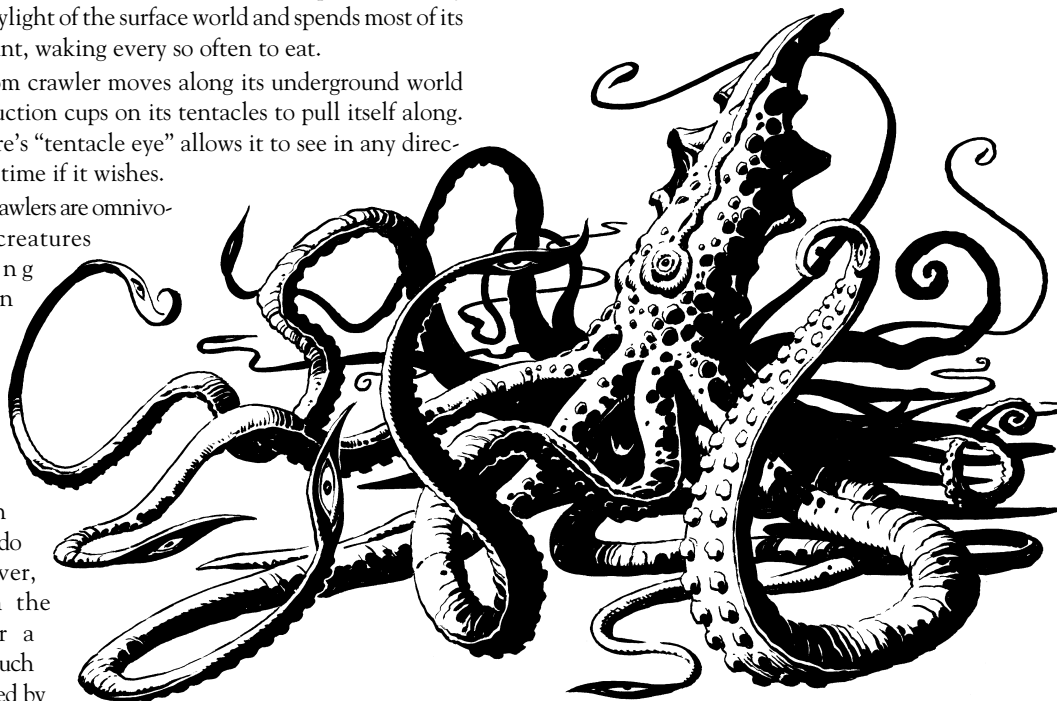
Constrict (Ex): A gloom crawler deals 1d6+7 points of damage with a successful grapple check.

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

All-Around Vision (Ex): Each of the gloom crawler's tentacles has a single small eye near the tip. This grants the gloom crawler a +4 racial bonus to Search and Spot checks and it cannot be flanked.

Tremorsense (Ex): A gloom crawler can automatically detect the location of anything within 60 feet that is in contact with the ground.

Vulnerability to Sunlight (Ex): A gloom crawler is highly susceptible to natural sunlight (not merely a daylight spell), and takes 2 points of Constitution damage each round it remains in the area. While operating in natural sunlight, it can only take a single move action or attack action each round.



GOLEM, FURNACE

Huge Construct	
Hit Dice:	24d10+40 (172 hp)
Initiative:	-1
Speed:	20 ft. (4 squares)
Armor Class:	32 (-2 size, -1 Dex, +25 natural), touch 7, flat-footed 32
Base Attack/Grapple:	+18/+41
Attack:	Slam +31 melee (4d8+15 plus 2d6 fire)
Full Attack:	2 slams +31 melee (4d8+15 plus 2d6 fire)
Space/Reach:	15 ft./15 ft.
Special Attacks:	Breath weapon, heat, improved grab, furnace-interior
Special Qualities:	Construct traits, damage reduction 15/adamantine, darkvision 60 ft., immunity to fire, immunity to magic, low-light vision, resistance to cold 20, rustproof
Saves:	Fort +8, Ref +7, Will +8
Abilities:	Str 41, Dex 9, Con —, Int —, Wis 11, Cha 1
Skills:	—
Feats:	—
Environment:	Any
Organization:	Solitary
Challenge Rating:	14
Treasure:	None
Alignment:	Always neutral
Advancement:	22-26 HD (Huge); 27-63 HD (Gargantuan)
Level Adjustment:	—

Furnace golems are 20-foot tall constructs that look like humanoids clad in black iron armor. A large grate-covered opening in its abdomen houses a roaring fire in its innards. The fires powering a furnace golem are magical in nature, i.e. it needs no source of natural fuel to power it and they cannot be extinguished, though if a furnace golem is destroyed, the fires in its innards burn out.

Furnace golems are most often used to guard some arcane secret or treasure, though some are programmed to seek out objects or individuals. Those used as guards stand motionless, appearing as nothing more than a giant black iron statue, until activated.

Furnace golems, like other constructs, obey their creator's commands to the best of their ability. Should the creator die, or should the golem's commands be unattainable, the furnace golem becomes rogue. That is, it is still completely functional but follows no commands or orders from anyone.

Combat

Furnace golems open combat using their breath weapon before moving to pulverize their opponents with their massive fists. Grabbed opponents are shoved into the golem's burning interior where they are trapped until they break free or die.

Breath Weapon (Su): Once every 1d4 rounds, a furnace golem can belch forth a line of fire 5 feet wide, 5 feet high, and 50 feet long; 10d6 points of fire damage, Reflex DC 22 for half. The save DC is Constitution-based.

Heat (Ex): A furnace golem's entire form is extremely hot. Any slam attack deals fire damage. Creatures attacking a furnace golem unarmed or with natural weapons take this same fire damage each time one of their attacks hits.

Improved Grab (Ex): To use this ability, the furnace golem must hit an opponent at least one size category smaller than itself with a slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it can conduct the grapple normally or shove an opponent up to two sizes smaller into its furnace-interior the following round.

Furnace-Interior (Ex): A furnace golem can try to shove a grabbed opponent up to two sizes smaller than itself into its interior by making a successful grapple check. An opponent thrown into the furnace golem's interior is trapped as a metal grating closes over the opening in the same round. A trapped creature automatically takes 2d6 points of fire damage each round. Escaping the creature's interior requires a successful Strength check (DC 30) to bend the bars. Alternately a trapped creature can escape by dealing at least 25 points of damage to the bars (AC 22).



Note, the golem's damage reduction applies to all attacks against the bars.

A Huge furnace golem's interior can hold 2 Medium, 8 Small, or 16 Tiny or smaller creatures.

Construct Traits (Ex): Immune to mind-influencing effects (charms, compulsions, phantasms, patterns, and morale effects), poison, *sleep*, paralysis, stunning, death effects, necromancy effects, and polymorph. Immune to any effect that requires a Fortitude save (unless it works on objects, or is harmless). Not subject to critical hits, nonlethal damage, ability damage, energy drain, fatigue, exhaustion, or death from massive damage; cannot be healed, raised or resurrected, though it can be repaired.

Immunity to Magic (Ex): A furnace 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 bypasses its cold resistance slows a furnace golem (as the *slow* spell) for 3 rounds, with no saving throw.

A magical attack that deals fire damage breaks any *slow* effect on the furnace golem and heals 1 point of damage for each 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points.

Rustproof (Ex): Though constructed of iron, a furnace golem, unlike an iron golem, is not affected by rust attacks.

Construction

A furnace golem's body is constructed from 8,000 pounds of iron mixed with rare ingredients and chemicals totaling 12,000 gp. Creating the body requires a Craft (armorsmithing or weaponsmithing) check (DC 20).

Caster level 16th; Craft Construct (see the MM), *fireball*, *geas/quest*, *limited wish*, *polymorph any object*, *wall of fire*, caster must be at least 16th level; Price 180,000 gp; Cost 102,000 gp + 6,720 XP.

GOLEM, IRON MAIDEN

Large Construct

Hit Dice:	12d10+30 (96 hp)
Initiative:	+0
Speed:	20 ft. (4 squares)
Armor Class:	28 (-1 size, -1 Dex, +20 natural), touch 8, flat-footed 28
Base Attack/Grapple:	+9/+21
Attack:	Slam +16 melee (2d10+8)
Full Attack:	2 slams +16 melee (2d10+8)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Animated host, bladed lid, steal essence
Special Qualities:	Construct traits, damage reduction 15/adamantine, darkvision 60 ft., immunity to magic, low-light vision, rust vulnerability
Saves:	Fort +4, Ref +3, Will +4
Abilities:	Str 27, Dex 10, Con —, Int —, Wis 11, Cha 1
Skills:	(see text below)
Feats:	(see text below)
Environment:	Any
Organization:	Solitary
Challenge Rating:	9
Treasure:	None
Alignment:	Always neutral
Advancement:	13-24 HD (Large); 25-36 HD (Huge)
Level Adjustment:	—

An iron maiden golem is a variation of the iron golem. Like the torture device that is its namesake, an iron maiden golem is a hollow structure with several dagger-like blades on the inside of the lid. The golem itself has the appearance of a tall, well-muscled male or female warrior. When a living creature is placed into the iron maiden and the lid is closed the blades impale the unfortunate victim, causing an agonizing death. Unlike the coffin-like torture device, however, an iron maiden golem has articulated arms and legs, and is capable of moving under its own power.

Although standard iron golems have a breath weapon, an iron maiden does not; it has the ability to usurp the essence of any humanoid being enclosed within, however. The corpse of the unfortunate victim trapped in the iron maiden golem is transformed into an undead being similar to a zombie. The iron maiden, with a victim trapped inside, can then utilize some of that victim's skills, feats, or combat capabilities. A trapped victim decays at an accelerated rate, so at least once a month an iron maiden golem must be given a fresh victim or it reverts to its normal capabilities (as reflected in the statistics block above).

Combat

An iron maiden golem without a victim attacks by slamming opponents with its powerful fists. When a victim is trapped within, it fights in a style relevant to the victim.

Animated Host (Su): Once a victim trapped within an iron maiden has died, it reanimates as a zombie in the next round (as if by an *animate dead* spell). It cannot escape, however, and serves only to fuel the iron maiden and provide it with skills and abilities. While it is trapped, the zombie cannot be attacked, damaged, turned, rebuked, or commanded, and it doesn't suffer any damage from the bladed lid. If the lid of the golem is somehow forced open, the zombie has the normal abilities of a Medium zombie (as detailed in the MM). The victim of an iron maiden golem must be alive when it is placed inside and the lid is closed or the golem's animate host ability fails.

Bladed Lid (Ex): A living creature inside an iron maiden when the lid is closed is pierced by twenty dagger-like blades, dealing a total of 50 points of

piercing damage each round. The lid automatically seals with an *arcane lock* spell with a caster level equal to that of the iron maiden golem's creator (14th level usually). The lid can be forced open with a successful Strength check (DC 34) or by casting *dispel magic*. The *knock* spell has no effect on the lid. The check DC is Strength-based and includes a +10 bonus from the *arcane lock* spell.

Because of the shape of the iron maiden, only a Medium humanoid can be sealed inside.

Steal Essence (Su): An iron maiden golem that has created a host using its animate host ability (see above) gains 10 temporary hit points, uses its own base attack bonus or the host's (whichever is higher), and can make normal use of the victim's skills, feats, and non-magical class abilities.

The golem must substitute its own ability scores when determining its total skill bonuses; therefore it cannot use skills requiring Constitution or Intelligence, and since it cannot speak, many Charisma skills are severely limited. Likewise, the iron maiden golem must meet the requirements for any feat in order to make use of that feat (thus feats such as Dodge and Combat Expertise are unavailable to the golem). An iron maiden cannot use any divine spells or divinely granted special abilities, since the host within is no longer able to receive such abilities from her deity. An iron maiden likewise cannot use any arcane spells as its inherent magic immunity disrupts any attempt to do so.

Construct Traits (Ex): Immune to mind-influencing effects (charms, compulsions, phantasms, patterns, and morale effects), poison, *sleep*, paralysis, stunning, death effects, necromancy effects, and polymorph. Immune to

any effect that requires a Fortitude save (unless it works on objects, or is harmless). Not subject to critical hits, nonlethal damage, ability damage, energy drain, fatigue, exhaustion, or death from massive damage; cannot be healed, raised or resurrected, though it can be repaired.

Immunity to Magic (Ex): An iron maiden golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A magical attack that deals electricity damage slows an iron maiden golem (as the *slow* spell) for 3 rounds, with no saving throw.

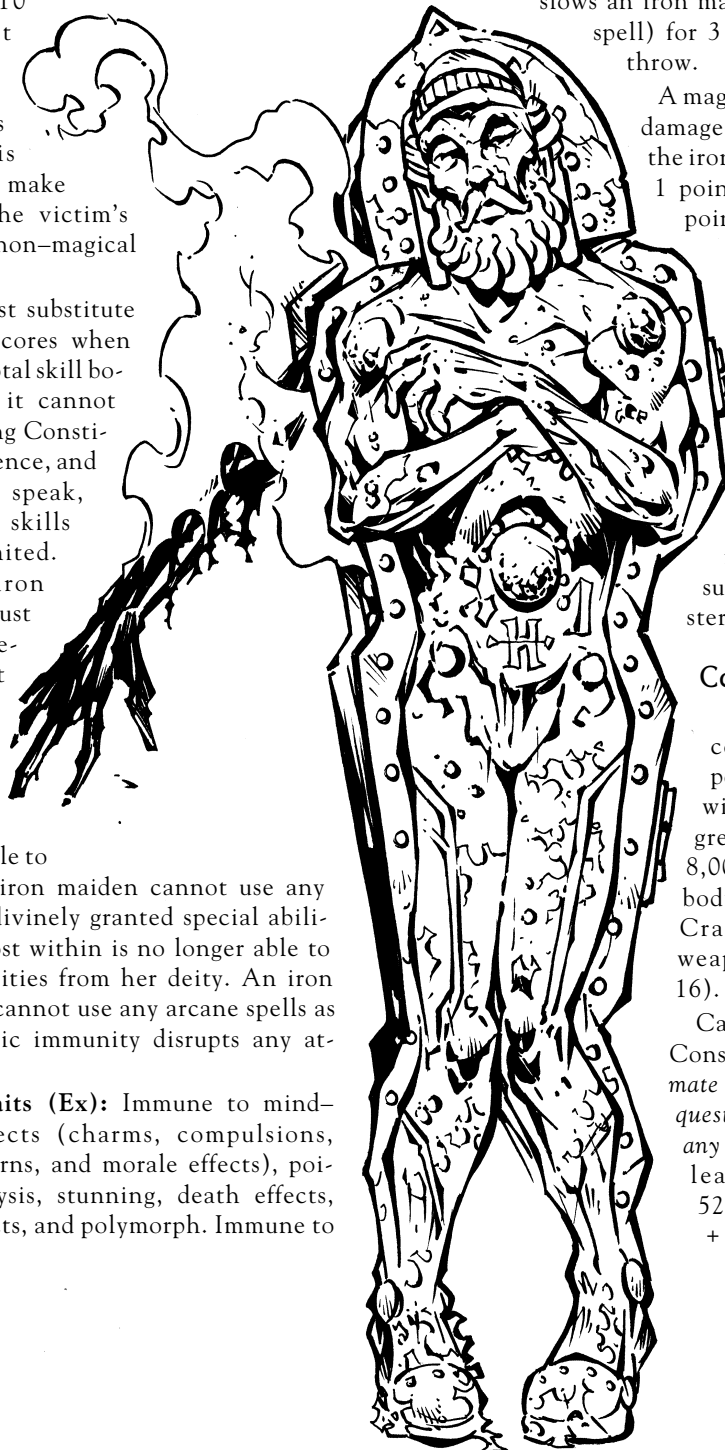
A magical attack that deals fire damage breaks any *slow* effect on the iron maiden golem and heals 1 point of damage for each 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points.

Rust Vulnerability (Ex): An iron maiden golem is affected normally by rust attacks, such as that of a rust monster or a *rusting grasp* spell.

Construction

An iron maiden golem is constructed from 5,000 pounds of pure iron, mixed with rare chemicals and ingredients costing at least 8,000 gp. Assembling the body requires a successful Craft (armorsmith or weaponsmith) check (DC 16).

Caster level 14th; Craft Construct (see the MM), *animate dead*, *arcane lock*, *geas/quest*, *limited wish*, *polymorph any object*, caster must be at least 14th level; Price 52,000 gp; Cost 34,000 gp + 1,760 XP.



GOLEM, MAGNESIUM

Medium Construct	
Hit Dice:	7d10+20 (58 hp)
Initiative:	+1
Speed:	30 ft. (6 squares)
Armor Class:	18 (+1 Dex, +7 natural), touch 11, flat-footed 17
Base Attack/Grapple:	+5/+7
Attack:	Slam +7 melee (1d6+2 plus 1d4 Dex)
Full Attack:	2 slams +7 melee (1d6+2 plus 1d4 Dex)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Aura of sickness, Dexterity damage
Special Qualities:	Construct traits, damage reduction 10/adamantine, darkvision 60 ft., immunity to magic, low-light vision, rust vulnerability
Saves:	Fort +2, Ref +3, Will +2
Abilities:	Str 15, Dex 13, Con —, Int —, Wis 11, Cha 1
Skills:	—
Feats:	—
Environment:	Any
Organization:	Solitary
Challenge Rating:	6
Treasure:	None
Alignment:	Always neutral
Advancement:	8–14 HD (Medium); 15–21 HD (Large)
Level Adjustment:	—

Magnesium golems are silvery-white humanoids created by arcane spellcasters. As with other golems, they are incapable of thinking on their own, and are thus under control of the one that created them. They are created as guardians and keepers and can be given specific orders to guard a specific locale, item, or object or to attack a specific creature or type of creature.

The magnesium golem is a silvery-white humanoid formed of magnesium. The average magnesium golem stands about 6–7 feet tall and weighs 600 pounds. The magnesium golem's features are smooth and perfect, though it has no discernable ears, nose, or mouth. Its eyes appear to be nothing more than indentations in its body. Magnesium golems wear no clothing and never carry weapons, and it cannot speak or make any vocal noise. Unlike many other golems, the magnesium golem can move at the same speed as a human of its size.

Combat

The magnesium golem attacks with its fists, pummeling its foes relentlessly. They are formidable opponents, particularly in melee, and attack until destroyed or until its foe is slain or driven away.

Aura of Sickness (Su): As a free action, a magnesium golem can generate an aura in a 10-foot radius spread that sickens all living creatures entering the area for 1d4 minutes if that creature fails a Fortitude save (DC 15). A

creature that successfully saves cannot be affected again by the same magnesium golem's aura of sickness for one day. A *delay poison* or *neutralize poison* spell removes the effect from a sickened creature. Creatures with immunity to poison are unaffected and creatures resistant to poison receive their normal bonus on their saves. The save DC is Constitution-based and includes a +2 racial bonus.

Dexterity Damage (Su): A magnesium golem's slam attack deals 1d4 points of Dexterity damage to a living foe if it fails a Fortitude save (DC 13). A creature reduced to Dexterity 0 by a magnesium golem is paralyzed. The save DC is Constitution-based.

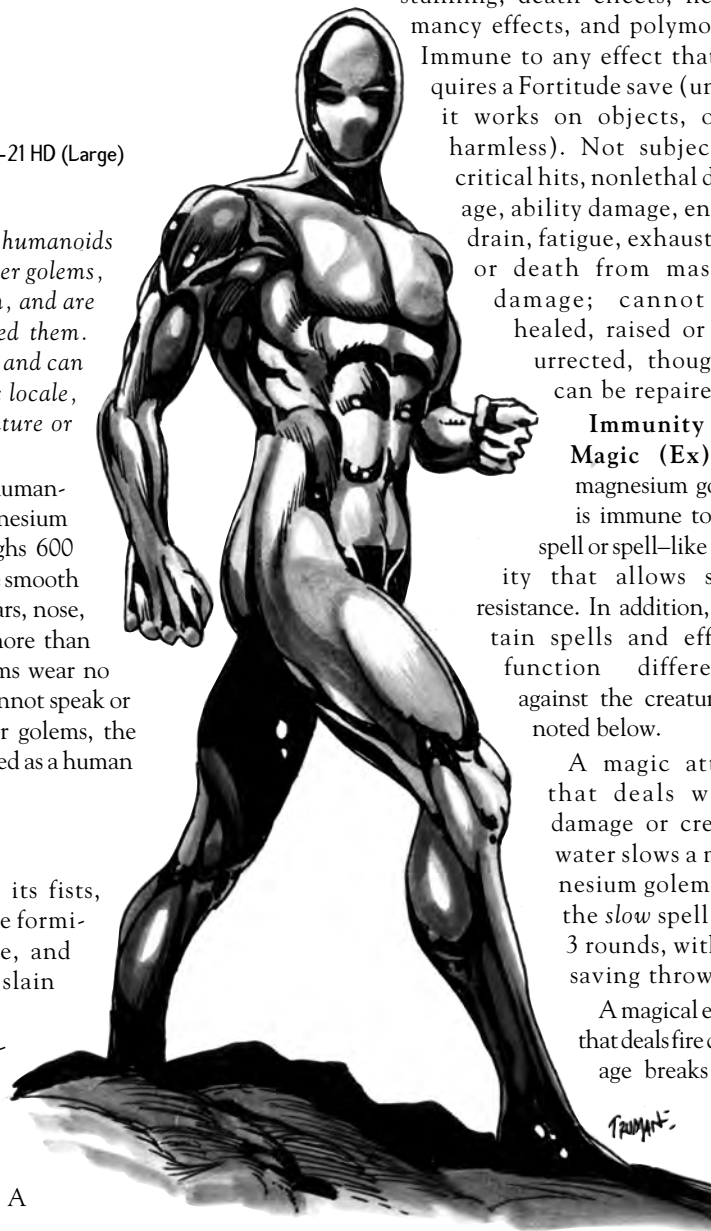
Construct Traits (Ex): Immune to mind-influencing effects (charms, compulsions, phantasms, patterns, and morale effects), poison, *sleep*, paralysis, stunning, death effects, necromancy effects, and polymorph.

Immune to any effect that requires a Fortitude save (unless it works on objects, or is harmless). Not subject to critical hits, nonlethal damage, ability damage, energy drain, fatigue, exhaustion, or death from massive damage; cannot be healed, raised or resurrected, though it can be repaired.

Immunity to Magic (Ex): A magnesium 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 magic attack that deals water damage or creates water slows a magnesium golem (As the *slow* spell) for 3 rounds, with no saving throw.

A magical effect that deals fire damage breaks any



slow effect 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. A magnesium golem gets no saving throw against fire effects.

Rust Vulnerability (Ex): A magnesium golem is affected normally by rust attacks, such as that of a rust monster or a *rusting grasp* spell.

Construction

A magnesium golem's body is sculpted from 1,000 pounds of pure magnesium. The magnesium is mixed with rare chemicals totaling 4,000 gp. Assembling the body requires a successful Craft (armorsmithing or weaponsmithing) check (DC 13).

Caster level 9th; Craft Construct (see the MM), *geas/quest*, *hold monster*, *limited wish*, *polymorph any object*, *stinking cloud*, caster must be at least 9th level; Price 23,000 gp; Cost 15,500 gp +756 XP.

Anodized (Improved) Magnesium Golem

The golem is anodized during the creation process by submerging it in a solution of acid. During this time, the creator must cast *lightning bolt* or some other electricity-based effect into the solution. This deals no damage to the golem. After four hours, the magnesium golem is removed from the solution.

An anodized magnesium golem is identical to a normal magnesium golem detailed above but it does not have the rust vulnerability trait of the normal magnesium golem.

GOLEM, OOZE

Large Construct

Hit Dice:	11d10+30 (90 hp)
Initiative:	-2
Speed:	20 ft. (4 squares)
Armor Class:	15 (-1 size, -2 Dex, +8 natural), touch 7, flat-footed 15
Base Attack/Grapple:	+8/+18
Attack:	Slam +13 melee (2d8+6 plus 1d6 acid)
Full Attack:	2 slams +13 melee (2d8+6 plus 1d6 acid)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Acid, death throes
Special Qualities:	Amorphous, construct traits, damage reduction 10/bludgeoning, darkvision 60 ft., fast healing 5, low-light vision
Saves:	Fort +3, Ref +1, Will +3
Abilities:	Str 22, Dex 6, Con —, Int —, Wis 11, Cha 1
Skills:	—
Feats:	—
Environment:	Any
Organization:	Solitary or crew (2-5)
Challenge Rating:	8
Treasure:	None
Alignment:	Always neutral
Advancement:	12-18 HD (Large); 19-33 HD (Huge)
Level Adjustment:	—

are discernable in either form. In humanoid form, an ooze golem's lower torso ends in two powerful legs and almost-human feet. This creature can flatten its body and squeeze through cracks and openings up to 2-inches in size.

Ooze golems cannot speak or communicate.

Believed to be the creation of Brotherhood of the Ooze (high-ranking priests and followers of The Faceless Lord), ooze golems appear as swirling conglomerations of oozes of columnar or humanoid shape. Their bubbling, shifting form stinks of dead animal matter and sulfur.

Ooze golems are often employed or summoned by evil spellcasters and given the task of guarding or protecting an area of great importance. They are sometimes found in the company of normal oozes. These golems are quite prevalent in temples dedicated to The Faceless Lord.

Ooze golems are 10-foot tall amorphous creatures of swirling colors: gray, black, dull red, pale green, and brown. They can alter their shape so as to appear roughly humanoid, but their natural form resembles a column or pillar. Two large pseudopods extend from the central trunk and function as arms. No facial features



Combat

An ooze golem attacks by pummeling its opponents with its fists. It employs rudimentary tactics in battle and always fights until destroyed. An ooze golem often grabs a foe and hangs on; dealing acid damage each round the hold is maintained.

Acid (Ex): An ooze golem's body secretes a deadly acid that damages only flesh. Any melee hit deals acid damage. Creatures attacking an ooze golem unarmed or with natural attacks take acid damage as though hit by the ooze golem's slam attack.

Death Throes (Ex): When an ooze golem is reduced to 0 or less hit points its body collapses into a bubbling pool of acidic slime that covers a 10-foot square area. Creatures touching this acidic pool take 2d6 points of acid damage (no save) for 1d3 rounds. The acid pool remains for 10 rounds (1 minute) before dispersing.

Amorphous (Ex): An ooze golem has no clear front or back; therefore, it cannot be flanked.

Construct Traits (Ex): Immune to mind-influencing effects (charms, compulsions, phantasms, patterns, and morale effects), poison, *sleep*, paralysis, stunning, death effects, necromancy effects, and polymorph. Immune to any effect that requires a Fortitude save (unless it works on objects, or is harmless). Not subject to critical hits, nonlethal damage, ability damage, energy drain, fatigue, exhaustion, or death from massive damage; cannot be healed, raised or resurrected, though it can be repaired.

Fast Healing (Ex): An ooze golem heals 5 points of damage each round so long as it has at least 1 hit point.

Construction

An ooze golem's body is constructed from pieces of destroyed or slain oozes. Magical bindings are used to hold the pieces together. These materials cost 900 gp. Assembling the body requires a Craft (sculpture) check (DC 15).

Caster level 10th; Craft Construct (see the MM), *animate dead*, *gas/quest*, *limited wish*, caster level 10th; Price 28,000 gp; Cost 14,900 gp + 800 XP.

GOLEM, ROPE

Medium Construct

Hit Dice:	6d10+20 (53 hp)
Initiative:	+0
Speed:	30 ft. (6 squares)
Armor Class:	17 (+7 natural), touch 10, flat-footed 17
Base Attack/Grapple:	+4/+7
Attack:	Slam +7 melee (1d8+3)
Full Attack:	2 slams +7 melee (1d8+3)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Improved grab, strangulation 1d8+2
Special Qualities:	Construct traits, damage reduction 5/adamantine and slashing, darkvision 60 ft., fire vulnerability, immunity to magic, low-light vision
Saves:	Fort +2, Ref +2, Will +2
Abilities:	Str 17, Dex 10, Con —, Int —, Wis 11, Cha 1
Skills:	—
Feats:	—
Environment:	Any
Organization:	Solitary
Challenge Rating:	5
Treasure:	None
Alignment:	Always neutral
Advancement:	7-10 HD (Medium); 11-18 HD (Large)
Level Adjustment:	—

Rope golems are constructed from many intertwined and knotted ropes and often serve as guardians to lesser nobles, wizards, clerics, and the like, protecting a treasure hoard or some ancient knowledge best kept hidden.

A rope golem is tangled mess of knotted and bundled ropes in roughly humanoid form. The typical rope golem stands 7 feet tall but weighs only about 100 pounds or so. Its long, gangly arms end in noose-like hands. A rope golem can expand its shape to fill a 10-foot area or contract its form to fill a space less than 2 1/2 feet square.



Until it is activated, a rope golem appears to be nothing more than a pile of normal ropes. Rope golems cannot communicate.

Combat

Rope golems attack by rolling their ropey appendages into “fists” and pummeling a foe. If a rope golem hits, it attempts to slip its noose-like hands over its opponent’s head and around its neck. If successful, a rope golem often maintains the hold until it is destroyed or its opponent is dead.

Improved Grab (Ex): To use this ability, a rope golem must hit an opponent up to one size larger than itself with a slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can strangle its opponent.

Strangulation (Ex): A rope golem deals 1d8+3 points of damage with a successful grapple check. Because the rope golem seizes the opponent by the neck, a strangled foe cannot speak or cast spells with verbal components.

Construct Traits (Ex): Immune to mind-influencing effects (charms, compulsions, phantasms, patterns, and morale effects), poison, *sleep*, paralysis, stunning, death effects, necromancy effects, and polymorph. Immune to any effect that requires a Fortitude save (unless it works on objects, or is harmless). Not subject to critical hits, nonlethal damage, ability damage, energy

drain, fatigue, exhaustion, or death from massive damage; cannot be healed, raised or resurrected, though it can be repaired.

Fire Vulnerability (Ex): A rope golem takes half again as much (+50%) damage as normal from fire, regardless of whether a save is allowed, or if the save is a success or failure.

Immunity to Magic (Ex): A rope 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 *disintegrate* spell affects it normally. A *rope trick* or *animate rope* spell deals 1d6 points of damage to the rope golem per three levels of the spell caster (e.g., a 6th-level sorcerer deals 2d6 points of damage to a rope golem if it casts *rope trick* or *animate rope*). A *mending* spell heals the rope golem of 2d6 points of damage. Fire-based effects and spells affect it as described in its fire vulnerability above.

Construction

A rope golem’s body is spun and tied from 200 pounds of rope. Special bindings and powders worth 200 gp are used in the process. Assembling the body requires a successful Craft (ropemaking) or Use Rope check (DC 13).

Caster level 8th; Craft Construct (see the MM), *animate rope*, *geas/quest*, *rope trick*; caster must be at least 8th level; Price 14,200 gp; Cost 7,200 gp + 560 XP.

GRAVE RISEN

Medium Undead

Hit Dice:	5d12+3 (35 hp)
Initiative:	+2
Speed:	30 ft. (6 squares)
Armor Class:	15 (+2Dex, +3natural), touch 12, flat-footed 13
Base Attack/Grapple:	+2/+4
Attack:	Claw +5 melee (1d4+2 plus blood poisoning)
Full Attack:	2 claws +5 melee (1d4+2 plus blood poisoning)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Animate dead, blood poisoning
Special Qualities:	Darkvision 60 ft., +2 turn resistance, undead traits
Saves:	Fort +1, Ref +3, Will +6
Abilities:	Str 14, Dex 15, Con —, Int 13, Wis 14, Cha 16
Skills:	Climb +7, Escape Artist +5, Hide +8, Jump +5, Listen +8, Move Silently +8, Search +6, Spot +8
Feats:	Toughness, Weapon Focus (claw)
Environment:	Any
Organization:	Solitary or troupe (1 grave risen plus 2-5 Medium-size zombies)
Challenge Rating:	4
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	6-12 HD (Medium); 13-15 HD (Large)
Level Adjustment:	—

This rotting, worm-ridden corpse is draped in tattered and loose fitting rags and dented armor. Blackened eye sockets serve as its eyes, and the stench of death clings to its body. Its nails are long and filthy, caked with soil from the grave.

Grave risen are rotting undead creatures that upon first glance resemble zombies. They are created from a normal corpse in an area where the blood of a spellcaster is spilled and permeates the ground. The blood fuses with a corpse which sometimes animates as a grave risen. These creatures rarely wander far from the area where they were risen, preferring the stench of death and the serenity of death that lingers in the air.

Grave risen have no love for the living and attack living creatures on sight. Living creatures slain by a grave risen are clawed and mutilated and then buried in a shallow grave by the grave risen as a mockery of its own current existence.

Grave risen do not speak or communicate; only occasionally loosing guttural tones from their rotting vocal organs.



Combat

Since grave risen are rarely encountered anywhere but cemeteries, burial grounds, or the like, they usually begin combat by animating corpses and sending them against their aggressors. After animating corpses, the grave risen attempts to down its foes with its filthy claws. Slain foes are destroyed (as detailed above) and are not consumed by a grave risen.

Animate Dead (Sp): Once per day, a grave risen can *animate dead*, as the spell (caster level 5th).

Blood Poisoning (Ex): A creature hit by a claw attack must succeed on a DC 15 Fortitude save or contract blood poisoning. This deals 1 point of Constitution damage to the victim per minute until the victim dies or the blood poisoning is healed. A *neutralize poison* or *remove disease* spell rids the victim of blood poisoning, as does a DC 15 Heal check. Multiple wounds to the same foe do not result in multiple instances of blood poisoning. The save DC and check DC are both Charisma-based.

GRIMSTALKER (BANAAN)

Medium Fey

Hit Dice:	6d6+6 (27 hp)
Initiative:	+5
Speed:	40 ft. (squares), climb 20 ft.
Armor Class:	20 (+5 Dex, +3 natural, +2 leaf armor), touch 15, flat-footed 15
Base Attack/Grapple:	+3/+4
Attack:	Claw +4 melee (1d4+1 plus poison) or spiked quarterstaff +4 (1d6+1 plus poison) or longbow +8 ranged (1d8 plus poison, crit x3, range 100 ft.)
Full Attack:	2 claws +4 melee (1d4+1 plus poison) or spiked quarterstaff +4 (1d6+1 plus poison) or longbow +8 ranged (1d8 plus poison, crit x3, range 100 ft.)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Poison, sneak attack +3d6
Special Qualities:	Damage reduction 5/cold iron, low-light vision, spell-like abilities
Saves:	Fort +3, Ref +10, Will +6
Abilities:	Str 12, Dex 20, Con 13, Int 14, Wis 13, Cha 16
Skills:	Climb +15, Hide +18*, Intimidate +8, Jump +8, Knowledge(nature)+6, Listen +7, Move Silently +15, Search +7, Spot +7, Survival +7 (+9 in natural environments, +9 following tracks), Swim +5, Tumble +12
Feats:	Combat Reflexes, Stealthy, Track
Environment:	Any forest
Organization:	Solitary or troupe (2-5)
Challenge Rating:	5
Treasure:	Standard
Alignment:	Usually neutral evil
Advancement:	By character class
Level Adjustment:	—

This creature looks like a hairless elf, slender and graceful, with long arms that end in sharp claws. Its skin is brown and woody and resembles tree bark. It wears clothes made of leaves and vines.

The grimstalker or banaan (as they prefer to call themselves) is a fey creature that does not share the beauty and goodness of its kin. Whereas other fey creatures have come to represent the beautiful or mischievous side of nature, the grimstalker most certainly reflect nature at its worst. They are dark creatures, their hearts tainted with the foulest of evil. Unfortunate souls that wander into a forest guarded by grimstalkers are never seen again—except for their skulls, which the grimstalkers hang from the trees as a warning to those that would dare trespass into their domain.

Long thought to be a form of intelligent plant because of their many plant-like features, grimstalkers skulk among the trees of the darkest forests. Even among sylvan com-

munities of elves the grimstalkers are legendary as natural born assassins.

Grimstalkers sometimes work with other evil fey such as redcaps (see their entry in this book); though such alliances are short and rare, especially with the malevolent and untrustworthy redcap.

It is rumored that powerful evil druids often summon grimstalkers for nefarious purposes.

Grimstalkers speak Sylvan, Elven, and Common.

Combat

Grimstalkers strike from ambush if possible, hiding among the trees and dropping on interlopers into their forest. A troupe of grimstalkers that set up an ambush make ample use of the terrain,



using nets woven from living vines, snares, and pit traps. Grimstalkers also employ trained plant creatures such as assassin vines and scythe trees (see the *Tome of Horrors*). In melee they are capable of fighting with their claws or with weapons—their favorite weapons being a sort of spiked quarterstaff and longbows knocked with poisoned arrows.

Poison (Ex): Grimstalkers deliver poison with each successful claw attack.

Grimstalker Poison: Injury, Fortitude DC 14; initial and secondary damage 1d6 points of Dexterity damage.

A grimstalker often coats its weapons with this poison. In such a case, the poison lasts for 1 minute or until it is touched or scores

a successful hit. The grimstalker may coat a single weapon with poison as a standard action.

Sneak Attack (Ex): When a grimstalker flanks an opponent, or anytime an opponent is denied its Dexterity bonus to AC, it deals an extra 3d6 points of damage with a successful attack.

Spell-Like Abilities: 3/day—*control plants* (DC 21), *tree shape*. Caster level 8th. The save DCs are Charisma-based.

Skills: *Grimstalkers have a +8 racial bonus on Hide checks while in forested terrain.

A grimstalker can always take 10 on a Climb check, even if rushed or threatened.

GUTSLUG

Medium Aberration

Hit Dice:	3d8+6 (19 hp)
Initiative:	+4
Speed:	30 ft. (6 squares), fly 50 ft. (perfect)
Armor Class:	17 (+4 Dex, +3 natural), touch 14, flat-footed 13
Base Attack/Grapple:	+2/+4
Attack:	Bite +6 melee (1d4+3 plus blood drain)
Full Attack:	Bite +6 melee (1d4+3 plus blood drain)
Space/Reach:	5 ft. (coiled)/5 ft.
Special Attacks:	Blood drain, improved grab, sneak attack +2d6
Special Qualities:	Blindsight 30 ft., vulnerabilities
Saves:	Fort +3, Ref +5, Will +3
Abilities:	Str 15, Dex 17, Con 15, Int 1, Wis 11, Cha 3
Skills:	Listen +4, Move Silently +6, Spot +4
Feats:	Alertness, Weapon Finesse
Environment:	Underground
Organization:	Solitary or gang (2-5)
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral
Advancement:	4-6 HD (Medium); 7-9 HD (Large)
Level Adjustment:	—

This hideous creature is a slimy, sticky worm that bears a striking resemblance to human entrails. Its body is lumpy, veined, and gray. It has no eyes and its mouth is large and resembles the suckered mouth of a leech.

These disgusting creatures have many names—entrail worms, intestine crawlers, viscera worms, among others. The most common name assigned to these leech-like parasites is gutslug.

The body of one of these creatures is approximately 10 feet long but usually no thicker than an inch in diameter. At irregular intervals (especially after feeding), the body of a gutslug widens to accommodate a bag-like stomach.

Gutslugs are most often found in underground caverns, though some do lair above ground. Aboveground gutslugs build their nests in forested areas, often near lakes or rivers. They are never encountered in warm or cold regions as they detest both extremes. They are nocturnal hunters and generally avoid the sunlight if possible. (Sunlight does not damage them, they just don't like it.)

Subterranean gutslugs nest in crevasses, or in small caves or natural caverns, sometimes near a source of water. The lair is coated with a thick layer of slimy and sticky mucus

(regurgitated by the gutslug). This mucus has a strong acidic stench and is easily detected at ranges of 30 feet or less.

Combat

When a warm-blooded living creature is detected, a gutslug flies or slithers directly toward it, attacking and biting almost mindlessly. A grabbed foe is entwined in the gutslug's body and drained of blood.

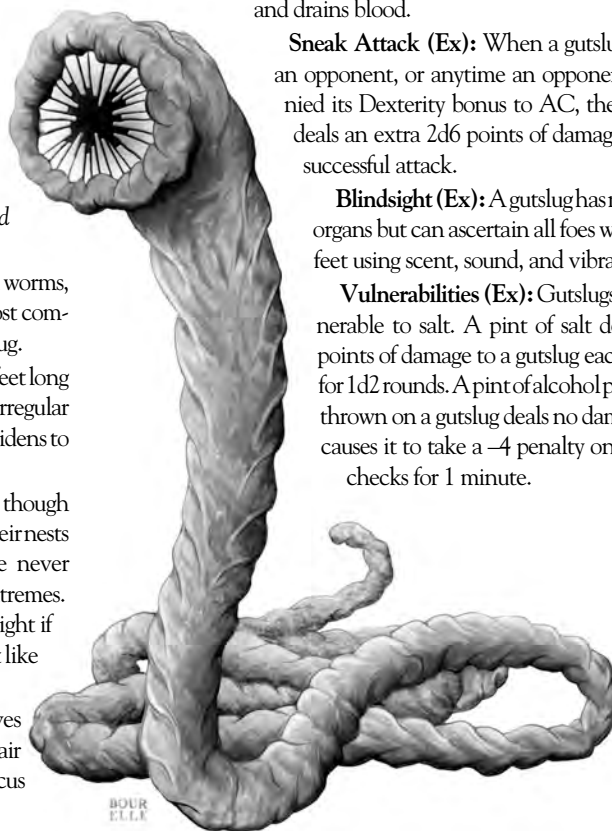
Blood Drain (Ex): A gutslug that grapples a foe drains blood. This deals 1d4 points of Constitution drain each round the grapple is maintained. Once a gutslug has drained 8 points, it detaches and moves away to digest its meal.

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

Sneak Attack (Ex): When a gutslug flanks an opponent, or anytime an opponent is denied its Dexterity bonus to AC, the gutslug deals an extra 2d6 points of damage with a successful attack.

Blindsight (Ex): A gutslug has no visual organs but can ascertain all foes within 30 feet using scent, sound, and vibration.

Vulnerabilities (Ex): Gutslugs are vulnerable to salt. A pint of salt deals 1d4 points of damage to a gutslug each round for 1d2 rounds. A pint of alcohol poured or thrown on a gutslug deals no damage but causes it to take a -4 penalty on grapple checks for 1 minute.



HANGED MAN

Medium Undead	
Hit Dice:	4d12 (26 hp)
Initiative:	+5
Speed:	30 ft. (6 squares)
Armor Class:	15 (+1 Dex, +4 natural), touch 11, flat-footed 14
Base Attack/Grapple:	+2/+4
Attack:	Rope +4 ranged touch (drag) or claw +4 melee (1d4+2)
Full Attack:	Rope +4 ranged touch (drag) or 2 claws +4 melee (1d4+2)
Space/Reach:	5 ft./5 ft. (20 ft. with rope)
Special Attacks:	Drag, rope
Special Qualities:	Darkvision 60 ft., undead traits
Saves:	Fort +1, Ref +2, Will +4
Abilities:	Str 15, Dex 13, Con —, Int 9, Wis 11, Cha 13
Skills:	Climb +7* (+2 when climbing ropes), Hide +6, Move Silently +6, Use Rope +13
Feats:	Improved Initiative, Weapon Focus (rope)
Environment:	Any
Organization:	Solitary
Challenge Rating:	3
Treasure:	50% standard
Alignment:	Always chaotic evil
Advancement:	5-12 HD (Medium)
Level Adjustment:	—

This creature has pale skin pulled tight over its bones. Its head hangs at an odd angle, seemingly unsupported by a broken neck. A rotted noose and several feet of rope hang from its neck and trail off behind it. Its eyes have no pupils.

A hanged man is the restless corpse of an evil humanoid that was hanged or the spirit of one wrongfully accused of a crime and hanged. It is a malevolent and vengeful creature that attacks living creatures on sight.

Hanged men are usually encountered near the area where they were killed or in cemeteries, mausoleums, or graveyards where their body was laid to rest. They prey on the living and are found near civilized areas where their food supply is plentiful. Its lair is either its final resting place or a secluded and overgrown area near the place of its death. Its lair is always scattered with the remains of its victims, in-

cluding any treasure a former meal happened to be carrying.

Hanged men do not speak, but they can utter choked gurgles, gasps, and strangled moans.

Combat

A hanged man attacks primarily with its rope, which has become imbued with negative energy and now acts as an extension of the hanged man itself. It uses its rope to capture victims and draw them in where it rips and tears them to shreds with its filthy claws.

Drag (Ex): If a hanged man hits with its rope attack, the rope latches onto the opponent's body. This deals no damage but drags the opponent 10 feet closer each subsequent round (provoking no attack of opportunity) unless that creature breaks free, which requires a DC 18 Escape Artist check or a DC 14 Strength check. The check DCs are Strength-based, and the Escape Artist DC includes a +4 racial bonus. A hanged man can draw in a creature within 5 feet of itself and attack with both claws with a +4 attack bonus in the same round.

Rope (Su): The rope of a hanged man is about 30 feet long and can lash forward 20 feet or upward 10 feet to grab a victim and drag it closer to the hanged man (see its drag ability, above).

The rope has AC 22, hardness 10, and 10 hit points, and it has damage reduction 5/slashing. If the hanged man's rope is severed (by reducing it to 0 or less hit points), both the rope and the hanged man are destroyed. Upon the hanged man's destruction, the rope crumbles to dust.

Skills: *Using its animated rope, a hanged man has a +10 racial bonus on Climb checks. Hanged men have a +6 racial bonus on Use Rope checks.



HELIX MOTH

	Larva	Mature Adult
	Large Vermin	Huge Vermin
Hit Dice:	10d8+10 (55 hp)	16d8+48 (120 hp)
Initiative:	+0	+6
Speed:	10 ft. (2 squares)	20 ft. (4 squares), fly 60 ft. (good)
Armor Class:	18 (-1 size, +9 natural), touch 9, flat-footed 18	23 (-2 size, +2 Dex, +13 natural), touch 10, flat-footed 21
Base Attack/Grapple:	+7/+14	+12/+25
Attack:	Bite +9 melee (1d8+4 plus 1d6 acid)	Bite +15 melee (2d8+5 plus 1d8 acid) or tail sting +10 melee (2d6+5 plus poison)
Full Attack:	Bite +9 melee (1d8+4 plus 1d6 acid)	Bite +15 melee (2d8+5 plus 1d8 acid) and tail sting +10 melee (2d6+2 plus poison)
Space/Reach:	10 ft./5 ft.	15 ft./10 ft.
Special Attacks:	Acid, improved grab	Acid, drone, poison
Special Qualities:	Blindsense 60 ft., vermin traits	Darkvision 60 ft., tremorsense 60 ft., vermin traits
Saves:	Fort +8, Ref +3, Will +3	Fort +13, Ref +7, Will +5
Abilities:	Str 16, Dex 10, Con 12, Int —, Wis 11, Cha 2	Str 20, Dex 15, Con 16, Int —, Wis 11, Cha 2
Skills:	—	—
Feats:	—	Improved Initiative (b)
Environment:	Underground	Temperate forests
Organization:	Solitary or nest (2-5)	Solitary or pair
Challenge Rating:	6	10
Treasure:	None	None
Alignment:	Always neutral	Always neutral
Advancement:	11-15 HD (Large)	17-48 HD (Huge)
Level Adjustment:	—	—

Helix moths are deadly giant insects found inhabiting forested areas, usually somewhat near civilized areas.

Adult helix moths are solitary creatures, though on rare occasions a mated pair might be encountered. The lair of an adult helix moth is almost always above ground and usually takes the form of a cave, tunnel, or other such structure. Such places are always well hidden and difficult to reach. When the time comes for a female helix moth to lay her eggs, she hollows out a tunnel in the floor of her lair, forms a large chamber at the end of the tunnel and deposits 2d4 greenish-gray eggs. The eggs hatch two weeks after fertilization, producing the helix moth larvae, though typically only about 50% of the larva live past the first day.

The tunnel and chamber are coated with grayish slime that gives off a faint acidic odor, but is harmless to the touch. Occasionally (20% chance), the secretions of a larva mix with the slime to form a deadly inhalant poison.

Those breathing the poison fumes must succeed on a DC 15 Fortitude save or take 1d4 points of Constitution damage. A new save must be made every minute a creature breathes the fumes. Once a successful save is made, that creature cannot be affected by the fumes again for one day.

Combat

Larvae are generally non-aggressive, but since they are almost always hungry, they usually attack anything or anyone that wanders too close. A larva that gets a hold rarely lets go.

The adult helix moth attacks by biting or stinging its prey. Its constant droning affects those that combat it, so the helix moth always tries to stay airborne and within range where it can use this ability while staying out of melee range.

Both larva and adult helix moths have the following common characteristics.

Acid (Ex): Helix moths constantly regurgitate acid to aid in digestion. The bite attack of a helix moth deals acid damage (1d6 larval, 1d8 adult stage) on a successful melee attack.

Larva

This creature resembles a giant, rubbery gray maggot. Its cylindrical body is coated with a thick, slimy mucous. The creature has no eyes, but seems completely aware of its surroundings.

The larva helix moth spends just about its entire life in the lair. During its growing stage, it molts several times, shedding its outer covering which is slowly dissolved in the acidic secretions of its lair. Once it reaches its maximum larval



stage, the creature slithers from its lair, sheds its outer carapace, and emerges as an adult helix moth.

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

Blindsense (Ex): A larva helix moth has no visual organs but can ascertain prey within 60 feet by scent and sound.

Mature Adult

This creature is a gigantic black insect with spiraling bands of red, green, yellow, blue, purple, and white on its abdomen. Its underbelly is white. Large mandibles jut from its mouth and three sets of purple translucent wings protrude from its back. A small, black, sword-like stinger is located at the end of its abdomen.

Adult helix moths are normally passive creatures but when hunting, the creature becomes highly aggressive. A helix moth often journeys up to a mile or more away from its lair in search of prey. Slain prey is carried back to its lair and devoured over a period of several days.

Drone (Ex): The rapid beating of the helix moth's wings creates a droning sound, audible up to 60 feet away, that clouds the minds of all who hear it. Affected creatures take a -4 circumstance penalty on attack rolls, saving throws, ability checks, and skill checks for the next 1 minute if they fail a DC 21 Will save. A creature that makes a successful Will save is unaffected by the droning of the same helix moth for one day. The save DC is Constitution-based.

Droning is a free action as long as the helix moth is airborne. On the ground, it can beat its wings as a move action with the effects as above.

Poison (Ex): An adult helix moth delivers a highly toxic poison with a successful sting. The save is Constitution-based.

Adult Helix Moth Poison: Injury, Fortitude DC 21 negates, initial and secondary damage 1d10 Strength.

Tremorsense (Ex): Adult stage helix moths can automatically sense the location of anything within 60 feet that is in contact with the ground.

HOAR SPIRIT

Medium Undead (Cold)	
Hit Dice:	5d12 (32 hp)
Initiative:	+2
Speed:	30 ft. (6 squares)
Armor Class:	17 (+2 Dex, +5 natural), touch 12, flat-footed 15
Base Attack/Grapple:	+2/+5
Attack:	Claw +6 melee (1d4+3 plus 1d3 cold and glaciare)
Full Attack:	2 claws +6 melee (1d4+3 plus 1d3 cold and glaciare)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Cold, cone of cold, glaciation
Special Qualities:	Cold subtype, darkvision 60 ft., sense heat, undead traits
Saves:	Fort +1, Ref +3, Will +6
Abilities:	Str 17, Dex 15, Con —, Int 10, Wis 15, Cha 15
Skills:	Balance +7, Climb +7, Hide +8, Listen +10, Move Silently +7, Spot +10
Feats:	Alertness, Weapon Focus (claw)
Environment:	Any cold land
Organization:	Pack (2-5) or gang (6-11)
Challenge Rating:	3
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	6-10 HD (Medium)
Level Adjustment:	—

This being is a gaunt humanoid dressed in tattered rags. Its skin is pale gray and ice crystals have formed on various parts of its body. Its hands end in claws, each with translucent icy blue nails. Its eyes are frozen and show no signs of life.

Believed to be the spirits of humanoids that freeze to death either because of their own mistakes or because of some ritualistic exile into the icy wastes by their culture, hoar spirits haunt the icy wastelands of the world seeking warm-blooded living creatures in which to share their icy hell.

Hoar spirits are rarely encountered alone. Though they act independently and never communicate, something draws these creatures to each other. Perhaps some semblances of their former lives or maybe like-minded creatures that share the same fate are drawn together. Sages have speculated this for ages.

Hoar spirits do not speak, and it is not known if they even understand any language at all. They have a distinctive low-pitched moan that sounds like a whistling wind blowing through ice and snow covered trees.

Combat

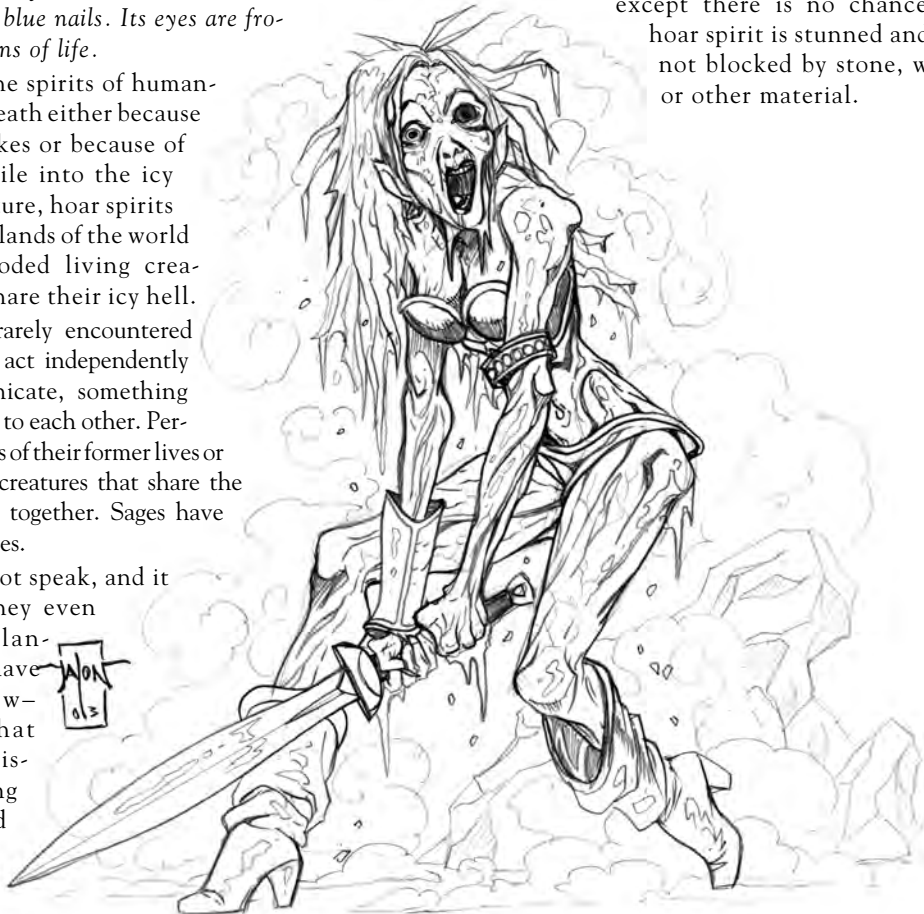
When confronted, a hoar spirit attacks with its claws attempting to freeze its foe. If facing multiple opponents, a hoar spirit blasts them with its *cone of cold* before engaging them with its claws. Creatures killed by a hoar spirit are dragged to its icy lair, kept on ice, and devoured at the monster's leisure.

Cold (Ex): Hoar spirits generate intense cold. Any melee hit deals cold damage. Creatures attacking the hoar spirit unarmed or with natural weapons suffer cold damage each time their attacks hit.

Cone of Cold (Sp): Once per day, a hoar spirit can produce an effect similar to a *cone of cold* spell. The cone is 30 feet long and deals 3d6 points of cold damage to creatures caught within the area. A successful DC 14 Reflex save halves the damage. The save DC is Charisma-based.

Glaciation (Su): A creature hit by a hoar spirit's claw must succeed on a DC 14 Fortitude save or be overcome with bone-numbing cold that paralyzes the opponent for 1d4+1 rounds and deals 1 point of Dexterity damage. The save DC is Charisma-based.

Sense Heat (Su): Hoar spirits can detect heat (such as that generated by living creatures) in a 60-foot radius. This includes the heat given off by invisible creatures. This ability can be stopped or started by the hoar spirit as a free action. This ability functions as a *detect evil* spell (caster level 7th) except there is no chance the hoar spirit is stunned and it is not blocked by stone, wood, or other material.



HORNET, GIANT

Large Vermin	
Hit Dice:	7d8+14 (45 hp)
Initiative:	+1
Speed:	20 ft. (4 squares), fly 60 ft. (good)
Armor Class:	15 (-1 size, +1 Dex, +5 natural), touch 10, flat-footed 14
Base Attack/Grapple:	+5/+14
Attack:	Bite +9 melee (1d3+5) or sting +9 melee (1d4+5 plus poison)
Full Attack:	Bite +9 melee (1d3+5) or sting +9 melee (1d4+5 plus poison)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Poison
Special Qualities:	Darkvision 60ft., pheromone, vermin traits
Saves:	Fort +7, Ref +3, Will +3
Abilities:	Str 20, Dex 12, Con 15, Int —, Wis 13, Cha 11
Skills:	Spot +9, Survival +1*
Feats:	—
Environment:	Temperate and warm land
Organization:	Solitary, cluster (2-5), or nest (11-20)
Challenge Rating:	5
Treasure:	None
Alignment:	Always neutral
Advancement:	8-15 HD (Large); 16-21 HD (Huge)
Level Adjustment:	—

This creature has a black body with white markings on its thorax and abdomen. Its wings are semi-translucent.

Giant hornets are larger, more aggressive versions of normal hornets. They are generally inoffensive if left alone, but if provoked, become very deadly opponents. Giant hornets have a society structure consisting of two distinct classes: workers and the queen.

Workers spend their time pulling nectar from flowers and carrying it to the nest where they feed the young, the queen, and the other hornets. They are also the hornets involved in defending the nest and queen from attack. When aggressors are detected within 100 feet of the nest, the workers fly out and patrol the area. Creatures that move within 20 feet are attacked.

The queen's sole purpose is to lay eggs that ultimately hatch and grow into new hornets. She has no stinger and does not attack — most

aggressors are killed by workers long before they reach the queen.

The giant hornet builds its nest high above the ground in much the same way a standard wasp does. A giant hornet's nest has a curved flare at the top.

Giant hornets are typically 9-foot long.

Combat

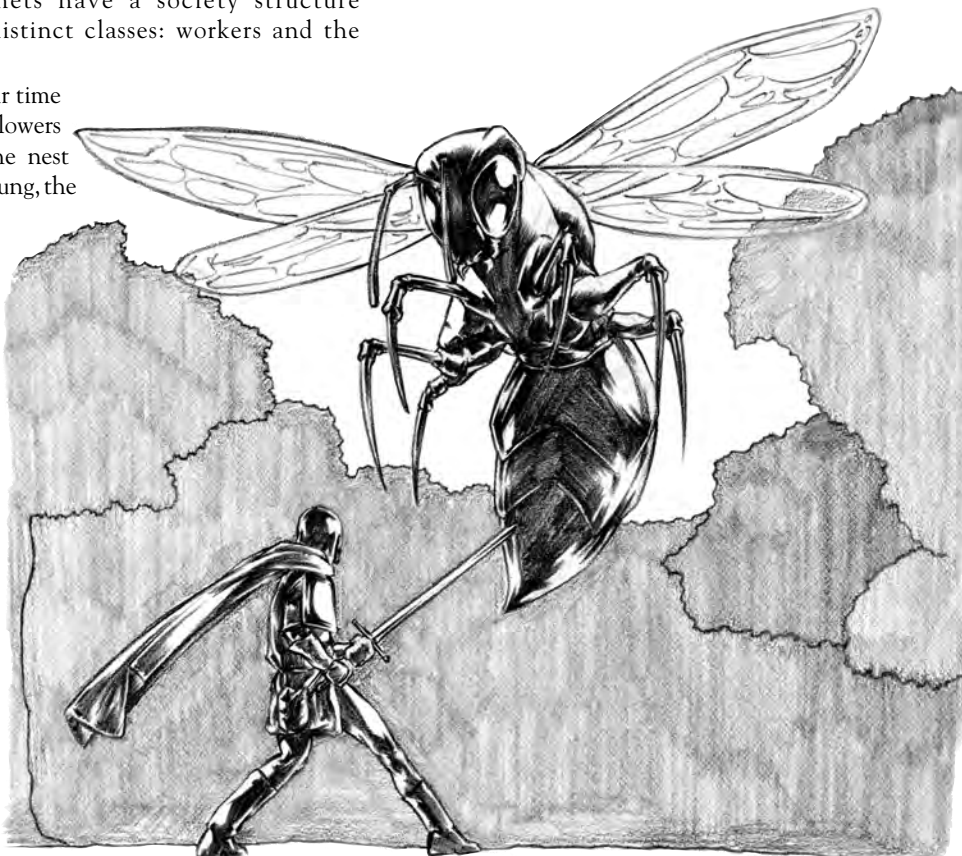
Giant hornets attack by biting their foes, only relying on its stinger when threatened. During combat, it releases a pheromone that agitates all other giant hornets in the area, making them more aggressive.

Poison (Ex): A giant hornet's poison is delivered with each successful sting. The save DC is Constitution-based and includes a +2 racial bonus.

Giant Hornet Poison: Injury, Fortitude DC 21 negates; initial and secondary damage 1d8 points of Dexterity damage.

Pheromone (Ex): The first time a creature successfully hits a giant hornet, it releases a pheromone that heightens the aggressiveness of all giant hornets in the area. All giant hornets within 50 feet gain a +1 morale bonus on attack rolls for the remainder of the encounter and fight without penalty even while disabled or dying (see the PHB).

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



HUGGERMUGGER

Small Humanoid (Huggermugger)

Hit Dice:	2d8 (9 hp)
Initiative:	+1
Speed:	30 ft. (6 squares)
Armor Class:	15 (+1 size, +3 Dex, +1 natural), touch 14, flat-footed — (natural cunning prevents them from being caught flat-footed)
Base Attack/Grapple:	+1/-3
Attack:	Hook-blade +5 melee (1d4)
Full Attack:	Hook-blade +5 melee (1d4)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Confusion aura
Special Qualities:	Darkvision 60 ft., low-light vision, natural cunning
Saves:	Fort +0, Ref +6, Will +1
Abilities:	Str 11, Dex 16, Con 10, Int 11, Wis 13, Cha 12
Skills:	Hide +13, Listen +3, Move Silently +7, Sleight of Hand +7, Spot +3
Feats:	Weapon Finesse
Environment:	Underground
Organization:	Band (4-9) or swarm (10-20)
Challenge Rating:	1
Treasure:	Standard
Alignment:	Always chaotic neutral
Advancement:	By character class
Level Adjustment:	+2

This small creature wears a black hat, pulled low so as to hide its facial features. Short, cropped black hair juts from under the hat. It wears a robe of grayish-brown.

A huggermugger stands 3 to 4 feet tall. Its skin is pale and cold to the touch, regardless of the actual temperature in the surrounding area. A huggermugger's normal attire, in addition to its hat, is a robe of black or dark gray. Huggermuggers live in warrens deep beneath large cities in the sewers and catacombs. They have been compared to rats, swarming up from the filth to feed on human society like great parasites.

Huggermuggers are small, underground dwelling humanoids that relish in chaos, disorder, trickery, and the fine art of thieving. These degenerate humanoid creatures have only been encountered in large cities with extensive sewer systems, but it is not known how their race has spread or how it developed. Some fear-mongering city dwellers have loudly speculated that the huggermuggers have vast tunnel complexes that connect all of the large cities of the world, and that some day the vile race will issue up from the depths as an invading army.

Huggermuggers do not speak, other than the incessant chattering and mumbling they seem to constantly indulge in. Their language has yet to be translated by sages, so what they call themselves remains a mystery. The name "huggermugger" is a nonsense word akin to "boogeyman," being a name used in stories to scare children into remaining close to home and not exploring the sewers and dark alleys of the city.

Combat

A band of huggermuggers slowly circles its opponents, chattering and mumbling so as to cause confusion. Each round they circle a foe, one huggermugger moves in, attacks with its hook-blade, and then falls back into the circle as another prepares to attack. If outnumbered or outclassed, huggermuggers prefer to

Hook-Blade

The hook-blade is 13 inches long with a wooden handle and finely sharpened, curved blade on one end. A smaller blade protrudes from the other side of the weapon. It resembles a kama with a smaller curved blade opposite the main blade.

The smaller blade can be used to disarm an enemy. When using the hook-blade, a creature gets a +2 bonus on opposed attack rolls made to disarm an enemy (including the roll to avoid being disarmed if such an attempt fails).

Hook-Blade: Damage 1d4 (S), 1d6 (M); crit x2; weight 2 lb.; slashing.

attack from ambush, confusing their opponents before robbing or slaying them.

Confusion Aura (Su): A group of three or more huggermuggers can, as a free action, create an aura of *confusion*. Anyone within 40 feet of the huggermuggers must succeed on a Will save (DC 12, +1 per huggermugger in the group) or be affected as by a *confusion* spell for 5 rounds. All huggermuggers in the group must be within 30 feet of each other to create this aura. Each huggermugger may contribute to the *confusion* aura once per day. A creature that makes a successful save cannot be affected by the *confusion* aura of any huggermuggers in that group for one day. The save DC is Charisma-based.

Natural Cunning (Ex): Huggermuggers possess innate cunning and logical ability. This makes them immune to *maze* spells, prevents them from ever becoming lost, and enables them to track enemies. Further, they are never caught flat-footed.



Skills: Huggermuggers have a +4 racial bonus on Sleight of Hand, Move Silently, and Hide checks.

Huggermugger Characters

Huggermugger leaders tend to be rogues or multiclass rogues (rogue/sorcerer most often). Huggermugger clerics can choose from two of the following domains: Chaos, Travel, Protection, and Trickery.

Huggermugger characters have the following racial traits:

- +6 Dexterity, +2 Wisdom, +2 Charisma.
- Small size: +1 bonus to AC, +1 bonus to attack rolls, +4 bonus on Hide checks, -4 penalty on grapple checks, lifting and carrying limits one-half those of Medium characters.
- Base land speed is 30 feet.
- Darkvision to a range of 60 feet and low-light vision.
- Racial Hit Dice: A huggermugger begins with two levels of humanoid, which provide 2d8 HD, a base

attack bonus of +1, and base save bonuses of Fort +3, Ref +0, and Will +0.

- Racial Skills: A huggermugger's humanoid levels give it skill points equal to 5 x (2 + Int modifier). Its class skills are Hide, Listen, Move Silently, Sleight of Hand, and Spot. Huggermuggers have a +4 racial bonus to Sleight of Hand, Move Silently, and Hide checks.
- Racial Feats: A huggermugger's humanoid levels give it one feat.
- +1 natural AC bonus.
- Special Attacks (see above): Confusion Aura.
- Special Qualities (see above): Natural Cunning.
- Automatic Languages: Huggermugger (gibberish). Bonus Languages: Common, Draconic, Elven, Goblin, Orc.
- Proficiency with the hook-blade.
- Favored Class: Rogue.
- Level Adjustment: +2.

INPHIDIAN

An inphidian is the result of a failed evil and ensorcelled experiment involving humans and snakes, possibly an ancient cult of snake worshippers—that is the conjecture among sages and those who have encountered an inphidian. Another theory contends the inphidians were once a cult of snake-worshippers cursed by an ancient snake-god for some transgression against the ethos. Whatever the truth, it appears as of late that the inphidians are more a race unto themselves and not the result of some experiment or curse. Several species are known to exist through recent encounters and others are sure to surface as encounters with the race grow more frequent.

All inphidians, regardless of the subspecies, have viper heads in place of their hands. The creatures use these in combat to deliver a powerful bite that injects the victim with poison. Inphidians, particularly the craftsmen, wear special gloves called *inphidian gauntlets* that let them

Inphidian Gauntlets

Inphidian gauntlets are nonmagical leather or metal gauntlets that provide a creature (normally an inphidian) without humanoid hands a set of fully functional hands. When wearing these gauntlets, the creature can manipulate items normally considered unusable (because the creature lacks hands). The wearer can use its full Strength and Dexterity while wearing these gauntlets. These gauntlets serve no purpose to creatures with humanoid hands.

These gauntlets are manufactured by inphidian craftsmen and are virtually unknown outside the inphidian community.

use their hands like any other humanoid with five digits (including an opposing thumb) uses its hands. See the sidebar for details on inphidian gauntlets.

Inphidians trade with other races, particularly evil underground races such as derro, driders, and drow. Trade usually takes the form of crafted goods, food, or slaves. Inphidian craftsmen are some of the finest known distillers of poisons, venoms, and antitoxins. Their products are highly sought after by all manner of poison-using races.

An important aspect of any inphidian community is religion. The inphidian race as a whole worships the Great Serpent (Hassith-Kaa). Little is known of this religion or the priests of the Great Serpent. Inphidian clerics can choose from any of the two following domains: Evil, Serpent (see sidebar), Strength, and Trickery.

* The Common Inphidian detailed below supercedes the one detailed in the *Tome of Horrors*.

Serpent Domain

Granted Power: Rebuke or command animals (snakes only) as an evil cleric rebukes or commands undead. This ability can be used a number of times per day equal to 3 + your Charisma modifier.

Serpent Domain Spells

1. Magic Fang
2. Summon Swarm (snakes only)
3. Greater Magic Fang
4. Charm Monster
5. Animal Growth
6. Ott's Irresistible Dance
7. Creeping Doom (tiny snakes)
8. Animal Shapes (snake form only)
9. Summon Nature's Ally IX (snakes only)

INPHIDIAN, COBRA-BACK

Medium Monstrous Humanoid (Reptilian)

Hit Dice:	5d8+10 (32 hp)
Initiative:	+3
Speed:	30 ft. (6 squares)
Armor Class:	18 (+3 Dex, +5 natural), touch 13, flat-footed 15
Base Attack/Grapple:	+5/+8
Attack:	Snake-hand bite +8 melee (1d4+3 plus poison)
Full Attack:	2 snake-hand bites +8 melee (1d4+3 plus poison)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Poison, spit poison
Special Qualities:	Darkvision 60 ft.
Saves:	Fort +3, Ref +7, Will +5
Abilities:	Str 16, Dex 16, Con 15, Int 12, Wis 12, Cha 12
Skills:	Jump +9, Listen +9, Move Silently +6, Search +4, Spot +9
Feats:	Alertness, Weapon Focus (snake-hand)
Environment:	Warm forests and plains
Organization:	Solitary or troupe (1 cobra-back plus 3-5 common inphidians)
Challenge Rating:	3
Treasure:	Standard
Alignment:	Usually neutral evil
Advancement:	By character class
Level Adjustment:	+2

Cobra-backs are a race of inphidian bred for combat and they relish the savagery of such events. They often bully others of their own kind, and can often be found leading common inphidians on hunting excursions. But mainly, they function as the muscle in an inphidian hunting or adventuring party and serve in the inphidian communities as guards and protectors. Cobra-backs are loyal and follow orders without question.

Cobra-backs appear roughly humanoid creatures just over 6 feet tall with a large flap of skin (known as the hood) that runs the length of their neck/spine. Cobra-backs are blue-green scaled like other inphidians, their eyes are crimson, and their forked tongue is gray. Like their brethren, their hands are actually viper heads complete with sharpened fangs that secrete a virulent poison. Of all the inphidians, the cobra-backs are the most likely to employ inphidian gauntlets (see the sidebar under Charmer Inphidian for details). When threatened or enraged, the hood of the cobra-back fans open just like that of a true cobra.



Combat

Cobra-backs are extremely aggressive and usually attack opponents on sight. Though they are excellent at moving undetected and concealing their presence, they prefer a straight-ahead fight rather than one that relies on trickery and sneaking about. Unlike common inphidians which spit a blinding spray, cobra-backs can spit their poison at a foe.

A cobra-back opens combat by spraying its poison at an opponent before moving into melee where it bites with its snake-hands. Some cobra-backs were inphidian gauntlets (see sidebar) and wield longswords or spears.

Poison (Ex): A cobra-back delivers a debilitating poison with a successful bite from its snake-hands. The save is Constitution-based and includes a +2 racial bonus.

Cobra-back Inphidian Poison: Injury, Fortitude DC 16 negates, initial damage 1d4 Strength, secondary damage 1d4 Strength.

Spit Poison (Ex): A cobra-back can spit a line of poison from its mouth to a range of 20 feet. This stream deals poison damage as above (same Fortitude save to resist) and can be used once every 1d4 rounds.

Cobra-Back Inphidian Characters

An cobra-back's favored class is fighter; inphidian leaders are usually fighters or fighter/rogues.

Cobra-Back Inphidians as Characters

Cobra-backs have the following traits:

- Strength +6, Dexterity +6, Constitution +4, Intelligence +2, Wisdom +2, Charisma +2.
- A cobra-back has the reptilian subtype.
 - Base speed is 30 feet.
 - Darkvision 60 feet.
 - Racial Hit Dice: A cobra-back inphidian begins with five levels of monstrous humanoid, which provide 5d8 HD, a base attack bonus of +5, base save bonuses of Fort +1, Ref +4, Will +4.
 - Racial Skills: A cobra-back's monstrous humanoid levels give it skill points equal to 8x (2 + Int modifier). Its class skills are Jump, Listen, Move Silently, Search, and Spot.
 - Racial Feats: A cobra-back's monstrous humanoid levels give it two feats.
 - +5 natural AC bonus.
 - Special Attacks: Poison, spit poison.
 - Automatic Languages: Inphidian. Bonus Languages: Common, Dwarven, Elven, Goblin, Orc.
 - Favored Class: Fighter.
 - Level Adjustment +2.

INPHIDIAN, COMMON

Medium Monstrous Humanoid (Reptilian)	
Hit Dice:	4d8+12 (30 hp)
Initiative:	+7
Speed:	30 ft. (6 squares)
Armor Class:	17 (+3 Dex, +4 natural), touch 13, flat-footed 14
Base Attack/Grapple:	+4/+6
Attack:	Snake-hand bite +6 melee (1d4+2 plus poison)
Full Attack:	2 snake-hand bites +6 melee (1d4+2 plus poison)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Blinding spray, poison
Special Qualities:	Darkvision 60 ft.
Saves:	Fort +3, Ref +4, Will +5
Abilities:	Str 14, Dex 16, Con 15, Int 12, Wis 12, Cha 12
Skills:	Craft (poisonmaking) +8, Hide +6, Listen +6, Move Silently +6, Search +3, Spot +6
Feats:	Alertness, Improved Initiative
Environment:	Warm forests and plains
Organization:	Solitary, pair, hunting party (2-5), band (10-20 plus 50% noncombatants plus 1 4th-level sergeant per 10 adults and 1 leader of 5th-7th level), or tribe (50-100 plus 1 3rd-level sergeant per 10 adults, 1 or 2 lieutenants of 5th or 6th level, and 1 leader of 7th-10th level)
Challenge Rating:	3
Treasure:	Standard
Alignment:	Usually neutral evil
Advancement:	By character class
Level Adjustment:	+2

Common inphidians make up the bulk of the population in inphidian communities. They are the laborers, craftsmen, workers, citizens, guards, and militia.

A common inphidian appears as a humanoid standing about 6 feet tall. Its skin is covered with blue-green scales and its head is almost snake-like in appearance. It has no hair on its head or body. The most unusual feature of an inphidian is its hands; for where they should be, they are not. Each hand has been replaced with the head of a viper with scales of the same blue-green color as the other parts of the inphidian.

Combat

Common inphidians open combat using their blinding spray to gain the advantage. Afterwards, the creatures move in and attack with their snake-hands

or weapons (if they happen to be wielding any).

Blinding Spray (Ex): Once every 1d4 rounds, a common inphidian can spew forth a line of milky-white liquid that causes blindness (as the *blindness* spell) for 6 rounds to any creature struck. A Reflex save (DC 14) negates the effects. The spray has a range of 20 feet.

Poison (Ex): A common inphidian delivers a debilitating poison with a successful bite from its snake-hands. The save is Constitution-based.

Common Inphidian Poison: Injury, Fortitude DC 14 negates, initial damage 1d4 Strength, secondary damage 1d4 Strength.

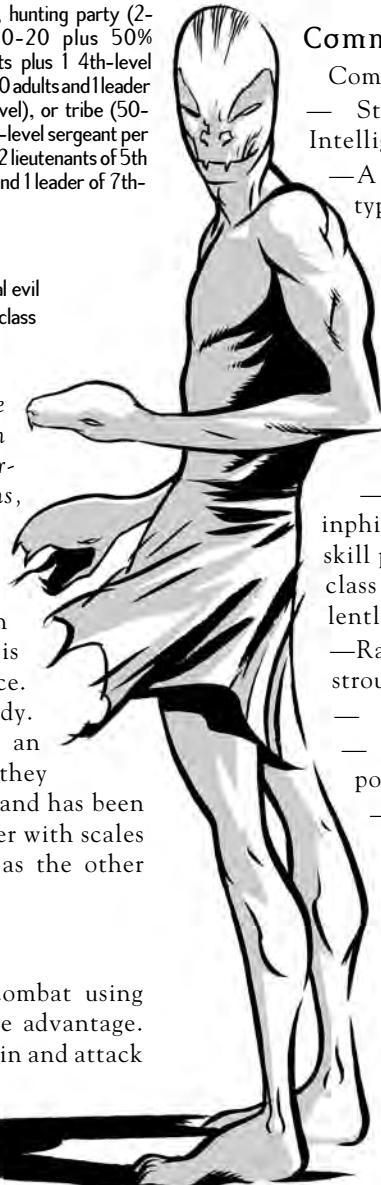
Common Inphidian Characters

An inphidian's favored class is rogue; inphidian leaders are usually rogues or fighter/rogues.

Common Inphidians as Characters

Common inphidians have the following traits:

- Strength +4, Dexterity +6, Constitution +4, Intelligence +2, Wisdom +2, Charisma +2.
- A common inphidian has the reptilian subtype.
 - Base speed is 30 feet.
 - Darkvision 60 feet.
 - Racial Hit Dice: A common inphidian begins with four levels of monstrous humanoid, which provide 4d8 HD, a base attack bonus of +5, base save bonuses of Fort +1, Ref +4, Will +4.
 - Racial Skills: A common inphidian's monstrous humanoid levels give it skill points equal to 7 x (2 + Int modifier). Its class skills are Craft, Hide, Listen, Move Silently, Search, and Spot.
 - Racial Feats: A common inphidian's monstrous humanoid levels give it two feats.
 - +4 natural AC bonus.
 - Special Attacks: Blinding spray, poison.
 - Automatic Languages: Inphidian.
 - Bonus Languages: Common, Dwarven, Elven, Goblin, Orc.
 - Favored Class: Rogue.
 - Level Adjustment +2.



INPHIDIAN, DANCER CHARMER

Medium Monstrous Humanoid (Reptilian)

Hit Dice:	4d8+8 (26 hp)
Initiative:	+3
Speed:	30 ft. (6 squares)
Armor Class:	17 (+3 Dex, +4 natural), touch 13, flat-footed 14
Base Attack/Grapple:	+4/+5
Attack:	Snake-hand bite +5 melee (1d4+1 plus poison)
Full Attack:	2 snake-hand bites +5 melee (1d4+1 plus poison)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Entrancing dance, poison
Special Qualities:	Darkvision 60 ft.
Saves:	Fort +3, Ref +7, Will +5
Abilities:	Str 12, Dex 16, Con 14, Int 12, Wis 12, Cha 15
Skills:	Bluff +6, Hide +5, Listen +6, Move Silently +5, Perform (dance) +12, Spot +6
Feats:	Alertness, Skill Focus (Perform [dance])
Environment:	Warm forests and plains
Organization:	Solitary or troupe (1 dancer plus 2-4 common inphidians)
Challenge Rating:	3
Treasure:	Standard
Alignment:	Usually neutral evil
Advancement:	By character class
Level Adjustment:	+2

Most dancer/charmer inphidians appear as shapely female humanoids; lithe and elegant in their movements. A charmer's forked tongue is gray and their eyes are crimson. Like other inphidians their body is covered in blue-green scales and where their hands should be, a viper head sprouts from each of its arms. Each viper head is of the same blue-green color and scaled like the rest of the charmer's body. Inphidians often employ special gauntlets that cover their snake-hands and allow them to manipulate items that creatures with normal humanoid hands can use (see *Inphidian Gauntlets* in the sidebar).

Dancers are found throughout the inphidian communities and act as entertainers, often using their dancing ability to soothe onlookers. Dancers also function as spies, using their ability to fascinate to extract information from a target. They are sometimes used by more powerful inphidians to seduce enemies. Rumors speak of a great city where a single inphidian ruler keeps a personal harem of dancer/charmers in his palace.

Combat

The dancer inphidian prefers to avoid combat if possible, relying on her entrancing ability to fascinate her opponents. Fascinated opponents are then left to the dancer's retinue (usually consisting of 2-4 common inphidians). If forced into melee, the

dancer, like her brethren, relies on her snake-hands and poison to slay her opponents. If overwhelmed, a dancer attempts to flee by any means possible.

Entrancing Dance (Su): A charmer inphidian can sway its body in a rhythmic motion that charms all those within 30 feet viewing the dance. The charmer makes a Perform (dance) check. Those viewing the dance must make a successful Will save (DC equal to the charmer's Perform check) or be fascinated for 1d4+2 rounds. A fascinated creature can take no actions other than defending itself. If attacked or threatened, the fascinated creature receives a new Will save with a +4 circumstance bonus (same DC). A creature that makes a successful save is immune to the entrancing dance of that charmer for one day.

Poison (Ex): A charmer delivers a debilitating poison with a successful bite from its snake-hands. The save is Constitution-based.



Charmer Inphidian Poison: Injury, Fortitude DC 14 negates, initial damage 1d4 Strength, secondary damage 1d4 Strength.

Charmer/Dancer Inphidian Characters

A charmer's favored class is rogue; dancer inphidian leaders are usually rogues or fighter/rogues.

Charmer/Dancer Inphidians as Characters

Charmers have the following traits:

- Strength +2, Dexterity +6, Constitution +4, Intelligence +2, Wisdom +2, Charisma +4.
- A charmer has the reptilian subtype.
- Base speed is 30 feet.
- Darkvision 60 feet.

— **Racial Hit Dice:** A charmer inphidian begins with four levels of monstrous humanoid, which provide 4d8 HD, a base attack bonus of +4, base save bonuses of Fort +1, Ref +4, Will +4.

— **Racial Skills:** A charmer's monstrous humanoid levels give it skill points equal to $7 \times (2 + \text{Int modifier})$. Its class skills are Bluff, Hide, Listen, Move Silently, Perform (dance), and Spot.

— **Racial Feats:** A charmer's monstrous humanoid levels give it two feats.

— +4 natural AC bonus.

— **Special Attacks:** Entrancing dance, poison.

— **Automatic Languages:** Inphidian. Bonus Languages: Common, Dwarven, Elven, Goblin, Orc.

— Favored Class: Rogue.

— Level Adjustment +2.

KATHLIN

Large Magical Beast

Hit Dice:	4d10+12 (34 hp)
Initiative:	+2
Speed:	50 ft. (10 squares)
Armor Class:	15 (-1 size, +2 Dex, +4 natural), touch 11, flat-footed 13
Base Attack/Grapple:	+4/+12
Attack:	Hoof +7 melee
Full Attack:	2 hooves +7 melee (1d6+4) and bite +2 melee (1d4+2)
Space/Reach:	10 ft./5 ft.
Special Attacks:	—
Special Qualities:	Darkvision 60 ft., great endurance, low-light vision, scent
Saves:	Fort +7, Ref +6, Will +2
Abilities:	Str 18, Dex 15, Con 17, Int 5, Wis 13, Cha 8
Skills:	Listen +5, Spot +4
Feats:	Endurance, Run
Environment:	Temperate plains
Organization:	Solitary or herd (4-13)
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral good
Advancement:	5-12 HD (Large)
Level Adjustment:	— (cohort)

This creature resembles a six-legged warhorse with blackish-brown fur.

Kathlins are powerful, six-legged horses that spend their time roaming the temperate plains they call home. They generally avoid contact with civilized races, preferring the seclusion of their homeland above all else.

Kathlin congregate in herds and two types of herds can be encountered; bachelor or mixed. A bachelor herd consists of all males. Each male in such a herd is young and hasn't reached full maturity yet. The second type of kathlin herd is a mixed herd that contains both females and males. In a mixed herd there will always be at least one male for every three females (its part of the harem-like structure of the kathlin society).

When a bachelor male reaches maturity, it leaves the bachelor herd and seeks out a mixed herd where it selects up to three females to mate with. Should the kathlin select a female that is mated with another male, a battle ensues. The male that wins this fight claims the female as its own.

Kathlins can be trained as mounts or beasts of burden. Young are usually easier to train than older kathlins, and males make better mounts than females.

Kathlins understand Sylvan and Common but do not speak.

Combat

Kathlins are fearless creatures and do quite well in combat. Trained properly, a kathlin makes an excellent combat steed. When fighting, a kathlin rears back on its hind legs and slashes with its hooves or gnashes at a foe with its bite.

Non-domesticated or untrained kathlin back away from combat if overwhelmed.



They do not do so out of fear, but are intelligent enough to know when they are beaten.

Great Endurance (Ex): A kathlin gains a +4 bonus to Constitution checks made to continue running (see run, in the PHB). This bonus stacks with the bonus to Constitution checks the kathlin gains from the Endurance feat.

Training a Kathlin

A kathlin requires training before it can bear a rider in combat. To be trained, a kathlin must have a friendly attitude toward the trainer (this can be achieved through a successful Diplomacy check). Training a friendly kathlin requires six weeks of work and

a successful DC 25 Handle Animal check. Riding a kathlin does not require an exotic saddle. A kathlin can fight while carrying a rider, but the rider cannot also attack unless he or she makes a successful Ride check.

Kathlin young are worth 5,000 gp on the open market. Professional trainers charge 1,000 gp to rear or train a kathlin.

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

Paladin's Mount

A paladin of 6th level or higher may call a kathlin as his or her special mount.

LIZARD, CAVERN

Large Magical Beast

Hit Dice:	5d10+15 (42 hp)
Initiative:	+2
Speed:	30 ft. (6 squares), climb 20 ft.
Armor Class:	16 (-1 size, +2 Dex, +5 natural), touch 11, flat-footed 14
Base Attack/Grapple:	+5/+14
Attack:	Bite +10 melee (2d6+7)
Full Attack:	Bite +10 melee (2d6+7)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Improved grab
Special Qualities:	Darkvision 60 ft., low-light vision, scent
Saves:	Fort +7, Ref +6, Will +2
Abilities:	Str 21, Dex 15, Con 17, Int 3, Wis 12, Cha 2
Skills:	Climb +14, Hide +4*, Listen +5, Move Silently +7, Spot +5
Feats:	Alertness, Weapon Focus (bite)
Environment:	Underground
Organization:	Solitary
Challenge Rating:	4
Treasure:	50% standard
Alignment:	Always neutral
Advancement:	6-8 HD (Large); 9-15 HD (Huge)
Level Adjustment:	—

This large gray creature has an angular head and sapphire-gold bulging eyes. Its thick, muscled legs end in wide-angled feet with suction-like pads on the bottom.

A cavern lizard is typically very aggressive and often travels far away from its lair in order to hunt. While not territorial, a cavern lizard is rarely encountered with others of its kind. Each cavern lizard often has a hunting ground covering up to 2 miles in the Underdark.

A cavern lizard's lair is a large expanse of interconnected caves littered with the bones and scattered remains of its victims (including treasure). Hunting cavern lizards usually drag their kill back to their lair before devouring it. If young are present in the lair, the kill is divided between them. Young cavern lizards resemble their adult counterparts in all respects, save their eyes are

a dull blue. During mating season (late summer, early fall) 1d6 eggs may be found in the lair. Eggs are round in shape, leathery to the touch, and gray in color.

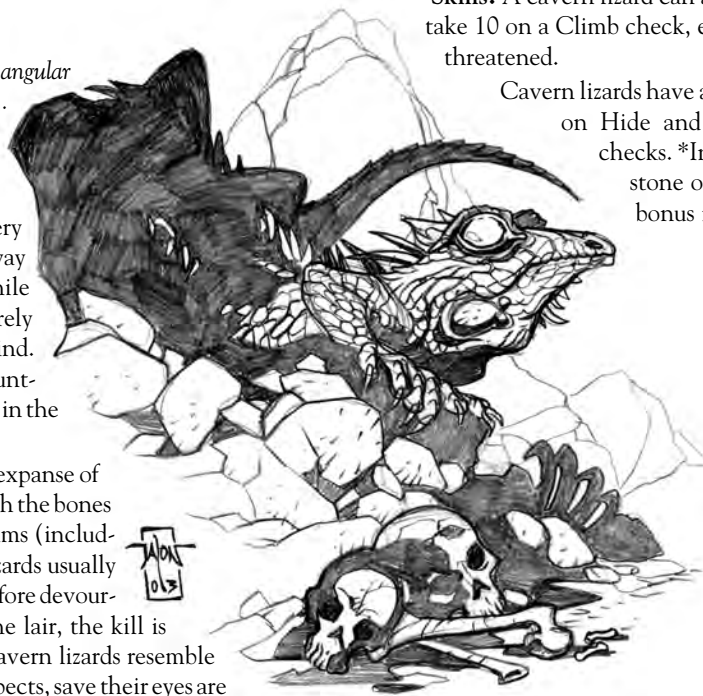
Combat

Cavern lizards are ambush hunters. They prefer to scale the walls and wait for prey to pass underneath them where they drop down on their unsuspecting meal. In most battles, once a cavern lizard bites, it hangs on until its opponent is dead. If facing more than one foe, it won't employ this tactic so as not to leave itself defenseless against other aggressors. If cornered or extremely hungry, a cavern lizard fights to the death; otherwise it retreats if it is facing a particularly powerful opponent.

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

Skills: A cavern lizard can always choose to take 10 on a Climb check, even if rushed or threatened.

Cavern lizards have a +4 racial bonus on Hide and Move Silently checks. *In areas of natural stone or rock, the Hide bonus increases to +8.



MAGMOID

Large Elemental (Earth, Extraplanar, Fire)

Hit Dice:	10d8+20 (65 hp)
Initiative:	+7
Speed:	40 ft. (8 squares)
Armor Class:	21 (-1 size, +3 Dex, +9 natural), touch 12, flat-footed 18
Base Attack/Grapple:	+7/+13
Attack:	Slam +9 melee (2d6+3 plus 2d6 fire)
Full Attack:	Slam +9 melee (2d6+3 plus 2d6 fire)
Space/Reach:	10 ft./0 ft.
Special Attacks:	Burn, fiery aura, magma blast
Special Qualities:	Blindsight 60 ft., Damage reduction 10/ piercing, elemental traits, fire subtype, melt weapons
Saves:	Fort +5, Ref +10, Will +3
Abilities:	Str 15, Dex 17, Con 15, Int 4, Wis 11, Cha 11
Skills:	Listen +13
Feats:	Dodge, Improved Initiative, Improved Overrun, Power Attack, Weapon Finesse (b)
Environment:	Elemental Plane of Fire
Organization:	Solitary
Challenge Rating:	7
Treasure:	None
Alignment:	Always neutral
Advancement:	11-20 HD (Large); 21-30 HD (Huge)
Level Adjustment:	—

This creature is a large, spherical ball of liquid flame and molten rock. Small bubbling pockets on its surface spout fire and lava as it rolls along the ground, charring it in its wake.

Magmoids are giant balls of elemental magma that destroy or burn anything and everything they come in contact with. Though they are typically only found on the Elemental Planes of Earth or Fire or the Plane of Molten Skies, occasionally one slips through a portal or nexus into the Material Plane (usually in the heart of a volcano) where it wreaks havoc on all things that cross its path; be it creatures, structures, or anything else not immune to fire. Attempts by arcane spellcasters (foolish arcane spellcasters some would say) to control or harness the power of a magmoid, thus far have failed.

Magmoids are about 10 feet across. They seem to serve no purpose in the ecology of their native plane and are thought to be a living extension of the plane itself. Small bubbling pockets on the magmoid's form serve as sensory organs. A giant magmoid, measuring 30 feet across is thought to exist near the Sea of Fire, though none have ever seen it.

Magmoids do not speak, but it is thought that they understand a smattering of both Ignan and Terran.

Combat

A magmoid attacks by spraying a blast of superheated magma at opponents or by slamming into and rolling over them. It often targets weapon-wielding creatures first and moves close enough where they can hit with their weapons. The magmoid knows that

more than likely should a weapon hit its fiery form, it will be turned into a pile of slag in short order.

Burn (Ex): The body of a magmoid is composed of molten rock and elemental fire. Any melee hit deals 2d6 points of fire damage initially and 1d6 points of damage for the next 1d3 rounds. Creatures attacking a magmoid unarmed or with natural weapons take fire damage each time one of their attacks hits just as if the magmoid had hit with a melee attack.

Fiery Aura (Ex): Anyone within 10 feet of a magmoid must succeed on a DC 17 Fortitude save or sustain 1d6 points of fire damage from the intense heat. A new save must be made each round a creature remains in the area. Treat this effect as an emanation centered on the magmoid. The save DC is Constitution-based.

Magma Blast (Ex): Once every 1d4 rounds, a magmoid can shoot a blast of molten rock at an opponent within 40 feet. This deals 3d6 points of fire damage in the round it hits (Reflex save DC 17 for half), and half that amount (3d6 / 2) for the next 1d3 rounds (no save).

Melt Weapons (Ex): Any metal weapon that strikes a magmoid must succeed on a DC 17 Fortitude save or melt away into slag. The save DC is Constitution-based.

Blindsight (Ex): A magmoid's body is covered with small receptacles that allow it to ascertain prey by sound and vibration to a range of 60 feet.



MAWLER

Tiny Aberration (Shapechanger)

Hit Dice:	6d8+12 (39 hp)
Initiative:	+3
Speed:	20 ft. (4 squares)
Armor Class:	16 (+2 size, +4 natural), touch 12, flat-footed 16
Base Attack/Grapple:	+4/+5 (+9 when being worn)
Attack:	Bite +9 melee (1d4+1)
Full Attack:	Bite +9 melee (1d4+1)
Space/Reach:	2-1/2 ft./0 ft.
Special Attacks:	Improved grab, constrict 1d4+1, vorpal bite
Special Qualities:	Darkvision 60 ft., magic aura, mimic shape
Saves:	Fort +4, Ref +5, Will +7
Abilities:	Str 13, Dex 16, Con 14, Int 5, Wis 11, Cha 11
Skills:	Disguise +14, Hide +14, Listen +2, Spot +2
Feats:	Alertness, Iron Will, Weapon Finesse
Environment:	Any
Organization:	Solitary or pair
Challenge Rating:	4
Treasure:	None
Alignment:	Any evil
Advancement:	7-10 HD (Tiny); 11-12 HD (Small)
Level Adjustment:	—

Sages are uncertain as to the origin of the mawler, but speculation ranges from it being related to the mimic to it being somehow related to the executioner's hood (see the *Tome of Horrors*). Whatever its origins, it is considered by many to be the bane of treasure-seekers everywhere.

A mawler's natural form is that of a small blob of fleshy stuff approximately 2 feet across. Mawlers are rarely ever seen in their natural form, however, as they almost always take the shape of an article of clothing made for a Medium humanoid—meals are easy to come by in that form. A mawler can alter its texture, color, and shape to match such substances as leather and metal.

A single mawler usually takes on the form of a single article of clothing, such as a hat, helmet, scarf, codpiece, or belt. A pair of these creatures encountered together can take the shape of a pair of boots or a pair of gloves.

Combat

A mawler generally does not engage in melee. It lies in wait for an unsuspecting meal to don it. In the rare instance that a mawler is forced into melee, it attacks with its bite.

When an unsuspecting person dons the mimic, it usually waits 1d3 minutes before attacking with its bite. A mawler that scores a critical and severs a victim's limb tries to move away as quickly as possible to digest the meal.

Constrict (Ex): On a successful grapple check, a mawler deals automatic bite damage each round the hold is maintained.

Improved Grab (Ex): To use this ability, a mawler must hit an opponent up to two sizes larger with its bite attack. It can then attempt a grapple check as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict. A mawler being worn as an article of clothing has a +4 racial bonus to grapple checks.

Vorpal Bite (Ex): A mawler that scores a critical hit with its bite attack while being worn severs the extremity that was inside it at the time. For example, a mawler being worn as a boot severs the victim's leg. A mawler can only use its vorpal bite while being worn.

A creature that loses a limb suffers a -4 penalty to skill checks that require the use of two limbs. For example, a victim that loses a hand or arm suffers a -4 penalty to Climb checks, Disable Device checks, and so forth. Further, a creature that loses its primary weapon-wielding arm or hand suffers a -6 penalty when wielding a weapon in its offhand. A creature with the Two-Weapon

Fighting feat that loses its primary arm or hand ignores the penalty for wielding a weapon in its offhand.

If the victim loses a foot or leg, the penalty applies to Balance checks, Jump checks, and the like. Additionally, the creature's speed is reduced to one-quarter. If the severed extremity happens to be the head, the victim dies immediately (unless it can live without its head).

Magic Aura (Su): A mawler continuously emits a moderate aura of Transmutation magic. This ability can be negated or dispelled, but the mawler can activate it as a free action on its next turn.

Mimic Shape (Ex): A mawler can assume the general shape of any object that is roughly Tiny size. A mawler's body is fleshy and pliable, but it can alter the rigidity of its body to resemble metal, wood, and even stone. Most mawlers have found that taking on the shape of articles of clothing provides the most ready meals. The ruse can be detected by a Spot check opposed by the mawler's Disguise skill.

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



MIMI

Tiny Fey (Cold)

Hit Dice:	1/2d6+1 (2 hp)
Initiative:	+4
Speed:	20 ft. (4 squares), fly 50 ft. (average)
Armor Class:	18 (+2 size, +4 Dex, +2 natural), touch 16, flat-footed 14
Base Attack/Grapple:	+0/-11
Attack:	Short sword +6 melee (1d3-3, 19-20/x2)
Full Attack:	Short sword +6 melee (1d3-3, 19-20/x2)
Space/Reach:	2-1/2 ft./0 ft.
Special Attacks:	Spell-like abilities
Special Qualities:	Cold subtype, damage reduction 5/cold iron, lower temperature, SR 15
Saves:	Fort +2, Ref +6, Will +3
Abilities:	Str 4, Dex 18, Con 14, Int 14, Wis 13, Cha 14
Skills:	Bluff +4, Craft (any one) +4, Escape Artist +6, Hide +16, Listen +7, Move Silently +8, Perform (limericks) +4, Perform (sing) +4, Search +4, Sense Motive +3, Spot +7, Survival +3
Feats:	Dodge (b), Weapon Finesse
Environment:	Cold forest and plains
Organization:	Gang (2-4), band (6-11), or tribe (20-80)
Challenge Rating:	1
Treasure:	No coins; 50% goods; 50% items (no scrolls)
Alignment:	Always neutral (good tendencies)
Advancement:	1-3 HD (Tiny)
Level Adjustment:	+3

This being resembles a tiny elf with bee-like wings, silver hair, and milk-white skin. Its eyes are icy blue.

Mimis are mischievous creatures that derive pleasure from playing tricks on creatures that wander into their icy realm. Mimi tricks are always harmless and include such things as throwing snowballs at a creature, creating a patch of ice on the ground and watching a creature slip and fall, or turning invisible and sneaking into a sleeping creature's camp wherein they put snow or ice in the creature's boots, clothes, or backpack.

While frolicsome, mimis are generally good-natured and friendly towards those they encounter. They often lend aid to creatures in need, especially those that have helped a mimi in the past. Mimis will not lend aid or assistance to creatures of a malign nature and tend to avoid such creatures if possible. They are on good terms with most other fey creatures, though they find brownies to be a little too "stiff" for their liking and buckawns to be a bit too gruff. (See the *Tome of Horrors* for details on both the brownie and buckawn.)

A mimi stands 1-foot tall and weighs about 2 pounds. It dresses in brightly colored clothing, preferring garments of blue, silver, or green.

A mimi speaks Sylvan, Common, and at least one other language (usually Elven).

Druids and rangers can detect the presence of a mimi or group of mimis with a successful DC 20 Survival check.

Combat

Mimis are non-aggressive creatures, unless potential adversaries are inherently evil. They prefer to avoid combat if at all possible but if drawn in, they open using their *frost fingers*. Against more powerful opponents, mimis begin combat by blasting their foes with a *cone of cold*.

A persistent foe that wishes to continue the battle against a mimi is subjected to a rapid decrease in the surrounding temperature. A mimi lowers the temperature just enough to possibly damage an adversary in hopes of forcing it to flee.

Mimis usually turn invisible and flee if they cannot drive their opponents away.

Spell-Like Abilities: At will—*invisibility*; 2/day—*frost fingers* (as *burning hands*, but fires a sheet of ice that deals cold damage) (DC 13). Caster level 8th. The save DCs are Charisma-based.

Once per day, a mimi can use a *cone of cold* (DC 17). Caster level 4th. The save DC is Charisma-based.

A group of three or more mimis together can use *Othuke's freezing sphere* (DC 18), once per day. Caster level 12th. The save DCs are Charisma-based.

Lower Temperature (Su): A mimi can, as a free action, lower the temperature in a 10-foot radius around its body by 20–80 degrees. Creatures in the area that are not immune or resistant to cold may take damage as detailed in the *DMG* (see environmental hazards and conditions).

Skills: Mimis have a +2 racial bonus on Search, Spot, and Listen checks.



MURDER-BORN

Tiny Undead (Incorporeal)	
Hit Dice:	6d12 (39 hp)
Initiative:	+6
Speed:	Fly 40 ft. (good) (8 squares)
Armor Class:	17 (+2 size, +2 Dex, +3 deflection), touch 17, flat-footed 15
Base Attack/Grapple:	+3/—
Attack:	Incorporeal touch +7 melee (1d4 Cha drain)
Full Attack:	Incorporeal touch +7 melee (1d4 Cha drain)
Space/Reach:	2-1/2 ft./0 ft.
Special Attacks:	Charisma damage, despondent wail
Special Qualities:	Darkvision 60 ft., incorporeal traits, sense living, undead traits, unnatural aura
Saves:	Fort +2, Ref +4, Will +7
Abilities:	Str —, Dex 15, Con —, Int 14, Wis 14, Cha 16
Skills:	Hide +12, Intimidate +12, Listen +11, Search +11, Sense Motive +11, Spot +11
Feats:	Combat Reflexes, Improved Initiative, Strength of the Grave
Environment:	Any
Organization:	Solitary or (very rarely) pair
Challenge Rating:	6
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	7-12 HD (Small)
Level Adjustment:	—

This creature appears as a ghostly child with translucent, yet delicate features. Its unholy eyes rage with absolute and thorough evil.

Spawned of hatred when both mother and child are murdered, the rapacious soul of the unborn sometimes rises as a foul and corrupt spirit. It is bent on exacting revenge against its killers and against all living creatures it crosses. Driven mad by its unliving existence, the murder-born has blurred its senses into believing that every living creature is responsible for its current state and it never hesitates to attack any that come within range of it.

A murder-born is always encountered within 500 feet of the place it was killed. It is a solitary creature, though very rarely, when twins are involved, two of these cursed creatures may be encountered. Neither is aware of the other's presence; they do not communicate, interact, or even see each other. They are oblivious to the other's existence. Whether this is because the creatures are so driven with rage it blinds them, or because some magical and mystical force prevents them from interacting, is unknown.

Murder-borns do not speak but seem to understand a variety of languages including Common.

Combat

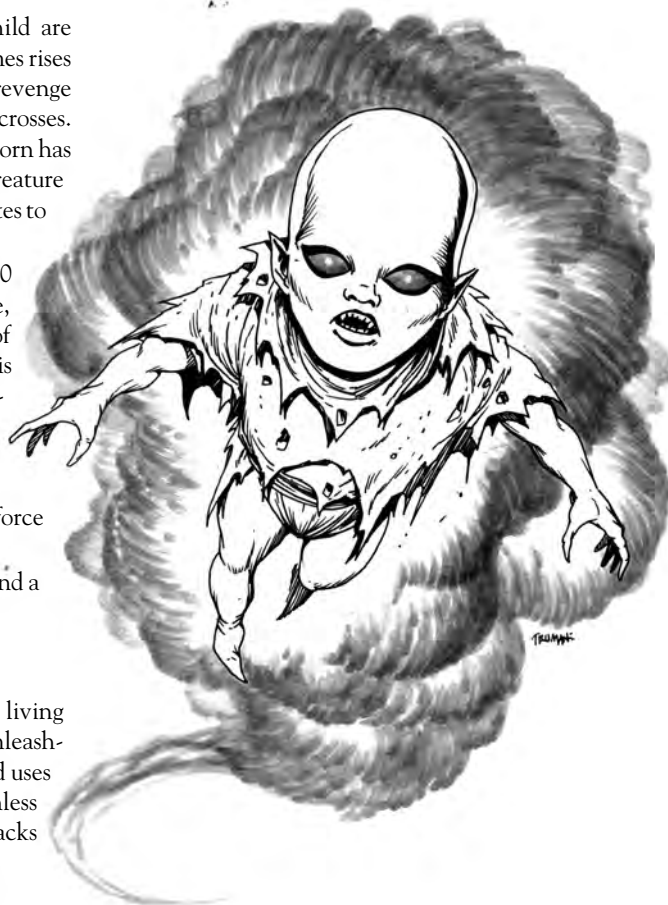
A murder-born closes quickly when it detects living creatures in its realm. It always opens combat by unleashing its despondent wail. It then moves to melee and uses its incorporeal touch to destroy its enemies. Unless driven away or its opponents flee, a murder-born attacks relentlessly until it is destroyed.

Charisma Damage (Su): A murder-born causes 1d4 points of Charisma drain each time it hits with its incorporeal touch attack. On each such attack, it gains 5 temporary hit points. At Charisma 0, a creature dies.

Despondent Wail (Su): Twice per day, as a standard action, a murder-born can unleash a child-like wail. Any living creature within 60 feet that hears the wail must succeed on a DC 16 Will save or be overcome with supernatural feelings of hopelessness. An affected creature suffers a -10% penalty to all XP earned from this point forward until the curse is removed. A *remove curse* or *break enchantment* (requiring a DC 20 caster level check for either spell), *limited wish*, *wish*, or *miracle* breaks the curse, but XP "lost" while this curse is in effect are not regained. Whether or not the save is successful, that creature cannot be affected again by the same murder-born's despondent wail for one day. The save DC is Charisma-based.

Sense Living (Su): A murder-born can detect living creatures within 100 feet, just as if it possessed the blindsight ability. It also senses the strength of their life force automatically, as if it had cast *deathwatch*.

Unnatural Aura (Su): Both wild and domesticated animals can sense the unnatural presence of a murder-born at a distance of 30 feet. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.



NILN (VAPOR HORROR)

Medium Elemental (Air, Water, Extraplanar)	
Hit Dice:	5d8+10 (32 hp)
Initiative:	+8
Speed:	Fly 60 ft. (perfect) (12 squares)
Armor Class:	15(+4 Dex, +1 natural), touch 14, flat-footed 11
Base Attack/Grapple:	+3/+4
Attack:	Slam +7 melee (2d6+1)
Full Attack:	Slam +7 melee (2d6+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Drench, drowning fog
Special Qualities:	Damage reduction 10/magic, darkvision 60 ft., elemental traits, vapor form
Saves:	Fort +3, Ref +8, Will +2
Abilities:	Str 12, Dex 19, Con 14, Int 6, Wis 13, Cha 11
Skills:	Hide +8, Listen +3, Spot +3
Feats:	Improved Initiative, Weapon Finesse
Environment:	Quasi-Plane of Vapor
Organization:	Solitary or gang (2-4)
Challenge Rating:	5
Treasure:	None
Alignment:	Usually neutral (evil tendencies)
Advancement:	5-9 HD (Medium); 10-12 HD (Large)
Level Adjustment:	—

This creature looks like an amorphous cloud of bluish vapor. Small water droplets dance and play around it. Three large sapphire droplets centered on its form seem to function as eyes. Wispy tendrils writhe from its form.

Niln hail from a plane made of air and water; a vaporous and saturated realm known as the Quasi-Plane of Vapor. They are normally docile creatures, but are quick to anger, and relentless in their attack.

Like many elementals, niln are most at home on their native plane and rarely leave it. They sometimes travel the Elemental Plane of Air, but usually do not enter other planes unless summoned. Should one find itself on the Material Plane, it seeks to escape and return to its home plane unless confined or summoned by a spellcaster. Assigned tasks are completed to the best of the niln's ability and they rarely ask for much of anything in return. On the Material Plane, a niln seeks sources of vapor or steam in which to bathe its form so they are almost always encountered in such areas.

Nilns speak their own language which sounds like a mixture of both Auran and Aquan.

Combat

When first confronted, a niln surrounds itself with its drowning fog to deter would-be aggressors. Those that insist on entering the fog and attacking the niln are met by its physical attack; the niln forms wispy tendrils from its form and lashes out at its foes. A niln will use its drench ability to extinguish any source of light its aggressors may be carrying, relying on its darkvision to aid it in the darkness thus created.

Drench (Ex): The niln's touch puts out torches, campfires, exposed lanterns, and other open flames of nonmagical origin if these are of Large size or

smaller. The creature can dispel magical fire as *dispel magic* (caster level equals the niln's HD).

Drowning Fog (Su): Once per day, a niln can create a muggy, vaporous cloud centered on its form. The cloud lasts for 1 minute (10 rounds) before dispersing, but otherwise functions as a *fog cloud* spell.

The muggy vapors fill the lungs of any creature in the area with water. A creature that takes only a move action can hold its breath for 2 rounds per point of Constitution; a creature that takes any action other than a move action can hold its breath for 1 round per point of Constitution. After that, refer to the rules for drowning (see the DMG).

Vapor Form (Ex): A niln's natural form is similar to a *gaseous form* spell, except it retains its natural AC bonus, can make attacks and use its supernatural abilities, and has a fly speed of 60 feet (maneuverability perfect). The niln is not subject to the effects of wind.



NUCKALAVEE

Large Aberration	
Hit Dice:	11d8+55 (104 hp)
Initiative:	+2
Speed:	50 ft. (10 squares)
Armor Class:	22 (-1 size, +2 Dex, +11 natural), touch 11, flat-footed 20
Base Attack/Grapple:	+8/+17
Attack:	Hoof +13 melee (1d6+5, 19-20/x3)
Full Attack:	2 hooves +13 melee (1d6+5, 19-20/x3) and bite +11 melee (1d6+2, 19-20/x3) and greataxe +10 melee (3d6+2, crit x3)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Augmented critical, breath weapon, horrific appearance, trample 1d6+7
Special Qualities:	Damage reduction 10/cold iron, darkvision 60 ft., SR 20
Saves:	Fort +8, Ref +5, Will +9
Abilities:	Str 20, Dex 14, Con 20, Int 8, Wis 14, Cha 14
Skills:	Listen +11, Spot +11
Feats:	Alertness, Multiattack, Weapon Focus (hoof, bite)
Environment:	Temperate forests
Organization:	Solitary or pack (2-5)
Challenge Rating:	9
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	12-33 HD (Large)
Level Adjustment:	+5 (cohort)

This hideous and grotesque creature appears as a skinless warhorse with a rider of similar make-up. Its internal organs, veins carrying its blackened blood, and corded muscles, are easily seen. Its body is covered in reddish mucus and the monster gives off a putrid odor. Closer inspection reveals the rider to be part of the monster itself; growing straight from the back of the monster. The creature's eyes are stark white, while those of the rider are hellish red. The creature is hairless save for a matted, blood-soaked tail.

An evil woodland creature that hates most other life is a good description of the nuckalavee. An evil woodland creature that kills all that cross its path, eats their flesh, and drinks their liquefied organs is an even better description of the nuckalavee. Nuckalavee are fearsome, aggressive combatants that relish the savagery and butchery of melee combat.

The true origin of the nuckalavee is shrouded in mystery and has been lost over time. Some believe it to be the offspring of a demon or devil and a female centaur. Others say the nuckalavee is the result of a curse placed upon a tribe of centaurs centuries ago by a mad and evil sorcerer. Whatever their origin, the nuckalavee is a deadly opponent, capable of felling even the mightiest of warriors.

Nuckalavee sustain themselves on a diet of flesh, blood, and liquefied organs. They digest no other foods or liquids (at least from what is known about these creatures). Prey is often captured or killed and dragged back to its lair where it is devoured. The typical nuckalavee lair is a crude structure

formed of dirt, mud, and foliage. Contents range from bones, to rotting organs and flesh, to the treasure of those it has dragged back to its lair to feed upon. Often a lair contains a female and 1d2 young. Young nuckalavee resemble adults in all aspects, save they are smaller in size.

Nuckalavee can speak Sylvan and Common, but rarely do.

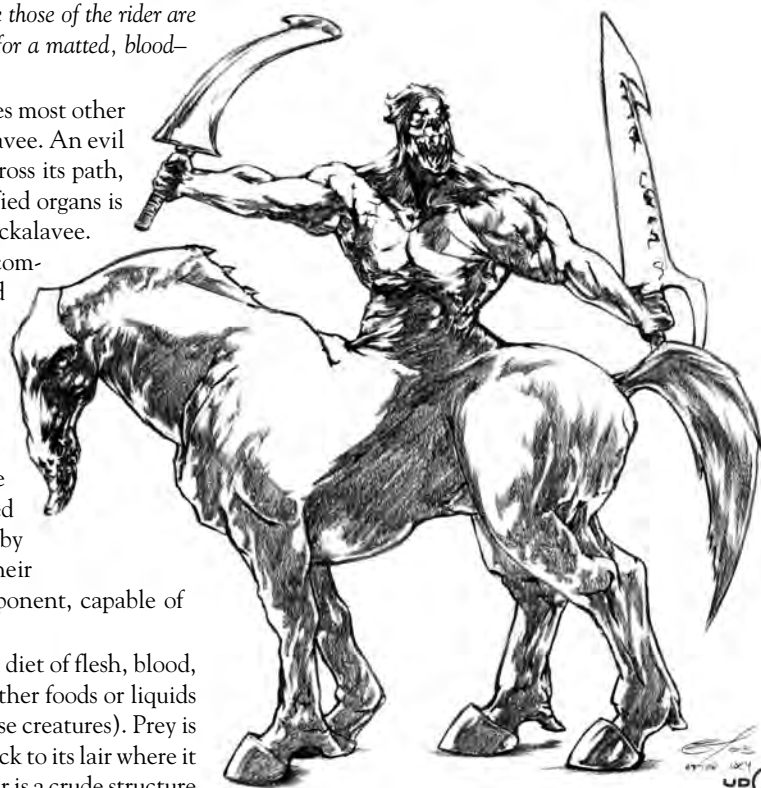
Combat

Nuckalavee relish the adrenaline of combat. They love the taste, sight, and smell of blood and seek to bleed their opponents as often and as much as they can. The "rider" always employs a bladed weapon (most often a longsword or greataxe) to deal damage, while the equine part of the nuckalavee slashes with its sharpened hooves and bites with its razor-sharp teeth.

The nuckalavee opens combat with its poisonous breath, seeking to liquefy the organs of its foes before it moves to strike with hooves, bite, and weapon. They rarely attack from ambush, relishing in the fear their appearance strikes in the heart of opponents.

Augmented Critical (Ex): A nuckalavee threatens a critical on a natural 19-20 with a hoof or bite. A successful critical hit deals triple damage.

Breath Weapon (Su): As a free action, once every 4 rounds, a nuckalavee can breathe a cloud of noxious gas from its equine head in a 20-foot cone that liquefies the organs of those in the area. This cloud lasts one round before dispersing and deals 6d6 points of damage to all creatures in the area. An affected creature can attempt a DC 20 Fortitude save to halve the damage. The save DC is Constitution-based.



Horrific Appearance (Su): Creatures viewing the grotesque form of a nuckalavee must succeed on a DC 17 Fortitude save or take 2d6 points of Strength damage. The damage cannot reduce a victim's Strength score below 0, but anyone reduced to Strength 0 is helpless. Creatures that are affected by this power or that successfully save against it cannot be affected again by the same nuckalavee's horrific appearance for one day. The save DC is Charisma-based. Nuckalavees are not affected by the horrific appearance of other nuckalavees.

Trample (Ex): As a full-round action, a nuckalavee can move up to twice its speed and literally run over any opponents of Medium size or smaller. The nuckalavee merely has to move over the opponents in its path; any creature whose space is completely covered by the nuckalavee's space is subject to the trample attack. If a

target's space is larger than 5 feet, it is only considered trampled if the nuckalavee moves over all the squares it occupies. If the nuckalavee moves over only some of a target's space, the target can make an attack of opportunity against the nuckalavee at a -4 penalty. A nuckalavee that accidentally ends its movement in an illegal space returns to the last legal position it occupied, or the closest legal position, if there's a legal position that's closer. A nuckalavee deals 1d6+7 points of bludgeoning damage with its trample attack. A nuckalavee can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature. Trampled opponents can attempt attacks of opportunity, but these take a -4 penalty. If they do not make attacks of opportunity, trampled opponents can attempt DC 20 Reflex saves to take half damage. The save DC is Strength-based.

OAKMAN

Small Fey	
Hit Dice:	3d6+6 (16 hp)
Initiative:	+1
Speed:	20 ft. (4 squares), climb 30 ft.
Armor Class:	17 (+1 size, +2 Dex, +5 natural), touch 12, flat-footed 15
Base Attack/Grapple:	+1/-2
Attack:	+1 club +5 melee (1d8+2)
Full Attack:	+1 club +5 melee (1d8+2)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Shillelagh
Special Qualities:	Damage reduction 5/cold iron, moss, tree dependent, tree stride
Saves:	Fort +3, Ref +4, Will +5
Abilities:	Str 12, Dex 12, Con 14, Int 10, Wis 14, Cha 14
Skills:	Climb +15, Hide +11, Move Silently +7, Knowledge (nature) +6, Knowledge (herbalism) +9, Spot +8
Feats:	Skill Focus (Knowledge [herbalism]), Weapon Focus (club)
Environment:	Temperate forest
Organization:	Solitary or troupe (2-12)
Challenge Rating:	3
Treasure:	Standard
Alignment:	Usually chaotic neutral
Advancement:	4-9 HD (Small)
Level Adjustment:	+3

This creature stands about the size of a dwarf and has brownish-green skin. Its hair is green and unkempt. Its eyes are green and its nose is slightly bulbous.

Some say that the grumpy old oakmen are the male versions of the beautiful dryads. This may or may not be true, but it would certainly explain why dryads would rather take human mates.

Oakmen are small fey that are said to be the spirits of oak trees. An oakman is a foul-tempered curmudgeon, gruff and cantankerous. These grouchy creatures are usually seen sitting up on a thick branch in an oak tree calling down insults and crude comments to those who pass by.

Oakmen are generally content to sit in their trees and watch the world go by, venturing out only if their forest is threatened. They also enjoy creeping out of the forest to

trick some fool human into eating magical cakes made from moss and mushrooms just to see what will happen to him.

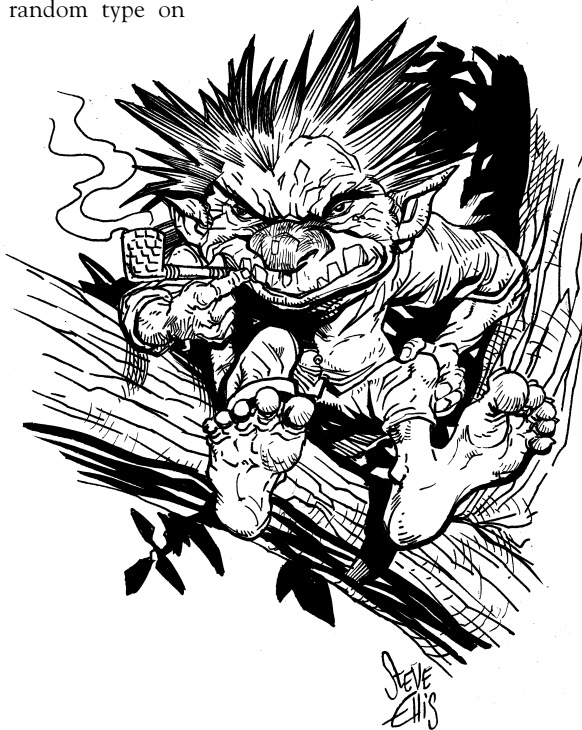
Oakmen speak Sylvan. Some speak and understand Common, though they rarely communicate with any creature in this tongue.

Combat

Oakmen are scrappy and prone to combat despite their small size. They willingly fight if they must, but, like most fey, prefer to use magic rather than melee.

Shillelagh (Su): Any oaken club or staff wielded by an oakman automatically gains the benefits of the *shillelagh* spell (caster level 5th). This benefit is already included in the statistics block above and only functions for an oakman.

Moss (Ex): Using its unique knowledge of plants and herbal mixtures, an oakman can concoct unusual cakes from tree moss. A typical oakman has 1d6 moss cakes of random type on



his person. These moss cakes have a variety of effects and must be eaten by the target creature to take effect. Saves (where applicable) have a DC of 15.

Ability Score Damage: The victim takes 1d6 points of damage to a random ability score (determined when the moss cake is created). One day after eating the moss cake, if the victim doesn't receive a *restoration* spell, it must make another successful save or one point of ability damage is actually permanent drain.

Coloration: This moss cake is quite harmless when eaten and does nothing more than cause the victim's skin to become spotted. The spots can be of just about any color, though most tend to be brown, red, or blue. The spots last for 1 hour before fading.

Healing: This moss cake heals the target as by a *heal* spell (caster level 5th).

Lethargy: The victim becomes sluggish if it fails a Fortitude save. The effects last for 30 minutes. While affected, the victim moves at one-half its normal speed and takes a -2 circumstance penalty to AC and on attack rolls, checks, and saves.

Pain: Eating this moss cake wracks the victim with pain for 1d4 hours if it fails a Fortitude save. During this time, the victim takes a -2 circumstance penalty on attack rolls, weapon damage rolls, and ability and skill checks.

Poison: Eating this moss cake poisons the victim (ingestion, Fortitude DC 15 negates, initial damage 1d6 Constitution, secondary damage 2d6 Constitution).

Sleep: This moss cake puts the victim to sleep for 1 hour (as the *sleep* spell) if it fails a Will save.

Tree Dependent (Su): Each oakman is mystically bound to a single enormous oak tree and must never stray more than 1 mile from it. Any who do become ill and die within 4d6 hours. An oakman's oak does not radiate magic.

Tree Stride (Su): At will, an oakman can create an effect identical to that of the *tree stride* spell (caster level 5th). Oakmen can only travel through oak trees.

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

OGREN

Medium Humanoid (Ogre)

Hit Dice:	2d8+4 (13 hp)
Initiative:	+0
Speed:	30 ft. (6 squares)
Armor Class:	12 (+2 natural), touch 10, flat-footed 12
Base Attack/Grapple:	+1/+4
Attack:	Longspear +5 melee (1d8+4, crit x3); or spear +1 ranged (1d8+3, crit x3)
Full Attack:	Longspear +5 melee (1d8+4, crit x3); or spear +1 ranged (1d8+3, crit x3)
Space/Reach:	5 ft./5 ft. (10 ft. with longspear)
Special Qualities:	Darkvision 30 ft., ogre blood
Saves:	Fort +5, Ref +0, Will +0
Abilities:	Str 16, Dex 10, Con 14, Int 10, Wis 10, Cha 8
Skills:	Listen +3, Move Silently +6, Spot +3
Feats:	Weapon Focus (longspear)
Environment:	Temperate hills and plains
Organization:	Solitary, band (5-8), raiding party (6-11 and one leader of 5th-7th level), or clan (10-24, plus 100% noncombatants, one shaman of 5th-7th level, one leader of 7th-9th level, 2-4 ogres, and 5-8 hobgoblins)
Challenge Rating:	1
Treasure:	Standard
Alignment:	Usually neutral evil
Advancement:	By character class
Level Adjustment:	+2

This creature looks like a cross between an ogre and a hobgoblin. It appears as a stocky humanoid with a hairy hide of dark brown.

Take the worst traits of a male ogre and the worst traits of a female hobgoblin and mix them together, the result is an ogren: a barbaric and primitive race of individuals that see combat as a way of life and means of entertainment and survival. Combat skills and battle prowess are taught at a very young age among the ogren clans, and it is not unheard of for an entire clan to be led by one who, by any other race would be considered a child, for the mighty rule the weak and

the strongest and most combative ogren usually rules a clan. Ogren leaders often have the Battle Shout feat detailed in the sidebar.

Ogrens are 6-to-8-foot tall. Their eyes are generally gray or black, though some do have green or blue eyes (though blue eyes are extremely rare). Hair color ranges from brown or black to dark red or gray. Most ogren have long hair and rarely, if ever, sport facial hair. The typical ogren lives to 100 years of age.

Ogrens speak either Goblin or Giant (50% chance of either) and Common.

Combat

Ogrens pride themselves on combat and employ varying tactics and strategies when engaged in such affairs. Ogrens prefer straightforward tactics to ambush and chicanery, though if outmatched, they are not above employing such tactics. Ogrens usually use gang tactics in battle and prefer unmatched odds where they clearly have the upper hand (three- or four-on-one suits them just fine).

Ogrens rarely if ever back down from a fight as they are taught that cowardice is equal to weakness. However, they are also taught that it is foolish to fight while your enemy clearly has the advantage and backing away is ok, so long as the odds are made even (or at least turned in the ogren's favor) the next time the two meet.

Ogre Blood (Ex): Fifty percent of ogren have enough ogre blood in their veins to qualify as ogres. Those that qualify are considered ogres for all special abilities and effects.

Skills: Ogrens have a +2 racial bonus on Move Silently checks.

Ogren Society

Being a primitive people, the ogren clans survive by hunting game and gathering wild fruits, berries, and herbs. Most hunting bands consist of 3–5 males and a tracker (usually an ogren ranger of 3rd level). Ogres typically hunt large game such as moose, deer, buffalo, bison, elk, humans, and elves. Many a hunting foray has led a band of ogres into a human or elven encampment or settlement. During these raids, targets are often taken alive and carried back to the ogren's lair where they are stored in cages for later consumption. Ogres often fatten up captive humans and elves before eating them (fattening them up provides the ogren clan with more meat). In times when food is scarce, some clans resort to cannibalism and hunt their own (though rarely if ever a member of the same clan; usually an ogren from a rival clan).

Ogren clans are found just about anywhere save the coldest of climates, though they tend to favor temperate climates. Food is hard to come by in such harsh extremes, so they prefer moderate to warm climates where a food supply is readily available. A typical ogren settlement consists of crude huts constructed of wood with thatched or wooden roofs. The huts are spread in a circle around a central meeting ground where they dance, engage in combat, cook their food, and hold yearly rituals.

Each clan typically holds three or more yearly rituals. Some ogren rituals include the Rites of Manhood, The Taking (marriage), and The Passing (death). During the rites of manhood, a young ogren must display his battle prowess against a member of his clan. These fights are never to the death, but the damage dealt is real. Many ogren proudly display the scars of such fights on their bodies. During The Taking, a male ogren selects a bride from another clan as a mate. The shaman from the male's clan oversees the ceremony and blesses

such a union, usually through the ritual sacrifice of a captive human or elf (the blood of either is cast on the ground during this ritual). The last ritual, The Passing, is led by the shaman and consists of the shaman invoking the spirits of dead ancestors to watch over recently slain or deceased ogres.

Ogres as Characters

Ogren leaders tend to be barbarians. Ogren clerics are usually adepts and are known as shamans among their clans. Ogres worship Tushnak "The Totem God" and can choose from two of the following domains: Animal, Earth, and Evil.

Ogren characters have the following racial traits:

- Strength +6, Constitution +4, Charisma –2.
- Base speed is 30 feet.
- Darkvision to a range of 30 feet.
- Racial Hit Dice: An ogren begins with two levels of humanoid, which provide 2d8 HD, a base attack bonus of +1, and base save bonuses of Fort +3, Ref +0, and Will +0.

—Racial Skills: An ogren's humanoid levels give it skill points equal to $5 \times (2 + \text{Int modifier})$. Its class skills are Listen, Move Silently, and Spot. Ogres have a +2 racial bonus to Move Silently checks.

— Racial Feats: An ogren's humanoid levels give it one feat.

—+2 natural AC bonus.

— 50% of all ogres have ogre blood.

—Automatic Languages: Goblin or Giant (50% chance for either), Common. Bonus Languages: Elven, Goblin or Giant (whichever isn't an automatic language), Orc, Sylvan.

— Favored Class: Barbarian.

— Level Adjustment: +2.



OIL SHARK

Huge Magical Beast (Aquatic, Extraplanar, Fire)	
Hit Dice:	10d10+30 (85 hp)
Initiative:	+6
Speed:	Swim 60 ft. (12 squares)
Armor Class:	19 (-2 size, +2 Dex, +9 natural), touch 10, flat-footed 19
Base Attack/Grapple:	+10/+24
Attack:	Bite +14 melee (2d6+9)
Full Attack:	Bite +14 melee (2d6+9)
Space/Reach:	15 ft./10 ft.
Special Qualities:	Blindsight 30 ft., damage reduction 5/—, fire subtype, keen scent
Saves:	Fort +10, Ref +9, Will +6
Abilities:	Str 23, Dex 15, Con 17, Int 1, Wis 12, Cha 2
Skills:	Escape Artist +12, Listen +12, Spot +8, Swim +17*
Feats:	Alertness, Improved Initiative, Iron Will, Power Attack
Environment:	Sea of Fire (Elemental Plane of Fire and Plane of Molten Skies)
Organization:	Solitary, school (2-5), or pack (6-11)
Challenge Rating:	7
Treasure:	None
Alignment:	Always neutral
Advancement:	11-17 HD (Huge); 18-30 HD (Gargantuan)
Level Adjustment:	—

This creature resembles a massive, blue-scaled shark with dull gray eyes.

The Sea of Fire located on the Plane of Molten Skies and the Elemental Plane of Fire is home to strange aquatic life (if they can be called that), but perhaps none is stranger than the mighty oil shark. These creatures spend their days swimming beneath the burning surface of the Sea of Fire, searching for prey. Their diet consists of other aquatic creatures found in the Sea of Fire such as fire crabs, oil worms, and the great fire whales. The latter is a particular favorite of the oil shark, and while the typical great fire whale outweighs (and is generally larger) than the typical oil shark, an oil shark pack has been known to attack and kill with ease a lone fire whale.

Oil sharks have never been encountered outside the Plane of Molten Skies or Plane of Fire though sages believe the oil shark can exist in normal water.

Oil sharks are a delicacy of volcano giants and are often hunted by such creatures. The thick, metallic hide of an oil shark is prized by salamanders and they often hunt these creatures, kill them, and sculpt armor from the hide. Oil shark armor is detailed in the sidebar.

Oil sharks are, on average, about 20 feet long, though they can reach lengths of 40 feet or more. They are blind and rely completely upon their "sonar" to hunt their prey.

Combat

Oil sharks generally behave as other sharks; circling their prey before striking with their powerful jaws. Non-aquatic prey (i.e., creatures that breathe

Oil Shark Armor: Medium armor; Armor bonus +6; Max. Dex Bonus +2; Armor Check Penalty -4; Arcane Spell Failure 30%; Speed 20 ft. (for base speed 30 ft.) or 15 ft. (for base speed 20 ft.); Weight 40 lb.

Because of the natural oily nature of the metal in an oil shark's scales (which retain these properties even after its death), a creature suffers no penalty to Swim checks for wearing this armor and also adds a +5 bonus to all Escape Artist checks. In addition, a creature wearing oil shark armor is unaffected by obstructions such as webs (magical or otherwise).

air) are often grasped in its jaws and dragged below the surface of the burning sea where it drowns in the oily waters.

Blindsight (Ex): An oil shark can locate creatures underwater (including under the oily seas of its elemental lair) within a 30-foot radius. This ability works only when the oil shark is underwater (or under oil).

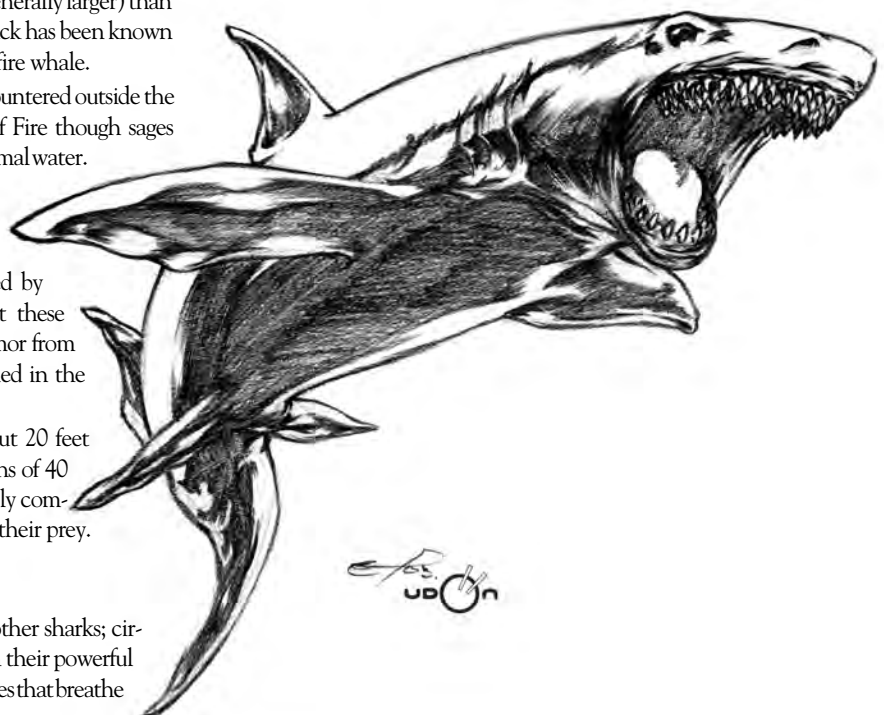
Keen Scent (Ex): An oil shark can notice creatures by scent in a 180-foot radius and detect blood in oil or water at ranges of up to one mile.

Skills: Oil sharks have a +4 racial bonus on Listen checks.

Additionally, due to the oily secretions of their metallic scales, oil sharks have a +10 racial bonus on Escape Artist checks.

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

*Their oily hides also allow them to glide smoothly and quickly through normal water. In such an environment, an oil shark gains a +10 racial bonus on Swim checks.



PHANTASM

Medium Undead (Incorporeal)	
Hit Dice:	9d12 (58 hp)
Initiative:	+9
Speed:	30 ft. (6 squares), fly 60 ft. (perfect)
Armor Class:	18 (+5 Dex, +3 deflection), touch 18, flat-footed 13
Base Attack/Grapple:	+4/—
Attack:	Incorporeal touch +9 melee (1d6+1 plus energy drain)
Full Attack:	Incorporeal touch +9 melee (1d6+1 plus energy drain)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Energy drain, possession
Special Qualities:	Aura of desecration, darkvision 60 ft., incorporeal traits, undead traits
Saves:	Fort +5, Ref +8, Will +8
Abilities:	Str —, Dex 20, Con —, Int 15, Wis 15, Cha 16
Skills:	Bluff +12, Hide +16, Intimidate +14, Listen +13, Search +8, Sense Motive +13, Spot +13
Feats:	Alertness (b), Blind-Fight, Great Fortitude, Improved Initiative, Strength of the Grave
Environment:	Any
Organization:	Solitary or gang (2-5)
Challenge Rating:	8
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	10-27 HD (Medium)
Level Adjustment:	—

This entity appears as a translucent humanoid with faintly discernible facial features twisted and corrupted by evil. Its arms are long and thin and trail off in wisps of immaterial matter.

Phantasms are malevolent and sinister spirits that delight in the destruction of good-aligned creatures. While many undead creatures are the undead form of once living creatures, phantasms have no real material connection to living creatures; they are spirits born of pure evil. They are most often found haunting ruined temples or churches dedicated to evil gods, or dungeons constructed by evil creatures; any place where the stench of evil permeates the very air.

Combat

A phantasm begins battle by attempting to possess a foe, and if successful, it then controls the host like a puppet. In addition, while possessing a foe, it is constantly sapping its life energy. When the host is destroyed, the phantasm leaves the body and attempts to repeat the process on any opponents still in the area.

Energy Drain (Su): The incorporeal touch of a phantasm deals one negative level. The Fortitude save to remove a negative level has a DC of

22. The save DC is Charisma-based. For each such negative level bestowed, the phantasm gains 5 temporary hit points.

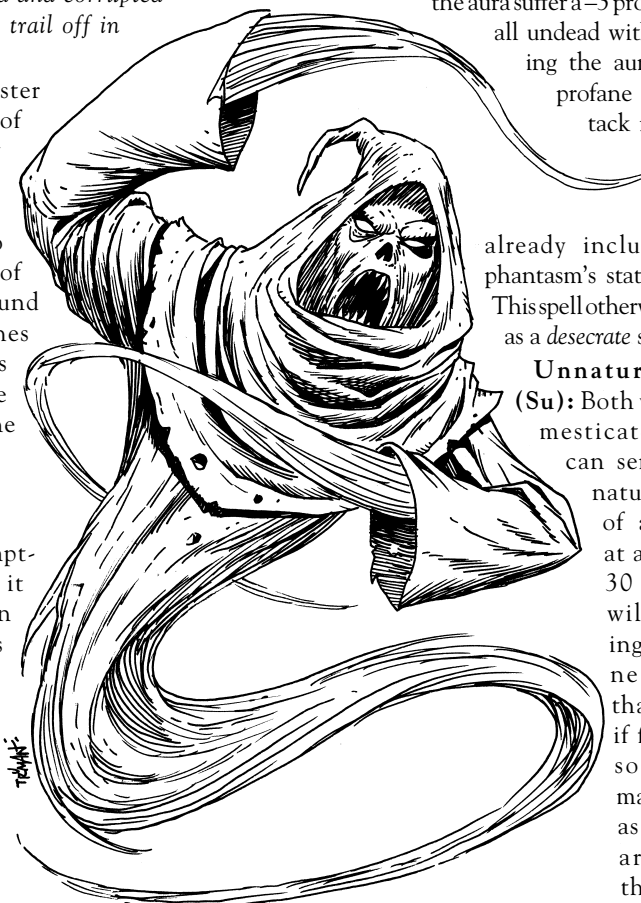
Possession (Su): Once per round, a phantasm can merge its body with a creature on the Material Plane. This ability is similar to a *magic jar* spell (caster level 9th), except that it does not require a receptacle. To use this ability, the phantasm must try move into the target's space; moving into the target's space to use this ability does not provoke attacks of opportunity. The target can resist the attack with a successful DC 17 Will save. A creature that successfully saves is immune to that same phantasm's possession for one day, and the phantasm cannot enter the target's space. If the save fails, the phantasm vanishes into the target's body.

A phantasm automatically deals one negative level (from its energy drain ability) each round to its host. The host can eject the phantasm with a successful DC 17 Will save. This save can be attempted once per round. If successful, the phantasm is forced from the host's body and it cannot attempt to possess the same host for 1 minute.

If turned or subjected to a *dismissal* spell while possessing a host, the phantasm is ejected. The save DCs are Charisma-based.

Aura of Desecration (Su): A phantasm has a continuous aura of desecration that affects a 10-foot radius. This aura can be dispelled, but the phantasm can restart it again as a free action on its next turn. All turn attempts made within the aura suffer a -3 profane penalty; all undead within or entering the aura gain a +1 profane bonus to attack rolls, damage rolls, and saves (these bonuses are already included in the phantasm's statistics block). This spell otherwise functions as a *desecrate* spell.

Unnatural Aura (Su): Both wild and domesticated animals can sense the unnatural presence of a phantasm at a distance of 30 feet. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.



PHLOGISTON

Medium Plant	
Hit Dice:	4d8+8 (26 hp)
Initiative:	+1
Speed:	0 ft. (immobile)
Armor Class:	16 (+1 Dex, +5 natural), touch 11, flat-footed 15
Base Attack/Grapple:	+3/+6
Attack:	Tendrils +6 melee (1d6+3)
Full Attack:	4 tendrils +6 melee (1d6+3)
Space/Reach:	5 ft./5 ft. (10 ft. with tendril)
Special Attacks:	Constrict 1d6+3, fire bolt, improved grab
Special Qualities:	Blindsight 60 ft., death throes, resistance to fire 10, plant traits
Saves:	Fort +6, Ref +2, Will +2
Abilities:	Str 17, Dex 13, Con 14, Int —, Wis 12, Cha 2
Environment:	Temperate forests
Organization:	Solitary
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral
Advancement:	5-8 HD (Medium); 9-12 HD (Large)
Level Adjustment:	—

This creature resembles a bush with silvery-green leaves and dark twisted branches. The sweet smell of cinnamon lingers in the air around it. Four tendrils writhe and slash from its central form.

The phlogiston bush (known as a fire shrub by some sages) is an immobile plant found only in temperate regions. They gain nourishment from the fluids and organs of living creatures, particularly the bones and muscle tissue. Being plants, they do gain sustenance from sunlight and the soil, so they can go long periods of time (reportedly up to two weeks or so) without eating, but given the chance, a phlogiston flower catches and kills any living creature that wanders too close to it. These plants generate a pleasing odor noticeable to a range of about 30 feet. They use this odor to lure semi-intelligent creatures (such as ordinary animals) into range where they use their tendrils and fire bolts.

These plants rely on living creatures to spread. When not looking for a meal, a phlogiston bush releases a small blast of seedlings in a 5-foot cone directly in front of it. A creature in the area is unlikely to notice (DC 20 Wisdom check) that tiny seeds of silvery-green hue are clinging to its body. After 1d4 hours, the seedlings drop off and take root, blooming into a new phlogiston flower in just under 2 months.

Combat

In combat, a phlogiston bush grabs its prey or releases a fire bolt at an opponent. Grabbed prey is held until it escapes, dies, or the plant is killed. Creatures slain by a phlogiston flower are en-

twined in its tendrils and slowly digested over the next 6 to 8 hours. Being mindless, a phlogiston flower fights until either it or its prey is slain.

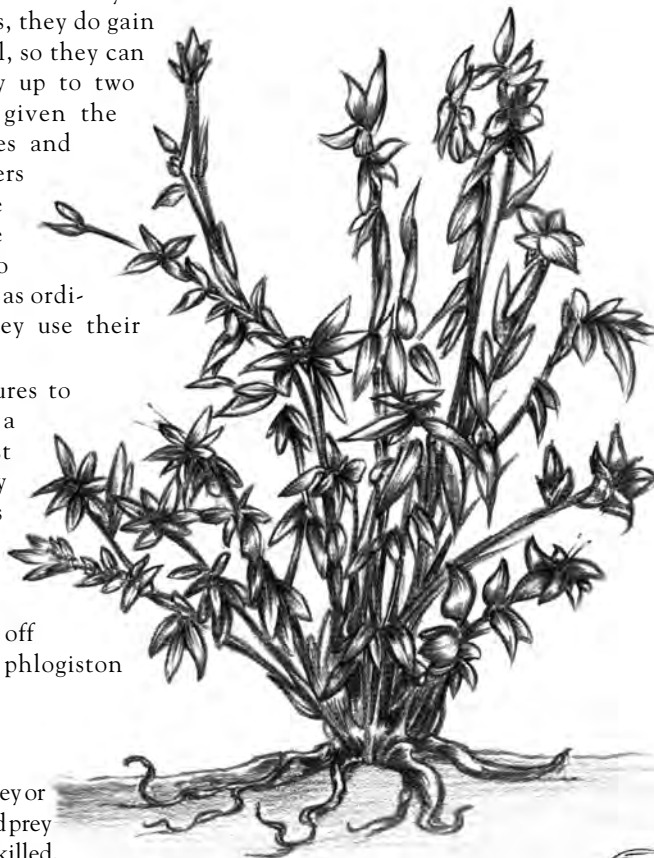
Fire Bolt (Ex): Once every 1d4 rounds, a phlogiston bush can release a tiny bolt of fire at a single opponent within 40 feet (no range increment). The bolt deals 2d6 points of fire damage to a creature struck. The opponent can attempt a DC 14 Reflex save to halve the damage. The save DC is Constitution-based.

Constrict (Ex): On a successful grapple check, a phlogiston bush deals automatic tendril damage.

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

Death Throes (Ex): If a phlogiston bush is reduced to 0 or less hit points, it explodes in a concussive blast of fire that deals 4d6 points of fire damage to all creatures in a 10-foot radius. A successful DC 14 Reflex save halves the damage. The save DC is Constitution-based.

Blindsight (Ex): Phlogiston bushes have no visual organs but can ascertain all foes within 60 feet through sound and vibrations.



For UDON

PROSCRIBER

Medium Outsider (Extraplanar)	
Hit Dice:	15d8+75 (142 hp)
Initiative:	+7
Speed:	40 ft. (8 squares)
Armor Class:	27 (+3 Dex, +10 +2 full plate, +4 +2 heavy steel shield), touch 13, flat-footed 24
Base Attack/Grapple:	+15/+22
Attack:	+2 longsword +24 melee (1d8+9)
Full Attack:	+2 longsword+24/+19/+14 melee (1d8+9)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Condemn, spell-like abilities, spells
Special Qualities:	Damage reduction 10/magic and silver, darkvision 60 ft., immunity to poison, resistance to cold 10, resistance to fire 10, resistance to electricity 10, outsider traits, SR 27
Saves:	Fort +14, Ref +12, Will +14
Abilities:	Str 25, Dex 17, Con 20, Int 20, Wis 20, Cha 18
Skills:	Concentration +20, Craft (any one) +20, Diplomacy +21, Escape Artist +18, Intimidate +19, Knowledge (any one) +23, Knowledge (the planes) +23, Knowledge (religion) +23, Listen +20, Move Silently +18, Search +20, Sense Motive +20, Spellcraft +20, Spot +20, Survival +20 (+22 on other planes, +22 following tracks)
Feats:	Cleave, Great Cleave, Improved Initiative, Improved Sunder, Power Attack, Track
Environment:	Any
Organization:	Solitary
Challenge Rating:	15
Treasure:	None
Alignment:	Any
Advancement:	16-45 HD (Medium)
Level Adjustment:	—

This creature appears as a large, massive warrior dressed in full plate armor, wielding a weapon, and carrying a shield bearing strange runes and symbols.

When a divine caster angers his or her god by deviating from the deity's spoken word, the god often sends one of its agents to redeem the blasphemer—the proscriber. They are the “messengers” of the gods and are sent to punish a divine caster that has offended his or her deity. Proscribers are found in the employ of all deities, from the kindest to the vilest—they cover all nine alignments. (A proscriber of a good or evil alignment gains the appropriate subtype.)

Redemption as dictated by the deity and carried out by the proscriber can vary from mild punishment to extremely harsh. Harsh punishment meted out by evil-aligned proscribers often takes the form of death. Proscribers are usually sent to deal with divine casters that have strayed from their alignment. Minor transgressions are not the realm of the proscriber and are usually left up to the divine caster's superiors or church to deal with.

Proscribers can be encountered on any of the inner or outer planes, so long as a deity maintains its home there. Proscribers never leave the confines of the deity's home except as commanded by the god. If

encountered outside a deity's home, the proscriber is on a mission for the deity it serves.

Proscribers speak Common and at least five other languages, one being the language native to its plane of origin (such as Abyssal for those that serve Abyssal deities or Celestial for those that serve deities of the upper planes).

Combat

When a proscriber is sent to deal with a creature, it uses its *discern location* to pinpoint the target's precise location before *plane shifting* to the area. Upon arrival, and before confronting the target, the proscriber casts *align weapon* (if it has the spell prepared) on its longsword. It then casts *death ward*, *divine power*, and *sanctuary* on itself. The proscriber then confronts the target and charges it with its sins before doling out its punishment. This punishment can be anything from the proscriber casting *blindness* or *bestow curse*, or in the case of evil proscribers, perhaps casting *slay living* or some other vile spell.

If attacked, a proscriber uses its weapons, spells, and spell-like abilities. Non-evil proscribers generally do not kill the target or its allies, but do not pull their punches (that is, they won't always deal nonlethal damage) against aggressors. If combat goes against the proscriber, it attempts to cast *word of recall* and escape.

The armor and shield of a proscriber are infused with the power of its deity and do not hamper its movement speed. It still suffers the normal armor check penalties to skills, however. Upon its death, the proscriber and its armor, shield, and weapon vanish in a flash of light (white if good-aligned, gray if neutral-aligned, or black if evil-aligned).

Condemn (Su): Once per day, by making a successful melee touch attack, a proscriber can sever the connection between a divine caster and his or her deity. The target must succeed on a DC 22 Will save or lose the ability to cast divine spells, turn or rebuke undead, smite good or evil, and use any other divine-based spell, spell-like abilities, or supernatural abilities. On a successful save, the target takes 10d6 points of damage. The save DC is Constitution-based.

Further, one that fails its save resists all beneficial divine spells (such as *heal*, or any *cure* spell) cast on him or her. A creature attempting to cast a beneficial divine spell on a condemned creature must succeed on a DC 20 caster level check.

The effects of this ability are permanent but can be removed by the casting of a *remove curse* spell followed by an *atonement* spell. The one casting the *remove curse* and *atonement* spells must be a divine caster who worships the same god as the condemned and who is of a class level equal to or higher than the condemned.

Spell-Like Abilities: At will—*continual flame*, *discern lies* (DC 19); 3/day—*discern location*, *power word stun*; 1/day—*blade barrier* (DC 21), *geas/quest*, *plane shift* (DC 22), *polymorph* (self only), *power word blind*, *waves of exhaustion*, *word of recall*. Caster level 15th. The save DCs are Charisma-based.

Spells: Proscribers cast divine spells as 15th-level clerics. A proscriber has access to any two domains its deity has access to. The save DCs are Wisdom-based.

Good-Aligned Proscriber

Typical Cleric Spells Prepared (6/7/6/6/5/5/3/2/1; save DC 15 + spell level): 0—

detect magic, *guidance*, *light*, *mending*, *purify food and drink*, *resistance*;

1st—*bles*, *bles water*, *command*, *cure light wounds*, *divine favor*, *protection from evil*, *sanctuary*;

2nd—*align weapon*, *bull's strength*, *consecrate*, *cure moderate wounds*, *enthrall*, *hold person*;

3rd—*bestow curse*, *blindness/deafness*, *daylight*, *dispel magic*, *invisibility purge*, *searing light*; 4th—*control water*, *death ward*, *divine power*, *freedom of movement*, *spell immunity*; 5th—*flame strike*, *hallow*, *insect plague*, *mark of justice*, *righteous might*; 6th—*blade barrier*, *geas/quest*, *word of recall*; 7th—*holy word*, *repulsion*; 8th—*fire storm*.

Neutral-Aligned Proscriber

Typical Cleric Spells Prepared (6/7/6/6/5/5/3/2/1; save DC 15 + spell level): 0—

detect magic, *guidance*, *light*, *mending*, *read magic*, *resistance*; 1st—*bane*, *command*, *divine favor*, *doom*, *entropic shield*, *obscuring mist*, *sanctuary*;

2nd—*darkness*, *enthrall*, *hold person* (x2), *silence*; 3rd—*bestow curse*, *blindness/deafness*, *daylight*, *searing light* (x2), *wind wall*; 4th—*death ward*, *dismissal*, *divine power*, *greater magic weapon*, *spell immunity*; 5th—*flame strike* (x2), *greater command*, *slay living*, *wall of stone*; 6th—*blade barrier*, *greater dispel magic*, *harm*; 7th—*control weather*, *repulsion*; 8th—*fire storm*.

Evil-Aligned Proscriber

Typical Cleric Spells Prepared (6/7/6/6/5/5/3/2/1; save DC 15 + spell level): 0—*detect magic*, *guidance*, *inflict minor wounds*, *read magic*, *resistance*

(x2); 1st—*bane*, *cause fear*, *curse water*, *detect good*, *doom*, *inflict light wounds*, *sanctuary*; 2nd—*align weapon*, *bull's strength*, *death knell*, *desecrate*, *hold person*, *silence*; 3rd—*bestow curse*, *blindness/deafness*, *invisibility purge*, *inflict serious wounds*, *magic circle against good*, *searing light*; 4th—*death ward*, *divine power*, *freedom of movement*, *poison*, *spell immunity*; 5th—*flame strike* (x2), *mass inflict light wounds*, *slay living*, *unhallow*; 6th—*greater dispel magic*, *harm*, *word of recall*; 7th—*blasphemy*, *destruction*; 8th—*unholy aura*.



PUDDING, BLOOD

Medium Ooze	
Hit Dice:	5d10+25 (52 hp)
Initiative:	+0
Speed:	30 ft. (6 squares)
Armor Class:	10, touch 10, flat-footed 10
Base Attack/Grapple:	+3/+8
Attack:	Slam +4 melee (2d4+1)
Full Attack:	Slam +4 melee (2d4+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Disgorge, improved grab, infuse
Special Qualities:	Amorphous, blindsight 60 ft., ooze traits, resistance to fire 10, vulnerabilities
Saves:	Fort +6, Ref +1, Will +1
Abilities:	Str 12, Dex 10, Con 20, Int —, Wis 10, Cha 8
Skills:	—
Feats:	—
Environment:	Temperate marshes and underground
Organization:	Solitary
Challenge Rating:	5
Treasure:	None
Alignment:	Always neutral
Advancement:	6-12 HD (Medium); 13-15 HD (Large)
Level Adjustment:	—



This creature is a spheroid blob of protoplasm, blood-red in color. It constantly exudes a foul-smelling and sticky slime.

This monster rolls through dark corridors or marshes looking for sustenance and can consume the vital fluids of any creature it contacts. This sustenance most often takes the form of dungeon delvers that stumble upon the pudding. In marshes and swamps, the blood pudding feeds on animals and other natural fauna or any other living creature that happens to wander by.

Combat

A blood pudding strikes by forming a thick pseudopod and lashing out at an opponent. If it hits, it attempts to grab that foe and infuse itself with the opponent's body. Unless forcibly removed from the victim, a blood pudding does not relinquish its host until that creature is dead.

Disgorge (Ex): A blood pudding that has infused itself can force the creature's own blood out through its pores, eyes, ears, and mouth. This is a standard action that deals 1d2 points of Constitution damage each round. At Constitution 0, the host dies, and the blood pudding exits. To onlookers it appears as if the slain creature is bleeding profusely.

Improved Grab (Ex): To use this ability, a blood pudding must hit an opponent up to its size with a slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can infuse its form with its opponent. A blood pudding gains a +4 racial bonus to grapple checks because of the sticky slime its form secretes.

Infuse (Ex): A blood pudding that makes a successful grapple check can merge its form with that of a living creature. If it succeeds, the blood pudding's form disappears as it soaks through skin, wounds, and any other opening in the host's body. This special attack deals no damage but allows the blood pudding to use its disgorge special attack.

A creature infused with a blood pudding can try to forcibly eject the creature once per round as a full-round action (coughing it up, vomiting, and so on). This requires a successful DC 17 Fortitude save. The save DC is Constitution-based. A creature can be affected by the pudding's infuse attack again, but gains a +2 conditional bonus on its Fortitude save. This bonus lasts for one day and is effective against the infuse attack of that blood pudding only.

Amorphous (Ex): Blood puddings have no discernable front or back and are not subject to critical hits. They cannot be flanked.

Blindsight (Ex): A blood pudding's entire body is a sensory organ that can ascertain prey by scent and vibration within 60 feet.

Vulnerabilities (Ex): Drinking liquid with high alcohol content weakens a blood pudding and reduces further Constitution damage by one-half for the next 10 minutes.

Consuming pure vinegar causes an infused blood pudding to eject itself in the same round the vinegar is consumed. A creature drinking pure vinegar must succeed on a DC 12 Fortitude save or be nauseated for 3 rounds. A blood pudding does not infuse itself again with this creature for one day.

PUDDING, STONE

Huge Ooze	
Hit Dice:	11d10+66 (126 hp)
Initiative:	-5
Speed:	20 ft. (4 squares), climb 20 ft.
Armor Class:	3 (-2 size, -5 Dex), touch 3, flat-footed 3
Base Attack/Grapple:	+8/+19
Attack:	Slam +9 melee (2d6+4 plus 1d6 acid and petrification)
Full Attack:	Slam +9 melee (2d6+4 plus 1d6 acid and petrification)
Space/Reach:	15 ft./10 ft.
Special Attacks:	Acid, petrification
Special Qualities:	Blindsight 60 ft., camouflage, ooze traits, vulnerability
Saves:	Fort +7, Ref -2, Will -2
Abilities:	Str 17, Dex 1, Con 22, Int —, Wis 1, Cha 1
Skills:	Climb +11, Hide -13*
Feats:	—
Environment:	Underground
Organization:	Solitary
Challenge Rating:	9
Treasure:	None
Alignment:	Always neutral
Advancement:	12-17 HD (Huge); 18-33 HD (Gargantuan)
Level Adjustment:	—

This creature resembles a mass of swirling and bubbling stone.

A stone pudding resembles a large blob of liquid, slow-moving stone. A stone pudding spends its time slithering along dungeon passageways feeding on carrion, adventurers, and just about anything else it encounters. It is thought to be a distant relative of the other deadly puddings.

Stone puddings are most active at night. During the day they simply lie dormant, almost as if sleeping. They serve no purpose in the ecology of things and simply spend their time devouring stone and organic materials.

The typical stone pudding is about 16 feet across and from 2 to 4 feet thick, and weighs in excess of 20,000 pounds.

Combat

Stone puddings attack by forming a pseudopod and slashing at their prey. Opponents turned to stone are dissolved by the deadly pudding's acid. Though non-intelligent, a stone pudding often lies in wait, using its coloration to hide itself against a wall or floor of worked stone, before lashing out against an opponent.

Acid (Ex): A stone pudding secretes a digestive acid that dissolves organic material and stone, but not metal. Any melee attack deals acid damage. Clothing dissolves and becomes useless immediately un-

less it succeeds on a DC 21 Reflex save. A stone or wooden weapon that strikes a stone pudding dissolves immediately unless it succeeds on a DC 21 Reflex save. The save DCs are Constitution-based.

The pudding's acidic touch deals 21 points of damage per round to wooden or stone objects (including creatures it has turned to stone), but the pudding must remain in contact with the object for 1 full round to deal this damage.

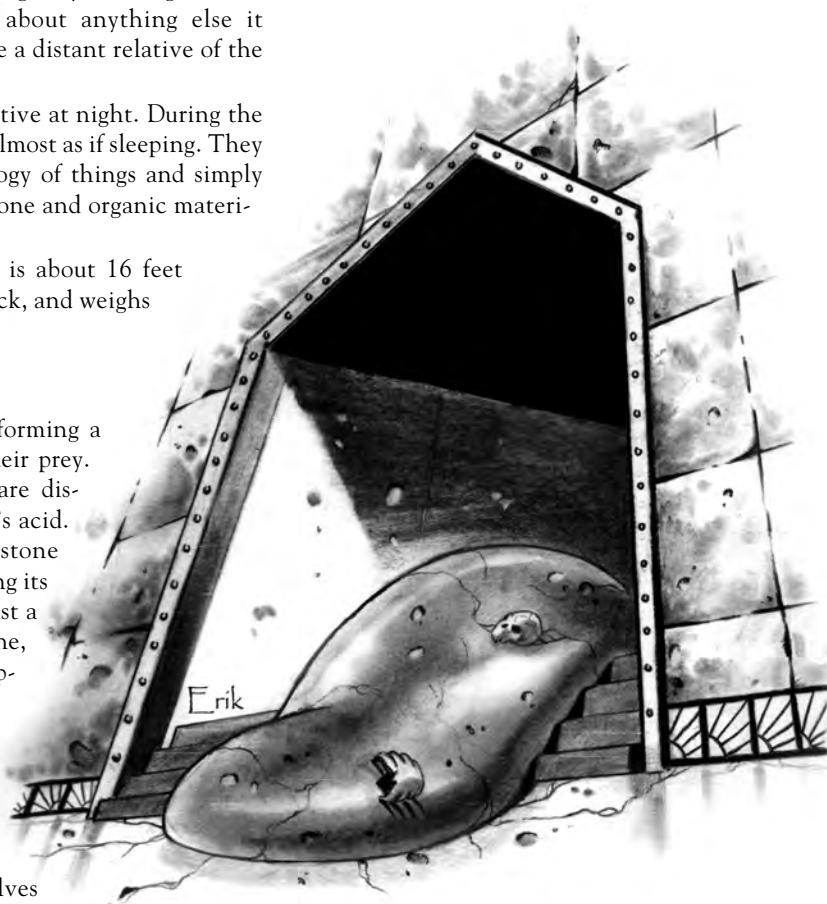
Petrification (Ex): The touch of a stone pudding turns an opponent permanently to stone if it fails a DC 21 Fortitude save. The save DC is Constitution-based.

Blindsight (Ex): A stone pudding's entire body is a primitive sensory organ that allows it to ascertain prey by scent and vibration within 60 feet.

Camouflage (Ex): It takes a DC 20 Spot check to notice a non-moving stone pudding before it attacks. Anyone with ranks in Survival or Craft (stonemasonry) can use one of those skills instead of Spot to notice the creature. Dwarves can use stonemasonry to notice a stone pudding.

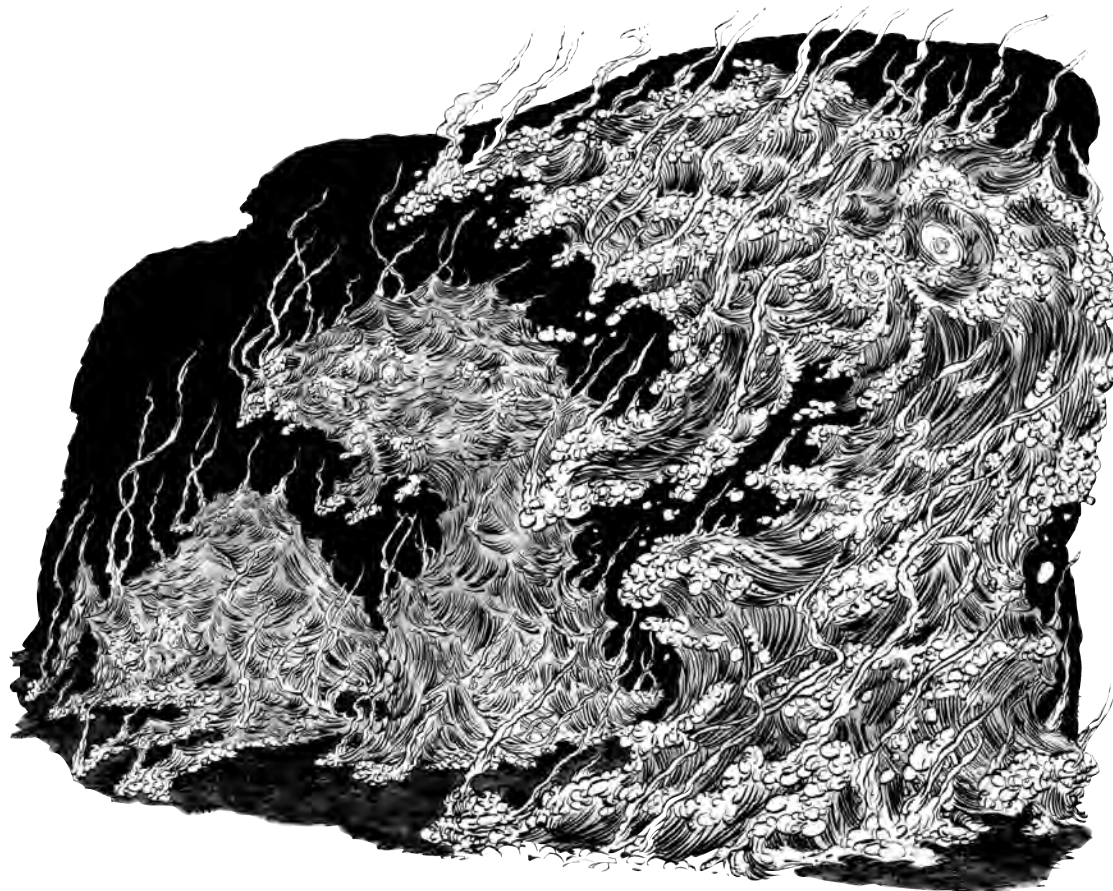
Vulnerability (Ex): A stone pudding is slowed (as by a *slow* spell) for 3 rounds if *stone to flesh* is cast on it. The stone pudding does not receive a save against this effect.

Skills: A stone pudding can always choose to take 10 on a Climb check, even if rushed or threatened.



QUASI-ELEMENTAL, ACID

	Small	Medium	Large
	Small Elemental (Acid, Extraplanar)	Medium Elemental (Acid, Extraplanar)	Large Elemental (Acid, Extraplanar)
Hit Dice:	1d8 (4 hp)	3d8+6 (19 hp)	6d8+18 (45 hp)
Initiative:	+4	+5	+6
Speed:	20 ft. (4 squares), swim 80 ft.	20 ft. (4 squares), swim 80 ft.	20 ft. (4 squares), swim 80 ft.
Armor Class:	16 (+1 size, +5 natural), touch 11, flat-footed 16	18 (+1 Dex, +7 natural), touch 11, flat-footed 17	19 (-1 size, +2 Dex, +8 natural), touch 11, flat-footed 17
Base Attack/Grapple:	+0/-4	+2/+3	+4/+11
Attack:	Slam +1 melee (1d4 plus 1d4 acid)	Slam +3 melee (1d6+1 plus 1d6 acid)	Slam +6 melee (2d6+3 plus 1d8 acid)
Full Attack:	Slam +1 melee (1d4 plus 1d4 acid)	Slam +3 melee (1d6+1 plus 1d6 acid)	Slam +6 melee (2d6+3 plus 1d8 acid)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.	10 ft./10 ft.
Special Attacks:	Acid, drench, fumes	Acid, drench, fumes	Acid, drench, fumes
Special Qualities:	Darkvision 60 ft., elemental traits	Darkvision 60 ft., elemental traits	Damage reduction 5/—, darkvision 60 ft., elemental traits
Saves:	Fort +2, Ref +0, Will +0	Fort +5, Ref +2, Will +1	Fort +8, Ref +4, Will +2
Abilities:	Str 11, Dex 10, Con 11, Int 4, Wis 11, Cha 11	Str 13, Dex 12, Con 15, Int 4, Wis 11, Cha 11	Str 17, Dex 14, Con 17, Int 4, Wis 11, Cha 11
Skills:	Listen +2, Spot +2, Swim +8	Listen +3, Spot +3, Swim +9	Listen +4, Spot +5, Swim +11
Feats:	Improved Initiative	Improved Initiative, Power Attack	Cleave, Improved Initiative, Power Attack
Environment:	Quasi-Plane of Acid	Quasi-Plane of Acid	Quasi-Plane of Acid
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	1/2	2	3
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	2 HD (Small)	4-5 HD (Medium)	7-11 HD (Large)
Level Adjustment:	—	—	—



	Huge	Greater	Elder
	Huge Elemental (Acid, Extraplanar)	Huge Elemental (Acid, Extraplanar)	Huge Elemental (Acid, Extraplanar)
Hit Dice:	12d8+48 (102 hp)	16d8+64 (136 hp)	18d8+72 (153 hp)
Initiative:	+5	+5	+6
Speed:	20 ft. (4 squares), swim 80 ft.	20 ft. (4 squares), swim 80 ft.	20 ft. (4 squares), swim 80 ft.
Armor Class:	20 (-2 size, +4 Dex, +8 natural), touch 12, flat-footed 16	21 (-2 size, +5 Dex, +8 natural), touch 13, flat-footed 16	22 (-2 size, +6 Dex, +8 natural), touch 14, flat-footed 16
Base Attack/Grapple:	+9/+22	+12/+26	+13/+28
Attack:	Slam +12 melee (2d8+5 plus 2d6 acid)	Slam +16 melee (2d10+6 plus 2d6 acid)	Slam +18 melee (2d10+7 plus 2d6 acid)
Full Attack:	2 slams +12 melee (2d8+5 plus 2d6 acid)	2 slams +16 melee (2d10+6 plus 2d6 acid)	2 slams +18 melee (2d10+7 plus 2d6 acid)
Space/Reach:	15 ft./15 ft.	15 ft./15 ft.	15 ft./15 ft.
Special Attacks:	Acid, drench, fumes	Acid, drench, fumes	Acid, drench, fumes
Special Qualities:	Damage reduction 5/—, darkvision 60 ft., elemental traits	Damage reduction 10/—, darkvision 60 ft., elemental traits	Damage reduction 10/—, darkvision 60 ft., elemental traits
Saves:	Fort +12, Ref +10, Will +6	Fort +14, Ref +12, Will +7	Fort +15, Ref +14, Will +8
Abilities:	Str 21, Dex 18, Con 19, Int 6, Wis 11, Cha 11	Str 23, Dex 20, Con 19, Int 6, Wis 11, Cha 11	Str 25, Dex 22, Con 19, Int 6, Wis 11, Cha 11
Skills:	Listen +7, Spot +8, Swim +13	Listen +8, Spot +8, Swim +14	Listen +9, Spot +9, Swim +15
Feats:	Cleave, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack	Cleave, Great Cleave, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack	Cleave, Great Cleave, Improved Bull Rush, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack
Environment:	Quasi-Plane of Acid	Quasi-Plane of Acid	Quasi-Plane of Acid
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	5	7	9
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	13–15 HD (Huge)	17 HD (Huge)	19–27 HD (Huge)
Level Adjustment:	—	—	—

A swirling and crashing column of greenish-liquid moves across the ground, leaving a shallow trail behind it from which rise wisps of translucent green smoke. Watery appendages extend and retract to and from its form.

Nestled among the various elemental, quasi-elemental, and para-elemental planes, there lies a plane composed entirely of acid; a place of noxious fumes and roiling, bubbling, acid. Plane jumpers do well to avoid this place as it is considered by many to be one of the deadliest, if not the deadliest, of the elemental-based planes.

Acid quasi-elementals rarely journey from their native plane, except when summoned. They do not like the Material Plane and when called to the place, are usually angered and always a bit uncomfortable. They have no trouble moving on land, but prefer the sanctity of their native plane to all others.

At rest, an acid quasi-elemental is a clear puddle of liquid with a slightly green hue.

Acid quasi-elementals speak a bastardized form of Aquan but rarely do so.

Combat

Acid quasi-elementals are almost always encountered in large pools of acid when on the Material Plane and rarely leave these pools when combating foes. A favored tactic is to grab a foe and pull it into the quasi-elemental's acid pool,

subjecting it to massive amounts of acid damage (see the DMG for details).

Acid quasi-elementals cannot enter water. The swim speed given in the statistics block is their movement through acid pools or the acidic nature of their environment on their home plane.

Acid (Ex): Acid quasi-elementals are living creatures of acid; any melee hit deals acid damage. Creatures hitting an acid quasi-elemental unarmed or with natural attacks take acid damage as though hit by the quasi-elemental's slam attack.

Drench (Ex): The quasi-elemental's touch puts out torches, campfires, exposed lanterns, and other open flames of nonmagical origin if these are of Large size or smaller. The creature can dispel magical fire as *dispel magic* (caster level equals the quasi-elemental's HD).

Fumes (Ex): The fumes from an acid quasi-elemental's body act as an inhalant poison. Creatures within 5 feet of an acid quasi-elemental must succeed on a Fortitude save each round or suffer 1 point of Constitution damage. One minute later another Fortitude save (same DC) must be made to avoid another 1d4 points of Constitution damage. The save DC is Constitution-based. See the sidebar for the appropriate statistics.

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

ACID QUASI-ELEMENTAL

Fumes

Elemental	Save DC
Small	10
Medium	13
Large	16
Huge	20
Greater	22
Elder	23

TRANSMUTE ACID TO WATER

Transmutation

Level: Drd 5, Sor/Wiz 5

This spell is identical to *transmute water to acid* but it changes an equal volume of corrosive acid into plain, clear (and safe) water.

A creature constructed of acid or native to the Quasi-Elemental Plane of Acid can be targeted by this spell and takes 1d4 points of damage per caster level (maximum 10d4). The elemental can attempt a Fortitude save to reduce the damage by half unless otherwise stated.

TRANSMUTE WATER TO ACID

Transmutation [Acid]

Level: Drd 5, Sor/Wiz 5

Components: V, S, DF/M

Casting Time: 1 standard action

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

Effect: Up to 2 gallons of water/level

Duration: Instantaneous

Saving Throw: None; see text

Spell Resistance: No; see text

This spell transforms a volume of normal or magically created water into an equal volume of highly corrosive acid. Any creature touching this acid takes 1d6 points of damage per round of exposure. If the acid is consumed, the victim takes 10d6 points of damage and must make a successful Fortitude save (DC 15 + your relevant ability score modifier) or take 2d4 points of Constitution damage. One minute later the victim must make a second save (same DC) or take another 2d4 points of Constitution damage.

Magical liquids (including potions) can be affected by this spell and lose their magical properties if transmuted. Potions and other magical waters effectively have spell resistance equal to 20 + its caster level against this spell. Artifacts cannot be affected.

This spell cannot be used to change water that a creature has already consumed or ingested.

A single creature of Medium or smaller size with the water subtype can be targeted by this spell. Such a creature takes 1d6 points of damage per caster level (maximum 10d6). The creature receives a Fortitude save (DC 15 + your relevant ability score modifier) to half the damage.

Only *dispel magic*, *limited wish*, *wish*, *miracle*, or similar magic can restore transmuted waters.

Arcane Material Components: A few drops of acid and water.

QUASI-ELEMENTAL, OBSIDIAN

	Small	Medium	Large
	Small Elemental (Earth, Extraplanar)	Medium Elemental (Earth, Extraplanar)	Large Elemental (Earth, Extraplanar)
Hit Dice:	1d8 (4 hp)	3d8+6 (19 hp)	6d8+18 (45 hp)
Initiative:	-1	-1 -1	
Speed:	20 ft. (4 squares)	20 ft. (4 squares)	20 ft. (4 squares)
Armor Class:	16 (+1 size, -1 Dex, +6 natural), touch 10, flat-footed 16	17 (-1 Dex, +8 natural), touch 9, flat-footed 17	17 (-1 size, -1 Dex, +9 natural), touch 8, flat-footed 17
Base Attack/Grapple:	+0/-2	+2/+6	+4/+14
Attack:	Claw +3 melee (1d6+2)	Claw +6 melee (1d8+4)	Claw +9 melee (2d6+6)
Full Attack:	Claw +3 melee (1d6+2)	Claw +6 melee (1d8+4)	Claw +9 melee (2d6+6)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.	10 ft./10 ft.
Special Attacks:	Death throes, molten glass	Death throes, molten glass	Death throes, molten glass
Special Qualities:	Darkvision 60 ft., elemental traits, resistance to cold 10, resistance to fire 10	Darkvision 60 ft., elemental traits, resistance to cold 10, resistance to fire 10	Darkvision 60 ft., elemental traits, resistance to cold 10, resistance to fire 10
Saves:	Fort +2, Ref -1, Will +0	Fort +5, Ref -1, Will +1	Fort +8, Ref +1, Will +2
Abilities:	Str 14, Dex 8, Con 11, Int 4, Wis 11, Cha 11	Str 18, Dex 8, Con 15, Int 4, Wis 11, Cha 11	Str 22, Dex 8, Con 17, Int 6, Wis 11, Cha 11
Skills:	Listen +2, Spot +2	Listen +3, Spot +3	Listen +4, Spot +5
Feats:	Power Attack	Cleave, Power Attack	Cleave, Great Cleave, Power Attack
Environment:	Quasi-Plane of Obsidian	Quasi-Plane of Obsidian	Quasi-Plane of Obsidian
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	1/2	2	3
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	2 HD (Small)	4-5 HD (Medium)	7-11 HD (Large)
Level Adjustment:	—	—	—



	Huge	Greater	Elder
	Huge Elemental (Earth, Extraplanar)	Huge Elemental (Earth, Extraplanar)	Huge Elemental (Earth, Extraplanar)
Hit Dice:	12d8+48 (102 hp)	16d8+64 (136 hp)	18d8+72 (153 hp)
Initiative:	-1	-1	-1
Speed:	20 ft. (4 squares)	20 ft. (4 squares)	20 ft. (4 squares)
Armor Class:	17 (-2 size, -1 Dex, +10 natural), touch 7, flat-footed 17	19 (-2 size, -1 Dex, +12 natural), touch 7, flat-footed 19	21 (-2 size, -1 Dex, +14 natural), touch 7, flat-footed 21
Base Attack/Grapple:	+9/+25	+12/+29	+13/+31
Attack:	Claw +15 melee (2d8+8, 19-20/x2)	Claw +19 melee (2d10+9, 19-20/x2)	Claw +21 melee (2d10+10, 19-20/x2)
Full Attack:	2 claws +15 melee (2d8+8, 19-20/x2)	2 claws +19 melee (2d10+9, 19-20/x2)	2 claws +21 melee (2d10+10, 19-20/x2)
Space/Reach:	15 ft./15 ft.	15 ft./15 ft.	15 ft./15 ft.
Special Attacks:	Death throes, molten glass	Death throes, molten glass	Death throes, molten glass
Special Qualities:	Damage reduction 5/—, darkvision 60 ft., elemental traits, resistance to cold 10, resistance to fire 10	Damage reduction 10/—, darkvision 60 ft., elemental traits, resistance to cold 10, resistance to fire 10	Damage reduction 10/—, darkvision 60 ft., elemental traits, resistance to cold 10, resistance to fire 10
Saves:	Fort +12, Ref +3, Will +4	Fort +14, Ref +4, Will +5	Fort +15, Ref +5, Will +6
Abilities:	Str 26, Dex 8, Con 19, Int 6, Wis 11, Cha 11	Str 28, Dex 8, Con 19, Int 6, Wis 11, Cha 11	Str 30, Dex 8, Con 19, Int 6, Wis 11, Cha 11
Skills:	Listen +7, Spot +8	Listen +8, Spot +8	Listen +9, Spot +9
Feats:	Cleave, Great Cleave, Improved Bull Rush, Improved Critical (claw), Power Attack	Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Critical (claw), Power Attack	Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Critical (claw), Improved Sunder, Power Attack
Environment:	Quasi-Plane of Obsidian	Quasi-Plane of Obsidian	Quasi-Plane of Obsidian
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	5	7	9
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	13-15 HD (Huge)	17 HD (Huge)	19-27 HD (Huge)
Level Adjustment:	—	—	—

This creature resembles a powerfully built, roughly humanoid-shaped monster carved from green-flecked and blackened stone. Its hands end in serrated and jagged claws. No facial features are discernable.

In a quasi-realm where elemental water and elemental fire conjoin, there exists a pocket plane known as the Quasi-Plane of Obsidian; a plane of barren wastes and blackened rock, of razor-sharp obelisks and fields of sharpened glass. Creatures native to this plane appear as blackened obsidian with jagged, serrated, or clear-cut angles and edges. Some have barbed spikes adorning their elemental forms.

Obsidian quasi-elementals are usually encountered on their home plane or on the Plane of Fire. Still some can be found on the Obsidian Plain in the Plane of Molten Skies (see the *City of Brass* by **Necromancer Games**). Most, however, prefer the serenity that the Quasi-Plane of Obsidian offers, and thus they rarely venture forth unless summoned.

When summoned to the Material Plane, an obsidian elemental seeks to perform whatever task is asked of it as quick as possible so it can return to its native plane. If crossed, an obsidian elemental does not hesitate to attack.

Obsidian Quasi-Elemental

Molten Glass				Death Throes	
Elemental	Damage	Ref DC	Area	Damage	Ref DC
Small	1d4	10	5-ft. radius	2d6	10
Medium	1d6	13	10-ft. radius	3d6	13
Large	2d6	16	20-ft. radius	4d6	16
Huge	2d8	20	30-ft. radius	6d6	20
Greater	2d8	22	30-ft. radius	8d6	22
Elder	2d8	23	30-ft. radius	10d6	23

Obsidian quasi-elemental can speak Terran, but rarely do so.

Combat

Obsidian quasi-elementals are deadly combatants and strike with their sharpened claws, ripping and tearing at their opponents. They are relentless in their attacks and never give quarter.

Death Throes (Ex): When reduced to 0 or less hit points, an obsidian quasi-elemental explodes in a cloud of razor-sharp bits of obsidian. A creature caught in the area can make a Reflex save for

half damage. The save DC is Constitution-based. See the sidebar for the appropriate statistics for each elemental's death throes.

Molten Glass (Ex): A successful hit against an obsidian quasi-elemental with a piercing or slashing weapon (or piercing or slashing natural attack) that deals damage equal to the quasi-elemental's current HD opens a wound that spurts molten glass. The wound bleeds for 1d4 rounds and any creature within 5 feet must make a Reflex save or take fire damage from the splash. A new save must be made each round the wound bleeds and a creature is within the area. The save DC is Constitution-based. See the sidebar for the appropriate statistics.

RAKKLETHORN TOAD

Small Magical Beast

Hit Dice:	2d10+2 (13 hp)
Initiative:	+2
Speed:	20 ft. (4 squares)
Armor Class:	15 (+1 size, +2 Dex, +2 natural), touch 13, flat-footed 13
Base Attack/Grapple:	+2/-2
Attack:	Thorn volley +5 ranged (1d6 plus poison) or bite +3 melee (1d4)
Full Attack:	Thorn volley +5 ranged (1d6 plus poison) or bite +3 melee (1d4)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Poison, thorns
Special Qualities:	Darkvision 60 ft., low-light vision, scent
Saves:	Fort +4, Ref +5, Will +0
Abilities:	Str 10, Dex 15, Con 12, Int 2, Wis 10, Cha 6
Skills:	Hide +8*, Spot +3
Feats:	Dodge
Environment:	Warm marshes
Organization:	Pack (2-5) or mating swarm (6-36)
Challenge Rating:	1
Treasure:	None
Alignment:	Always neutral
Advancement:	3-5 HD (Small); 6 HD (Medium)
Level Adjustment:	—

Poison (Ex): A rakklethorn toad deals poison with its thorns. The save DC is Constitution-based.

Rakklethorn Toad Poison: Injury, Fortitude DC 13; initial and secondary damage 1d6 Dexterity.

If a rakklethorn toad is killed or subdued before it has fired all of its thorns in a given day, the poison can be extracted from its remaining thorns. A successful DC 16 Heal or DC 16 Craft (alchemy) check allows the poison to be changed into a mild anesthetic; one rakklethorn toad provides enough for one dose. A single dose of this anesthetic, applied to the wound of an injured creature, provides a +2 circumstance bonus to Heal checks (multiple doses do not stack). This bonus lasts for one hour, after which time the anesthesia wears off. Poison cannot be extracted from thorns that have been fired by the rakklethorn.

Thorns (Ex): From its back, a rakklethorn toad can fire a volley of thorns once per round as a standard action. All thorns in the cluster either hit or miss their target and deal 1d6 points of damage plus poison (see above). This attack has a range of 50 feet with no range increment. The rakklethorn toad can launch a total of 6 such volleys per day.

Skills: *In areas of tall grass or dense undergrowth, a rakklethorn toad has a +6 racial bonus on Hide checks.

This small toad has dozens of needle-like thorns protruding from its back. Its skin is mottled brown and green and glistens with a dull sheen.

Relatives of poisonous toads, rakklethorns live in small packs in murky swamps. Rakklethorn toad packs are fiercely territorial, and battles between them are frequent. Occasionally, however, the rakklethorn toads enter a mating frenzy. Several packs merge and form a great swarm of noisy frogs that sweeps through the marshes like a wave. After a mating frenzy, females release hundreds of jelly-like eggs into the waters. Of all those eggs, only a very small fraction live long enough to hatch into tadpoles.

Combat

A rakklethorn toad attacks by arching its back and firing a volley of thorns at an opponent. It rarely ever closes to melee, preferring to attack at range. If confronted in close quarters, a rakklethorn toad usually flees or if cornered, attacks with its bite.



RAT, BARROW

Tiny Magical Beast

Hit Dice:	1d10 (5 hp)
Initiative:	+2
Speed:	15 ft. (3 squares), climb 15 ft., burrow 15 ft.
Armor Class:	15 (+2 size, +2 Dex, +1 natural), touch 14, flat-footed 13
Base Attack/Grapple:	+1/-10
Attack:	Bite +5 melee (1d3-3)
Full Attack:	Bite +5 melee (1d3-3)
Space/Reach:	2-1/2 ft./0 ft.
Special Attacks:	—
Special Qualities:	Darkvision 60 ft., low-light vision, scent, stone skin, swarm
Saves:	Fort +2, Ref +4, Will +1
Abilities:	Str 4, Dex 15, Con 10, Int 2, Wis 12, Cha 2
Skills:	Balance +8, Climb +10, Hide +14, Move Silently +6
Feats:	Weapon Finesse
Environment:	Underground
Organization:	Pack (4-9), swarm (11-20), or nest (10-40 plus 100% noncombatant young)
Challenge Rating:	1/4
Treasure:	None
Alignment:	Always neutral
Advancement:	2-3 HD (Tiny)
Level Adjustment:	—

This creature looks like a long, brownish-gray rat with a gray, hairless tail. Its underbelly is lighter in color and it has a black stripe on its dorsal side that runs the length of its body.

Barrow rats are scavengers by nature and prefer to feed on dead animals or rotting corpses, even going as far as to gnaw through a wooden coffin to eat the flesh of a newly dead and buried creature. Food that is not immediately devoured is ripped into smaller pieces that can be carried and is whisked back to the barrow rat's nest and stored for later consumption or fed to the newborn barrow rats.

Barrow rats are not as numerous or populous as their normal relatives and are generally only encountered near barrow mounds or graveyards. Most encounters are at night as the rats sleep in underground burrows during daylight hours. A typical barrow rat nest holds 10-40 of the creatures with an additional 10-40 noncombatant young. One or two males dominate the nest. Typically there are two or three females that dominate the colony, but remain subordinate to the dominant male(s). Young are born live and a female typically gives birth to 3d8 young. The typical gestation period for a barrow rat is 1 month and young reach maturity in 3 months. Young are born blind and hairless and are completely dependent on their mother for several days thereafter. Young open their eyes around 20 days and the mother weans her young after about one month.

Young barrow rats gain the stone skin ability at 30 days after birth.

Combat

Barrow rats rarely engage in combat with creatures much larger than themselves, preferring to flee when confronted. Smaller creatures are attacked from ambush and swarmed by the rats.

If threatened or cornered, a barrow rat activates its stone skin ability for defense and either attacks with its bite or simply flees. Multiple barrow rats swarm an opponent. If their nest or young are threatened, barrow rats fight to the death.

Stone Skin (Su): Once per day, as a standard action, a barrow rat can toughen its skin to the hardness of stone. It gains damage reduction 5/— for 1 minute.

Swarm (Ex): Barrow rats crawl over each other in an attempt to swarm an opponent. Up to four barrow rats can occupy a single 5-foot space.

Skills: Barrow rats have a +4 racial bonus on Hide and Move Silently checks and a +8 racial bonus on Balance checks. They use their Dexterity modifier for Climb checks.

A barrow rat can always take 10 on a Climb check, even if rushed or threatened.



RED JESTER

Medium Undead	
Hit Dice:	15d12 (97 hp)
Initiative:	+8
Speed:	30 ft. (6 squares)
Armor Class:	24 (+4 Dex, +10 natural), touch 14, flat-footed 20
Base Attack/Grapple:	+7/+9
Attack:	+2 <i>light mace of merriment</i> +13 melee (1d6+4) or slam +11 melee (1d4+2) or jester's deck +11 ranged touch (see below)
Full Attack:	+2 <i>light mace of merriment</i> +13 melee (1d6+4) or 2 slams +11 melee (1d4+2) or jester's deck +11 ranged touch (see below)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Fear cackle, jester's deck, merriment
Special Qualities:	Damage reduction 10/magic, darkvision 60 ft., SR 21, unassailable mind, turn immunity, undead traits
Saves:	Fort +5, Ref +9, Will +11
Abilities:	Str 15, Dex 18, Con —, Int 14, Wis 14, Cha 16
Skills:	Balance +16, Hide +10, Listen +16, Move Silently +16, Perform (act) +21, Perform (comedy) +25, Perform (oratory) +21, Spot +16
Feats:	Ability Focus (fear cackle), Alertness, Dodge, Improved Initiative, Mobility, Weapon Finesse
Environment:	Any
Organization:	Solitary
Challenge Rating:	10
Treasure:	Standard
Alignment:	Always chaotic neutral
Advancement:	16–45 HD (Medium)
Level Adjustment:	—

This hideous and rotting humanoid is arrayed in brightly colored clothes, floppy shoes, and a bright red jester's cap complete with jingling bells. The monster has a never-changing smirk or smile on its rotting visage.

Red jesters are thought to be the remains of court jesters put to death for telling bad puns, making fun of the local ruler, or dying in an untimely manner (which could be attributed to one or both of the first two). Another tale speaks of the red jesters as being the court jesters of Orcus, Demon Prince of the Undead, sent to the Material Plane to "entertain" those the demon prince has taken a liking to. The actual truth to their origin remains a mystery.

While they can be encountered from the coldest to the warmest regions of the world and on any type of terrain, a red jester is generally encountered near civilized areas. Though it is undead now, the creature still delights in entertaining living creatures through its humor.

Red jesters speak Common and at least two other languages and often engage in humor during combat, spilling bad puns and riddles at their opponents.

Some red jesters, in an effort to disguise their undead nature don masks or wear makeup.

Combat

A red jester opens combat using its fear cackle attempting to affect as many opponents as possible. Those that resist its effects are assailed with its magical playing cards and mace. During the entire combat, the red jester talks, laughs, and tells jokes and riddles.

Fear Cackle (Su): A red jester can unleash a fear-inducing cackle as a free action. Anyone within 60 feet that hears it must succeed on a DC 22 Will save or become panicked for 2d4 rounds. Whether or not the save is successful, an affected creature is immune to the same red jester's fear cackle for one day. The save DC is Charisma-based.

Jester's Deck (Su): The red jester uses a deck of playing cards in combat that functions as a *deck of many things* (see the DMG). Once per round, as a standard action, the red jester can draw a single card and throw it at an opponent to a range of 20 feet. This requires a successful ranged touch attack. If successful, the card takes effect that round and affects the target just as if he had drawn a card from a *deck of many things*. A red jester can draw the same card more than once. The playing cards only function in the hands of a red jester. To anyone else, they are merely normal playing cards.

Merriment (Su): If a red jester strikes an opponent with its mace, the creature must succeed on a DC 20 Will save or fall to the ground laughing for 1d3 rounds. The opponent is not helpless, but cannot take any action. A *mace of merriment* functions only in the hands of a red jester. In the hands of any other creature it functions as a masterwork light mace.

Unassailable Mind (Ex): Anyone targeting a red jester with a thought detection, mind control, or telepathic ability must succeed on a DC 20 Will save or suffer the effects of an *insanity* spell (caster level 15th). The save DC is Charisma-based.

Skills: A red jester has a +4 racial bonus on Perform (comedy) checks.



REDCAP

Tiny Fey	
Hit Dice:	1d6+1 (4 hp)
Initiative:	+8
Speed:	20 ft. (4 squares)
Armor Class:	17 (+2 size, +4 Dex, +1 natural), touch 16, flat-footed 13
Base Attack/Grapple:	+0/-10
Attack:	Short sword +6 melee (1d3-2 plus poison) or tiny dagger +6 ranged (1d2-2 plus poison) or claw +6 melee (1d2-2)
Full Attack:	Short sword +6 melee (1d3-2 plus poison) or tiny dagger +6 ranged (1d2-2 plus poison) or 2 claws +6 melee (1d2-2)
Space/Reach:	2-1/2 ft./0 ft.
Special Attacks:	Poison, spell-like abilities
Special Qualities:	Damage reduction 5/cold iron, SR 16, low-light vision
Saves:	Fort +1, Ref +6, Will +4
Abilities:	Str 7, Dex 18, Con 12, Int 14, Wis 14, Cha 14
Skills:	Bluff +7, Craft (poisonmaking) +6, Craft (any one) +4, Escape Artist +8, Hide +14*, Listen +8, Move Silently +8, Search +6, Spot +8
Feats:	Dodge (b), Improved Initiative (b), Weapon Finesse
Environment:	Temperate and warm forest and underground
Organization:	Gang (2-4) or band (5-12)
Challenge Rating:	2
Treasure:	No coins; 50% goods; 50% items
Alignment:	Always chaotic evil
Advancement:	2-3 HD (Tiny)
Level Adjustment:	+2

This creature resembles a small humanoid with wrinkled gray skin, white hair, and grayish-blue eyes. Its mouth sports small upward-curving fangs. Its hands end in eagle-like talons.

Redcaps are evil relatives of the brownie (see the *Tome of Horrors*) that dwell in ruins, dungeons, and other such desolate places. They are not adverse to taking up residence near civilized lands, and some actually prefer it, as it simply widens the grounds in which they can work their vile magic.

Redcaps hate humans and most other good-aligned fey creatures (especially brownies, grigs, and pixies). Though not combat-minded, they often go out of their way to kill good-aligned fey if given the chance. Redcaps sometimes work with evil fey such as grimstalkers (see their entry in this book), but such alliances are usually short-lived.

Hunting bands are not uncommon, especially at night, and during these hunts redcaps are most often encountered carrying their poisoned daggers (which they use to fell opponents larger or stronger than themselves). They enjoy traveling into civilized areas and stealing livestock and pets, just to see the sorrowful looks on the faces of the farmers and children the next day when they find their animals missing or slaughtered.

Redcaps stand just about 20 inches tall and weigh no more than 10 pounds. They prefer to dress in greens, browns, or other drab colors, except their hats. Their hats are always red, having been soaked in the blood of those they have slain.

Redcaps speak Common, Sylvan, and Elven.

Combat

Redcaps generally avoid combat, preferring to harass those they encounter until such time as the redcap can strike with the advantage (such as against a sleeping or helpless opponent). They normally throw stones or poisoned daggers at opponents before turning invisible and dashing away. Sleeping or helpless opponents are attacked with dagger or short sword, both of which are usually poisoned. If cornered or threatened, a redcap turns invisible and attempts to slip away.

Poison (Ex): Redcaps often employ special poisons extracted from aconite plants. Aconite poison is crafted by redcaps so they always carry a generous supply with them.

Aconite Poison: Injury, Fortitude DC 15; initial and secondary damage 1d4 Constitution.

A redcap often coats its weapons with this poison. In such a case, the poison lasts for 1 minute or until it is touched or scores a successful hit. The redcap may coat a single weapon with poison as a standard action.

Spell-Like Abilities: At will—invisibility; 1/day—dancing lights, detect good, glitterdust (DC 14), mirror image, ventriloquism (DC 13). Caster level 7th. The save DCs are Charisma-based.

Skills: Redcaps have a +2 racial bonus on Listen and Spot checks.

*Redcaps have a +4 racial bonus on Hide checks in a forest setting.



RENZER (DEVILFIN)

Large Magical Beast (Aquatic)	
Hit Dice:	8d10+16 (60 hp)
Initiative:	+2
Speed:	Swim 60 ft. (12 squares)
Armor Class:	17 (-1 size, +2 Dex, +8 natural), touch 11, flat-footed 17
Base Attack/Grapple:	+8/+15
Attack:	Bite +10 melee (1d8+3)
Full Attack:	Bite +10 melee (1d8+3) and 2 claws +6 melee (1d6+1)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Improved grab, spell-like abilities
Special Qualities:	Command fish, darkvision 60 ft., keen scent, low-light vision, SR 17
Saves:	Fort +8, Ref +8, Will +6
Abilities:	Str 17, Dex 15, Con 14, Int 10, Wis 15, Cha 15
Skills:	Intimidate +10, Listen +10, Spot +10, Swim +13
Feats:	Alertness, Iron Will, Power Attack
Environment:	Temperate and warm aquatic
Organization:	Solitary
Challenge Rating:	6
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	9-15 HD (Large); 16-24 HD (Huge)
Level Adjustment:	—

The deadly renzer roams the seas and oceans preying on fish, aquatic plants, and very often travelers that enter its domain. Thought to be the result of a wizard's deadly experiment gone awry, the renzer hates most other forms of life and attacks them on sight.

Renzer are a malevolent and vile race and care little for anyone one, including others of their kind. They are solitary, selfish creatures that derive great pleasure from killing other creatures, and so they spend a large amount of time hunting prey; sometimes for food, other times for the thrill of the hunt. Most intelligent races avoid the renzer, but some have actually in recent times opened trade with these creatures. Certain colonies of sahuagin trade goods and services with them, though the deals are shaky at best. Even the sahuagin don't really like or trust the renzer.

The renzer is a large predatory creature about 12 feet long that resembles a grayish-white shark with the head of a humanoid. The human head is hairless, having neither hair nor eyelashes or even eyebrows. Its teeth are long and pointed and the renzer's tongue is forked and brown in color. Its shark-like pectoral fins end in three-fingered claws and it has two dorsal fins, side-by-side. Its tail fins are sharply curved and are a bit lighter in color than the rest of its body.

Renzers speak Common and Aquan but very rarely communicate with other races.

Combat

A renzer usually open combat with its spell-like abilities, using a *cone of cold* to blast its foes. In melee combat, its primary attack is its bite. If it locks its teeth on an opponent, it rarely lets go until either it or its opponent is dead. If fighting a surface-dwelling race or air-breathing creature, a renzer often grabs the opponent and dives straight down, swimming as fast as it can in hopes of drowning the foe. If it is outnumbered or overwhelmed, the renzer moves a safe distance away and uses its command fish ability.

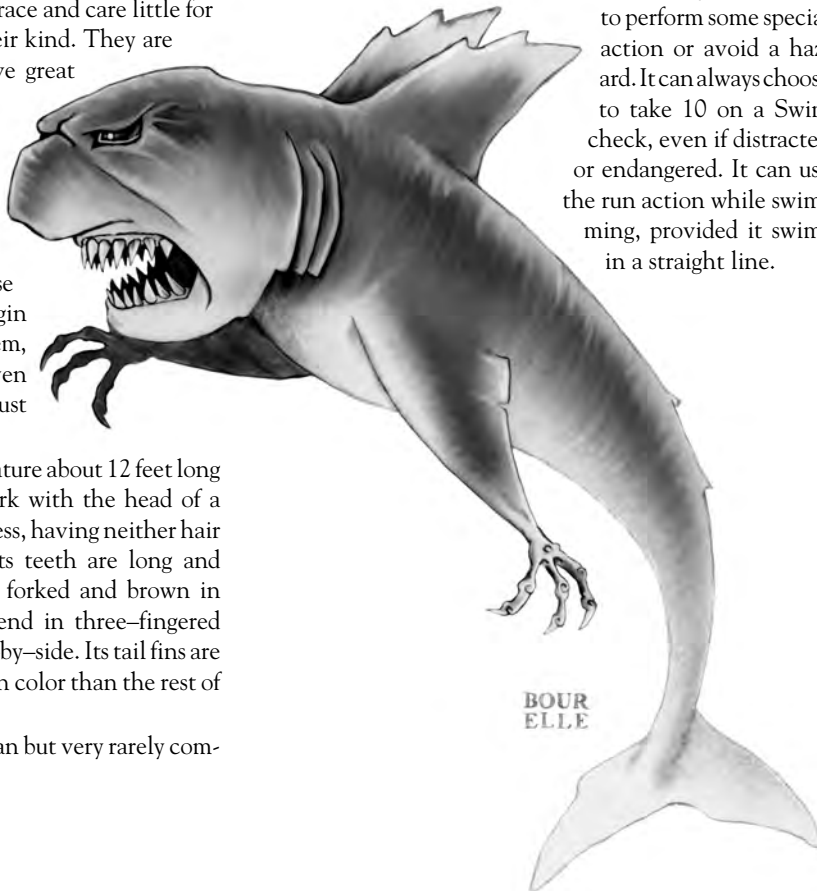
Improved Grab (Ex): To use this ability, a renzer must hit an opponent up to one size larger with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and deals bite damage each round the hold is maintained.

Command Fish (Su): Twice per day, a renzer can command fish and aquatic creatures as the *mass charm* spell (caster level 8th). The renzer can communicate with any creature it currently commands as if by *speak with animals*.

Spell-Like Abilities: At will—*control water*, *water breathing* (others only); 2/day—*cone of cold* (DC 17 half) (can be used underwater). Caster level 8th. The save DCs are Charisma-based.

Keen Scent (Ex): A renzer can notice creatures within a 180-foot radius and detect blood in the water at ranges of up to a half-mile.

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



RETCH HOUND

Medium Magical Beast

Hit Dice:	3d10+6 (22 hp)
Initiative:	+2
Speed:	40 ft. (8 squares)
Armor Class:	17 (+2 Dex, +5 natural), touch 12, flat-footed 15
Base Attack/Grapple:	+3/+5
Attack:	Bite +5 melee (1d6+3)
Full Attack:	Bite +5 melee (1d6+3)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Breath weapon, stench, trip
Special Qualities:	Darkvision 60 ft., scent
Saves:	Fort +5, Ref +5, Will +2
Abilities:	Str 15, Dex 15, Con 15, Int 5, Wis 12, Cha 6
Skills:	Listen +4, Search +3, Spot +8, Survival +3 (+7 when tracking by scent)
Feats:	Alertness, Track
Environment:	Temperate forests and marshes
Organization:	Solitary, pair, or pack (3-6)
Challenge Rating:	3
Treasure:	None
Alignment:	Usually neutral (evil tendencies)
Advancement:	4-7 HD (Medium); 8-9 HD (Large)
Level Adjustment:	—

This beast looks like a large wolf with sickly brownish-yellow fur, matted and torn in places. Small sores cover its body, each oozing a thick, yellowish-green liquid, and the creature's mouth is filled with pointed yellow teeth. Four large yellow eyes are aligned evenly across its head.

Retch hounds are highly aggressive and powerfully built carnivores that love the taste of human flesh and bones. Their appearance lends to the façade of a sickly, unhealthy dog which sometimes works to the retch hound's advantage when hunting its prey.

Retch hounds are often found in the service of powerful fighters and warriors, who use the dogs to guard prisoners, lead hunting expeditions, and perform other such services. A retch hound is only as loyal to its master as it has to be to insure its own survival. While the dog won't necessarily seek escape at the earliest possible time, it often turns on its master at some point. Retch hounds raised in captivity are often more loyal to their masters than those captured in the wild.

Retch hounds stand 4 to 4 1/2 feet tall at the shoulder and weigh about 200 pounds.

Combat

Retch hounds hunt their prey in packs. Using an eerie howl, they seem to coordinate and

communicate with one another during these hunts. A favored tactic of a retch hound pack is to encircle a foe and then hit it from all sides at once. Usually the largest hound in the pack is the leader. When slain, a retch hound melts into a pile of stinking and bubbling slime.

Breath Weapon (Su): Once per minute, a retch hound can belch forth digestive juices in a 10-foot cone. Affected creatures take 2d6 points of acid damage and are nauseated for 1d3 rounds. A successful DC 13 Reflex save halves the acid damage and prevents the nausea. The save DC is Constitution-based.

Stench (Ex): All living creatures (except other retch hounds) within 30 feet of a retch hound must succeed on a DC 13 Fortitude save or be sickened for 10 rounds. The save DC is Constitution-based. Creatures that successfully save cannot be affected by the same retch hound's stench for 24 hours. A *delay poison* or *neutralize poison* spell removes the effect from the sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.

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

Skills: Because of its multiple eyes, a retch hound has a +4 racial bonus on Spot and Search checks.

Retch hounds have a +4 racial bonus on Survival checks when tracking by scent.



RIPTIDE HORROR

Medium Magical Beast (Aquatic)

Hit Dice:	6d10+30 (63 hp)
Initiative:	+6
Speed:	20 ft. (4 squares), swim 40 ft.
Armor Class:	20 (+2 Dex, +8 natural), touch 12, flat-footed 18
Base Attack/Grapple:	+6/+7
Attack:	Tentacle +7 melee (1d4+1 plus poison)
Full Attack:	6 tentacles +7 melee (1d4+1 plus poison) and 6 bites +7 melee (1d6)
Space/Reach:	5 ft./5 ft. (10 ft. with tentacle)
Special Attacks:	Improved grab, poison
Special Qualities:	Amphibious, blindsight 30 ft., damage reduction 10/piercing or slashing, spider climb, vulnerability to electricity
Saves:	Fort +10, Ref +6, Will +3
Abilities:	Str 13, Dex 15, Con 20, Int 8, Wis 8, Cha 8
Skills:	Hide +7*, Listen +3, Swim +9
Feats:	Improved Initiative, Iron Will, Power Attack
Environment:	Temperate marshes
Organization:	Solitary, pair, or colony (2-8)
Challenge Rating:	8
Treasure:	None
Alignment:	Usually lawful evil
Advancement:	7-12 HD (Medium); 13-18 HD (Large)
Level Adjustment:	—

The terrifying riptide horror is a giant, sightless tubeworm found in sea caves or deep within desolate marshes. They are carnivorous creatures and have a voracious appetite that is only sated with meat, preferably that of warm-blooded humanoids or reptiles.

These monsters are opportunistic hunters; i.e., they wait for prey to come to them. Riptide horrors can go several weeks without eating, and sometimes do, but if a meal is readily available, the horror does not hesitate to kill and devour it. Such a meal is placed in a “reserve” stomach-like sac. When the food supply is low, the riptide horror delves into its reserve and draws sustenance from the stored food.

Riptide horrors mate once a year, usually in flooded sea caves. The female crawls into the male’s lair and deposits a sticky, greenish-tan mass of eggs on the wall of the cave. The male fertilizes the eggs and in 4 months, the eggs begin to hatch. Juveniles are excellent swimmers and leave the cave as soon as they hatch. As a riptide horror ages, its body secretes a substance that forms a shell-like carapace on its dorsal side.

Riptide horrors resemble grayish-tan tubeworms about 7 feet in length with six eyeless heads. Each mouth is lined with inward curving, serrated teeth. The underside of the riptide horror is white and six long grayish-tan tentacles protrude from the middle of its body.

Combat

Riptide horrors prefer to attack from ambush; sitting unmoving until potential prey moves within range. Often, they use their spider climb ability to cling to sea cave walls where their unsuspecting prey walks underneath them. Once prey wanders too close, the riptide horror lashes out with its tentacles and attempts to grab its meal. Grabbed foes are

subjected to its paralytic poison and are bitten by its razor-sharp teeth.

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

Poison (Ex): A riptide horror delivers poison with a successful tentacle attack. The save DC is Constitution-based.

Riptide Horror Poison: Contact, Fortitude DC 18; initial damage 1d8 Dexterity, secondary damage paralysis 1d4 rounds.

Amphibious (Ex): Riptide horrors can breathe both air and water with ease.

Blindsight (Ex): A riptide horror has no visual organs but can ascertain all foes within 30 feet using sound, scent, and vibration.

Spider Climb (Sp): At will, a riptide horror can create an effect identical to a *spider climb* spell (caster level 6th).

Vulnerable to Electricity (Ex): The riptide horror takes half again as much damage (+50%) as normal from electricity, regardless of whether a save is allowed, or if the save is a success or failure.

Skills: *A riptide horror receives a +10 racial bonus to Hide checks in murky water.

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



RONUS

Medium Magical Beast	
Hit Dice:	3d10+6 (22 hp)
Initiative:	+4
Speed:	60 ft. (12 squares)
Armor Class:	17 (+4 Dex, +3 natural), touch 14, flat-footed 13
Base Attack/Grapple:	+3/+6
Attack:	Bite +7 melee (1d6+4)
Full Attack:	Bite +7 melee (1d6+4)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Darkvision 60 ft., low-light vision, scent
Saves:	Fort +5, Ref +7, Will +3
Abilities:	Str 16, Dex 18, Con 15, Int 4, Wis 14, Cha 6
Skills:	Hide +5, Jump +16, Listen +6, Move Silently +9, Spot +9
Feats:	Alertness, Weapon Focus (bite)
Environment:	Temperate forests
Organization:	Pack (4-9) or lair (6-11)
Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral
Advancement:	4-9 HD (Medium)
Level Adjustment:	—

This creature looks like a falcon-headed wolf with a razor-sharp silver beak.

When the sound of a falcon's shriek and a wolf's howl mixed together pierce the night air, chances are good that a solitary or pack of ronus are nearby and just about to strike. Turning and running only incites the pack for they know that no normal creature can outrun them (without the aid of magic).

Ronus always hunt in large packs. A solitary encounter with a ronus is almost unheard of. In such events, the creature encountered is most certainly injured, sick, or old. Such a creature will not attack, unless provoked and only fights to defend itself.

Ronus live by hunting and are carnivorous monsters. They will eat just about anything from mice to rabbits to goblins to ogres; anything they can catch and kill. Prey is attacked quickly and dispersed as quickly as possible before it has a chance to get its bearings and mount an attack against the ronus pack. Kills are eaten where they fall. The pack ravenously devours most of the meat, but do not pick the bones clean. Area scavengers appreciate this and some actually follow a ronus pack waiting for its chance to eat.

Ronus packs build their lairs in hard to find areas and often use leaves, fallen trees, and broken tree limbs to camouflage the lair. Ronus are social creatures and a lair typically contains 1-4 packs. If young are present, there will be 2d4 of them; they are noncombatants.

A ronus grows about 6 feet long and weighs 350 pounds.

Combat

Ronus are fast and use their quickness to their advantage when hunting. They often sight their prey from a great distance and rely on their closing speed to catch it before it notices the ronus and has a chance to flee. Prey that tries to escape is run down; very few creatures can outrun a hungry ronus.

These creatures also use "flush" tactics to force prey into a trap. For example, a pack may chase their prey for a short distance before most of the pack seems to break off and give up. One or two continue pursuit, forcing the prey to turn this way or that way; in essence, forcing the prey to go the way the ronus want it to go. Prey that fall for this tactic often finds itself face-to-face with the rest of the ronus pack.

Skills: A ronus has a +4 racial bonus on Move Silently and Spot checks.



RYVEN

Medium Monstrous Humanoid

Hit Dice:	3d8+9 (22 hp)
Initiative:	+3
Speed:	30 ft. (6 squares)
Armor Class:	14 (+3 Dex, +1 natural), touch 13, flat-footed 11
Base Attack/Grapple:	+3/+5
Attack:	Claw +6 melee (1d4+2) or short sword +6 melee (1d6+2, 19-20/x2) or light crossbow +6 ranged (1d8, 19-20/x2, range 80 ft.)
Full Attack:	2 claws +6 melee (1d4+2) and bite +1 melee (1d6+1) or short sword +6 melee (1d6+2, 19-20/x2) or light crossbow +6 ranged (1d8, 19-20/x2, range 80 ft.)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Darkvision 60 ft., low-light vision, rage, scent
Saves:	Fort +4, Ref +6, Will +4
Abilities:	Str 14, Dex 17, Con 17, Int 6, Wis 12, Cha 10
Skills:	Escape Artist +9, Listen +5, Spot +5
Feats:	Alertness, Track (b), Weapon Finesse
Environment:	Temperate forests
Organization:	Solitary, pair, gang (2-5), raiding party (4-7 plus 1 leader of 3rd-4th level), or tribe (10-20 plus 50% noncombatants plus two 3rd-level sergeants, one 5th-level lieutenant, one 4th-level shaman, 1 leader of 5th-8th level, and 3-4 dire badgers)
Challenge Rating:	2
Treasure:	Standard
Alignment:	Usually neutral (evil tendencies)
Advancement:	By character class
Level Adjustment:	+2

This humanoid resembles a badger-headed humanoid with brownish-gray fur with lighter coloration on the chest and abdomen. Its well-muscled arms and legs end in sharpened claws with elongated nails. A long stripe of white fur runs from its nose, across its head, and down its back. The stripe terminates near its short, bushy tail.

Ryven are known as badger-folk by those of other races. In appearance, they resemble man-sized, bipedal badgers. They are a battle-hardened race, warring mostly with elves or centaurs, and many ryvens carry the scars of such battles with pride.

Ryvens are 5 or 6 feet tall and weigh about 450 pounds. Females tend to be slightly shorter and lighter.

Ryvens have no language of their own, so most speak Common.

Combat

Ryven prefer to battle with their natural weapons, relying on their claws and fangs to down their foes. Some carry weapons, usually short swords, daggers, and light crossbows. More insidi-

ous ryven sometimes coat their weapons or crossbow bolts with death adder poison.

Ryvens prefer to attack from surprise. Often, a ryven burrows underneath an unsuspecting foe and emerges from the ground in a blast of rock and dirt, catching the opponent by surprise. It then tears into its opponent with teeth and claws.

Ryven have managed to gain some control over their animalistic behavior and when angered and raging, can attempt to end the rage.

Rage (Ex): A ryven that takes damage in combat flies into a berserk rage on its next turn, fighting madly until it or its opponent is dead. It gains Strength +4, Constitution +4, and -2 AC. A ryven cannot end its rage voluntarily, but can attempt a DC 20 Will save each round to regain control.

Skills: Ryvens have a +4 racial bonus on Escape Artist checks.

Ryven Society

Ryven are tribal folk and build large burrows and tunnels that travel deep into the ground. Leaders are always the strongest and largest of a tribe. Tribes rarely number more than 20 creatures, so it is not uncommon to find more than one tribe sharing the same burrow.

Ryvens are carnivores and actively hunt sources of meat. Favorite meals include sheep, goat, deer, and reptiles such as snakes, especially vipers. Ryvens are not adverse to eating humanoid flesh and sometimes dine on captured enemies. They consume massive quantities of meat, much more than one would normally expect a creature of their size and stature to consume, so most tribes keep a ready supply of meat handy. They are nocturnal creatures so most encounters occur at night. Raiding parties also conduct their business at night, seeking out those who would camp or sleep too close to the ryven's lair. Such unfortunate are either robbed or killed, or both. The goods and gear of slain foes are carried back to the burrow and stored. If the raiding party is also on a hunting excursion, slain foes are likewise carried back to the lair and stored until they are eaten.

Entrances and exits to a ryven burrow are well camouflaged so enemies and predators cannot locate easily them. Each burrow consists of many interlocking passageways (most large enough to allow the ryvens to walk upright) and chambers. Such chambers function as living quarters, storage, battle grounds, or temples for the tribe. Temples are considered highly sacred places to a ryven tribe and are always well-protected and guarded. Most ryven tribes keep company with badgers or dire badgers.

Ryvens as Characters

Ryvens are normally rogues or fighters. Ryven leaders are normally rogues or some muticlass combination of rogue, such as rogue/fighter or rogue/ranger. Each ryven tribe has at least one shaman, usually a druid. Ryven clerics worship Domga, "the Badger God" and can choose any two of the following domains: Animal, Evil (if evil), Plant, Trickery, or Strength.

Ryven characters possess the following racial traits.

- Strength +4, Dexterity +6, Constitution +6, Intelligence -4, Wisdom +2.
- Base speed is 30 feet.
- Darkvision to a range of 60 feet.
- Low-light vision.
- Scent.

- Racial Hit Dice: A ryven begins with three levels of monstrous humanoid, which provides 3d8 HD, a base attack bonus of +3, and base save bonuses of Fort +1, Ref +3, and Will +3.
- Racial Skills: A ryven's monstrous humanoid levels give it skill points equal to $6 \times (2 + \text{Int modifier, minimum } 1)$. Its class skills are Escape Artist, Listen, and Spot. Ryvens have a +4 racial bonus on Escape Artist checks.
- Racial Feats: A ryven's monstrous humanoid class levels give it two feats.
- Ryvens gain Track as a bonus feat.
- Special Qualities (see above): Rage.
- +1 natural armor bonus.
- Automatic Languages: Common. Bonus Languages: Elven, Goblin, Sylvan, Orc.
 - Favored Class: Rogue.
 - Level Adjustment +2.



SABREWING

Medium Outsider (Evil, Extraplanar)

Hit Dice:	6d8+30 (57 hp)
Initiative:	+6
Speed:	30 ft. (6 squares), fly 60 ft. (good)
Armor Class:	19 (+2 Dex, +7 natural), touch 12, flat-footed 17
Base Attack/Grapple:	+11/+16
Attack:	Wing slash +16 melee (1d6+5, 19-20/x3)
Full Attack:	2 wing slashes +16 melee (1d6+5, 19-20/x3)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Augmented critical, lasting wound, spell-like abilities
Special Qualities:	Damage reduction 5/silver or good, darkvision 60 ft., outsider traits, see invisible
Saves:	Fort +10, Ref +7, Will +7
Abilities:	Str 20, Dex 15, Con 20, Int 12, Wis 14, Cha 14
Skills:	Escape Artist +11, Hide +11, Intimidate +11, Knowledge (the planes) +6, Listen +13, Move Silently +11, Search +10, Sense Motive +6, Spot +13, Survival +11 (+13 when on other planes or following tracks)
Feats:	Alertness (b), Flyby Attack, Improved Initiative, Power Attack
Environment:	Outer Planes
Organization:	Solitary, pair, or wing (5-8)
Challenge Rating:	6
Treasure:	Standard
Alignment:	Always neutral evil
Advancement:	7-13 HD (Medium); 14-18 HD (Large)
Level Adjustment:	—

This creature is a muscular, black-skinned humanoid with large, leathery wings in place of arms. Each wing has a plate of silvery-white, razor-sharp and rigid bone on its outer side. Its head is hairless and its eyes are small and slitted with golden pupils. Its muscular legs end in three-toed, clawed feet.

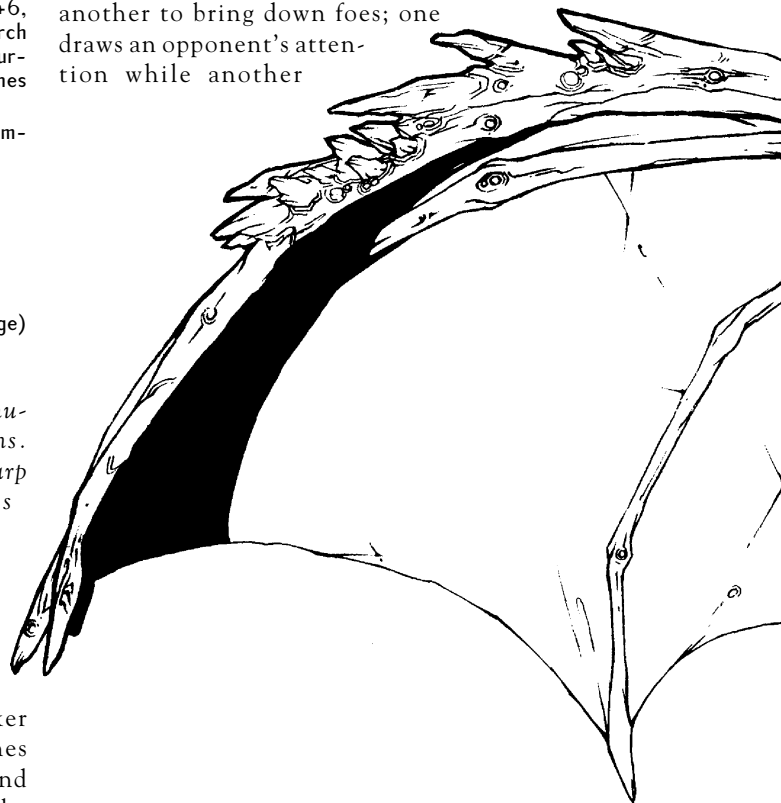
Sabrewings come from an unknown outer plane believed to be formed of rock and lined with razor-sharp blades of all shapes and sizes. These creatures delight in killing those weaker than themselves and often travel the outer planes preying on such creatures. Evil spellcasters and powerful outsiders (demon lords, arch-devils, lesser dukes, and so on) sometimes employ these creatures as assassins because of the sabrewing's skill at killing and the creature's desire to do nothing else. They are not averse to venturing to the Material Plane to answer an evil summons, and often do so, usually with the intent of fulfilling the bargain and then killing the summoner. If called by a powerful summoner, a sabrewing is smart enough to know when it's outmatched and won't try to kill the creature. In such cases, they simply perform the required task and then return to their native plane.

Little is known of their native plane, but one adventurer that has seen this place speaks of huge citadels and fortresses constructed of iron and earth surrounded by "ever changing forests of steel blades." This information has never been substantiated and plane jumpers have been unable to locate such a plane. (Perhaps the sabrewings do not actually have their own native plane but implanted such false information to detour those that would seek them out.)

Sabrewings speak their own tongue of unknown origin and Common.

Combat

Sabrewings prefer to attack from the air, using speed to their advantage while also staying out of the reach of their opponents. Multiple sabrewings work in concert with one another to bring down foes; one draws an opponent's attention while another



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swoops in from behind and slashes with its deadly wings.

These creatures usually cast *magic weapon* or *greater magic weapon* on their wings before engaging in combat so they can use their wings to the utmost advantage.

Augmented Critical (Ex): A sabrewing threatens a critical on a natural 19–20 with a wing slash. A successful critical hit deals triple damage.

Lasting Wound (Su): A wound caused by a sabrewing's wing slash does not heal naturally and resists healing spells. A creature attempting

to cast a *cure* spell or *heal* spell on a creature damaged by the sabrewing's wing slash must succeed on a DC 18 caster level check, or the spell has no effect on the injured character. The check DC is Constitution-based.

Spell-Like Abilities: 3/day—*magic weapon*, *align weapon*; 1/day—*greater magic weapon*. Caster level 8th.

The sabrewing can use its spell-like abilities on its wings.

See Invisible (Su): Sabrewings have a continuous see invisibility ability, as the spell (caster level 8th).



SAND KRAKEN

Large Aberration	
Hit Dice:	8d10+56 (100 hp)
Initiative:	-5
Speed:	0 ft. (immobile)
Armor Class:	17 (-1 size, +8 natural), touch 7, flat-footed 17
Base Attack/Grapple:	+6/+19
Attack:	Tentacle +11 melee (1d6+5)
Full Attack:	10 tentacles +11 melee (1d6+5), bite +6 melee (2d6+2)
Space/Reach:	10 ft./10 ft. (30 ft. with tentacle)
Special Attacks:	Constrict 1d6+5, improved grab, tentacles
Special Qualities:	Camouflage, tremorsense 60 ft.
Saves:	Fort +7, Ref —, Will +6
Abilities:	Str 20, Dex —, Con 25, Int 2, Wis 10, Cha 1
Skills:	Listen +11
Feats:	Improve Initiative, Power Attack, Weapon Focus (tentacle)
Environment:	Warm deserts
Organization:	Solitary
Challenge Rating:	8
Treasure:	None
Alignment:	Always neutral
Advancement:	9-12 HD (Large); 13-24 HD (Huge)
Level Adjustment:	—

The sand krakens are dangerous creatures that have been encountered only in remote wastelands. The body of a sand kraken is always well concealed, buried deep in sand or loose rock, and inaccessible to most attacks. A sand kraken never moves from the place where it digs its first burrow. Once it settles in, it will never again see the light of day. The only parts of a sand kraken that are usually seen are its tentacles, and by then it is often too late.

Sand krakens are omnivores, but prefer meat to any other food. Prey that is caught and killed is pulled down through the kraken's sandy lair and brought to the central maw where it is devoured.

A sand kraken resembles a bloated, eyeless, formless octopus ranging 15 feet across. The coloration of a sand kraken is a revolting pale yellow. From its shapeless body sprouts ten long tentacles tipped with cruel barbed pads. Some scholars speculate that sand krakens are related to dustdiggers (see the *Tome of Horrors*).

Sand krakens do not communicate and make no vocal noise.

Combat

A sand kraken remains dormant and silent, buried several feet below the surface of the ground. When it senses prey, it begins to bring its tentacles to the surface. A sand kraken's first attack is to immobilize its prey, using its constriction attack. Each tentacle has its own secondary brain, and can attack independently. The tentacles can be harmed and severed, but the only true way to kill a sand kraken is to dig it up and attack the main body.

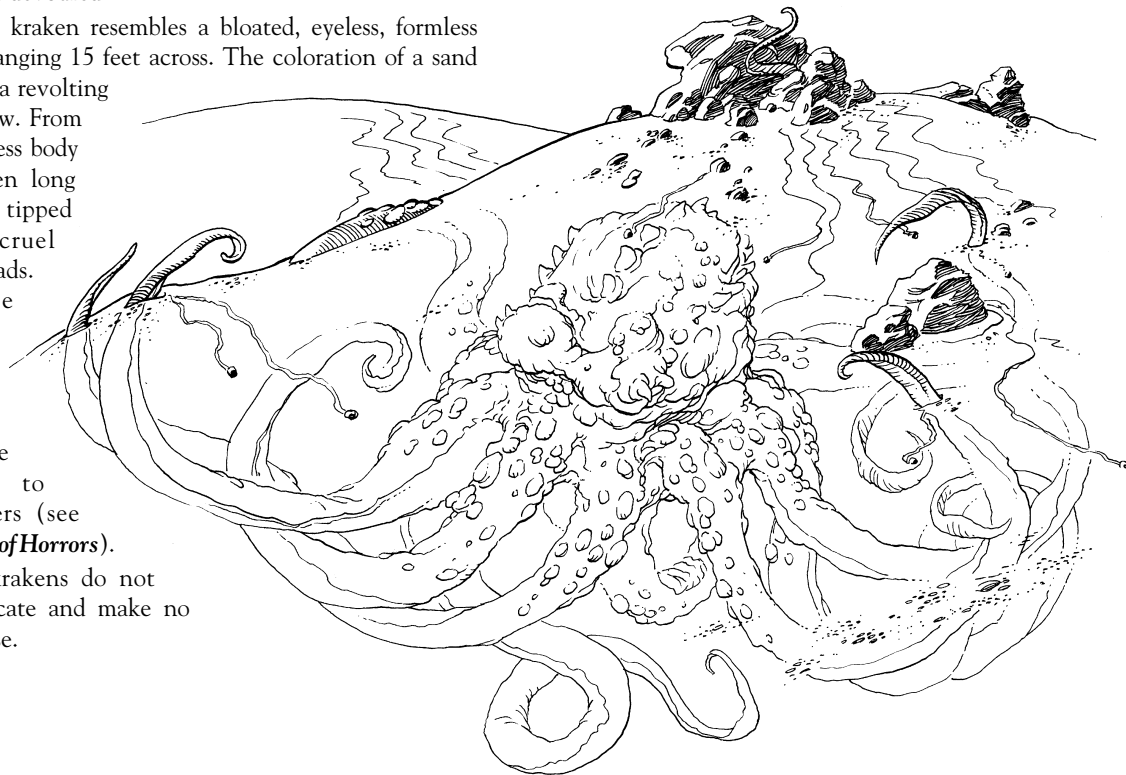
Camouflage (Ex): Because it remains buried until it attacks, it takes a successful Spot check (DC 20) to detect the presence of a sand kraken before it attacks. Anyone with ranks in Survival or Knowledge (nature) can use one of those skills instead of Spot to notice the sand kraken.

Constrict (Ex): A sand kraken deals 1d6+5 points of damage with a successful grapple check.

Improved Grab (Ex): To use this ability, the sand kraken must hit an opponent of any size with a tentacle attack. It can then attempt a grapple check as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict or bite an opponent each round the hold is maintained. A sand kraken gains a +4 racial bonus to grapple checks which is already included in its statistics block.

Tentacles (Ex): The only part of a sand kraken that is normally exposed is its tentacles. A single tentacle is AC 20 (touch 14) and has 15 hit points. The loss of a tentacle does not harm the sand kraken (i.e., damage done to a tentacle does not count against its total hit points). Lost tentacles regrow in 1d4 days.

Tremorsense (Ex): A sand kraken can automatically sense the location of anything within 60 feet that is in contact with the ground.



SAND STALKER

Large Magical Beast

Hit Dice:	6d10+12 (45 hp)
Initiative:	+7
Speed:	50 ft. (10 squares), burrow 30 ft.
Armor Class:	16 (-1 size, +3 Dex, +4 natural), touch 12, flat-footed 13
Base Attack/Grapple:	+6/+13
Attack:	Bite +9 melee (1d8+6 plus poison)
Full Attack:	Bite +9 melee (1d8+6 plus poison)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Attraction, poison
Special Qualities:	Darkvision 60 ft., low-light vision, tremorsense 60 ft.
Saves:	Fort +7, Ref +8, Will +3
Abilities:	Str 19, Dex 17, Con 15, Int 4, Wis 12, Cha 2
Skills:	Hide +10*, Jump +21, Listen +3, Spot +13
Feats:	Alertness, Improved Initiative, Skill Focus (Hide)
Environment:	Warm deserts
Organization:	Solitary or colony (2-5)
Challenge Rating:	5
Treasure:	1/10 coins; 50% goods; 50% items
Alignment:	Always neutral
Advancement:	7-12 HD (Large)
Level Adjustment:	—

This creature looks like a giant, drab hunting spider with an underbelly of light gray. Lines of black and dark red radiate from its underside.

Sand stalkers are agile, 12-foot long, aggressive, hunting spiders with voracious appetites. Thankfully they are found only in deserts and usually away from civilized areas. The sand stalker is a wanderer; though some do occasionally build lairs. A sand stalker's lair is an open hole constructed in areas where the ground is hard enough to prevent a flood of sand and debris from filling the lair. Some sand stalkers cover their burrows with a "trapdoor" (Spot check DC 20 to notice). If the ground is unsuitable for burrowing, the stalker takes up residence in abandoned fortifications (temples, for example) or underneath rocky outcroppings.

Sand stalkers are typically solitary creatures though on some occasions a few of the creatures nest together. A typical nest consists of 1d4+1 sand stalkers, usually two males, and two females with the female sand stalkers being the dominant forces in the nest.

Sand stalkers are carnivores and hunt all manner of desert-dwelling or desert-traveling creatures.

Combat

Sand stalkers are aggressive predators and

prefer to attack from surprise. They burrow just beneath the surface of the sand, leaving their front forelegs exposed where the wind catches them and plays an eerie flute-like sound. They use this deception to attract prey. Creatures that are affected by the hypnotic sound are attacked as soon as they come close.

If hungry or threatened, a sand stalker uses its superior speed to run down its prey.

Attraction (Ex): The sand stalker's front four legs are hollow. When a gust of air or wind blows across them, they create a hypnotic sound that captivates all creatures within a 100-foot spread that fail a DC 15 Will save. This is a sonic, mind-affecting charm effect. A creature that successfully saves cannot be affected again by the same sand stalker's attraction for one day. The save DC is Constitution-based.

A captivated victim walks toward the sand stalker, taking the most direct route possible. If the path leads into a dangerous area, (fire, over a cliff, and so on), that creature gets a second saving throw. Captivated creatures can take no actions other than to defend themselves. A victim within 5 feet of the sand stalker stands there and offers no resistance to the monster's attacks. The effect continues for as long as the sand stalker's legs are subjected to wind. A bard's countersong ability allows the entranced creature to attempt a new Will save.

Poison (Ex): A sand stalker delivers a highly toxic poison with a successful bite attack. The save is Constitution-based and includes a +4 racial bonus.

Sand Stalker Poison: Injury, Fortitude DC 19 negates, initial damage is paralysis for 1d4+1 rounds. Secondary damage is 1 point of Strength damage each round the victim is paralyzed.

Tremorsense (Ex): Sand stalkers can automatically sense the location of anything within 60 feet that is in contact with the ground.

Skills: Sand stalkers have a +4 racial bonus on Hide checks, a +6 racial bonus on Jump checks, and a +8 racial bonus on Spot checks. *In sandy areas, the Hide bonus increases to +8.



SCREAMING SKULL (CACOPHONY GOLEM)

Tiny Construct	
Hit Dice:	6d10 (33 hp)
Initiative:	-5
Speed:	0 ft. (immobile)
Armor Class:	13 (+2 size, -5 Dex, +6 natural), touch 7, flat-footed 13
Base Attack/Grapple:	+3/-5
Attack:	None (see text)
Full Attack:	None (see text)
Space/Reach:	2-1/2 ft./0 ft.
Special Attacks:	Cacophony, insanity, magic missile
Special Qualities:	Construct traits, damage reduction 5/adamantine, darkvision 60 ft., low-light vision
Saves:	Fort +2, Ref —, Will +2
Abilities:	Str 10, Dex —, Con —, Int —, Wis 11, Cha 1
Skills:	—
Feats:	—
Environment:	Any
Organization:	Solitary
Challenge Rating:	4
Treasure:	Two gemstone eyes (200 gp+ each)
Alignment:	Always neutral
Advancement:	7-10 HD (Tiny); 11-18 HD (Small)
Level Adjustment:	—

This creature resembles a humanoid skull with a single gemstone embedded into each eye socket.

Screaming skulls are immobile guardians created with the purpose of guarding or protecting a specific object or area. They are often used in concert with other monsters as their screaming alerts other creatures to the presence of intruders. A screaming skull obeys its commands to the letter. Should its creator die or should the screaming skull be unable to carry out its commands, its magical nature ceases to function and it becomes nothing more than a normal skull. Its gemstone eyes dull to a lackluster gray (though they retain their value).

This construct is often mistaken for a demilich or skulleton (see the *Tome of Horrors*).

Combat

When a living creature moves within 40 feet of a screaming skull, it unleashes its hellish scream. The screaming skull continues its assault until it is destroyed or its foes leave the area. The gemstones that function as the screaming skull's eyes can be pried from a destroyed skull by succeeding on a DC 20 Strength check.

Cacophony (Su): When a living creature comes within 40 feet of a screaming skull, it releases an ear-shattering roar of tumultuous sounds as a free action that can be heard up to 1,000 feet away. Affected creatures within 60 feet must succeed on a DC 13 Will save or take 1d6 points of sonic damage each round until they leave the area. Spellcasters within the area must succeed on a Concentration check

(DC 10 + sonic damage taken) to successfully cast a spell. The screaming lasts 1d4 rounds before ceasing for one round. After that, the skull remains silent unless a creature moves within 40 feet of it—it then screams again and repeats the above cycle. The save DC is Constitution-based.

This cacophonous scream increases the chance of wandering monsters by +20%, who come to investigate the source of the disturbance.

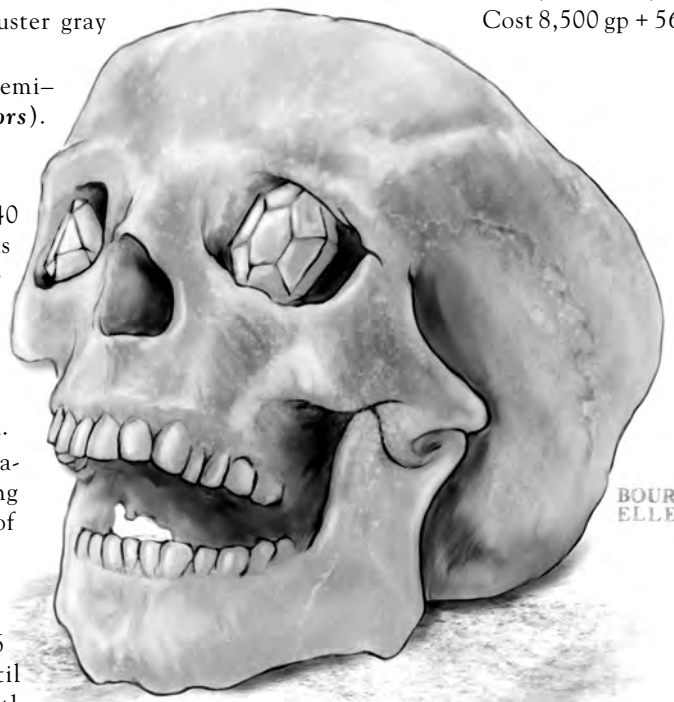
Insanity (Su): An opponent that touches a screaming skull (including with natural or unarmed attacks) must succeed on a DC 13 Will save or be stricken insane as by an *insanity* spell (caster level 6th). The save DC is Constitution-based.

Magic Missile (Su): Once per round, a screaming skull can produce a *magic missile* from its eyes, as the spell (caster level 6th). The screaming skull can release 3 missiles each round using this ability, and (unlike the spell) an opponent can attempt a DC 13 Reflex save to avoid a missile. The save DC is Constitution-based.

Construction

A screaming skull is created from the skull of a Medium or larger humanoid or other such creature. A single gemstone worth at least 500 gp must be inserted into each eye socket during construction (total cost 1,000 gp). Assembling the skull requires a successful Craft (jewelrymaking) or Heal check (DC 13).

Caster level 8th; Craft Construct (see the MM), *insanity*, *magic missile*, *shout*, caster must be at least 8th level; Price 15,000 gp; Cost 8,500 gp + 560 XP.



SCYTHE HORN

Large Magical Beast

Hit Dice:	7d10+21 (59 hp)
Initiative:	+0
Speed:	40 ft. (8 squares)
Armor Class:	17 (-1 size, +8 natural), touch 7, flat-footed 17
Base Attack/Grapple:	+7/+17
Attack:	Butt +10 melee (1d8+6) or horn-slash +10 melee (2d6+6)
Full Attack:	Butt +10 melee (1d8+6) or horn-slash +10 melee (2d6+6)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Stampede
Special Qualities:	Scent
Saves:	Fort +8, Ref +5, Will +4
Abilities:	Str 22, Dex 10, Con 17, Int 2, Wis 11, Cha 4
Skills:	Listen +7, Spot +7, Swim +14
Feats:	Alertness, Iron Will, Power Attack
Environment:	Temperate hills and plains
Organization:	Solitary or herd (6-30)
Challenge Rating:	4
Treasure:	None
Alignment:	Always neutral
Advancement:	8-10 HD (Large)
Level Adjustment:	—

This creature is a bison-like creature with thick, brownish-black fur, longer in the front around its neck than on the rear. Its legs are short and thick and its black hooves are circular in shape.

Scythe horns are year-round grazers found in moderate to cold climates where they exist primarily on a diet of grasses, roots, and similar vegetation. The average scythe horn consumes 2% of its body mass in food each day. The typical scythe horn spends 60% of its day resting, 30% of its day eating, and 10% of its day moving.

Scythe horns are herd animals and most encounters are with a herd. When traveling, scythe horns form a straight line, with the strongest male (or bull) at the front of the herd. Similarly, the next strongest bull takes its spot at the rear of the herd. Young are always kept in the middle with the females in front of and behind the calves. If the herd is attacked, the female scythe horns (cows) move to encircle the young, while the bulls move to confront the threat.

During winter months when ice and snow cover the ground, scythe horns generally congregate near water sources such as lakes or streams, where the ground may give easier access to the vegetation they need to survive. Also, during the winter months, scythe horns either obtain water

from such streams or crush snow and ice between their flattened teeth.

Scythe horns are 10 to 13 feet long and stand 5 to 6 feet tall at the shoulders. The average scythe horn weighs 2,000 to 2,500 pounds.

Scythe horns are often hunted by humanoids for their fur, hide (which can be crafted into hide armor), and meat.

Combat

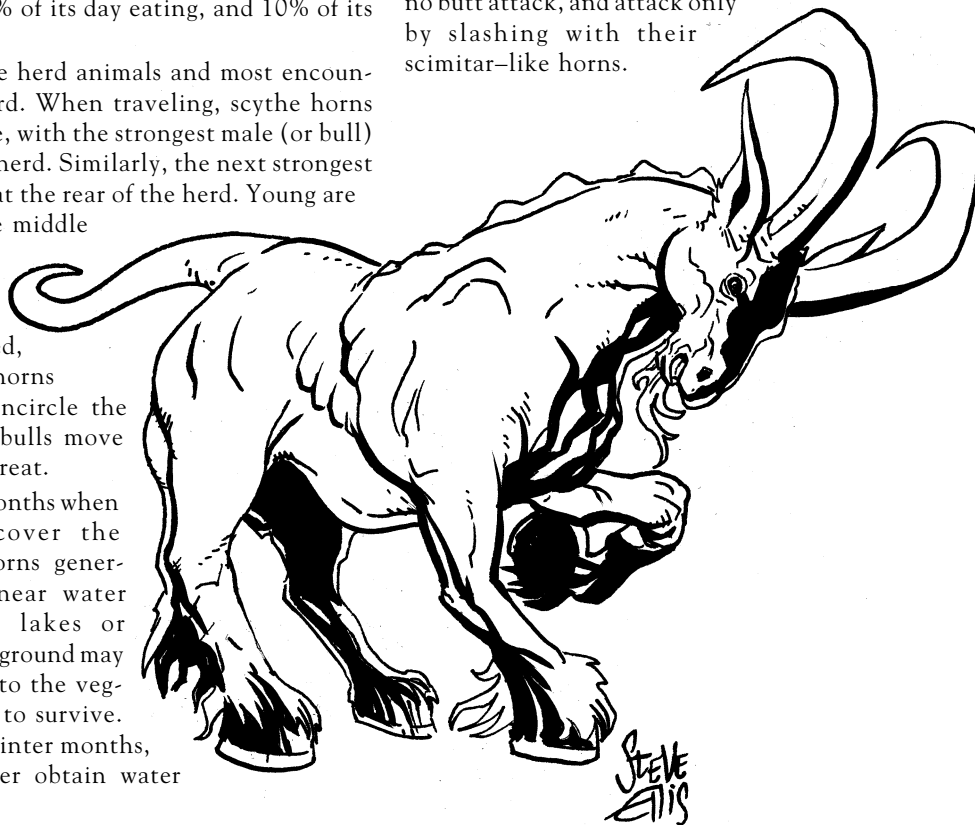
Scythe horns are highly territorial and move to engage any creature that comes within their area. They are generally passive creatures but become highly aggressive if their young or the herd is threatened. An enraged scythe horn butts or slashes with its scythe-like horns. If startled, a herd generally flees, starting a stampede in the process.

Stampede (Ex): A frightened herd of scythe horns flees as a group in a random direction (but always away from the perceived source of danger). They literally run over anything of size Large or smaller that gets in their way, dealing 1d12 points of damage for each five scythe horns in the herd (Reflex DC 19 half). The save DC is Strength-based.

Skills: Scythe horns have a +8 racial bonus on Swim checks.

Scimitar Horn

A relative of the scythe horn, the scimitar horn is found only in cold plains and hills. They use the same statistics for the scythe horn, but have no butt attack, and attack only by slashing with their scimitar-like horns.



SEA SLUG, GIANT

Gargantuan Vermin	
Hit Dice:	15d8+99 (166 hp)
Initiative:	+0
Speed:	Swim 50 ft. (10 squares)
Armor Class:	19 (-4 size, +13 natural); touch 6, flat-footed 19
Base Attack/Grapple:	+11/+36
Attack:	Bite +18 melee (2d8+16)
Full Attack:	Bite +18 melee (2d8+16)
Space/Reach:	20 ft./15 ft.
Special Attacks:	Capsize, gulp, paralysis
Special Qualities:	Darkvision 60 ft., hold breath, vermin traits
Saves:	Fort +15, Ref +5, Will +5
Abilities:	Str 32, Dex 10, Con 22, Int 1, Wis 10, Cha 1
Skills:	Listen +9, Swim +28
Feats:	Cleave, Power Attack, Toughness (x3), Weapon Focus (bite)
Environment:	Temperate aquatic
Organization:	Solitary
Challenge Rating:	12
Treasure:	None
Alignment:	Always neutral
Advancement:	16–32 HD (Gargantuan); 33+ HD (Colossal)
Level Adjustment:	—

This beast looks like a giant slug with serrated teeth and nine sets of gills along the sides of its body near its head.

Spending a large portion of its life crawling across the floors of lakes and seas, the giant sea slug is rarely encountered, save by accident or happenstance. Stories are told of these great monsters surfacing beneath ships, tipping them over, and then feasting on the survivors. There is little truth to these stories. (Most of the stories that speak of these creatures attacking ships are the result of a giant sea slug surfacing for air beneath a ship that happened to be in the way.)

Giant sea slugs are docile creatures, feeding on kelp, seaweed, and coral.

A giant sea slug is about 30 feet long. It is variable in color: some are gray or greenish-blue; others are white mottled with yellow or brown; and still others are gray mottled red or yellow. It has a large set of antennae that it uses for sight and navigation.

Combat

Giant sea slugs are non-aggressive creatures. Most encounters with giant sea slugs occur when they surface beneath a ship or boat and capsize it. Giant sea slugs may inadvertently swallow sailors or swimmers who are in the water when it opens its mouth.

Capsize (Ex): A giant sea slug has a 100% chance of capsizing boats under 20 feet long, a 75% chance of capsizing a boat from 20 to 60 feet long, and a 50% chance of capsizing a boat over 60 feet long.

Gulp (Ex): A giant sea slug can try to swallow an opponent up to two sizes smaller than itself by

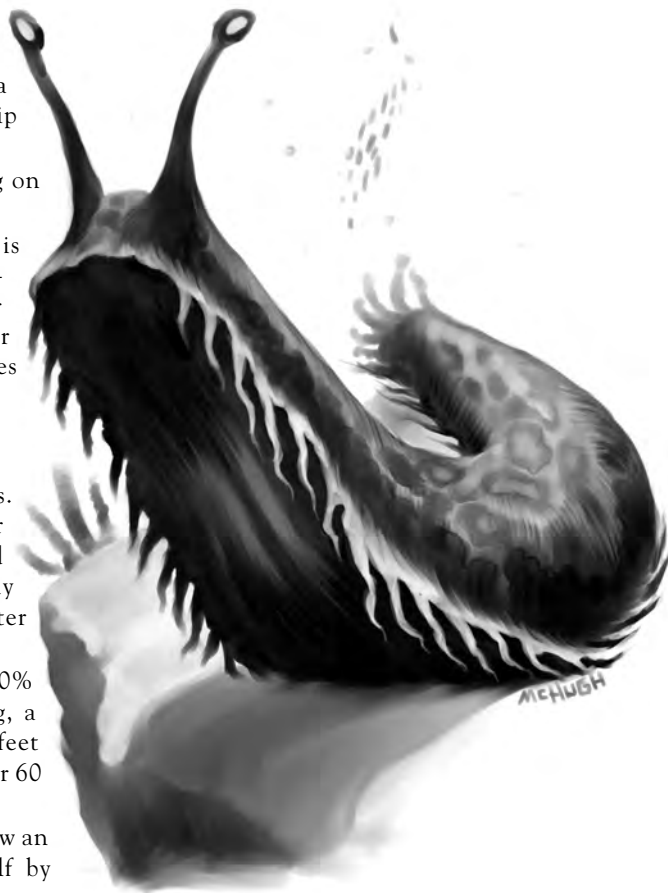
making a bite attack. Once inside, the opponent takes 2d8+16 points of bludgeoning damage plus 8 points of acid damage per round from the sea slug's digestive juices. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the sea slug's stomach (AC 16). Once a creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

A Gargantuan sea slug's interior can hold 2 Large, 8 Medium, 32 Small, 128 Tiny, or 512 Diminutive or smaller creatures.

Paralysis (Ex): A giant sea slug's dorsal side is covered with thread-like cilia that deliver a paralytic poison to creatures touching them. Creatures attacking a giant sea slug unarmed or with natural weapons must succeed on a DC 23 Fortitude save or become paralyzed for 6 rounds. The save DC is Constitution-based.

Hold Breath (Ex): A giant sea slug can hold its breath for a number of rounds equal to 8 x its Constitution score before it risks drowning.

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



SEA WASP, MONSTROUS

Tiny Sea Wasp

Tiny Vermin (Aquatic)
Hit Dice: 1/4d8+1 (2 hp)
Initiative: +1
Speed: Swim 30 ft. (6 squares)
Armor Class: 13 (+2 size, +1 Dex), touch 13, flat-footed 12
Base Attack/Grapple: +0/-13
Attack: Tentacles +3 melee (1d3-5 plus poison)
Full Attack: Tentacles +3 melee (1d3-5 plus poison)
Space/Reach: 2-1/2 ft./0 ft.
Special Attacks: Entangle, poison
Special Qualities: Transparent, jet, darkvision 60 ft., vermin traits, watersense 60 ft.
Saves: Fort +3, Ref +1, Will +0
Abilities: Str 1, Dex 13, Con 12, Int —, Wis 10, Cha 2
Skills: Escape Artist +11, Hide +19, Spot +4, Swim +9
Feats: Weapon Finesse (b)
Environment: Warm aquatic
Organization: Ring (3-8)
Challenge Rating: 1/4
Treasure: None
Alignment: Always neutral
Advancement: —
Level Adjustment: —

Small Sea Wasp

Small Vermin (Aquatic)
Hit Dice: 1/2d8+1 (3 hp)
Initiative: +1
Speed: Swim 40 ft. (8 squares)
Armor Class: 12 (+1 size, +1 Dex), touch 11, flat-footed 11
Base Attack/Grapple: +0/-7
Attack: Tentacles +2 melee (1d4-3 plus poison)
Full Attack: Tentacles +2 melee (1d4-3 plus poison)
Space/Reach: 5 ft./5 ft.
Special Attacks: Entangle, poison
Special Qualities: Transparent, jet, darkvision 60 ft., vermin traits, watersense 60 ft.
Saves: Fort +3, Ref +1, Will +0
Abilities: Str 5, Dex 13, Con 12, Int —, Wis 10, Cha 2
Skills: Escape Artist +11, Hide +15, Spot +4, Swim +9
Feats: Weapon Finesse (b)
Environment: Warm aquatic
Organization: Ring (2-5) or cluster (4-7)
Challenge Rating: 1/2
Treasure: None
Alignment: Always neutral
Advancement: —
Level Adjustment: —

Medium Sea Wasp

Medium Vermin (Aquatic)
Hit Dice: 1d8+1 (5 hp)
Initiative: +1
Speed: Swim 50 ft. (10 squares)
Armor Class: 12 (+1 natural, +1 Dex), touch 11, flat-footed 11
Base Attack/Grapple: +0/-2
Attack: Tentacles +1 melee (1d6-2 plus poison)
Full Attack: Tentacles +1 melee (1d6-2 plus poison)
Space/Reach: 5 ft./5 ft.
Special Attacks: Entangle, poison
Special Qualities: Transparent, jet, darkvision 60 ft., vermin traits, watersense 60 ft.
Saves: Fort +3, Ref +1, Will +0
Abilities: Str 7, Dex 13, Con 12, Int —, Wis 10, Cha 2
Skills: Escape Artist +11, Hide +11, Spot +4, Swim +9
Feats: Weapon Finesse (b)
Environment: Warm aquatic
Organization: Solitary or ring (2-5)
Challenge Rating: 1
Treasure: None
Alignment: Always neutral
Advancement: 2 HD (Medium)
Level Adjustment: —

Large Sea Wasp

Large Vermin (Aquatic)
Hit Dice: 4d8+4 (22 hp)
Initiative: +1
Speed: Swim 60 ft. (12 squares)
Armor Class: 12 (-1 size, +1 Dex, +2 natural), touch 10, flat-footed 11
Base Attack/Grapple: +3/+8
Attack: Tentacles +3 melee (1d8+1 plus poison)
Full Attack: Tentacles +3 melee (1d8+1 plus poison)
Space/Reach: 10 ft./10 ft.
Special Attacks: Entangle, poison
Special Qualities: Transparent, jet, darkvision 60 ft., vermin traits, watersense 60 ft.
Saves: Fort +5, Ref +2, Will +1
Abilities: Str 13, Dex 13, Con 12, Int —, Wis 10, Cha 2
Skills: Escape Artist +11, Hide +7, Spot +4, Swim +9
Feats: —
Environment: Warm aquatic
Organization: Solitary or ring (2-5)
Challenge Rating: 3
Treasure: 1/10 coins; 50% good; 50% items
Alignment: Always neutral
Advancement: 5-7 HD (Large)
Level Adjustment: —

Huge Sea Wasp

Huge Vermin (Aquatic)
Hit Dice: 8d8+16 (52 hp)
Initiative: +1
Speed: Swim 60 ft. (12 squares)
Armor Class: 13 (-2 size, +1 Dex, +4 natural), touch 9, flat-footed 12
Base Attack/Grapple: +6/+17
Attack: Tentacles +7 melee (2d6+4 plus poison)
Full Attack: Tentacles +7 melee (2d6+4 plus poison)
Space/Reach: 15 ft./15 ft.
Special Attacks: Entangle, poison
Special Qualities: Transparent, jet, darkvision 60 ft., vermin traits, watersense 60 ft.
Saves: Fort +8, Ref +3, Will +2
Abilities: Str 17, Dex 13, Con 14, Int —, Wis 10, Cha 2
Skills: Escape Artist +11, Hide +3, Spot +4, Swim +11
Feats: —
Environment: Warm aquatic
Organization: Solitary or ring (2-5)
Challenge Rating: 7
Treasure: 1/10 coins; 50% good; 50% items
Alignment: Always neutral
Advancement: 9-15 HD (Huge)
Level Adjustment: —

Gargantuan Sea Wasp

Gargantuan Vermin (Aquatic)

16d8+32 (104 hp)
 +1
 Swim 70 ft. (15 squares)
 17 (-4 size, +1 Dex, +10 natural),
 touch 7, flat-footed 16
 +12/+29
 Tentacles +13 melee (2d8+7
 plus poison)
 Tentacles +13 melee (2d8+7
 plus poison)
 20 ft./20 ft.
 Entangle, poison
 Transparent, jet,
 darkvision 60 ft., vermin traits,
 watersense 60 ft.
 Fort +12, Ref +6, Will +5
 Str 21, Dex 13, Con 14,
 Int —, Wis 10, Cha 2
 Escape Artist +11, Hide -1,
 Spot +4, Swim +13

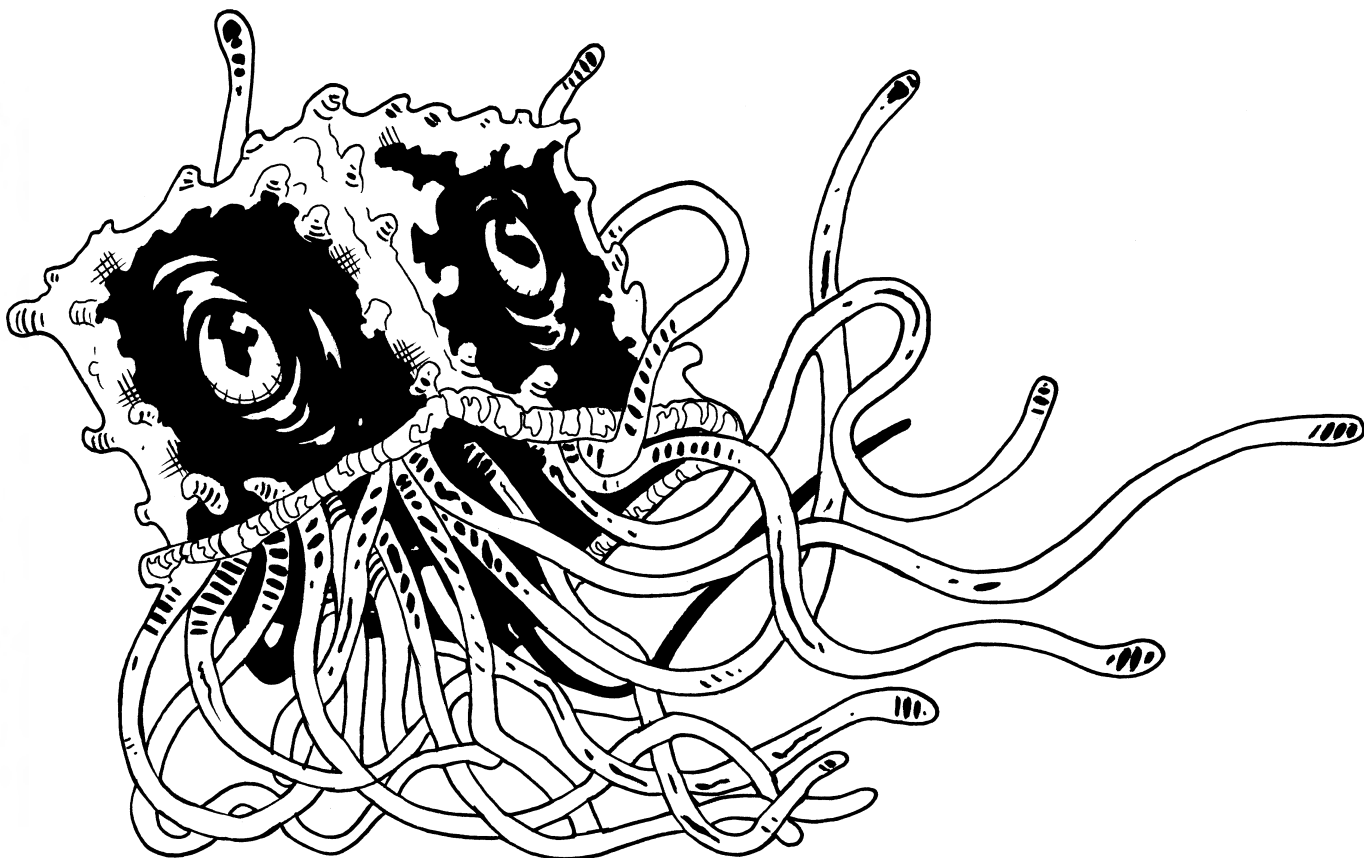
Hit Dice:
Initiative:
Speed:
Armor Class:
Base Attack/Grapple:
Attack:
Full Attack:
Space/Reach:
Special Attacks:
Special Qualities:
Saves:
Abilities:
Skills:
Feats:
Environment:
Organization:
Challenge Rating:
Treasure:
Alignment:
Advancement:
Level Adjustment:

Colossal Sea Wasp

Colossal Vermin (Aquatic)

32d8+64 (208 hp)
 +0
 Swim 80 ft. (16 squares)
 19 (-8 size, +17 natural)
 touch 2, flat-footed 17
 +24/+48
 Tentacles +24 melee (4d6+12
 plus poison)
 Tentacles +24 melee (4d6+12
 plus poison)
 40 ft./40 ft.
 Entangle, poison
 Transparent, jet
 darkvision 60 ft., vermin traits,
 watersense 60 ft.
 Fort +20, Ref +10, Will +10
 Str 27, Dex 11, Con 14,
 Int —, Wis 10, Cha 2
 Escape Artist +10, Hide -6,
 Spot +4, Swim +16

—
 Warm aquatic
 Solitary or ring (2-5)
 11
 1/10 coins; 50% good; 50% items
 Always neutral
 17-31 HD (Gargantuan)



This monster looks like a transparent blue jellyfish with a cube-shaped bell. A bundle of nearly 100 tentacles, hang from the bell.

Monstrous sea wasps are deadly aquatic creatures with long, writhing and highly poisonous tentacles. They inhabit warm waters and tend to congregate near coastal regions or river mouths where they wait for prey to wash downstream to them. Monstrous sea wasps are also called box jellyfish or marine stingers.

Monstrous sea wasps feed on a variety of marine life including fish, manta rays and stingrays, and crustaceans. The larger monstrous sea wasps also feed on sharks, whales, giant fish, giant squids, octopi, and swimmers. Prey that becomes entangled in its mass of tentacles is quickly stung by the sea wasp and then coiled into its mouth and devoured.

Sea wasps are translucent blue in color rendering them nearly invisible in water. Its main body, or bell, is cube-shaped, having four distinct sides. A bundle of 60 tentacles, which reach lengths of 50 feet in the largest sea wasps hang from its bell. Sea wasps have four eyes, one on each side of the bell, connected to a nerve ring inside the main body. They have no brain, but are able to process visual information. These eyes are invisible to all but the keenest observers.

Combat

Monstrous sea wasps are non-aggressive and do not actively hunt for food. They simply float along in the water waiting for a living creature to swim into their mass of tentacles. When it detects prey in its tentacles, the sea wasp folds them around the prey, and stings it. A monstrous sea wasp's poison (particularly the larger ones) is meant to instantly kill its prey so it does not struggle and damage the sea wasp's delicate form. The sting of a monstrous sea wasp has been cataloged by sages as being one of the deadliest and most painful a creature can experience. A creature stung by a sea wasp that lives to tell about, never forgets its brush with this monster.

Entangle (Ex): A sea wasp can entangle a creature up to two sizes smaller than itself with its tentacles by making a grapple check. If the sea wasp wins the grapple check, the opponent is entangled and suffers tentacle damage and the effect of its poison each round the hold is maintained.

While a foe is entangled, a sea wasp cannot attack any other creature.

Poison (Ex): A creature contacting a monstrous sea wasp's tentacles is stung and injected with the creature's poison. Initial and secondary damage is Constitution damage. See the sidebar for details on each monstrous sea wasp's poison. The save DCs are Constitution-based.

Jet (Ex): A monstrous sea wasp can jet backward once per round as a full-round action at a speed equal to four times its swim speed. It must move in a straight line, but does not provoke attacks of opportunity while jetting.

Transparent (Ex): A monstrous sea wasp is nearly invisible floating in the water. An observer must succeed on a DC 20 Spot check to notice a sea wasp.

Watersense (Ex): Monstrous sea wasps can automatically sense the location of anything within 60 feet that is in contact with water.

Skills: A monstrous sea wasp has a +10 racial bonus on Hide checks due to its coloration.

A monstrous sea wasp can flatten and squeeze its body, giving it a +10 racial bonus on Escape Artist checks.

A monstrous sea wasp's multiple eyes grant it a +4 racial bonus on Spot checks.

Monstrous sea wasps use their Strength or Dexterity modifier for Swim checks, whichever is higher.

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

Monstrous Sea Wasp Poison

Size	Fort DC	Damage
Tiny	10	1 Con
Small	10	1d2 Con
Medium	11	1d3 Con
Large	13	1d4 Con
Huge	15	1d6 Con
Gargantuan	20	1d8 Con
Colossal	28	2d6 Con

SEPIA SNAKE

Huge Magical Beast

Hit Dice:	12d10+48 (114 hp)
Initiative:	+7
Speed:	40 ft. (8 squares), fly 50 ft. (good)
Armor Class:	21 (-2 size, +3 Dex, +10 natural), touch 11, flat-footed 18
Base Attack/Grapple:	+12/+27
Attack:	Bite +17 melee (1d8+7) or cocoon +13 ranged touch (cocoon, see text)
Full Attack:	Bite +17 melee (1d8+7) and tail sting +12 melee (1d8+3 plus poison) or cocoon +13 ranged touch (cocoon, see text)
Space/Reach:	15 ft./10 ft.
Special Attacks:	Cocoon, constrict 1d8+10, gaze, improved grab, poison
Special Qualities:	Damage reduction 10/magic, darkvision 100 ft., low-light vision
Saves:	Fort +12, Ref +11, Will +5
Abilities:	Str 24, Dex 16, Con 19, Int 4, Wis 13, Cha 19
Skills:	Listen +6, Move Silently +11, Spot +6
Feats:	Flyby Attack, Improved Initiative, Improved Poison, Power Attack, Skill Focus (Move Silently)
Environment:	Any
Organization:	Solitary
Challenge Rating:	10
Treasure:	Standard
Alignment:	Usually neutral
Advancement:	13-18 HD (Huge); 19-24 HD (Gargantuan)
Level Adjustment:	—

This creature resembles a muddy brown anaconda with two large, glowing yellow eyes set in its wide, triangular head. Strange symbols are etched on its dorsal side.

Wizards and other sages well-versed in arcane lore agree that the sepia snake was the inspiration for the spell *sepia snake sigil*. The similarities between the creature and the spell are simply too great to be coincidental. Though, a sepia snake can be found just about anywhere, it usually makes its lair deep underground in abandoned mines, dungeons, or subterranean caverns.

A sepia snake is an anaconda-like creature that grows to be up to 30 feet long and nearly two feet thick. Although this strange snake can fly, it has no wings and no apparent means of airborne travel. It has been said that to look into the eyes of the sepia snake is to look into one's own doom.

Combat

A sepia snake begins combat by using its gaze on what it believes to be its most dangerous opponents. In melee, a sepia snake tries to avoid direct combat, and usually remains airborne to keep out of danger. Held, cocooned, or otherwise incapacitated foes are poisoned to soften them up for consumption.

Cocoon (Su): Once per round (and no more than three times per day), a sepia snake can fire a line of sticky webbing at an opponent within 30 feet. This requires a ranged touch attack to hit. A creature struck is wrapped in the snake's webbing and must succeed on a DC 20 Fortitude save or be placed in a state of suspended animation as per the *sepia*

snake sigil spell for 1d4+12 days. The save DC is Constitution-based.

In one round, a sepia snake can spit enough webbing to cover one Medium or smaller creature. For each size category larger than Medium, the snake must fire another line of webbing to completely encase an opponent. Victims not completely covered can break free in one round by making a successful DC 24 Strength check or DC 20 Escape Artist check. Each 5-foot section of webbing has 10 hit points. The check DCs are Constitution-based and the Strength check includes a +4 racial bonus.

A foe completely wrapped cannot break the webs and must rely on others to get free.

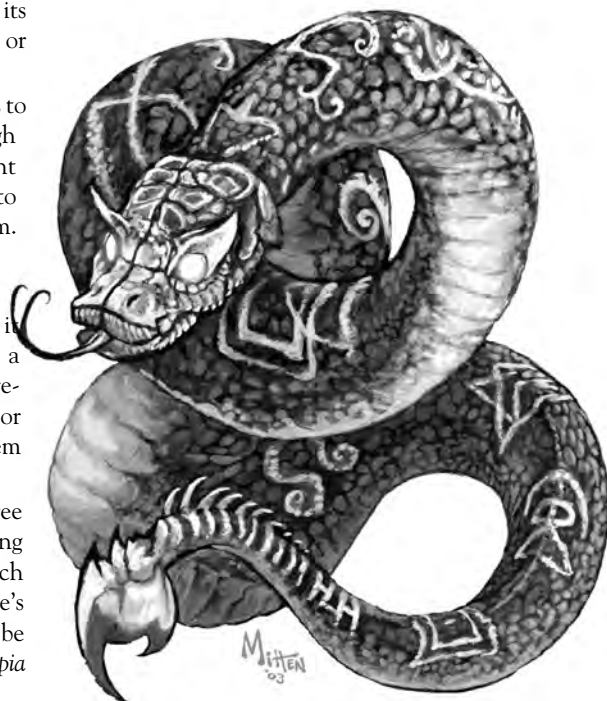
Constrict (Ex): On a successful grapple check, a sepia snake deals 1d8+10 points of damage.

Gaze (Su): Creatures within 30 feet and meeting the gaze of a sepia snake must succeed on a DC 20 Will save or take a -4 penalty on attack and weapon damage rolls, and ability checks and skill checks for one day. Whether the save succeeds or not, that creature cannot be affected again by the same sepia snake's gaze attack for one day. The save DC is Charisma-based.

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

Poison (Ex): The tail sting of a sepia snake delivers a virulent poison. The save DC is Constitution-based.

Sepia Snake Poison: Injury, Fortitude DC 20 negates; initial damage paralysis for 2d4 rounds, secondary damage 1d2 points of Dexterity damage each round the opponent is paralyzed.



SILID

Silid, 1st-Level Warrior

Small Humanoid (Goblinoid)

Hit Dice:	1d8+2 (6 hp)
Initiative:	+2
Speed:	30 ft. (6 squares)
Armor Class:	15 (+1 size, +2 Dex, +2 leather), touch 13, flat-footed 13
Base Attack/Grapple:	+1/-2
Attack:	Short sword+3 melee (1d6+1) or shortspear+4 ranged (1d4+1, range 20 ft.)
Full Attack:	Short sword+3 melee (1d6+1) or shortspear+4 ranged (1d4+1, range 20 ft.)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Sneak attack +1d6
Special Qualities:	Blur, darkvision 60 ft., light blindness
Saves:	Fort +4, Ref +2, Will -1
Abilities:	Str 13, Dex 15, Con 14, Int 10, Wis 9, Cha 4
Skills:	Hide +12, Listen +1, Move Silently +8, Spot +1
Feats:	Stealthy
Environment:	Underground
Organization:	Gang (5-10), band (11-16, plus 1 3rd-level leader), or stripe (21-40 plus 50% noncombatants plus 1 3rd-level sergeant, 1 lieutenant of 4th level, and 1 leader of 6th or 7th level)
Challenge Rating:	1/2
Treasure:	Standard
Alignment:	Usually chaotic evil
Advancement:	By character class
Level Adjustment:	+2

This small humanoid has pale gray skin and moves with quick-ness and gracefulness. Its hair is unkempt and jagged, and its ears slightly pointed. Its arms end in four-fingered hands. Its eyes are slightly bulbous with red pupils.

Silids are small subterranean dwellers that enjoy ambushing and waylaying their opponents. Opponents are slain, their possessions stolen, and the bodies left to what ever happens to wander along looking for a meal. Silids are cruel, mean-spirited creatures that care nothing for themselves or anything else. They seem to take great pleasure in bringing misery to others, particularly adventurers. Silids rarely interact with other races. They are an untrustworthy lot, and most other races avoid contact with them.

Silids live in groups (called stripes) of up to 40 individuals. Each stripe is a loose organization of silids, with a single leader that controls and governs the remainder of the stripe. The leader is almost always the meanest, cruelest, and sneakiest silid of the bunch. Under his command, the silids conduct raids and hunt their subterranean realm for surface-dwellers that have wandered into their territory. When hunting or harassing travelers, silids often don armor (either leather or padded) and carry weapons.

A silid is 3- to 4-foot tall humanoid. Though slightly thick in stature, a silid is quick on its feet and extremely graceful. Hair color is always dark, usually black or brown. Silids prefer to dress in drab or dark clothes with black being the most prominent, followed closely by dark gray.

Silids speak Undercommon and Goblin.

Combat

Silids skulk about their underground world in search of surface-dwellers. Surface-dwellers seem to love exploring the Underdark, so there rarely is a shortage of opponents for the mean-spirited silid. Often, a band of silids trails an adventuring party before attacking; waiting until the terrain is just right (silids prefer small, cramped areas because they gain the advantage on larger opponents). When the attack commences, a silid *blurs* itself and usually employs one of the following tactics.

The silids attack from ambush, attempting to maim or kill as many of their opponents as they can. Or, the silids rush from all angles and swarm their opponents. The latter tactic is usually only used when a large group of silids are present (such as when a party of adventurers stumbles into a silid lair).

Sneak Attack (Ex): A silid deals +1d6 points of damage any time its target is denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the silid flanks its target. If the silid takes levels in the rogue class, this ability stacks with the rogue's sneak attack.

Blur (Sp): Once per day, a silid can create an effect identical to the *blur* spell (caster level equals the silid's class levels).

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight*



spell) blinds a silid for 1 round. On subsequent rounds, it is dazzled as long as it remains in the affected area.

Skills: Silids have a +4 racial bonus on Hide and Move Silently checks.

Silids as Characters

Silid leaders tend to be rogues or fighter/rogues. Silid clerics are usually adepts. Silids clerics can choose from two of the following domains: Chaos, Trickery, and Evil.

Silid characters have the following racial traits:

- Dexterity +4, Constitution +2, Charisma -4.
- Small size: +1 bonus to Armor Class, +1 bonus on attack rolls, +4 bonus on Hide checks, -4 penalty on grapple

checks, lifting and carrying limits 3/4 those of Medium characters.

- Base speed is 30 feet.
- Darkvision to a range of 60 feet.
- Blur 1/day.
- Light Blindness.
- +4 racial bonus on Hide and Move Silently checks.
- Automatic Languages: Goblin, Undercommon. Bonus Languages: Goblin, Orc, Sylvan.
- Favored Class: Rogue.
- Level Adjustment: +2.

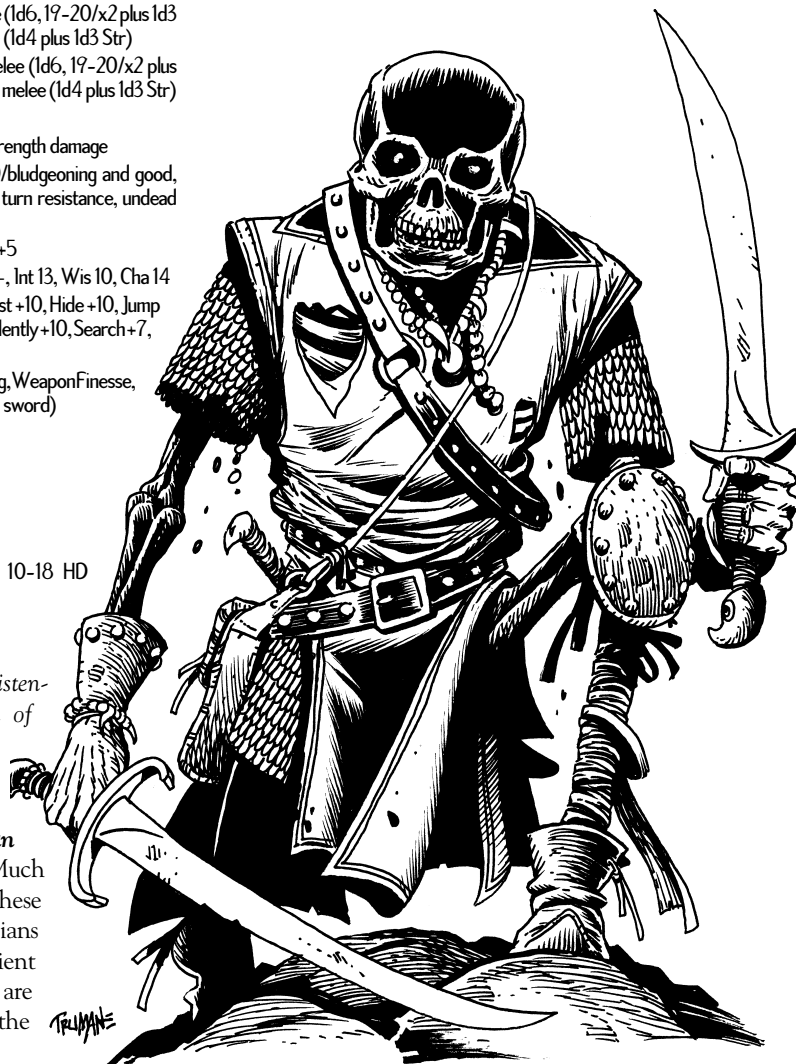
The silid warrior presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

SKELETON, BLACK

Medium Undead

Hit Dice:	6d12 (39 hp)
Initiative:	+4
Speed:	40 ft. (8 squares)
Armor Class:	20 (+4 Dex, +6 natural), touch 14, flat-footed 16
Base Attack/Grapple:	+3/+3
Attack:	Short sword +8 melee (1d6, 19-20/x2 plus 1d3 Str) or claw +7 melee (1d4 plus 1d3 Str)
Full Attack:	2 short swords +8 melee (1d6, 19-20/x2 plus 1d3 Str) or 2 claws +7 melee (1d4 plus 1d3 Str)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Frightful presence, strength damage
Special Qualities:	Damage reduction 10/bludgeoning and good, darkvision 60 ft., +4 turn resistance, undead traits
Saves:	Fort +2, Ref +6, Will +5
Abilities:	Str 11, Dex 19, Con —, Int 13, Wis 10, Cha 14
Skills:	Climb +6, Escape Artist +10, Hide +10, Jump +9, Listen +5, Move Silently +10, Search +7, Spot +6
Feats:	Two-Weapon Fighting, Weapon Finesse, Weapon Focus (short sword)
Environment:	Underground
Organization:	Any
Challenge Rating:	5
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	7-9 HD (Medium); 10-18 HD (Large)
Level Adjustment:	—

mindless commands that can be given to such undead as skeletons or zombies. They have a clear mind, and sometimes go against the commands and wishes of those they serve, if it benefits the black skeleton in question.



This creature looks like a skeleton with glistening black bones, seemingly constructed of blackened steel. Small red pinpoints of light burn in its hollowed eye sockets.

Black skeletons were first encountered in Rappan Athuk (see the modules *Rappan Athuk 1-3* from *Necromancer Games*). Much more powerful than standard skeletons, these minions of evil are often employed as guardians or protectors to keep sealed some ancient knowledge best left undiscovered. They are intelligent monsters and are not subject to the

Black skeletons are the remnants of living creatures slain in an area where the ground is soaked through with evil. The bodies of fallen heroes are contaminated and polluted by such evil and within days after their death, the slain creatures rise as black skeletons, leaving their former lives and bodies behind. Black skeletons are intelligent and do maintain some memories of their former lives.

Black skeletons wear any clothes or armor they had in life, and some still carry their gear or weapons (most discard their weapons in favor of two short swords as soon as they can).

Black skeletons speak Common and Abyssal (leading some to believe that the evil that first created these creatures was the product of the demon prince Orcus).

Combat

Black skeletons attack with two short swords in battle with little more than the intention of cutting their foes to pieces. They are intelligent opponents and will use tactics during battle, often sending several of their number against a foe's front, while the others move into position to flank their

adversaries. Black skeletons are smart enough to know when the battle is lost and withdraw from combat, though rarely. Most simply fight to the death, driven by some unseen hatred for the living.

Frightful Presence (Ex): The mere presence of a black skeleton is unsettling to foes, especially when the skeleton shrieks. Creatures within 60 feet and with less HD than the black skeleton that hear it must succeed on a DC 15 Will save or become panicked for 4d6 rounds. Creatures that successfully save are immune to the frightful presence of the same black skeleton for one day. The save DC is Charisma-based.

Strength Damage (Su): Good-aligned creatures hit by a black skeleton (either by a weapon or natural attack) must succeed on a DC 15 Fortitude save or take 1d3 points of Strength damage. The save DC is Charisma-based. This effect is a function of the black skeleton itself, not its short swords.

Feats: Because of the black skeleton's magical nature, its Two-Weapon Fighting feat allows it to attack with both weapons at no penalty.

SLAUGHTERFORD

Medium Aberration

Hit Dice:	10d8+30 (75 hp)
Initiative:	+8
Speed:	40 ft. (8 squares)
Armor Class:	20 (+4 Dex, +6 natural), touch 14, flat-footed 16
Base Attack/Grapple:	+7/+10
Attack:	Arm blade +11 melee (1d8+3, 19-20/x3)
Full Attack:	2 arm blades +11 melee (1d8+3, 19-20/x3)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Augmented critical, flurry of blows, rend armor
Special Qualities:	Darkvision 60 ft., SR 19
Saves:	Fort +6, Ref +7, Will +8
Abilities:	Str 16, Dex 18, Con 17, Int 11, Wis 12, Cha 13
Skills:	Balance +7, Hide +7, Jump +11, Listen +4, Move Silently +7, Spot +4, Tumble +7
Feats:	Dodge, Improved Initiative, Mobility, Weapon Finesse
Environment:	Underground
Organization:	Solitary or gang (2-5)
Challenge Rating:	8
Treasure:	Standard
Alignment:	Always neutral evil
Advancement:	11-30 HD (Medium)
Level Adjustment:	—

This strong, wiry creature looks inhumanly slender and weak, with four long, bony arms. Its primary arms end in long, sharp blades.

Slaughterfords were bred from unknown humanoid stock by long-forgotten wizards in ages past. They typically dwell underground in burrows or caves and only venture to the surface world at night. They are not harmed by sunlight, but do not like it.

Their secondary arms, immediately below the first, are much weaker and are only used for simple manipulation, never for combat. When the slaughterford is engaged in combat, it keeps its secondary arms folded against its belly.

Slaughterfords move with an odd grace, capable of inhuman feats of agility and flexibility. Their faces are twisted mockeries of human expression, bearing reddish eyes, large noses, and perpetual sneers of evil and rage. They are completely hairless.



Slaughterfords can communicate amongst themselves in their strange tongue. Some can understand Common, but none can speak it.

Combat

A slaughterford strikes with its arm blades. In melee it relentlessly slashes and stabs until either it or its opponent is dead. It can use both of its arm blades with equal proficiency. Heavily armored opponents are subjected to its armor rending ability before being slashed and stabbed. A group of slaughterfords work in concert to slay their foes. If faced with overwhelming odds, the slaughterford attempts to flee.

Augmented Critical (Ex): A slaughterford threatens a critical hit on a roll of 19–20 with its arm blades. A successful critical hit deals triple damage.

Flurry of Blows (Ex): Similar to a monk, a slaughterford can make a flurry of blows attack at the expense of accuracy. It can make one extra attack per round as a full attack action, but each attack receives a –2 penalty.

Rend Armor (Ex): If a slaughterford hits with both arm blades, it pulls apart any armor worn by its foe. This attack deals 2d8+6 points of damage to the opponent's armor. Creatures not wearing armor are unaffected by this special attack. Armor reduced to 0 hit points is destroyed. Damaged armor may be repaired with a successful Craft (armorsmithing) check.

SLEEPING WILLOW

Huge Plant

Hit Dice:	11d8+44 (93 hp)
Initiative:	-1
Speed:	10 ft. (2 squares)
Armor Class:	23 (-2 size, -1 Dex, +16 natural), touch 7, flat-footed 23
Base Attack/Grapple:	+8/+24
Attack:	Slam +15 melee (2d6+8, 19–20/x2)
Full Attack:	4 slams +15 melee (2d6+8, 19–20/x2)
Space/Reach:	15 ft./15 ft.
Special Attacks:	Constitution drain, improved grab, sleep spores
Special Qualities:	Low-light vision, plant traits, tremor sense 60 ft., vulnerability to fire
Saves:	Fort +12, Ref +2, Will +4
Abilities:	Str 26, Dex 8, Con 18, Int 6, Wis 12, Cha 10
Skills:	Hide -9*, Listen +10, Spot +10
Feats:	Alertness, Improved Critical (slam), Power Attack, Weapon Focus (slam)
Environment:	Temperate forests
Organization:	Solitary or grove (2–5)
Challenge Rating:	10
Treasure:	Standard
Alignment:	Always neutral evil
Advancement:	12–29 HD (Huge); 30–33 HD (Gargantuan)
Level Adjustment:	—

This monster resembles a tall willow tree with a dark brown trunk and long, drooping, graceful twigs. It is crowned with leaves of greenish-brown.

Sleeping willows are slow-moving, carnivorous plant creatures with evil dispositions. Most sleeping willows make their home among groves or areas of normal willow trees where they can use their natural appearance to their advantage. Though capable of movement, the sleeping willow only moves at night, so as not to be detected or seen. Once a hunting area becomes depopulated or scarce, the sleeping willow moves on to better hunting grounds where it takes root and repeats the above cycle of waiting, hunting, and moving on to a new location. Sleeping willows do not collect treasure but the treasure from their past victims is often scattered about the base of the tree. Sleeping willows do not mind this, for they know that greedy treasure-

seekers will be lured in by this and it makes catching a meal that much easier.

A sleeping willow appears as a normal willow tree (and is often mistaken for such) standing 15 or more feet tall. Some species have been rumored to reach heights in excess of 30 feet. Its trunk is 2 feet or more in diameter and dark brown in color.

Combat

A sleeping willow prefers to attack from ambush when potential prey wanders too close to it. Once prey is in range, the sleeping willow releases its spores and then attacks with its branches, grabbing its prey in its vise-like grip. Grappled creatures are drained of their body fluids and absorbed by the tree.



A grove of sleeping willows act in concert against multiple opponents, aiding one another when necessary until the opponents are slain or flee.

Constitution Drain (Su): A creature grabbed by a sleeping willow must succeed on a DC 19 Fortitude save or permanently lose 2 points of Constitution each round the hold is maintained. The sleeping willow heals 5 points of damage whenever it drains Constitution, gaining any excess as temporary hit points. The save DC is Constitution-based.

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

sleeping willow wins the grapple check, it establishes a hold and drains Constitution and deals slam damage each round.

Sleep Spores (Ex): As a standard action, a sleeping willow can eject a cloud of yellowish pollen from its body in a 30-foot spread. Affected creatures must succeed on a DC 19 Will save or fall asleep for 10 minutes. There is no HD limit for this sleep effect. The save DC is Constitution-based.

Tremorsense (Ex): A sleeping willow can automatically sense the location of anything within 60 feet that is in contact with the same vegetation it is (including the ground).

Skills: *Sleeping willows have a +16 racial bonus on Hide checks in forested areas.

SLIME MOLD

Large Ooze	
Hit Dice:	4d10+20 (42 hp)
Initiative:	-1
Speed:	20 ft. (4 squares)
Armor Class:	8 (-1 size, -1 Dex), touch 8, flat-footed 8
Base Attack/Grapple:	+3/+8
Attack:	Slam +3 melee (1d8+1 plus fungal rot)
Full Attack:	Slam +3 melee (1d8+1 plus fungal rot)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Engulf, fungal rot
Special Qualities:	Blindsight 60 ft., camouflage, immunity to fire, ooze traits
Saves:	Fort +6, Ref +0, Will -4
Abilities:	Str 13, Dex 8, Con 21, Int —, Wis 1, Cha 1
Skills:	—
Feats:	—
Environment:	Temperate forests
Organization:	Solitary
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral
Advancement:	5-9 HD (Large); 10-12 HD (Huge)
Level Adjustment:	—

This creature looks like a sentient, undulating mass of plant matter, rife with mushrooms, molds, and other funguses.

Slime molds are found in forests, swamps, and underground; any place natural fungi and mold grows. It gains nutrients from the existing funguses around it, but prefers a diet of warm blood. Therefore, it simply waits for some in-trepid adventurer to wander close to it.

Something in the creature's protoplasmic substance causes mushrooms, molds, mosses, and other fungal plants to take root and grow on its surface in a symbiotic relationship.

Combat

A slime mold attacks from surprise anytime it senses a living creature within 10 feet of it. It lashes out with a pseudopod and then attempts to wrap its body around the victim. The slime mold relies on its natural ability to appear as a patch of mushrooms to foil potential prey.

Fungal Rot (Ex): Slime molds inflict an opponent with fungal rot if they hit with a slam attack. Fungal rot causes a

darkening of the skin and small patches of fungus and mold to sprout at random locations on the victim's body.

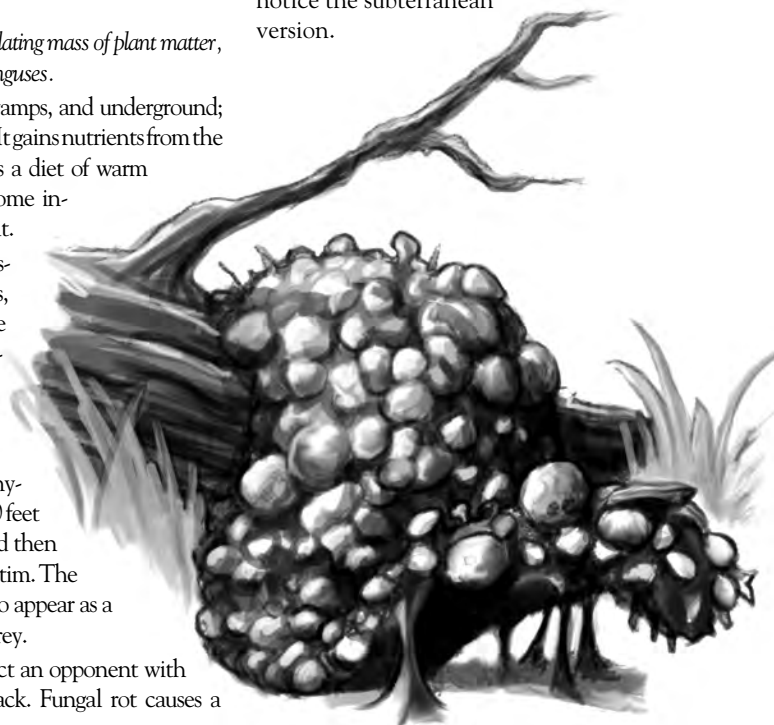
Fungal Rot—slam, Fortitude DC 17, incubation period 1 day, damage 1d3 Con and 1d3 Str. The save DC is Constitution-based.

Engulf (Ex): A slime mold can wrap a creature of up to one size smaller in its body as a standard action. The slime mold attempts a grapple that does not provoke an attack of opportunity. If it wins the grapple check, it establishes a hold and deals slam damage each round the hold is maintained.

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

Blindsight (Ex): A slime mold's entire body is a primitive sensory organ that allows it to ascertain prey by scent and vibration within 60 feet.

Camouflage (Ex): A slime mold looks like a normal patch of fungus when at rest. It takes a DC 20 Spot check to notice it before it attacks. Anyone with ranks in Survival or Knowledge (nature) can use one of those skills instead of Spot to notice the ooze. Dwarves can use stonecunning to notice the subterranean version.



SLORATH

Gargantuan Magical Beast (Cold)

Hit Dice:	20d10+140 (250 hp)
Initiative:	+7
Speed:	30 ft. (6 squares), burrow 10 ft.
Armor Class:	25 (-4 size, +3 Dex, +16 natural), touch 9, flat-footed 22
Base Attack/Grapple:	+20/+42
Attack:	Bite +26 melee (2d8+15)
Full Attack:	Bite +26 melee (2d8+15)
Space/Reach:	30 ft. (coiled)/15 ft.
Special Attacks:	Paralyzing gaze, spell-like abilities
Special Qualities:	Cold subtype, darkvision 60 ft., SR 32
Saves:	Fort +19, Ref +17, Will +10
Abilities:	Str 31, Dex 17, Con 24, Int 14, Wis 14, Cha 14
Skills:	Concentration+27, Hide+3*, Listen+24, Search+22, Spot +24
Feats:	Alertness, Gaze to Ray, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Quicken Spell-Like Ability
Environment:	Cold hills and mountains
Organization:	Solitary
Challenge Rating:	18
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	21-40 HD (Gargantuan); 41-60 HD (Colossal)
Level Adjustment:	—

This creature looks like a massive viper with glossy–white scales and a blue–white underbelly. Its mouth lacks a viper’s fangs, but is lined with sharpened teeth. It has a long, slender and icy blue flickering tongue. Its eyes are greenish–blue with vertical–slit pupils.

The great sloraths are found only in the coldest and most desolate regions, though close enough to civilization to hunt and stage raids against humanoid settlements. Highly intelligent and aware, the slorath is a fierce predator that defends its hunting ground with precision tactics and power. Small villages within a slorath’s territory sometimes strike deals with these creatures; offering sacrifices in return for the protection the slorath can offer.

Slorath are generally nocturnal carnivores, existing on a diet of white dragons, polar bears, frost men (see the *Tome of Horrors*), and barbegazi (see the entry in this book). They are particularly fond of white dragon meat and often go out of their way to hunt such creatures. Frost giants often strike deals with sloraths so it is not uncommon for the two to be encountered together working toward a common goal.

Sloraths average about 40 feet long, though adventurers have reported seeing one such creature well over 100 feet long. As a slorath ages, its scales become darker, changing from glossy–white to dull white.

Slorath lairs are either enormous tunnels deep under the ice and snow or abandoned white dragon lairs. Encounters are almost always with a solitary creature. In rare instances young sloraths or eggs might be found in a lair. Young slorath resemble their parent in all respects. Slorath eggs are stark white in color.

Slorath speak Draconic, Giant, and Common.



Combat

A slorath usually begins an encounter by hiding under the snow waiting for prey to wander by, or by lying unmoving on the snow itself where its coloration offers it camouflage against the white background. When prey moves within range, the slorath attacks, using its bite and gaze attacks. Those attempting to avoid its gaze witness the slorath project its gaze as a ray of blue energy (using the Gaze to Ray feat).

Continued aggression against a slorath results in it unleashing a *cone of cold* or *ice storm* on its foes. If faced with particularly powerful foes, it uses its *ice storm* and *glacial storm* special abilities. A slorath does not fight to the death (unless defending its young) and flees if combat goes against it.

Paralyzing Gaze (Su): The eyes of a slorath paralyze any creature that meets its gaze. Paralysis lasts 1d6+4 rounds; a DC 22 Fortitude save negates the paralysis. The save DC is Charisma–based.

Using its Gaze to Ray feat, a slorath can release a ray of paralysis to a range of 30 feet. This requires a ranged touch attack (+19 ranged touch). If successful, the creature struck must succeed on a DC 22 Fortitude save or be paralyzed (as above). After using its gaze attack in this manner, a slorath cannot use its paralyzing gaze for 1d4 rounds and it is disoriented during this time (–2 penalty on attack rolls, saves, skill checks, and ability checks).

Spell-Like Abilities: 3/day—*cone of cold* (DC 17), *ice storm*, *Otluke’s freezing sphere* (DC 18 half); 1/day—*glacial storm* (as *meteor storm*, but deals cold damage) (DC 21 half). Caster level 12th. The save DCs are Charisma–based.

Skills: *A slorath has a +10 racial bonus on Hide checks in its native environment.

SLOTH VIPER

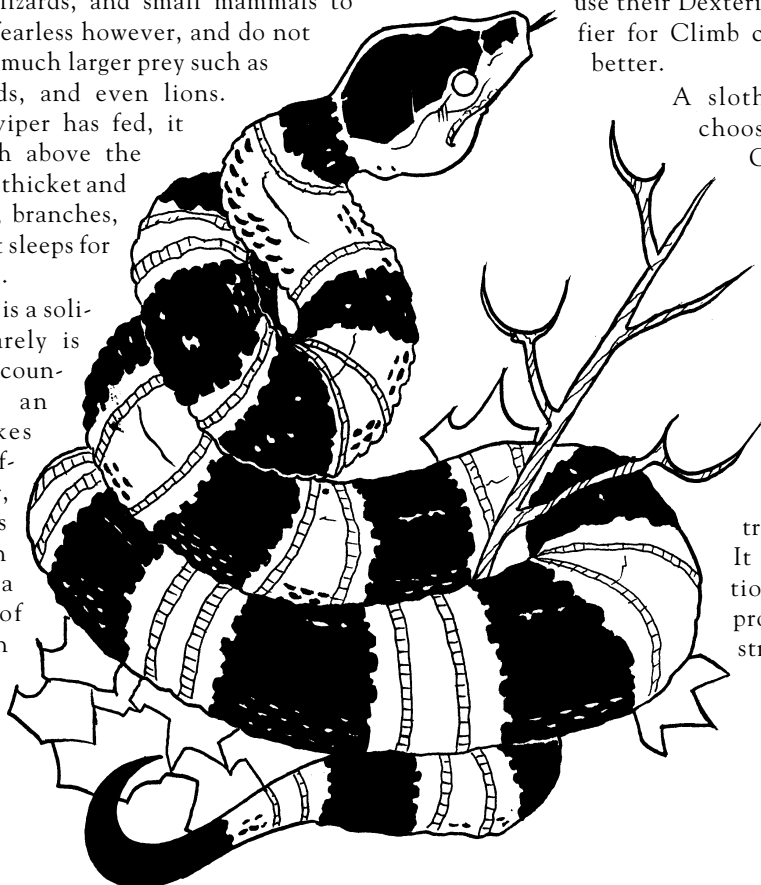
Large Magical Beast

Hit Dice:	5d10 (27 hp)
Initiative:	+8
Speed:	30 ft. (6 squares), climb 30 ft., swim 30 ft.
Armor Class:	17 (-1 size, +4 Dex, +4 natural), touch 13, flat-footed 13
Base Attack/Grapple:	+5/+10
Attack:	Bite +8 melee (1d4+1 plus poison)
Full Attack:	Bite +8 melee (1d4+1 plus poison)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Poison
Special Qualities:	Darkvision 60 ft., low-light vision, quickness
Saves:	Fort +4, Ref +8, Will +2
Abilities:	Str 12, Dex 19, Con 11, Int 2, Wis 12, Cha 2
Skills:	Balance +12, Climb +12, Hide +4, Listen +7, Spot +7, Swim +9
Feats:	Alertness, Improved Initiative (b), Weapon Finesse
Terrain:	Temperate and warm forests and marshes
Organization:	Solitary or pair
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral
Advancement:	6-10 HD (Large); 11-15 HD (Huge)
Level Adjustment:	—

This emerald-colored snake has bands of gold and black ringing its body. Its tail is black-tipped and its eyes are amber.

The sloth viper is a lightning-quick predator most often found in dense, thick jungles or overgrown swamplands. They subsist on a diet of small animals, preferring birds, lizards, and small mammals to others. They are fearless however, and do not hesitate to attack much larger prey such as cheetahs, leopards, and even lions. Once the sloth viper has fed, it often recoils high above the ground, under the thicket and blanket of leaves, branches, and limbs where it sleeps for the next 1d6 days.

The sloth viper is a solitary predator; rarely is more than one encountered. If such an encounter takes place, they are often a mated pair, with a nest of eggs nearby. A sloth viper's lair is a dense thicket of natural underbrush



and trees. A typical nest contains 1d4 emerald colored eggs.

The typical sloth viper is 9–10 feet long, though they can grow to a length of 20 or more feet.

Sloth vipers are hunted by some humanoids for their scales and poison (which is rumored to be valued by spellcasters for its properties).

Combat

Sloth vipers are ambush hunters and wait patiently among the limbs and branches of trees for potential prey to pass underneath it. When unsuspecting prey is in range, the viper either drops on it from above, or snaps down quickly with its vicious bite, recoiling back into the trees afterwards.

Poison (Ex): The bite of a sloth viper injects its victim with a deadly poison. The save DC is Constitution-based and includes a +2 racial bonus.

Sloth Viper Poison: Injury, Fortitude save DC 14 negates, initial damage slows victim for 1 minute (as the *slow* spell, caster level 7th), no secondary damage.

Quickness (Ex): A sloth viper is inherently quick and can take an extra standard action or move action during its turn each round.

Skills: Sloth vipers have a +4 racial bonus on Hide, Listen, and Spot checks and a +8 racial bonus on Balance and Climb checks. They use their Dexterity or Strength modifier for Climb checks, whichever is better.

A sloth viper can always choose to take 10 on a Climb check, even if rushed or threatened.

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

STYGIAN LEVIATHAN

Colossal Magical Beast (Aquatic, Extraplanar)

Hit Dice:	36d10+324 (522 hp)
Initiative:	+5
Speed:	Swim 60 ft. (12 squares)
Armor Class:	28 (-8 size, +1 Dex, +25 natural); touch 3, flat-footed 27
Base Attack/Grapple:	+36/+64
Attack:	Bite +45 melee (4d6+24, 19-20/x2)
Full Attack:	Bite +45 melee (4d6+24, 19-20/x2)
Space/Reach:	70 ft./15 ft.
Special Attacks:	Capsize, improved grab, stygian poisoning, swallow whole
Special Qualities:	Blindsight
Saves:	Fort +31, Ref +23, Will +16
Abilities:	Str 43, Dex 13, Con 28, Int 4, Wis 14, Cha 6
Skills:	Listen +18, Spot +18, Swim +43
Feats:	Alertness, Cleave, Great Cleave, Diehard, Endurance, Great Fortitude, Improved Critical (bite), Improved Initiative, Improved Overrun, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (bite)
Environment:	River Styx
Organization:	Solitary
Challenge Rating:	21
Treasure:	None
Alignment:	Always neutral
Advancement:	37+ HD (Colossal)
Level Adjustment:	—

This gigantic creature looks like a dark gray whale with a yellowish-white underbelly. Its dorsal fin is sharply curved and short, mottled white and silver on the edges. Its enormous mouth is lined with white, ivory teeth.

The stygian leviathan is the largest known creature swimming the River Styx. Very few inhabitants bother this monster and it has no known natural enemies.

It spends its time swimming throughout the Styx, gulping massive quantities of Stygian plants and aquatic life (such as fiendish octopi and fiendish krakens). Occasionally, it slips through a portal that leads to other planes—most often these portals carry it to the Material Plane. On the Material Plane, the stygian leviathan doesn't deviate from its course—it simply swims about devouring whatever happens to get in its way. Some, on the other hand, actively hunt aquatic animals, preferring their flesh to the other more mundane food these monsters usually consume.

These beasts are solitary creatures and no more than a single leviathan has ever been encountered at one time (thankfully). Mating and reproduction cycles and methods are unknown and have never been documented.

These monsters are hunted by demons and devils for their flesh, which is used for food. Also, the teeth of dead stygian leviathans are sometimes taken and fashioned into weapons of war.

Stygian leviathans cannot speak, but it is believed they do understand Common.

Combat

A stygian leviathan attacks by simply swimming over its foes, opening its mouth, and swallowing them (and perhaps their ship if such a vessel is involved). Swallowed foes are drowned and digested.

Capsize (Ex): A submerged stygian leviathan that surfaces under a boat or ship less than 20 feet long capsizes the vessel 100% of the time. It has a 75% chance to capsize a vessel from 20 to 60 feet long and a 50% chance to capsize a vessel over 60 feet long.

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

Stygian Poisoning (Ex): The stygian leviathan's stomach contains large quantities of



water from the River Styx. A swallowed creature must succeed on a DC 20 Fortitude save each round it remains in the monster's stomach or be affected as by a *feblemind* spell.

Swallow Whole (Ex): A stygian leviathan can try to swallow a grabbed opponent that is at least one size category smaller than itself by making a successful grapple check. A stygian leviathan that swallows an opponent can use its Cleave feat to bite and grab another opponent.

Once inside, a swallowed opponent takes 4d6+24 points of bludgeoning damage plus 8 points of acid damage per round from the leviathan's stomach. Additionally, a swallowed foe is subjected to the stygian leviathan's stygian poisoning attack (see above). A swallowed opponent must succeed at a Swim check (DC 15) every round. On a failed check, the swallowed creature slips underwater.

A swallowed creature can try to cut its way out using claws or a light piercing or slashing weapon to deal at least 25 points of damage to the stomach (AC 22). Once the creature exits, muscular action closes the hole; another swallowed creature must cut its own way out.

A stygian leviathan's stomach can hold 2 Huge, 8 Large, 32 Medium, 128 Small, or 512 Tiny or smaller creatures.

Skills: Stygian leviathans have a +4 racial bonus on Spot and Listen checks. These bonuses are lost if Blindsight is negated.

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

SWARM, GRIG

Tiny Fey (Swarm)	
Hit Dice:	9d6+9 (40 hp)
Initiative:	+4
Speed:	20 ft. (4 squares), fly 40 ft. (poor)
Armor Class:	16 (+2 size, +4 Dex), touch 16, flat-footed 12
Base Attack/Grapple:	+4/—
Attack:	Swarm (2d6)
Full Attack:	Swarm (2d6)
Space/Reach:	10 ft./0 ft.
Special Attacks:	Spell-like abilities, fiddle
Special Qualities:	Damage reduction 5/cold iron, half damage from slashing and piercing, low-light vision, SR 17, swarm traits
Saves:	Fort +6, Ref +10, Will +7
Abilities:	Str 5, Dex 18, Con 13, Int 10, Wis 13, Cha 14
Skills:	Craft (any one) +9, Escape Artist +13, Hide +13, Jump +9, Listen +10, Move Silently +13*, Perform (string instruments) +11, Search +5, Spot +10
Feats:	Dodge, Great Fortitude, Mobility, Weapon Finesse
Environment:	Temperate forests
Organization:	Solitary, tangle (2-4 swarms), or cyclone (5-10 swarms)
Challenge Rating:	6
Treasure:	None
Alignment:	Always neutral good
Advancement:	—
Level Adjustment:	—

A grig swarm is a large mass of flying grigs (see the MM). Normally grigs don't gather into groups larger than 80 or so creatures. But sometimes when several tribes come together, they join as a grig swarm.

The individual grigs that make up the swarm have light blue skin, forest-green hair, and brown hairy legs, and usually wear tunics or brightly colored vests with buttons made from tiny gems. A grig stands 1-1/2 feet tall and weighs about 1 pound.

Grigs speak Sylvan. Some also speak Common.

Combat

A grig swarm normally attacks by surrounding and enveloping its opponents. Before closing to me-

lee range, a swarm uses its *entangle* ability to bind its foes. If facing destruction, a swarm often turns *invisible* and flees.

Distraction (Ex): Any living creature that begins its turn with a grig swarm in its space must succeed on a DC 12 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Spell-Like Abilities: 3/day—*disguise self*, *entangle* (DC 13), *invisibility* (self only), *pyrotechnics* (DC 14), *ventriloquism* (DC 13). Caster level 9th. The save DCs are Charisma-based.



Fiddle (Su): The grigs that make up a grig swarm carry tiny, grig-sized fiddles. When the fiddlers play, any non-sprite within 30 feet of the instruments must make a successful Will save (DC 16) or be affected as though by *Ott's irresistible dance* for as

long as the playing continues. The save DC is Charisma-based.

Skills: Grig swarms have a +8 racial bonus on Jump checks. *They also have a +5 racial bonus on Move Silently checks in a forest setting.

SWARM, PIRANHA

Diminutive Animal (Swarm)

Hit Dice:	3d8+3 (16 hp)
Initiative:	+2
Speed:	Swim 40 ft. (8 squares)
Armor Class:	16 (+4 size, +2 Dex), touch 16, flat-footed 14
Base Attack/Grapple:	+2/—
Attack:	Swarm (1d6)
Full Attack:	Swarm (1d6)
Space/Reach:	10 ft./0 ft.
Special Attacks:	Distraction, killing frenzy
Special Qualities:	Immune to weapon damage, keen scent, low-light vision, swarm traits
Saves:	Fort +4, Ref +5, Will +2
Abilities:	Str 4, Dex 15, Con 12, Int 2, Wis 13, Cha 2
Skills:	Listen +3, Spot +3, Swim +7
Feats:	Alertness, Endurance
Environment:	Warm aquatic
Organization:	Solitary, pack (2-4 swarms), or school (6-11 swarms)
Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral
Advancement:	—
Level Adjustment:	—

Piranhas are deadly carnivores found only in warm waters, such as seas, lakes, rivers, and streams. They are highly aggressive and attack any living creature encountered or detected in the water.

A piranha swarm's diet consists mainly of other fish, though mammals, birds, and amphibians caught in the water serve as a fine meal too.

Piranhas are small, 8 to 12-inch long black or silvery-black fish with large bulging eyes and a tiny mouth lined with razor-sharp teeth. They are generally black or silver with a red underbelly or mottled red spots on their scales. Eye color is usually gray or silver.

Piranhas are related to both quippers and giant caribes (see the *Tome of Horrors* for details on both of these creatures).

Combat

Piranha swarms hunt during the day and are usually dormant at night. Some species are ambush hunters and hide in a single clump of seaweed or coral, shooting out to attack prey when it moves nearby. They attack using their razor sharp teeth, biting and gnashing their prey. Once blood is spilled, the piranha swarm enters a killing frenzy.

Distraction (Ex): Any living creature that begins its turn with a piranha swarm in its space must succeed on a DC 12

Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Killing Frenzy (Ex): A piranha swarm that detects blood in the water enters a frenzied state the following round, along with all other piranha swarms within a 100-foot radius. Frenzied piranha swarms bite until they or their opponents are dead. A frenzied piranha swarm gains a +2 attack bonus and -2 AC for 1 minute. The swarm cannot end the killing frenzy voluntarily.

Keen Scent (Ex): A piranha swarm can notice creatures by scent in a 60-foot radius and detect blood in the water at ranges of up to 100 feet.

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



SWARM, POISONOUS FROG

Diminutive Animal (Swarm)	
Hit Dice:	4d8 (19 hp)
Initiative:	+1
Speed:	10 ft. (2 squares)
Armor Class:	15 (+4 size, +1 Dex), touch 15, flat-footed 14
Base Attack/Grapple:	+3/—
Attack:	Swarm (1d6 plus poison)
Full Attack:	Swarm (1d6 plus poison)
Space/Reach:	10 ft./0 ft.
Special Attacks:	Distraction, poison
Special Qualities:	Immune to weapon damage, low-light vision, scent, swarm traits
Saves:	Fort +4, Ref +5, Will +2
Abilities:	Str 4, Dex 12, Con 11, Int 2, Wis 12, Cha 4
Skills:	Hide +20, Spot +4
Feats:	Alertness, Weapon Finesse
Environment:	Temperate and warm forests and swamps
Organization:	Solitary, pack (2-4 swarms), or colony (7-12 swarms)
Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral
Advancement:	—
Level Adjustment:	—

Poisonous frog swarms are composed of small, fierce, poisonous frogs (see the **Tome of Horrors** for details on the poisonous frog). The swarm moves collectively, hopping or jumping toward their prey.

Single poisonous frogs mate during the second half of the year. The male attracts a female through a series of unique mating calls consisting of strange guttural sounds. When a female answers the call, she lays a clutch of 1d6 eggs in a damp, dark area covered with leaves. The male fertilizes the eggs and protects them during their incubation period. Two weeks later the eggs hatch and the male carries the tadpoles to the water on its back. Tadpoles reach maturity in two to three months.

A single poisonous frog is a small dark green frog with black bands or stripes on its hind legs. These stripes function as a warning to predators that the frog is poisonous. The skin of a poisonous frog is very smooth to the touch. The middle digit on each of its extremities is slightly shorter than the others.

Combat

Poisonous frog swarms attack by engulfing their prey and subjecting it to the frog's deadly poison. Creatures that begin their turn in a poisonous frog's space suffer swarm and poison damage.

Distraction (Ex): Any living creature that begins its turn with a poisonous frog swarm in its space must succeed on a DC 12 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Poison (Ex): A poisonous frog swarm delivers its poison with a successful swarm attack. The save is Constitution-based.

Poisonous Frog Swarm Venom: Injury, Fortitude DC 12 negates, initial and secondary damage 1d6 Strength.

Skills: Because of their coloration, a poisonous frog swarm has a +4 racial bonus on Hide checks.



SWARM, VELVET ANT

Diminutive Vermin (Swarm)	
Hit Dice:	5d8 (22 hp)
Initiative:	+3
Speed:	30 ft. (6 squares), climb 20 ft.
Armor Class:	17 (+4 size, +3 Dex); touch 17, flat-footed 14
Base Attack/Grapple:	+3/—
Attack:	Swarm (1d6 plus poison)
Full Attack:	Swarm (1d6 plus poison)
Space/Reach:	10 ft./0 ft.
Special Attacks:	Distraction, poison
Special Qualities:	Darkvision 60 ft., immune to weapon damage, swarm traits, vermin traits
Saves:	Fort +5, Ref +4, Will +1
Abilities:	Str 1, Dex 16, Con 13, Int —, Wis 11, Cha 4
Skills:	Climb +11
Environment:	Warm forests and plains
Organization:	Solitary, pack (2-4 swarms), or cluster (6-11 swarms)
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral
Advancement:	—
Level Adjustment:	—

Velvet ants are not really ants at all but a form of wasp. The females are wingless while the males have wings. Velvet ants have a bright red abdomen and thorax and a black head and black legs. Its thorax and abdomen are covered with short, coarse, red hairs. Typical adults reach a length of 1 inch.

Velvet ants feed on the nectar of flowers, though on some occasions, the adults have been known to feed on other wasps and bees, particularly bumblebees or honey bees. Other

such insects are generally left alone.

Velvet ants typically make their lair in bee hives or nests they have taken over. Generally an assault is short and quick, with the velvet ants swarming the bees and quickly gaining the upper hand, slaying all bees in a single nest. Slain bees are kept as food for the velvet ant larvae.

Combat

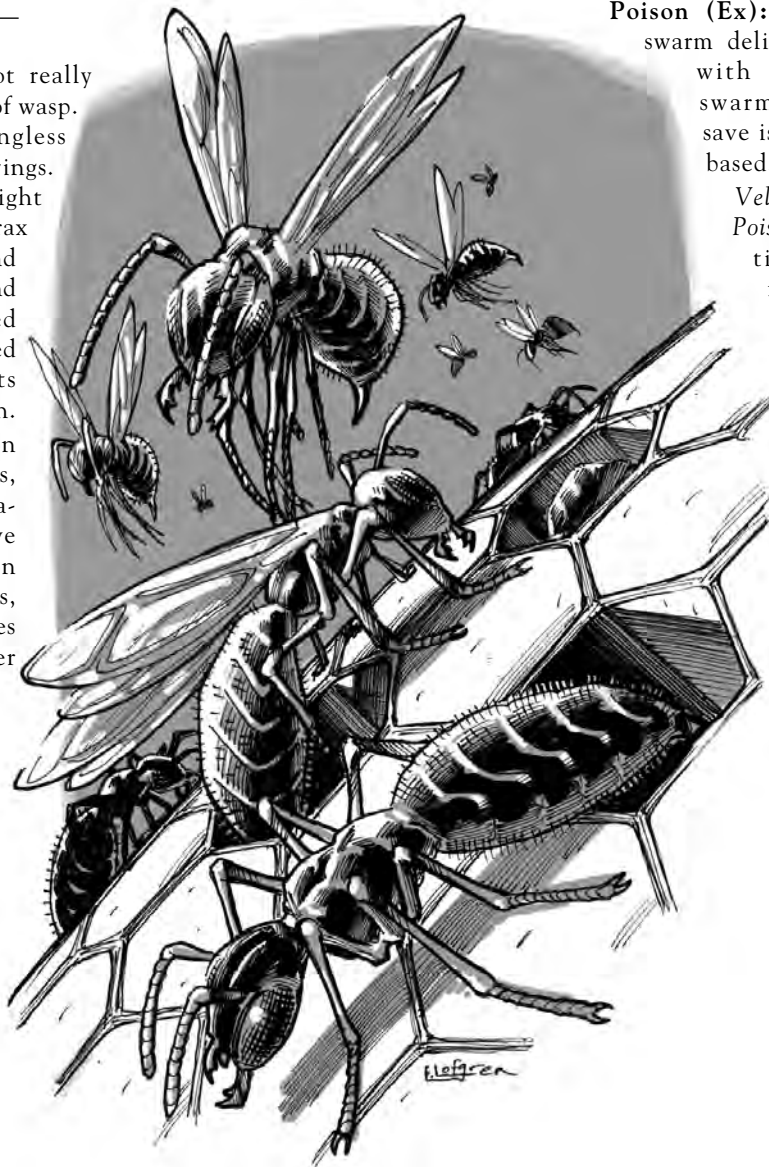
Velvet ants are generally inoffensive. Most encounters are with a swarm moving from one location to another, and most attacks happen when a careless individual wanders into the swarm. Male velvet ants are completely harmless. Females compose any swarm encountered and they attack with a painful sting.

Distraction (Ex): A living creature that begins its turn with a velvet ant swarm in its space must succeed on a DC 13 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Poison (Ex): A velvet ant swarm delivers its poison with a successful swarm attack. The save is Constitution-based.

Velvet Ant Swarm Poison: Injury, Fortitude DC 13 negates, initial and secondary damage 1d6 Dexterity.

Skills: A velvet ant swarm can always take 10 on a Climb check, even if rushed or threatened.



SWARM, WARDEN JACK

Fine Construct (Swarm)

Hit Dice:	5d10 (27 hp)
Initiative:	+2
Speed:	40 ft. (8 squares)
Armor Class:	21 (+8 size, +2 Dex, +1 natural), touch 20, flat-footed 18
Base Attack/Grapple:	+3/—
Attack:	Swarm (1d6 plus topple or wounding)
Full Attack:	Swarm (1d6 plus topple or wounding)
Space/Reach:	10 ft./0 ft.
Special Attacks:	Distraction, topple, wounding
Spikes, topple	
Special Qualities:	Construct traits, immune to weapon damage, swarm traits, tremorsense 30 ft.
Saves:	Fort +1, Ref +3, Will +1
Abilities:	Str 4, Dex 14, Con —, Int —, Wis 11, Cha 1
Skills:	—
Feats:	—
Environment:	Any
Organization:	Solitary, spill (2-5 swarms), or disaster (6-11)
Challenge Rating:	4
Treasure:	None
Alignment:	Always neutral
Advancement:	—
Level Adjustment:	—

Warden jacks are miniscule metal objects in the shape of a ball covered in sharp spikes. These things are able to move on their own by retracting their spikes, and rolling along the ground. They are commonly used as guardians by wizards and nobles who fear the intrusion of thieves. Warden jacks never attack their creator and can be programmed to avoid specific individuals or types of individuals, or to attack only specific types of individuals, or attack only under specific conditions as specified by the creator.

These constructs are capable of guarding an entire floor or area, but are unable to climb up stairs and are stopped by closed doors or other impassable objects that they cannot fit through. They can, however, fall down stairs or navigate even the steepest of slopes.

Warden jacks resemble caltrops somewhat, and typically range from 1–3 inches in diameter.

Combat

Warden jack swarms have two modes of attack: as moving caltrops, or as rolling marbles. They set themselves up for combat by rolling into the path of their opponents and extending their spikes. Once combat begins, most of them roll around continually, extending their spikes and attempting to wound an opponent. Some remain in spheroid form in order to get under the feet of a foe and bring it to

the ground. Extending or retracting spikes is a free action for the warden jack swarm.

Distraction (Ex): Any living creature that begins its turn with a warden jack in its space must succeed on a DC 12 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Topple (Ex): Any living creature damaged by a warden jack swarm when its spikes are retracted must make a successful Reflex save (DC 12) or fall prone. The save DC is Constitution-based.

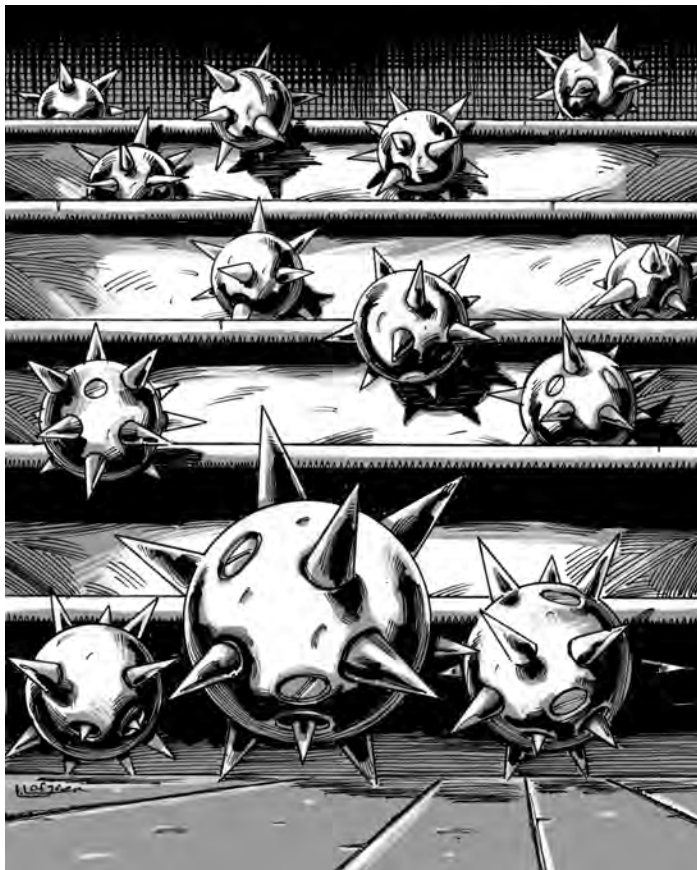
Wounding (Ex): Any living creature hit by a warden jack swarm when its spikes are extended must succeed on a DC 12 Fortitude save or take 1 point of Constitution damage. The save DC is Constitution-based.

Tremorsense (Ex): A warden jack can automatically sense the location of anything within 30 feet that is in contact with the ground.

Construction

Individual warden jacks are formed from hardened steel and molded into their spherical shape. The steel used must be of high quality and cost at least 1,000 gp. Assembling the bodies requires a successful Craft (blacksmithing or sculpting) check (DC 15).

Caster level 8th; Craft Construct (see the MM), *animate object, guards and wards*, caster must be at least 8th level; Price 7,000 gp; Cost 4,500 gp + 240 XP.



TANGTAL (DUPLI-CAT)

Medium Magical Beast

Hit Dice:	3d10+6 (22 hp)
Initiative:	+4
Speed:	40 ft. (8 squares)
Armor Class:	17 (+4 Dex, +3 natural), touch 14, flat-footed 13
Base Attack/Grapple:	+3/+6
Attack:	Bite +7 melee (1d6+3)
Full Attack:	Bite +7 melee (1d6+3) and 2 claws +2 melee (1d4+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Darkvision 60 ft., duplicate, low-light vision, scent
Saves:	Fort +5, Ref +7, Will +2
Abilities:	Str 16, Dex 19, Con 15, Int 12, Wis 12, Cha 10
Skills:	Hide +10, Listen +7, Move Silently +8, Spot +7
Feats:	Alertness, Weapon Finesse
Environment:	Temperate forests and plains
Organization:	Solitary
Challenge Rating:	3
Treasure:	Standard
Alignment:	Always neutral (evil tendencies)
Advancement:	4-6 HD (Medium); 7-9 HD (Large)
Level Adjustment:	—

Tangtals are carnivores and prefer to dine on small animals such as rats, moles, squirrels, and so on. In such instances when food is scarce, it is not unheard of for a tangtal to sneak into a civilized area and carry off or kill chickens, hens, dogs, cats, and even small children.

A tangtal is about 7 feet long from nose to tail and weighs about 350 to 400 pounds.

Tangtals speak Common and at least one other language (usually Sylvan).

Combat

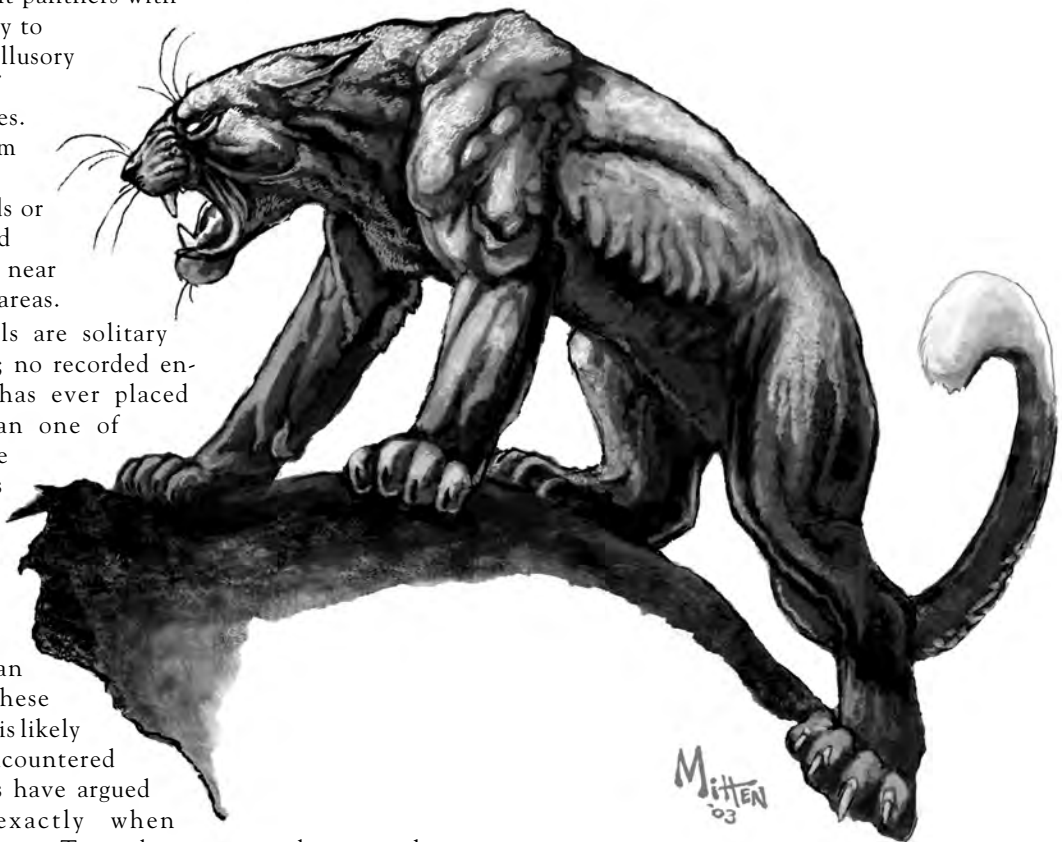
Tangtals wait for prey to come within range before leaping to attack with their wicked bite and sharpened claws. They use their duplicate ability as a defense mechanism against larger or stronger foes, or when they're outnumbered. Tangtals are smart enough to know when the day is lost, and if combat goes against them, they flee.

Duplicate (Sp): As a standard action, a tangtal can create an effect similar to a *mirror image* spell (caster level 12th). This allows the tangtal to create up to eight images of it. The images can move up to 30 feet away from the tangtal, but each must be within 10 feet of another image. The tangtal can use this ability once per day and it otherwise resembles the *mirror image* spell.

This feline has short, stiff, dark brown fur. Small white flecks cover its head, throat, and neck. The creature's legs are long and powerful and end in sharp claws. It has a long upward curving tail with a white tip.

Tangtals, or dupli-cats, are ferocious and intelligent panthers with the ability to produce illusory images of themselves. They roam haunted woodlands or plains and often lair near civilized areas.

Tangtals are solitary creatures; no recorded encounter has ever placed more than one of these creatures together. Mating season is the only time more than one of these creatures is likely to be encountered and sages have argued as to exactly when tangtals mate. Tangtal young are unknown and none have ever been seen.



TAZELWURM

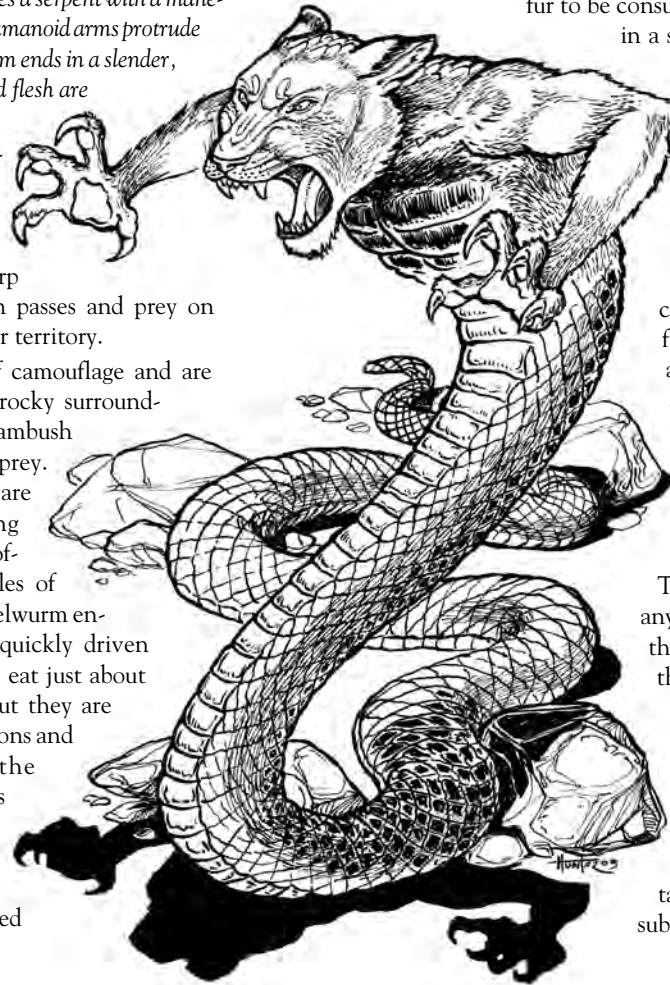
Large Magical Beast

Hit Dice:	7d10+21 (59 hp)
Initiative:	+6
Speed:	40 ft. (8 squares)
Armor Class:	19 (-1 size, +2 Dex, +8 natural), touch 11, flat-footed 17
Base Attack/Grapple:	+7/+15
Attack:	Claw +10 melee (1d6+4)
Full Attack:	2 claws +10 melee (1d6+4) and bite +5 melee (2d6+2)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Ambush, frightening exuviation
Special Qualities:	Darkvision 60 ft. low-light vision, resistance to fire 10, scent, tremorsense 60 ft.
Saves:	Fort +8, Ref +7, Will +4
Abilities:	Str 18, Dex 14, Con 16, Int 2, Wis 15, Cha 15
Skills:	Hide +6*, Move Silently +6, Spot +5
Feats:	Improved Initiative, Improved Natural Attack (bite), Power Attack
Environment:	Any mountains
Organization:	Solitary or pair
Challenge Rating:	5
Treasure:	None
Alignment:	Always neutral
Advancement:	8-12 HD (Large); 13-21 HD (Huge)
Level Adjustment:	-

This hideous creature resembles a serpent with a maneless lion's head. Two powerful humanoid arms protrude from the serpent's body. Each arm ends in a slender, four-taloned hand. Its scales and flesh are grayish in color.

A tazelwurm is an aggressive, flesh-eating monster with a serpentine body, feline head, and two long powerful arms that end in razor-sharp claws. They haunt mountain passes and prey on travelers passing through their territory.

Tazelwurms are masters of camouflage and are nearly indistinct from their rocky surroundings. They enjoy striking from ambush and downing unsuspecting prey. They are diurnal hunters and are most active in the morning hours. Their hunting grounds often cover several square miles of rocky terrain and should a tazelwurm enter another's territory, it is quickly driven away if detected. Tazelwurms eat just about anything that comes near, but they are especially fond of mountain lions and mountain goats. When the tazelwurm kills its prey, it drags it to its lair which takes the form of a well-hidden and nearly inaccessible depression or cave. The kill is devoured over a period of several days.



Tazelwurms rarely interact with other creatures; including their own kind. When more than one is encountered, they are usually a mated pair. Young are born live and left to the care of the mother. Young tazelwurms reach maturity around two years of age and leave the lair to go out on their own.

Tazelwurms grow to be about 25 feet long, though the average tazelwurm never reaches more than 9 or 10 feet long. Very old tazelwurms may even have lichens and mosses growing on them, enhancing their rocky appearances.

Combat

A tazelwurm lies in wait for its meals. They generally avoid large groups of travelers, preferring to attack a straggler or a member of a party who happens to have gotten lost or separated. A hungry tazelwurm though, will attack just about anything that comes near it.

Ambush (Ex): If a tazelwurm catches an opponent flat-footed, it gains a +4 circumstance bonus to its attack roll for that round.

Frightening Exuviation (Ex): If a tazelwurm is hit by a fire attack or effect that deals at least 10 points of damage, it takes no damage, but instead allows its scales, flesh, and fur to be consumed and burned away in a single round, exposing its skeletal structure.

A creature viewing this must succeed on a DC 15 Will save or paralyzed with fear for 1d3 rounds. The save DC is Charisma-based. A creature that successfully saves cannot be affected again by the same tazelwurm's frightening exuviation for one day. This has no effect on other tazelwurms.

Tremorsense (Ex): Tazelwurms can detect anything within 60 feet that is in contact with the ground.

Skills: A tazelwurm has a +4 racial bonus on Hide and Move Silently checks. *The Hide bonus increases to +8 when the tazelwurm is in rocky or subterranean areas.

TEMPORAL CRAWLER

Medium Magical Beast (Extraplanar)

Hit Dice:	6d10+12 (45 hp)
Initiative:	+8
Speed:	40 ft. (8 squares), climb 20 ft.
Armor Class:	17 (+4 Dex, +2 natural, +1 insight), touch 15, flat-footed — (foresight ability, see below)
Base Attack/Grapple:	+6/+8
Attack:	Bite +8 melee (1d6+3 plus paralysis)
Full Attack:	Bite +8 melee (1d6+3 plus paralysis)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Paralysis, slowing webs
Special Qualities:	Damage reduction 10/cold iron, darkvision 60 ft., foresight, low-light vision
Saves:	Fort +7, Ref +9, Will +3
Abilities:	Str 15, Dex 19, Con 15, Int 6, Wis 13, Cha 10
Skills:	Climb +11, Hide +9, Listen +4, Move Silently +9, Spot +4
Feats:	Alertness, Improved Initiative, Stealthy
Environment:	Plane of Time
Organization:	Solitary or cluster (2-5)
Challenge Rating:	6
Treasure:	None
Alignment:	Always neutral
Advancement:	7-10 HD (Medium); 11-18 HD (Large)
Level Adjustment:	—

This creature is a man-sized hairy, gray spider. A large hourglass-shaped patch of silver dominates its back. Upon closer inspection, it seems as if the hourglass is animated and silver sand runs from one chamber to the other. Light bounces from the creature's gleaming mandibles. Its eyes are blue.

Temporal crawlers are man-sized spiders from the Plane of Time. How they first arrived on the Material Plane is unknown but sages believe they jumped through a portal to this plane opened by a time elemental or time flayer (see their entry in this book).

These extraplanar creatures are carnivorous and prey on the flesh of living creatures. They build their lairs near populated areas where the food supply is more than adequate. Temporal crawlers hunt day or night, but prefer to leave their webs at night when they have an easier time corralling their prey.

A temporal crawler is about 6 feet long, but can grow to a length of 12 feet.

Combat

Temporal crawlers spend most of their time hunting on the Material Plane where prey is easiest to catch. When its prey enters a 10-foot area around its webs and is slowed, the temporal

crawler rushes out and attacks. If it can paralyze its prey with its bite, the temporal crawler cocoons it in its web. A cocooned creature is stored as food.

If a temporal crawler is slain, the silver hourglass on its back fades to gray and the "sand" inside stops flowing.

Paralysis (Ex): A temporal crawler delivers its paralytic poison with a successful bite. A creature bitten must succeed on a DC 15 Fortitude save or be paralyzed for 1 minute. The save DC is Constitution-based.

Slowing Webs (Ex): The web of a temporal crawler emanates a *slow* effect (as the *slow* spell, caster level 6th) that affects all creatures within 10 feet of the web. Affected creatures can make a successful Fortitude save (DC 15) the round they are affected to negate the effects. Creatures are *slowed* as long as they stay within 10 feet of a web. The *slow* effects can be counterspelled with the successful casting of a *haste* spell if the caster makes a successful caster level check (DC 16) before casting the *haste* spell. The save DC is Constitution-based.

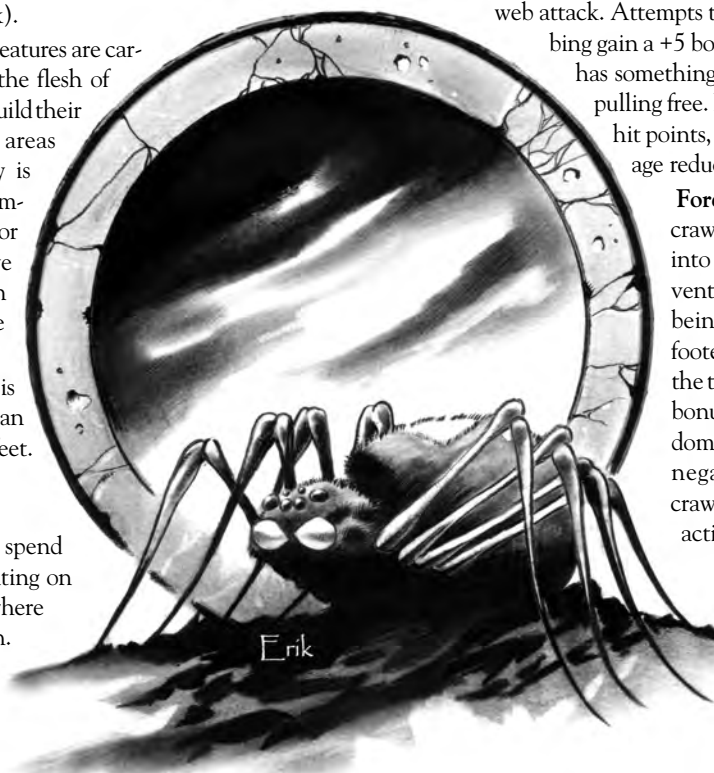
A temporal crawler can fire a web up to four times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size category larger than the temporal crawler.

An entangled creature can make an Escape Artist check (DC 15) or burst it with a Strength check (DC 19). Both are standard actions. The check DCs are both Constitution-based and the Strength check DC includes a +4 racial bonus.

Temporal crawlers often create sticky sheets of webbing up to 20 feet square. Approaching creatures must make a successful Spot check (DC 20) to notice a web; otherwise they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot section has 10 hit points, and sheet webs have damage reduction 5/magic.

Foresight (Su): A temporal crawler can see a few seconds into the future. This ability prevents a temporal crawler from being surprised, caught flat-footed, or flanked. It also grants the temporal crawler an insight bonus to AC equal to its Wisdom bonus. This ability can be negated, but the temporal crawler can restart it as a free action on its next turn.

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



TENTACLED HORROR

Huge Aberration	
Hit Dice:	12d8+60 (114 hp)
Initiative:	+0
Speed:	30 ft. (6 squares)
Armor Class:	22 (-2 size, +14 natural), touch 10, flat-footed 22
Base Attack/Grapple:	+9/+23
Attack:	Tentacle +14 (1d8+7)
Full Attack:	4 tentacles +14 melee (1d8+7) and bite +12 melee (3d6+3)
Space/Reach:	15 ft./15 ft.
Special Attacks:	Constrict 1d8+7, improved grab
Special Qualities:	Aura of insanity, darkvision 60 ft., horn, regeneration 5, SR 19, resistance to acid 10, tremorsense 30 ft.
Saves:	Fort +9, Ref +6, Will +13
Abilities:	Str 24, Dex 10, Con 21, Int 14, Wis 16, Cha 18
Skills:	Bluff +12, Intimidate +16, Knowledge (arcana) +12, Listen +13, Sense Motive +13, Spot +13
Feats:	Cleave, Iron Will, Lightning Reflexes, Multiattack, Power Attack
Environment:	Underground
Organization:	Solitary
Challenge Rating:	10
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	13-24 HD (Huge); 25-36 HD (Gargantuan)
Level Adjustment:	—

Ancient and evil, a tentacled horror is a monstrosity from the unknown depths of the earth. This monster is most often found inhabiting dungeons or ruins far from the reaches of civilization.

Tentacled horrors are egotistical and lazy creatures, and put themselves above all others they encounter. Often, a tentacled horror that finds its way into a subterranean society will attempt to set itself up as a god. Lesser creatures such as goblins often accept this false god and bring it sacrifices of living victims. Once ensconced as ruler-deity, a tentacled horror is content to remain in one place to be cared for by its subjects. A tentacled horror that has been in power for some time will be surrounded by a pool of its own slime and the scattered bones of its victims.

Exuding a foul oily slime wherever it goes, a tentacled horror has a powerful humanoid torso that ends in a thick slug-like foot. Sprouting from the torso are four whip-like tentacles tipped in cruel barbs. Most horrifying of all, however, is the face. A tentacled horror has a shapeless head with a single, huge, unblinking eye. The mouth of a tentacled horror is a yawning chasm of sharp teeth eager to sink into living flesh. Above the eye is a glistening black 2-foot long horn—the very source of the tentacled horror's power.

Combat

A tentacled horror attacks first with its tentacles, ripping and tearing at its opponent with the sharp barbs at the tip. Any grappled opponent is immediately bitten.

Constrict (Ex): A tentacled horror deals 1d8+7 points of damage with a successful grapple check.

Improved Grab (Ex): To use this ability, a tentacled horror must hit a creature of any size with a tentacle attack. It can then attempt to start a grapple as a free action without provoking an

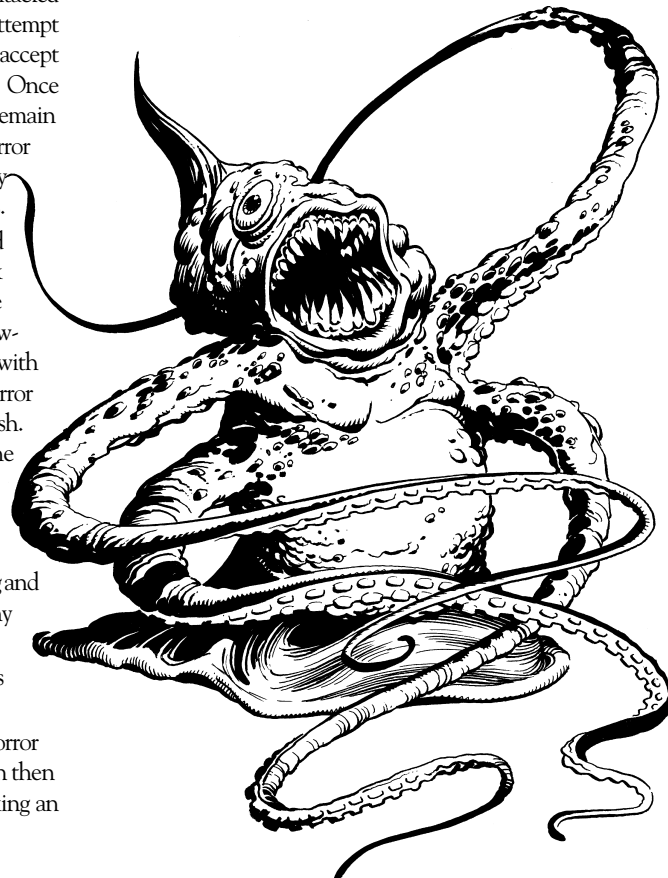
attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict. A tentacled horror can make a bite attack each round against a grappled foe with a +4 bonus to its attack roll.

Aura of Insanity (Su): Creatures with less than 6 HD that view a tentacled horror must make a Will save (DC 20) or be affected as if by an insanity spell (caster level 12th). Creatures of 2 HD or less are not only driven mad, but also are compelled to worship the tentacled horror as a god (as if affected by a *charm person* spell, caster level 12th). The save DC is Charisma-based. Only a *restoration*, *greater restoration*, *miracle*, or *wish* spell can restore the mind of one driven insane by a tentacled horror.

Horn (Su): The source of a tentacled horror's power is its horn. If a tentacled horror's horn is removed, it loses its regeneration ability and suffers a -6 effective penalty to Strength and Constitution until its horn is reattached. The horn is AC 20, hardness 10, and has 20 hit points. A tentacled horror's horn cannot be removed unless it is helpless. It takes a successful Strength check (DC 40) or 10 points of damage to the horn to remove a tentacled horror's horn.

Regeneration (Su): Fire and cold deal normal damage to a tentacled horror. If a tentacled horror loses a limb or body part, the lost portion regrows in 2d6 minutes. The creature can reattach the severed member (including its horn) instantly by simply holding it to the stump. If it loses its horn, the tentacled horror cannot regenerate.

Tremorsense (Ex): A tentacled horror automatically ascertains the location of anything within 30 feet that is in contact with the ground.



THUNDERSHRIKE

Huge Magical Beast

Hit Dice:	13d10+65 (136 hp)
Initiative:	+2
Speed:	20 ft. (4 squares), fly 70 ft. (average)
Armor Class:	19 (-2 size, +2 Dex, +9 natural), touch 10, flat-footed 17
Base Attack/Grapple:	+13/+28
Attack:	Claw +19 melee (1d8+8)
Full Attack:	2 claws +19 melee (1d8+8) and bite +14 melee (2d6+4)
Space/Reach:	15 ft./10 ft.
Special Attacks:	Spell-like abilities
Special Qualities:	Darkvision 60 ft., low-light vision
Saves:	Fort +13, Ref +10, Will +7
Abilities:	Str 26, Dex 15, Con 20, Int 13, Wis 17, Cha 17
Skills:	Concentration +13, Knowledge (nature) +13, Listen +14, Spellcraft +5, Spot +20, Survival +9
Feats:	Alertness, Flyby Attack, Hover, Snatch, Weapon Focus (bite)
Environment:	Temperate mountains
Organization:	Solitary or pair
Challenge Rating:	9
Treasure:	None
Alignment:	Always neutral
Advancement:	14–20 HD (Huge); 21–39 HD (Gargantuan)
Level Adjustment:	—

Thundershrikes speak Common and Auran.

Combat

Unless it is on the hunt, a thundershrike is content to ride the winds and generally leave other creatures alone. If hunting, the thundershrike attacks any creature of Large or smaller size that appears tasty.

A thundershrike opens combat with its lightning bolts before swooping or diving at a foe. It rarely lands during melee, preferring to attack from the air, using its spell-like abilities, and its snatch and hover to pick up and separate multiple foes. Female or mated thundershrikes will fight to the death to defend their nest or young.

Spell-Like Abilities: At will—*gust of wind* (DC 15); 2/day—*lightning bolt* (DC 16 half); 1/day—*control weather*. Caster level 13th. The save DCs are Charisma-based.

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

This majestic bird is brightly colored, with feathers ranging from black and gray to red and yellow. Its beak is golden.

A thundershrike is an eagle-like raptor, perhaps in some way related to rocs, with a wingspan of upwards of 40 feet. Riding the winds with its massive wings spread wide, the thundershrike is thought by some cultures to be a herald of the gods of the thunderstorms. Thundershrike are often found in the company of storm giants.

Thundershrikes get their name from their habit of taking to the air during powerful storms. Wind and rain follow the wings of a thundershrike. Often worshipped by barbarians and other wilderness dwellers, the thundershrikes are a proud species that view all that they survey as their territory. Although they keep their nests in isolated aeries in the high mountains, thundershrikes can range several hundred miles in search of food.

Thundershrikes mate for life, and females usually lay a clutch of 2d4 eggs in the spring. The eggs hatch in the late summer during the height of the storm season. Young remain in the nest for several months before venturing out on their own in the world.



TIME FLAYER

Medium Outsider (Extraplanar)

Hit Dice:	13d8+39 (97 hp)
Initiative:	+6
Speed:	40 ft. (8 squares)
Armor Class:	27 (+2 Dex, +10 natural, +5 insight), touch 17, flat-footed — (foresight ability, see below)
Base Attack/Grapple:	+13/+17
Attack:	+1 greatsword +19 melee (1d10+7, 19–20/x2)
Full Attack:	+1 greatsword +19/+14/+9 melee (1d10+7, 19–20/x2)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Temporal displacement, unmaking
Special Qualities:	Damage reduction 10/cold iron, darkvision 60 ft., foresight, outsider traits, reality bend, time immunity, time jaunt
Saves:	Fort +11, Ref +12, Will +13
Abilities:	Str 19, Dex 15, Con 16, Int 20, Wis 20, Cha 18
Skills:	Balance +9, Bluff +14, Climb +9, Diplomacy +18, Escape Artist +14, Hide +18, Intimidate +20, Jump +14, Knowledge (history) +21, Knowledge (the planes) +21, Listen +21, Move Silently +18, Search +21, Sense Motive +21, Spot +21, Survival +21 (+23 on other planes, +23 following tracks)
Feats:	Dodge, Improved Initiative, Lightning Reflexes, Mobility, Weapon Focus (greatsword)
Environment:	Plane of Time
Organization:	Solitary or gang (2–4)
Challenge Rating:	12
Treasure:	Standard plus +1 greatsword
Alignment:	Usually neutral evil
Advancement:	14–39 HD (Medium)
Level Adjustment:	—

This creature appears as a shimmering white humanoid in robes of black and silver, and with eyes of sparkling fire. Its long, thin arms end in relatively humanoid hands. No other discernable features can be ascertained. The creature moves with elegant grace, almost as if it was floating a few inches from the ground. It carries a greatsword in its hand.

Time flayers are natives to the Plane of Time and are most often encountered on that plane, the Astral Plane, or the Ethereal Plane. Occasionally a time flayer slips into the Material Plane, but most such encounters occur when a hole is torn in the time continuum and it pulls a time flayer through, depositing it on the Material Plane. When such an event occurs, a time flayer usually looks for a way back to its native plane (which usually consists of a place on the Material Plane where the time fabric has been weakened). Some time flayers purposefully journey to the Material Plane as if they are searching for something—sages and scholars are unsure what it is they are looking for.

Time flayers coexist on their native plane with time elementals who they detest. Why this animosity exists is unknown, but neither creature likes the

other and they always attack each other on sight. Note that time flayers often gain the upper hand in this battle as they are unaffected by the aging attack of a time elemental.

Combat

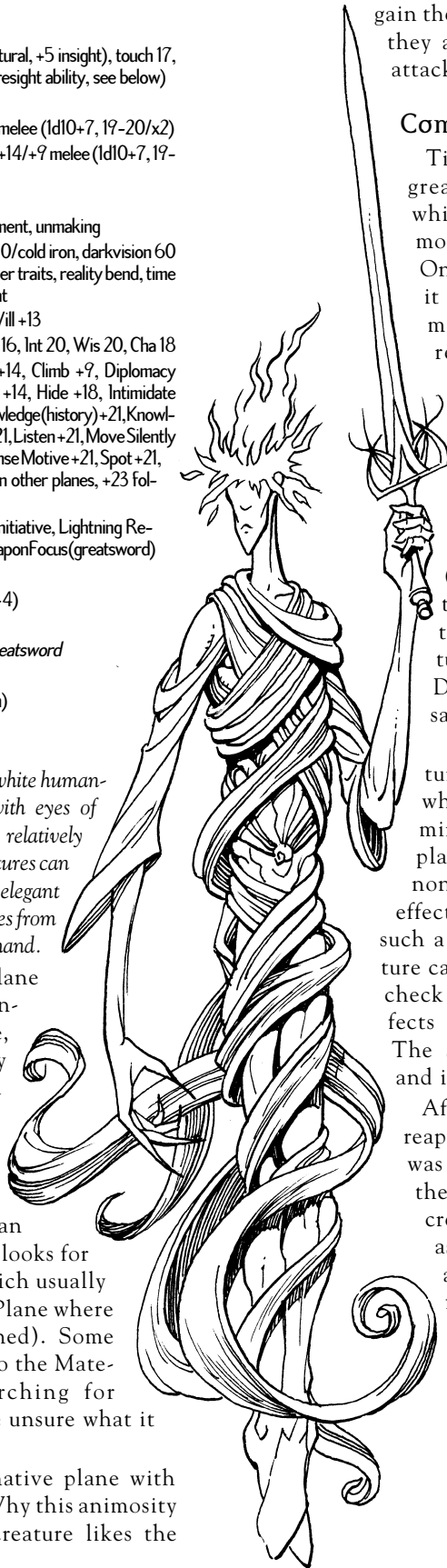
Time flayers fight with their greatswords in battle all the while attempting to discern the most powerful foe in a group. Once it has targeted such a foe, it uses its temporal displacement ability to effectively remove that creature from combat for a few rounds. If faced with certain extinction, a time flayer rips a hole in the time continuum and slips away using its time jaunt ability.

Temporal Displacement (Su): By making a melee touch attack against a foe, a time flayer can send a creature into the future if it fails a DC 18 Fortitude save. The save is Constitution-based.

On a failed save, the creature disappears in a flash of white energy. For the next 1 minute (10 rounds), the displaced creature is effectively nonexistent. No form of magic, effect, or force can detect or aid such a creature. A displaced creature can attempt a DC 22 Wisdom check on its turn to break the effects and end the displacement. The save is Constitution-based and includes a +4 racial bonus.

After 1 minute, the creature reappears in the same space it was in before being displaced. If the space is occupied when the creature returns, it is shunted aside to the first open space and takes no damage. A time flayer can use this ability three times per day.

Unmaking (Su): An opponent slain by a time flayer is unmade—erased from the very fabric of time. No memories or recollections of the unmade creature exist anywhere in reality. Past events the creature was



responsible for are now attributed to an unknown—even if they recently took place. For example, suppose a great hero saved a kingdom from certain doom and then suffers the unmaking. The kingdom is still safe, but no one can quite recall who saved it.

A creature that suffers the unmaking cannot be raised, resurrected, or restored to life by any means—not even a *wish* can restore an unmade creature. Only the direct intervention of a deity can restore one who suffers this fate.

Foresight (Su): A time flyer can see a few seconds into the future. This ability prevents a time flyer from being surprised, caught flat-footed, or flanked. It also grants the time flyer an insight bonus on its AC equal to its Wisdom bonus. This ability can be negated, but the time flyer can restart it as a free action on its next turn.

Reality Bend (Su): As a free action, a time flyer can fold the dimensional space surrounding it so its true location is hard to discern. Attackers have a

20% miss chance each time they attack with melee or ranged weapons. This is similar to the miss chance granted by a *displacement* spell. See *invisibility* does not reveal the creature's location, but *true seeing* does.

Time Immunity (Ex): Time flyers are immune to all time-related spells and effects (including *time stop*, *temporal stasis*, and the like). Time flyers do not age and are not affected by any aging attack (such as that of a time elemental [see the *Tome of Horrors* for information on time elementals]).

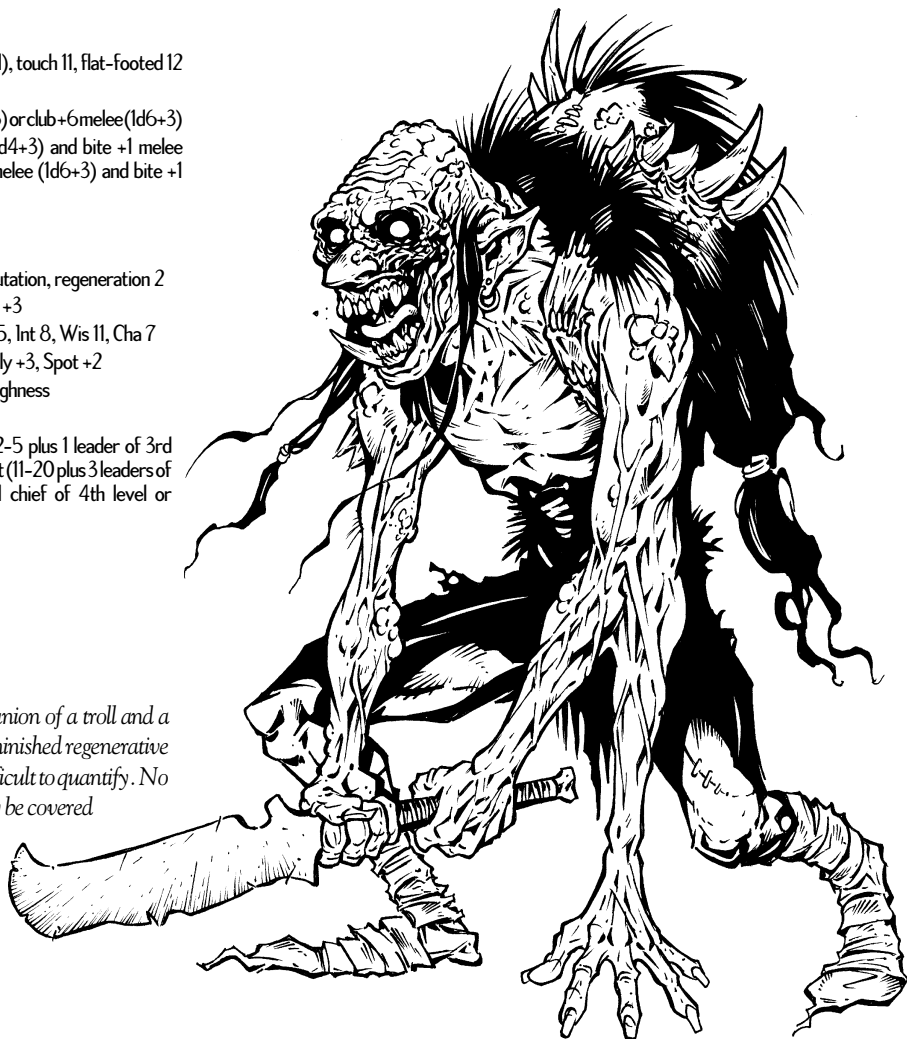
Time Jaunt (Su): As a standard action, a time flyer can slip through the time stream and appear anywhere on the same plane of existence as if by *greater teleport*. This ability transports the time flyer and up to four other creatures within a 30-foot radius that the time flyer designates. Unwilling creatures must succeed on a DC 18 Will save to avoid being carried away. This ability is otherwise similar to the *greater teleport* spell. The save DC is Constitution-based.

TROBLIN

Medium Monstrous Humanoid

Hit Dice:	3d8+7 (22 hp)
Initiative:	+1
Speed:	30 ft. (6 squares)
Armor Class:	13 (+1 Dex, +2 natural), touch 11, flat-footed 12
Base Attack/Grapple:	+3/+6
Attack:	Claw+6melee(1d4+3) or club+6melee(1d6+3)
Full Attack:	2 claws +6 melee (1d4+3) and bite +1 melee (1d6+1) or club +6 melee (1d6+3) and bite +1 melee (1d6+3)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Darkvision 60 ft., mutation, regeneration 2
Saves:	Fort +5, Ref +5, Will +3
Abilities:	Str 16, Dex 12, Con 15, Int 8, Wis 11, Cha 7
Skills:	Hide +3, Move Silently +3, Spot +2
Feats:	Great Fortitude, Toughness
Environment:	Temperate forests
Organization:	Solitary, war band (2-5 plus 1 leader of 3rd level) or encampment (11-20 plus 3 leaders of 2nd-3rd level plus 1 chief of 4th level or higher)
Challenge Rating:	2
Treasure:	Standard
Alignment:	Usually chaotic evil
Advancement:	By character class
Level Adjustment:	+3

A troblin is a twisted creature, born of the union of a troll and a goblin. Due to the horrid side effects of their diminished regenerative abilities, the overall appearance of a troblin is difficult to quantify. No two troblins look exactly alike. One troblin may be covered in tough scars that have thickened its skin, while another may have two forearms sprouting from the elbow of one arm. Other troblins may have two arms on one side, or two feet on one leg.



Troblin bands build their lairs in forested areas away from more civilized lands. They are hunter-gatherers and use the land as a means of survival, hunting deer, elk, moose, and other game animals.

In general, troblins stand 5 feet tall, with crooked noses, long arms and legs, and large flapping feet. A troblin shares in the characteristics of both its parents, resembling a very tall goblin with troll-like facial features. Its skin is blotched in shades of green, grey, and dull yellow. Its eyes range from pale red to an ochre color. Troblins dress in drab-colored clothing and furs made from the hides of animals.

Troblins speak Goblin or Troll.

Combat

Troblins are a disorganized lot, and rarely engage in any sort of formal tactics or strategy. When a troblin war band encounters opponents, they simply attack with as much strength and ferocity as they can muster. Troblins are even more craven and cowardly than goblins, and a lone troblin usually runs from any combat in which it is outnumbered.

Mutation (Ex): The regenerative ability of a troblin does not function as well as those of its trollish parent. Sometimes when an injured troblin regenerates, its body warps in an inexplicable fashion. A severed arm may regrow as two arms, or a scar may grow to cover the troblin's entire body in thick skin. Further, if a troblin suffers a critical hit in melee, it has a 25% chance of gaining a mutation once it is fully healed. See the sidebar for random mutations.

Regeneration (Su): Fire and acid deal normal damage to a troblin. If a troblin loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

Troblin Society

Troblins have no real society to speak of. They congregate in loosely-organized bands lead by a single strong chieftain, but they are nomadic and never remain in one place for very long. The life of a troblin is short and brutal, and only the strongest and meanest survive to adulthood. Troblin children that misbehave or speak out against the current tribe chieftain are usually thrown into cooking fires and eaten by its betters. Any troblin that has become so deformed and twisted by multiple regenerative mishaps that it is no longer of any use to the tribe generally receive the same fate.

The leadership of a troblin tribe is determined by might alone, so combat prowess and strength are required of any troblin that would dare call itself chief.

Troblins as Characters

The favored class of a troblin is barbarian. Troblin clerics have access to the Chaos and Evil domains, but clerics are rare in this outcast and wretched race. Most troblin spellcasters are adepts or sorcerers.

Troblin characters possess the following racial traits:

- Strength +6, Dexterity +2, Constitution +4, Intelligence -2, Charisma -4.
- A troblin's land speed is 30 feet.

Troblin Mutations

Each troblin has the potential to possess 1d2 random mutations brought about by its bizarre regeneration. Roll on the table below for each mutation.

1d20	Mutation
1-2	Dual forearm; claw damage increased by one die type (claw damage 1d6+3) and it gains the benefits of wielding a two-handed weapon with that arm.
3-4	Dual foreleg; +2 racial bonus to Balance checks, +2 racial bonus on ability checks made to resist being bull rushed or tripped when standing on solid ground.
5-6	Massive scarring; natural armor bonus increases by +1.
7	Multiple muscles; +2 Strength.
8	Shortened tendons; +2 Dexterity.
9	Redundant vital organs; +2 Constitution.
10	Third leg; +4 racial bonus to Balance checks, +4 racial bonus on ability checks made to resist being bull rushed or tripped when standing on solid ground, +10 to Speed.
11	Two arms on one side; gains an additional claw attack when making a full attack and gains the benefits of wielding a two-handed weapon with that arm.
12	Two heads; Gains Superior Two-Weapon Fighting ability (see below) and a +2 racial bonus on Listen, Spot, and Search checks.
13-20	No mutation.

Superior Two-Weapon Fighting (Ex): Troblins with two heads automatically gain this ability. Because each of its two heads controls an arm, a troblin does not take a penalty on attack or damage rolls for attacking with two weapons.

- Darkvision to a range of 60 feet.
- Racial Hit Dice: A troblin begins with three levels of monstrous humanoid, which provides 3d8 HD, a base attack bonus of +3, and base save bonuses of Fort +1, Ref +3, and Will +3.
- Racial Skills: A troblin's monstrous humanoid levels give it skill points equal to 6 x (2 + Int modifier, minimum 1). Its class skills are Hide, Move Silently, and Spot.
- Racial Feats: A troblin's monstrous humanoid levels give it two feats.
- +2 natural armor bonus.
- Special Qualities (see above): Mutation, regeneration 2.
- Automatic languages Troll or Goblin. Bonus Languages: Common, Gnoll, Giant, Orc.
- Favored Class: Barbarian.
- Level Adjustment +3.

TURTLE, GIANT BOG

Huge Magical Beast

Hit Dice:	15d10+78 (160 hp)
Initiative:	+0
Speed:	30 ft. (6 squares), swim 40 ft.
Armor Class:	26 (-2 size, +18 natural), touch 8, flat-footed 26
Base Attack/Grapple:	+15/+35
Attack:	Bite +26 melee (3d8+18)
Full Attack:	Bite +26 melee (3d8+18)
Space/Reach:	15 ft./10 ft.
Special Attacks:	Capsize, current, improved grab, swallow whole
Special Qualities:	Darkvision 60 ft., low-light vision, scent
Saves:	Fort +14, Ref +9, Will +6
Abilities:	Str 34, Dex +10, Con 21, Int 2, Wis 12, Cha 10
Skills:	Listen +9, Spot +9, Swim +24
Feats:	Alertness, Endurance, Improved Natural Attack (bite), Power Attack, Toughness, Weapon Focus (bite)
Environment:	Temperate or warm marshes
Organization:	Solitary
Challenge Rating:	12
Treasure:	None
Alignment:	Always neutral
Advancement:	16–30 HD (Huge); 31–45 HD (Gargantuan)
Level Adjustment:	—

This giant turtle has a brownish-green carapace mottled with black splotches. Its head, neck, and limbs are dark green and leathery. Its eyes are pale yellow.

Giant bog turtles are aggressive omnivores that make their lairs deep in desolate swamps, bogs, and marshlands. Their diet consists mainly of large insects, vermin, plants, berries, and aquatic varieties of the aforementioned things. Some prefer a diet of meat to plants, and feed mainly on marsh animals such as alligators, crocodiles, and the occasional adventurer. Bog turtles are diurnal creatures and spend the nighttime hours sleeping in their lairs.

Giant bog turtles are solitary creatures; rarely is more than one ever encountered. Mating season is the only exception and it is short; one month during the spring. The female lays a clutch consisting of 1d3+3 eggs. The eggs are buried in swamp mud and hidden from predators. The female stays near the eggs at all times except when eating or hunting. Gestation lasts about 3 months before the eggs hatch. Newborn bog turtles grow rapidly and are self-sufficient within one year. Young reach maturity around four years of age.

A giant bog turtle is about 20 feet long, but can reach lengths of 50 feet.

Combat

A giant bog turtle lies silently, drawn into its shell waiting for prey to pass near. At a distance greater than 30 feet, its shell resembles a large mound of earth or foliage and is often mistaken for such. Once prey

moves within range, the giant bog turtle snaps its head out and attempts to swallow a foe. In deep water, it opens its mouth and draws in water, plants, rocks, and swimmers.

Capsize (Ex): A submerged giant bog turtle that surfaces under a boat or ship less than 20 feet long capsizes the vessel 95% of the time. It has a 50% chance to capsize a vessel from 20 to 60 feet long, and a 20% chance to capsize one over 60 feet long.

Current (Ex): As a full round action, a giant bog turtle can induce a strong rush of water that lasts for 5 rounds and pulls all creatures and objects within a 100-foot cone toward its mouth at the rate of 20 feet per round. Creatures can attempt a DC 29 Swim check to resist. A swimming creature cannot take 10 on its Swim check. The check DC is Strength-based.

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

Swallow Whole (Ex): A giant bog turtle can try to swallow a grabbed opponent of a smaller size that itself by making a successful grapple check. Once inside, the opponent takes 3d8+18 points of crushing damage and 8 points of acid damage from the turtle's digestive juices. A swallowed creature can cut its way out using claws or a light slashing or piercing weapon to deal 25 points of damage to the turtle's interior (AC 17). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

A Huge bog turtle's interior can hold 2 Medium, 8 Small, 32 Tiny, 128 Diminutive, or 512 Fine opponents.

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



VAPOR CREATURE

Vapor Dire Rat

Small Magical Beast
(Augmented Animal)

Hit Dice:	1d10+1 (6 hp)
Initiative:	+3
Speed:	40 ft. (8 squares), climb 20 ft., swim 20 ft.
Armor Class:	15 (+1 size, +3 Dex, +1 natural), touch 14, flat-footed 12
Base Attack/Grapple:	+1/-3
Attack:	Bite +5 melee (1d4 plus disease)
Full Attack:	Bite +5 melee (1d4 plus disease)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Death throes, disease
Special Qualities:	Cold susceptibility, fast healing 2, fire resistance 5, low-light vision, scent, vaporous form
Saves:	Fort +3, Ref +5, Will +3
Abilities:	Str 10, Dex 17, Con 12, Int 6, Wis 12, Cha 10
Skills:	Climb +11, Hide +8*, Listen +4, Move Silently +4, Spot +4
Feats:	Weapon Finesse
Environment:	Any
Organization:	Solitary or pack (11-20)
Challenge Rating:	1
Treasure:	None
Alignment:	Always neutral
Advancement:	2-3 HD (Small); 4-6 HD (Medium)
Level Adjustment:	—

Vapor creatures are thought to be native to a plane other than the Material, though sages cannot find any evidence to support such claims. Adventurers speak of various other vapor creatures (vapor lions, vapor beetles, and so on), but so far, the only two that have been recorded and documented are the vapor dire rat and the vapor wasp.

Vapor creatures are indiscernible from their normal counterparts and are often mistaken for such creatures. These creatures are highly intelligent (compared to the normal creatures they resemble) and their cunning and wits often show themselves in battle or interaction with other creatures.

The following traits are common to all vapor creatures.

Death Throes (Ex): When a vapor creature is slain, its body bursts and releases a nauseating cloud of grayish-green vapor that fills a 10-foot radius. This acts as a *stinking cloud* spell (caster level 5th). Affected creatures must make a successful Fortitude save (DC 10 + 1/2 the vapor creature's HD + the vapor creature's Constitution modifier) or be nauseated as long as they remain within the cloud and for 1d4+1 rounds after they leave. A creature that makes its save but remains in the cloud must continue to save each round.

Cold Susceptibility (Ex): A cold-based effect slows a vapor creature (as the *slow* spell) for 3 rounds. This only affects the creature when its in vapor form.

Vapor Wasp

Large Magical Beast
(Augmented Vermin)

Hit Dice:	5d10+10 (37 hp)
Initiative:	+1
Speed:	20 ft. (4 squares), fly 60 ft. (good)
Armor Class:	14 (-1 size, +1 Dex, +4 natural), touch 10, flat-footed 13
Base Attack/Grapple:	+5/+13
Attack:	Sting +8 melee (1d3+6 plus poison)
Full Attack:	Sting +8 melee (1d3+6 plus poison)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Death throes, poison
Special Qualities:	Cold susceptibility, darkvision 60 ft., fast healing 2, fire resistance 5, vaporous form
Saves:	Fort +6, Ref +2, Will +2
Abilities:	Str 18, Dex 12, Con 14, Int 6, Wis 13, Cha 11
Skills:	Hide +2*, Spot +9, Survival +4*
Feats:	Flyby Attack, Power Attack
Environment:	Temperate forests
Organization:	Solitary, swarm (2-5), or nest (11-20)
Challenge Rating:	4
Treasure:	None
Alignment:	Always neutral
Advancement:	6-8 HD (Large); 9-15 HD (Huge)
Level Adjustment:	—

Fast Healing (Ex): A vapor creature heals 2 points of damage per round so long as it has at least 1 hit point and is touching a body of water or is in a body of mist, smoke, steam, or fog.

Vaporous Form (Su): As a free action, a vapor creature can assume a gaseous form for up to one hour each day. The time does not need to be continuous, so long as the vapor creature doesn't exceed the one hour per day limit. This ability is otherwise identical to the *gaseous form* spell (caster level 5th).

Skills: *Vapor creatures have a +8 racial bonus on Hide checks in areas of smoke, fog, mist, or vapor.

Vapor Dire Rat

This creature looks like a larger, more aggressive version of a normal rat. Its fur is coarse and brown, its eyes green, and its tail is hairless.

Vapor dire rats resemble normal dire rats in all respects. Though more intelligent than dire rats, they seem to possess a lot of the same traits and conduct themselves in much the same way as normal dire rats. They seldom keep company with their normal counterparts and often times quarrel and fight with dire rats. Vapor dire rats are found just about anywhere save the coldest of climates. Common encounters occur underground or in ruined castles, keeps, temples, and so forth. Regardless of where these creatures construct their nest, a source of water is always found nearby.



A vapor dire rat uses its Dexterity modifier instead of its Strength modifier for Climb and Swim checks.

Vapor Wasp

This creature looks like a larger version of a normal wasp with a jet black body and reddish eyes.

Vapor wasps resemble giant wasps in almost all respects. In some rare species their coloration seems to vary slightly (a blue stripe on the abdomen is the giveaway). Vapor wasps construct their nests above ground and most often in forested areas. They rarely build their hives in mountains, deserts, or cold climates.

A vapor wasp hive is for the most part indistinguishable from an ordinary giant wasp hive.

Vapor dire rats understand Common but cannot speak.

Combat

Vapor dire rats attack with their bite. A pack uses ambush tactics against potential prey, and when attacking, often attempts to flank a foe, sending several rats against the creature's flank while the rest hit from the front or sides. Injured vapor dire rats drop back where they can use their fast healing ability while the holes in their ranks are filled by other vapor dire rats. Vapor dire rats usually assume vapor form and attempt to escape if they lose more than half their numbers.

Death Throes (Ex): The Fortitude save to resist the vapor rat's death throes has a DC of 11.

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

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

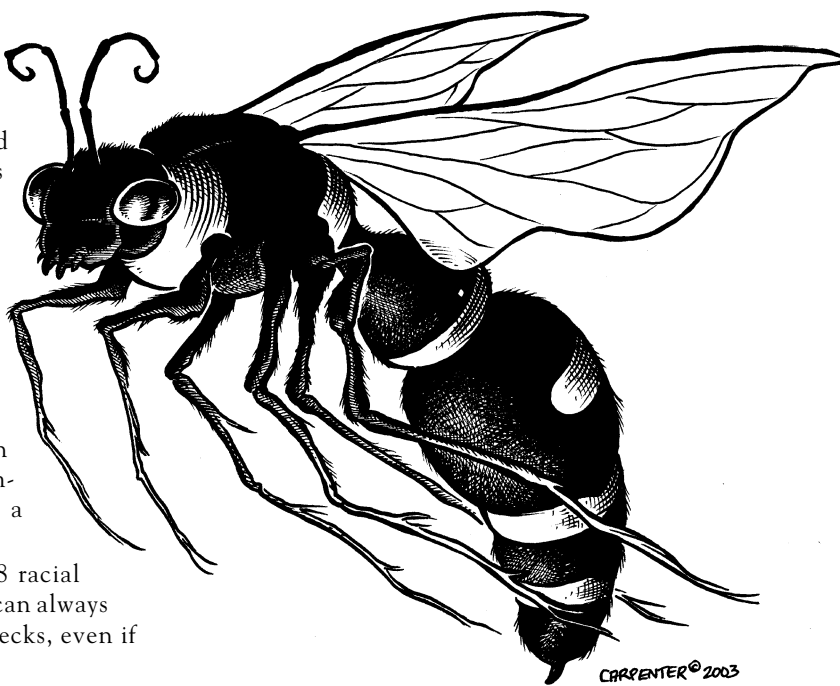
A vapor dire rat has a +8 racial bonus to Climb checks and can always choose to take 10 Climb checks, even if rushed or threatened.

Combat

Vapor wasps are not aggressive creatures and generally avoid combat unless threatened or unless the hive is threatened. Creatures wandering within 100 feet of a vapor wasp hive are harassed but almost always left alone. If attacked, or if the hive itself is threatened, vapor wasps attack relentlessly, using their poisonous sting to fell their opponents.

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

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



WEIRD

Weirds are creatures from the various inner and outer planes (including the demi-, para-, and quasi-elemental planes as well as the elemental planes). They are sometimes encountered on the Material Plane, often in the employ of a powerful spellcaster. Bribery is the usual means of gaining the services of a weird, though some spellcasters resort to even more deceitful practices or trickery to gain the services of

these creatures. Spellcaster beware! Weirds are intelligent creatures and do not take kindly to deception (unless they are the ones engaging in such trickery).

All weirds, regardless of their makeup, are serpent-like creatures about 10 feet long, and being of an evil and malign nature. Weirds speak the language native to their home plane. Some speak more than one language, and still some can speak Common.

WEIRD, BLOOD

Large Outsider (Chaotic, Evil, Extraplanar)

Hit Dice:	8d8+16 (52 hp)
Initiative:	+7
Speed:	40 ft. (8 squares)
Armor Class:	17 (-1 size, +3 Dex, +5 natural), touch 12, flat-footed 14
Base Attack/Grapple:	+6/+14
Attack:	Bite +10 melee (1d8+6)
Full Attack:	Bite +10 melee (1d8+6)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Improved grab, drench, drown, siphon
Special Qualities:	Blood pool, damage reduction 10/bludgeoning, outsider traits, reform, transparency
Saves:	Fort +8, Ref +9, Will +7
Abilities:	Str 19, Dex 17, Con 15, Int 12, Wis 12, Cha 16
Skills:	Bluff +14, Hide +14, Intimidate +14, Knowledge (the planes) +12, Listen +12, Move Silently +14, Sense Motive +12, Spot +12, Survival +12 (+14 on other planes)
Feats:	Alertness, Improved Initiative, Weapon Focus (bite)
Environment:	Any liquid-based outer or inner plane
Organization:	Solitary or pack (2-4)
Challenge Rating:	8
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	9-15 HD (Large); 16-24 HD (Huge)
Level Adjustment:	—

Sages are unsure as to the exact nature of the blood weird. Though classified as a weird, its plane of origin is unknown. Does there exist somewhere within the great configuration of inner and outer planes a plane composed entirely of blood? Some say yes. Others doubt it. Whatever the truth, sages cannot argue the existence of the creature known as a blood weird.

Blood weirds are virtually unknown and so are rarely encountered outside their native plane. When summoned to the Material Plane, great care must be taken, for these creatures cannot exist without a large

source of blood. Before summoning this creature, casters often fill a large basin or font with the blood of slain foes or captives.

Blood weirds resemble 10-foot long, crimson serpents with glistening scales, dark red in color. Some have bands of black that spiral the length of their body. Their eyes are a deep reddish-brown in color.

Blood weirds speak their own alien language and Common.

Combat

Blood weirds wait patiently in their pool for potential prey. When a foe wanders close, the weird lashes out and intertwines itself around the opponent. On the next round, it attempts to fall back into its pool, bringing the grabbed opponent with it. Grabbed foes are either drowned or subjected to its siphoning attack.



Improved Grab (Ex): To use this ability, a blood weird must hit an opponent with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can attempt to drag the grabbed foe into its pool on its next turn.

Drench (Ex): The weird's touch puts out torches, campfires, exposed lanterns, and other open flames of nonmagical origin if these are of Large size or smaller. The creature can dispel magical fire it touches as *dispel magic* cast by a sorcerer whose level equals the weird's HD total.

Drown (Ex): If a blood weird pins a grabbed foe, it can fully immerse its victim in its blood pool. A victim completely immersed must hold its breath or drown. The victim can hold its breath for a number of rounds equal to twice its Constitution score. After that, the victim must make a successful Constitution check (DC 10, +1 per previous check) each round to continue holding its breath. If the victim fails a check, it drowns. In the first round, the victim falls unconscious (0 hp). In the next round, the creature

is dying (-1 hp), and in the third round the victim drowns.

Siphon (Su): A blood weird that hits a foe siphons a portion of its blood off. This attack deals 1d4 points of Constitution damage each time the blood weird hits. A creature struck can make a successful Fortitude save (DC 16) to negate the damage that round. The save DC is Constitution-based.

Blood Pool: A blood weird's pool is a bubbling, flowing mass of dark, rich, red blood. Creatures pinned underneath the blood are subject to drowning (see above).

Outsider Traits (Ex): Cannot be raised or resurrected, though a *limited wish*, *wish*, *miracle*, or *true resurrection* spell can restore it to life. Outsiders with the native subtype can be raised, reincarnated, or resurrected normally.

Reform (Ex): When reduced to 0 hit points or less, a blood weird collapses back into its pool. Four rounds later, it reforms at full strength minus any damage taken from fire-based spells and effects.

Transparency (Ex): A blood weird is effectively invisible in its pool until it attacks.

WEIRD, LAVA

Large Elemental (Earth, Extraplanar, Fire)	
Hit Dice:	8d8+16 (52 hp)
Initiative:	+7
Speed:	40 ft. (8 squares)
Armor Class:	19 (-1 size, +3 Dex, +7 natural), touch 12, flat-footed 16
Base Attack/Grapple:	+6/+15
Attack:	Bite +11 melee (1d8+7 plus 1d8 fire)
Full Attack:	Bite +11 melee (1d8+7 plus 1d8 fire)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Control elemental, fire, improved grab, drown, lava pool
Special Qualities:	Damage reduction 10/bludgeoning, elemental traits, fire subtype, reform, transparency
Saves:	Fort +4, Ref +9, Will +3
Abilities:	Str 21, Dex 17, Con 15, Int 12, Wis 12, Cha 16
Skills:	Hide +7, Listen +11, Move Silently +12, Spot +11
Feats:	Alertness, Improved Initiative, Weapon Focus (bite)
Environment:	Plane of Molten Skies or Elemental Plane of Fire
Organization:	Solitary or pack (2-4)
Challenge Rating:	8
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	9-15 HD (Large); 16-24 HD (Huge)
Level Adjustment:	—

Lava weirds are serpent-like creatures formed of elemental magma. They are rarely encountered outside the Elemental Plane of Fire or the Plane of Molten Skies where they spend their time swimming in pools of liquid fire. Sometimes though, a lava weird slips through a portal into the Material Plane and takes up residency there, always in a pool of lava

or magma—whether man-made or naturally occurring. Lava weirds on the Material Plane are bound by their chosen pool and cannot leave it while on the Material Plane. High-level spellcasters sometimes employ lava weirds as guardians.

A lava weird appears as a 10-foot long serpent formed of elemental fire. Closer examination reveals liquid rock in scale-like patterns across its body, growing darker across its back. Two small flickers of white fire located on its head serve as eyes.

Lava weirds speak Ignan and Terran. Some can also speak Common, but rarely ever bother to do so.

Combat

A lava weird prefers to hide in its lava pool until victims come within range. Once a target is close to its lava pool, the weird quickly lashes out and snatches the victim, biting it and coiling around it. It then attempts to pull the victim into its lava pool. Lava weirds are highly aggressive and prone to attack just about any creature that wanders too close to their pool.

Control Elemental (Ex): Lava weirds can attempt to command any elemental with the “Earth” or “Fire” subtype that is within 50 feet. The Will save to avoid control has a DC of 21. The save DC is Charisma-based and includes a +4 racial bonus.

This effect is similar to the *dominate monster* spell. The elemental receives a Will save to avoid being commanded. If the save succeeds, that elemental is immune to the control elemental ability of that lava weird for one day. If the save fails, the elemental falls

under the control of the lava weird and obeys it to the best of its ability until either it or the weird dies. There is no limit to the number of HD of elementals a lava weird can control using this ability. The range is unlimited though both the lava weird and the elemental must be on the same plane of existence; otherwise, the weird loses control of the elemental. Lava weirds cannot control other lava weirds using this ability.

Fire (Ex): Lava weirds are living creatures of elemental magma; any successful melee hit deals fire damage and the victim must make a successful Reflex save (DC 16) or catch on fire (see Catching on Fire in the DMG). The save DC is Constitution-based. Creatures attacking a lava weird unarmed or with natural weapons take fire damage and must make a successful Reflex save to avoid catching on fire just as if the lava weird had hit with its attack.

Improved Grab (Ex): To use this ability, a lava weird must hit an opponent with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can attempt to drag the grabbed foe into its lava pool on its next turn.

Drown (Ex): If a lava weird pins a grabbed foe, it fully immerses its victim in its lava pool. A victim completely immersed takes fire damage (see Lava Pool below) and must hold its breath or drown. The victim can hold its breath for a number of rounds equal to twice its Constitution score. After that, the victim must make a successful Constitution check (DC 10, +1 per previous check) each round to continue holding its breath. If the victim fails a check, it drowns. In the first round, the victim falls unconscious (0 hp). In the next round, the creature is dying (-1 hp), and in the third round the victim drowns.

Lava Pool: A lava weird's pool is a bubbling, churning, morass of molten rock mixed with elemental fire. Flammable materials that contact the lava pool automatically catch fire on the round contact is made. Creatures touching the pool take 2d8 points of fire damage per round of contact. Damage from the lava pool continues for 1d3 rounds after contact ceases, but this extra damage is only half of that dealt during contact (1d8 points of damage). Creatures immune to fire are

unaffected by the lava weird's pool and take no damage, though they can still drown if completely immersed.

Elemental Traits (Ex): Immune to poison, *sleep*, paralysis, and stunning. Not subject to critical hits; cannot be flanked; cannot be raised or resurrected, though a *limited wish*, *wish*, *miracle*, or *true resurrection* spell can restore it to life.

Fire Subtype (Ex): A lava weird is immune to fire and takes half again as much (+50%) damage as normal from cold, regardless of whether a save is allowed, or if the save is a success or failure.

Reform (Ex): When reduced to 0 hit points or less, a lava weird collapses back into its pool. Four rounds later, it reforms at full strength minus any damage taken from cold-based effects or attacks.

Transparency (Ex): A lava weird is effectively invisible in its lava pool until it attacks.



WEIRD, LIGHTNING

Large Elemental (Air, Electricity, Extraplanar)	
Hit Dice:	8d8+16 (52 hp)
Initiative:	+9
Speed:	50 ft. (10 squares)
Armor Class:	19 (-1 size, +5 Dex, +5 natural), touch 14, flat-footed 14
Base Attack/Grapple:	+6/+13
Attack:	Bite +10 melee (1d8+4 plus 1d8 electricity)
Full Attack:	Bite +10 melee (1d8+4 plus 1d8 electricity)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Control elemental, electricity, improved grab
Special Qualities:	Damage reduction 10/bludgeoning, electricity pool, elemental traits, immunity to electricity, reform, transparency
Saves:	Fort +4, Ref +11, Will +3
Abilities:	Str 17, Dex 21, Con 15, Int 12, Wis 12, Cha 14
Skills:	Hide +9, Listen +11, Move Silently +14, Spot +11
Feats:	Alertness, Improved Initiative, Weapon Finesse
Environment:	Quasi-Elemental Plane of Lightning
Organization:	Solitary or pack (2-4)
Challenge Rating:	8
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	9-15 HD (Large); 16-24 HD (Huge)
Level Adjustment:	—

The Quasi-Plane of Lightning is not only home to the lightning quasi-elementals (see the **Tome of Horrors**), but also is home to the serpent-like lightning weirds. The plane itself is an inhospitable place to those without some protection against electricity. Lightning weirds spend their time riding electrical storms on their native plane.

Casters often summon lightning weirds to do their bidding; confining them into pools of lightning until their task is complete. These creatures sometimes find their way through a portal into the Material Plane and will be found in areas of concentrated lightning strikes.

Lightning weirds resemble 10-foot long serpents composed of yellow or white crackling lightning. Their body is long and thin and is always in motion. Brilliant flares of electricity function as the creatures eyes and small bolts of electricity constantly leap and dance from its form.

Lightning weirds speak their own language and Common. Some speak

Auran as well. These creatures hate lightning quasi-elementals and attack them on sight.

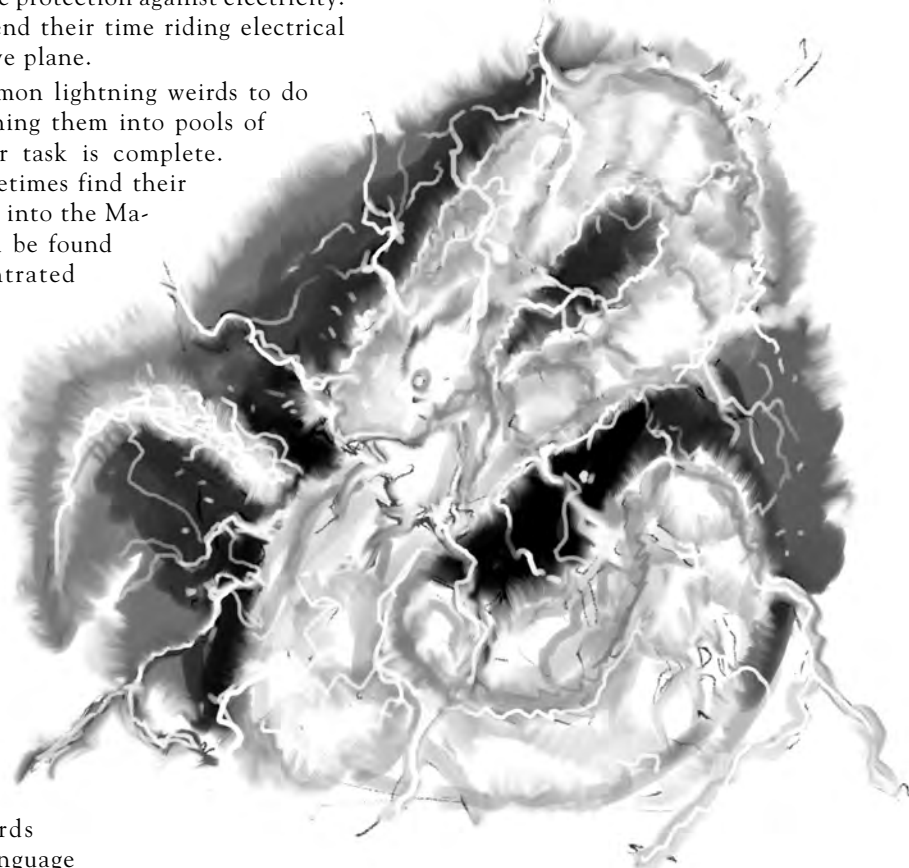
Combat

Lightning weirds lash out of their crackling pools as soon as an opponent moves too close. Foes are usually grabbed and pulled into the pool where the weird holds on and waits for the creature to die. The lightning weird always chooses a heavily-armored or metal-armored foe over an opponent in light or no armor.

Control Elemental (Ex): Lightning weirds can attempt to command any elemental with the “Electricity” or “Air” subtype that is within 50 feet. The Will save to avoid control has a DC of 20. The save DC is Charisma-based and includes a +4 racial bonus.

This effect is similar to the *dominate monster* spell. The elemental receives a Will save to avoid being commanded. If the save succeeds, that elemental is immune to the control elemental ability of that lightning weird for one day. If the save fails, the elemental falls under the control of the lightning weird and obeys it to the best of its ability until either it or the lightning weird dies. There is no limit to the number of HD of elementals a lightning weird can control using this ability. The range is unlimited though both the lightning weird and the elemental

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be on the same plane of existence; otherwise, the lightning weird loses control of the elemental. Lightning weirds cannot control other lightning weirds using this ability.

Electricity (Ex): Lightning weirds are living creatures of elemental lightning; any successful melee hit deals electricity damage. Creatures attacking a lightning weird unarmed or with natural weapons are subject to electricity damage.

Improved Grab (Ex): To use this ability, a lightning weird must hit an opponent with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can attempt to drag the grabbed foe into its lightning pool on its next turn.

Lightning Pool: A lightning weird's pool is a crackling, dancing, arcing, ball of electricity. Creatures touching the pool take 2d8 points of electricity dam-

age per round of contact. Creatures wearing metal armor must make a successful Fortitude save (DC 16) each round they are in contact with the pool or be stunned for that round. Creatures immune to electricity are unaffected by the lightning weird's pool and take no damage. The save DC is Constitution-based.

Elemental Traits (Ex): Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits; cannot be flanked; cannot be raised or resurrected, though a *limited wish*, *wish*, *miracle*, or *true resurrection* spell can restore it to life.

Reform (Ex): When reduced to 0 hit points or less, a lightning weird collapses back into its pool. Four rounds later, it reforms at full strength minus any damage taken from earth- or fire-based attacks and effects (including attacks by earth or fire elemental creatures).

Transparency (Ex): A lightning weird is effectively invisible in its lightning pool until it attacks.

WINTERBLOOM

Hazard (CR 4)

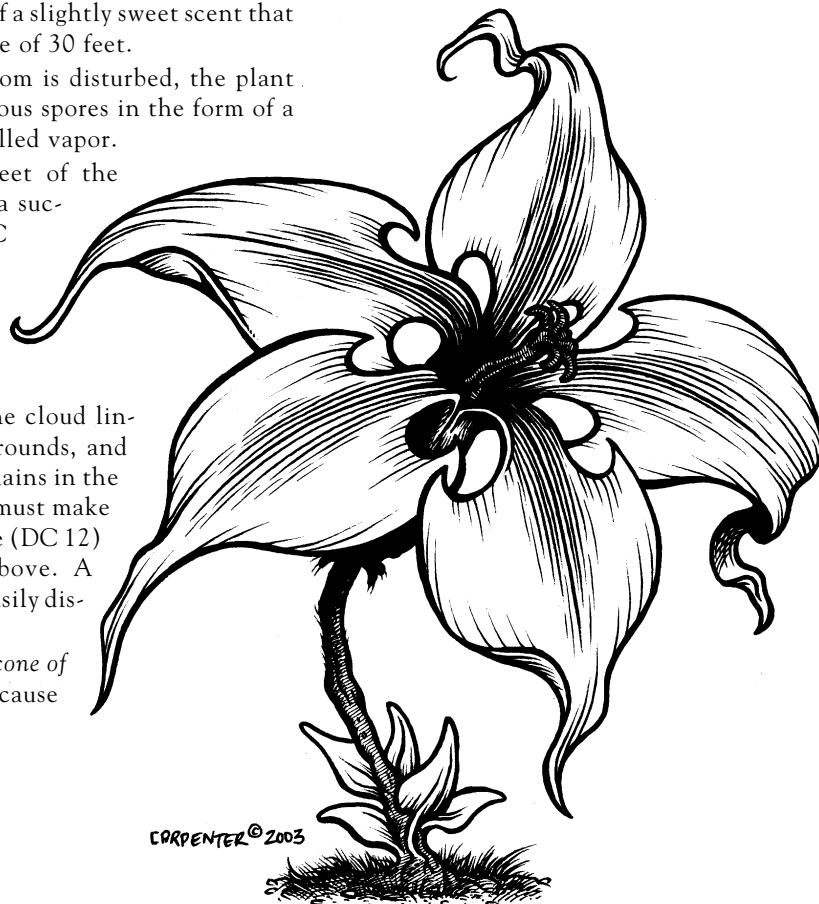
Winterbloom appears as a small patch of flowers with bluish-white petals, dark sapphire-colored stems, and small white leaves growing near the base. Winterbloom can generally be found in temperate and cold climates during the winter months when it is in full bloom. It gives off a slightly sweet scent that can be detected to a range of 30 feet.

If a patch of winterbloom is disturbed, the plant releases a burst of poisonous spores in the form of a bluish-white cloud of chilled vapor.

Creatures within 10 feet of the winterbloom must make a successful Fortitude save (DC 12) or sustain 2d4 points of cold damage and 1d4 points of Constitution damage as the inhaled spores form ice crystals on the victim's lungs. The cloud lingers in the area for 1d3 rounds, and each round a creature remains in the area or enters the area it must make a successful Fortitude save (DC 12) or sustain damage as above. A patch of winterbloom is easily dispersed with fire.

Cold effects (such as a *cone of cold* spell, for instance) cause

the winterbloom to release another burst of poisonous spores twice the normal size; that is, it immediately releases a burst that affects all within 20 feet. Continuous assaults with cold effects do not increase its burst beyond 20 feet.



WITCH GRASS

Hazard (CR1/10)

Witch grass is a summer blooming broadleaved plant that stands 1 to 2 feet tall at maturity. It is very bushy and its leaves and branches have a purplish hue. Its base and roots are thick and likewise have the same purplish hue. A typical patch of witch grass covers a 10-foot area, though it often covers an area as large as 50 feet or more. It is only found in temperate or warm climates and in areas of naturally occurring grass such as forests, plains, and hills.

Witch grass, while harmless, has a detrimental effect on arcane spellcasters attempting to use magic in the area. Any arcane spellcaster attempting to cast a spell within 20 feet of a patch of witch grass suffers an additional +10% chance of arcane spell failure so long as it remains in the area. Divine spells or magic are not affected.

In addition, any creature approaching within 10 feet of a patch of witch grass is sprayed with seedlings. This spray is unnoticeable to all but the keenest of observers (Spot check DC 20). The seedlings disrupt arcane magic cast within 10 feet of them just as the witch grass does. So, a creature carrying the seedlings on its person disrupts arcane



spells cast within 10 feet of it (as above). Seedlings typically remain on their "host" for 1 day before dropping off and taking root. If detected, the seedlings are easily washed away. Fire or cold destroys a patch of witch grass.

WITCH TREE

Huge Plant	
Hit Dice:	11d8+66 (115 hp)
Initiative:	+3
Speed:	20 ft. (4 squares)
Armor Class:	21 (-2 size, -1 Dex, +14 natural), touch 7, flat-footed 21
Base Attack/Grapple:	+8/+25
Attack:	Tendrils +16 melee (2d6+9)
Full Attack:	4 tendrils +16 melee (2d6+9)
Space/Reach:	15 ft./15 ft.
Special Attacks:	Constrict 2d6+9, improved grab, spell-like abilities
Special Qualities:	Damage reduction 10/magic, resistance to electricity 10, fire resistance 10, low-light vision, plant traits, SR 23
Saves:	Fort +13, Ref +4, Will +4
Abilities:	Str 28, Dex 9, Con 22, Int 14, Wis 12, Cha 18
Skills:	Concentration +20, Knowledge (arcana) +16, Listen +17, Spot +17
Feats:	Alertness, Improved Initiative, Lightning Reflexes, Weapon Focus (tendrils)
Environment:	Temperate forests
Organization:	Solitary or grove (2-5)
Challenge Rating:	11
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	12-22 HD (Huge); 23-33 HD (Gargantuan)
Level Adjustment:	—

willow, her arms and parts of her hair, the branches. From a distance, the witch tree is almost indistinguishable from a normal willow tree. Its skin is thick and dark, resembling the bark of a tree. Its legs join together to form the roots.

Witch trees gain nutrients from the soil where they take root, but have a particular fondness for living flesh, particularly that of gnomes and orcs. As such, groves of these creatures can be found lairing near such settlements.

The origin of the witch tree is clouded; on one side, sages argue that the witch tree is a magical creation created by an insane spellcaster to do his personal bidding. On the other side, sages argue that the witch tree resulted from miscast magic or is the result of "magical leakage" perhaps created when a spellcaster attempting to create a magical wand or staff or other such item failed in his endeavors and cast aside the item, thereby allowing what magic it held to "leak" out into the surrounding soil. Regardless of the origin, the creature has multiplied significantly in numbers and shows no signs of becoming extinct anytime soon.

Some adventurers tell tales of a witch tree grove that lured the entire population of a small village to its death through magical charms and hexes. Such stories are not without merit, and most intrepid adventurers warn others of their kind when a witch

A witch tree combines the features of a tall, beautiful woman and a willow tree looking somewhat like a female willow treant. Her hair and fingers form the fronds of the

The Tome of Horrors II

tree grove has been discovered. When a discovery is made, hunters, druids, and warriors move against the witch tree in an effort to remove the threat before villagers and livestock begin disappearing.

A witch tree speaks Common, Goblin, Sylvan, and Abyssal.

Combat

A witch tree sits unmoving until a potential target moves within range. It first attacks using its spell-like abilities, attempting to charm or control its would-be assailants. Those that resist are attacked physically by the witch tree. A grabbed opponent is held until it escapes or dies or until the witch tree is killed.

Constrict (Ex): A witch tree deals 2d6+9 points of damage with a successful grapple check against a creature its size or smaller.

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

Spell-Like Abilities: 5/day—*charm monster* (DC 22); 2/day—*dominate person* (DC 19). Caster level 16th. The save DC is Charisma-based.

Plant Traits (Ex): Immune to mind-influencing effects (charms, compulsions, phantasms, patterns, and morale effects), poison, *sleep*, paralysis, stunning, and polymorph. Not subject to critical hits.

Skills: A witch tree has a +4 racial bonus on Listen and Spot checks.



YELLOWJACKET, GIANT

Large Vermin	
Hit Dice:	6d8+12 (39 hp)
Initiative:	+1
Speed:	20 ft. (4 squares), fly 60 ft. (good)
Armor Class:	14 (-1 size, +1 Dex, +4 natural), touch 10, flat-footed 13
Base Attack/Grapple:	+4/+12
Attack:	Bite+7 melee(1d3+4) or sting+7 melee(1d4+4 plus poison)
Full Attack:	Bite+7 melee(1d3+4) or sting+7 melee(1d4+4 plus poison)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Poison
Special Qualities:	Darkvision 60 ft., pheromone, vermin traits
Saves:	Fort +7, Ref +3, Will +3
Abilities:	Str 18, Dex 12, Con 14, Int —, Wis 13, Cha 11
Skills:	Spot +9, Survival +1*
Feats:	—
Environment:	Temperate and warm land
Organization:	Solitary, swarm (2-5), or nest (11-20)
Challenge Rating:	4
Treasure:	None
Alignment:	Always neutral
Advancement:	7-13 HD (Large); 14-18 HD (Huge)
Level Adjustment:	—

Giant yellowjackets are often mistakenly called giant hornets. They can be distinguished from giant hornets by the yellow markings on their thorax and abdomen.

Giant yellowjackets spend their days suckling nectar from flowers and fruit juices from plants. When hunting for food to feed the young, they seek out sources of carrion or animal tissue. Living prey is attacked and stung to death and then cut into pieces by the giant yellowjacket's sharp mandibles and carried piece by piece back to the nest.

Giant yellowjackets generally build their nests high above ground in rocky outcroppings or forested areas. Some giant yellowjackets prefer to build their nests underground, constructing them in abandoned giant snake holes.

Giant yellowjackets are 8 feet long with alternating bands of black and yellow on their thorax and abdomen. Workers generally have thicker black bands than the queen or soldiers. The yellowjacket's stinger is slightly curved and barbed and their mandibles are well-formed and developed, allowing them to chew their food.

Combat

Giant yellowjackets attack by biting their foes. Though it has a poisonous stinger, it usually conducts combat with its bite attack, unless threatened by or confronting a particularly powerful opponent. In such cases, the giant yellowjacket brings its stinger to bear

and repeatedly stings its foes until they are dead. If attacked, a giant yellowjacket releases a pheromone that agitates all others of its kind, making them deadlier and more aggressive.

Pheromone (Ex): The first time a creature successfully hits a giant yellowjacket it releases a fear pheromone that heightens the aggressiveness of all other giant yellowjackets within 50 feet. All affected giant yellowjackets receive a +1 morale bonus to attack rolls for the remainder of the encounter and fight without penalty even while disabled or dying (see the *PHB*).

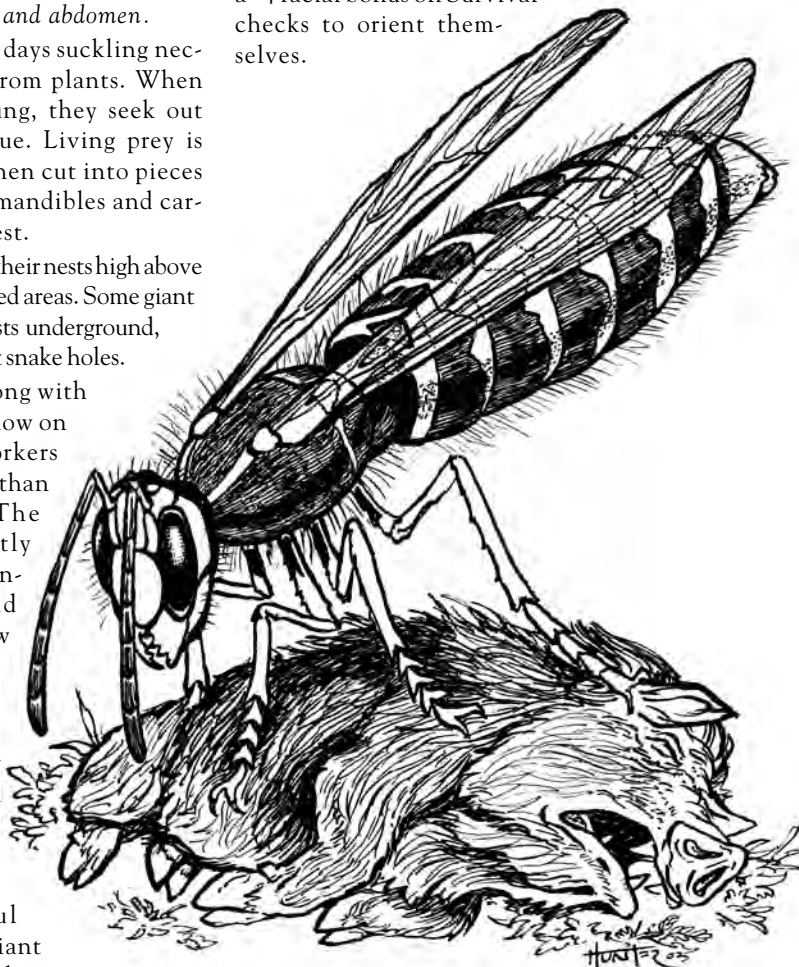
Poison (Ex): Giant yellowjacket's poison is delivered with each successful sting. The save DC is Constitution-based.

Giant Yellowjacket Poison: Injury, Fortitude DC 19 negates; initial and secondary damage 1d8 points of Dexterity damage.

Vermin Traits (Ex): Immune to mind-influencing effects (charms, compulsions, phantasms, patterns, and morale effects).

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

*Giant yellowjackets have a +4 racial bonus on Survival checks to orient themselves.



study #22

chicken melon gongzi



Appendix A: ANIMALS

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figure 3



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ARCHERFISH, GIANT

Medium Animal (Aquatic)	
Hit Dice:	2d8+4 (13 hp)
Initiative:	+3
Speed:	Swim 40 ft. (8 squares)
Armor Class:	14 (+3 Dex, +1 natural), touch 13, flat-footed 11
Base Attack/Grapple:	+1/+1
Attack:	Bite +4 melee (1d6) or water spray +4 ranged touch (1d3, see text)
Full Attack:	Bite +4 melee (1d6) or water spray +4 ranged touch (1d3, see text)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Water spray
Special Qualities:	Low-light vision, scent
Saves:	Fort +4, Ref +6, Will +2
Abilities:	Str 11, Dex 17, Con 12, Int 1, Wis 12, Cha 2
Skills:	Listen +3, Spot +4, Swim +11
Feats:	Weapon Finesse
Environment:	Temperate aquatic
Organization:	Solitary or school (6–11)
Challenge Rating:	1
Treasure:	None
Alignment:	Always neutral
Advancement:	3 HD (Medium); 4 HD (Large)
Level Adjustment:	—

Giant archerfish are peaceful, surface-dwelling aquatic animals that shoot a powerful stream of water at land- or airborne creatures in an attempt to fell it into the giant archer's body of water where the fish quickly swims in and devours it. These creatures exist mainly on a diet of insects and small animals such as birds, shrimp, worms, and snails though some of the larger ones occasionally target small humanoids as prey. Giant archerfish are typically solitary creatures and rarely travel in schools. Schools of these fish, when encountered, do not work in concert with one another; every fish is on its own.

Giant archerfish are 3 feet long and have silver-colored bodies with vertical black stripes that begin just behind the head and fade as they near the tail. Their eyes are either cloudy blue or silver and its fins are slightly darker than its body. Some species of giant archer fish are yellowish-gray with dark-colored eyes, but all have the vertical black stripes. Giant archerfish can grow to be 5 feet long.

Combat

The giant archerfish spends most of its time near the surface where it uses its water spray to dislodge potential prey from their land-based perch and knock them into the water. The archerfish then darts in and bites. This fish's eyes are formed in such a way that allows

it to see perfectly into the air or on land from a depth of 6 feet without any distortion or refraction.

Water Spray (Ex): By collecting water in its mouth, a giant archerfish can fire a powerful jet of water as a standard action. The attack has a range of 30 feet with no range increment. If the giant archerfish scores a hit, the target is knocked prone.

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

Giant archerfish use either their Dexterity modifier or Strength modifier for Swim checks, whichever is higher.



CAVE LION

Large Animal	
Hit Dice:	8d8+24 (60 hp)
Initiative:	+3
Speed:	40 ft. (8 squares)
Armor Class:	17 (-1 size, +3 Dex, +5 natural), touch 12, flat-footed 14
Base Attack/Grapple:	+6/+17
Attack:	Claw +12 melee (1d6+7)
Full Attack:	2 claws +12 melee (1d6+7) and bite +7 melee (1d8+3)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Improved grab, pounce, rake 1d6+3
Special Qualities:	Low-light vision, scent
Saves:	Fort +9, Ref +9, Will +3
Abilities:	Str 25, Dex 17, Con 17, Int 2, Wis 12, Cha 6
Skills:	Balance +8, Hide +5*, Jump +13, Listen +5, Move Silently +9, Spot +5
Feats:	Alertness, Improved Natural Attack (claw), Power Attack
Environment:	Temperate or cold forests and mountains
Organization:	Solitary, family (2-5), or pride (20-40)
Challenge Rating:	6
Treasure:	None
Alignment:	Always neutral
Advancement:	9-24 HD (Large)
Level Adjustment:	—

Cave lions are larger, fiercer, relatives of the common lion and roam uncivilized plains in cold or mild climates. They resemble normal lions in most respects save for the oversized canines these creatures possess (though not as long as the smilodon's teeth). Those that dwell in forested areas build their lairs among the thick underbrush while those found in more mountainous regions inhabit deep caves. A pride consists of one or more families and a family consists of at least one male and a number of females and cubs.

Cave lions are carnivores. Their diet ranges from small rodents to large herd animals (such as bison or moose). Females are the primary hunters and do their hunting during either the day or night. When food is scarce, cave lions feed on carrion. This often leads to confrontations with hyenas and other such creatures. Such confrontations end when the cave lion or its opponent backs down and leaves the area.

These animals mate once per year (usually during the late summer months). Females always mate with the dominant male in the pride, though if one is unavailable she mates with all other males.



Gestation lasts about 4 months after which time a litter of 1d2+1 cubs are born. They leave the den and go on their own around two years of age and reach maturity about four years of age. Cave lions live to be about 10 years old.

Cave lions grow to a length of 14 feet and weigh in excess of 900 pounds, though the typical cave lion is about 10 feet long and weighs about 600 pounds. They have a broad face and rounded ears, and unlike common lions, neither males nor females, possess a mane. They range in color from dark yellowish-brown to gold. Many have a mottled coat with darker spots of brown or gray. Their underbellies are lighter in color, even white on some species. Eyes vary from green to gold to brown. Their mouths are lined with rows of sharp teeth and oversized canines measuring about 5 inches in length.

Combat

Cave lions hunt in pairs or groups. They use their Hide skill to stay out of sight of prey and wait for it to pass by. When potential prey moves within range, the lionesses sprint from their hiding place and pounce. Often, one lioness charges and bites, attempting to pin its prey while the other cave lionesses attack relentlessly with their bite attacks. Slain prey is dragged back to the lair and devoured by all cave lions.

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

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

Alternately, the cave lion can make a single bite attack if it charges. If the attack succeeds, it latches onto the opponent's neck and can make a grapple check as a free action. On the following round, it deals automatic bite damage and the foe must make a Constitution check each round (DC 10, +1 per previous check) or begin suffocating. When the opponent fails a Constitution check, it suffocates. In the first round, it falls unconscious (0hp). In the next round, it drops to -1 hit points and is dying. In the third round, it dies.

Rake (Ex): A cave lion that gets a hold can make two rake attacks (+12 melee) with its hind legs for 1d6+3 points of damage each.

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

CHAMELEON, GIANT

Large Animal	
Hit Dice:	4d8+12 (30 hp)
Initiative:	+2
Speed:	20 ft. (4 squares), climb 20 ft.
Armor Class:	14 (-1 size, +2 Dex, +3 natural), touch 11, flat-footed 13
Base Attack/Grapple:	+3/+10
Attack:	Bite +5 melee (1d8+4); or tongue +6 ranged (grapple)
Full Attack:	Bite +5 melee (1d8+4); or tongue +6 ranged (grapple)
Space/Reach:	10 ft./5 ft. (10 ft. with tongue)
Special Attacks:	Improved grab, swallow whole
Special Qualities:	All-around vision, low-light vision, scent, superior vision
Saves:	Fort +7, Ref +6, Will +2
Abilities:	Str 17, Dex 15, Con 17, Int 2, Wis 12, Cha 2
Skills:	Climb +12, Hide +14, Move Silently +4, Listen +5, Search +4, Spot +12
Feats:	Alertness, Weapon Focus (tongue)
Environment:	Warm forests
Organization:	Solitary or pair
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral
Advancement:	5 HD (Large); 6 HD (Huge)
Level Adjustment:	—

Giant chameleons are highly territorial creatures, and rarely is more than one is encountered in the same area, except during mating season when both a male and female may be encountered.

Giant chameleons are omnivorous, preferring to feed on giant insects such as flies, larva, crickets, grasshoppers, rodents, and lizards. They hunt during the daylight hours, spending the early morning hours sunning themselves on rocks or mounds of leaves and grass.

Giant chameleons reproduce up to three times per year. The female lays a clutch of 1d10+8 eggs and buries them in shallow earth or soil. Six months later, the young emerge into the world. Young giant chameleons reach maturity in a few months and leave the lair.

Giant chameleons are either green or brown in color with the females being slightly darker and heavier than the males. Males are distinguished by the white lateral line running the length of their bodies and the dark bands extending from head to tail. Females usually possess a dark yellow lateral stripe. Both species have striped throats and lips.

Combat

Giant chameleons sit completely still watching for potential prey to come within range of their tongue. Once a creature is located, the giant chameleon shoots its tongue out, grabs the prey, and reels it into its mouth, where it is chewed and swallowed.

Improved Grab (Ex): To use this ability, a giant chameleon must hit an opponent at least of any size with its bite or tongue

attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, the giant chameleon establishes a hold and can attempt to swallow the foe in the next round.

Swallow Whole (Ex): A giant chameleon can swallow a grabbed opponent that is at least one size category smaller than itself by making a successful grapple check. Once inside, the opponent takes 1d8+3 points of bludgeoning damage plus 4 points of acid damage per round from the chameleon's stomach. A successful grapple check allows the swallowed creature to climb out of the stomach and return to the mouth, where another successful grapple check is needed to get free. Alternatively, a swallowed creature can try to cut its way out using claws or a light piercing or slashing weapon to deal at least 10 points of damage to the stomach (AC 11). Once the creature exits, muscular action closes the hole; another swallowed creature must cut its own way out.

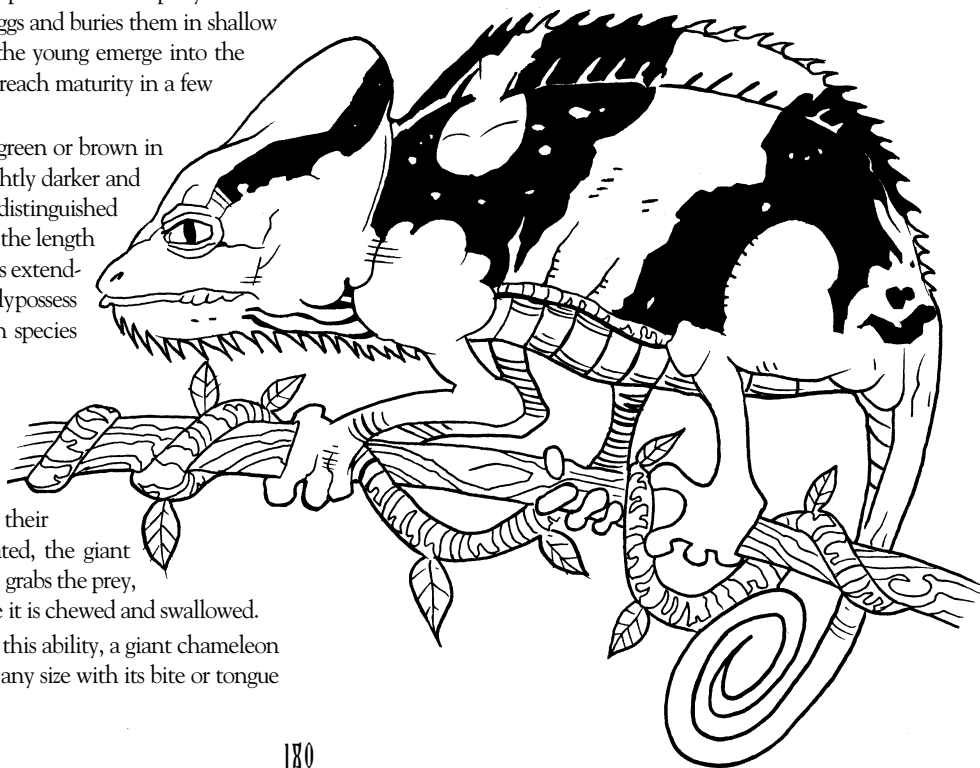
A Large giant chameleon's stomach can hold 2 Small, 8 Tiny, 32 Diminutive, or 128 Fine creatures.

All-Around Vision (Ex): A giant chameleon can rotate each eye, independently of the other, in a 180 degree radius. This gives it a +4 racial bonus on Search and Spot checks, and it cannot be flanked.

Superior Vision (Ex): By magnifying an image, a giant chameleon can see five times as far as a normal human. This grants the giant chameleon a +4 racial bonus on Search and Spot checks.

Skills: A giant chameleon's natural coloration and its ability to change colors to blend with its surroundings grant it a +15 racial bonus on Hide checks.

A giant chameleon has a +8 racial bonus on Climb checks. It can always choose to take 10 on a Climb check, even if rushed or threatened.



Giant Horned Chameleon

The giant horned chameleon is a territorial creature and is rarely encountered with another of its kind except during mating season.

Giant horned chameleons are green or dark green. Males are distinguished by the three large horns protruding from their head. This grants them a gore attack (1d6 + Strength modifier) that they can use in lieu of a bite or tongue attack. Females possess the same horns, but they are usually underdeveloped (dealing 1d4 + Strength modifier). These

chameleons have a crest on the back of their head, and bony ridges and spines running the length of their back.

Rock Chameleon

Rock chameleons resemble common giant chameleons but their natural coloration is gray and they are only found in warm and temperate mountains where their coloration allows them to blend in with their surroundings. They use the stats for the common giant chameleon, but only gain the bonus to Hide checks in rocky surroundings.

FALCON, GIANT

Large Animal

Hit Dice:	3d8+3 (16 hp)
Initiative:	+3
Speed:	10 ft. (2 squares), fly 80 ft. (average)
Armor Class:	15 (-1 size, +3 Dex, +3 natural), touch 12, flat-footed 12
Base Attack/Grapple:	+2/+9
Attack:	Talons +4 melee (1d6+3)
Full Attack:	2 talons +4 melee (1d6+3) and bite -1 melee (1d8+2)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Rend 2d6+4
Special Qualities:	Low-light vision, scent
Saves:	Fort +4, Ref +6, Will +2
Abilities:	Str 17, Dex 17, Con 13, Int 2, Wis 12, Cha 6
Skills:	Listen +6, Spot +10
Feats:	Alertness, Flyby Attack
Environment:	Temperate mountains
Organization:	Solitary, team (2-5), or pack (4-7)
Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral
Advancement:	4-5HD (Large); 6HD (Huge)
Level Adjustment:	—

Giant falcons are birds of prey that build their nests high atop mountains, cliffs, or other places, inaccessible to most other creatures. They are nocturnal hunters that enjoy swooping down on unsuspecting prey, scooping it up, and flying back to their nest to dine on the meal.

Giant falcons prey on animals such as birds (normal and giant), reptiles, and rodents. Prized meals include snakes (both normal and giant), dire rats, and small humanoids. Prey is captured and carried to the nest, where it is devoured later or fed to the young.

Mating season for giant falcons varies, but typically occurs during the summer months. The female lays 1d4+2 eggs which hatch

about 2 months later. Within 40 days, the young falcons are fully feathered and capable of hunting. Many leave the nest for good and go out on their own.

A typical giant falcon stands 9 feet tall and has a wingspan of up to 18 feet. Feather coloration varies, but typically ranges from brownish-red to brown. Its eyes are brown and its wings are tapered. The giant falcon has a short, slim tail consisting of brown, white, and black feathers. Most giant falcons have a light-colored chest with white predominant on the neck and throat and slowly fading as it reaches the abdomen.

Combat

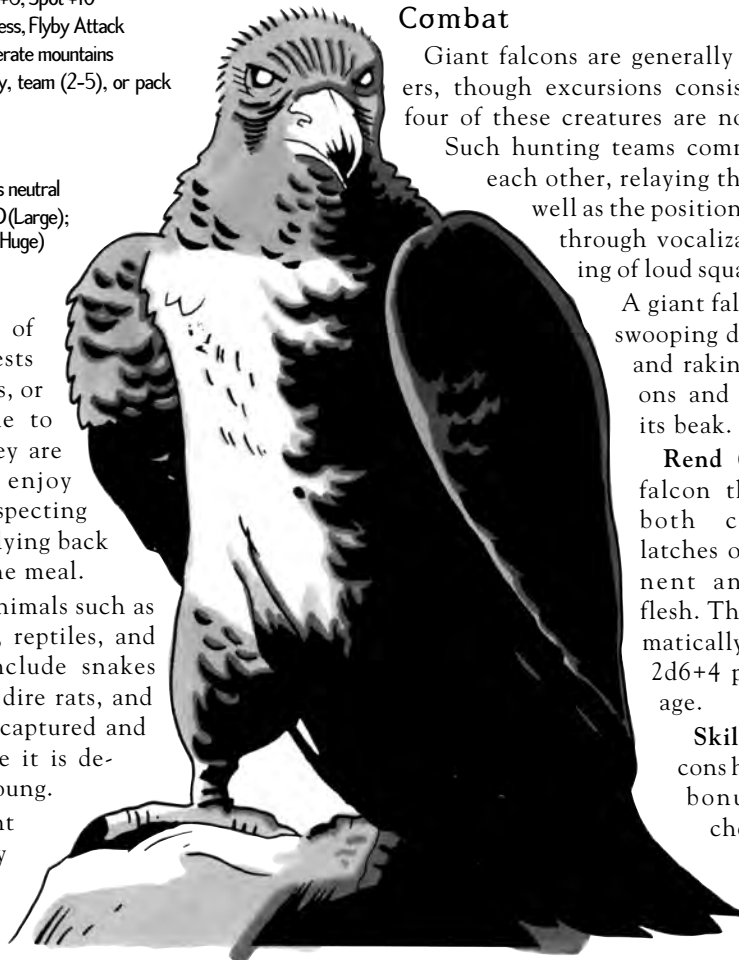
Giant falcons are generally solitary hunters, though excursions consisting of up to four of these creatures are not unheard of.

Such hunting teams communicate with each other, relaying their position as well as the position of their target through vocalizations consisting of loud squawks and cries.

A giant falcon attacks by swooping down on its foe and raking with its talons and stabbing with its beak.

Rend (Ex): A giant falcon that hits with both claw attacks latches onto the opponent and tears the flesh. This attack automatically deals an extra 2d6+4 points of damage.

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



Training a Giant Falcon

A giant falcon must be trained before it can bear a rider in combat. To be trained, a giant falcon must have a friendly attitude toward the trainer (this can be achieved through a successful Diplomacy check). Training a friendly giant falcon requires six weeks of work and a successful Handle Animal check (DC 25). Riding a giant falcon requires an exotic saddle. A giant falcon can fight while carrying a rider, but

the rider cannot also attack unless he or she makes a successful Ride check.

Giant falcon eggs are worth 1,500 gp each on the open market, while young bring the sum of 3,000 gp apiece. Professional trainers charge up to 1,000 gp to rear or train a giant falcon.

Carrying Capacity: A light load for a giant falcon is up to 258 pounds; a medium load, 259–519 pounds; and a heavy load, 520–780 pounds. A giant falcon can drag up to 3,900 pounds.

HYAENODON

Large Animal

Hit Dice:	5d8+20 (42 hp)
Initiative:	+2
Speed:	50 ft. (10 squares)
Armor Class:	17 (-1 size, +2 Dex, +6 natural), touch 11, flat-footed 15
Base Attack/Grapple:	+3/+15
Attack:	Bite +11 melee (1d8+12)
Full Attack:	Bite +11 melee (1d8+12)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Trip
Special Qualities:	Low-light vision, scent
Saves:	Fort +8, Ref +6, Will +5
Abilities:	Str 26, Dex 15, Con 19, Int 2, Wis 13, Cha 6
Skills:	Hide +0*, Listen +5, Spot +3, Survival +5*
Feats:	Alertness, Weapon Focus (bite)
Environment:	Warm deserts
Organization:	Solitary, pair, or pack (7-16)
Challenge Rating:	4
Treasure:	None
Alignment:	Always neutral
Advancement:	6-10 HD (Large); 11-15 HD (Huge)
Level Adjustment:	—

on their toes, and their claws are blunt and non-retractile. A distinguishing feature of the hyaenodon is the difference in length between the front and rear limbs, which gives it the appearance of always running uphill.

Combat

Hyaenodons generally circle their opponents, sending a few of their number against their prey from all sides. The larger hyaenodons simply charge and bite their prey, crushing bone and tearing flesh with their teeth.

Trip (Ex): A hyaenodon that hits with its bite attack can attempt to trip the opponent (+12 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the hyaenodon.

Skills: *Hyaenodons have a +4 racial bonus to Hide checks in areas of tall grass or heavy undergrowth.

Hyaenodons have a +4 racial bonus on Survival checks. *This bonus increases to +8 when tracking by scent.

The hyaenodon, sometimes called the short-faced hyena is a slightly larger relative of the common hyena. Hyaenodons (and hyenas) are generally thought of as scavengers but, in fact, most are skilled hunters quite capable of taking down large prey. When food is scarce, hyaenodons cover large areas individually in search of food, relying primarily on their sense of smell to locate potential prey.

Hyaenodons are very dangerous predators. They cover wide ranges of territory when hunting and prefer to disembowel their kills. These creatures either hunt alone or in large packs led by a single leader. Though they sometimes scavenge animals, the hyaenodon's sheer strength and size allows it to kill animals with ease (often animals larger than itself). Favored meals include lions, deer, elk, moose, zebras, and bison. The largest hyaenodons (those of Huge size) do not generally hunt in packs. They are solitary creatures by nature and hunt alone.

Hyaenodons have large, upward pointing ears and dark spots along their bodies. As they age, these spots grow darker. They range in size from 5 to 8 feet long and weigh anywhere from 300 to 330 pounds. The largest hyaenodons reach lengths of 14 feet and weigh up to 600 pounds. Hyaenodons have massive jaws and large bone crushing teeth. They walk



JAGUAR

Medium Animal	
Hit Dice:	4d8+8 (26 hp)
Initiative:	+3
Speed:	40 ft. (8 squares), climb 20 ft., swim 20 ft.
Armor Class:	15 (+3 Dex, +2 natural), touch 13, flat-footed 12
Base Attack/Grapple:	+3/+7
Attack:	Bite +8 melee (2d6+4)
Full Attack:	Bite +8 melee (2d6+4) and 2 claws +2 melee (1d4+2)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Improved grab, pounce, rake 1d4+2
Special Qualities:	Low-light vision, scent
Saves:	Fort +5, Ref +9, Will +2
Abilities:	Str 18, Dex 17, Con 15, Int 2, Wis 12, Cha 6
Skills:	Balance +11, Climb +12, Hide +7*, Listen +6, Move Silently +8, Spot +6, Swim +16
Feats:	Alertness (b), Improved Natural Attack (bite), Weapon Focus (bite)
Environment:	Warm forests
Organization:	Solitary
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral
Advancement:	5–6 HD (Medium)
Level Adjustment:	—

The jaguar is a highly aggressive and ferocious great cat that makes its home in dense forests or swampy areas near a source of fresh water. Of all the big cats, the jaguar is the most at home in the water. They are excellent swimmers and stalk their prey through deep water where other cats won't go. They also excel at climbing and often spend time hunting tree-dwelling animals (such as monkeys).

The jaguar is highly territorial with its personal hunting ground often covering an area of several square miles. The typical jaguar subsists on a diet of animals such as deer, tapir, elk, fish, armadillos, and other small animals. If hungry or its food supply is thin, jaguars have been known to attack prey much larger than itself. (Creatures as large as warhorses are known to have fallen victim to the powerful jaws of the jaguar.) The jaguar has no rival among the other big cats.

Jaguars are solitary creatures, but occasionally a lair is discovered that contains a female and 1d4 cubs. Cubs are often captured and sold on the market where they can be trained and raised.

Jaguars are sometimes confused with leopards. Both cats have a brownish-yellow base fur with dark spots or markings. The jaguar can be distinguished by the smaller markings inside the spots. A jaguar's forelimbs and head are slightly larger than the average leopard (an-

other distinguishing characteristic). Black jaguars are often called black panthers (a misnomer applied to black leopards sometimes as well).

Combat

Jaguars stalk their prey and prefer to attack from ambush, swooping in and felling prey with one swift stroke of their powerful jaws. Jaguars often lock their jaws on its prey, hanging on until their prey is dead. The kill is then dragged to a safe locale and devoured or carried back to the lair where the food is divided among the cubs.

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

Pounce (Ex): If a jaguar charges an opponent, it can make a full attack including two rake attacks.

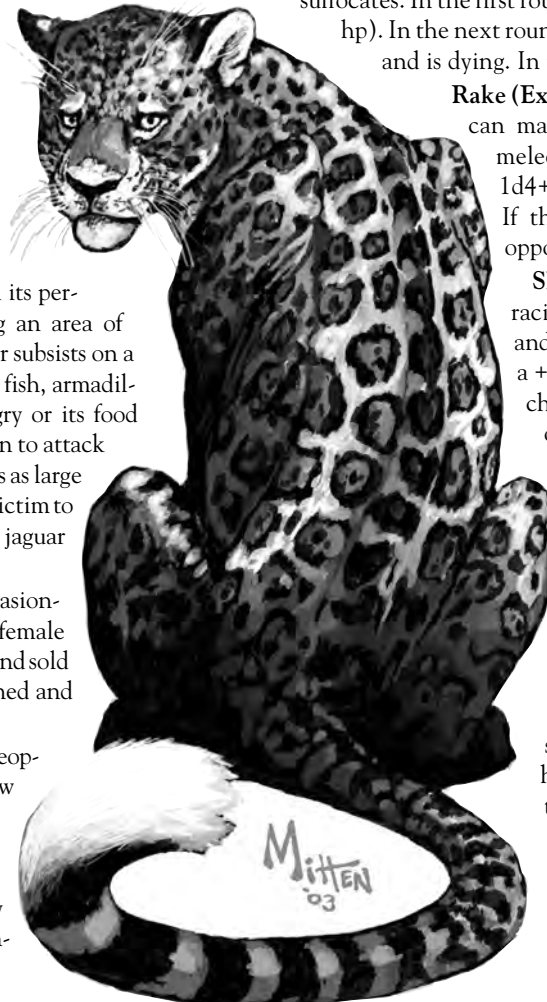
Alternately, the jaguar can make a single bite attack if it charges. If the attack succeeds, it latches onto the opponent's neck and can make a grapple check as a free action. On the following round, it deals automatic bite damage and the foe must make a Constitution check each round (DC 10, +1 per previous check) or begin suffocating. When the opponent fails a Constitution check, it suffocates. In the first round, it falls unconscious (0 hp). In the next round, it drops to -1 hit points and is dying. In the third round, it dies.

Rake (Ex): A jaguar that gets a hold can make two rake attacks (+8 melee) with its hind legs for 1d4+2 points of damage each. If the jaguar pounces on an opponent, it can also rake.

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

Jaguars can always choose to take 10 on a Climb check, even if rushed or threatened.

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



LEOPARD, SNOW

Medium Animal

Hit Dice:	3d8+9 (22 hp)
Initiative:	+4
Speed:	40 ft. (8 squares), climb 20 ft.
Armor Class:	15 (+4 Dex, +1 natural), touch 14, flat-footed 11
Base Attack/Grapple:	+2/+4
Attack:	Bite +6 melee (1d6+2)
Full Attack:	Bite +6 melee (1d6+2) and 2 claws +1 melee (1d3+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Improved grab, pounce, rake 1d3+1
Special Qualities:	Leap, low-light vision, scent, snow move
Saves:	Fort +5, Ref +7, Will +2
Abilities:	Str 15, Dex 19, Con 15, Int 2, Wis 12, Cha 6
Skills:	Balance +12, Climb +11, Hide +8*, Jump +26, Listen +5, Move Silently +8, Spot +5
Feats:	Alertness, Weapon Finesse, Toughness (b)
Environment:	Cold forests and mountains
Organization:	Solitary, pair, or den (1-2 adults plus 1-4 cubs)
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral
Advancement:	4-5 HD (Medium)
Level Adjustment:	—

Snow leopards are relatives of the common leopard and are found in the coldest regions of the world, inhabiting mountain ranges and snowy coniferous forests. Their lairs are typically rocky shelters lined with their own fur for warmth.

Snow leopards are strong, agile, nocturnal hunters and their diet consists of livestock, wild boars, hares, and deer. Like most other big cats, they stalk and ambush their prey. Slain prey is dragged back to the lair and devoured over a period of several days.

Snow leopards are generally solitary creatures, though during mating season more than one can be encountered. A den typically contains 1d2 adults and 1d4 cubs. Cubs that are captured can be sold on the market for 500 gp or more.

A snow leopard is about 5 feet long with light gray or smoke gray fur that turns white on its underbelly. Its fur is covered with large rings that contain smaller and darker spots of dark gray or black. Its fur is over 1-inch thick and provides it with warmth against the harshest of temperatures. Eyes are gray or dark blue. Its paws are large and thick-furred which enables it to maintain its footing on the most treacherous of snow-covered ground.

Snow leopards are hunted by many races for their fur which can be sold to furriers and made into coats, blankets, and so on. A typical male's coat fetches about 800 gp on the market.

Combat

Snow leopards, unlike other great cats, do not roar. Rather they let out a low, soft moan. They attack from a distance leaping or pouncing on a foe and attacking with their claws and bite.

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

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

Alternately, the snow leopard can make a single bite attack if it charges. If the attack succeeds, it latches onto the opponent's neck and can make a grapple check as a free action. On the following round, it deals automatic bite damage and the foe must make a Constitution check each round (DC 10, +1 per previous check) or begin suffocating. When the opponent fails a Constitution check, it suffocates. In the first round, it falls unconscious (0 hp). In the next round, it drops to -1 hit points and is dying. In the third round, it dies.

Rake (Ex): A snow leopard that gets a hold can make two rake attacks (+6 melee) with its hind legs for 1d3+1 points of damage each.

Leap (Ex): Snow leopards are natural jumpers and gain a +20 racial bonus on Jump checks.

Snow Move (Ex): Because of its large, fur-covered paws, the snow leopard suffers no penalties for moving through snow-covered terrain.

Skills: Snow leopards have a +4 racial bonus on Hide and Move Silently checks and a +8 racial bonus on Balance checks. *In snow covered areas, the Hide bonus improves to +8.

A snow leopard can always choose to take 10 on a Climb check, even if rushed or threatened.



LYNX

Small Animal	
Hit Dice:	2d8+4 (13 hp)
Initiative:	+2
Speed:	40 ft. (8 squares), climb 20 ft.
Armor Class:	14 (+1 size, +2 Dex, +1 natural), touch 13, flat-footed 12
Base Attack/Grapple:	+1/+3
Attack:	Bite +4 melee (1d4+2)
Full Attack:	Bite +4 melee (1d4+2) and 2 claws -1 melee (1d2+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Improved grab, pounce, rake 1d2+1
Special Qualities:	Low-light vision, scent, snow move
Saves:	Fort +5, Ref +5, Will +1
Abilities:	Str 15, Dex 15, Con 15, Int 2, Wis 12, Cha 6
Skills:	Balance +10, Climb +11, Hide +11, Listen +4, Move Silently +7, Spot +4
Feats:	Alertness
Environment:	Cold plains, forest, hill, mountains
Organization:	Solitary, pair or den (1-2 adults, plus 1-6 non-combatant cubs)
Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral
Advancement:	3-4 HD (Small)
Level Adjustment:	—

The lynx is a member of the great cat family and makes its home in the colder regions of the world, most often in rocky areas above the tree line. Lynxes are generally solitary creatures and are excellent climbers.

The lynx, like other big cats, is territorial and a solitary hunter. Most of its hunting is done during the daylight hours, though some species of lynx hunts only at night. Its diet generally consists of small animals such as rodents, birds, fish, and rabbits. During the winter months its diet includes larger prey such as elk or deer. Prey that is killed is partially eaten and the remaining carcass is buried in thick underbrush or snow. The lynx returns over a period of 1d6 days to finish its meal.

Lynxes are generally solitary creatures, but occasionally a den is discovered that contains a male, female and 1d6 cubs. Cubs are generally ineffective and non-threatening in combat. Cubs are sometimes captured and sold on the market where they can be trained and raised.

A lynx has thick, gray fur that is spotted, striped, or plain. During the winter months through the summer months, its coat varies from spotted to plain. Its short tail is ringed and tipped with black fur. Its pointed ears are tipped with tufts of long black hairs and its eyes range from green to gray to brown. Its paws are large and covered with thick fur. This helps the lynx distribute its weight when moving across snowy

terrain. The average lynx is 2 1/2 feet to 4 feet long and weighs 20-40 pounds.

Combat

Lynxes stalk their prey and prefer to strike from ambush. They primarily use their bite attack in combat, only relying on their claws if they must. A lynx goes for the "kill shot" at first opportunity against its quarry, attempting to sink its teeth into its opponent's throat.

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

Pounce (Ex): If a lynx charges an opponent, it can make a full attack including two rake attacks.

Alternately, the lynx can make a single bite attack if it charges. If the attack succeeds, it latches onto the opponent's neck and can make a grapple check as a free action. On the following round, it deals automatic bite damage and the foe must make a Constitution check each round (DC 10, +1 per previous check) or begin suffocating. When the opponent fails a Constitution check, it suffocates. In the first round, it falls unconscious (0 hp). In the next round, it drops to -1 hit points and is dying. In the third round, it dies.

Rake (Ex): A lynx that gets a hold can make two rake attacks (+3 melee) with its hind legs for 1d2+1 points of damage each. If the lynx pounces on an opponent, it can also rake.

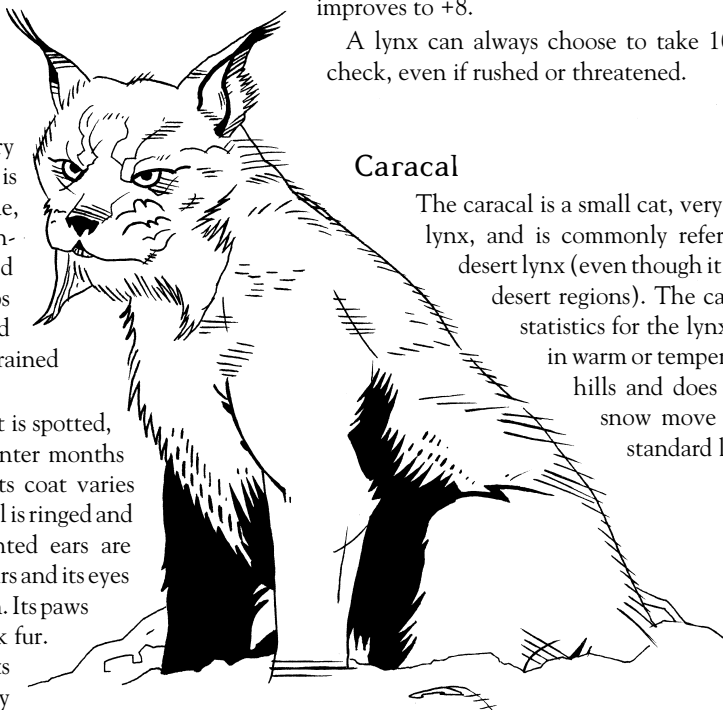
Snow Move (Ex): Because of its large, fur-covered paws, lynxes suffer no penalties for moving through snow-covered terrain.

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

A lynx can always choose to take 10 on a Climb check, even if rushed or threatened.

Caracal

The caracal is a small cat, very similar to the lynx, and is commonly referred to as the desert lynx (even though it doesn't live in desert regions). The caracal uses the statistics for the lynx, but is found in warm or temperate plains and hills and does not have the snow move ability of the standard lynx.



MAMMOTH

Huge Animal	
Hit Dice:	13d8+78 (136 hp)
Initiative:	+0
Speed:	40 ft. (8 squares)
Armor Class:	20 (-2 size, +12 natural), touch 8, flat-footed 20
Base Attack/Grapple:	+9/+28
Attack:	Gore +19 melee (2d8+16)
Full Attack:	Slam +19 melee (2d6+11) and 2 stamps +17 melee (2d6+5); or gore +19 melee (2d8+16)
Space/Reach:	15 ft./10 ft.
Special Attacks:	Trample 2d8+16
Special Qualities:	Low-light vision, scent
Saves:	Fort +14, Ref +8, Will +7
Abilities:	Str 32, Dex 10, Con 22, Int 2, Wis 12, Cha 6
Skills:	Listen +9, Spot +9
Feats:	Iron Will, Multiattack, Weapon Focus (slam, gore, stamp)
Environment:	Warm plains and forests
Organization:	Solitary or herd (5–20 adults, plus 150% non-combatant young)
Challenge Rating:	10
Treasure:	None
Alignment:	Always neutral
Advancement:	14–26 HD (Huge); 27–39 HD (Gargantuan)
Level Adjustment:	—

The woolly mammoth is a relative of both the common elephant and the mastodon (see *Mastodon* elsewhere in this book). Like the mastodon, it is an herbivore and spends its days eating nuts, fruits, berries, and grasses. The typical mammoth consumes nearly 450 pounds of food and 50 gallons of water in a given day.

Mammoths travel in herds with the young moving in the center, protected and surrounded by the adults. If danger is present or a threat is imminent, the males move to face the danger, while the females encircle the young.

The woolly mammoth generally reproduces in the spring months with young being born about 22 months later. A young woolly mammoth resembles a miniature version of an adult, complete with fur, and underfur. It does not yet have the mighty tusks of the mammoth, though the tusks grow in quickly as the young mammoth reaches maturity (around age 12).

The mammoth has the same predators as the mastodon; the dire wolf, the smilodon, and man. Man hunts these creatures for the same

reason they hunt the mastodon: meat, fur, ivory, or to capture young mammoths to be trained as mounts and beasts of burden.

The mammoth is a relative of the elephant and the mastodon though its head is slightly taller than an elephant's and slightly wider than a mastodon's. Its upward curving tusks are longer than those of the mastodon, and its trunk ends in two, small finger-like projections used for grasping branches, fruits, and other such small items. The mammoth stands about 22 feet tall and is covered in a thick coat of gray, brown, reddish-brown, yellowish-brown, or black fur with a coarse "under-fur" beneath it to protect it in harsh climates.

Combat

Mammoths generally avoid combat unless provoked or the herd is threatened. They have no natural fear of any creature, so do not flee. If the herd is threatened, mammoths fight by goring with their tusks or trampling. Mammoths fight to the death to protect their young.

Trample (Ex): A mammoth can trample creatures one or more sizes smaller than itself. This attack deals 2d8+16 points of bludgeoning damage. Opponents who do not make attacks of opportunity against the mammoth can attempt a Reflex save (DC 27) to half the damage. The save DC is Strength-based.

Training a Mammoth

A mammoth must be trained before it can bear a rider in combat. To be trained, a mammoth must have a friendly attitude toward the trainer (this can be achieved through a successful Diplomacy check). Training a friendly mammoth requires six weeks of work and a successful Handle Animal check (DC 25). Riding a mammoth requires an exotic saddle. A mammoth can fight while carrying a rider, but the rider cannot also attack unless he or she makes a successful Ride check.

Mammoth young are worth 13,000 gp each on the open market. Professional trainers charge up to 2,000 gp to rear or train a mammoth.

Carrying Capacity: A light load for a mammoth is up to 4,152 pounds; a medium load, 4,153 to 8,304 pounds; and a heavy load, 8,305 to 12,480 pounds. A mammoth can drag 62,400 pounds.



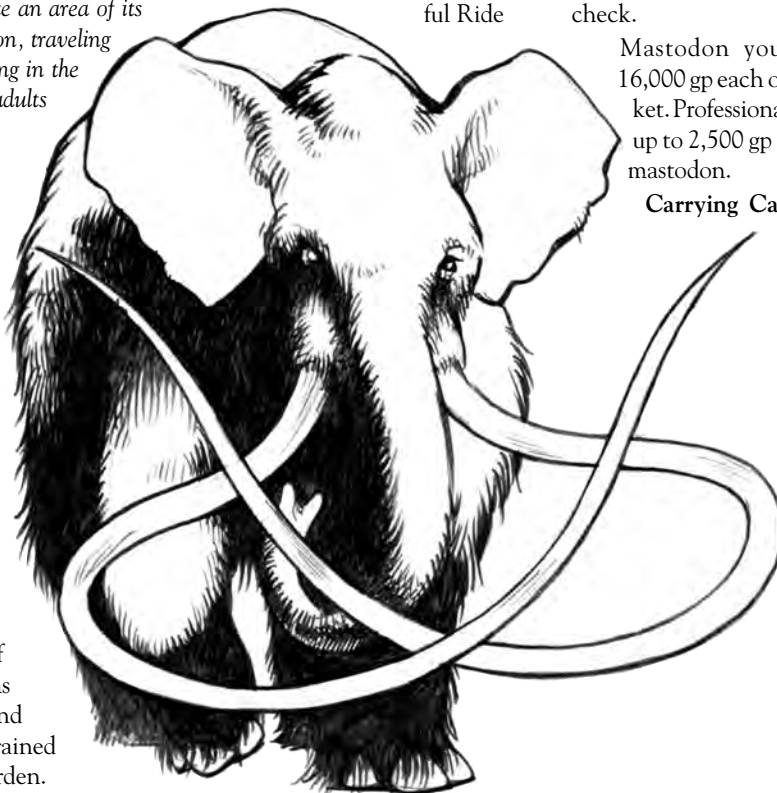
MASTODON

Huge Animal	
Hit Dice:	16d8+112 (184 hp)
Initiative:	+0
Speed:	40 ft. (8 squares)
Armor Class:	22 (-2 size, +14 natural), touch 8, flat-footed 22
Base Attack/Grapple:	+12/+32
Attack:	Gore +23 melee (2d8+18)
Full Attack:	Slam +23 melee (2d6+12) and 2 stamps +21 melee (2d6+6); or gore +23 melee (2d8+18)
Space/Reach:	15 ft./10 ft.
Special Attacks:	Trample 2d8+18
Special Qualities:	Low-light vision, scent
Saves:	Fort +17, Ref +10, Will +8
Abilities:	Str 34, Dex 10, Con 24, Int 2, Wis 12, Cha 6
Skills:	Listen +11, Spot +10
Feats:	Endurance, Iron Will, Multiattack, Weapon Focus (slam, stamp, gore)
Environment:	Cold forests and plains
Organization:	Solitary or herd (5–20 adults, plus 150% non-combatant young)
Challenge Rating:	12
Treasure:	None
Alignment:	Always neutral
Advancement:	17–32 HD (Huge); 33–48 HD (Gargantuan)
Level Adjustment:	—

The great mastodon is a distant relative of the common elephant and is linked to that creature through the woolly mammoth (see the Mammoth in this book). It is an herbivore and is found primarily in forested areas. Its teeth are rounded and pointed and make excellent “tools” for clipping leaves, branches, and twigs, though its diet also includes things such as grasses, fruits, berries, and nuts. A typical mastodon consumes 400 pounds of food and 50 gallons of water each day. Mastodons generally deplete an area of its food supply before moving on, traveling in large herds with the young in the center, surrounded by the adults of the herd.

The mastodon does not have any particular season for reproducing, though most births seem to occur in the winter. Young are born with short thick fur and weigh around 240 pounds. A young mastodon reaches maturity at about age 10.

The mastodon has three natural occurring predators; the dire wolf, the smilodon, and man. The latter often hunts the great mastodon for its meat, fur, and the ivory of its tusks. Young mastodons are often captured alive and taken into captivity and trained as mounts of beasts of burden.



The mastodon is a distant relative to the elephant though it is slightly longer and lower to the ground, with shorter and thicker legs than the common elephant. Its head is slightly longer and taller than an elephant's and the mastodon's entire body is covered in thick fur of brown, gray, reddish-brown, yellowish-brown, or black. Its long, upward curving tusks are formed of ivory and are white or yellowish-white in color. Its eyes range from gray to brown to green. An average mastodon stands 20 feet tall.

Combat

Mastodons are generally peaceful creatures and avoid combat. They have no natural fear of any creature, so do not flee. If threatened, or if their young are threatened, mastodons fight by goring with their tusks or trampling foes. Mastodons fight to the death to protect their young.

Trample (Ex): A mastodon can trample creatures one or more sizes smaller than itself. This attack deals 2d8+18 points of bludgeoning damage. Opponents who do not make attacks of opportunity against the mastodon can attempt a Reflex save (DC 30) to halve the damage. The save DC is Strength-based.

Training a Mastodon

A mastodon must be trained before it can bear a rider in combat. To be trained, a mastodon must have a friendly attitude toward the trainer (this can be achieved through a successful Diplomacy check). Training a friendly mastodon requires six weeks of work and a successful Handle Animal check (DC 25). Riding a mastodon requires an exotic saddle. A mastodon can fight while carrying a rider, but the rider cannot also attack unless he or she makes a successful Ride check.

Mastodon young are worth 16,000 gp each on the open market. Professional trainers charge up to 2,500 gp to rear or train a mastodon.

Carrying Capacity: A light load for a mammoth is up to 5,592 pounds; a medium load, 5,593 to 11,184 pounds; and a heavy load, 11,185 to 16,800 pounds. A mammoth can drag 84,000 pounds.

MOUNTAIN LION

Medium Animal

Hit Dice:	3d8+6 (19 hp)
Initiative:	+4
Speed:	50 ft. (10 squares)
Armor Class:	16(+4 Dex, +2 natural), touch 14, flat-footed 12
Base Attack/Grapple:	+2/+5
Attack:	Bite +6 melee (1d6+3)
Full Attack:	Bite +6 melee (1d6+3) and 2 claws +1 melee (1d3+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Improved grab, pounce, rake 1d3+1
Special Qualities:	Low-light vision, scent
Saves:	Fort +5, Ref +7, Will +2
Abilities:	Str 16, Dex 18, Con 15, Int 2, Wis 12, Cha 6
Skills:	Balance +8, Hide +7*, Jump +18, Listen +5, Move Silently +9, Spot +5
Feats:	Alertness, Spirited Runner (b), Weapon Finesse
Environment:	Warm forest, plains, and mountains
Organization:	Solitary or den (1-2 adults plus 1-3 cubs)
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral
Advancement:	4-5 HD (Medium)
Level Adjustment:	—

This quick, elusive, and aggressive hunter is a member of the great cat family. Like others of its kind, it is a carnivore and exists mainly on a diet of meat. The typical mountain lion diet consists of small animals such as mice, squirrels, skunks, shrews, rabbits, porcupines, and gophers. Mountain lions are known to feed on animals larger than themselves such as elk, moose, deer, and even pronghorns. After devouring as much of its kill as it desires, a mountain lion buries it, returning to feed on its prey over a period of 1d10 days. A mountain lion's hunting grounds often cover an area of up to 800 square miles. Mountain lions are also called cougars, pumas, or panthers.

Mountain lions mate once every other year, usually in the summer months. Typically this is the only time more than one adult mountain lion will be encountered. An average litter consists of 1d3 cubs. A mountain lion's den is usually found under an overhanging ledge, a crevice in a cliff, a dense thicket or cavity under the roots of large trees, or occasionally a dry, rock-strewn cave.

Mountain lions stand about 2 feet tall and are about 4 to 5 feet long with a 2 to 3 foot long tail. A typical mountain lion weighs around 125 pounds. It has short, coarse, fur with a white underbelly and a black-tipped tail. Its fur color (except its underbelly) is typically brown, black, rust, or gray. Its eyes are golden. Newborn cubs have spots and blue eyes. The spots rapidly disappear as the cub ages and within 9 months the spots are gone. Its eyes change from blue to golden within

12-18 months. The mountain lion has a lifespan of 18 years.

Combat

Mountain lions are ambush hunters and stalkers. They wait in dense vegetation or underbrush, or rocky outcroppings for potential prey to wander by. When in range, the mountain lion springs to the attack and bites and rakes its foe. Mountain lions are excellent hunters and often stalk potential prey for several miles before attacking.

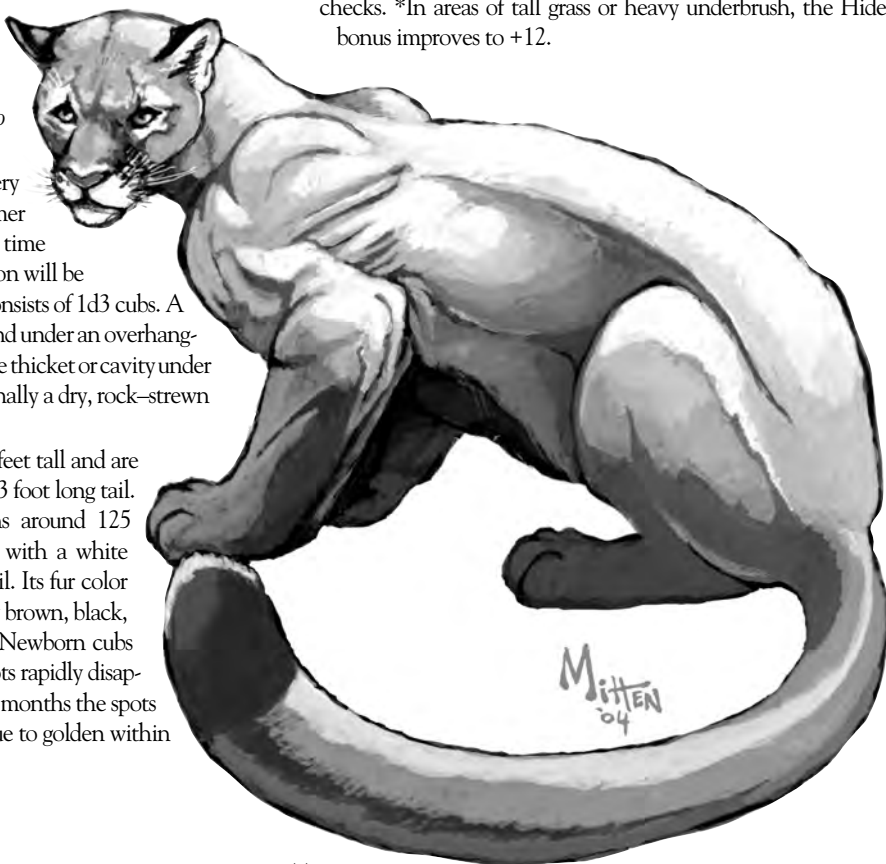
Improved Grab (Ex): To use this ability, a mountain lion must hit with a bite or claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

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

Alternately, the mountain lion can make a single bite attack if it charges. If the attack succeeds, it latches onto the opponent's neck and can make a grapple check as a free action. On the following round, it deals automatic bite damage and the foe must make a Constitution check each round (DC 10, +1 per previous check) or begin suffocating. When the opponent fails a Constitution check, it suffocates. In the first round, it falls unconscious (0 hp). In the next round, it drops to -1 hit points and is dying. In the third round, it dies.

Rake (Ex): A mountain lion that gets a hold can make two rake attacks (+6 melee) with its hind legs for 1d3+1 points of damage each. If the mountain lion pounces on an opponent, it can also rake.

Skills: Mountain lions have a +4 racial bonus on Balance, Hide, and Move Silently checks and a +6 racial bonus on Jump checks. *In areas of tall grass or heavy underbrush, the Hide bonus improves to +12.



PIKE, GIANT

Large Animal (Aquatic)	
Hit Dice:	5d8+10 (32 hp)
Initiative:	+8
Speed:	Swim 60 ft. (12 squares)
Armor Class:	16 (-1 size, +4 Dex, +3 natural), touch 13, flat-footed 12
Base Attack/Grapple:	+3/+9
Attack:	Bite +6 melee (1d8+3)
Full Attack:	Bite +6 melee (1d8+3)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Improved grab, swallow whole
Special Qualities:	All-around vision, ambush, low-light vision, scent
Saves:	Fort +6, Ref +8, Will +2
Abilities:	Str 15, Dex 18, Con 14, Int 1, Wis 12, Cha 2
Skills:	Listen +7, Search -1, Spot +11, Swim +10
Feats:	Alertness, Improved Initiative (b), Weapon Finesse
Environment:	Any aquatic
Organization:	Solitary or school (2-4)
Challenge Rating:	4
Treasure:	None
Alignment:	Always neutral
Advancement:	6-9 HD (Large); 10-15 HD (Huge)
Level Adjustment:	—

Giant pikes are highly aggressive predators swimming the waters of freshwater lakes and rivers, attacking any living, moving creatures that come nearby. Giant pikes are highly adaptable and can be found in the coldest to the warmest waters. A saltwater variety exists and can be found in inland seas and saltwater lakes and rivers.

Giant pikes, like their smaller counterparts, are voracious and often attack prey much larger than themselves. Their diet consists mainly of soft-finned fish, trout, perch, frogs, mice, ducks, birds, and small humanoids. Larger prey includes humanoids, other giant fish, deer, and sheep or goats. Giant pikes have no qualms about eating those of their own kind, especially when food is scarce.

The giant pike averages about 9 feet long and can grow to a length of 20 feet. Its coloration varies from dark green to brown and its body is covered in lighter

colored spots. It has a single dorsal fin and a white or cream-colored underbelly.

Combat

The giant pike hides in weeds, behind rocks, or some other such cover, waiting for potential prey to wander nearby. It coils its body into an “S” position, and when prey passes by, strikes with blinding speed, biting with its sharp teeth. If the pike gets a hold on prey smaller than itself, it swallows it.

Improved Grab (Ex): To use this ability, a giant pike must hit an opponent at least one size category smaller than itself with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can attempt to swallow the foe in the next round.

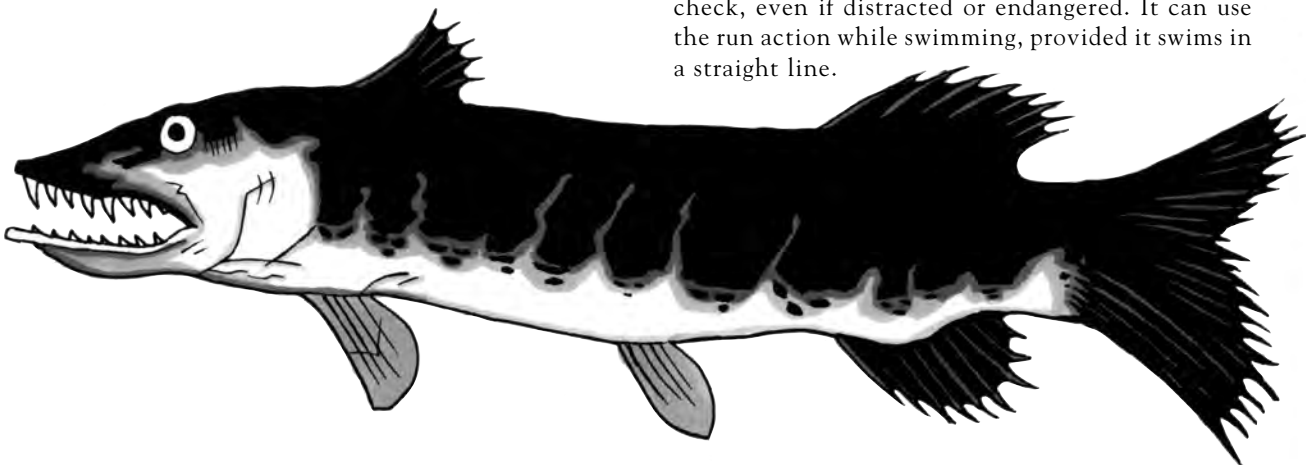
Swallow Whole (Ex): A giant pike can try to swallow a grabbed opponent up to one size category smaller than itself by making a successful grapple check. Once inside, the opponent takes 1d8+3 points of crushing damage plus 4 points of acid damage per round from the pike’s digestive juices. A swallowed creature can cut its way out by using a light piercing or slashing weapon to deal 15 points of damage to the giant pike’s interior (AC 11). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

A Large giant pike’s interior can hold 2 Small, 8 Tiny, 32 Diminutive, or 128 Fine creatures.

All-Around Vision (Ex): A giant pike’s eyes are highly movable allowing it to see in almost any direction around itself. This grants it a +4 racial bonus to Search and Spot checks, and it cannot be flanked.

Ambush (Ex): If a giant pike surprises an opponent, it gains a +4 circumstance bonus to its attack roll in that round of combat.

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



RHINOCEROS, WOOLLY

Large Animal	
Hit Dice:	12d8+75 (129 hp)
Initiative:	+0
Speed:	30 ft. (6 squares)
Armor Class:	19 (-1size, +10 natural), touch 9, flat-footed 19
Base Attack/Grapple:	+9/+23
Attack:	Gore +18 melee (2d6+15)
Full Attack:	Gore +18 melee (2d6+15)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Hurl, trample 2d6+15
Special Qualities:	Cold resistance 5, scent
Saves:	Fort +16, Ref +8, Will +5
Abilities:	Str 30, Dex 10, Con 23, Int 2, Wis 13, Cha 2
Skills:	Listen +18, Spot +3
Feats:	Alertness, Endurance, Great Fortitude, Improved Natural Attack (gore), Toughness
Environment:	Cold and temperate forests, plains, and marsh
Organization:	Solitary or herd (2-8)
Challenge Rating:	10
Treasure:	None
Alignment:	Always neutral
Advancement:	13-24 HD (Large); 25-36 HD (Huge)
Level Adjustment:	—

The woolly rhino is an herbivore of the Pleistocene era feeding mainly on various plants, nuts, berries, and bark, as well as large quantities of water. Thus, it is almost always found in areas plentiful with water, such as riverbanks, lakes, and even marshes and swamps. The woolly rhino usually forages in the morning so encounters are more common at this time. It is mostly a solitary creature though chance encounters at a common foraging area may lead to encounters with more than one creature. Herds tend to gather near watering grounds with the females surrounding the young.

Woolly rhinos mate during the late summer or early fall. Gestation lasts about 450 days after which time the female gives birth to a single calf. Calves are dependent on their mother for about the first two years of their life. Around three years of age, the calf becomes completely independent and reaches maturity by age five.

The woolly rhino averages about 11 feet long and has two ivory horns, the longest averaging about 3 feet in length. Its body is covered in a thick layer of black, brown, ruddy, or yellowish-brown fur that enable it to withstand its harsh climate. The creature has poor eyesight, and relies on its senses of hearing and smell to locate sources of food and warn of impending danger.

Combat

The woolly rhino is generally passive, but reacts violently if it or its herd is threatened. It attacks by goring and trampling its foes, often opening combat by charging its foe.

Hurl (Ex): As a standard action during its turn each round, a woolly rhino can hurl a creature up to one size smaller than itself by making a successful grapple check. If it wins the grapple check, the opponent is thrown 10+2d10 feet away and takes 1d6 points of damage per 10 feet traveled.

Trample (Ex): As a standard action during its turn each round, a woolly rhino can trample creatures up to one size smaller than itself for 2d6+15 points of damage. Opponents who do not make attacks of opportunity against the rhino can attempt a Reflex save (DC 26) to halve the damage. The save DC is Strength-based.

Elasmotherium

The elasmotherium stands as tall and as long as an elephant, averaging almost 15 feet long and weighing around 4 tons. Its fur is thick, and its underlying body is tough and very resilient. Its single horn is thick, ivory colored, and almost 6 feet long. Its fur tends to be a bit darker than the common woolly rhino's. Like its brethren, its eyesight is poor, thus it too relies on its keen sense of hearing and smell.

The elasmotherium is a herding creature and encounters with herds are common. When danger presents itself, the females encircle the young, while the males charge the predator, goring with its horn.

The elasmotherium has a minimum of 15 HD and deals 2d8+15 points of damage with its horn. Otherwise, it uses the same statistics as the woolly rhino.



SEAHORSE, GIANT

Large Animal (Aquatic)

Hit Dice:	4d8+8 (26 hp)
Initiative:	+2
Speed:	Swim 30 ft. (6 squares)
Armor Class:	15 (–1 size, +2 Dex, +4 natural), touch 11, flat-footed 13
Base Attack/Grapple:	+3/+11
Attack:	Butt +6 melee (1d8+6)
Full Attack:	Butt +6 melee (1d8+6)
Space/Reach:	10 ft./5 ft.
Special Attacks:	—
Special Qualities:	All-around vision, low-light vision
Saves:	Fort +6, Ref +6, Will +2
Abilities:	Str 18, Dex 15, Con 14, Int 2, Wis 12, Cha 10
Skills:	Hide +2, Listen +5, Search +2, Spot +6, Swim +12
Feats:	Alertness, Dodge
Environment:	Temperate and warm aquatic
Organization:	Solitary, pair, or herd (20–40)
Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral
Advancement:	5–8 HD (Large)
Level Adjustment:	—

Giant seahorses are larger versions of the common seahorse that spend their days swimming slowly along feeding on crustaceans and other such aquatic life. The average giant seahorse is about 8 feet long and weighs 300 pounds.

Giant seahorses eat a variety of aquatic life, including plants, shrimp, and other small aquatic life. They are slow swimmers and never pursue their prey.

Giant seahorses reproduce through internal fertilization and do so four times each year (once per season). During reproduction, the female giant seahorse lays between 300 and 700 eggs in the male's incubation pouch (which resembles the pouch of a kangaroo). After about twenty days, the eggs hatch, though the young remain in the pouch until they are capable of swimming on their own (usually within 10 days or so). Newborn giant seahorses are about 1-foot long and reach maturity in 8 months. About 30% of all young seahorses die before birth (either the eggs don't hatch or the young die before emerging from the pouch). Giant seahorses are monogamous and mate for life.

A giant seahorse is about 8 feet long from the top of its head to the tip of its tail. Its body is covered in fine scales and its head is

horse-like with a long snout. Its back is lined with small dorsal fins. (These aid it in swimming.) Near the base of its head are pectoral fins that help the giant seahorse turn while swimming. A giant seahorse ranges in color from yellow to dull green or brown. Its eyes are almost always brown with the occasion giant seahorse having blue eyes.

Combat

Giant seahorses are not aggressive creatures and only attack if cornered or if a member of the herd is threatened. In combat, a giant seahorse butts an opponent with its bony head. Most however simply flee when confronted.

All-Around Vision (Ex): A giant seahorse's eyes can move independently of each other. This prevents the seahorse from being flanked and grants it a +4 racial bonus to Search and Spot checks.

Skills: Due to their coloration, giant seahorses gain a +4 racial bonus to Hide checks.

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

Training a Giant Seahorse

A giant seahorse requires training before it can bear a rider in combat. To be trained, a giant seahorse must have a friendly attitude toward the trainer (this can be achieved through a successful Diplomacy check). Training a seahorse as an aquatic mount requires six weeks of work and a successful Handle Animal check (DC 25). Riding a seahorse requires an exotic saddle. A seahorse can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds at a Ride check.

Seahorse eggs are worth 2,000 gp apiece on the open market, while young are worth 4,000 gp each. Professional trainers charge 1,000 gp to rear or train a giant seahorse.

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



SMILODON (SABER-TOOTHED CAT)

Medium Animal	
Hit Dice:	6d8+24 (51 hp)
Initiative:	+6
Speed:	40 ft. (8 squares)
Armor Class:	15 (+2 Dex, +3 natural), touch 12, flat-footed 13
Base Attack/Grapple:	+4/+10
Attack:	Bite +10 melee (1d8+6)
Full Attack:	Bite +10 melee (1d8+6) and 2 claws +5 melee (1d4+3)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Improved grab, pounce, rake 1d4+3, wounding bite
Special Qualities:	Scent
Saves:	Fort +9, Ref +7, Will +3
Abilities:	Str 23, Dex 15, Con 19, Int 2, Wis 12, Cha 6
Skills:	Balance +7, Hide +8*, Jump +16, Listen +5, Move Silently +8, Spot +5, Swim +6
Feats:	Alertness, Power Attack, Run
Environment:	Warm forests and plains
Organization:	Solitary, pair, or den (6-10)
Challenge Rating:	5
Treasure:	None
Alignment:	Always neutral
Advancement:	7-15 HD (Medium); 16-21 HD (Large)
Level Adjustment:	—

The smilodon, also known as the saber-toothed cat, is a powerful feline predator that savors the flesh of large creatures such as mastodons, mammoths, elephants, bison, buffalo, deer, and other great cats (excluding other smilodons). Smilodons are noted scavengers and have no problem devouring another animal's kill. Animals that resist the smilodon usually become part of the meal as well. The great cats are often mistakenly referred to by adventurers (as well as sages) as saber-toothed tigers. They are not in fact, related to tigers at all.

Breeding season for smilodons takes place year round (that is, they have no set mating period). A male smilodon mates with all females in the den. Gestation lasts about 80 days after which time 1d4+2 cubs are born. Cubs reach maturity around 2 years of age. Most leave the den and go on their own at this age.

Smilodons average about 5 feet long and weigh nearly 500 pounds, but can grow to a length of 8 feet and weigh up to 900 pounds. Their fur is golden or spotted (similar to a leopard). Their legs are short but powerful and their tail is short and bobbed. The smilodon has two 8-inch long, downward-curving canine teeth. These saber-like fangs are very sharp and are used for stabbing prey. This creature can open its jaws almost twice as far as other big cats. Other great cats, like lions and tigers, can only open their jaws to an angle of about 65°, but the smilodon can stretch its jaws to an angle of 120°.

Combat

These ferocious hunters prefer to attack from ambush, using their coloration to blend in with their surroundings so they can catch their opponents by surprise. When prey is spotted, the smilodon waits for it to come close, and then leaps to

attack. When combating a foe, the saber-tooth bites and rakes with its claws. It uses its long canine teeth to stab its prey, aiming for the fleshier and softer parts of its victim's body (such as the stomach or neck) where it inflicts terrible wounds with its saber-like teeth.

Improved Grab (Ex): To use this ability, a smilodon must hit an opponent up to one size smaller than itself with a claw or bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Pounce (Ex): If a smilodon charges an opponent, it can make a full attack, including two rake attacks.

Alternately, the smilodon can make a single bite attack if it charges. If the attack succeeds, it latches onto the opponent's neck and can make a grapple check as a free action. On the following round, it deals automatic bite damage and the foe must make a Constitution check each round (DC 10, +1 per previous check) or begin suffocating. When the opponent fails a Constitution check, it suffocates. In the first round, it falls unconscious (0 hp). In the next round, it drops to -1 hit points and is dying. In the third round, it dies.

Rake (Ex): A smilodon that gets a hold can make two rake attacks (+12 melee) with its hind legs for 1d4+3 points of damage each.

Wounding Bite (Ex): A smilodon that scores a critical hit with its bite deals 2 points of Constitution damage from blood loss to the victim.

Skills: Smilodons have a +6 racial bonus on Jump checks.

Smilodons have a +4 racial bonus on Balance, Hide, and Move Silently checks. *In areas of tall grass or heavy underbrush, the Hide bonus improves to +8.



Homotherium

This white-furred saber-toothed cat is a relative of the smilodon but makes its home in the arctic regions of the world. Its canines are much shorter than the smilodon (averaging only about 4-5 inches long) and its front legs are longer than its rear legs (similar to a hyena's leg structure). The homotherium uses the stats for the smilodon, but it only deals 1d6+6 points of damage with its bite, and only deals 1 point of Constitution damage with its wounding bite ability.

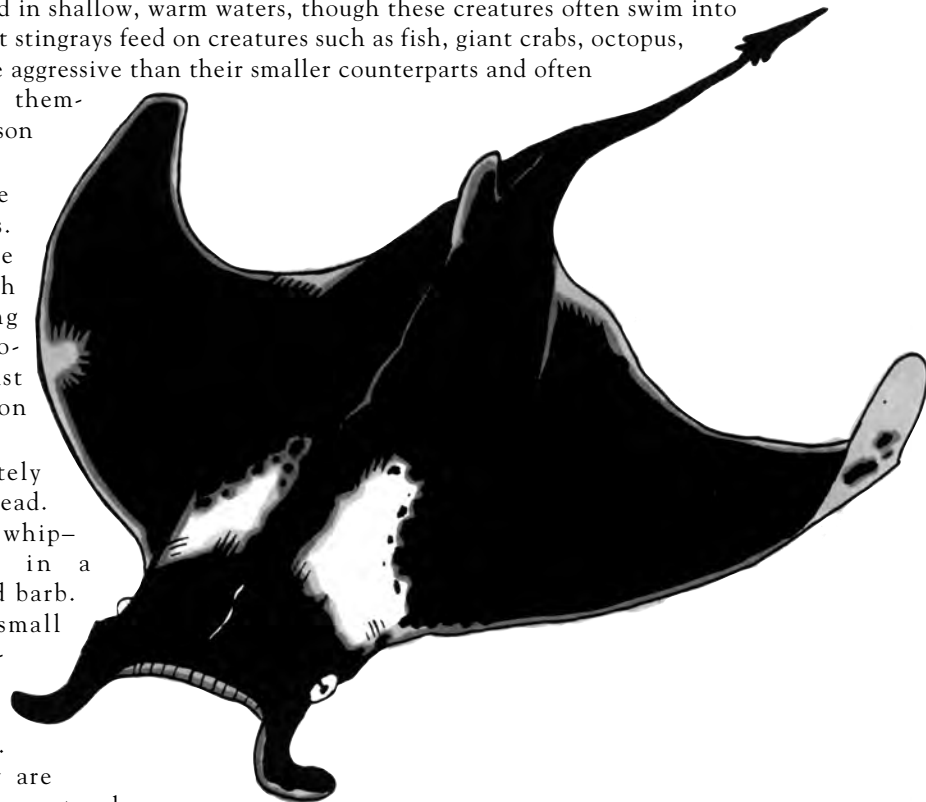
STINGRAY

	Small	Medium	Large
	Small Animal (Aquatic)	Medium Animal (Aquatic)	Large Animal (Aquatic)
Hit Dice:	1d8 (4 hp)	4d8+4 (22 hp)	8d8+11 (47 hp)
Initiative:	+2	+2	+2
Speed:	Swim 30 ft. (6 squares)	Swim 30 ft. (6 squares)	Swim 30 ft. (6 squares)
Armor Class:	13 (+1 size, +2 Dex), touch 13, flat-footed 11	15 (+2 Dex, +3 natural), touch 11, flat-footed 13	16 (-1 size, +2 Dex, +5 natural), touch 11, flat-footed 14
Base Attack/Grapple:	+0/-4	+3/+5	+6/+13
Attack:	Tail sting +3 melee (1d3 plus poison)	Tail sting +5 melee (1d4+3 plus poison)	Tail sting +8 melee (1d6+4 plus poison); or wing buffet +
Full Attack:	Tail sting +3 melee (1d3 plus poison)	Tail sting +5 melee (1d4+3 plus poison)	Tail sting +8 melee (1d6+4 plus poison)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.	10 ft./5 ft.
Special Attacks:	Poison	Poison	Poison
Special Qualities:	Low-light vision, scent, watersense 100 ft.	Low-light vision, scent, watersense 100 ft.	Low-light vision, scent, watersense 100 ft.
Saves:	Fort +2, Ref +4, Will +1	Fort +5, Ref +5, Will +2	Fort +7, Ref +6, Will +3
Abilities:	Str 10, Dex 15, Con 11, Int 1, Wis 12, Cha 2	Str 14, Dex 15, Con 12, Int 1, Wis 12, Cha 2	Str 17, Dex 15, Con 12, Int 1, Wis 12, Cha 2
Skills:	Hide +7, Listen +2, Spot +2, Swim +9	Hide +4, Listen +5, Spot +5, Swim +11	Hide +0, Listen +6, Spot +6, Swim +14
Feats:	Weapon Finesse	Ability Focus (poison), Alertness	Ability Focus (poison), Alertness, Toughness
Environment:	Warm aquatic	Warm aquatic	Warm aquatic
Organization:	Solitary or school (6-11)	Solitary or school (2-5)	Solitary or school (2-5)
Challenge Rating:	1/2	2	3
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	2-3 HD (Small)	5-7 HD (Medium)	9-12 HD (Large)
Level Adjustment:	—	—	—

Stingrays are bottom feeders and are found in warm, shallow waters near coastlines and shores. They sustain themselves on a diet of plankton, aquatic plants, small crabs, and small fish. Larger stingrays, like smaller rays, are found in shallow, warm waters, though these creatures often swim into much deeper waters. Giant stingrays feed on creatures such as fish, giant crabs, octopus, and sharks. They are more aggressive than their smaller counterparts and often engage prey larger than themselves, relying on their poison to bring down a foe.

Female stingrays are usually larger than males. Young stingrays resemble adult rays, but are much smaller in size. During birth, the young's pectoral fins are folded against its body but open as soon as it is born.

Stingrays are completely flat with no discernible head. At one end is a long, whip-like tail that ends in a razor-sharp and serrated barb. Their eyes appear as small bumps on the end opposite the tail and their mouth is located on the underside of their body. The sides of a stingray are composed of large, wide pectoral



STINGRAY POISON

Size	Fort DC	Paralysis	Strength Damage
Small	10	1d3	1
Medium	15	1d4+1	1
Large	17	1d6+2	1d2

fins (mistakenly referred to as wings sometimes). Stingrays are brown, black, or slate gray and their underbelly is white. Small stingrays are about 3 feet across, while the largest ray measures 12 feet across.

Combat

Small stingrays are generally inoffensive creatures. Most “attacks” occur in shallow waters when a creature steps on a buried ray. If stepped on, the stingray lashes out with its stinger. If threatened by an opponent much larger than it, the stingray attempts to sting its opponent and then flees.

Larger stingrays are more aggressive than their smaller counterparts, and some are very active when searching for prey. They are nocturnal hunters and attack using a tail sting or wing buffet.

Poison (Ex): Stingrays deliver poison with each successful tail sting attack. Initial damage is paralysis and secondary damage is Strength damage taken each round a victim is paralyzed. An affected creature can make a Fortitude save to negate the paralysis. A creature that makes a

successful save doesn’t suffer Strength damage. See the table below for details on each ray’s poison. The save DCs are Constitution-based.

Small Stingray Poison: Injury, Fortitude DC 10 negates, initial damage paralysis 1d3 rounds, secondary damage 1 point of Strength damage each round the victim is paralyzed.

Medium Stingray Poison: Injury, Fortitude DC 15 negates, initial damage paralysis 1d4+1 rounds, secondary damage 1 point of Strength damage each round the victim is paralyzed.

Large Stingray Poison: Injury, Fortitude DC 17 negates, initial damage paralysis 1d4+2 rounds, secondary damage 1d2 point of Strength damage each round the victim is paralyzed.

Watersense (Ex): Stingrays can automatically detect the location of anything in the water to a range of 100 feet.

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

study #22
eliezer melon gonger

הנהגותיו של המלך דוד המלך
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Appendix B: TEMPLATES

הנהגותיו של המלך דוד המלך
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AMPHISBAENA

An amphisbaena is a creature with a head on each end. More specifically, an amphisbaena consists of two sets of forequarters of a creature conjoined in the middle. Each head of the creature is independent, but they share a close bond that enables them to coordinate attacks and movement.

Bipedal amphisbaena creatures have two sets of arms. One set of arms is used for attacking and manipulating, while the other set is used for locomotion. Which set of arms is used for which purpose doesn't matter to a humanoid amphisbaena; they can easily switch positions.

Creating an Amphisbaena

"Amphisbaena" is an inherited template that can be applied to any creature with a definite head (referred to as the "base creature").

It retains all the special abilities of the base creature, except as noted here.

Size and Type: Animals and vermin become magical beasts, and humanoids become monstrous humanoids, but otherwise the type remains unchanged. Size does not change. The amphisbaena gains the augmented subtype if its type changes.

Hit Dice: Same as base creature +3. Animals and vermin that become magical beasts change their HD type to d10s.

Speed: Same as the base creature.

Armor Class: Same as the base creature.

Attack: An amphisbaena retains all the attacks of the base creature, except those which originate from the hind quarters. Each head, however, can make use of any attack that originates from the forequarters. Although a bipedal amphisbaena has two sets of arms, it can only attack with one set; the other set are used for balance and movement.

Full Attack: An amphisbaena attacks with all of its natural weapons except those that originate from its hindquarters.

Special Attacks: An amphisbaena retains all the special attacks of the base creature, except those which originate from the hind quarters. Each head, however, can make use of any attack that originates from the forequarters. For example, an amphisbaena red dragon gains an additional breath weapon and bite attack (for the other head), but loses its tail slap. Increase the save DCs of any special attacks due to the base creature's increased HD and increased ability scores.

Special Qualities: An amphisbaena retains all the special qualities of the base creature, except those which originate from the hind quarters. Increase the save DCs of any special qualities due to the base creature's increased HD and increased ability scores.

It also gains the following:

All-Around Vision (Ex): Because the amphisbaena has a head at each end of its body, it gains a +4 bonus to Search and Spot checks. It cannot be flanked.

Split (Ex): Each of the amphisbaena's heads functions independently of the other. An amphisbaena that is cut in half continues to function normally (each with half its current hit points) and reattaches its body together in 1d2 days. An amphisbaena that has been split cannot be

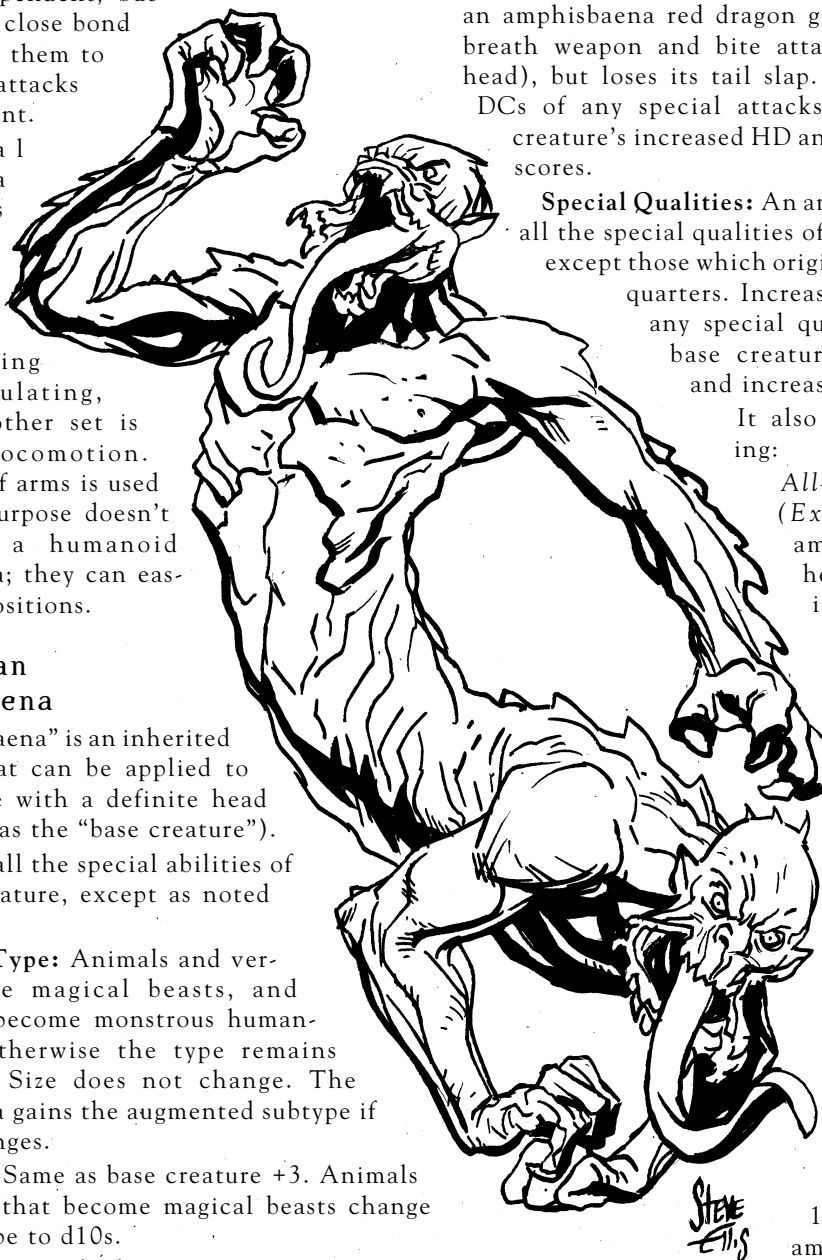
split again until it reattaches.

Cold Resistance: An amphisbaena has cold resistance 10.

Saves: Same as the base creature.

Abilities: Modify from the base creature as follows: Str +4, Dex -2, Con +2.

Skills: An amphisbaena gains additional skill points from the increase in HD when applying this template.



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Feats: An amphisbaena gains one additional feat from the increase in HD when applying this template.

Challenge Rating: Same as the base creature +2.

Treasure: Same as the base creature.

Alignment: Same as the base creature.

Advancement: Amphisbaena can advance to three times their current HD.

Level Adjustment: Same as the base creature.

Sample Amphisbaena

This sample amphisbaena uses a basilisk as the base creature.

AMPHISBAENA BASILISK

Medium Magical Beast

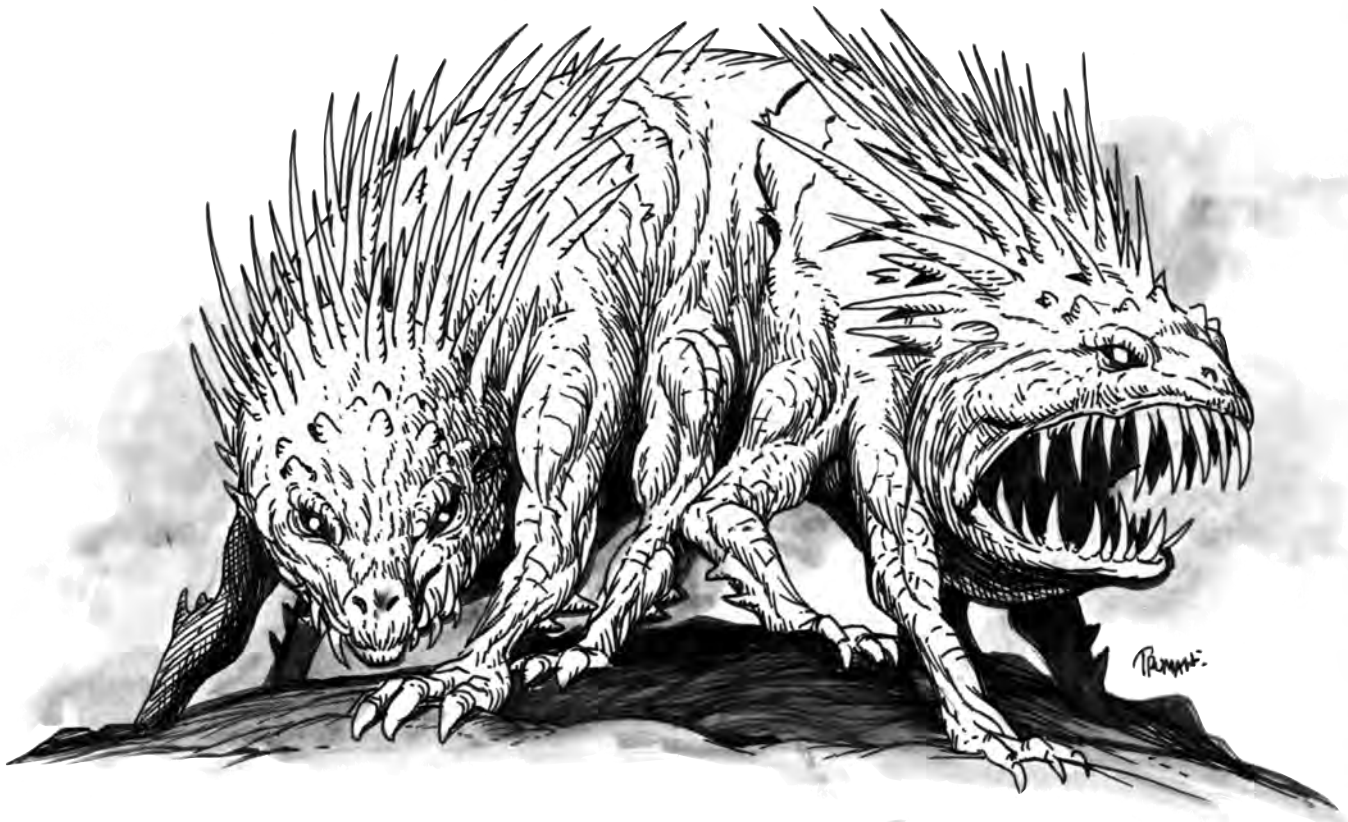
Hit Dice: 9d10+27 (76 hp)
Initiative: -2
Speed: 20 ft. (4 squares)
Armor Class: 16 (-1 Dex, +7 natural), touch 9, flat-footed 16
Base Attack/Grapple: +9/+13
Attack: Bite +14 melee (1d8+4)
Full Attack: 2 bites +14 melee (1d8+4)
Space/Reach: 5 ft./5 ft.
Special Attacks: Petrifying gaze
Special Qualities: All-around vision, darkvision 60 ft., low-light vision, resistance to cold 10, split
Saves: Fort +11, Ref +3, Will +3
Abilities: Str 19, Dex 6, Con 17, Int 2, Wis 12, Cha 11
Skills: Hide +1*, Listen +8, Search +0, Spot +12
Feats: Alertness, Blind-Fight, Great Fortitude, Weapon Focus (bite)

Environment: Warm deserts
Organization: Solitary or colony (3-6)
Challenge Rating: 7
Treasure: None
Alignment: Always neutral
Advancement: 10-15 HD (Medium); 16-27 HD (Large)
Level Adjustment: —

Combat

Petrifying Gaze (Su): Turn to stone permanently, range 30 feet; Fortitude negates DC 14. The save DC is Charisma-based.

Skills: *The amphisbaena basilisk's dull coloration and its ability to remain motionless for long periods of time grant it a +4 racial bonus to Hide checks in natural settings.



CHEITAN (HALF-EFREETI)

During construction of the City of Brass, the efreet employed all manner of races. Most were slaves kept by the efreet in their palaces. When the City was finished most of these slaves were killed; some however were taken as consorts and concubines by the great nobles of the City. The resulting offspring of such a mating was a creature that had traits of both parents. Many efreet killed the offspring at birth seeing them as a mark on their society. Some saw the potential for a new race—pawns to be used in their wars against the djinn.

Over the years many efreet have taken non-efreeti mates and spawned children that they unleash on the rest of the universe. Cheitans are raised to be cruel, uncaring, and unforgiving—traits the efreet both possess and admire. Sometimes, a cheitan turns from its heritage and sees the good in life and embraces such things. These cheitans usually don't live very long, especially in the presence of another cheitan or an efreeti.

Creating a Cheitan

“Cheitan” is an inherited template that can be added to any corporeal humanoid, monstrous humanoid, or outsider (hereafter referred to as the base creature). It cannot be added to an efreeti. A cheitan uses all the base creature's statistics and abilities except as noted here. Do not recalculate the creature's HD, base attack, or base saves if its type changes.

Size and Type: The base creature's type changes to outsider. Size is unchanged. Cheitans do not gain the augmented subtype. Cheitans are normally native outsiders.

Speed: Unless the base creature has a better fly speed, the creature can fly at 40 feet per round with perfect maneuverability.

Armor Class: Natural armor increases by +3 (this stacks with any natural armor bonus the base creature has).

Attack: A cheitan has two slam attacks. If the base creature can use weapons, the cheitan retains this ability. A cheitan fighting without weapons uses a slam when making an attack action. When it has a weapon, it usually uses the weapon instead.

Full Attack: A cheitan fighting without weapons uses two slams when making a full attack. If armed with a weapon, it usually uses the weapon instead. If it has a hand free, it uses a slam as a secondary attack.

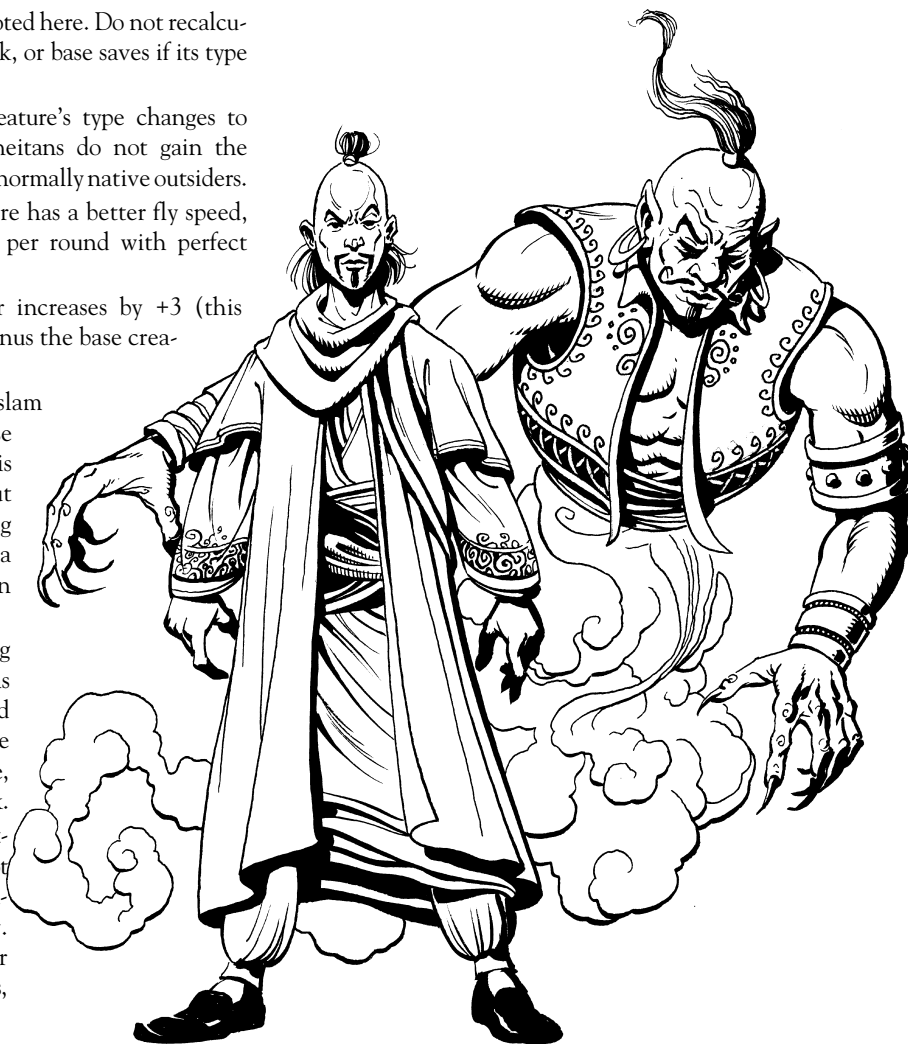
Damage: Cheitans have slam attacks. If the base creature does not have these attack forms, use the damage values in the table below. Otherwise, use the values below or the base creature's damage values, whichever are greater.

Size	Slam Damage
Fine	1
Diminutive	1d2
Tiny	1d3
Small	1d4
Medium	1d6
Large	1d6
Huge	2d6
Gargantuan	3d6
Colossal	4d6

Special Attacks: A cheitan retains all the special attacks of the base creature and also gains the following.

Heat (Ex): A cheitan's body deals 1d3 points of extra fire damage whenever it hits in melee with a natural attack or in each round it maintains a hold while grappling.

Spell-Like Abilities: A cheitan with an Intelligence or Wisdom score of 8 or higher has spell-like abilities depending on its HD, as indicated on the table below. The abilities are cumulative; a cheitan with 4 HD can use *detect magic* as well as *produce flame*. Unless noted otherwise, an ability is usable once per day. Caster level equals the creature's HD, and the save DCs are Charisma-based.



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HD	Abilities
1-2	Detect magic 3/day
3-4	Produce flame 3/day
5-6	Pyrotechnics
7-8	Wall of fire
9-10	Scorching ray (1 ray) 3/day
11-12	Gaseous form
13+	Plane shift

Special Qualities: A cheitan retains all the special qualities of the base creature and also gains the following.

Darkvision (Ex): Cheitans have darkvision to a range of 60 feet. If the creature already possesses darkvision, use it or this one, whichever provides the greater range.

Outsider Traits (Ex): Cannot be raised or resurrected, though a *limited wish*, *wish*, *miracle*, or *true resurrection* spell can restore it to life. Outsiders with the native subtype can be raised, reincarnated, or resurrected normally.

Resistance to Fire (Ex): Cheitan have resistance to fire 20.

Abilities: Increase from the base creature as follows: Str +6, Dex +4, Con +2, Wis +2, Cha +2.

Skills: A cheitan gains skill points as an outsider and has skill points equal to (8+ Int modifier) x (HD +3). Do not include Hit Dice from class levels in this calculation—the cheitan gains outsider skill points only for its racial Hit Dice, and gains the normal amount of skill points for its class levels. Treat skills from the base creature's list as class skills, and other skills as cross-class skills.

Environment: Same as the base creature or the Elemental Plane of Fire or Plane of Molten Skies.

Challenge Rating: HD 4 or less, same as the base creature +1; HD 5 to 10, same as the base creature +2; HD 11 or more, same as the base creature +3.

Alignment: Always evil (any).

Level Adjustment: Same as the base creature +4.

CHEITAN JANNI

	Medium Outsider (Native)
Hit Dice:	6d8+12 (39 hp)
Initiative:	+8
Speed:	20 ft. (4 squares), fly 30 ft. (perfect) in chainmail; base land speed 30 ft., base fly speed 40 ft. (perfect)
Armor Class:	23 (+4 Dex, +4 natural, +5 chainmail), touch 14, flat-footed 21
Base Attack/Grapple:	+6/+12
Attack:	Scimitar +12 melee (1d6+6, 18-20/x2) or longbow +10 ranged (1d8, crit x3, range 100 ft.) or slam +12 melee (1d6+6 plus 1d3 fire)
Full Attack:	Scimitar +12/+7 melee (1d6+6, 18-20/x2) or longbow +10/+5 ranged (1d8, crit x3, range 100 ft.) or 2 slams +12 melee (1d6+6 plus 1d3 fire)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Change size, heat, spell-like abilities
Special Qualities:	Darkvision 60 ft., elemental endurance, outsider traits, plane shift, resistance to fire 20, telepathy 100 ft.
Saves:	Fort +7, Ref +9, Will +8
Abilities:	Str 22, Dex 19, Con 14, Int 14, Wis 17, Cha 15
Skills:	Appraise +11, Concentration +11, Craft (any two) +11, Diplomacy +4, Escape Artist +8, Listen +12, Move Silently +8*, Ride +13, Sense Motive +12, Spot +12, Use Rope +4 (+6 with bindings)
Feats:	Combat Reflexes, Dodge, Improved Initiative (b), Mobility
Environment:	Warm deserts
Organization:	Solitary, company (2-4), or band (6-15)
Challenge Rating:	6
Treasure:	Standard
Alignment:	Always neutral evil
Advancement:	7-9 HD (Medium); 10-18 HD (Large)
Level Adjustment:	+9

CHEITAN DJINNI

	Large Outsider (Air, Extraplanar)
	7d8+21 (52 hp)
	+10
	20 ft. (4 squares), fly 60 ft. (perfect)
	21 (-1 size, +6 Dex, +6 natural)
	touch 15, flat-footed 15
	+7/+18
	Slam +13 melee (1d8+7 plus 1d3 fire)
	2 slams +13 melee (1d8+7 plus 1d3 fire)
	10 ft./10 ft.
	Air mastery, heat, spell-like abilities, whirlwind
	Darkvision 60 ft., immunity to acid, outsider traits, plane shift, resistance to fire 20, telepathy 100 ft.
	Fort +8, Ref +11, Will +8
	Str 24, Dex 23, Con 16, Int 14, Wis 17, Cha 17
	Appraise +12, Concentration +13, Craft (any one) +12, Diplomacy +5, Escape Artist +16, Knowledge (any one) +12, Listen +13, Move Silently +16, Sense Motive +13, Spellcraft +12
	Spot +13, Use Rope +6 (+8 with bindings)
	Combat Casting, Combat Reflexes, Dodge, Improved Initiative (b)
	Elemental Plane of Fire or Plane of Molten Skies
	Solitary, company (2-4), or band (6-15)
	7
	Standard
	Always chaotic evil
	8-10 HD (Large); 11-21 (Huge)
	+10

9TH-LEVEL CHEITAN FIGHTER

Hit Dice:	Medium Outsider (Native) 9d10+36 (85 hp)
Initiative:	+7
Speed:	20 ft., fly 30 ft. (perfect); base land speed 30 ft., fly 40 ft. (perfect)
Armor Class:	24 (+0 Dex, +3 natural, +8 +1 half-plate, +3 +1 heavy steel shield), touch 10, flat-footed 24
Base Attack/Grapple:	+9/+16
Attack:	+1 longsword +18 melee (1d8+10, 17-20/x2) or slam +16 melee (1d6+7 plus 1d3 fire)
Full Attack:	+1 longsword +18/+13 melee (1d8+10, 17-20/x2) or 2 slams +16 melee (1d6+7 plus 1d3 fire)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Heat, spell-like abilities
Special Qualities:	Darkvision 60 ft., outsider traits, resistance to fire 20
Saves:	Fort +20, Ref +6, Will +6
Abilities:	Str 25, Dex 17, Con 18, Int 11, Wis 12, Cha 15
Skills:	Climb +12*, Handle Animal +14, Intimidate +14, Knowledge (the planes) +6, Jump +12*, Listen +9, Ride +17, Spot +9
Feats:	Alertness, Blind-Fight, Cleave, Great Cleave, Improved Critical (longsword), Improved Initiative, Iron Will, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword)
Environment:	Material Plane
Organization:	Solitary
Challenge Rating:	11
Treasure:	Standard
Alignment:	Always neutral evil
Advancement:	By character class
Level Adjustment:	+4

Cheitan Janni

Cheitan jann appear as normal jann with bronze colored skin.

Combat

Change Size (Sp): Twice per day, a janni can magically change a creature's size. This works just like an enlarge person or reduce person spell (the janni chooses when using the ability), except that the ability can work on the janni. A successful Fortitude save (DC 14) negates the effect. The save DC is Charisma-based. This is the equivalent of a 2nd-level spell.

Spell-Like Abilities: 3/day—*detect magic* (CL 6), *invisibility* (self only), *produce flame* (CL 6), *speak with animals*; 1/day—*pyrotechnics* (CL 6, DC 14). Caster 12th (unless otherwise specified). The save DCs are Charisma-based.

Once per day a cheitan janni can *create food and water* (caster level 7th) and can use *ethereal jaunt* (caster level 12th) for one hour. The save DCs are Charisma-based.

12TH-LEVEL CHEITAN CLERIC

Hit Dice:	Medium Outsider (Native) 12d8+36 (90 hp)
Initiative:	+3
Speed:	20 ft. fly 30 ft. (perfect); base land speed 30 ft., fly 40 ft. (perfect)
Armor Class:	22 (+1 Dex, +3 natural, +6 +1 banded mail, +2 +1 light steel shield), touch 11, flat-footed 21
Base Attack/Grapple:	+9/+14
Attack:	+1 heavy mace +16 melee (1d8+6) or slam +14 melee (1d6+5 plus 1d3 fire)
Full Attack:	+1 heavy mace +16/+11 melee (1d8+6) or 2 slams +14 melee (1d6+5 plus 1d3 fire)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Heat, spells, spell-like abilities
Special Qualities:	Darkvision 120 ft., drow traits, outsider traits, resistance to fire 20, SR 23
Saves:	Fort +11, Ref +9, Will +13
Abilities:	Str 20, Dex 16, Con 17, Int 10, Wis 20, Cha 17
Skills:	Concentration +18, Diplomacy +18, Heal +20, Hide -3*, Knowledge (history) +15, Knowledge (religion) +15, Knowledge (the planes) +15, Listen +7, Spellcraft +15, Spot +7, Survival +7 (+9 on other planes)
Feats:	Brew Potion, Combat Casting, Lightning Reflexes, Maximize Spell, Weapon Focus (heavy mace)
Environment:	Material Plane
Organization:	Solitary
Challenge Rating:	15
Treasure:	Standard
Alignment:	Always lawful evil
Advancement:	By character class
Level Adjustment:	+6

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

Skills: *The cheitan janni has a -5 armor check penalty to Move Silently checks.

Cheitan Djinni

Cheitan djinn appear as normal djinn with bronze colored skin.

Combat

Air Mastery (Ex): Airborne creatures take a -1 penalty on attack and damage rolls against a djinni.

Spell-Like Abilities: At will—*invisibility* (self only); 3/day—*detect magic* (CL 6), *produce flame* (CL 6); 1/day—*create food and water*, *create wine* (as *create water*, but wine instead), *major creation* (created vegetable matter is perma-

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nent), *persistent image* (DC 18), *pyrotechnics* (CL 6, DC 15), *wall of fire* (CL 6, DC 17), *wind walk*. Once per day a djinni can assume *gaseous form* (as the spell) for up to 1 hour. Caster level 20th (unless otherwise specified). The save DCs are Charisma-based.

9th-level Cheitan Fighter

The base creature is a 9th-level human fighter.

Combat

Spell-Like Abilities: 3/day—*detect magic*, *produce flame*, *scorching ray* (1 ray); 1/day—*pyrotechnics* (DC 14), *wall of fire* (DC 16). Caster level 9th. The save DCs are Charisma-based.

Skills: *This cheitan has a -7 armor check penalty to Climb and Jump checks.

12th-level Cheitan Cleric

The base creature is a 12th-level drow cleric.

Combat

Spell-Like Abilities: 3/day—*detect magic*, *produce flame*, *scorching ray* (1 ray); 1/day—*dancing lights*, *darkness*, *faerie fire*, *gaseous form*, *pyrotechnics* (DC 15), *wall of fire* (DC 17). Caster level 12th. The save DCs are Charisma-based.

Spells: As a cleric, the cheitan retains the ability to cast spells normally.

Typical Cleric Spells Prepared (6/7/5/5/4/4/2; save DC 14 + spell level): 0—*cure minor wounds* (x2), *light*, *read magic*, *resistance* (x2); 1st—*bane*, *command*, *divine favor*, *doom* (x2), *inflict light wounds*, *summon monster I*; 2nd—*align weapon*, *bull's strength*, *death knell*, *inflict moderate*, *shatter*; 3rd—*bestow curse*, *contagion*, *cure serious wounds*, *inflict serious wounds*, *summon monster III*; 4th—*divine power*, *greater magic weapon*, *poison*, *spell immunity*; 5th—*flame strike*, *greater command*, *righteous might*, *slay living*; 6th—*harm*, *mass inflict moderate wounds*.

Domain Spells (Evil, Fire): 1st—*burning hands*; 2nd—*desecrate*; 3rd—*magic circle against good*; 4th—*unholy blight*; 5th—*fire shield*; 6th—*create undead*.

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds the cheitan for one round. On subsequent rounds, it is dazzled as long as it remains in the affected area.

Skills: *This cheitan has a -7 armor check penalty to Hide checks.



CORPSESPUN CREATURE

Corpsespun are undead creatures formed when a living creature is slain by a corpsespinner (see the corpsespinner entry in this book). The poison of the corpsespinner interacts with the slain creature's body and animates it as a corpsespun creature; a zombie-like automaton sheathed in webs whose insides have been replaced with thousands of tiny spiders. The creature retains no memories of its former life, and while free-willed, the corpsespun rarely wanders far from the corpsespinner that created it.

The creature appears as a zombie shrouded in thick webs with hundreds of spiders (of all sizes, shapes, and colors) crawling over its body and into and out of its ears, eyes, and mouth.

Corpsespun creatures do not understand or speak any languages they knew in life.

Creating a Corpsespun

"Corpsespun" is an acquired template that can be added to any corporeal creature slain by a corpsespinner (see the corpsespinner's entry in this book) and is hereafter referred to as the "base creature". It uses all the base creature's statistics except as noted here.

Size and Type: The base creature's type changes to undead. It retains any elemental type modifiers except "Fire", but loses any alignment or racial type modifiers. It also gains the augmented subtype.

Hit Dice: Increase all current and future HD to d12s.

Speed: If the base creature can fly, reduce its maneuverability to clumsy.

Armor Class: A corpsespun has a +4 natural armor bonus or the base creature's natural armor bonus, whichever is higher.

Base Attack: A corpsespun has a base attack bonus equal to one-half its HD.

Attack: The corpsespun retains all the natural attacks and weapon proficiencies of the base creature. A corpsespun also gains a slam attack if it didn't already have one.

Full Attack: Corpsespun creatures attack with weapons and natural attacks, using all at their disposal.

Damage: A slam attack deals damage depending on the corpsespun's size. Creatures with natural attacks retain their old damage rating or use the values below, whichever is better.

Size	Slam Damage	Slam Size	Damage
Fine	1	Large	1d6
Diminutive	1d2	Huge	2d6
Tiny	1d3	Gargantuan	2d8
Small	1d4	Colossal	4d6
Medium	1d6		

Special Attacks: A corpsespun loses any supernatural or spell-like abilities of the base creature but retains all extraordinary special attacks. Additionally, it gains those listed below. Saves have a DC of 10 + 1/2 the corpsespun's HD + the corpsespun's Charisma modifier unless noted otherwise. Special attacks that use the base creature's Constitution score now use its Charisma (it's undead and has no Constitution score now).

Spider Spray (Ex): Once every 1d4 rounds as a standard action, a corpsespun can send a hail of spiders from its mouth in a cone 20 feet long. Each creature in the area must make a Reflex save (DC of 10 + 1/2 the corpsespun's HD + the corpsespun's Charisma modifier) or be hit by 2d6 spiders. A successful save reduces the number of spiders that hit by one-half.

The spiders quickly spread across the opponent's body in the same round they contact it. An opponent can easily dispatch a number of spiders equal to its Dexterity bonus (to a minimum of 1) on its turn as a full round action. On the corpsespun's next action, all spiders automatically bite, delivering a highly debilitating poison that deals 1d4 points of Strength damage if the opponent fails a Fortitude save (DC of 10 + 1/2 the corpsespun's HD + the corpsespun's Charisma modifier, +1 for every 3 spiders that bite). One minute later another Fortitude save (same DC) must be made to avoid another 1d4 points of Strength damage. (Only one attack roll is made, and a creature can only take initial and secondary damage once per round, regardless of the number of spiders that a creature actually has on it.)

Spider Transfer (Ex): Whenever a corpsespun successfully hits an opponent with a natural attack, 1d4 spiders are automatically transferred to the opponent. The spiders quickly spread and bite a foe (as detailed in the spider spray ability above). They are dispatched as above.

Special Qualities: A corpsespun loses all supernatural and spell-like abilities but retains all extraordinary special qualities of the base creature and gains the undead type. In addition, it gains the following special qualities.

Damage Reduction (Ex): A corpsespun with 1–3 HD has no damage reduction. A corpsespun with 4–9 HD has damage reduction 5/magic. A corpsespun with 10 or more HD has damage reduction 10/magic. A base creature that already has damage reduction uses its original value or this one, whichever is better.

Darkvision (Ex): Corpsespun have darkvision to a range of 60 feet.

Turn Resistance (Ex): A corpsespun has turn resistance +2.

Appendix B: Templates

Abilities: Modify from the base creature as follows: Str +2, Dex -2 (minimum 10), Int 1, and Cha +2. Being undead, the corpsespun has no Constitution score.

Skills: Same as the base creature and modified by any increase or decrease in ability scores.

Feats: Same as the base creature. The base creature also gains Toughness as a bonus feat. If the base creature already has Toughness, the effects stack.

Environment: Same as the base creature.

Organization: Gang (2-5) or troupe (1 corpsespinner plus 6-11 corpsespun).

Challenge Rating: Same as the base creature +1.

Treasure: Same as the base creature.

Alignment: Always evil.

Advancement: None.

Level Adjustment: Same as the base creature.

CORPSESPUN FIGHTER

Medium Undead (Augmented Humanoid)

Hit Dice:	10d12+3 (68 hp)
Initiative:	+4
Speed:	30 ft. (6 squares)
Armor Class:	19 (+4 natural, +5 chainmail), touch 10, flat-footed 19
Base Attack/Grapple:	+5/+10
Attack:	Slam +10 melee (1d6+5); or longsword +12 melee (1d8+5, 19-20/x2)
Full Attack:	Slam +10 melee (1d6+5); or longsword +12 melee (1d8+5, 19-20/x2)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Spider spray (Ref DC 17, Fort DC 17), spider transfer
Special Qualities:	Damage reduction 10/magic, darkvision 60 ft., +2 turn resistance, undead traits
Saves:	Fort +7, Ref +5, Will +6
Abilities:	Str 20, Dex 10, Con —, Int 1, Wis 12, Cha 15
Skills:	Climb +13, Intimidate +15, Jump +13
Feats:	Alertness, Cleave, Great Cleave, Greater Weapon Focus (longsword), Improved Initiative, Improved Overrun, Iron Will, Lightning Reflexes, Power Attack, Toughness, Weapon Focus (longsword), Weapon Specialization (longsword)
Environment:	Any land and underground
Organization:	Gang (2-5) or troupe (1 corpsespinner plus 3-6 corpsespun)
Challenge Rating:	11
Treasure:	Standard
Alignment:	Always neutral evil
Advancement:	—
Level Adjustment:	—

Combat

Undead Traits (Ex): Immune to mind-influencing effects (charms, compulsions, phantasms, patterns, and morale effects), poison, *sleep*, paralysis, stunning, disease, and death effects. Not subject to critical hits, nonlethal damage, ability damage, ability drain, energy drain, death from massive damage, exhaustion, fatigue, or any effect that requires a Fortitude save (unless the effect works on objects). Cannot heal damage on its own if it has no Intelligence score; can be healed by negative energy. Cannot be raised or reincarnated, resurrection works if the creature is willing.



CORPSESPUN MINOTAUR

Large Undead (Augmented Monstrous Humanoid)

Hit Dice: 6d12 (39 hp)
Initiative: +0
Speed: 30 ft. (6 squares)
Armor Class: 14 (-1 size, +5 natural), touch 9, flat-footed — (cannot be caught flat-footed)
Base Attack/Grapple: +3/+11
Attack: Greataxe +7 melee (3d6+7, crit x3) or gore +7 melee (1d8+5) or slam +7 melee (1d8+5)
Full Attack: Greataxe +7 melee (3d6+7, crit x3) and gore +2 melee (1d8+2); or slam +7 melee (1d8+5) and gore +2 melee (1d8+2)
Space/Reach: 10 ft./10 ft.
Special Attacks: Powerful charge 4d6+6, spider spray (Ref DC 13, Fort DC 13), spider transfer
Special Qualities: Damage reduction 5/magic, darkvision 60 ft., natural cunning, scent, +2 turn resistance, undead traits
Saves: Fort +6, Ref +5, Will +5
Abilities: Str 21, Dex 10, Con —, Int 1, Wis 10, Cha 10
Skills: Intimidate +3, Listen +7, Search -1, Spot +7
Feats: Great Fortitude, Power Attack, Track
Environment: Underground
Organization: Gang (2-5) or troupe (1 corpsespinner plus 6-11 corpsespun)
Challenge Rating: 5
Treasure: Standard
Alignment: Always chaotic evil
Advancement: —
Level Adjustment: —

Combat

Undead Traits (Ex): Immune to mind-influencing effects (charms, compulsions, phantasms, patterns, and morale effects), poison, sleep, paralysis, stunning, disease, and death effects. Not subject to critical hits, nonlethal damage, ability damage, ability drain, energy drain, death from massive damage, exhaustion, fatigue, or any effect that requires a Fortitude save (unless the effect works on objects). Cannot heal damage on its own if it has no Intelligence score; can be healed by negative energy. Cannot be raised or reincarnated, resurrection works if the creature is willing.



DEBASED FEY

Debased fey, sometimes called dark or unseelie fey, are malevolent and evil creatures of nature. Once happy, carefree, and joyous like many other fey, the debased followed a dark path into evil; a seed purportedly planted by a dark god in an attempt to corrupt and misalign the pure and good fey of the world. Debased fey seethe with hatred for good-aligned fey and seek to destroy or kill them at every opportunity.

A debased fey is almost indistinguishable from a normal fey of its kind, save that its eyes burn red—fueled with a hatred for life, love, and all that is pure. Its skin darkens, changing to a deep gray or black. Its fingernails blacken and its hands reshape into wicked talons. Its teeth become jagged and pointed.

Creating a Debased Fey

“Debased fey” is an inherited template that can be added to any fey (referred to hereafter as the “base fey”). Its type does not change. It otherwise uses all the base creature’s fey’s statistics and special abilities except as noted here.

Size and Type: Same as the base creature. The debased fey does not gain the “Augmented” subtype.

Attack: A debased fey retains all the attacks of the base creature and also gains claw attacks if it didn’t already have them.

Damage: Debased fey have claw attacks. If the base creature does not have this attack form, use the appropriate damage value from the table below based on the debased fey’s size. Creatures that have other kinds of natural weapons retain their old damage values or use the appropriate value from the table below, whichever is better.

Size	Slam Damage	Slam Size	Damage
Fine	1	Large	1d6
Diminutive	1d2	Huge	2d6
Tiny	1d3	Gargantuan	2d8
Small	1d4	Colossal	4d6
Medium	1d6		

Special Attacks: A debased fey retains all the special attacks of the base fey and gains the following special attack.

Defiling Touch (Su): The damage dealt by a debased fey’s natural attacks resists all magical healing (though it can be healed normally through rest). A creature attempting to cast a *cure* spell or a *heal* spell on a creature damaged by a debased fey’s natural attacks must make a successful caster level check (DC 10 + 1/2 the debased fey’s HD + the debased fey’s Constitution modifier, +2 racial bonus), or the spell has no effect on the injured creature.

Special Qualities: A debased fey retains all the special qualities of the base fey. Saves have a DC of

10 + 1/2 the debased fey’s HD + the debased fey’s Charisma modifier unless noted otherwise.

Anathema (Su): A debased fey has been rejected by the purity of nature. Normal plants within 20 feet wither and die if the debased fey remains in proximity for more than 5 minutes. Pure environments such as untouched forests and clear streams and ponds may become spoiled and polluted if the debased fey remains in that environment for more than 1 day.

Plant creatures (such as shambling mounds, for example) take 1d2 points of damage each round they remain within 20 feet of a debased fey. A Fortitude save negates the damage for that round. A new save can be made each round.

Damage Reduction (Ex): Debased fey have damage reduction based on their HD as detailed on the table



below. If the base creature already has damage reduction, use its current value or the one given below, whichever is better.

Hit Dice	Damage Reduction
1-7	5/cold iron
8-11	10/cold iron
12 or more	15/cold iron

Resistance to Fey Magic (Su): Debased fey gain a +4 resistance bonus on all saves against the spells or spell-like abilities cast by any good-aligned fey.

Challenge Rating: Same as the base creature +1.

Alignment: Any evil.

Level Adjustment: Same as the base creature +1.

Sample Debased Fey

This sample debased fey uses a nixie as the base creature.

DEBASED NIXIE

Small Fey (Aquatic)

Hit Dice:	1d6 (3 hp)
Initiative:	+3
Speed:	20 ft. (4 squares), swim 30 ft.
Armor Class:	14 (+1 size, +3 Dex), touch 14, flat-footed 11
Base Attack/Grapple:	+0/-6
Attack:	Short sword +4 melee (1d4-2, 19-20/x2) or light crossbow +4 ranged (1d6, 19-20/x2) or claw +4 melee (1d4-2 plus defiling touch)
Full Attack:	Short sword +4 melee (1d4-2, 19-20/x2) or light crossbow +4 ranged (1d6, 19-20/x2) or 2 claws +4 melee (1d4-2 plus defiling touch)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Charm person, defiling touch
Special Qualities:	Amphibious, anathema, damage reduction 5/cold iron, low-light vision, resistance to fey magic, SR 16, water breathing, wild empathy
Saves:	Fort +0, Ref +5, Will +3
Abilities:	Str 7, Dex 16, Con 11, Int 12, Wis 13, Cha 18
Skills:	Bluff +8, Craft (any one) +5, Escape Artist +6, Handle Animal +8, Hide +7*, Listen +6, Perform (sing) +7, Search +3, Sense Motive +5, Spot +6, Swim +6
Feats:	Dodge (b), Weapon Finesse
Environment:	Temperate aquatic
Organization:	Gang (2-4), band (6-11), or tribe (20-80)
Challenge Rating:	2
Treasure:	No coins; 50% goods (metal or stone only); 50% items (no scrolls)
Alignment:	Always neutral evil
Advancement:	2-3 HD (Small)
Level Adjustment:	+4

Combat

Charm Person (Sp): 3/day—charm person (caster level 4th); Will save (DC 15) or charmed for 24 hours.

Defiling Touch (Su): The damage dealt by a debased nixie's claws resists all magical healing (though it can be healed normally through rest). A creature attempting to cast a cure spell or a heal spell on a creature damaged by a debased nixie's claws must make a successful caster level check (DC 12), or the spell has no effect on the injured creature. The check DC is Constitution-based and includes a +2 racial bonus.

Amphibious (Ex): Can survive indefinitely on land.

Resistance to Fey Magic (Su): Debased nixies gain a +4 resistance bonus on all saves against the spells or spell-like abilities cast by any good-aligned fey.

Water Breathing (Sp): Once per day, a debased nixie can use water breathing as the spell (caster level 12th).

Wild Empathy (Ex): This ability works like the druid's wild empathy class feature, except that a debased nixie has a +6 racial bonus on the check.

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

*Debased nixies have a +5 racial bonus on Hide checks when in the water.

LANDWALKER

A landwalker is an aquatic creature that has somehow gained the ability to move about freely on dry land. It is assumed by sages that landwalkers are the creations of some mad god of the sea, sending his creations against the air breathers. Others conjecture that landwalkers are simply prehistoric ancestors of current aquatic life that have until now remained undiscovered.

The most commonly encountered landwalkers are predatory fish and mammals such as sharks and whales. Creatures such as these, with skeletal systems, have elongated and strengthened fins which act as legs to enable them to move over land. Other landwalkers that have been seen surging out of the ocean are giant squids and even monstrous jellyfish. Such boneless landwalkers ooze and flop over land with surprising quickness.

Creating a Landwalker

"Landwalker" is an inherited template that can be added to any animal, magical beast, or vermin with the "Aquatic" subtype that is confined to the water and has no land speed, or has a land speed of 5 feet or less (hereafter referred to as the "base creature"). It uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to magical beast (if it wasn't already a magical beast) and it gains the "Augmented" subtype.

Hit Dice: Change to d10.

Speed: A landwalker has a ground speed equal to one-half the base creature's swim speed or 20 feet per round, whichever is greater.

Appendix B: Templates

Because it has legs and its body has been changed, the base creature's swim speed is reduced by 10 feet (but not less than 10 feet).

Attacks: Same as the base creature.

Special Attacks: A landwalker retains all the special attacks of the base creature.

Special Qualities: A landwalker retains all the special qualities of the base creature, and gains the following.

Amphibious (Ex): A landwalker can survive out of the water for 1 hour per 2 points of Constitution (after that, refer to the drowning rules in the *DMG*).

Darkvision (Ex): Landwalkers gain darkvision to a range of 60 feet. If the base creature already has darkvision use current range or 60 feet, whichever is greater.

Low-light Vision (Ex): A landwalker gain low-light vision if the base creature didn't already possess it.

Abilities: Modify from the base creature as follows: Str +4, Dex -2, Con +2.

Skills: Same as the base creature.

Challenge Rating: Same as the base creature +1.

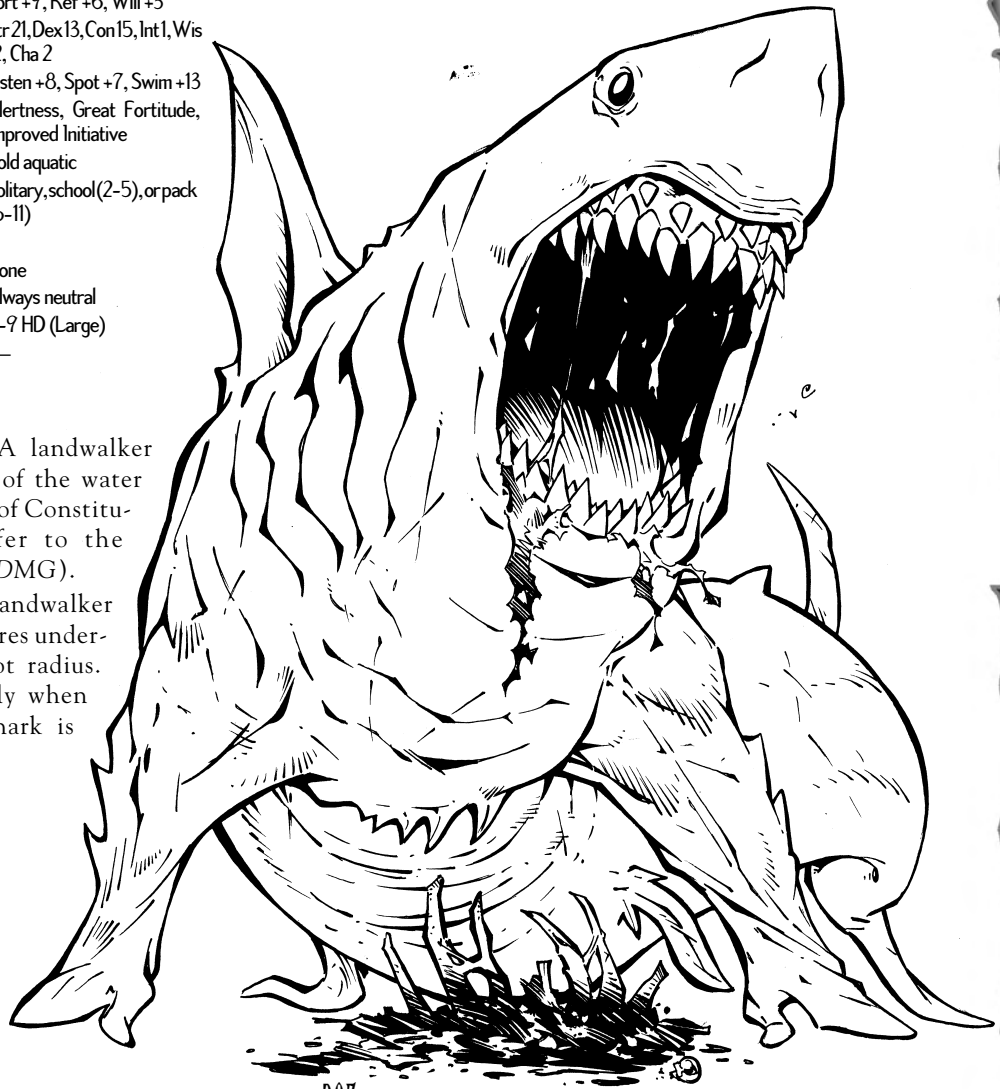
LANDWALKER SHARK

Large Magical Beast (Augmented Animal)

Hit Dice:	7d10+14 (45 hp)
Initiative:	+5
Speed:	30 ft. (6 squares), swim 50 ft.
Armor Class:	14 (-1 size, +1 Dex, +4 natural), touch 10, flat-footed 13
Base Attack/Grapple:	+5/+14
Attack:	Bite +9 melee (1d8+7)
Full Attack:	Bite +9 melee (1d8+7)
Space/Reach:	10 ft./5 ft.
Special Attacks:	—
Special Qualities:	Amphibious, blindsense, darkvision 60 ft., keen scent, low-light vision
Saves:	Fort +7, Ref +6, Will +3
Abilities:	Str 21, Dex 13, Con 15, Int 1, Wis 12, Cha 2
Skills:	Listen +8, Spot +7, Swim +13
Feats:	Alertness, Great Fortitude, Improved Initiative
Environment:	Cold aquatic
Organization:	Solitary, school (2-5), or pack (6-11)
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral
Advancement:	8-9 HD (Large)
Level Adjustment:	—

Keen Scent (Ex): A landwalker shark can notice creatures by scent in a 150-foot radius and detect blood in the water at ranges of up to one mile.

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



Combat

Amphibious (Ex): A landwalker shark can survive out of the water for 1 hour per 2 points of Constitution (after that, refer to the drowning rules in the *DMG*).

Blindsense (Ex): A landwalker shark can locate creatures underwater within a 30-foot radius. This ability works only when the landwalker the shark is underwater.

PHASE CREATURE

The most well-known traveler from the Ethereal Plane is the phase spider, but other insect-like creatures with similar abilities have been seen jaunting in and out of the Material Plane. Planar scholars have put forth the theory that somewhere off the Ethereal Plane a demiplane exists that is home to what they call phase vermin (or phase creatures).

Phase creatures are mottled black or gray and white in color, which may be an indicator of the nature of their home environment. They closely resemble normal vermin of the Material Plane, except that their natural weapons are inexplicably smaller. The phase creatures have adapted to this difference, however, with poison that is much stronger.

Creating a Phase Creature

“Phase creature” is an inherited template that can be applied to any vermin (hereafter referred to as the “base vermin”). It uses all the base vermin’s special abilities and statistics except as noted here.

Size and Type: The base vermin’s type changes to magical beast and it gains the “Augmented” subtype.

Hit Dice: Same as the base vermin +1. Change Hit Die type to d10.

Base Attack: Recalculate the phase creature’s base attack bonus. Magical beasts have a base attack bonus equal to their HD.

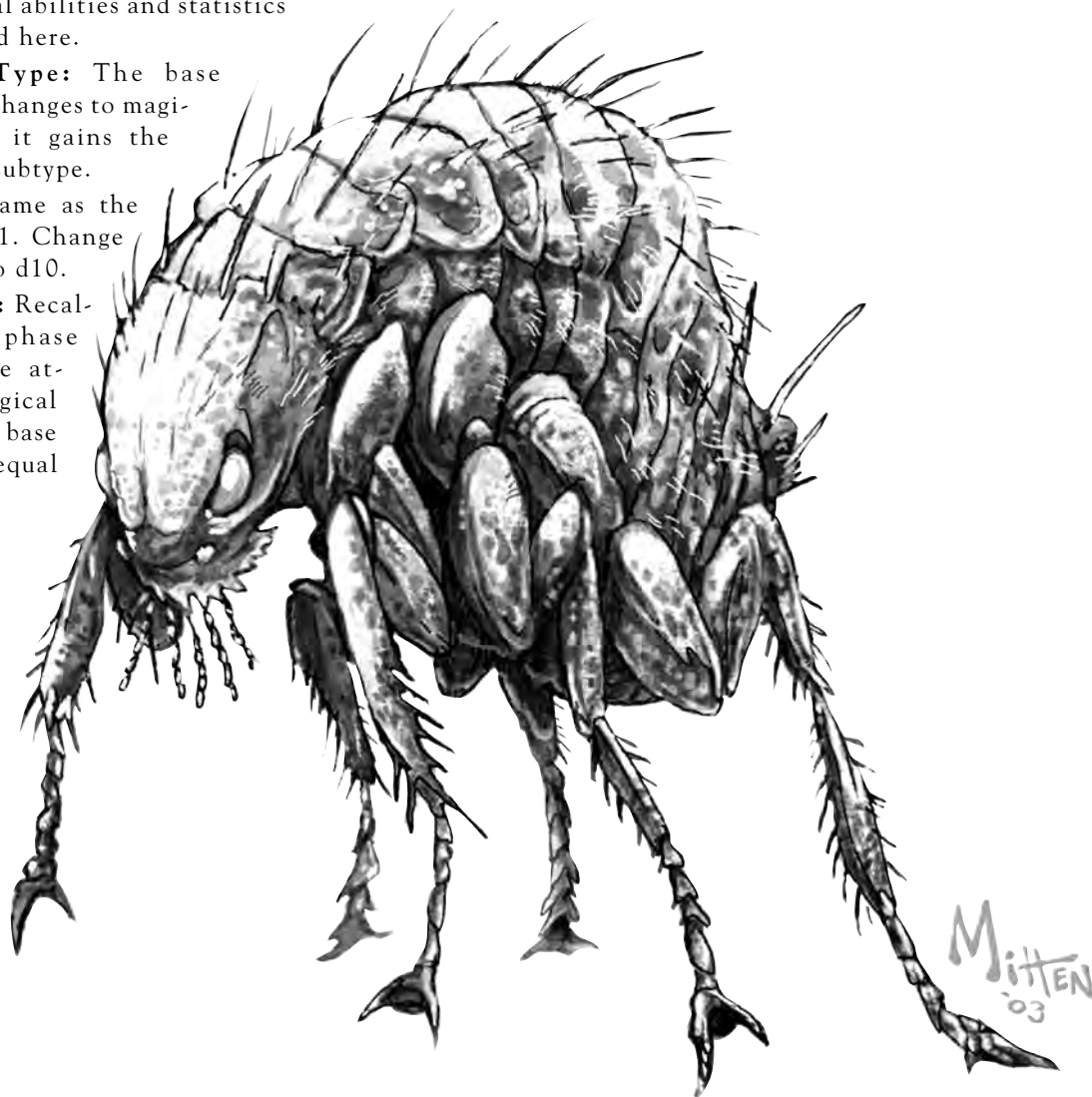
Speed: Land speed increases +10; other movement rates stay the same.

Armor Class: The base vermin’s natural armor bonus increases by +1.

Attacks: The phase creature retains all the natural attacks of the base vermin.

Damage: The damage die type of each of the base vermin’s attacks decreases by one die type (but not below 1d2). For example, 1d8 becomes 1d6, and 2d6 becomes 1d8. Use the table below:

Old Damage	New Damage	Old Damage	New Damage
1d2	1	2d6	1d8
1d3	1d2	2d8	2d6
1d4	1d3	4d6	2d8
1d6	1d4	4d8	4d6
1d8	1d6		



Appendix B: Templates

Special Attacks: A phase creature retains all the special attacks of the base vermin. Saves have a DC of 10 + 1/2 phase creature's HD + phase creature's Constitution modifier unless stated otherwise. Base creature's with a poison special attack, recalculate it as follows:

Poison (Ex): If the base vermin has poison, increase its poison damage by one step (1d3 becomes 1d4; 1d4 becomes 1d6, and so on). For example, a Large monstrous centipede deals 1d4 points of Dexterity damage; a Large phase centipede deals 1d6 points of Dexterity damage.

Recalculate the phase creature's poison save DC using 10 + 1/2 the phase creature's HD + the phase creature's Constitution modifier.

Special Qualities: A phase creature retains all the special qualities of the base vermin except the vermin special quality (which it loses). It gains low-light vision and darkvision to a range of 60 feet (if it didn't already have it). It also gains the following:

Ethereal Jaunt (Su): A phase creature can shift from the Ethereal to the Material Plane as a free action, and shift back

again as a move action (or during a move action). The ability is otherwise identical with *ethereal jaunt* (caster level 15th).

Saves: Recalculate the phase creature's saving throws as a magical beast. Magical beasts have good Fortitude and Reflex saves.

Abilities: Modify from the base vermin as follows: Str +2, Con +4, Wis +4. A phase creature has an Intelligence of 7 and its Charisma is that of the base vermin or 10, whichever is higher.

Skills: Same as the base vermin; adjusted for ability score increases.

Feats: Same as the base vermin, plus the phase creature gains Improved Initiative as a bonus feat.

Challenge Rating: Same as the base creature +2.

Advancement: Phase creatures can advance to three times their current Hit Dice.

Level Adjustment: —

Sample Phase Creature

This sample phase creature uses a giant flea (see page 68) as the base vermin.

PHASE FLEA

Tiny Magical Beast (Augmented, Vermin)

Hit Dice:	2d10+6 (15 hp)
Initiative:	+8
Speed:	30 ft. (6 squares)
Armor Class:	18 (+2 size, +4 Dex, +2 natural), touch 16, flat-footed 14
Base Attack/Grapple:	+2/-6 (+6 when attached)
Attack:	Touch +8 melee (1d2-1 plus blood drain)
Full Attack:	Touch +8 melee (1d2-1 plus blood drain)
Space/Reach:	2-1/2 ft./0 ft.
Special Attacks:	Attach, drain blood, disease
Special Qualities:	Crowd, darkvision 60 ft., ethereal jaunt, leap, low-light vision
Saves:	Fort +5, Ref +7, Will +2
Abilities:	Str 8, Dex 18, Con 16, Int 7, Wis 15, Cha 10
Skills:	Jump +23
Feats:	Improved Initiative (b), Weapon Finesse (b)
Environment:	Any temperate and warm and underground
Organization:	Cluster (6-10) or swarm (20-40)
Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral
Advancement:	3-4 HD (Tiny); 5-6 HD (Small)
Level Adjustment:	—

Combat

Attach (Ex): If a phase flea hits with a touch attack, it uses its many legs to attach itself to the opponent's body. An attached phase flea is

effectively grappling its foe. The phase flea loses its Dexterity bonus to AC and has an AC of 14. It gains a +12 racial bonus to grapple checks while attached (already figured into the Base Attack/Grapple entry).

An attached phase flea can be struck with a weapon or grappled itself. To remove an attached phase flea through grappling, the opponent must achieve a pin against the flea.

Blood Drain (Ex): A phase flea drains blood, dealing 1d3 points of Constitution damage in any round it begins its turn attached to a victim. Once it has dealt 4 points of Constitution damage, it detaches and leaps away to digest the meal. At Constitution 0 the host dies and the phase flea detaches. If it has yet to deal 4 points of Constitution damage, it seeks a new host.

Disease (Ex): About one in twenty phase fleas is a disease carrier. Phase fleas can transmit any non-supernatural disease from the DMG, though most carry *filth fever*.

Crowd (Ex): Because of their size and tactics, up to four phase fleas can occupy the same 5-foot space.

Leap (Ex): Phase fleas are natural jumpers and gain a +20 competence bonus to Jump checks.

Skills: Phase fleas can use their Strength or Dexterity modifier on Jump checks, whichever is higher.

RAVENOUS (EATER OF FLESH)

A ravenous, sometimes called an eater of flesh, is a humanoid upon whom the spirit of cannibalism has descended, transforming him into a wild-eyed and ferocious animal with a thirst for blood and raw flesh. A person so possessed loses all humanity, and undergoes disfiguring transformations. His fingers become gnarled and tipped with vicious talons, and his teeth become as sharp as the fangs of a wolf. The most terrifying change, however, occurs in the eyes. The eyes of a ravenous are wide and wild, showing none of the human spirit that once resided there. There is no compassion, no soul, and no emotion other than an undying rage and hunger. Nothing fully sates the appetite of a ravenous, and he constantly scours the wilderness for raw meat. A ravenous voraciously devours any fresh meat he can find or kill—particularly humanoid flesh.

A ravenous creature cannot be reasoned with, and pleas from friends and family do not make it through the rage and hunger to sway the ravenous from his quest. Even if the pleas of his victims did register in the mind of a ravenous, there would be no vestige of the person that once occupied it. That person's soul has been consumed and lost forever.

Becoming a Ravenous

Any humanoid or monstrous humanoid that willingly consumes the flesh of another humanoid may unlock the hidden animal within. Some cultures see the ravenous as an evil spirit that possesses those that break the horrible taboo of cannibalism, but being a ravenous is more a state of mind than of possession.

A creature wishing to become a ravenous must slay a humanoid creature with its bare hands or a light slashing weapon and consume the entirety of its flesh within 6 hours. Additionally, the creature must drink the blood of the one it killed while reciting the text of the "Ritual of Becoming."

Within 1d6 days completely the ritual, the creature undergoes the painful transformation into a ravenous. This process takes an entire night, during which time the victim's mind is destroyed and flooded thoughts of madness, of flesh, and of blood. Only during this time can the transformation be stopped. A *greater restoration*, *miracle*, or *wish* spell cast on the

victim prevents the transformation. Once the sun rises on the new ravenous, he is forever lost.

Creating a Ravenous

"Ravenous" is an acquired template that can be added to any humanoid or monstrous humanoid of Small to Large size (hereafter referred to as the "base character"). It uses all the base character's statistics and special abilities except as noted here.

Size and Type: The base character's type changes to monstrous humanoid, if it wasn't already one. It does not gain the "Augmented" subtype.

Hit Dice: Same as the base character.

Armor Class: The base character gains a natural armor bonus of +6. A ravenous instinctively strips off all armor, gear, and clothing to rid itself of confinements. If the base character already has a natural armor bonus use it or the bonus above, whichever is better.

Attack: A ravenous gains a claw and a bite attack. Ravenous do not use ranged weapons or melee weapons, however; they are completely



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animalistic, attacking only with their claws and teeth.

Damage: Ravenous have claw and bite attacks which deal damage based on their size. Use the table below.

Size	Claw Damage	Bite Damage
Small	1d3	1d4
Medium	1d4	1d6
Large	1d6	1d8

Special Attacks: A ravenous loses the special attacks and class abilities of the base character. The ravenous gains the following special attacks:

Primal Scream: A ravenous can, as a standard action, emit a powerful howl of savage fury that can be heard to a distance of two miles. Any animal that hears this scream tries to move out of the area using the quickest and most direct means possible. A successful Handle Animal check (DC 10 + 1/2 the ravenous's HD + the ravenous's Charisma modifier) calms the animal. Intelligent creatures with fewer HD than the ravenous that are within 300 feet must make a successful Will save (DC 10 + 1/2 the ravenous's HD + the ravenous's Charisma modifier) or become panicked for 2d4 rounds. This is a sonic-mind affecting fear effect. Whether or not the save is successful, an affected creature is immune to the primal scream of that ravenous for one day. The save DC is Charisma-based.

Rage (Ex): A ravenous that suffers damage in combat has a 50% chance of flying into a berserk rage in the next round, attacking until either it or its opponent is dead. While raging, a ravenous gains Str +4 and AC -4. It cannot end its rage voluntarily.

Special Qualities: A ravenous loses the special qualities and class abilities of the base character. The ravenous gains the following special qualities:

Darkvision: Ravenous gain darkvision to a range of 60 feet. If the base character already possesses darkvision, increase its range by +50% (multiply its current range by 1.5).

Low-light Vision: A ravenous has low-light vision.

Immunity to Fear (Ex): Ravenous are completely immune to all fear effects.

Resistances: A ravenous has resistance to cold 5 and electricity 5.

Scent: A ravenous can detect opponents by sense of smell to a range of 30 feet. If the opponent is upwind, the range increases to 60 feet. If the opponent is downwind, the range decreases to 15 feet.

Abilities: Modify from the base character as follows: Str +4, Dex +2, Con +2, Cha +4. The base character's Intelligence drops to 3.

Skills: A ravenous loses most memories of his past life, and therefore retains none of the base character's skill points. A ravenous's skill points are calculated as follows: 1 x (HD + 3).

Feats: The ravenous retains none of the feats of the base character, but gains 1 feat at 1 HD, one feat at 3 HD, and one additional feat for every 3 HD thereafter. In addition, a ravenous gains Great Fortitude and Track as bonus feats if it doesn't already possess them.

Environment: Same as the base character.

Organization: Solitary.

Challenge Rating: Same as the base character +1.

Treasure: 50% standard.

Alignment: Always chaotic evil.

Advancement: A ravenous can advance up to three times its current HD.

Level Adjustment: Same as the base creature +2.

Sample Ravenous

This sample ravenous uses a 5th-level human fighter as the base character.

RAVENOUS HUMAN

Medium Monstrous Humanoid

Hit Dice:	5d10+10 (38 hp)
Initiative:	+2
Speed:	30 ft.
Armor Class:	18 (+2 Dex, +6 natural), touch 12, flat-footed 16
Base Attack/Grapple:	+5/+10
Attack:	Claw +10 melee (1d4+5)
Full Attack:	2 claws +10 melee (1d4+5) and bite +5 melee (1d6+2)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Primal scream (Will save DC 14), rage
Special Qualities:	Darkvision 60 ft., immunity to fear, low-light vision, resistance to cold 5, resistance to electricity 5, scent

Saves:	Fort +6, Ref +3, Will +1
Abilities:	Str 20, Dex 15, Con 14, Int 3, Wis 11, Cha 14
Skills:	Listen +4, Spot +4, Survival +4
Feats:	Alertness, Great Fortitude (b), Power Attack, Track (b)
Environment:	Temperate plains
Challenge Rating:	6
Organization:	Solitary
Treasure:	50% standard
Alignment:	Always chaotic evil
Advancement:	6-15 HD (Medium)
Level Adjustment:	+2

SPELLGORGED ZOMBIE

It is the ultimate humiliation for a spellcaster: to be reduced to a mindless, rotting husk used only to store the spells of a rival. Created with the use of a *create greater undead* spell, a spellgorged zombie is a programmed being, which appears much like a normal zombie. It must be made from a corpse that was in life an arcane or divine spellcaster. Spellgorged zombies may be used to store spells much like a *ring of spell storing* with the notable exception that they may be programmed to exhaust these spells by the spellcaster through a series of set commands.

Creating a Spellgorged Zombie

“Spellgorged Zombie” is an acquired template that can be added to any character capable of casting arcane or divine spells (hereafter referred to as the “base character”). It uses all the base creature’s statistics and special abilities except as noted here.

Size and Type: The base character’s type changes to undead. It retains any elemental type modifiers (such as Fire or Aquatic), but loses any alignment or racial type modifiers. It does not gain the “Augmented” subtype.

Hit Dice: Increase all current and future HD to d12s.

Speed: If the base character can fly, reduce its maneuverability to clumsy.

Armor Class: A spellgorged zombie has a +2 natural armor bonus or the base character’s natural armor bonus, whichever is higher.

Base Attack: A spellgorged zombie has a base attack bonus equal to one-half its HD.

Attack: The spellgorged zombie retains all the natural attacks and weapon proficiencies of the base character. A spellgorged also gains a slam attack if it did not already have one. Recalculate the base character’s attack bonus based on its new type and ability scores.

Damage: A slam attack deals damage depending on the spellgorged’s size. Creatures with natural attacks retain their old damage rating or use the values below, whichever is higher.

Size	Slam Damage	Slam Size	Damage
Fine	1	Large	1d6
Diminutive	1d2	Huge	2d6
Tiny	1d3	Gargantuan	2d8
Small	1d4	Colossal	4d6
Medium	1d6		

Special Attacks: A spellgorged zombie loses all the special attacks of the base character and gains spell storing.

Spell Storing (Su): A spellgorged zombie can store any spells cast into its mouth as if it were a *ring of*

spell storing. The spellgorged can store a number of spell levels equal to its Hit Dice. Each spell has a caster level equal to that of the spellcaster that placed the spell in the spellgorged zombie. The save DC for any spell stored in a spellgorged zombie is determined using the ability scores of the spellcaster who placed the spell.

The spellgorged zombie need not provide any material components or focus, or pay an XP cost to cast the spell, and there is no arcane spell failure chance for wearing armor (since the spellgorged zombie need not gesture). When the spellcaster stores the spells in the spellgorged zombie, however, he must use all required components for the spell.

For randomly generated spellgorged zombies, treat the spellgorged zombie as a scroll to determine what spells are stored in it. If you roll a spell that would put the spellgorged over its spell level limit, ignore that roll; the spellgorged has no more spells in it. (Not every spellgorged need be fully charged.)

A spellcaster can cast any spells into the spellgorged zombie, so long as the total spell levels do not equal more than the spellgorged zombie’s Hit Dice. Any excess spells or spell levels are lost.

Special Qualities: A spellgorged zombie loses all the special qualities of the base character and gains the undead type.

Abilities: Modify from the base character as follows: Str +2, Dex –2. Being undead the spellgorged zombie has no Constitution score. Being a zombie, it has no Intelligence score.

Skills: The spellgorged zombie loses all skills.

Feats: A spellgorged zombie loses all feats and gains Toughness.

Environment: Any.

Organization: Any.

Challenge Rating: The spellgorged zombie’s CR depends on its HD as follows:

Hit Dice	Challenge Rating	Challenge Hit Dice	Rating
1	1/2	7-11	4
2	1	12-14	5
3-4	2	15-17	6
5-6	3	18-20	7

Treasure: None.

Alignment: Always neutral.

Advancement: None.

Sample Spellgorged Zombie

This sample spellgorged uses a 5th-level wizard as the base character.

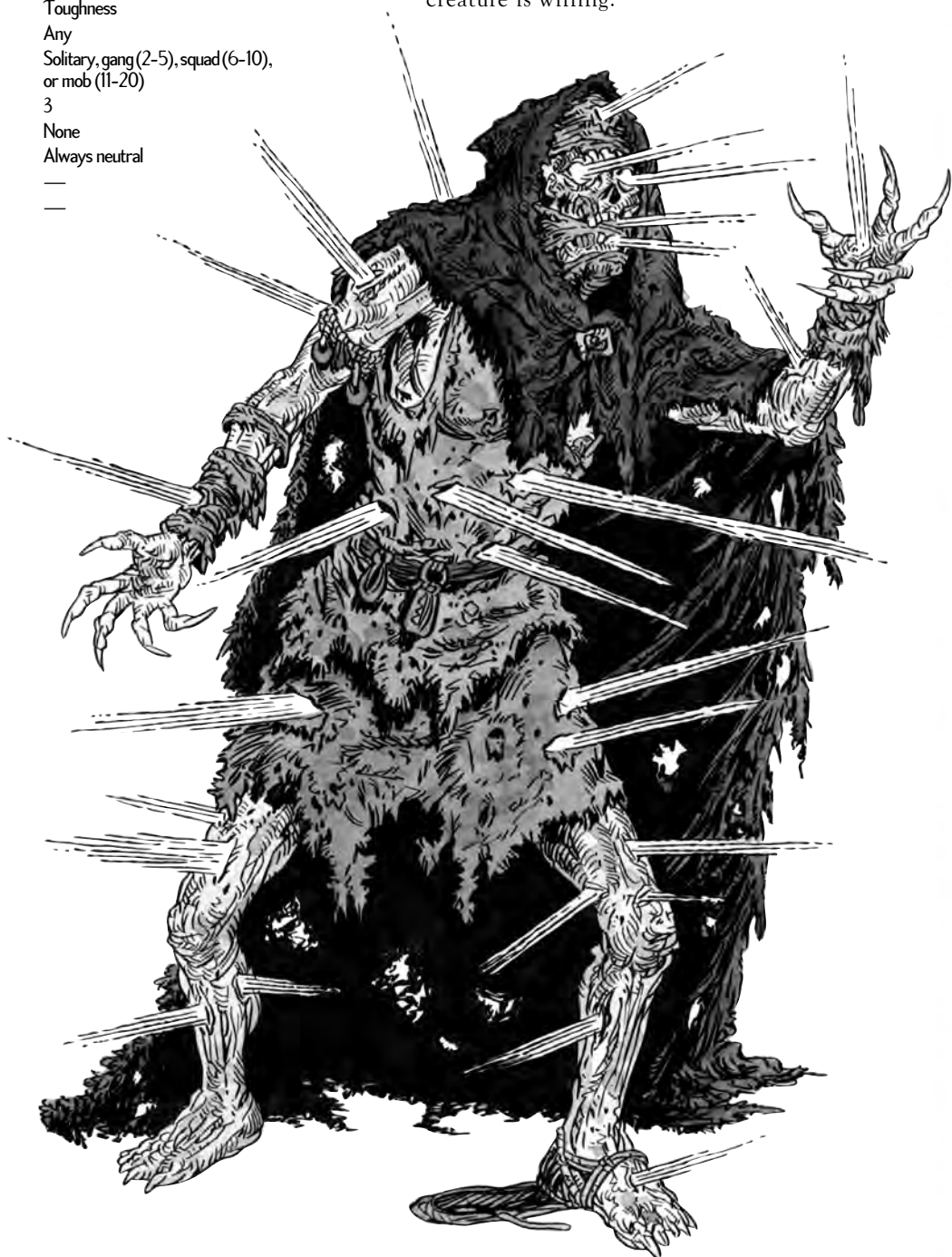
SPELLGORGED ZOMBIE

Medium Undead

Hit Dice:	5d12+3 (35 hp)
Initiative:	+1
Speed:	30 ft. (6 squares)
Armor Class:	13 (+1 Dex, +2 natural), touch 11, flat-footed 12
Base Attack/Grapple:	+2/+3
Attack:	Slam +3 melee (1d6+1)
Full Attack:	Slam +3 melee (1d6+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Spell storing (5 total spell levels)
Special Qualities:	Darkvision 60 ft., undead traits
Saves:	Fort +1, Ref +2, Will +5
Abilities:	Str 12, Dex 12, Con —, Int —, Wis 12, Cha 8
Skills:	—
Feats:	Toughness
Environment:	Any
Organization:	Solitary, gang (2-5), squad (6-10), or mob (11-20)
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral
Advancement:	—
Level Adjustment:	—

Combat

Undead Traits (Ex): Immune to mind-influencing effects (charms, compulsions, phantasms, patterns, and morale effects), poison, *sleep*, paralysis, stunning, disease, and death effects. Not subject to critical hits, nonlethal damage, ability damage, ability drain, energy drain, death from massive damage, exhaustion, fatigue, or any effect that requires a Fortitude save (unless the effect works on objects). Cannot heal damage on its own if it has no Intelligence score; can be healed by negative energy. Cannot be raised or reincarnated, resurrection works if the creature is willing.



UNDEAD LORD

For every type of undead, there exists an undead lord, a being of great power that commands the lesser of its kind. They are powerful creatures that inspire awe and fear in those they rule.

Undead lords are extremely dangerous opponents. They are stronger, tougher, and more intelligent than the ones they command. As such, they are rarely encountered by chance (and rarely encountered alone). Most maintain a lair far away from civilization where they plot and plan, sending their minions on missions to further their goals.

Undead lords appear as normal undead of their type, though there seems to be a strong aura of evil and power resonating about them.

Undead lords speak any languages they spoke before applying this template. Mindless undead gain an Intelligence score of 10 and speak Common.

Creating an Undead Lord

“Undead Lord” is an inherited template that can be applied to any undead creature (referred to hereafter as the “base creature”). The creature’s type does not change, and it uses all of the base creature’s statistics and special abilities except as noted here.

Size and Type: Same as the base creature.

Hit Dice: An undead lord’s HD is equal to 5 or the base creature’s HD (including class levels), whichever is greater.

Armor Class: The base creature’s natural armor bonus increases by +4. If the base creature is incorporeal, it does not gain this bonus.

Attacks: The undead lord retains all the attacks of the base creature. Recalculate its base attack bonus based on its new HD and any ability modifiers or use the base creature’s base attack bonus (adjusted for any ability score changes), whichever is higher.

Special Attacks: An undead lord retains all the special attacks of the base creature and also gains those listed below. Saves have a DC of 10 + 1/2 the undead lord’s HD + the undead lord’s Charisma modifier unless noted otherwise.

Command Undead (Su): Undead lords command or rebuke undead creatures of the same type as itself as a cleric equal to its current Hit Dice. If the base creature can already command or rebuke undead, this ability stacks.

Create Spawn (Su): A creature slain by an undead lord rises in 1d4 minutes as an undead creature of the same type as the undead lord. Spawn are under control of the undead lord. This replaces any other create spawn ability the base creature possesses.

Spell-Like Abilities: 1/day—*darkness*, *fear*. Caster level is equal to the undead lord’s HD. Saves have a DC of 10 + spell level + the undead lord’s Charisma modifier.

Summon Undead (Sp): Once per day, an undead lord can summon a total number of HD worth of undead (of the same type as the undead lord) equal to its HD x 1.5. Undead lords cannot summon an undead creature that has more HD than it does.

Special Qualities: An undead lord retains all the special qualities of the base creature and also gains those listed below.

Aura of Desecration (Su): Undead lords constantly project an aura in a 20-foot radius that functions as a permanent *desecrate* spell. Undead within the area (including the undead lord) gain a +1 profane bonus to attack rolls, damage rolls, and saves. In addition, all turning checks made in the area suffer a –3 profane penalty. Summoned or created undead that appear in the area gain +1 hit points per HD.

Damage Reduction (Ex): Undead lords with 5 to 7 HD gain DR 5/magic; undead lords with 8 or more HD gain damage reduction 10/magic. If the base creature already has damage reduction /magic, use it or the one above, whichever is better. If the base creature has another type of damage reduction (bludgeoning, piercing, and so on) its type modifiers stack. For example, a base creature with 5 HD and damage reduction 5/piercing that becomes an undead lord now has damage reduction 5/magic and piercing.

Turn Resistance (Ex): Undead lords gain turn resistance +4. If the base creature already has turn resistance, use this one or the base creature’s, whichever is higher.

Undead Telepathy (Su): Undead lords can communicate telepathically with any other undead within 100 feet, including mindless undead such as zombies and skeletons.

Abilities: Increase from the base creature as follows: Str +4 (unless incorporeal), Dex +2, Int +2, Wis +2, Cha +4. Undead lords have an Intelligence of at least 10, so mindless undead such as zombies and skeletons gain an Intelligence score of 10. Incorporeal creatures do not gain the Strength bonus (since they have no Strength), but instead gain an additional +2 bonus to their Dexterity score.

Saves: Same as the base creature. If the base creature had less than 5 HD and was advanced (as above, under Hit Dice), recalculate its saves based on its new Hit Dice. Undead have good Will saves.

Skills: Same as the base creature. Mindless undead that gain an Intelligence score gain a number of skill points equal to 4 + Intelligence modifier x (HD + 3).

Feats: Same as the base creature (including bonus feats). If the base creature had less than 5 HD and was advanced (as above, under Hit Dice), it gains one additional feat.

Organization: Solitary or troupe (undead lord plus 1–4 undead creatures of the same type as the base creature)

Challenge Rating: Same as the base creature +2. If the base creature was advanced to 5 HD (see Hit Dice above), its CR is increased an additional +1.

Advancement: By character class.

Level Adjustment: Same as the base creature +4.

Sample Undead Lord

The following example uses a cadaver (see Cadaver entry) as the base creature.

CADAVER LORD

Medium Undead	
Hit Dice:	5d12 (32 hp)
Initiative:	+6
Speed:	30 ft. (6 squares)
Armor Class:	18 (+2Dex, +6 natural), touch 12, flat-footed 16
Base Attack/Grapple:	+2/+5
Attack:	Claw +6 melee (1d4+4 plus disease)
Full Attack:	2 claws +6 melee (1d4+4 plus disease) and bite +1 (1d6+2 plus disease)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Aura of desecration, command undead, create spawn, disease, spell-like abilities, summon undead
Special Qualities:	Damage reduction 5/magic and bludgeoning, immunity to cold, reanimation, turn resistance +4, undead traits, undead telepathy
Saves:	Fort +2, Ref +4, Will +6
Abilities:	Str 16, Dex 15, Con —, Int 10, Wis 12, Cha 15
Skills:	Intimidate +10, Listen +9, Search +8, Spot +9
Feats:	Improved Initiative (b), Power Attack
Environment:	Any
Organization:	Solitary or troupe (cadaver lord plus 1-4 cadavers)
Challenge Rating:	5
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	By character class
Level Adjustment:	+4

Combat

Command Undead (Su): Cadaver lords command or rebuke undead as 5th-level clerics.

Create Spawn (Su): A creature slain by a cadaver lord rise in 1d4 minutes as a cadaver. Spawn are under control of the cadaver lord.

Disease (Ex): Filth fever—claw or bite, Fortitude save (DC 14), incubation period 1d3 days; damage 1d3 Dexterity and 1d3 Constitution (see Disease in the *DMG*). The save DC is Charisma-based.

Spell-Like Abilities: 1/day—darkness, fear (DC 16). Caster level 5th. The save DCs are Charisma-based.

Summon Undead (Sp): Once per day, a cadaver lord can summon 7 HD worth of cadavers.

Aura of Desecration (Su): Cadaver lords constantly project an aura in a 20-foot radius that functions as a permanent *desecrate* spell. Undead within the area (including the cadaver lord) gain a +1 profane bonus to attack rolls, damage rolls, and saves (included in the above statistics block). In addition, all turning checks made in the area suffer a –3 profane penalty. Summoned or created undead that appear in the area gain +1 hit points per HD.

Reanimation (Ex): When reduced to 0 hit points or less, the cadaver lord is not destroyed; rather it begins the process of

reanimating by regaining 1 hit point per round. Hit points lost to magical weapons or spells are not regained. When the creature reaches its full hit point total (minus damage dealt from any magical attacks and weapons), it stands up, ready to fight again.

If the creature is destroyed by a cleric's turning ability, it cannot reanimate. If a cleric casts *gentle repose* on the cadaver when it reaches 0 hit points, it cannot reanimate. A *bless* spell delays the reanimation, causing the creature to regain hit points at half its normal rate (i.e., 1 hit point every other round).

Undead Traits (Ex): Immune to mind-influencing effects (charms, compulsions, phantasms, patterns, and morale effects), poison, *sleep*, paralysis, stunning, disease, and death effects. Not subject to critical hits, nonlethal damage, ability damage, ability drain, energy drain, death from massive damage, exhaustion, fatigue, or any effect that requires a Fortitude save (unless the effect works on objects). Cannot heal damage on its own if it has no Intelligence score; can be healed by negative energy. Cannot be raised or reincarnated, resurrection works if the creature is willing.

Undead Telepathy (Su): Cadaver lords can communicate telepathically with any other undead within 100 feet, including mindless undead such as zombies and skeletons.



study #22
eliezer ben joseph gerger

הנהגותיו של רבינו יונה בן יונה
הפוסק והמורה נבוכים
היה רב קטן ונחמד
היה רב קטן ונחמד
היה רב קטן ונחמד



הנהגותיו של רבינו יונה בן יונה
הפוסק והמורה נבוכים
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היה רב קטן ונחמד

Appendix C: THE N'GATHAU

הנהגותיו של רבינו יונה בן יונה
הפוסק והמורה נבוכים
היה רב קטן ונחמד
היה רב קטן ונחמד
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הנהגותיו של רבינו יונה בן יונה
הפוסק והמורה נבוכים
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היה רב קטן ונחמד

N'GATHAU

The n'gathau are a sadistic and cruel race of extraplanar creatures that journey the planes in search of living flesh to further their craft and trade. While demons and devils fight an everlasting war for souls, the n'gathau collect the flesh of their enemies, flay and destroy it, and reconstruct the tortured in blasphemous likenesses of their former selves. Additionally, they sometimes capture the essence of a slain outsider and bring it to their native plane where it remains in eternal torture.

Most horrifying of all, the n'gathau were once humanoids themselves: taken by beings known as the Twelve and transformed via disfiguring tortures. Living creatures are the n'gathau's desire, for the dead serve no purpose; that is, the n'gathau cannot enjoy the suffering of one that cannot scream.

The average n'gathau is a walking collection of bizarre tortures, piercings, chains, flayed skin, and hooks. No two n'gathau are identical in their suffering; the pain endured by each is unique.

Each n'gathau is created through a highly complex and carefully guarded method that the n'gathau themselves do not remember. What is known is that the method consists of the most excruciating and horrible tortures a creature can imagine. A n'gathau remembers nothing of its previous life once the transformation is complete. Only the most powerful, most evil of mortals ever catch the attention of the n'gathau. Such mortals are captured, brought to the Plane of Agony, and given over to the skills and scalpels of Veruard (see below).

N'GATHAU SOCIETY

The n'gathau are not demons, nor devils, nor are they fallen celestials. Although they hail from a plane aligned with evil forces they are not associated with Hell or the Abyss. The Plane of Agony is a neutral ground, as it were, to which chosen humanoids are taken and slain outsiders are sent to be tortured for their misgivings and failures (as well as for the pleasure of the n'gathau and the Twelve). Cho-

sen humanoids are tortured and reconfigured into a more "pleasing" form. Slain outsiders are tortured for eternity. The bitter irony for the demons and devils is that their torturers and jailors were once mortals who now gain pleasure from their suffering.

The n'gathau follow a chain of command, not as rigid as devils, and definitely not as undefined and chaotic as the Abyssal races. Twelve "overseers" watch over and control the lesser n'gathau (those created with this template), while the strongest and most powerful of the n'gathau, the Quorum, rules all.

THE PAIN TRADE

The n'gathau engage in a bizarre trade with other extraplanar races. In exchange for living creatures, the n'gathau offer reliquaries that contain the power that mortal pain and suffering offers. These reliquaries are most often used as spell components, used to craft constructs, or used in the creation of magic items.

When a living creature is tortured and mutilated, its screams and suffering are captured by machines of alien construction and fabricated into small reliquaries. These items are in turn traded to those who offer the n'gathau what they desire in return—flesh.

N'GATHAU TORTURES

N'gathau are monstrously sadistic, and engage in the torture of captive beings for the simple pleasure of it. Any creature subjected to torture by a n'gathau suffers 1d2 points of Constitution damage per day.

A n'gathau will not let its plaything die as a result of the torture. When the captive's Constitution drops to 1 the n'gathau grants it a reprieve from the torture until it is back to full health.

THE RULERS OF THE PLANE OF AGONY

The n'gathau are ruled by an enigmatic sect of frighteningly powerful demigod-like beings called the Twelve. Very little is known about them except for their names and appearances; their history and true origins are locked away in the minds of the Twelve themselves and the catacomb of



Aagash "The Broken"

vaults lining the Plane of Agony. Though reclusive and secretive, it is known (supposedly by one who has seen the Plane of Agony and lived to tell about it) that the Twelve, as mighty as they are, are but servitors of a greater being called the Quorum.

Below is listed all known information about the beings known as the Twelve.

AAGASH “THE BROKEN”

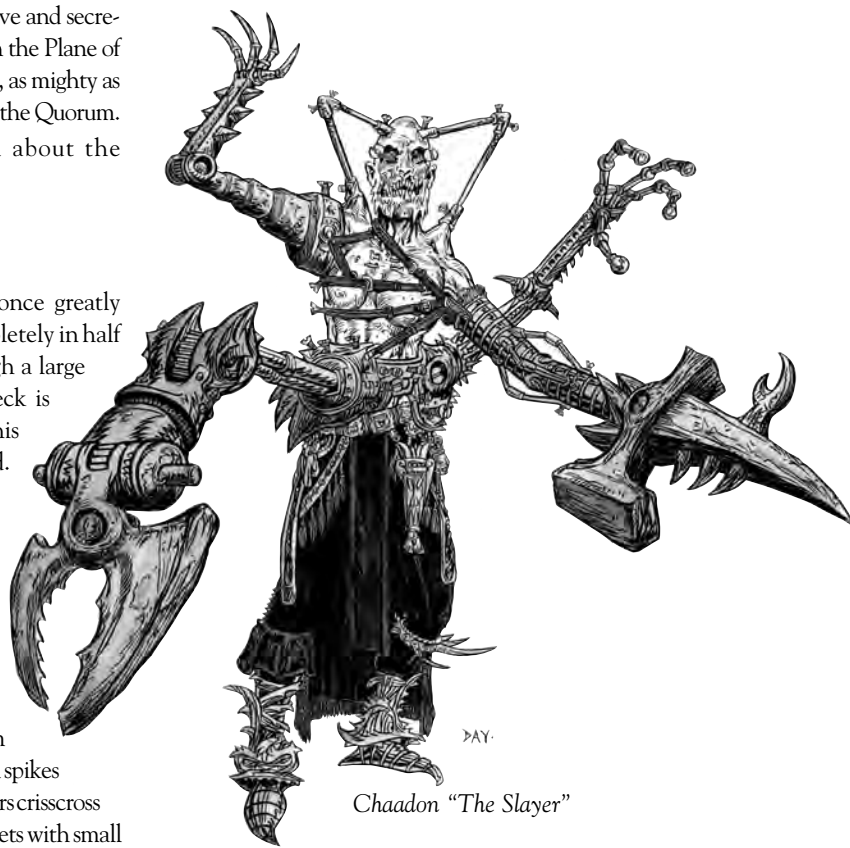
Aagash is called The Broken because he once greatly displeased the Quorum. He has been bent completely in half backwards, and his head now protrudes through a large opening in his back and out his belly. His neck is completely flayed, and steel rods screwed into his chin and braced against his hips support his head. Aagash is the personal servant of the Quorum.

ASAGIN “THE ASSASSIN”

Asagin is General to the armies of the Quorum and leads them in battle. He is known as “The Assassin” or “The Winged One.” Some refer to him as the “Angel of Death.” Nailed to his back by iron spikes are a pair of large membranous wings. Two large scars crisscross his face in an “X” pattern. His eyes are hollow sockets with small hooks piercing the skin of the upper and lower eyelids, and connecting to his shoulders by small lengths of chain. Small iron hooks are embedded the entire length of his arms, from shoulder to hand. A large hook protrudes from the palm of each hand.



Asagin “The Assassin”



Chaadon “The Slayer”

CHAADON “THE SLAYER”

Chaadon is known as the Slayer and is the Quorum’s bodyguard. He is a four-armed creature that serves unswervingly and never questions his post. All of his arms are prosthetic and mechanical. It is believed he once possessed real arms and wings, but stories among the n’gathau say they were devoured by N’hor (see below) and he was reconfigured by Veruard the Creator. Large screws are driven into his eyes and his lips are mutilated; his teeth exposed. His head is hairless, his flesh gray. Long, thin steel rods driven into his shoulders reside at an angle and attach to each side of his head.

CHAAS “THE FLAYED”

Chaas stands over 6 feet tall and appears as a gray-skinned, hairless humanoid whose entire body upper torso, head, face, and arms have been made completely devoid of flesh. A double row of long, thin nails are driven into his back from shoulder to waist. A small chain hangs from each nail, almost dragging the floor, but each returns and disappears into his spine. His eyes are deep, sullen and gray. A row of nails driven into his throat and neck form a sort of collar. Chaas’s true position in the Order of the Twelve is unknown, but it is assumed he serves the Quorum as Chancellor.

GHEHZI “THE MUTILATOR”

Ghehzi is Veruard’s assistant and co-engineer. His entire body is a pallid, yellowish-gray color. Every visible portion of his skin has been flayed, charred, or mutilated. His ears have been crudely cut off and his nose flayed from his body. His mouth is hidden beneath a thick metal collar. Ghehzi’s eyes are sewn shut with thick black cables. His hands sport small, razor-sharp curved blades in place of his fingernails. Two large metal spikes have been driven through his back, through each shoulder blade, and exit his upper chest.

GREIXAS “THE DESTROYER”

Greixas is a blood-thirsty warrior whose chest has been split open, the skin peeled back exposing ribs and chest muscles. Long, thin feeding tubes run from his head and face to his internal organs beneath his ribcage. His head is devoid of hair and has intricate designs and patterns cut into it. His eyes are dark and gray. Greixas’s hands are sewn and nailed shut in an “everlasting fist.” The mighty Greixas is often put in charge of major excursions into the lower planes to retrieve demons or devils.

MODAR “THE AVENGER”

The first of the only two female members of the Twelve, Modar appears as a grotesquely mutilated woman whose mouth has been wired shut with thick black cables. Her breasts have been removed and her abdomen stitched in various patterns. Her lips are peeled away, revealing almost pearl-white teeth. Her eyes are pulled from their sockets on stretched out optic nerves and held away from her face by metal rods with small metal rings. Her disfigured hands end in wicked claws. Modar is usually in charge of major n’gathau excursions into the Material Plane.

N’HROR “THE EATER”

N’hror is a large, obese creature that has been cut open from navel to chest and whose intestines hang loosely from the wound. A thick, purplish liquid oozes from the gash. His chest, back, and arms are

tattooed with intricate patterns and designs. His head is round and hairless, and his jaws have been stretched open to twice their normal capacity. His mouth sports a double row of sharpened fangs. His eyes are solid black. N’hror answers only to the Quorum. He is the Inquisitor of the n’gathau, and is the punisher of those that displease his triumvirate master.

RAAUKA “THE RAVAGER”

Standing about 6 feet tall, Raauka appears as a humanoid creature whose head and face has been severely mutilated. Small metal hooks embedded in his forehead attach to small links of chain that peel away the flesh around his eyes. His pupils and irises are blackened. Sharpened fangs protrude from his mutilated mouth. Several small, thin feeding tubes exit each forearm and enter his neck. His fingers have been amputated and replaced with long hollow needles that drip a sapphire blue liquid.

Raauka is often sent to the Material Plane to retrieve powerful female mortals for transformation.



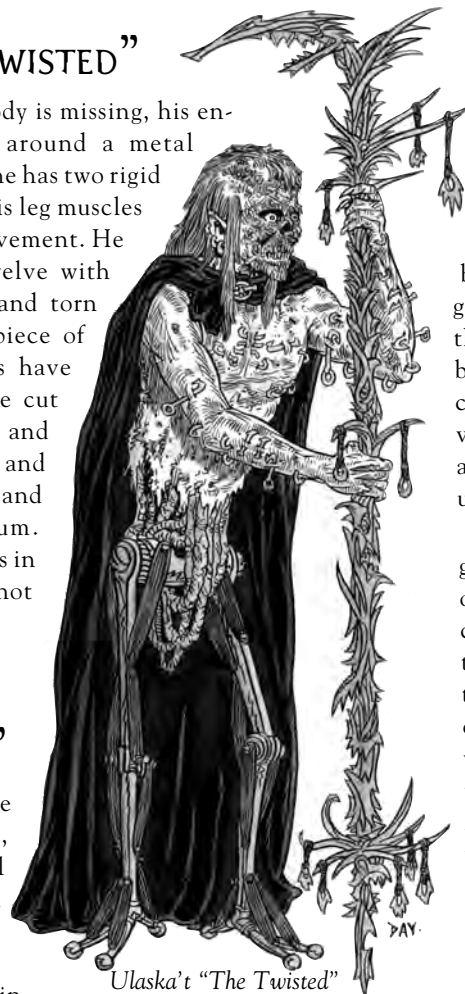
Greixas “The Destroyer”



Raauka “The Ravager”

ULASKA'T "THE TWISTED"

Ulaska't's entire lower body is missing, his entrails draped and woven around a metal framework. Instead of legs, he has two rigid metal poles around which his leg muscles are stapled to allow him movement. He is the only one of the Twelve with hair, though it is matted and torn now. His face is a masterpiece of scars and cuts. His eyelids have been removed and his nose cut off. Embedded in his arms and chest are small metal hooks and rings. Ulaska't is the sage and loremaster of the Quorum. There is little that transpires in any plane that Ulaska't is not aware of.



Ulaska't "The Twisted"

VEENES "THE BLADEMISTRESS"

The second of the female that comprises the Twelve, Veenes has a very beautiful and shapely torso. Her head is hairless with the skin removed; the top of her skull sawn off, exposing her brain. Several small tubes pumping purplish liquid are inserted into her brain and run the length of her back where they enter her spine at waist level. Small, curved hooks protrude from her shoulders, forearms, and upper back across her shoulders. Embedded in each forearm and gripped with each hand is a razor-sharp scythe. An agent of Veruard, the strangely seductive Veenes is often used as a tool to capture powerful male mortals for transformation.

VERUARD "THE RAZOR AND THE CREATOR"

Veruard is called the Creator for it is he who, at the Quorum's desire, reconfigures chosen subjects into their n'gathau form. From the Oblivion, he reworks, mutilates, destroys, tears, and reshapes creatures brought to him into a more "pleasing" form. He is a 7-foot tall humanoid with pale gray flesh whose entire body is wrapped tightly and horizontally in razor-sharp filament wires that cut deep and tear into the flesh. His irises are gray and his pupils black. His fingernails are blackened. His body sports multiple piercings of various sizes and in various locations. His clothing and armor are sewn to his flesh.

THE QUORUM

The Quorum consists of three creatures back to back, sewn together at the arms; one male, one female, and one that is a formed from a male and a female that have been bisected and crudely stitched together down the middle. The backs of their heads are sawn open and their brains are interconnected by a complicated tangle of wires and cables of various thickness. They move as one, and speak in three voices in perfect unison.

The Quorum is a tribunal of demigods acting in perfect harmony with one another, three gods in one, each chained, sewn, hooked, and pierced to the other. It is the Quorum that controls the Twelve and sends n'gathau on missions of flesh. It is the Quorum who sits in judgment over the n'gathau that have failed or disappointed it. And it is the Quorum who decides which mortals are worthy of joining the ranks of the n'gathau.



The Quorum

CREATING A N'GATHAU

"N'gathau" is a template that can be applied to any humanoid or monstrous humanoid of Small to Large size with at least 6 HD (hereafter referred to as the "base character"). It uses all the base character's special abilities and statistics, except as noted below.

Size and Type: The base character's type changes to outsider, and it gains the evil and N'gathau subtypes. It does not gain the augmented subtype. Size is not changed. Do not recalculate HD, base attack bonus, or saves.

Armor Class: The base character's natural armor improves by +4. This stacks with any existing natural armor bonus the base creature has. This natural armor bonus may be increased or decreased by the n'gathau's mutilations.

Attack: A n'gathau retains all the attacks and damage ratings of the base character, and also gains slam attacks if it didn't already have them.

Damage: N'gathau have slam attacks. Small n'gathau deal 1d4 points of damage with a slam attack, Medium n'gathau deal 1d6 points of damage with a slam attack, and Large n'gathau deal 1d8 points of damage with a slam attack. If the base character already possessed a slam attack, it retains its old damage rating or uses the one above, whichever is greater.

Special Attacks: A n'gathau retains all the special attacks of the base creature and gains the following. Saves have a DC of $10 + 1/2$ the n'gathau's HD + the n'gathau's Charisma modifier unless noted otherwise.

Cruelty's Bliss (Su): N'gathau relish in the suffering of others. When a n'gathau scores a successful critical hit against an opponent (with a weapon attack or a natural attack), it gains a +2 competence bonus to attack rolls, checks, and saves against that opponent for the remainder of the encounter. This bonus can only be gained once per combat against a particular opponent.

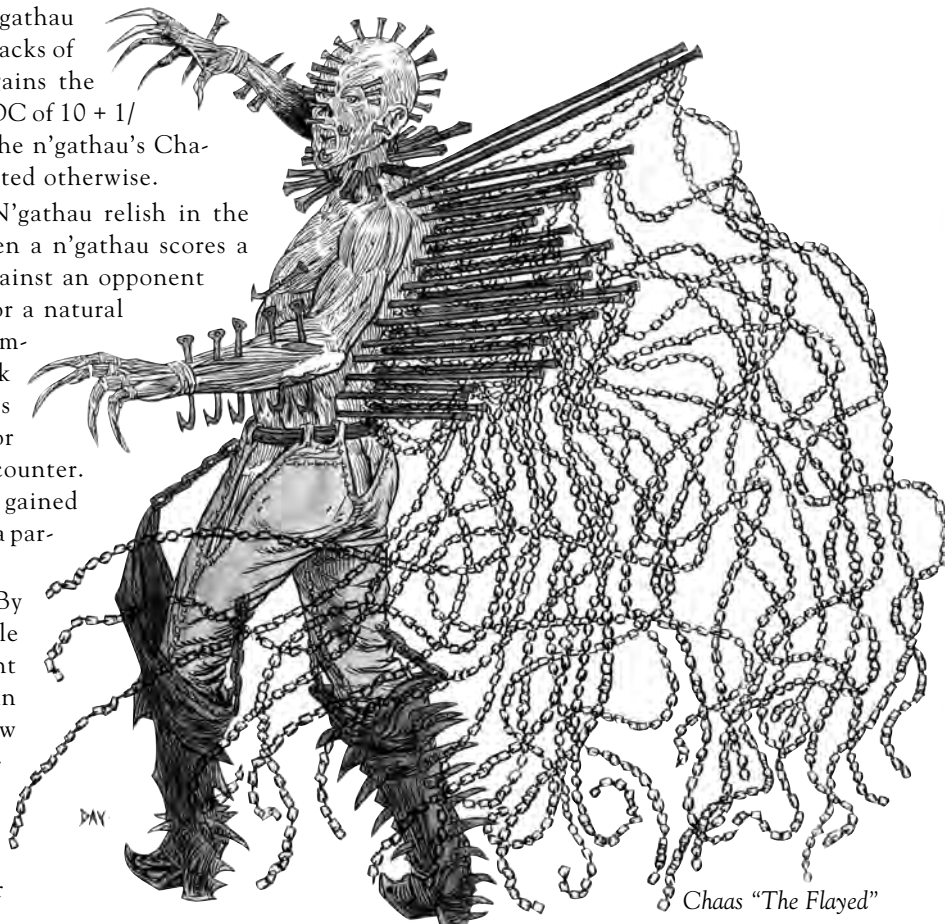
Delicious Agony (Su): By making a successful grapple check against an opponent up to one size larger than itself, a n'gathau can claw or cut away a small portion of an opponent's flesh (using claws or a light piercing or slashing weapon) and devour

it. This attack deals 1d2 points of Constitution drain to the opponent. A n'gathau heals 5 points of damage each time it drains Constitution points (regardless of the number of points drained).

A creature without flesh (such as an ooze, skeleton, etc.) is immune to this effect. A n'gathau without usable arms or hands does not gain this ability. A n'gathau that has no mouth or whose mouth has been rendered unusable can still benefit from this ability as their sense of touch is heightened to a level far beyond mortal comprehension.

Exquisite Suffering (Su): By touch, a n'gathau allows a creature to share in the sensations of its agony, thus overloading the senses of the opponent. The opponent must make a successful Will save (DC $10 + 1/2$ the n'gathau's HD + the n'gathau's Con modifier) or be stunned for 1 round. Creatures with more HD than the n'gathau are immune to this effect. This is a mind-affecting attack and whether the save is successful or not, the creature is immune to the exquisite suffering attack of that n'gathau for one day.

Horrifying Appearance (Su): The sight of a n'gathau is so disturbing that any intelligent creature seeing it must make a successful Will save or be shaken for 1d6 rounds (-2 morale penalty on attack rolls, damage rolls, and saves). Creatures with more HD than the n'gathau are immune to this effect. On a



Chaas "The Flayed"

successful save, the opponent is immune to the horrifying appearance of that n'gathau for one day.

Special Qualities: A n'gathau retains all the special qualities of the base creature and gains the following. Saves have a DC of $10 + 1/2$ the n'gathau's HD + the n'gathau's Charisma modifier unless noted otherwise.

Damage Reduction (Ex): The base creature gains damage reduction 10/magic.

Darkvision (Ex): N'gathau have darkvision to a range of 60 feet.

Limited Immortality (Ex): When a n'gathau is slain its form is taken before the Twelve, who decide whether the slain creature is condemned to an eternity of torture and suffering or whether the creature is reconfigured. A reconfigured creature remembers nothing of its previous existence and for all intents and purposes is an entirely new creature. All existing mutilations are removed and new ones are added (determined randomly or by DM choice).

Outsider Traits (Ex): Cannot be raised or resurrected, though a *limited wish*, *wish*, *miracle*, or *true resurrection* spell can restore it to life. Outsiders with the native subtype can be raised, reincarnated, or resurrected normally.

N'gathau Traits (Ex): N'gathau are immune to poison and acid; resistance to fire 5, resistance to cold 5. All n'gathau have various mutilations,

determined by DM choice or by rolling on the **Random Mutilation Table** below.

Abilities: Increase from the base creature as follows: Str +8, Dex +2, Con +4, Wis +4, Cha +2.

Skills: A n'gathau gains skill points as an outsider and has skill points equal to $(8 + \text{Int modifier}) \times (\text{HD} + 3)$. Do not include Hit Dice from class levels in this calculation—the n'gathau gains outsider skill points only for its racial HD, and gains the normal amount of skill points for its class levels. Treat skills from the base creature's list as class skills, and other skills as cross-class.

N'gathau have a +8 racial bonus on Intimidate and Sense Motive checks.

Feats: N'gathaus gain Improved Critical (slam attack or another natural attack, or with a weapon), Iron Will, Toughness, and Weapon Focus (slam attack or another natural attack, or with a weapon) assuming the base character meets the prerequisites and doesn't already have these feats.

Organization: Solitary or sect (2–5).

Challenge Rating: Same as the base creature +3.

Alignment: Always neutral evil.

Advancement: By character class.

Level Adjustment: +4.

N'GATHAU CHARACTERS

N'gathau are always neutral evil, which causes characters of certain classes to lose their class abilities (such as paladins). In addition, certain classes suffer additional penalties.

Clerics: Clerics lose their ability to turn undead but gain the ability to rebuke undead. They also lose access to their current domains (unless their domains are one of the following listed here). N'gathau clerics all worship the Quorum and have access to the Death, Destruction, Evil, and Knowledge domains.

Sorcerers and Wizards: These characters retain their class abilities, but if a character has a familiar, the link between them is broken, and the familiar shuns its former companion. The character cannot summon another familiar.

N'GATHAU RANDOM MUTILATIONS

To randomly determine the mutilations of a particular n'gathau, first roll $1d3+3$ to see how many mutilations the n'gathau has. Next roll $1d12$ on the **Body Part Table** to determine the affected body part for each mutilation. Finally, determine the effects of each mutilation using the **Mutilation Table**. Some mutilations have side effects (bonuses or penalties to skills, ability scores, saves, or special attacks or qualities); any side effects are given with the description of the mutilation.



N'hror "The Eater"

BODY PART TABLE

Roll 1d12 for each mutilation on the table below to determine the body part affected.

1d12	Body Part
1	Head
2	Face
3	Neck
4–5	Chest or Back
6	Abdomen or Back
7	Upper Arm (roll 1d6; odd = left, even = right)
8	Lower Arm (roll 1d6; odd = left, even = right)
9	Hand (roll 1d6; odd = left, even = right)
10	Upper Leg (roll 1d6; odd = left, even = right)
11	Lower Leg (roll 1d6; odd = left, even = right)
12	Foot (roll 1d6; odd = left, even = right)

RANDOM MUTILATION TABLE

Roll 1d20 for each mutilation determined above and apply the effects as detailed on the table below.

1d20 Mutilation

- Attachment:** The body part has some sort of gear attached to it via hooks, pins, or barbs. Examples include chains, pouches, jewelry, bones, or any other small object that can dangle from hooks. There is a 50% chance the attachment is actually a weapon either grafted to or embedded in the flesh. Weapons are always of the slashing or piercing type such as daggers, knives, scythes, etc.
- Degloving:** The body part has been completely skinned, revealing muscle, bone, and sinew. If the degloving is to the torso, the n'gathau's natural armor bonus is reduced by -1.
- Dislocation/Disjointed:** The body part is horribly dislocated and has been braced and bolted into an unusual configuration. This dislocation results in a -2 to Strength and a +2 to Dexterity. These modifiers can only be gained once.
- Electrification:** The body part is encased in a latticework of metal bars and wires that constantly crackle with electricity, causing the entire body to twitch. The electrical charge deals an extra 1d2 points of electricity damage with slam attacks and attacks with metal melee weapons.
- Extension:** The body part has been fully disarticulated and artificially extended with metal plates and rods. The extension is not enough to increase the n'gathau's reach, but it provides a +1 bonus to melee attacks from that limb (where applicable).
- Flaying, Major:** The body part has been flayed open down to the bone, and the incision is held open with hooks, metal staples, or brackets. If the affected body part is the head, roll 1d6; on a roll of 1, the top of the head has been removed and the brain is fully exposed. The exposure results in a -1 penalty to natural armor bonus. An exposed brain also results in a -2 penalty to Intelligence. The save DC to resist the n'gathau's horrifying appearance is increased by +2 (maximum of +4 from this ability).
- Flaying, Minor:** The body part has had several small square sections of flesh cut away or flayed open. A minor flaying to the head is a trepanation, which exposes a small portion of the brain. Trepanation provides a +2 bonus to Intelligence or Wisdom (DM choice).
- Metal Plate:** A metal plate has been crudely bolted, stapled, or in some way attached to the body part. The plates provide a +1 natural armor bonus.
- Piercing, Single:** The body part has a single metal spike, hook, ring, screw, or other object fully embedded in it or driven through it. A piercing to an arm, hand, foot, or leg provides a +1 bonus to damage using natural attacks with that limb (where applicable).

RANDOM MUTILATION TABLE (CONT'D)

- 11–12 **Piercing, Multiple:** The body part is lined and pierced with several small metal spikes, hooks, rings, screws, or other objects. Hooks, spikes, nails, and other such devices can be used to deal 1d2 points of piercing or slashing damage.
- 13 **Prosthetic:** The body part has some sort of prosthetic or mechanical replacement. On a roll of 1–4 on 1d6, a prosthetic hand or arm is a bladed weapon of some kind that deals 1d6 damage (for just a hand) or 1d8 damage (for an entire arm). If the body part is a leg or foot, a metallic device that roughly duplicates the function of that limb has replaced it. A prosthetic on the chest, abdomen, head, or neck is a strange device of unknown function.
- 14–15 **Stitching:** The entire body part is covered in random surgical-looking stitches of either metal or cloth. If the stitching is on the face, roll 1d6; on a roll of 1 the eyes have been sewn shut, and on a roll of 2 the mouth has been sewn shut. Otherwise, the stitching is in a random pattern across the face. If the eyes have been sewn shut, the creature is effectively blind, but has been imbued with the Blindsight special ability to a range of 60 feet. If the mouth has been sewn shut, the n'gathau is effectively mute and cannot speak. If the stitching is to the torso, the n'gathau's natural armor bonus is increased by +1.
- 16 **Tubes:** The body part has 1d3 tubes embedded in it, each leading to another body part (determine randomly on the **Body Part Table**). Flowing through each tube is a sickeningly colored liquid of unknown origin. These feeding tubes provide a +2 inherent bonus to Constitution. The bonus to Constitution can only be gained once.
- 17 **Utter Mutilation:** The body part has been totally mutilated and carved beyond recognition. It has been subjected to nearly every mutilation on this table, and some that aren't. The save DC for the n'gathau's horrifying appearance is increased by +2. If the mutilation is to the torso, the n'gathau's natural armor bonus is increased by +1 as well.
- 18 **Wire Wrapping:** The body part is wrapped tightly in a fine wire or wire mesh that digs into the flesh.
- 19 **Searing:** The body part is completely burned almost beyond the point of recognition. If the searing is to the torso, increase the n'gathau's natural armor bonus by +1. The n'gathau also increases its fire resistance by +5. The bonus to fire resistance can only be gained once from this mutilation.
- 20 **Carving/Scarification/Branding:** The body part has a unique pattern of strange and elaborate symbols cut into the flesh or the flesh has been burned and branded. The base character's natural armor bonus increases by +2 if this mutilation is to the torso.

SAMPLE N'GATHAU

The following example creatures use a 10th-level fighter as the base character.

Donlaan, Male N'gathau Ftr10: CR 12; SZ M Outsider [Evil, N'gathau]; HD 10d10+33; hp 88; Init +6; Spd 30 ft.; AC 22 (+2 Dex, +4 natural, +6 armor), touch 12, flat-footed 20; BAB/Grp +10/+17; Atk +19 melee (1d8+11, longsword, 17–20/x2) or +20 melee (1d4+9, +2 razor-hook, 17–20/x3) or +17 melee (1d6+7, slam); Full Atk +19/+14 melee (1d8+11, longsword, 19–20/x2) +20/+15 melee (1d4+9, +2 razor-hook, 17–20/x3) or +17/+12 melee (1d6+7 [x2], slams); SA cruelty's bliss, delicious agony (grapple +17), exquisite suffering (Will DC 18), horrifying appearance (Will DC 16); SQ damage reduction (10/magic), darkvision (60 ft.), n'gathau traits, outsider traits, limited immortality; AL NE; SV Fort +10, Ref +9, Will +11; Str 24, Dex 15, Con 17, Int 10, Wis 15, Cha 12.

Skills: Climb +15, Intimidate +9, Jump +15, Listen +4, Ride +9, Sense Motive +10, Spot +4, Swim +15. *Feats:* Alertness, Cleave, Great Cleave, Greater Weapon Focus (longsword), Greater Weapon Specialization (longsword), Improved Critical (longsword, razor-hook), Improved Sunder, Improved Initiative, Iron Will, Power Attack, Toughness, Weapon Focus (longsword, razor-hook), Weapon Specialization (longsword).

Possessions: +3 studded leather armor, +2 razor-hook.

N'gathau Mutilations: Lower right arm encased in lattice-work of wires and cables charged with electricity (deals 1d2 points of electricity damage with slam attack or metal weapon), chest is pierced with rows of small upward curving hooks (grappled foe takes 1d2 points of piercing damage each round), head has been seared (ears are burned off, but organs still there, so he can hear), thick copper wires charged with electricity wrapped around head and hooked into shoulders, right leg has been fully scarified in intricate designs and patterns.

study #22
christian jensen

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Appendix D: Planes of EXISTENCE

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This chapter details several new planes recently discovered by learned sages. Each is effectively its own universe with its own natural laws.

Check the **Necromancer Games** website (www.necromancergames.com) for web enhancements concerning these planes.

INFERNUS

Cast out of Hell, Lucifer sought revenge against his persecutors. But revenge required power, and he was tired, injured, and weakened from the time spent battling in Hell. He needed a place to rest, a place to grow in power, and a place to plan. Thus he created Infernus, a plane of eternal and everlasting fire and suffering; one plane, one ruler; created by his own hands, his own blood, and a portion of his very essence.

Lucifer is said to be one with the plane. As the gods of law are to the planes of good, so is Lucifer to Infernus. Nothing goes unnoticed by him on Infernus. All movements are seen, all whispers are heard. A plan is not hatched or contrived in this place without Lucifer's knowledge. When people speak of Infernus, they speak of Lucifer and vice versa. No creature, it is thought, stands a chance against Lucifer on Infernus, not even the arch-devils that stood against him a millennia ago.

Infernus is a plane wrought of blood and fire. The entire plane is hot (though not as hot as the Elemental Plane of Fire) and the horizon, landscape, and glow with an orange light. Outposts dot the landscape, though no permanent settlements are likely to be found. These outposts are maintained by the devils that still serve Lucifer. There is one permanent settlement known to exist on this plane—Malefacta, the palace of Lucifer. This large, black, basalt palace stretches for miles (or so it appears). At various points large towers rise and disappear into the orange-glowed sky. Within the walls of Malefacta, Lucifer and his servants hold court, dine, and dwell. Near center of the citadel, and thought to be underground in the lower levels, are the furnaces that provide the fires that keep Infernus burning. These furnaces are maintained by the hellstoker devils and they in turn are commanded by Xaphan.

Planar features of Infernus include rivers of fire and flame, heat storms, geysers of flame, and flame-cones (tornadoes composed of fire).

Infernus has the following planar traits:

Gravity: Normal gravity. Infernus has gravity similar to that of the Material Plane. The usual rules for ability scores, carrying capacity, and encumbrance apply.

Time: Normal time. Time passes here the same as it does on the Material Plane. One hour on the Infernus equals one hour on the Material Plane.

Size: Finite size.

Morphic Traits: Alterable morphic. Objects remain where they are (and what they are) unless affected by physical force or magic. You can change the immediate environment as a result of tangible effort.

Elemental Trait: None are dominant though many areas are fire-dominant.

Enhanced Magic: Spells and spell-like abilities with the fire descriptor (including those of the Fire domain and those that

summon fire elementals or outsiders with the fire subtype) are both maximized and enlarged (as if the Maximize Spell and Enlarge Spell metamagic feats had been used on them, but the spells don't require higher-level slots).

Impeded Magic: Spells and spell-like abilities that use or create water (including spells of the Water domain and spells that summon water elementals or outsiders with the water subtype) are impeded.

PLANE OF AGONY

Somewhere within the great configuration lies a desolate and windswept plane of stone and steel; a plane of darkness and the macabre. An everlasting cyclone of despair and hopelessness; a place most would soon forget ever existed. It has been referred to as "Hell for outsiders". Its name among sages is the Plane of Agony. To its inhabitants, the n'gathau, it is home.

This plane appears as a windswept and desolate place. The ground is formed of cracked brown rock that pumps and spews blood. The sky is a swirling morass of grays, blues, and reds with no clear or discernable features. A constant wind blows across the plane carrying the screams of those kindred souls that have arrived here.

There are purportedly thirteen known structures on this plane. Each is a fortress constructed of stone and earth and each belongs to one of the Twelve; the last one, known as the Great Vault, belongs to the Quorum. Each fortress has but one road leading from it and that road leads toward the center of the plane where the Great Vault stands. With the Great Vault resides the supreme and god-like ruler of the n'gathau—the Quorum. Think of a great wheel; the Great Vault is the hub and each road leading away is a spoke.

Planar features of the Plane of Agony include razor storms, needleshard cyclones, dying winds (supposedly the screams of tortured souls before their final death), blood torrents, and rivers of pain.

The Plane of Agony has the following planar traits:

Gravity: Normal gravity. The Plane of Agony has gravity similar to that of the Material Plane. The usual rules for ability scores, carrying capacity, and encumbrance apply.

Time: Normal time. Time passes here the same as it does on the Material Plane. One hour on the Plane of Agony equals one hour on the Material Plane.

Size: Finite size.

Morphic Traits: Alterable morphic. Objects remain where they are (and what they are) unless affected by physical force or magic. You can change the immediate environment as a result of tangible effort.

Enhanced Magic: Spells and spell-like abilities that affect or create weapons, knives, blades, or induce pain are both extended and enlarged (as if the Extend Spell and Enlarge Spell metamagic feats had been used on them, but the spells don't require higher-level slots). Spells and spell-like abilities that are already extended or enlarged are unaffected by this benefit.

Impeded Magic: Spells and spell-like abilities that heal or cure (including spells of the Healing domain) are impeded.

PLANE OF MOLTEN SKIES

A nexus connecting three planes formed of elemental air, earth, and fire, the Plane of Molten Skies is a legendary waypoint for planar races who wish to do business with one another without the confines and consequences of visiting a hostile elemental plane. It is also the “road” to the fabled City of Brass.

The skies are ablaze on this plane; the entire upper atmosphere consumed in a gigantic ball of flame and liquid fire. The air is stuffy and warm, breathable, but uncomfortable to those not used to it. The ground is formed of cracked obsidian and basalt, warm to the touch, but comfortable enough to walk upon without inflicting harm on those not resistant to heat or fire. Mountains and hills formed of basalt and small pools of lava dot the landscape. Volcanoes scattered throughout the planar landscape belch forth blasts of molten elemental fire and rock at random intervals. Rivers and streams of liquid flame wind through the landscape, emptying into a raging sea of liquid elemental fire.

Planar features of the Plane of Molten Skies include rivers of fire and flame, magma storms, heat storms, geysers of flame, and lava pools.

The Plane of Molten Skies has the following planar traits:

Gravity: Normal gravity. The Plane of Molten Skies has gravity similar to that of the Material Plane. The usual rules for ability scores, carrying capacity, and encumbrance apply.

Time: Normal time. Time passes here the same as it does on the Material Plane. One hour on the Plane of Molten Skies equals one hour on the Material Plane.

Size: Finite size.

Morphic Traits: Alterable morphic. Objects remain where they are (and what they are) unless affected by physical force or magic. You can change the immediate environment as a result of tangible effort.

Elemental Trait: None are dominant though certain areas may be fire-dominant or earth-dominant.

Enhanced Magic: Spells and spell-like abilities with the air, earth, or fire descriptor function as if prepared with the Enlarge Spell feat but only when within 1 mile of a portal or gate to the elemental plane the descriptor correlates with. Spells cast elsewhere on the plane function normally.

Spells or spell-like abilities (including those of the Fire domain and those that summon fire elementals or outsiders with the fire subtype) used within 1 mile of the City of Brass function as if enlarged and maximized (as if the Maximize Spell and Enlarge Spell had been used on them, but the spells don't require higher-level slots). Spells and spell-like abilities that are already maximized or enlarged are unaffected by this benefit.

Impeded Magic: Spells and spell-like abilities that use or create water (including spells of the Water domain and spells that summon water elementals or outsiders with the water subtype) are impeded.

For more information on the Plane of Molten Skies, see the *City of Brass* by *Necromancer Games*.

PLANE OF TIME

The Plane of Time is blanketed in eternal fog and vapor. Creatures traveling this plane can see a few feet in front of their position and that's about it. Even darkvision and magical forms of seeing have difficulty here. The ground is formed of dust and sand and appears as a vast, windswept desert. For the most part, the plane is relatively flat, though dust and sand dunes dot the landscape.

The Plane of Time is hospitable to plane jumpers for the most part. The air is breathable and the temperate is always comfortable. Dangers presented by this plane include areas where a person can age rapidly, withering away into nothing, or regress in age to the point of becoming an infant again. Thankfully such areas are rare.

Planar features of the Plane of Time are paradox cyclones, infinity regions, time storms, vapor pockets, and sand or dust storms.

The Plane of Time has the following planar traits:

Gravity: Normal Gravity. The Plane of Time has gravity similar to that of the Material Plane. The usual rules for ability scores, carrying capacity, and encumbrance apply.

Time: Erratic time. The Plane of Time has several areas where time flows faster, some areas where time flows slower, and still some areas where time doesn't flow at all.

Size: Infinite size.

Morphic Traits: Magically morphic. Certain spells modify the base material of the Plane of Time. The utility and power of these spells within the Plane of Shadow make them particularly useful for explorers and natives alike.

Enhanced Magic: Spells that affect time or deal with time, such as *foresight* or *time stop*, and so on function as if prepared with both the Extend Spell and Enlarge Spell feats.

QUASI-ELEMENTAL PLANE OF ACID

The Quasi-Plane of Acid is a roiling, bubbling sea of deadly acid—an entirely fluid plane, similar to the Elemental Plane of Water, but composed of acid. It is one of the deadliest, if not the deadliest, of all elemental-based planes. For while a traveler can drown on this plane just like it can on the Plane of Water, it usually dissolves in the corrosive acid long before that happens.

The acids making up this plane maintain a constant and comfortable temperature (forgetting about the acidic nature of the plane for a moment). The plane itself is constantly in motion. There are a few islands floating throughout the acid, constructed of an alien material that seems to be impervious to the corrosiveness of this plane. Still elsewhere, they are

thought to be air pockets where air-breathers can survive, though locating such a pocket isn't easy.

Planar features of the Quasi-Plane of Acid are whirlpools, tidal waves, fume clouds (only in air pockets), and dilution zones.

The Quasi-Plane of Acid has the following traits.

Gravity: Subjective directional gravity. The gravity here works similar to that of the Elemental Plane of Air. But sinking or rising on the Quasi-Plane of Acid is slower (and less dangerous) than on the Elemental Plane of Air.

Elemental Trait: None are dominant though certain areas may be air-dominant or water-dominant.

Enhanced Magic: Spells and spell-like abilities that use or create acid are both extended and enlarged (as if the Extend Spell and Enlarge Spell metamagic feats had been used on them, but the spells don't require higher-level slots). Spells and spell-like abilities that are already extended or enlarged are unaffected by this benefit.

Impeded Magic: Spells and spell-like abilities with the fire or water descriptor (including spells of the Fire or Water domain and spells that summon fire or water elementals or outsiders with the fire or water subtype) are impeded.

QUASI-ELEMENTAL PLANE OF LIGHTNING

Bits of air, smoke, and ice swirl throughout an eternal lightning storm. Grayish clouds (thunderclouds it appears) litter the area and lightning streaks away from them and into the void of this plane. A thick smell of sulfur and ammonia permeates the air here. There is no solid surface, but there is an atmosphere and air-breathers function fine on this plane. Flying creatures find themselves at a great advantage on this plane. While travelers without flight can survive easily here, they are at a disadvantage. Creatures carrying metal objects or weapons, or creatures wearing metal armor are at an even bigger disadvantage.

Planar features of the Quasi-Plane of Lightning are lightning storms, lightning bursts, electromagnetic eruptions, and thunderstorms.

The Quasi-Plane of Lightning has the following planar traits:

Gravity: Subjective directional gravity. Inhabitants of the plane determine their own "down" direction. Objects not under the motive force of others do not move.

Time: Normal time. Time passes here the same as it does on the Material Plane. One hour on the Quasi-Plane of Lightning equals one hour on the Material Plane.

Size: Finite size.

Morphic Traits: Alterable morphic. Objects remain where they are (and what they are) unless affected by physical force or magic. You can change the immediate environment as a result of tangible effort.

Elemental Trait: Air-dominant.

Enhanced Magic: Spells and spell-like abilities that use, manipulate, or create air or electricity (including related or

relevant domain spells) are both empowered and enlarged (as if the Empower Spell and Enlarge Spell metamagic feats had been used on them, but the spells don't require higher-level slots).

Impeded Magic: Spells and spell-like abilities that use or create earth (including spells of the Earth domain and spells that summon earth elementals or outsiders with the earth subtype) are impeded.

QUASI-ELEMENTAL PLANE OF OBSIDIAN

The Quasi-Plane of Obsidian exists where elemental water and fire conjoin. It is a plane of barren wastes and blackened rock, of razor-sharp obelisks and fields of sharpened glass.

The Quasi-Plane of Obsidian is survivable and comfortable with varying temperatures and the occasional rainstorm or breeze. There are pockets on this plane considered earth-dominant where a traveler could become entombed in the plane and crushed into nothingness. Such areas are rare, but dangerous nonetheless.

Planar features of the Quasi-Plane of Obsidian are shard storms, earthquakes, and glass storms.

The Quasi-Plane of Obsidian has the following traits.

Gravity: Normal gravity. The Quasi-Plane of Obsidian has gravity similar to that of the Material Plane. The usual rules for ability scores, carrying capacity, and encumbrance apply.

Time: Normal time. Time passes here the same as it does on the Material Plane. One hour on the Quasi-Plane of Obsidian equals one hour on the Material Plane.

Size: Finite size.

Morphic Traits: Alterable morphic. Objects remain where they are (and what they are) unless affected by physical force or magic. You can change the immediate environment as a result of tangible effort.

Elemental Trait: None are dominant though certain areas may be earth-dominant.

Enhanced Magic: Spells and spell-like abilities that use, manipulate, or create earth or stone (including those of the Earth domain) are both empowered and extended (as if the Empower Spell and Extend Spell metamagic feats had been used on them, but the spells don't require higher-level slots). Spells and spell-like abilities that are already empowered or extended are unaffected by this benefit.

Impeded Magic: Spells and spell-like abilities that use or create air (including spells of the Air domain and spells that summon air elementals or outsiders with the air subtype) are impeded.

study #22

chicken/melon gongzi

figure 1



Appendix E: FEATS

The first part of the document discusses the importance of maintaining accurate records of all transactions. It emphasizes the need for transparency and accountability in financial reporting. The text outlines the various methods used to collect and analyze data, ensuring that the information is reliable and up-to-date.

In the second section, the author details the specific steps involved in the data collection process. This includes identifying the sources of information, conducting thorough research, and verifying the accuracy of the data. The text also discusses the challenges faced during this process and how they were overcome.

The final part of the document provides a comprehensive overview of the findings. It highlights the key insights gained from the analysis and discusses their implications for the field. The author concludes by offering recommendations for future research and practice, based on the results of the study.

figure 3



The second part of the document focuses on the analysis of the collected data. It describes the statistical methods used to identify trends and patterns in the information. The text also discusses the limitations of the study and the potential for bias in the results.

In the third section, the author presents the results of the analysis in a clear and concise manner. This includes the use of tables and graphs to illustrate the data. The text also discusses the significance of the findings and their relevance to the research objectives.

The final part of the document provides a summary of the key findings and their implications. It highlights the main conclusions of the study and offers recommendations for future research. The author concludes by expressing their appreciation for the support and assistance provided throughout the project.

This appendix details new feats available and typically used by monsters. Several monsters detailed within this book make use of these feats.

Align Spell-Like Ability [General]

The creature can use a spell-like ability tuned to either law, chaos, good, or evil.

Prerequisite: Spell-like ability at caster level 4th or higher.

Benefit: Choose one of the creature's spell-like abilities, subject to the restrictions below. The creature can use that ability as an aligned spell-like ability three times per day (or less, if the ability normally usable only once or twice per day). An aligned spell-like ability gains the good, evil, lawful, or chaotic descriptor.

When a creature uses an aligned spell-like ability, one-half the spell-like ability's damage is of that type (evil, good, lawful, or chaotic). For example, a creature casts an aligned (evil) *lightning bolt* with a caster level of 6th. The aligned *lightning bolt* deals 3d6 points of unholy damage and 3d6 points of electricity damage. Thus, a creature immune to electricity suffers no damage from the electricity effect, but still takes 3d6 points of unholy damage.

Aligned spell-like abilities deal normal damage to creatures with regeneration if the creature's description states that it takes damage from that type of effect (for instance, devils that are only harmed by good-aligned spells and effects would take damage from a good-aligned spell-like ability). Saving throws and opposed rolls (such as the one made when a character casts *dispel magic*) are not affected. Spell-like abilities that already have an alignment descriptor are not affected.

The creature can only select a spell-like ability duplicating a spell with a level less than or equal to half its caster level (round down) -1. For a summary, see the table at the end of this section. For example, a creature that uses its spell-like abilities as a 6th-level caster can only align spell-like abilities duplicating spells of 2nd level or lower.

Special: This feat can be taken multiple times. Each time it is taken, the creature can apply it to a different one of its spell-like abilities.

Crush [General]

The creature can land on opponents and crush them under its weight.

Prerequisites: Ability to fly or 5 ranks of Jump, size Large or larger.

Benefit: The creature can land on a foe three or more sizes smaller than itself and deal bludgeoning damage as follows: Large, 2d6; Huge, 2d8; Gargantuan, 4d6; Colossal, 4d8. A creature with this feat deals the indicated damage plus 1-1/2 times its Strength bonus.

A crush attack affects as many foes as can fit under the creature's body. An affected creature must at-

tempt a Reflex save (DC 10 + 1/2 of the creature's HD + the creature's Constitution modifier) or be pinned. Treat a pin as a normal grapple. Pinned creatures take damage each round the hold is maintained if they do not escape.

Enlarge Spell-Like Ability [General]

The creature can use a spell-like ability to a range farther than normal.

Prerequisite: Spell-like ability at caster level 4th or higher.

Benefit: Choose one of the creature's spell-like abilities, subject to the restrictions below. The creature can use that ability as an enlarged spell-like ability three times per day (or less, if the ability normally usable only once or twice per day).

When a creature uses an enlarged spell-like ability with a range of close, medium, or long the range increases by 100%. An enlarged spell-like ability with a range of close now has a range of 50 ft. + 5 ft./level, while a medium-range spell-like ability has a range of 200 ft. + 20 ft./level, and a long-range spell-like ability has a range of 800 ft. + 80 ft./level. Saving throws and opposed rolls (such as the one made when a character casts *dispel magic*) are not affected. Spell-like abilities whose ranges are not defined by distance, as well as spell-like abilities whose ranges are not close, medium, or long are not affected.

The creature can only select a spell-like ability duplicating a spell with a level less than or equal to half its caster level (round down) -1. For a summary, see the table at the end of this section. For example, a creature that uses its spell-like abilities as a 6th-level caster can only enlarge spell-like abilities duplicating spells of 2nd level or lower.

Special: This feat can be taken multiple times. Each time it is taken, the creature can apply it to a different one of its spell-like abilities.

Extend Spell-Like Ability [General]

The creature can use a spell-like ability that lasts longer than normal.

Prerequisite: Spell-like ability at caster level 4th or higher.

Benefit: Choose one of the creature's spell-like abilities, subject to the restrictions below. The creature can use that ability as an extended spell-like ability three times per day (or less, if the ability normally usable only once or twice per day).

When a creature uses an extended spell-like ability, its duration is doubled. Spell-like abilities whose durations are instantaneous, concentration, or permanent are not affected.

The creature can only select a spell-like ability duplicating a spell with a level less than or equal to half its caster level (round down) -1. For a summary, see the table at the end of this section. For example, a creature that uses its spell-like abilities as a 6th-

Appendix E: Feats

level caster can only extend spell-like abilities duplicating spells of 2nd level or lower.

Special: This feat can be taken multiple times. Each time it is taken, the creature can apply it to a different one of its spell-like abilities.

Gaze to Ray [General]

The creature can use its gaze attack as a ray.

Prerequisites: Int 13+, gaze attack.

Benefit: The creature can project its gaze as a ray of energy to a range of 30 feet. This requires the creature to succeed on a ranged touch attack to affect an opponent. A creature hit by the ray suffers the effects just as if it had met the creature's gaze (if the gaze allows a save, the opponent gets its save to avoid its effects).

After using this feat, the creature cannot use its gaze attack (that is, its gaze attack effectively "turns off") for 1d4 rounds and it is disoriented during this time (-2 penalty on attack rolls, saves, skill checks, and ability checks).

For example, normally to be affected by a medusa's gaze, a creature must meet the medusa's gaze. Using this feat, the medusa can project a ray of petrification to a range of 30 feet. If it hits the target, the creature receives a Fortitude save. If the save fails, the creature is turned to stone (just as if it had met the medusa's gaze). Regardless of whether the ray hits or whether the creature saves, the medusa cannot use its gaze attack for 1d4 rounds (and it is disoriented). Creatures viewing the medusa during this time are not required to make a save (since the medusa's gaze weapon is effectively "off").

Improved Poison [General]

The creature's poison is more potent than normal.

Prerequisites: Ability to deliver poison from a natural attack, base attack bonus +4.

Benefit: The damage for the creature's poison increases by one step using the following progression: 1, 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 2d8, 4d6, 6d6, 8d6, 12d6. Creatures that deal 1d10 points of ability damage with their poison (such as a Colossal scorpion) increase as follows: 1d10, 2d8, 4s6, 6d6, 8d6, 12d6.

Special: Poisons that do not deal ability damage or ability drain are unaffected by this feat.

Improved Scent [General]

The creature's scent ability is greater than normal.

Prerequisites: Scent, Wisdom 15+.

Benefit: The creature can detect opponents within 60 feet by sense of smell. If the opponent is upwind, the range increases to 120 feet. If the opponent is downwind, the range decreases to 30 feet. This otherwise follows the rules of the scent ability (see the MM).

Special: Scent allows the creature to detect opponents to a range of 30 feet by smell.

Improved Spell Resistance [General]

The creature's ability to resist spells is more potent than normal.

Prerequisite: Spell resistance as an extraordinary ability.

Benefit: The creature's spell resistance increases by +2. This feat can only be taken once.

Maximize Spell-Like Ability [General]

The creature can use a spell-like ability to maximum effect.

Prerequisite: Spell-like ability at caster level 8th or higher.

Benefit: Choose one of the creature's spell-like abilities, subject to the restrictions below. The creature can use that ability as a maximized spell-like ability three times per day (or less, if the ability normally usable only once or twice per day).

When a creature uses a maximized spell-like ability, all variable, numeric effects of the spell-like ability are increased to their maximum effect. A maximized spell-like ability deals maximum damage, cures maximum hit points, affects maximum targets, and so on as appropriate. For example, a hellstoker devil's *burning hands* deals 20 points of damage (5d4 maximized). Saving throws and opposed rolls (such as the one made when a character casts *dispel magic*) are not affected. Spell-like abilities without random variables are not affected.

The creature can only select a spell-like ability duplicating a spell with a level less than or equal to half its caster level (round down) -3. For a summary, see the table at the end of this section. For example, a creature that uses its spell-like abilities as a 10th-level caster can only maximize spell-like abilities duplicating spells of 2nd level or lower.

Special: This feat can be taken multiple times. Each time it is taken, the creature can apply it to a different one of its spell-like abilities.

Mighty Blow

The creature delivers a devastating hit that sends an opponent flying.

Prerequisites: Str 25, Awesome Blow, Power Attack, Improved Bull Rush, size Huge or larger.

Benefit: For every size over Large, the creature adds 10 feet to the distance it knocks a foe backwards when using the Awesome Blow feat. Therefore, a creature of Huge size adds +10 feet; Gargantuan, +20 feet; Colossal, +30 feet.

Native Spell-Like Ability [General]

The creature can use a spell-like ability with greater effect when on its native plane.

Prerequisites: Spell-like ability at caster level 6th or higher, any plane of origin other than the Material Plane.

Benefit: Choose one of the creature's spell-like abilities, subject to the restrictions below. The creature can use that ability as a native spell-like ability three times per day (or less, if the ability normally usable only once or twice per day).

When a creature uses a native spell-like ability while on its home (or native) plane, the spell-like ability has an effective caster level of one level higher. All effects dependent on the spell-like ability's level (such as saving throw DCs and ability to penetrate a *lesser globe of invulnerability*) are calculated according to the increased caster level. Creatures native to the Material Plane gain no benefit from this feat.

The creature can only select a spell-like ability duplicating a spell with a level less than or equal to half its caster level (round down) -2. For a summary, see the table at the end of this section. For example, a creature that uses its spell-like abilities as a 10th-level caster can only make native spell-like abilities duplicating spells of 3rd level or lower.

Special: This feat can be taken multiple times. Each time it is taken, the creature can apply it to a different one of its spell-like abilities.

Shape Breath Weapon [General]

The creature can control the shape of its breath weapon, releasing it in a cone, line, or burst.

Prerequisite: Breath weapon as a special attack.

Benefit: If the creature's base breath weapon is cone-shaped, it can release it in a line twice to a distance twice as long as normal. If the creature's base breath weapon is line-shaped, it can release it in a cone with a range of one-half normal.

A creature can release its breath weapon as a burst. The breath weapon travels a distance as if the creature had released it in a line or until it strikes a solid surface (whichever happens first). Upon impacting a solid surface or reaching maximum range, the breath weapon explodes in a burst from the point of origin and covers an area as if the creature had released its breath weapon in a cone. If a creature releases its breath weapon as a burst, add +2 rounds to the number of rounds it must wait before it can use its breath weapon again.

Spirited Runner

The creature can turn while running.

Prerequisites: Dex 15+, Endurance.

Benefit: When running, the creature can turn 90° left or right. The creature slows just before, during, and after its makes the turn but can assume full speed once the turn is complete. It costs 2 squares of movement in the space before the turn, the space the creature turns in, and the space after the turn. Any movement the creature has left can be taken nor-

mally once the turn is completed. A creature can turn as many times as it wants using this feat so long as it can pay the movement cost.

For example, a leopard (base speed 40 feet) has a run speed of 160 feet (32 squares). It could move 13 squares, turn, then move 13 more squares to finish out its movement. It costs the leopard 13 squares of movement to move the first 13 squares (1 square each), then 2 squares just before, during, and after the turn (a total of 6 squares). The leopard has 13 squares of movement left in which to move after making the turn.

Special: When running, the creature can normally only run in a straight line. Creatures with a swim speed can use this feat when swimming if they take a run action.

Strength of the Grave [General]

Undead that have been turned can attempt to recover and negate the turning effect.

Prerequisites: Undead type, base attack bonus +2.

Benefit: An undead creature that has been successfully turned and is fleeing or cowering can attempt a Will save (DC equal to the turning check that turned it). If successful, the undead creature is no longer turned, but is frightened and takes a -2 penalty on all attack rolls, saving throws, skill checks, and ability checks for the remainder of the time it would have been turned. If the save fails, the undead creature can attempt a new save each round, but the save DC increases by +1 each time. A creature that breaks the turning effect can be turned again.

Thump [General]

The creature can strike the ground causing it to tremble, thereby knocking creatures smaller than it prone.

Prerequisites: Str 20+, size Huge or larger.

Benefit: As a full-round action, the creature can strike the ground with its foot, fists, or tail. This causes the ground to shake and shudder, and all creatures up to one size smaller and within a 10-foot radius must succeed on a Balance check (DC 10 + one-half the creature's HD + the creature's Strength modifier) or fall prone. For each size the creature is above Huge, add +10 feet to the radius it can affect.

Widen Spell-Like Ability [General]

The creature can use a spell-like ability with an increased area.

Prerequisite: Spell-like ability at caster level 8th or higher.

Benefit: Choose one of the creature's spell-like abilities, subject to the restrictions below. The creature can use that ability as a widened spell-like ability three times per day (or less, if the ability normally usable only once or twice per day).

When a creature uses a widened spell-like ability with a burst, emanation, line, or spread-shaped area,

Spell-Like Ability Feats Table

Spell Level	Caster Level					
	Align	Enlarge	Extend	Maximize	Native	Widen
0	—	—	—	—	—	—
1st	4th	4th	4th	8th	6th	8th
2nd	6th	6th	6th	10th	8th	10th
3rd	8th	8th	8th	12th	10th	12th
4th	10th	10th	10th	14th	12th	14th
5th	12th	12th	12th	16th	14th	16th
6th	14th	14th	14th	18th	16th	18th
7th	16th	16th	16th	20th	18th	20th
8th	18th	18th	18th	—	20th	—
9th	20th	20th	20th	—	—	—

increase its area by 100%. For example, a devil with a *fireball* spell-like ability (which normally produces a 20-foot spread) that is widened now fills a 40-foot-radius spread.

Saving throws and opposed rolls (such as the one made when a character casts *dispel magic*) are not affected. Spell-like abilities whose area is not a burst, emanation, line, or spread are not affected.

The creature can only select a spell-like ability duplicating a spell with a level less than or equal to half its caster level (round down) – 3. For a summary, see the table at the end of this section. For example, a creature that uses its spell-like abilities as a 10th-level caster can only widen spell-like abilities duplicating spells of 2nd level or lower.

Special: This feat can be taken multiple times. Each time it is taken, the creature can apply it to a different one of its spell-like abilities.

Appendix F: Monster Glossary, Challenge Rating Index, & Monster Type Index

Angel Traits: Angels are a race of celestials, or good outsiders, native to the good-aligned Outer Planes.

Traits: An angel possesses the following traits (unless otherwise noted in a creature's entry).

- Darkvision out to 60 feet and low-light vision.
- Immunity to acid, cold, and petrification.
- Resistance to electricity 10 and fire 10.
- +4 racial bonus on saves against poison.
- Protective Aura (Su): Against attacks made or effects created by evil creatures, this ability provides a +4 deflection bonus to AC and a +4 resistance bonus on saving throws to anyone within 20 feet of the angel. Otherwise, it functions as a *magic circle against evil* effect and a *lesser globe of invulnerability*, both with a radius of 20 feet (caster level equals angel's HD). (The defensive benefits from the circle are not included in an angel's statistics block.)
- Tongues (Su): All angels can speak with any creature that has a language, as though using a *tongues* spell (caster level equal to angel's Hit Dice). This ability is always active.

Cold Subtype: A creature with the cold subtype has immunity to cold. It has vulnerability to fire, which means it takes half again as much (+50%) damage as normal from fire, regardless of whether a saving throw is allowed, or if the save is a success or failure.

Construct Type: A construct is an animated object or artificially constructed creature. A construct possesses the following traits (unless otherwise noted in a creature's entry).

- No Constitution score.
- Low-light vision.
- Darkvision out to 60 feet.
- Immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).
- Immunity to poison, sleep effects, paralysis, stunning, disease, death effects, and necromancy effects.
- Cannot heal damage on their own, but often can be repaired by exposing them to a certain kind of effect (see the creature's description for details) or through the use of the Craft Construct feat. A construct with the fast healing special quality still benefits from that quality.
- Not subject to critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain.
- Immunity to any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless).
- Not at risk of death from massive damage. Immediately destroyed when reduced to 0 hit points or less.
- Since it was never alive, a construct cannot be raised or resurrected.
- Because its body is a mass of unliving matter, a construct is hard to destroy. It gains bonus hit points based on size, as shown on the following table.

Construct Size	Bonus Hit Points	Construct Size	Bonus Hit Points
Fine	—	Large	30
Diminutive	—	Huge	40
Tiny	—	Gargantuan	60
Small	10	Colossal	80
Medium	20		

- Proficient with its natural weapons only, unless generally humanoid in form, in which case proficient with any weapon mentioned in its entry.

- Proficient with no armor.
- Constructs do not eat, sleep, or breathe.

Daemon Traits (Ex): Daemons possess the following traits (unless otherwise noted in a creature's entry).

- Immunity to poison and acid.
- Resistance to cold 10, fire 10, and electricity 10.
- Telepathy.

Demodand Traits (Ex): Demodands possess the following traits (unless otherwise noted in a creature's entry).

- Immunity to acid and poison.
- Immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).
- Resistance to cold 10 and fire 10.

Demon Traits (Ex): Demons possess the following traits (unless otherwise noted in a creature's entry).

- Immunity to electricity and poison.
- Resistance to cold 10, fire 10, and acid 10.
- Telepathy.

Devil Traits (Ex): Devils possess the following traits (unless otherwise noted in a creature's entry).

- Immunity to fire and poison.
- Resistance to cold 10 and acid 10.
- Can see perfectly in darkness of any kind, even that created by *deeper darkness* spells.
- Telepathy.

Dragon Traits (Ex): A dragon possesses the following traits (unless otherwise noted in the description of a particular kind).

- Darkvision out to 60 feet and low-light vision.
- Immunity to magic sleep effects and paralysis effects.
- Proficient with its natural weapons only unless humanoid in form (or capable of assuming humanoid form), in which case proficient with all simple weapons and any weapons mentioned in its entry.
- Proficient with no armor.
- Dragons eat, sleep, and breathe.

Elemental Traits (Ex): An elemental possesses the following traits (unless otherwise noted in a creature's entry).

- Darkvision out to 60 feet.
- Immunity to poison, sleep effects, paralysis, and stunning.
- Not subject to critical hits or flanking.
- Unlike most other living creatures, an elemental does not have a dual nature—its soul and body form one unit. When an elemental is slain, no soul is set loose. Spells that restore souls to their bodies, such as *raise dead*, *reincarnate*, and *resurrection*, don't work on an elemental. It takes a different magical effect, such as *limited wish*, *wish*, *miracle*, or *true resurrection*, to restore it to life.
- Proficient with natural weapons only, unless generally humanoid in form, in which case proficient with all simple weapons and any weapons mentioned in its entry.
- Proficient with whatever type of armor (light, medium, or heavy) that it is described as wearing, as well as all lighter types. Elementals not indicated as wearing armor are not proficient with armor. Elementals are proficient with shields if they are proficient with any form of armor.
- Elementals do not eat, sleep, or breathe.

Fire Subtype: A creature with the fire subtype has immunity to fire. It has vulnerability to cold, which means it takes half again as much (+50%) damage as normal from cold, regardless of whether a saving throw is allowed, or if the save is a success or failure.

Incorporeal Traits (Ex): Can be harmed only by other incorporeal creatures, magic weapons or creatures that strike as magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source (except positive energy, negative energy, and force effects such as *magic missile*); can pass through solid objects at will, and own attacks pass through armor; cannot make trip or grapple attacks and cannot be tripped or grappled; do not set off traps triggered by weight; always moves silently and cannot be heard with Listen checks unless it wants to be; can move at full speed even when it cannot see.

Ooze Traits (Ex): An ooze possesses the following traits (unless otherwise noted in a creature's entry).

- Mindless: No Intelligence score, and immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).
- Blind (but have the blindsight special quality), with immunity to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.
- Immunity to poison, sleep effects, paralysis, polymorph, and stunning.
- Some oozes have the ability to deal acid damage to objects. In such a case, the amount of damage is equal to 10 + 1/2 ooze's HD + ooze's Con modifier per full round of contact.
- Not subject to critical hits or flanking.
- Proficient with its natural weapons only.
- Proficient with no armor.
- Oozes eat and breathe, but do not sleep.

Outsider Traits (Ex): An outsider possesses the following traits (unless otherwise noted in a creature's entry).

- Darkvision out to 60 feet.
- Unlike most other living creatures, an outsider does not have a dual nature—its soul and body form one unit. When an outsider is slain, no soul is set loose. Spells that restore souls to their bodies, such as *raise dead*, *reincarnate*, and *resurrection*, don't work on an outsider. It takes a different magical effect, such as *limited wish*, *wish*, *miracle*, or *true resurrection* to restore it to life. An outsider with the native subtype can be raised, reincarnated, or resurrected just as other living creatures can be.
- Proficient with all simple and martial weapons and any weapons mentioned in its entry.
- Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing, as well as all lighter types. Outsiders not indicated as wearing armor are not proficient with armor. Outsiders are proficient with shields if they are proficient with any form of armor.
- Outsiders breathe, but do not need to eat or sleep (although they can do so if they wish). Native outsiders breathe, eat, and sleep.

Plant Traits (Ex): A plant creature possesses the following traits (unless otherwise noted in a creature's entry).

- Low-light vision.
- Immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).
- Immunity to poison, sleep effects, paralysis, polymorph, and stunning.
- Not subject to critical hits.
- Proficient with its natural weapons only.
- Proficient with no armor.
- Plants breathe and eat, but do not sleep.

Swarm Traits (Ex): Cannot be flanked; not subject to critical hits; immune to all weapon damage (Fine or Diminutive creatures) or

takes half damage from piercing and slashing weapons (Tiny creatures); reducing a swarm to 0 or less hit points causes it to disperse; cannot be staggered or reduced to a dying state; cannot be tripped, grappled, or bull rushed; swarms cannot grapple.

Swarms are immune to spells that target specific numbers of creatures (including single target spells); are susceptible to mind-affecting attacks (unless the creatures are mindless); takes half again as much damage (+50%) from spells or effects that affect an area; susceptible to high winds (Fine or Diminutive creatures).

Telepathy (Su): A creature with this ability can communicate telepathically with any other creature within a certain range (specified in the creature's entry, usually 100 feet) that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Some creatures have a limited form of telepathy, while others have a more powerful form of the ability.

Undead Traits (Ex): An undead creature possesses the following traits (unless otherwise noted in a creature's entry).

- No Constitution score.
- Darkvision out to 60 feet.
- Immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).
- Immunity to poison, sleep effects, paralysis, stunning, disease, and death effects.
- Not subject to critical hits, nonlethal damage, ability drain, or energy drain. Immune to damage to its physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects.
- Cannot heal damage on its own if it has no Intelligence score, although it can be healed. Negative energy (such as an *inflict* spell) can heal undead creatures. The fast healing special quality works regardless of the creature's Intelligence score.
- Immunity to any effect that requires a Fortitude save (unless the effect also works on objects or is harmless).
- Uses its Charisma modifier for Concentration checks.
- Not at risk of death from massive damage, but when reduced to 0 hit points or less, it is immediately destroyed.
- Not affected by *raise dead* and *reincarnate* spells or abilities. *Resurrection* and *true resurrection* can affect undead creatures. These spells turn undead creatures back into the living creatures they were before becoming undead.
- Proficient with its natural weapons, all simple weapons, and any weapons mentioned in its entry.
- Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing, as well as all lighter types. Undead not indicated as wearing armor are not proficient with armor. Undead are proficient with shields if they are proficient with any form of armor.
- Undead do not breathe, eat, or sleep.

Vermine Traits (Ex): Vermin possess the following traits (unless otherwise noted in a creature's entry).

- Mindless: No Intelligence score, and immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).
- Darkvision out to 60 feet.
- Proficient with their natural weapons only.
- Proficient with no armor.
- Vermin breathe, eat, and sleep.

Appendix F: Monster Glossary, Challenge Rating Index, & Monster Type Index

Monster	CR	Monster	CR	Monster	CR	Monster	CR
Hanged Man	3	Quasi-elemental,		Golem, Iron Maiden	9		
Witch Grass	1/10	Hoar Spirit	3	Acid (Huge)	5	Nuckalavee	9
Piercer (revised)	1/4	Inphidian,		Quasi-elemental,		Pudding, Stone	9
Rat, Barrow	1/4	Cobra-Back	3	Obsidian (Huge)	5	Quasi-elemental,	
Sea Wasp, Tiny	1/4	Inphidian, Common	3	Sand Stalker	5	Acid (Elder)	9
		Inphidian, Dancer	3	Skeleton, Black	5	Quasi-elemental,	
Fire Crab, Lesser	1/2	Jaguar	3	Smilodon	5	Obsidian (Elder)	9
Flea, Giant	1/2			Tazelwurm	5	Thundershrike	9
Quasi-elemental,		Kathlin	3	Undead Lord,			
Acid (Small)	1/2	Leopard, Snow	3	Cadaver	5	Demon, Greruor	10
Quasi-elemental,		Mountain Lion	3			Dragonship	10
Obsidian (Small)	1/2	Oakman	3	Bloodsuckle	6	Fire Whale	10
Sea Wasp, Small	1/2	Phlogiston	3	Caterprism	6	Helix Moth, Adult	10
Silid	1/2	Quasi-elemental,		Cave Leech	6	Red Jester	10
		Acid (Large)	3	Cheitan Janni	6	Sepia Snake	10
Archerfish, Giant	1	Quasi-elemental,		Cave Lion	6	Sleeping Willow	10
Barbegazi	1	Obsidian (Large)	3	Golem, Magnesium	6	Tentacled Horror	10
Beetle, Giant Blister	1	Retch Hound	3	Helix Moth, Larva	6		
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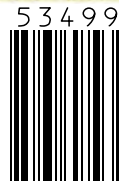
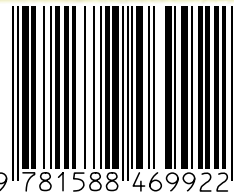
Requires the use of the Dungeons & Dragons Player's Handbook, published by Wizards of the Coast, Inc.

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