Sword & Sorcery

the tome of HORRORS™

Revised Edition

d20 system™

Jordan Bassett (order #48404)

the tome of HORRORS

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Dedication: This book is dedicated to my father, Leo M. Greene (1930-2001) who, when I was 12 years old, bought me the Red Boxed Set thereby opening the doors of imagination for me. We love you dad.

—Scott Greene

This product requires the use of the Dungeons and Dragons® Player's Handbook Revised, published by Wizards of the Coast®

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This book uses the supernatural for settings, characters and themes. All mystical and supernatural elements are fiction and intended for entertainment purposes only. Reader discretion is advised.

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Jordan Bassett (order #48404)

Table of Contents

Preface
Adherer
Aerial Servant
Algoid
Al-mi'raj
Al-mi'raj, Psionic
Amphisbaena
Animal Lord, Cat Lord
Animal Lord, Mouse Lord
Angel, Monadic Deva
Angel, Movanic Deva
Ant Lion
Apparition
Archer Bush
Ascomoid
Astral Shark
Atomie
Arumvorax
Axe Beak
Babbler
Banderlog
Baric
Barrow Wight
Basidirond
Basilisk, Greater
Bat, Doombat
Bat, Mobat
Beetle, Giant Boring
Beetle, Giant Death Watch
Beetle, Giant Rhinoceros
Beetle, Giant Slicer
Belabra
Bhuta
Blindheim
Blood Hawk
Bloody Bones
Boalisk
Bog Beast
Bog Mummy
Boggart
Bone Cobbler
Bonesnapper
Bonesucker
Brownie
Buckawn
Bunyip
Carbuncle
Carrion Moth
Caryatid Column
Caterwaul
Cave Cricket
Cave Fisher
Cave Moray
Cerberus
Chrystone
Clam, Giant
Clockwork, Brain Gear
Clockwork, Drone
Clockwork, Overseer
Clockwork, Parasite
Clockwork, Scout
Clockwork, Swarm
Clockwork, Titan
Clockwork, Warrior
Clubnek
Cobra Flower
Coffer Corpse
Cooshee
Crab
Crabman
Crayfish
Crystalline Horror
Crypt Thing
Daemon
Dakon
Dark Creeper
Dark Stalker
Darnoc
Death Dog
Death Worm
Decapus
Demiurge
Demodand, Shaggy
Demodand, Slime
Demodand, Tarry
Demon, Aeshma
Demon, Alu-
Demon, Baphomet
Demon, Beluri
Demon, Cambion
Demon, Corrupter (Azizou)
Demon, Corrupter (Barizou)
Demon, Corrupter (Geruzou)
Demon, Dagon
Demon, Daraka
Demon, Fraz-Urb'luu
Demon, Gharros
Demon, Jubilex
Demon, Kostchtchie
Demon, Maphistal
Demon, Nabasu (Demonling)
Demon, Nabasu (Mature)
Demon, Nerizo
Demon, Orcus
Demon, Pazuzu
Demon, Shadow
Demon, Sonechard
Demon, Stirge
Demon, Tsathogga
Demonic Knight
Devil Dog
Devil, Amon
Devil, Baaphel
Devil, Bael
Devil, Geryon
Devil, Ghaddar
Devil, Gorson
Devil, Hutijin
Devil, Lucifer
Devil, Moloch
Devil, Nupperibo
Devil, Titivilus
Devil, Tormentor
Diger
Dire Corby
Disenchanter
Dracolisk
Dragon, Cloud
Dragon, Faerie
Dragon, Mist
Dragon Horse
Dragonfish
Dragonfly
Dragonnel
Drake, Fire
Drake, Ice
Drake, Salt
Draug
Drelb
Dust Digger
Eblis
Eel, Giant Moray
Elemental, Psionic
Elemental Dragon, Air
Elemental Dragon, Earth
Elemental Dragon, Fire
Elemental Dragon, Water
Executioner's Hood
Eye Killer
Eye of the Deep
False Spider, Pedipalp
False Spider, Solifugid
Fen Witch
Fire Lizard
Fire Nymph
Fire Snake
Firefiend
Flail Snail
Flind
Floating Eye
Flumph
Fly, Giant
Fogwarden
Forester's Bane
Forlarren
Frog, Monstrous–Giant
Frog, Monstrous–Giant Dire
Frog, Monstrous–Killer
Frog, Monstrous–Abyssal Dire
Frog, Monstrous–Poisonous
Froghemoth
Frost Man
Gambado
Gargoyle, Four-Armed

Jordan Bassett (order #48404)

Gargoyle, Green Guardian
Gargoyle, Margoyle
Ghoul-Stirge
Giant, Sand
Giant, Wood
Gloomwing
Golem, Blood
Golem, Stone Guardian
Golem, Tallow
Golem, Wood
Gorbel
Gorgimera
Gorgon, Sthenno
Gorgon, Euryale
Gorilla Bear
Grippli
Groaning Spirit
Gryph
Guardian Daemon
Hangman Tree
Haunt
Hell Moth
Hippocampus
Hoar Fox
Huecuva
Inphidian
Iron Cobra
Jack-o-Lantern
Jaculi
Jellyfish, Monstrous
Jupiter Bloodsucker
Kamadan
Kampfult
Kech
Kelp Devil
Kelpie
Khargra
Killmoulis
Korred
Land Lamprey
Lava Child
Leech, Giant
Leprechaun
Livestone
Lurker Above
Magnesium Spirit
Mandragora
Mantari
Marble Snake
Medusa, Greater
Midnight Peddler
Mihstu
Mite, Common
Mite, Pestie
Mongrelman
Moon Dog
Muckdweller
Mudman
Mummy
Mustard Jelly
Necrophidius
Nereid
Nilbog
Obsidian Minotaur
Ogre
Ogrillon
Oliphant
Orog
Ooze, Crystal
Ooze, Magma
Ooze, Mercury
Ooze, Undead
Ooze, Vampiric
Pech
Phantom Stalker
Phycomid
Poltergeist
Protector
Pudding, Brown
Pudding, Dun
Pudding, White
Pyrolisk
Quickling
Quickwood
Rat, Brain
Rat, Ethereal
Rat, Shadow
Rock Reptile
Sandling
Sandman
Scarecrow
Scarlet Spider
Screaming Devilkin
Scythe Tree
Shadow, Lesser
Shedu
Shedu, Greater
Skeleton
Skulk
Skull Spider
Skulleton
Slaad Lord of Entropy
Slaad Lord of the Insane
Slime Crawler
Slithering Tracker
Slug, Giant
Soul Eater
Soul Nibbler
Spriggan
Sprite
Squealer
Stegocentipede
Stench Kow
Stone Roper
Stormwarden
Strangle Weed
Stunjelly
Stymphalian Bird
Tabaxi
Taer
Tenebrous Worm
Tentamort
Thorny
Thunder Beast
Tick
Transposer
Trapper
Tri-flower Frond
Troll
Tsathar
Tsathar Scourge
Tunnel Worm
Ubue
Vampire Rose
Vegepygmy
Vilstrak
Volt
Vulchling
Wind Walker
Witherstench
Witherweed
Wizard's Shackle
Wolf, Ghoul
Wolf, Dire Ghoul
Wolf, Shadow
Wolf-in-Sheep's-Clothing
Wolf-Spider
Yellow Musk Creeper
Yeti
Zombie, Brine

Appendix A: Templates

Abomination
Beast of Chaos
Bleeding Horror
Dire Creature
Foo Creature
Skeleton Warrior
Slime Zombie
Spectral Troll
Therianthrope
Thessalmonster
Zombie, Juju
Zombie, Yellow Musk

Appendix B: Hazards

Bookworm
Ear Seeker
Gas Spore
Hound of Ill Omen
Memory Moss
Olive Slime
Phantom
Piercer
Purple Moss

Jordan Bassett (order #48404)

Rot Grub
Russet Mold
Spinal Leech
Symbiotic Jelly
Throat Leech
Twilight Mushrooms

Appendix C:
New Rules for Snakes

Appendix D: Animals
Barracuda
Caribe, Giant
Deer
Eel, Electric
Fox
Hamster, Giant
Hippopotamus
Lizard, Rock-horned
Marmoset, Giant
Moose
Quipper
Sheep
Skunk
Tiger Barb, Giant
Turtle, Giant Snapping

Appendix E:
Monster Traits, Types,
and Challenge Rating Index

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: Adherer, belabra, blood golem, boggart, bone cobbler, bonesucker, carbuncle, carrion moth, crystalline horror, decapus, dust digger, executioner's hood, eye of the deep, flumph, fogwarden, froghemoth, gambado, gorbel, hell moth, lurker above, slime crawler, tentamort, thessalmonster, trapper, vilstrak, volt, wolf-in-sheep's clothing.

(Air): Boggart, cloud dragon, dragon horse.

Animal: Animals, dire creature, giant monstrous frog, giant dire frog, killer monstrous frog, poisonous monstrous frog, oliphant, poisonous snakes.

(Aquatic): Barracudas, brine zombie, bunyip, crabman, crystal ooze, dragonfish, draug, eye of the deep, floating eye, giant caribe, giant clam, giant moray eel, giant snapping turtle, giant tiger barb, hippocampus, monstrous crab, monstrous crayfish, monstrous jellyfish, kelp devil, kelpie, mummy of the deep, quipper, strangle weed,

(Cold): Devil dog, frost man, hoar fox, ice drake, ice golem, ice troll, taer, undead ooze, yeti.

Construct: Caryatid column, chrystone, clockworks, ice golem, iron cobra, necrophidius, obsidian minotaur, scarecrow, skeleton (lead skeleton), stone guardian, tallow golem, wood golem.

Dragon: Dragons, dracolisk, drakes.

(Earth): Gargoyles, pech, rock troll, salt drake, sand giant.

(Electricity): Lightning quasi-elementals, volt.

Elemental: Elemental dragons, psionic elementals, time elementals.

Elemental (Air): Aerial servant, elemental air dragon, lightning quasi-elementals, mihstu, wind walker.

Elemental (Earth): Elemental earth dragon, mudman, sandling, sandman.

Elemental (Fire): Elemental fire dragon, firefiend, phantom stalker.

Elemental (Water): Elemental water dragon, mudman.

(Extraplanar): Abyssal dire monstrous frog, aerial servant, angels, animal lords, astral shark, daemons, demodands, demons, demonic knight, devils, drelb, elementals, elemental dragons, firefiend, fire nymph, fire snake, foo creature, gloomwing, guardian daemon, khargra, magnesium spirit, midnight peddler, mihstu, moon dog, mudman, pech, phantom stalker, protector, quasi-elemental, sandling, sandman, slaad lord, soul eater, stench kow, tenebrous worm, thunder beast, true gorgons, wind walker.

Fey: Atomie, brownie, buckawn, forlarren, killmoulis, korred, leprechaun, nereid, pech, quickling, sprite.

(Fire): Fire drake, fire lizard, lava child, magma ooze.

Giant: Giants, trolls.

Hazard: Bookworm, ear seeker, gas spore, hound of ill omen, memory moss, olive slime, phantom, piercer, purple moss, rot grub, russet mold, spinal leech, symbiotic jelly, throat leech, twilight mushrooms.

Humanoid: Dark creeper, dark stalker, flind, frost man, grippli, half-ogre, lava child, mites, nilbog, ogrillon, orog, skulk, spriggan, stonewarden, ubue.

(Incorporeal): Drelb, groaning spirit, haunt, lesser shadow, magnesium spirit, poltergeist, shadow rat, shadow wolf.

Magical Beast: Abominations, al-mi'raj, amphisbaena, aurumvorax, axe beak, babbler, baric, basilisk, bats, beast of chaos, boalisk, bonesnapper, bunyip, caterwaul, Cerberus, clubnek, cooshee, dragonfish, death dog, death worm, devil dog, disenchanter, dragon horse, eblis, eye killer, fire lizard, floating eye, gargoyles, giant moray eel, gorgimera, gorilla bear, gryph, hippocampus, hoar fox, jaculi, kamadan, land lamprey, mantari, marble snake, muckdweller, pyrolisk, rats, rock reptile, screaming devilkin, shedu, shedu, soul nibbler, squealer, stone roper, stymphalian bird, tunnel worm, vulchling, witherstench, wizard's shackle, wolf-spider.

Monstrous Humanoid: Abomination, banderlog, blindheim, bog beast, crabman, dakon, dire corby, fen witch, greater medusa, inphidian, kech, mongrelman, tabaxi, taer, therianthropes, transposer, tsathar, yeti.

Ooze: Brown pudding, crystal ooze, diger, dun pudding, livestone, magma ooze, mercury ooze, mustard jelly, slithering tracker, stunjelly, white pudding.

Outsider: Abyssal dire monstrous frog, animal lords, astral shark, drelb, foo creature, gloomwing, guardian daemon, midnight peddler, soul eater, stench kow, tenebrous worm, thunder beast.

Outsider (Chaotic): Demodands, demons, demonic knight, slaad lords.

Outsider (Evil): Abyssal dire monstrous frog, daemons, demodands, demons, demonic knight, devils, magnesium spirit, true gorgons.

Outsider (Earth): Khargra.

Outsider (Fire): Fire nymph, fire snake.

Outsider (Good): Angels, moon dog.

Outsider (Lawful): Devils, magnesium spirit, protector, true gorgons.

Plant: Algoid, archer bush, ascomoid, basidirond, cobra flower, forester's bane, hangman tree, jack-o-lantern, jupiter bloodsucker, kampfult, kelpie, kelp devil, mandragora, phycomid, quickwood, scythe tree, slime zombie, strangle weed, thorny, tri-flower frond, vampire rose, vegepygmy, witherweed, yellow musk creeper, yellow musk zombie.

(Reptilian): Greater basilisk, inphidian.

Undead: Apparition, barrow wight, bhuta, bleeding horror, bloody bones, bog mummy, coffer corpse, crypt thing, darnoc, demiurge, draug, ghoul-stirge, groaning spirit, haunt, huecuva, lesser shadow, mummy of the deep, poltergeist, shadow rat, skeleton warrior, skulleton, spectral troll, undead ooze, vampiric ooze, ghoul wolves, shadow wolf, zombies.

Vermin: Ant lion, cave cricket, cave fisher, cave moray, false spiders, flail snail, giant beetles, giant clam, giant dragonfly, giant fly, giant leech, giant slug, giant tick, monstrous crab, monstrous crayfish, monstrous jellyfish, scarlet spider, skull spider, stegocentipede.

(Water): Mist dragon, nereid.

New Subtypes

Dire Subtype: A dire animal is a normal animal that has been modified using the dire animal template. Dire animals are generally stronger, faster, and larger than their normal counterparts. Rangers can choose Animal (Dire) specifically as a favored enemy.

Jordan Bassett (order #48404)

Introduction to the Revised Edition

Since the v3.5 Revised edition of the D&D rules came out I have been struggling with the decision of whether or not to revise the ***Tome of Horrors***. It has been a difficult decision.

The quality of the book wasn't what made the decision difficult. *Tome of Horrors* has always been universally regarded as a great book. It has been critically acclaimed by reviewers. Other d20 publishers love it because it is essentially 100% Open Game Content, meaning they can use the monsters from the ***Tome of Horrors*** in their products. I have also always personally felt that *Tome* is one of the few d20 books that truly is a mandatory addition to any DM's bookshelf.

Even Monte Cook raved about it, and I think Monte is dead on:

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.*

The problem was the book itself.

The book was just too big to reprint without cutting content or substantially raising the price, or both. There was no way we were going to cut down on the number of monsters. If people buy a revised version of a book, I think they rightfully expect *all* the monsters from the original to be revised. And it just didn't seem right to charge a higher price for a revision than for the original book. So because we refused to cut the size of the book and because we refused to raise the price of the book, there *was* no book. And that is where I thought the decision would end. But luckily it didn't.

That's where ***DriveThruRPG.com*** came in…

I think we have found the right format and the right method of getting the revision to the fans. Scott Greene, our monster guru, has been working since the revisions came out to update the *Tome* monsters. And once the stars aligned and we hit on the PDF solution, we gave the green light to our main man Mike Chaney to do a totally new layout of the book designed for maximum usefulness as a PDF. Monsters were laid out as much as possible with a "1 page to a monster" design, something that is nearly impossible in a print product. New art was incorporated. Errata was included. All to bring the classic monsters found in the ***Tome of Horrors*** up to date with the current edition of the rules.

So thanks to the persistence of the fans, and thanks to ***DriveThruRPG.com***, it is now my great pleasure to present to you the ***Tome of Horrors Revised*** — a case of *revised* hollow point, explosive shells.

I hope you enjoy firing off these bad boys as much as I do.

--Clark Peterson

Necromancer Games

Jordan Bassett (order #48404)

Introduction to the Classic Edition

Admit it. We all felt it.

When we cracked open our brand new official Third Edition manual of monsters and flipped the pages with expectant joy, checking for our favorite creatures — and they weren't there.

Where was the aerial servant, boalisk, or cave moray? The jackalwere, mustard jelly, or lurker above? What happened to the piercer, brown pudding, or rot grub? The shadow demon, skeleton warrior, slithering tracker, or juju zombie? And where — **just where** — were the demon lords and arch devils? In particular, where the heck was Orcus!?!

We waited patiently for official versions of our forgotten favorites. Yet they never came. That hole in our campaign was never filled.

Well, gentle reader, look no further than this book. Between the covers of this tome are Third Edition conversions of all your favorite monsters from First Edition that the official books left behind — plus a whole lot more.

And here is the important part:

You won't find any of the monsters in *Tome of Horrors* in any other official Wizards of the Coast product!

We worked directly with Wizards of the Coast to make sure that no monster in this book (well, only a handful) would be included in a later Wizards of the Coast product. So, you can rest assured that the contents of this book will not be superceded by any later "official" book.

Yet the ***Tome of Horrors*** is not just a book of converted monsters. In addition to the old favorites that we updated to Third Edition, we also included a large batch of brand new monsters as well as monsters compiled from several Necromancer Games products. In all, this book contains over 400 monsters: almost 300 converted from First Edition sources, over 25 compiled from various Necromancer Games products, and well over 100 brand new, never-before-seen monsters!

It is our pleasure to bring to you the ***Tome of Horrors***, a folio of fiends both malevolent and benign. Use these monsters to restore your First Edition favorites to your campaign and to challenge your players in new and surprising ways. Imagine your players' reactions: "A shadow demon? Hey, that's not in the ***Monster M*** . . . ."

Now, go roll initiative!

Clark Peterson

Necromancer Games

Copyrights & Credits

All monster entries in this book have a "Credit" and "Copyright Notice" section. Each serves a distinct purpose.

For those of you interested in the Open Game movement, the Copyright Notice section allows all the monsters in this book to be used by future publishers in their products — making this book increasingly valuable to you, since publishers other than Necromancer Games will be using these monsters in their products! For more information on Open Gaming, see the Legal Appendix.

The Credit section attempts to give a short historical background on the origin and source of the creature. Since many of the monsters in this book were conversions of creatures from earlier editions, it was important to us to attempt to credit the original author. We did our best to be as thorough as possible. Yet because many of the creatures have their true origin in Original Dungeons & Dragons or from sources such as Strategic Review magazine or TSR U.K., we were forced to limit our research to a monster's first appearance in an Advanced Dungeons & Dragons product — either a supplement, book, or module. If you are interested in a more thorough history or have information to share about monster sources, come join us on the Necromancer Games message boards at www.necromancergames.com!

Organization

Except for the Animals Appendix, where normal animals are all collected and detailed, and the Hazards Appendix, where hazards are all collected and detailed, we chose to follow the old-style format of listing all the creatures alphabetically rather than adopt the convention of the Third Edition monster rulebook. For example, we included giant leeches as "Leech, Giant" and giant beetles as "Beetle, Giant," rather than stick them in an appendix of vermin, as the core books do. Similarly, the slithering tracker and mustard jelly are alphabetized under their own names, rather than lumped together as "Oozes." We believe this is a more usable and consistent format.

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Adherer

Medium Aberration

Hit Dice:	4d8+4 (22 hp)
Initiative:	+1
Speed:	30 ft. (6 squares)
Armor Class:	17 (+1 Dex, +6 natural), touch 11, flat-footed 16
Base Attack/Grapple:	+3/+5
Attack:	Slam +6 melee (1d4+2)
Full Attack:	2 slams +6 melee (1d4+2)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Adhesive
Special Qualities:	Damage reduction 5/piercing, darkvision 60 ft., vulnerability to fire
Saves:	Fort +2, Ref +2, Will +4
Abilities:	Str 14, Dex 12, Con 12, Int 4, Wis 11, Cha 11
Skills:	Hide +3*, Listen +4, Move Silently +2, Spot +4
Feats:	Alertness, Weapon Focus (slam)
Environment:	Temperate forests
Organization:	Solitary or gang (2–4)
Challenge Rating:	3
Treasure:	None
Alignment:	Always lawful evil
Advancement:	5–9 HD (Medium); 10–12 HD (Large)
Level Adjustment:	—

This creature appears to be a withered humanoid wrapped in decaying and rotting bandages. Upon close inspection, what appeared to be bandages are actually loose folds of the creature's skin. A sour-smelling odor fills the air around the creature.

Adherers are strange creatures found in forested areas or underground caverns. They resemble mummies at a distance (DC 20 Spot check from a distance of 10 feet or more to discern that the creature is not in fact a mummy), but are not in fact related to the aforementioned undead. Adherer's are malign creatures and attack just about any living creature they encounter.

An adherer is 6 feet tall and weighs about 200 pounds. Adherers understand Common, but do not speak.

Combat

Adherers attack by ambushing their prey. When lying in wait, an adherer covers its body with leaves, sticks, or debris to better blend with its surroundings. When prey wanders too close, the adherer springs to the attack. They are cowardly creatures, and if spotted before they attack, flee from their potential prey.

The adherer attacks by pummeling its foes with its fists. Those successfully attacked are stuck to the adherer.

Adhesive (Ex): An adherer exudes a sour smelling glue-like substance that acts as a powerful adhesive, holding fast any creatures or items touching it, except for items made of stone. The adherer automatically grapples any creature it hits with its slam attack. Opponents so grappled cannot break free while the adherer is alive without removing the adhesive first.

A weapon that strikes an adherer is stuck fast unless the wielder succeeds on a DC 17 Reflex save. A successful DC 17 Strength check is needed to pry it off. The save and check DC are both Constitution-based and include a +4 racial bonus.

An application of boiling water thrown on the adherer deals 1d4 points of damage to it (and to any creature stuck to it). It also reduces both the Reflex save DC and the Strength check DC to 13 for one round. An application of fire deals damage to both the adherer and any creature stuck to it and weakens the adhesive (as above) for 1d3 rounds. An application of the *universal solvent* automatically dissolves the adhesive. An adherer can dissolve its adhesive at will, and the substance breaks down 1 hour after the creature dies.

Skills: *An adherer has a +8 racial bonus on Hide checks when using sticks, leaves, and the like to camouflage itself in its natural environment.

Credit

The Adherer originally appeared in the First Edition *Fiend Folio* (© TSR/Wizards of the Coast, 1981) and is used by permission.

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Authors Scott Greene and Clark Peterson, based on original material by Guy Shearer.

Jordan Bassett (order #48404)

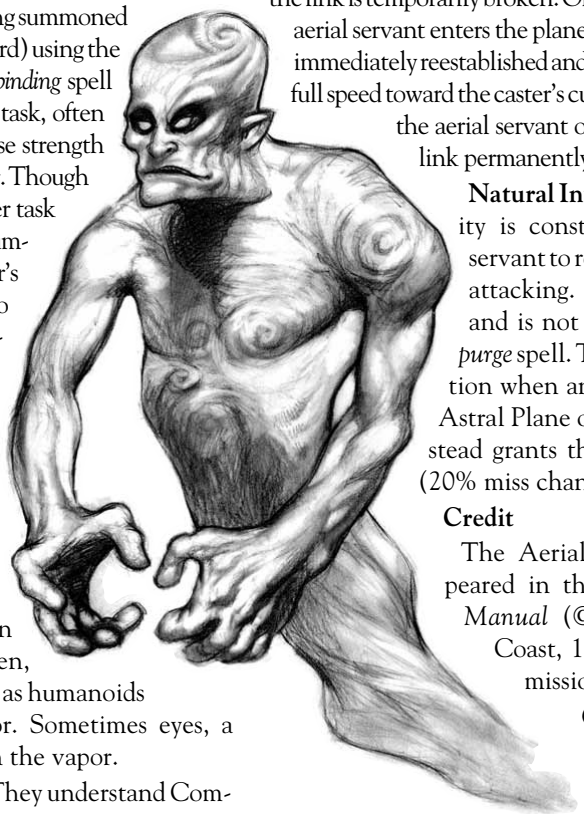
Aerial Servant

Medium Elemental (Air, Extraplanar)

Hit Dice:	16d8+64 (136 hp)
Initiative:	+9
Speed:	60 ft. (12 squares), fly 60 ft. (perfect)
Armor Class:	19 (+5 Dex, +4 natural), touch 15, flat-footed 14
Base Attack/Grapple:	+12/+18
Attack:	Slam +19 melee (2d8+6)
Full Attack:	2 slams + 19 melee (2d8+6)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Constrict 2d8+6, improved grab, wind blast
Special Qualities:	Damage reduction 10/magic, darkvision 60 ft., elemental traits, link with caster, natural invisibility
Saves:	Fort +9, Ref +15, Will +7
Abilities:	Str 23, Dex 21, Con 18, Int 4, Wis 10, Cha 11
Skills:	Listen +6, Move Silently +8, Search +1, Spot +6, Survival +4
Feats:	Alertness, Combat Reflexes, Improved Initiative, Iron Will, Power Attack, Weapon Focus (slam)
Environment:	Elemental Plane of Air
Organization:	Solitary
Challenge Rating:	11
Treasure:	None
Alignment:	Usually neutral
Advancement:	17–20 HD (Medium); 21–48 HD (Large)
Level Adjustment:	—

This creature appears as a man-sized humanoid composed of grayish-white vapor. No facial features can be discerned.

Aerial servants are semi-intelligent creatures from the Elemental Plane of Air that often roam the Astral and Ethereal planes. They normally are only found on the Material Plane as a result of being summoned by a cleric (or, less frequently, a wizard) using the *greater planar ally or greater planar binding* spell and commanded to perform some task, often being required to use their immense strength to carry objects or aid the summoner. Though an aerial servant performs whatever task is asked of it, it resents being summoned and forced to do another's bidding; therefore, it attempts to pervert the conditions of the summoning and its mission. An aerial servant that fails or is thwarted in its mission becomes insane and immediately returns to the caster who summoned it, either killing the caster or carrying the caster back to the Elemental Plane of Air with it.



Aerial servants are *invisible* on the Elemental Plane of Air. On other planes, they can be seen, though only vaguely, and appear as humanoids composed of whitish-gray vapor. Sometimes eyes, a nose, and a small mouth form in the vapor.

Aerial servants speak Auran. They understand Common, but do not speak it.

Combat

Aerial servants attack by using a shearing blast of wind as a weapon or by grabbing an opponent and crushing it within their powerful grasp. Aerial servants can only be killed on their native plane. If slain elsewhere, they simply dissolve into wisps of vapor and return to their home plane.

An aerial servant's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Constrict (Ex): An aerial servant deals 2d8+6 points of damage with a successful grapple check.

Improved Grab (Ex): To use this ability, an aerial servant must hit an opponent of up to one size larger 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, the aerial servant can constrict.

Wind Blast (Su): Once every 1d4 rounds, as a standard action, an aerial servant can release a blast of wind in an 80-foot line. A creature struck takes 4d8 points of damage and those up to the aerial servant's size or smaller are knocked down and back 2d10 feet. An affected creature can attempt a DC 22 Reflex save to reduce the damage by half and avoid being knocked down. The save DC is Constitution-based.

Link with Caster (Ex): When summoned, an aerial servant creates a mental link between itself and the caster who summoned it. Should the aerial servant fail the mission it has been assigned, it returns to the caster and attacks him. The aerial servant can find the caster as long as they both are on the same plane of existence. If the caster leaves the plane, the link is temporarily broken. Once the caster returns or the aerial servant enters the plane the caster is on, the link is immediately reestablished and the aerial servant moves at full speed toward the caster's current location. Only when the aerial servant or caster is destroyed, is the link permanently broken.

Natural Invisibility (Su): This ability is constant, allowing an aerial servant to remain *invisible* even when attacking. This ability is inherent and is not subject to the *invisibility purge* spell. This ability does not function when an aerial servant is on the Astral Plane or Ethereal Plane, but instead grants the creature concealment (20% miss chance).

Credit

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Authors Scott Greene and Clark Peterson, based on original material by Gary Gygax.

Jordan Bassett (order #48404)

Algoid

Medium Plant (Psionic)

Hit Dice:	5d8+15 (37 hp)
Initiative:	+0
Speed:	20 ft. (4 squares)
Armor Class:	15 (+5 natural), touch 10, flat-footed 15
Base Attack/Grapple:	+3/+7
Attack:	Slam +7 melee (1d8+4)
Full Attack:	2 slams +7 melee (1d8+4)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Animate trees, mind blast, psi-like abilities, stun
Special Qualities:	Damage reduction 5/bludgeoning and magic, immunity to fire, immunity to electricity, low-light vision, plant traits, vulnerability to water
Saves:	Fort +7, Ref +1, Will +3
Abilities:	Str 19, Dex 10, Con 16, Int 4, Wis 10, Cha 10
Skills:	Hide +6*, Listen +8, Move Silently +6, Spot +4
Feats:	Alertness, Iron Will
Environment:	Temperate marshes
Organization:	Solitary, pair, or cluster (3-6)
Challenge Rating:	4
Treasure:	50% standard
Alignment:	Always neutral
Advancement:	6-9 HD (Medium); 10-15 HD (Large)
Level Adjustment:	—

This stocky, man-sized creature seems to be composed of living algae, dark green and brown in color.

The algoid is a living colony of algae that has developed some semblance of intelligence and mobility. It is roughly humanoid in shape and resembles a green humanoid. Algoids make their lairs in marshes and swamps. They are often encountered with other marsh-dwelling sentient plants; though never with shambling mounds (they hate them and usually attack them on sight).

The algoid is 7 feet tall and weighs about 300 pounds. In its natural surroundings, it is nearly invisible until it attacks and uses this to its advantage when prey is nearby. The "skin" of an algoid is coarse and rough with a leafy texture.

It is thought that the algoid understands Common. It does not, however, seem to speak it.

Combat

The algoid often lies in wait, partially submerged in water or a bog, until its prey passes nearby. It springs to attack with its powerful fists when its opponents come within range.

An algoid's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Animate Trees (Su): An algoid can animate trees within 90 feet at will, controlling up to two trees at a time. It takes 1 full round for a normal tree to uproot itself. Thereafter, it moves at a speed of 10 feet and fights using the stats below. Animated trees lose their ability to move if the algoid that animated them is incapacitated or moves out of range. This ability is otherwise similar to *liveoak* (caster level 10th).

Animated Trees: CR 4; SZ H Plant; HD 5d8+15; hp 37; Init -1; Spd 30 ft.; AC 16 (-2 size, -1 Dex, +9 natural), touch 7, flat-footed 16; BAB/Grap +3/+16; Atk +6 melee (2d6+5, slam); Full Atk +6 melee (2d6+5 [x2], slams); Space/Reach 15 ft./15 ft.; SA double damage against objects (full attack deals double damage), trample 2d6+7 (Ref DC 17 half); SQ damage reduction (5/slashing), low-light vision, plant traits, vulnerability to fire; AL N; SV Fort +7, Ref +0, Will +2; Str 21, Dex 8, Con 17, Int 4, Wis 12, Cha 10.

Skills: Listen +5, Spot +5. *Feats:* Improved Sunder, Power Attack.

Mind Blast (Sp): Once per day, an algoid can use a mind blast in a 60-foot cone. Any creature caught in the cone must succeed on a DC 14 Will save or be stunned for 3d4 rounds. The save DC is Charisma-based and includes a +2 racial bonus.

Psi-Like Abilities: At will—*detect psionics*, *know direction and location*; 1/day—*energy push* (3d6, DC 13*). Manifester level 5th. The save DC is Charisma-based.

Stun (Ex): If an algoid scores a critical hit with a slam attack, the opponent struck must succeed on a DC 16 Fortitude save or be stunned for 1d2 rounds. The save DC is Strength-based.

Vulnerability to Water (Ex): A *control water* spell deals 1d6 points of damage per caster level (maximum 10d6) to an algoid (no save).

Skills: Algoids have a +4 racial bonus on Hide, Listen, and Move Silently checks. *The Hide bonus increases to +12 in a swampy or forested area.

Jordan Bassett (order #48404)

If you do not have the *Psionics Handbook*, replace the algoid's psi-like abilities with the following:

Spell-Like Abilities: At will—*detect thoughts* (DC 15), *know location*; 1/day—*shocking grasp* (CL 3, DC 13). Caster level 5th. The save DCs are Charisma-based.

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Authors Scott Greene and Clark Peterson, based on original material by Mike Ferguson.

Al-mi'raj

	Al-mi'raj	Almi-raj, Psionic
	Small Magical Beast	**Small Magical Beast (Psionic)**
Hit Dice:	1d10+1 (6 hp)	2d10+2 (13 hp)
Initiative:	+3	+3
Speed:	40 ft. (8 squares)	40 ft. (8 squares)
Armor Class:	14 (+1 size, +3 Dex), touch 14, flat-footed 11	14 (+1 size, +3 Dex), touch 14, flat-footed 11
Base Attack/Grapple:	+1/-5	+2/-4
Attack:	Gore +5 melee (1d4-2)	Gore +5 melee (1d4-2)
Full Attack:	Gore +5 melee (1d4-2)	Gore +5 melee (1d4-2)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.
Special Attacks:	—	Psi-like abilities
Special Qualities:	Blink, darkvision 60 ft., dimension door, immunity to poison, scent, SR 16	Blink, darkvision 60 ft., dimension door, immunity to poison, scent, SR 16
Saves:	Fort +3, Ref +5, Will +1	Fort +4, Ref +6, Will +1
Abilities:	Str 6, Dex 17, Con 12, Int 5, Wis 12, Cha 6	Str 6, Dex 17, Con 12, Int 5, Wis 12, Cha 6
Skills:	Hide +8, Listen +2, Spot +6, Survival +2*	Hide +8, Listen +3, Spot +6, Survival +2*
Feats:	Track[B], Weapon Finesse	Track[B], Weapon Finesse
Environment:	Temperate plains	Temperate plains
Organization:	Solitary or warren (2-20)	Solitary or warren (2-20)
Challenge Rating:	1	2
Treasure:	None	None
Alignment:	Usually neutral	Usually neutral
Advancement:	2-3 HD (Small)	4-6 HD (Small)
Level Adjustment:	—	—

This creature looks like a large rabbit with a unicorn-like horn protruding from its head.

The al-mi'raj is a dangerous creature with long white, pink, yellow, or light green fur. Its horn is golden or black in color. Because of the al-mi'raj's interdimensional travel abilities, sages often refer to them as "blink bunnies."

Combat

Al-mi'raj react to threats much differently than their normal rabbit cousins. When danger is nearby, the al-mi'raj becomes aggressive and moves to attack. In combat, the al-mi'raj stabs with its horn.

Blink (Su): Al-mi'raj can *blink* as a free action (caster level 4th).

Dimension Door (Su): An al-mi'raj can create an effect identical to a *dimension door* spell (caster level 4th) once per round as a standard action. The ability affects only the al-mi'raj, which never

Jordan Bassett (order #48404)

appears within a solid object and can act immediately after teleporting.

Skills: Al-mi'raj have a +4 racial bonus on Spot checks. *An al-mi'raj gains a +4 bonus on Survival checks when tracking by scent.

Psionic Al-mi'raj

Psionic al-mi'raj are identical to the common al-mi'raj, except they have psi-like abilities.

Psi-Like Abilities: At will—*control air*, *control light*, *telekinetic force*, *psionic levitate*. Manifester level 2nd.

If you do not have the *Psionics Handbook*, replace the psionic al-mi'raj's psionic ability with the following:

Spell-Like Abilities: At will—*control winds*, *deeper darkness*, *levitate*, *telekinesis*. Caster level 2nd.

Credit

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Authors Scott Greene and Clark Peterson, based on original material by Roger Musson.

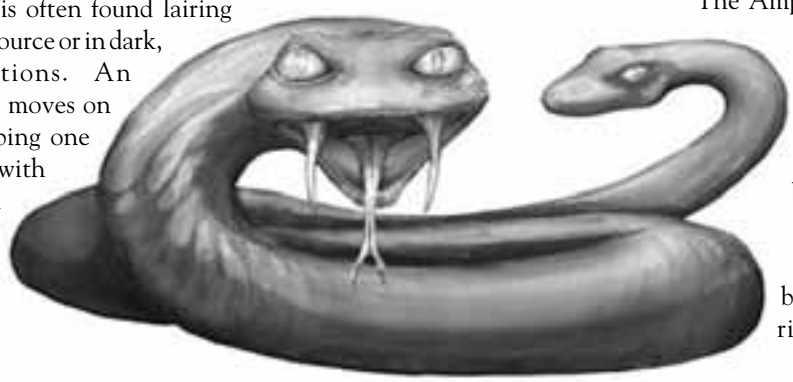
Amphisbaena

Large Magical Beast

Hit Dice:	6d10+9 (42 hp)
Initiative:	+2
Speed:	20 ft. (4 squares), climb 20 ft., swim 20 ft.
Armor Class:	17 (-1 size, +2 Dex, +6 natural), touch 11, flat-footed 15
Base Attack/Grapple:	+6/+12
Attack:	Bite +8 melee (1d4+3 plus poison)
Full Attack:	2 bites +8 melee (1d4+3 plus poison)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Poison
Special Qualities:	All-around vision, darkvision 60 ft., resistance to cold 10, split
Saves:	Fort +6, Ref +7, Will +3
Abilities:	Str 14, Dex 15, Con 13, Int 1, Wis 12, Cha 2
Skills:	Balance +10, Climb +10, Hide +4, Listen +9, Move Silently +7, Search +1, Spot +9, Swim +10
Feats:	Alertness, Toughness, Weapon Focus (bite)
Environment:	Underground
Organization:	Solitary or pack (2-4)
Challenge Rating:	4
Treasure:	None
Alignment:	Always neutral
Advancement:	7-9 HD (Large); 10-18 HD (Huge)
Level Adjustment:	—

This creature appears as a huge snake with a head at each end of its body. Its scales are blackish-blue with bands of lighter blue fading into its coloration near the middle of its body. Its heads are glossy-black and its eyes are crimson.

The amphisbaena is a giant poisonous snake about 10 feet long. It is often found lairing near a water source or in dark, damp locations. An amphisbaena moves on land by grasping one of its necks with its other head and rolling across the ground like a hoop.



Combat

An amphisbaena is an aggressive and territorial creature, attacking any living creatures that wander near its lair. It attacks by biting with its poisonous fangs from both of its heads.

Poison (Ex): An amphisbaena delivers a virulent poison with a successful bite attack from either head. The save DC is Constitution-based.

Amphisbaena Poison: Injury, Fort DC 14; initial 1d6 Constitution damage, secondary 2d6 Constitution damage.

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.

Skills: Amphisbaenas have a +4 racial bonus on Hide, Listen, and Move Silently checks, and a +8 racial bonus on Balance and Climb checks.

Amphisbaenas can always choose to take 10 on Climb checks, even if rushed or threatened.

An amphisbaena 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.

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Jordan Bassett (order #48404)

Angel, Monadic Deva

Medium Outsider (Angel, Extraplanar, Good)

Hit Dice:	10d8+40 (85 hp)
Initiative:	+7
Speed:	40 ft. (8 squares), fly 90 ft. (good)
Armor Class:	26 (+3 Dex, +13 natural), touch 13, flat-footed 23
Base Attack/Grapple:	+10/+17
Attack:	*+3 mace of smiting* +20 melee (1d8+10)
Full Attack:	*+3 mace of smiting* +20/+15 melee (1d8+10)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Solid blow, spell-like abilities
Special Qualities:	Damage reduction 10/evil, darkvision 60 ft., immunity to acid, cold, and petrification, immunity to death effects, low-light vision, outsider traits, protective aura, resistance to electricity and fire 10, tongues, SR 28
Saves:	Fort +11 (+15 against poison), Ref +10, Will +11
Abilities:	Str 24, Dex 16, Con 18, Int 18, Wis 18, Cha 19
Skills:	Concentration +17, Diplomacy +17, Escape Artist +16, Hide +10, Intimidate +17, Knowledge (any two) +14, Knowledge (the planes) +17, Listen +23, Move Silently +9, Search +11, Sense Motive +13, Spot +23, Survival +17 (+19 on other planes, +19 following tracks)
Feats:	Alertness, Cleave, Improved Initiative, Power Attack
Environment:	Outer Planes (good-aligned)
Organization:	Solitary, pair, or squad (3-5)
Challenge Rating:	12
Treasure:	No coins; double goods; standard items
Alignment:	Always good (any)
Advancement:	11-15 HD (Medium); 16-30 HD (Large)
Level Adjustment:	+7

A very attractive humanlike creature with large, feathery silver wings and strong, broad shoulders; its hair is dark and its eyes are green.

Monadic devas are relatives of the astral deva and are usually found wandering the Ethereal or Elemental Planes. They serve as leaders and officers in the celestial armies.

Monadic devas stand about 7 feet tall and weigh about 220 pounds. They speak Celestial, Common, and other languages (depending on their Intelligence score).

Combat

Monadic devas, like their brethren, enjoy combat. They use their *mace of smiting* and spell-like abilities when fighting opponents. Monadic devas always aid good-aligned creatures if they are being threatened or attacked by those of evil alignment.

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

Solid Blow (Su): If a monadic deva strikes an opponent twice in one round with its mace, that creature takes an extra 1d8 points of damage.

Spell-Like Abilities: At will—*aid, charm elemental* (DC 18; functions as the *charm monster* spell but only affects elementals), *continual flame, detect evil, discern lies* (DC 18), *dispel evil* (DC 19), *dispel magic, holy aura, holy smite* (DC 18), *holy word* (DC 21), *invisibility* (self only), *polymorph* (self only), *remove curse* (DC 17), *remove disease* (DC 17), *remove fear* (DC 15); 7/day—*cure light wounds, mirror image*; 1/day—*heal, hold monster* (DC 19). Caster level 10th. The save DCs are Charisma-based.

Immunity to Death Effects (Ex): A monadic deva is immune to death effects and energy drain.

Mace of Smiting: All monadic devas carry a mace of smiting. This mace is a *+3 adamantine heavy mace* and has a +5 enhancement bonus against constructs. Any critical hit dealt to a construct completely destroys it (no save). A critical hit dealt to an outsider deals x4 damage rather than x2.

Skills: Monadic devas are extremely alert and have a +4 racial bonus on Spot and Listen checks.

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Jordan Bassett (order #48404)

Angel, Movanic Deva

Medium Outsider (Angel, Extraplanar, Good)

Hit Dice:	8d8+32 (68 hp)
Initiative:	+8
Speed:	40 ft. (8 squares), fly 60 ft. (good)
Armor Class:	26 (+4 Dex, +12 natural), touch 14, flat-footed 22
Base Attack/Grapple:	+8/+12
Attack:	*+1 flaming greatsword* +13 melee (2d6+7 plus 1d6 fire)
Full Attack:	*+1 flaming greatsword* +13/+8 melee (2d6+7 plus 1d6 fire)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Spell-like abilities
Special Qualities:	Damage reduction 10/evil, darkvision 60 ft., immunity to acid, cold, and petrification, immunity to death effects, low-light vision, nature's passivism, outsider traits, protective aura, resistance to electricity and fire 10, SR 26, tongues
Saves:	Fort +10 (+14 against poison), Ref +10, Will +10
Abilities:	Str 18, Dex 18, Con 18, Int 18, Wis 18, Cha 18
Skills:	Concentration +14, Diplomacy +17, Escape Artist +14, Hide +14, Intimidate +15, Knowledge (any one) +13, Knowledge (the planes) +15, Jump +16, Listen +21, Move Silently +15, Sense Motive +12, Spot +21, Survival +15 (+17 on other planes)
Feats:	Alertness, Improved Initiative, Power Attack
Environment:	Any good-aligned plane
Organization:	Solitary, pair, or squad (3-5)
Challenge Rating:	10
Treasure:	No coins; double goods; standard items
Alignment:	Always good (any)
Advancement:	9-13 HD (Medium); 14-24 HD (Large)
Level Adjustment:	+6

This creature resembles a broad-shouldered human with silver hair, white eyes, and large feathery silver wings.

Movanic devas are relatives of the astral and monadic deva and are usually found wandering the Positive or Negative Energy Planes or the Material Plane. Movanic devas directly aid powerful mortals when evil threatens the balance of the planes. In the celestial armies, movanic devas serve as soldiers.

A movanic deva is nearly 8 feet tall and weighs about 280 pounds. They speak Celestial, Common, and other languages (depending on their Intelligence score).

Combat

Movanic devas, like their brethren, enjoy combat. They use their *+1 flaming greatsword* and spell-like abilities when fighting their foes.

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

Spell-Like Abilities: At will—*aid*, *continual flame*, *detect evil*, *discern lies* (DC 18), *dispel evil* (DC 19), *dispel magic*, *holy aura* (DC 22), *holy smite* (DC 18), *invisibility* (self only), *plane shift* (DC 21), *polymorph* (self only), *remove curse* (DC 17), *remove disease* (DC 17), *remove fear* (DC 15); 7/day—*cure light wounds*; 3/day—*anitimagic field*; 1/day—*protection from arrows*. Caster level 8th. The save DCs are Charisma-based.

Immunity to Death Effects (Ex): A movanic deva is immune to death effects and energy drain.

Nature's Passivism (Ex): Animals do not willingly attack a movanic deva. They can be forced to do so through magical means however. Plants cannot and do not attack a movanic deva. (The protection against plants functions similar to an *antiplant shell* but it affects only the movanic deva. If a movanic deva attacks a plant creature, the protection is lost against that creature, which can now attack if it chooses).

Skills: Movanic devas are extremely alert and have a +4 racial bonus on Spot and Listen checks.

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Jordan Bassett (order #48404)

Animal Lord

	Cat Lord	Mouse Lord
	Medium Outsider (Native, Shapechanger)	**Medium Outsider (Native, Shapechanger)**
Hit Dice:	19d8+95 (180 hp)	19d8+95 (180 hp)
Initiative:	+11	+11
Speed:	60 ft. (12 squares), climb 30 ft.	60 ft. (12 squares), climb 30 ft.
Armor Class:	32 (+7 Dex, +12 natural, +3 insight), touch 20, flat-footed 25	32 (+7 Dex, +12 natural, +3 insight), touch 20, flat-footed 25
Base Attack/Grapple:	+19/+26	+19/+26
Attack:	Claw +26 melee (1d6+7)	Claw +26 melee (1d6+7)
Full Attack:	2 claws +26 melee (1d6+7) and bite +21 melee (1d6+3)	2 claws +26 melee (1d6+7) and bite +21 melee (1d6+3)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.
Special Attacks:	Howl, improved grab, pounce, rake 1d6+3, spell-like abilities, spit, summon felines	Howl, improved grab, pounce, rake 1d6+3, spell-like abilities, spit, summon felines
Special Qualities:	Change shape, damage reduction 20/ magic and cold iron, darkvision 200 ft., feline passivism, keen senses, leap, lick wounds, outsider traits, rejuvenation, SR 28, sealed mind, speak with felines, telepathy 100 ft.	Change shape, damage reduction 20/ magic and cold iron, darkvision 200 ft., feline passivism, keen senses, leap, lick wounds, outsider traits, rejuvenation, SR 28, sealed mind, speak with felines, telepathy 100 ft.
Saves:	Fort +16, Ref +20, Will +14	Fort +16, Ref +20, Will +14
Abilities:	Str 24, Dex 25, Con 20, Int 19, Wis 17, Cha 20	Str 24, Dex 25, Con 20, Int 19, Wis 17, Cha 20
Skills:	Balance +35, Climb +34, Concentration +15, Escape Artist +31, Handle Animal +27, Heal +21, Hide +37, Jump +43, Knowledge (nature) +26, Listen +27, Move Silently +37, Search +14, Sense Motive +18, Spot +27, Survival +16 (+18 in natural environments, +18 following tracks), Tumble +24	Balance +35, Climb +34, Concentration +15, Escape Artist +31, Handle Animal +27, Heal +21, Hide +37, Jump +43, Knowledge (nature) +26, Listen +27, Move Silently +37, Search +14, Sense Motive +18, Spot +27, Survival +16 (+18 in natural environments, +18 following tracks), Tumble +24
Feats:	Acrobatic, Agile, Blind-Fight, Combat Reflexes, Improved Initiative, Lightning Reflexes, Multiattack	Acrobatic, Agile, Blind-Fight, Combat Reflexes, Improved Initiative, Lightning Reflexes, Multiattack
Environment:	Temperate forests	Temperate forests
Organization:	Solitary (unique) or troupe (cat lord plus 3-6 lions or tigers, or 5-8 cheetahs)	Solitary (unique) or troupe (cat lord plus 3-6 lions or tigers, or 5-8 cheetahs)
Challenge Rating:	15	15
Treasure:	Double standard	Double standard
Alignment:	Always neutral	Always neutral
Advancement:	By character class	By character class
Level Adjustment:	—	—

For every animal species, there is a single ruler or lord, looked upon by those animals as a minor deity of sorts. The animal lord is the master of that species; for example, there is a fox lord, mouse lord, and a cat lord. Each animal can assume two forms: human and animal. Its animal form is always of a member of the species it represents.

Animal lords are seen as protectors of nature and animals. They may step in and prevent hunters from destroying a race of animals or foresters from completely decimating a forest. They do not, however, interfere with nature itself (i.e., animals die, they are killed for food or clothing)—such is the way of the universe.

Cat Lord

This creature resembles a great black panther with ruby eyes.

There is only one. The Cat Lord is the Lord of All Felines. His natural form is that of a black panther with dark, ruby eyes. He can assume a human form, and in this form, he appears as a dark-skinned human with black hair, chiseled features, and ruby eyes. In human form, he almost always dresses in black.

The Cat Lord spends his days roaming the Material Plane, Astral Plane, and Ethereal Plane. The Cat Lord can speak Common, Sylvan, Elven, Goblin, Druidic, and Gnome.

Combat

In combat, the Cat Lord almost always assumes feline form (if he's not already in that form) and attacks with two claws and a bite. The Cat Lord often enters combat with both *haste* and *blur* in effect. If combat goes against him, he usually summons a group of felines to his aid or to cover his escape.

The Cat Lord's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Howl (Su): When the Cat Lord howls, all creatures except felines within a 20-foot spread must succeed on a DC 24 Will save or be stunned for 1d2 rounds. A creature that successfully saves cannot be affected again

Jordan Bassett (order #48404)

by the Cat Lord's howl for one day. The save DC is Constitution-based.

Improved Grab (Ex): To use this ability, the Cat Lord must hit with a claw attack. He can then attempt to start a grapple as a free action without provoking an attack of opportunity. If he wins the grapple check, he establishes a hold and can rake.

Pounce (Ex): If the Cat Lord charges, he can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +20 melee, damage 1d6+3.

Spell-Like Abilities: At will—*blur, detect evil, detect good, hypnotism* (DC 15), *improved invisibility*; 9/day—*dimension door*; 2/day—*ethereal jaunt, haste* (self only); 1/day—*astral projection, greater teleport* (self plus 50 pounds of objects only). Caster level 19th. The save DCs are Charisma-based.

Spit (Ex): Once every 1d4 rounds as a standard action, the Cat Lord can spit a line of caustic saliva at a single target to a range of 30 feet. This does not require a ranged touch attack. A creature hit must succeed on a DC 24 Reflex save or be blinded. *Remove blindness* or *dispel magic* (against caster level 19th) removes the blindness effect. The save DC is Constitution-based.

Summon Felines (Sp): Twice per day, the Cat Lord can automatically summon 1d4+2 lions or tigers, 1d4+4 leopards or cheetahs, 1d2 dire lions or tigers, 1d2 weretigers, or 30 + 1d20 (normal) cats.

Change Shape (Su): The Cat Lord can assume the shape of a human as a standard action. In human form, the Cat Lord cannot use his natural weapons or his howl, pounce, spit, or rake special attacks but can wield weapons and wear armor. Unlike the normal change shape ability, the Cat Lord retains his movement modes (and speeds) in human form.

Feline Passivism (Ex): No felines (including dire versions of normal felines), chimeras, caterwauls, sea cats, kamadans, tabaxis, or feline were-creatures (such as weretigers or werelions) willingly attack the Cat Lord. They can be forced to do so through magical means however.

Keen Senses (Ex): The Cat Lord sees five times as well as a human in shadowy illumination and normal light.

Leap (Ex): The Cat Lord is a natural leaper and has a +20 racial bonus on Jump checks.

Lick Wounds (Su): Nine times per day, the Cat Lord can lick his wounds. This cures 2d4 points of damage each time he uses this ability. This only removes damage to hit points; it does not heal ability damage or ability drain.

Rejuvenation (Su): The Cat Lord is effectively immortal and nearly impossible to slay. When slain, the Cat Lord's soul reforms on the Astral Plane. Within 9 days, it inhabits another feline on the Material Plane and the Cat Lord reforms. No form of magic (such as magic that would contain or trap his soul) prevents this. To permanently kill the Cat Lord, one must destroy every feline in existence (so his soul has no creature to inhabit).

Sealed Mind (Ex): The Cat Lord is immune to mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects). This immunity includes any psionic effect or attack that targets the Cat Lord's mind.

Speak with Felines (Ex): This ability functions as the *speak with animals* spell, but allows the Cat Lord to converse only with felines, including caterwauls*, chi-

Jordan Bassett (order #48404)

meras, sea cats, kamadans*, tabaxi*, and feline were-creatures (such as weretigers and werelions). This ability is always active and cannot be dispelled or negated.

Monsters marked with an "*" are detailed in this book.

Skills: The Cat Lord has a +8 racial bonus on Balance, Hide and Move Silently checks and a +4 racial bonus on Listen and Spot checks. *In areas of tall grass or heavy undergrowth, the Hide bonus improves to +12.

The Cat Lord has a +8 racial bonus on Climb checks, and can always choose to take 10 on a Climb check, even if rushed or threatened.

Mouse Lord

This rat appears to be about the size of a large dog. Its fur is black with streaks of silver across its back and its tail is hairless. Its eyes are copper.

Like the Cat Lord, there is only one Mouse Lord. And she is the Lord (or Lady) of all rodents. Her natural form is that of a large black-furred dire rat with copper eyes. She can assume a human form and this form is almost always of a female with darkened skin, raven-black hair, and copper eyes. She dresses in robes of flowing silver or gray.

The Mouse Lord spends her days roaming the Material Plane, Astral Plane, and Ethereal Plane. She can speak Common, Sylvan, Elven, Goblin, Druidic, Halfling, and Gnome.

Combat

The Mouse Lord enters combat using her bite. Most often she enters battle with *greater magic fang* already affecting her. When enough foes are within range, she unleashes her *confusion* ability and usually *displaces* on her next turn. If combat goes against her, she summons other rodents to aid her or to cover her escape.

The Mouse Lord's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Disease (Ex): Black fever—bite, Fortitude DC 21, incubation period 1 day, damage 1d4 Dex and 1d4 Con. The save DC is Constitution-based. The Mouse Lord can suppress her ability to cause disease (as a free action) if she so wishes.

Spell-Like Abilities: At will—*confusion* (DC 17), *detect evil, detect good, displacement*; 2/day—*ethereal jaunt, greater magic fang*; 1/day—*astral projection, greater teleport* (self plus 50 pounds of objects only). Caster level 15th. The save DCs are Charisma-based.

Summon Rodents (Sp): Twice per day, the Mouse Lord can automatically summon 10-100 rats or mice, 2d8 brain rats* or shadow rats*, 2d6 dire rats or barics*, or 1d4 dire shadow rats*, ethereal rats*, or wererats, or 1d4+1 rat swarms.

Monsters marked with an "*" are detailed in this book.

Change Shape (Su): The Mouse Lord can assume the shape of a human as a standard action. In human form, the Mouse Lord cannot use her natural weapons or disease special attack but can wield weapons and wear armor. Unlike the normal change shape ability, the Mouse Lord retains her movement modes (and speeds) in human form.

Keen Senses (Ex): The Mouse Lord sees four times as well as a human in shadowy illumination and twice as well in normal light.

Rejuvenation (Su): The Mouse Lord is effectively immortal and nearly impossible to slay. When slain, the Mouse Lord's soul reforms on the Astral Plane. Within one week, it inhabits another mouse or rat on the Material Plane and the Mouse Lord reforms. No form of magic (such as magic that would contain or trap her soul) prevents this. To permanently kill the Mouse Lord, one must destroy every mouse and rat in existence (so her soul has no creature to inhabit).

Rodent Passivism (Ex): No rodents (including giant- or dire mice or rats), such as mice, rats, dire rats, wererats, or barics willingly attack the Mouse Lord. They can be forced to do so through magical means however.

Sealed Mind (Ex): The Mouse Lord is immune to mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects). This immunity includes any psionic effect or attack that targets the Mouse Lord's mind.

Speak with Rodents (Ex): This ability functions as the *speak with animals* spell, but allows the Mouse Lord to converse only with rodents such as mice, rats, dire rats, and barics. This ability is always active and cannot be dispelled or negated.

Skills: The Mouse Lord has a +8 racial bonus on Swim checks. She has a +4 racial bonus on Hide and Move Silently checks.

The Mouse Lord has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened. She uses her Dexterity bonus on Climb and Swim checks.

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Authors Scott Greene and Erica Balsley, based on original material by Gary Gygax

Jordan Bassett (order #48404)

Ant Lion

Large Vermin

Hit Dice:	8d8+24 (60 hp)
Initiative:	+0
Speed:	30 ft. (6 squares), burrow 10 ft.
Armor Class:	19 (-1 size, +10 natural), touch 9, flat-footed 19
Base Attack/Grapple:	+6/+15
Attack:	Bite +10 melee (2d8+7)
Full Attack:	Bite +10 melee (2d8+7)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Improved grab
Special Qualities:	Darkvision 60 ft., tremorsense 60 ft., vermin traits
Saves:	Fort +9, Ref +2, Will +2
Abilities:	Str 20, Dex 11, Con 17, Int —, Wis 11, Cha 11
Skills:	—
Feats:	—
Environment:	Warm deserts
Organization:	Solitary or nest (mated pair and 1-4 non-combatant young)
Challenge Rating:	6
Treasure:	1/10 coins; 50% goods; 50% items
Alignment:	Always neutral
Advancement:	9-12 HD (Large); 13-24 HD (Huge)
Level Adjustment:	—

This creature resembles a giant gray or brown ant with leathery skin covered in coarse, black bristles. Its deep, inset eyes are black and its mouth is filled with rows of jagged teeth. Two large silver mandibles protrude just above its mouth. Each mandible has a barb on its inside midway between the creature's mouth and the end point of the mandible.

The ant lion is a vicious insect-like creature that lurks in the bottom of pits and holes feeding on those unfortunates that fall in.

An ant lion is about 9 feet long and weighs nearly 700 pounds.

Combat

Ant lions dig deep, funnel-shaped pits in which to trap their prey. An ant lion pit is about 60 feet across and about 20 feet deep. A creature that steps on the pit must succeed at a Balance check (DC 20) or slip and fall down into the center of the funnel. It is there the ant lion waits, buried just under the surface of the ground. When prey falls to the center of the funnel, the ant lion surfaces and attacks, using its mandibles to grab and tear its prey. An ant lion that gets a hold does not release its prey until either it or the prey is dead.

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

Tremorsense (Ex): An ant lion can detect anything that is in contact with the ground to a range of 60 feet.

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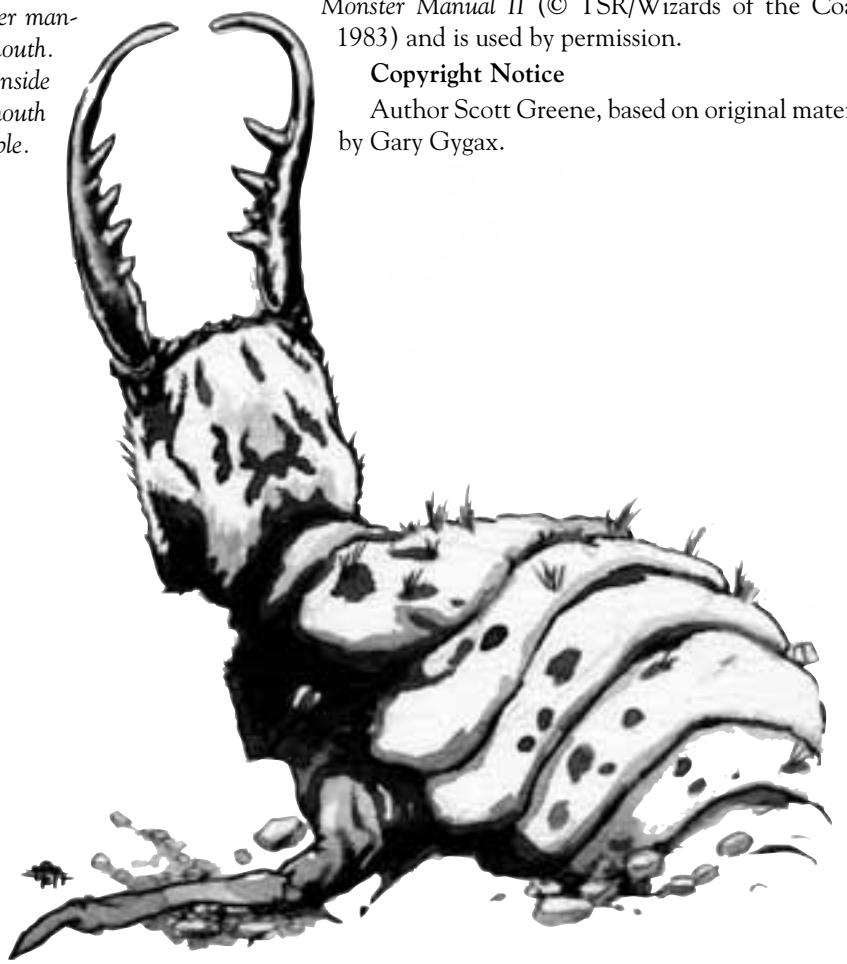


Jordan Bassett (order #48404)

Apparition

Medium Undead (Incorporeal)

Hit Dice:	8d12 (52 hp)
Initiative:	+6
Speed:	30 ft. (6 squares), fly 60 ft. (perfect)
Armor Class:	15 (+2 Dex, +3 deflection), touch 15, flat-footed 13
Base Attack/Grapple:	+4/—
Attack:	Spectral strangulation (see text)
Full Attack:	Spectral strangulation (see text)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Create spawn, spectral strangulation
Special Qualities:	Detect living, incorporeal traits, plane shift, +2 turn resistance, sunlight powerlessness, unnatural aura, undead traits
Saves:	Fort +2, Ref +3, Will +7
Abilities:	Str –, Dex 14, Con –, Int 10, Wis 13, Cha 16
Skills:	Hide +9, Intimidate +10, Knowledge (any one) +6, Listen +9, Search +6, Spot +9, Survival +7 (+9 following tracks)
Feats:	Alertness, Blind-Fight, Improved Initiative
Environment:	Any
Organization:	Solitary or gang (2–4)
Challenge Rating:	7
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	9–24 HD (Medium)
Level Adjustment:	—

This translucent and skeletal creature is donned in tattered rags. Its eyes burn with a crimson light.

Apparitions are undead spirits of creatures that died as the result of an accident. The twist of fate that ended their life prematurely has driven them totally and completely to the side of evil. An apparition is often mistaken for a ghost or spectre. Apparitions hate all living creatures and attack them on sight. Apparitions are ethereal creatures and they exist mainly on the Ethereal Plane.

An apparition looks much like it did in life.

Combat

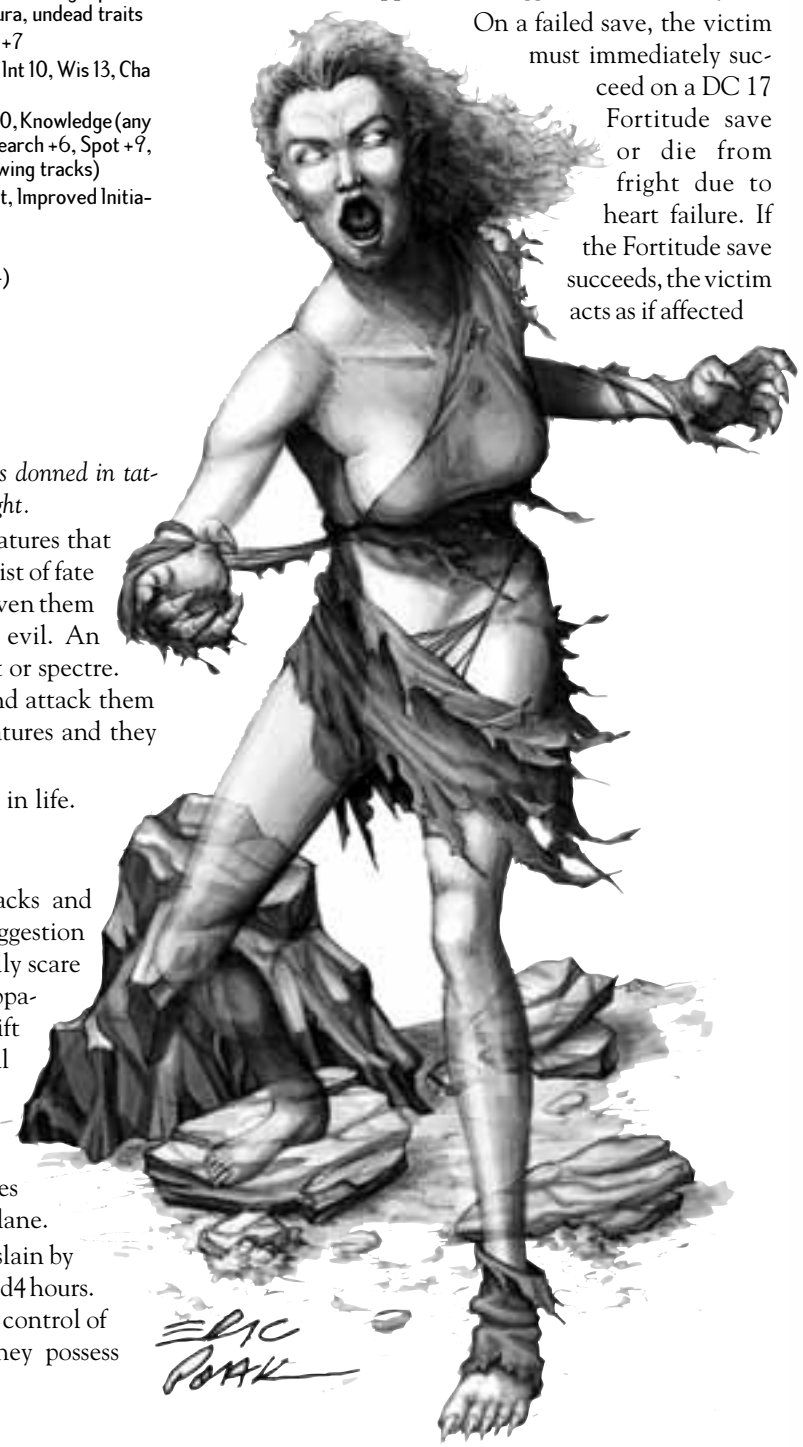
An apparition has no physical attacks and attacks by fear alone. By implanting a suggestion in a victim's mind, it attempts to actually scare the life out of its opponent. Once the apparition selects a target, it uses its plane shift ability to transfer itself from the Ethereal to the Material Plane. Then it uses its *spectral strangulation* ability. If overpowered or if it fails in its attempt to slay a living creature, the apparition flees by plane shifting back to the Ethereal Plane.

Create Spawn (Su): Any humanoid slain by an apparition becomes an apparition in 1d4 hours. Spawn are not commanded by or under control of the apparition that created them. They possess none of the abilities they had in life.

Spectral Strangulation (Su): An apparition attacks an opponent by implanting a *suggestion* in the victim's mind, convincing it that it is being strangled by the apparition's bony claws. The apparition must be on the same plane as the target creature to use this ability.

The target of the spectral strangulation feels the bony, claw-like fingers of the apparition at its throat—even through armor. The target must succeed on a DC 17 Will save to disbelieve the *suggestion*. A creature that successfully saves cannot be affected again by the same apparition's *suggestion* for one day.

On a failed save, the victim must immediately succeed on a DC 17 Fortitude save or die from fright due to heart failure. If the Fortitude save succeeds, the victim acts as if affected



Jordan Bassett (order #48404)

by a *fear* spell for 1d4 rounds. A creature protected by *magic circle against evil* or *protection from evil* cannot be affected by an apparition's spectral strangulation. The save DCs are Charisma-based.

Sense Living (Su): An apparition notices and locates 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*.

Plane Shift (Ex): An apparition is an ethereal creature. As a standard action, it can *plane shift* as the spell (caster level 12th) from the Ethereal Plane to the Material Plane or vice versa. An apparition on the Material Plane is incorporeal.

Sunlight Powerlessness (Ex): Apparitions on the Material Plane are utterly powerless in natural sunlight (not merely a *daylight* spell) and flee from it. An apparition caught in sunlight cannot attack and can take only a single move or attack action in a round.

Unnatural Aura (Su): Both wild and domesticated animals can sense the unnatural presence of an apparition at a distance of 30 feet. They will not willingly approach nearer than that and will panic if forced to do so; they remain panicked as long as they are within that range.

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Authors Scott Greene and Clark Peterson, based on original material by Underworld Oracle.

Archer Bush

Small Plant

Hit Dice:	2d8+6 (15 hp)
Initiative:	+0
Speed:	10 ft. (2 squares)
Armor Class:	14 (+1 size, +3 natural), touch 11, flat-footed 14
Base Attack/Grapple:	+1/-3
Attack:	Thorns +3 ranged (1d8)
Full Attack:	Thorns +3 ranged (1d8)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Thorns
Special Qualities:	Plant traits, tremorsense 60 ft.
Saves:	Fort +6, Ref +0, Will +0
Abilities:	Str 11, Dex 10, Con 16, Int 2, Wis 11, Cha 9
Skills:	Hide +7, Move Silently +2
Feats:	Weapon Focus (thorns)
Environment:	Underground
Organization:	Solitary, patch (4-8), or colony (11-20)
Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral
Advancement:	3-6 HD (Small)
Level Adjustment:	—

This creature looks like a small mound of brownish-green leaves. From its trunk sprout several thick branches, each covered sparsely with leaves, and each sporting rows of needle-like thorns. The leaves have small pale buds of gold and purple.

The archer bush is a subterranean, semi-mobile plant that gains sustenance from the blood of living creatures. Hidden beneath its trunk is the archer bush's mouth, which appears to be nothing more than a dark recess or cavity.

Combat

An archer bush attacks by firing a cluster of thorns at any creature that comes within 20 feet of its location.

Thorns (Ex): An archer bush can loose a cluster of needle-sharp thorns at a single target within 20 feet as a standard action. An opponent hit by the thorns takes 1d8 points of damage. Further, the target takes a –1 circumstance penalty on attack rolls, saves, and checks until the thorns are removed (full-round action to remove the thorns).

Tremorsense (Ex): An archer bush can automatically sense the location of anything in contact with the ground within 60 feet.

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Author Scott Greene, based on original material by Jean Wells.

Jordan Bassett (order #48404)

Ascomoid

Large Plant

Hit Dice:	6d8+18 (45 hp)
Initiative:	+1
Speed:	40 ft. (8 squares)
Armor Class:	17 (-1 size, +1 Dex, +7 natural), touch 10, flat-footed 16
Base Attack/Grapple:	+4/+12
Attack:	Slam +7 melee (1d8+6)
Full Attack:	Slam +7 melee (1d8+6)
Space/Reach:	10 ft./0 ft.
Special Attacks:	Run over, spores
Special Qualities:	Damage reduction 10/piercing, plant traits, resistance to fire 10, resistance to electricity 10, tremorsense 60 ft.
Saves:	Fort +8, Ref +3, Will +2
Abilities:	Str 18, Dex 13, Con 17, Int —, Wis 11, Cha 1
Skills:	—
Feats:	—
Environment:	Underground
Organization:	Solitary
Challenge Rating:	5
Treasure:	1/10 coins; 50% goods; 50% items
Alignment:	Always neutral
Advancement:	7-13 HD (Large); 14-18 HD (Huge)
Level Adjustment:	—

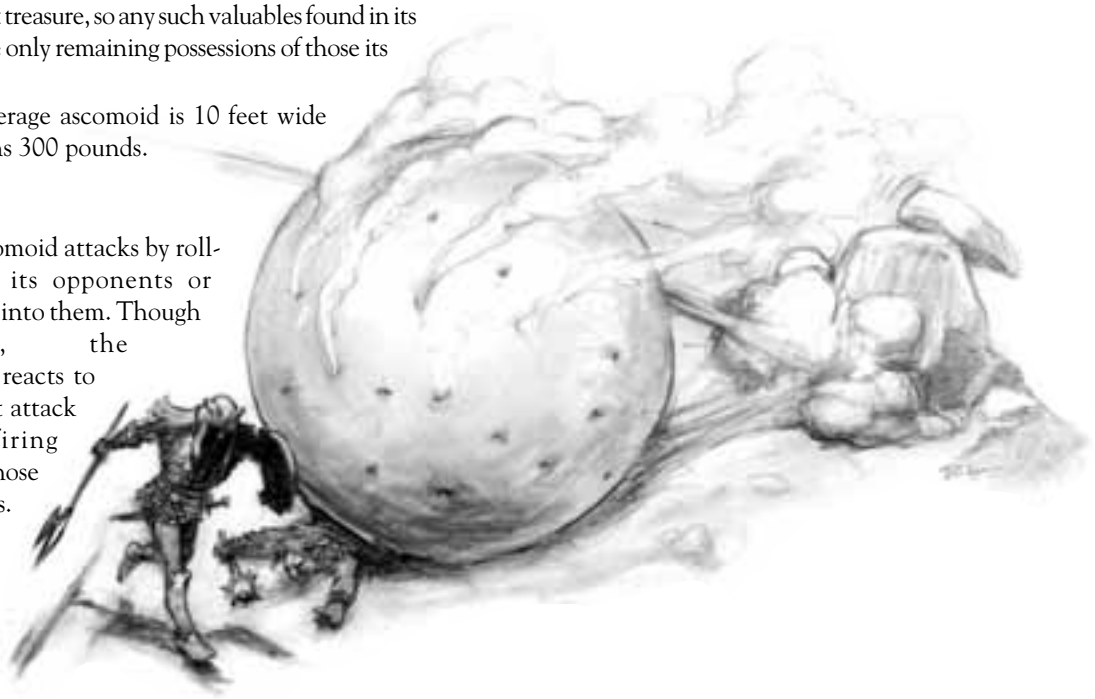
This creature appears as a large, wide puffball of living fungus. Its surface is brownish-green. Small pocks dot its form, and seem to function as some sort of sensory organs.

Ascomoids are subterranean fungus monsters that exist on a diet of living creatures. Ascomoids feed by sitting atop a slain creature and absorbing its body fluids into its own form. Creatures slain in this manner appear as rotting husks. They generally avoid light and the surface world, though they have no adverse reaction to sunlight or bright light. The typical ascomoid lair is a large, damp, dark, natural cavern with a single entrance and exit. Bones of its victims are strewn about the lair. The monster itself does not collect treasure, so any such valuables found in its lair are the only remaining possessions of those its has killed.

The average ascomoid is 10 feet wide and weighs 300 pounds.

Combat

An ascomoid attacks by rolling over its opponents or slamming into them. Though mindless, the ascomoid reacts to those that attack it by firing spores at those opponents.



Run Over (Ex): An ascomoid can simply run over opponents up to one size smaller as a standard action. It cannot make a slam attack in any round in which it runs over its foes. The ascomoid simply moves over its opponents affecting as many as it can cover. Opponents can make attacks of opportunity against the ascomoid, but if they do so they are not entitled to a save. Those who do not attempt attacks of opportunity must succeed on a DC 17 Reflex save or be knocked prone and run over (taking slam damage). Those that make the save are not knocked prone but are pushed back or aside (opponent's choice). The save DC is Strength-based.

Spores (Ex): Once per round, an ascomoid can fire deadly spores in a 30-foot line. Upon impacting a solid surface, the spores billow into a cloud that fills a 20-foot radius. The cloud lasts 1 round before dispersing. Creatures caught within the cloud must succeed on a DC 16 Fortitude save or take 2d6 points of Constitution damage. Even if the save succeeds, affected creatures are blinded and nauseated for 1d4 rounds. The save DC is Constitution-based.

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

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Jordan Bassett (order #48404)

Astral Shark

Large Outsider

Hit Dice:	8d8+16 (52 hp)
Initiative:	+2
Speed:	60 ft. (12 squares)
Armor Class:	17 (-1 size, +2 Dex, +6 natural), touch 11, flat-footed 15
Base Attack/Grapple:	+8/+16
Attack:	Bite +12 melee (1d8+6, 19-20/x2)
Full Attack:	Bite +12 melee (1d8+6, 19-20/x2)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Sever silver cord
Special Qualities:	Astral scent, all-around vision, darkvision 60 ft., outsider traits
Saves:	Fort +8, Ref +8, Will +7
Abilities:	Str 19, Dex 15, Con 15, Int 6, Wis 12, Cha 6
Skills:	Hide +9, Listen +14, Move Silently +13, Search +13, Spot +18, Survival +12 (+14 following tracks)
Feats:	Alertness, Improved Critical (bite), Weapon Focus (bite)
Environment:	Astral Plane
Organization:	Solitary or school (2-5)
Challenge Rating:	6
Treasure:	None
Alignment:	Always neutral
Advancement:	9-14 (Large); 15-16 HD (Huge)
Level Adjustment:	—

This creature resembles a shark with sickly white skin, tinged here and there with smears of pink. Its dorsal fin is jagged and slightly curved, and the creature's eyes are large, bulbous, and lidless.

An astral shark is a sleek, fish-like creature that spends its entire life in the Astral Plane and cannot materialize on any other plane. Among the lower life forms of the Astral Plane, the astral shark is near the top of the food chain. When extraplanar visitors come to the Astral Plane, however, the astral shark attacks them in preference to other prey. It is unknown if the astral shark is drawn to the visitors' strange energies, or if it somehow gains special nutrition from them or the silver cord that connects an astral traveler to its material body.

An astral shark is 12 feet long, but can grow to lengths of nearly 30 feet.

Combat

An astral shark's tactics resemble those of its Material Plane counterpart: circling its prey, then darting in and biting with its powerful jaws. An astral shark weakens an opponent and then attacks the opponent's silver cord, all the while biting and tearing at its opponent with its teeth.

Sever Silver Cord (Ex): An astral shark can attack an opponent's silver cord with a normal attack that provokes an attack of opportunity. If the astral shark rolls a natural 20 (and subsequently confirms the critical hit), the traveler's silver cord is severed and its material body and astral form are both instantly destroyed.

All-Around Vision (Ex): The strangely shaped eyes of an astral shark allow it to look in all directions, bestowing a +4 racial bonus on Search and Spot checks. Astral sharks cannot be flanked.

Astral Scent (Ex): An astral shark is highly attuned to the energy of a traveler in the Astral Plane and can detect such creatures in a 180-foot radius.

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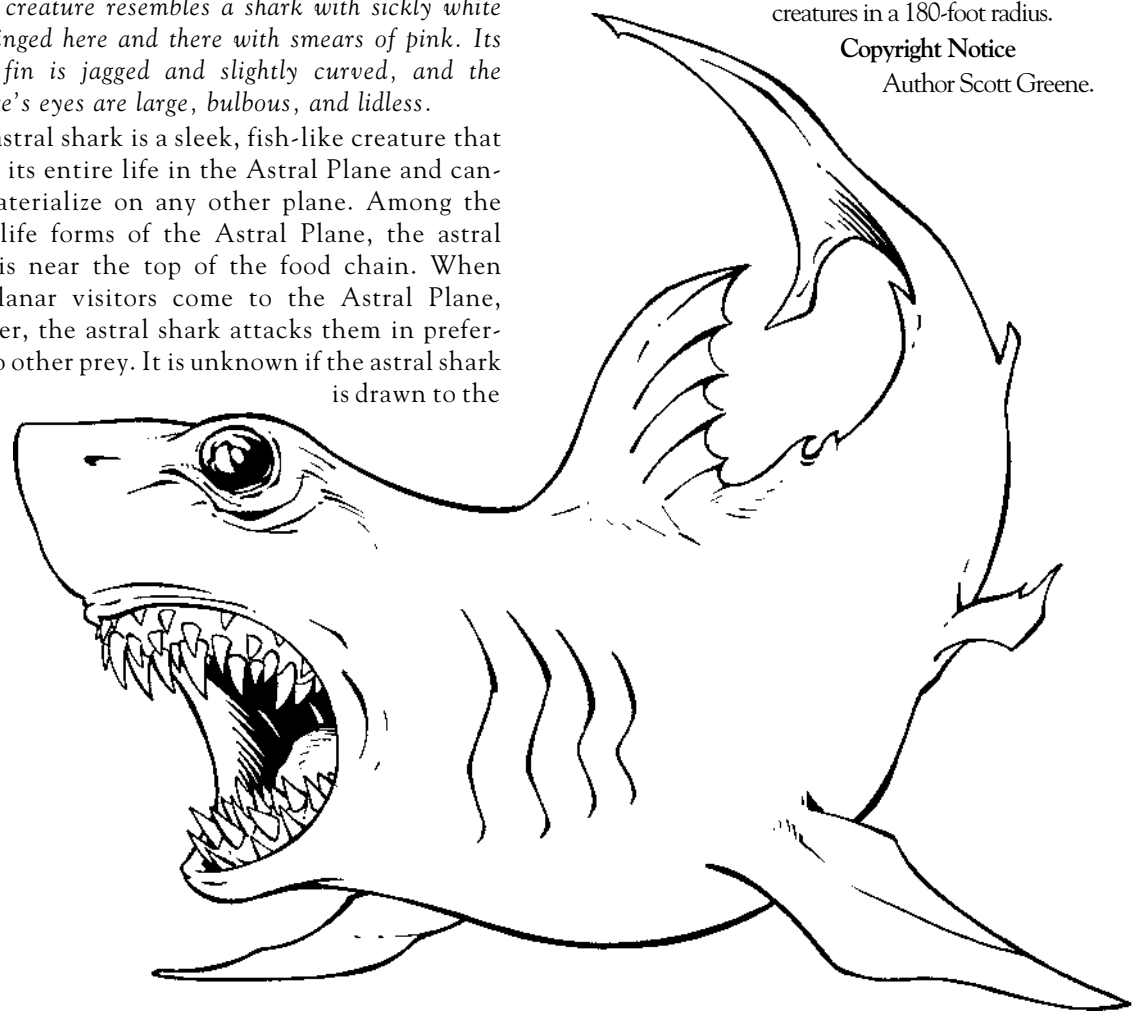

Jordan Bassett (order #48404)

Atomie

Tiny Fey

Hit Dice:	1/2d6+1 (2 hp)
Initiative:	+3
Speed:	40 ft. (8 squares), fly 60 ft. (good)
Armor Class:	16 (+2 size, +3 Dex, +1 natural), touch 15, flat-footed 13
Base Attack/Grapple:	+0/-11
Attack:	Short sword +5 melee (1d3-3, 19-20/x2) or light crossbow +5 ranged (1d4)
Full Attack:	Short sword +5 melee (1d3-3, 19-20/x2) or light crossbow +5 ranged (1d4)
Space/Reach:	2-1/2 ft./0 ft.
Special Attacks:	Spell-like abilities
Special Qualities:	Damage reduction 5/cold iron, low-light vision, SR 16
Saves:	Fort +1, Ref +5, Will +3
Abilities:	Str 5, Dex 17, Con 13, Int 12, Wis 13, Cha 14
Skills:	Concentration +3, Craft (any one) +3, Escape Artist +6, Handle Animal +4, Hide +6*, Listen +3, Move Silently +5*, Perform (dance) +3, Perform (melody) +3, Search +2, Spot +3
Feats:	Dodge, Weapon Finesse[B]
Environment:	Temperate forests
Organization:	Gang (2-4), band (6-11 plus 2-4 grigs), or tribe (20-80)
Challenge Rating:	1
Treasure:	No coins; 50% goods; standard items
Alignment:	Always chaotic neutral
Advancement:	1-3 HD (Tiny)
Level Adjustment:	+3

This creature resembles a small elf with narrow, pointed ears, long legs and arms, and lightly colored hair and eyes. Its skin has a light green color to it.

Atomies are among the smallest of the fey. They dwell in arboreal regions, with a single atomie family staking their claim to a single tree. The atomies are nocturnal, leaving the safety of their treetop abodes under cover of darkness to dance and play among the underbrush.

An atomie is a 1-foot tall creature related to pixies and other sprites. Atomies are attractive, especially when compared to other sprites. Atomie clothing is almost always magical, made to change color with the seasons to help hide the wearer during all times of the year.

Atomies speak Sylvan and Common.

Combat

Atomies avoid combat when possible and use their quickness to elude would be attackers. If cornered, they rely on their spell-like abilities and dagger or crossbow to get out of trouble.

Spell-Like Abilities: 3/day—*blink*, *entangle* (DC 13), *invisibility* (self only), *pass without trace*, *speak with animals*. Caster level 9th. The save DCs are Charisma-based.

Skills: *Atomies have a +5 racial bonus on Hide and Move Silently checks in a forest setting.

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Jordan Bassett (order #48404)

Aurumvorax (Golden Gorger)

Small Magical Beast

Hit Dice:	12d10+24 (90 hp)
Initiative:	+2
Speed:	30 ft. (6 squares), burrow 10 ft.
Armor Class:	20 (+1 size, +2 Dex, +7 natural), touch 13, flat-footed 18
Base Attack/Grapple:	+12/+16
Attack:	Bite +18 melee (1d6+4)
Full Attack:	Bite +18 melee (1d6+4) and 4 claws +12 melee (1d4+2)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Improved grab, rake 1d4+2
Special Qualities:	Damage reduction 10/slashing or piercing, darkvision 60 ft., low-light vision, resistance to fire 10, immunity to poison, scent
Saves:	Fort +12, Ref +10, Will +5
Abilities:	Str 18, Dex 14, Con 14, Int 2, Wis 12, Cha 10
Skills:	Hide +10, Listen +7, Move Silently +5, Spot +7
Feats:	Alertness, Endurance, Great Fortitude, Weapon Focus (bite)
Environment:	Temperate plains, hills, and forest
Organization:	Solitary
Challenge Rating:	9
Treasure:	50% standard
Alignment:	Always neutral
Advancement:	13-15 HD (Small); 16-36 HD (Medium)
Level Adjustment:	—

This small, feral creature resembles an 8-legged wolf with bright golden fur.

The aurumvorax (also called the golden gorger) is an extremely vicious creature, attacking any living prey within its territory (and its territory often extends up to 1 mile in all directions away from its lair).

The aurumvorax is 3 feet long and weighs about 200 pounds. The creature's claws end in razor-sharp, copper colored nails. The aurumvorax's eyes are silver with gold pupils. Small whiskers and hairs near its face are bronze in color.

Combat

The aurumvorax attacks by biting a foe and holding on with its powerful jaws. It then rips the foe apart with its claws. An aurumvorax that grabs its prey with its jaws does not release the hold until either it or its prey is dead.

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

Rake (Ex): 4 claws; attack bonus +18 melee, damage 1d4+2.

Credit

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Author Scott Greene, based on original material by Gary Gygax.

Jordan Bassett (order #48404)

Axe Beak

Large Animal
Hit Dice: 3d8+9 (22 hp)
Initiative: +3
Speed: 50 ft. (10 squares)
Armor Class: 14 (-1 size, +3 Dex, +2 natural), touch 12, flat-footed 11
Base Attack/Grapple: +2/+9
Attack: Claw +4 melee (1d6+3)
Full Attack: 2 claws +4 melee (1d6+3) and bite +2 melee (2d6+1)
Space/Reach: 10 ft./10 ft.
Special Attacks: —
Special Qualities: Low-light vision, scent
Saves: Fort +6, Ref +6, Will +1
Abilities: Str 16, Dex 17, Con 16, Int 2, Wis 11, Cha 10
Skills: Listen +5, Spot +5
Feats: Alertness, Multiattack
Environment: Temperate plains
Organization: Solitary, pair, or flock (3-6)
Challenge Rating: 2
Treasure: None (eggs are worth 50-80 gp each)
Alignment: Always neutral
Advancement: 4-5 HD (Large); 6-9 HD (Huge)
Level Adjustment: —

This creature resembles a large ostrich with a strong, thick neck and sharpened beak. Its neck is covered in white feathers, and its body is covered in black feathers with a white underbelly and tail. Its legs are covered in yellow scales.

The axe beak is a prehistoric flightless, carnivorous bird that resembles a 7-foot tall ostrich. It is an aggressive hunter and has a strong, thick neck and a sharp beak. The axe beak makes a honking noise that can be heard clearly up to one-half mile away. An axe beak lair contains 1d4 eggs worth 50-80 gp each. Hatchlings fetch the same value on the market.

Combat

The axe beak attacks by kicking with its clawed feet and biting with its beak. It is a very aggressive hunter and runs down its prey should an opponent flee. If extremely hungry, an axe beak attacks until it or its prey is dead.

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Jordan Bassett (order #48404)

Babbler

Large Magical Beast (Reptilian)

Hit Dice:	5d10+5 (32 hp)
Initiative:	+5
Speed:	40 ft. (8 squares); 20 ft. bipedal
Armor Class:	15 (-1 size, +1 Dex, +5 natural), touch 10, flat-footed 14
Base Attack/Grapple:	+5/+13
Attack:	Claw +8 melee (1d6+4)
Full Attack:	2 claws +8 melee (1d6+4) and bite +6 melee (1d8+2)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Sneak attack
Special Qualities:	Darkvision 60 ft., low-light vision, scent
Saves:	Fort +5, Ref +5, Will +3
Abilities:	Str 18, Dex 13, Con 12, Int 10, Wis 14, Cha 11
Skills:	Balance +5, Hide +0*, Jump +6, Listen +4, Spot +4, Swim +7
Feats:	Improved Initiative, Multiattack
Environment:	Temperate marshes
Organization:	Solitary or pack (2-4)
Challenge Rating:	3
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	6-10 HD (Large); 11-15 HD (Huge)
Level Adjustment:	—

This creature stands taller than a human and appears as a cross between a lizardman and gorgosaurus. Its reptilian body is covered in yellow scales and its underbelly is gray. Strange symbols and patterns of grayish-brown can be seen on its back.

Babblers have a large, strong tail that keeps them balanced when they stand on their hind legs (particularly during combat). Most of their time is spent slithering on their stomach in search of prey. The babbler is a carnivore and is quite fond of human, elven, and dwarven flesh.

A babbler stands about 8 feet tall and weighs around 700 pounds. Babblers speak their own weird, guttural language and understand Common but cannot speak it.

Combat

A babbler attempts to ambush its opponents by slithering within range and then rearing on its hind legs and attacking. In combat, it slashes with its claws and snaps with its vicious bite.

Sneak Attack (Ex): A babbler deals +2d6 points of damage anytime it flanks an opponent or anytime its opponent is denied its Dexterity bonus to AC.

Skills: Due to their tails, babblers have a +4 racial bonus on Balance, Jump, and Swim checks.

*Babblers have a +4 racial bonus on Hide checks when slithering on their belly as opposed to walking upright; this bonus does not apply when used against creatures with the scent special quality.

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Jordan Bassett (order #48404)

Banderlog

Medium Monstrous Humanoid

Hit Dice:	4d8+4 (22 hp)
Initiative:	+2
Speed:	40 ft. (8 squares), climb 30 ft.
Armor Class:	14 (+2 Dex, +2 natural), touch 12, flat-footed 12
Base Attack/Grapple:	+4/+6
Attack:	Bite +6 melee (1d6+2) or club +6 melee (1d6+2) or coconut +7 ranged (1d4+2)
Full Attack:	Bite +6 melee (1d6+2) or club +6 melee (1d6+2) or coconut +7 ranged (1d4+2)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Coconut throwing
Special Qualities:	Darkvision 60 ft.
Saves:	Fort +2, Ref +6, Will +5
Abilities:	Str 15, Dex 14, Con 12, Int 8, Wis 12, Cha 6
Skills:	Climb +13, Listen +5, Spot +5
Feats:	Alertness, Weapon Focus (coconut)
Environment:	Warm forests
Organization:	Gang (2-5) or pack (6-24 plus 1-2 6 HD leaders)
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral
Advancement:	By character class
Level Adjustment:	+1

This creature appears as a short, baboon-like creature with grayish-brown fur.

The banderlog is a somewhat intelligent baboon-like primate that makes its home in warm forests and jungles. Though it appears as a larger version of the common baboon, it does not keep company with or associate with normal baboons. Banderlogs' intelligence allows them to form small tribal communities for protection and companionship. The leader of such a community is usually the largest and strongest banderlog of the tribe. It is not uncommon to find more than one tribe in the same area. Banderlogs generally coexist quite well with other banderlog tribes, though if food becomes scarce, they attempt to drive off all other tribes in the area.

Banderlogs sustain themselves on a diet of fruits and nuts, with coconuts being their favorite food. Though omnivorous, they rarely eat meat of any sort. The typical banderlog stands just over 4-feet tall and weighs about 100 pounds.

Banderlogs communicate with each other through a series of grunts, squeaks, and hand signals. Some can also speak Common.

Combat

Banderlogs are non-aggressive unless they are threatened. They prefer to attack opponents from a distance using small rocks or coconuts to hit their foes. Should they be engaged in melee, they attack using a vicious bite.

Coconut Throwing (Ex): A banderlog can hurl a coconut up to 10 feet (range increment 10 feet, maximum range 50 feet).

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

Banderlogs as Characters

Banderlog characters possess the following racial traits.

- +4 Strength, +4 Dexterity, +2 Constitution, –2 Intelligence, +2 Wisdom, –4 Charisma.
- Medium size.
- A banderlog's base land speed is 40 feet. Its base climb speed is 30 feet.
- Darkvision out to 60 feet.
- Racial Hit Dice: A banderlog begins with four levels of monstrous humanoid, which provide 4d8 Hit Dice, a base attack bonus of +4, and base saving throw bonuses of Fort +1, Ref +4, and Will +4.
- Racial Skills: A banderlog's monstrous humanoid levels give it skill points equal to 7 x (2 + Int modifier). Its class skills Climb, Listen, and Spot.
- Racial Feats: A banderlog's monstrous humanoid levels give it two feats.
- +2 natural armor bonus.
- Natural Weapons: Bite (1d6).
- Special Attacks (see above): Coconut throwing.
- Automatic Languages: Banderlog. Bonus Languages: Common, Elven, Gnome, Halfling, Sylvan.
- Favored Class: Barbarian.
- Level adjustment +1.

Credit

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Jordan Bassett (order #48404)

Baric

Small Magical Beast

Hit Dice:	2d10 (11 hp)
Initiative:	+1
Speed:	40 ft. (8 squares)
Armor Class:	13 (+1 size, +1 Dex, +1 natural), touch 12, flat-footed 12
Base Attack/Grapple:	+2/-1
Attack:	Claw +4 melee (1d3+1)
Full Attack:	2 claws +4 melee (1d3+1) and bite +2 melee (1d8+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Darkvision 60 ft., low-light vision, scent
Saves:	Fort +3, Ref +4, Will +0
Abilities:	Str 12, Dex 13, Con 11, Int 2, Wis 10, Cha 10
Skills:	Listen +3, Spot +2
Feats:	Multiattack
Environment:	Underground
Organization:	Solitary or pack (1–8)
Challenge Rating:	1
Treasure:	None
Alignment:	Always neutral
Advancement:	3-5 HD (Small); 6 HD (Medium)
Level Adjustment:	—

This creature appears as a 6-legged rat with black fur and yellow eyes. It has a long duck-like bill lined with rows of needle-sharp teeth.

Barics are strange rat-like creatures that hunt in packs. The average baric is 3 feet long and weighs 50 pounds, though they can grow to a length of 7 feet and weigh about 150 pounds.. Some races keep barics as pets, though more often than not, these unpredictable monsters turn on their masters within a short time of entering captivity.

Combat

Barics hunt in small packs. When prey is encountered, they slowly circle it, moving in to attack with claws and bites. If more than half the pack is slain, the remaining barics usually flee, unless they are very hungry, in which case they all fight to the death.

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Barrow Wight

Medium Undead

Hit Dice:	6d12 (39 hp)
Initiative:	+1
Speed:	30 ft. (6 squares)
Armor Class:	16 (+1 Dex, +5 natural), touch 11, flat-footed 15
Base Attack/Grapple:	+3/+5
Attack:	Slam +5 melee (1d4+3 plus energy drain)
Full Attack:	Slam +5 melee (1d4+3 plus energy drain)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Create spawn, energy drain, insanity gaze
Special Qualities:	Darkvision 60 ft., +2 turn resistance, undead traits
Saves:	Fort +2, Ref +3, Will +6
Abilities:	Str 14, Dex 12, Con —, Int 11, Wis 13, Cha 16
Skills:	Climb +8, Hide +7, Listen +9, Move Silently +15, Search +6, Spot +9
Feats:	Alertness, Blind-Fight, Power Attack
Environment:	Any
Organization:	Solitary, gang (2-5), or pack (6-11)
Challenge Rating:	4
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	7-12 HD (Medium)
Level Adjustment:	—

This creature appears as a rotting humanoid with leathery, gray skin drawn tight over its frame. Its eyes glow crimson. The creature's clothes appear as rotting and tattered rags.

Barrow wights are undead creatures akin to normal wights, but they are always found in or near barrows, usually guarding the treasure contained therein. They hate living creatures and attempt to destroy anyone who invades their resting place.

A barrow wight is a twisted, insane creature standing about 6 feet tall.

Jordan Bassett (order #48404)

Combat

A barrow wight attempts to use its gaze attack on the closest creature to it when it is first encountered. Creatures not affected by its gaze are pummeled with its fists.

Create Spawn (Su): A humanoid slain by a barrow wight becomes a barrow wight in 1d4 rounds. Spawn are under the command of the barrow wight that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Energy Drain (Su): Living creatures hit by a barrow wight's slam attack gain one negative level. The Fortitude save to remove the negative level has a DC of 16. The save DC is Charisma-based. For each such negative level bestowed, the barrow wight gains 5 temporary hit points.

Insanity Gaze (Su): Anyone with 30 feet that meets a barrow wight's gaze is affected as if by an *insanity* spell (caster level 9th). A successful DC 16 Will save negates the effects. The save DC is Charisma-based.

Skills: Barrow wights have a +8 racial bonus on Move Silently checks.

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Basidirond

Medium Plant

Hit Dice:	5d8+15 (37 hp)
Initiative:	+1
Speed:	20 ft. (4 squares)
Armor Class:	17 (+1 Dex, +6 natural), touch 11, flat-footed 16
Base Attack/Grapple:	+3/+6
Attack:	Slam +6 melee (1d8+4 plus spores)
Full Attack:	Slam +6 melee (1d8+4 plus spores)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Hallucination cloud, spores
Special Qualities:	Immunity to cold, plant traits, tremorsense 60 ft., vulnerability
Saves:	Fort +7, Ref +2, Will +1
Abilities:	Str 17, Dex 13, Con 16, Int —, Wis 11, Cha 1
Skills:	—
Feats:	—
Environment:	Underground
Organization:	Solitary or pair
Challenge Rating:	5
Treasure:	1/10 coins; 50% goods; 50% items
Alignment:	Always neutral (evil tendencies)
Advancement:	6–9 HD (Medium); 10–15 HD (Large)
Level Adjustment:	—

This large creature resembles an inverted umbrella with several stems of dark green or brown hanging beneath it. The inside of its cone-shaped top is inky black.

The basidirond is believed to be related to the ascomoid (see that entry), and like its distant relative, makes it lair in underground natural caverns. Unlike the ascomoid's lair that is usually damp or wet, the basidirond's lair is unusually dry.

A basidirond stands about 7 feet tall.

Combat

The basidirond attacks by striking with its cone-shaped cap or by firing a line of spores at an opponent.

Hallucination Cloud (Ex): As a standard action, a basidirond can release a cloud of invisible spores in a 20-foot radius centered on its form. Creatures within the area must succeed on a DC 15 Fortitude save or be affected as by a *confusion* spell for as long as they remain in the cloud plus 1d4 rounds after leaving the area. A new save must be made each round a creature remains within the af-

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fected area. The save DC is Constitution-based. (For more specific hallucinations see the sidebar text.)

Spores (Ex): A basidirond's slam attack transfers poisonous spores to its opponent. A creature struck must succeed on a DC 15 Fortitude save or take 1d4 points of Constitution damage. Each round thereafter, for a number of rounds equal to the basidirond's Hit Dice (5 for a typical basidirond), the character must succeed on a DC 14 Fortitude save or take another 1 point of Constitution damage. If *remove disease* is cast on an affected character, the Constitution damage is halted. The save DC is Constitution-based.

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

Vulnerability (Ex): A basidirond takes no damage from a cold effect, but is *slowed* (as the spell) for 1 round per two caster levels. During this time, a basidirond cannot use its spores or hallucination cloud special attacks.

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Basidirond Hallucination Cloud

Rather than affecting an opponent as by a *confusion* spell, you can randomly determine hallucinations for each creature affected. The duration remains the same as detailed under the creature's special attack.

1d8	Hallucination
1	Individual believes he is in a swamp and strips off gear and armor to avoid sinking.
2	Individual believes he is being attacked by a swarm of spiders. He attacks the floor and surrounding area.
3	Individual believes item held has turned into a viper; drops item and retreats back from it.
4	Suffocation—Individual believes he is suffocating and gasps for air and clutches throat.
5	Individual believes he has shrunk to 1/10 normal size. He begins yelling for help.
6	Individual believes his associates have contracted a disease. He will not come closer than 10 feet.
7	Individual believes he is melting; grasps self in attempt to hold together.
8	Individual believes his back is covered with leeches. He tears armor, clothing, etc. from his back to get at them.

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Basilisk, Greater

Large Magical Beast

Hit Dice:	10d10+40 (95 hp)
Initiative:	-1
Speed:	20 ft. (4 squares)
Armor Class:	18 (-1 size, -1 Dex, +10 natural), touch 8, flat-footed 18
Base Attack/Grapple:	+10/+20
Attack:	Claw +15 melee (1d6+6 plus poison)
Full Attack:	2 claws +15 melee (1d6+6 plus poison) and bite +13 melee (1d8+3)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Foul breath, petrifying gaze, poison
Special Qualities:	Darkvision 60 ft., low-light vision
Saves:	Fort +13, Ref +6, Will +4
Abilities:	Str 23, Dex 8, Con 18, Int 2, Wis 12, Cha 10
Skills:	Hide -2*, Listen +8, Spot +8
Feats:	Alertness, Great Fortitude, Multiattack, Power Attack
Environment:	Warm deserts
Organization:	Solitary or pair
Challenge Rating:	7
Treasure:	Standard
Alignment:	Always neutral
Advancement:	11-15 HD (Large); 16-30 HD (Huge)
Level Adjustment:	—

This creature looks like a thick-bodied reptile with eight legs. Its eyes glow with an eerie, pale green incandescence.

A larger and meaner cousin of the normal basilisk, the greater basilisk is a 12-foot long reptilian monster with dull brown skin and a yellow underbelly. Sages believe the greater basilisk hails from the Elemental Plane of Earth.

Combat

Greater basilisks rear up on their hind legs and slash opponents with their poisonous claws while also using their deadly gaze attack. The breath of a greater basilisk is so foul that all creatures within 5 feet can be affected by it just by entering or remaining in the area.

Foul Breath (Ex): A greater basilisk's breath is extremely foul. Any creature in a space directly in front of a greater basilisk must succeed on a DC 19 Fortitude save or take 2d4 points of Constitution damage each round they remain in the area. A creature that successfully saves cannot be affected by the breath of the same greater basilisk for one day. The save DC is Constitution-based.

Petrifying Gaze (Su): Turn to stone permanently, range 60 feet, Fortitude DC 15 negates. The save DC is Charisma-based.

A greater basilisk cannot have its own gaze attack reflected back at it, unless the source of the reflection is within 10 feet of it. This gaze attack extends into the Astral and Ethereal Planes.

Poison (Ex): A greater basilisk delivers a debilitating poison with a successful claw attack. The save DC is Constitution-based.

Greater Basilisk Poison: Injury, Fort DC 19, initial damage 1d4 Con, secondary damage 1d4 Con.

Skills: The greater basilisk's dull coloration and its ability to remain motionless for long periods of

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time grant it a +4 racial bonus on Hide checks in natural settings.

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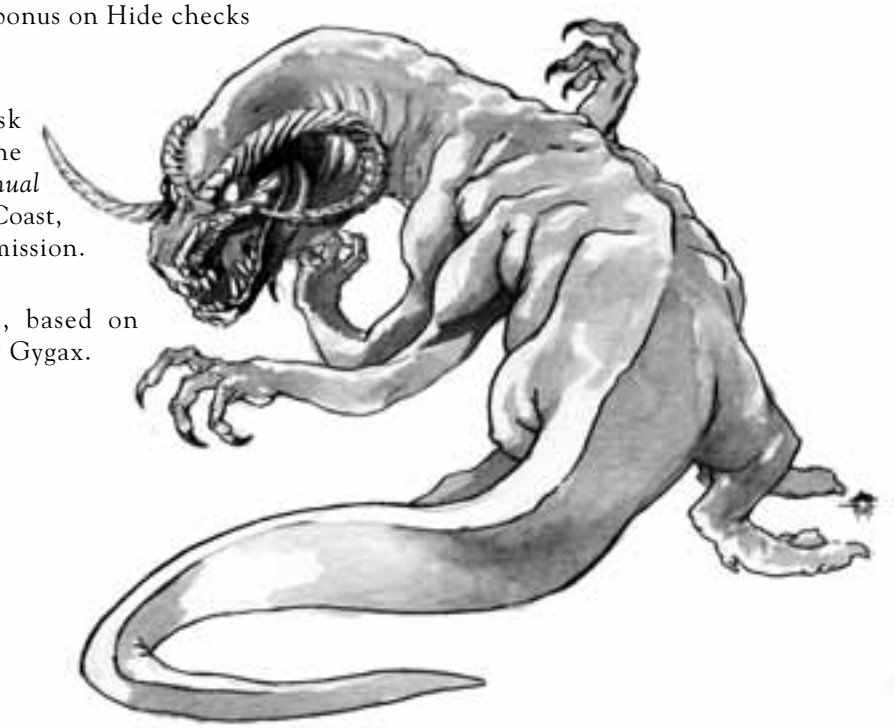

Bat

	Doombat	Mobat
	Large Magical Beast	**Large Magical Beast**
Hit Dice:	6d10+18 (51 hp)	4d10+12 (34 hp)
Initiative:	+6	+6
Speed:	10 ft. (2 squares), fly 50 ft. (good)	20 ft. (4 squares), fly 40 ft. (good)
Armor Class:	19 (-1 size, +6 Dex, +4 natural), touch 15, flat-footed 13	18 (-1 size, +6 Dex, +3 natural), touch 15, flat-footed 12
Base Attack/Grapple:	+6/+13	+4/+11
Attack:	Bite +8 melee (1d8+3)	Bite +9 melee (1d8+4)
Full Attack:	Bite +8 melee (1d8+3) and tail slash +3 melee (1d6+1)	Bite +9 melee (1d8+4)
Space/Reach:	10 ft./5 ft. (10 ft. with tail)	10 ft./5 ft.
Special Attacks:	Shriek	Sonic screech
Special Qualities:	Blindsense 60 ft.	Blindsense 120 ft.
Saves:	Fort +8, Ref +11, Will +3	Fort +7, Ref +10, Will +3
Abilities:	Str 17, Dex 22, Con 17, Int 2, Wis 12, Cha 6	Str 17, Dex 22, Con 17, Int 6, Wis 14, Cha 6
Skills:	Hide +4, Listen +12*, Move Silently +11, Spot +11*	Listen +9*, Move Silently +8, Spot +9*
Feats:	Alertness, Stealthy, Skill Focus (Move Silently)	Flyby Attack, Weapon Finesse
Environment:	Underground	Warm forests and hills
Organization:	Solitary or colony (5-8)	Solitary or colony (2-8)
Challenge Rating:	4	3
Treasure:	None	Standard
Alignment:	Always neutral evil	Usually neutral (evil tendencies)
Advancement:	7-9 HD (Large); 10-18 HD (Huge)	5-9 (Large); 10-12 HD (Huge)
Level Adjustment:	—	—

Doombat

This creature appears as a giant black bat with glowing yellow eyes.

The doombat is a nocturnal hunter that desires living flesh to sustain it. The approach of a doombat can be heard long before the creature arrives on the scene, the yipping growing louder as the doombat draws closer. The doombat has a 10-foot wingspan, though specimens with wingspans reaching 25 feet have been reported.

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Combat

Doombats attack any living thing they encounter. They enter melee and attack with their vicious bite and tail slash, yipping for the duration of the fight.

Shriek (Ex): When a doombat yips, all creatures (except other doombats) within a 100-foot spread must succeed on a DC 16 Will save or be overcome with uneasiness (-1 penalty on attacks rolls, checks, and saves) for 1d4+1 rounds while the doombat yips. The save DC is Constitution-based.

A doombat's yipping is constant, and spellcasters in the area must succeed on a DC 16 Concentration check anytime they attempt to cast a spell. The effect of several doombats yipping at once is not cumulative. A doombat must wait 1d3 rounds before yipping again. Whether or not the save is successful, an affected creature is immune to the same doombat's yipping for one day, though spellcasters are still required to make a successful Concentration check each time they attempt a spell so long as they are in the affected area.

Blindsense (Ex): Doombats use echolocation to pinpoint creatures within 60 feet. Opponents still have total concealment against the doombat unless it can actually see them.

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

Mobat

This creature appears as a large brown bat with razor-sharp fangs, and eyes that glow green.

The mobat has a wingspan of approximately 15 feet. It is a nocturnal creature, cruising silently through the night sky in its never ending quest for food. A mobat, like any species of normal bat, has huge ears and an upturned snout. Mobats are omnivores, but they often include warm-blooded prey in their diet.

Combat

A mobat attacks by biting its opponent using its razor sharp fangs. Surviving prey is subjected to the mobat's sonic screech attack.

Sonic Screech (Su): A mobat can blast an ear-splitting screech that affects all within a 20-foot spread. The screech stuns any creature in the area for 1d3 rounds if it fails a DC 15 Will save. This is a sonic-mind affecting effect. Whether or not the save succeeds an affected creature is immune to the same mobat's screech for one day. The save DC is Constitution-based.

Blindsense (Ex): Mobats use echolocation to pinpoint creatures within 120 feet. Opponents still have total concealment against the mobat unless it can actually see them.

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

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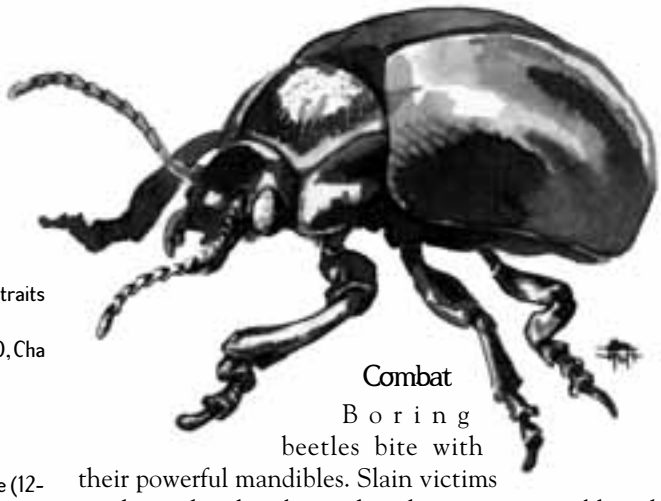
Jordan Bassett (order #48404)

Beetle, Giant Boring

Large Vermin
Hit Dice: 5d10+10 (37 hp)
Initiative: +0
Speed: 20 ft. (4 squares)
Armor Class: 17 (-1 size, +8 natural), touch 9, flat-footed 17
Base Attack/Grapple: +3/+11
Attack: Bite +6 melee (2d8+6)
Full Attack: Bite +6 melee (2d8+6)
Space/Reach: 10 ft./5 ft.
Special Attacks: —
Special Qualities: Darkvision 60 ft., hive mind, vermin traits
Saves: Fort +6, Ref +1, Will +1
Abilities: Str 18, Dex 10, Con 15, Int —, Wis 10, Cha 9
Skills: —
Feats: —
Environment: Temperate forests
Organization: Cluster (2-5), swarm (6-11), or hive (12-19 plus 2-8 shriekers)
Challenge Rating: 3
Treasure: Standard
Alignment: Always neutral
Advancement: 6-9 HD (Large); 10-15 HD (Huge)
Level Adjustment: —



This giant beetle has a greenish-gray carapace and wing-covers, and its legs and mandibles are black.

Boring beetles feed primarily on wood, mold, fungus, and other organic matter. They make their lairs inside ancient tunnels and caverns, where they harvest and grow molds and fungi. Shriekers are prized for both food and their use as alarms to warn the boring beetles of intrusion. Boring beetles are about 9 feet long.

Combat

Boring beetles bite with their powerful mandibles. Slain victims are dragged to their lair and used to grow new molds and fungi.

Hive Mind (Ex): All boring beetles within 1 mile of each other are in constant communication. If one is aware of a particular danger, they all are. If one in the group is not flat-footed, then none of them are. No boring beetle in a group is considered flanked unless all of them are.

Credit

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Author Scott Greene, based on original material by Gary Gygax.

Beetle, Giant Death Watch

Medium Vermin
Hit Dice: 9d8+18 (59 hp)
Initiative: +0
Speed: 30 ft. (6 squares)
Armor Class: 19 (+9 natural), touch 10, flat-footed 19
Base Attack/Grapple: +6/+10
Attack: Bite +10 melee (1d8+6)
Full Attack: Bite +10 melee (1d8+6)
Space/Reach: 5 ft./5 ft.
Special Attacks: Death rattle
Special Qualities: Darkvision 60 ft., immunity to death effects, vermin traits
Saves: Fort +8, Ref +3, Will +3
Abilities: Str 19, Dex 10, Con 15, Int —, Wis 10, Cha 9
Skills: Hide +0*
Feats: —
Environment: Temperate forests
Organization: Solitary
Challenge Rating: 6
Treasure: None
Alignment: Always neutral
Advancement: 10-13 HD (Medium); 14-27 HD (Large)
Level Adjustment: —

This creature appears as a giant beetle with a dark green carapace and wing-covers. Its body is covered in leaves and sticks. Its mandibles are silver and its legs are black.

The death watch beetle makes its lair in forests and uses a mixture of saliva and earth to stick rubbish (leaves and twigs, for instance) to itself in order to attack by surprise.

Combat

The death watch beetle begins combat using its death rattle ability. Any creatures that survive are bitten by the beetle's mandibles and devoured.

Death Rattle (Ex): Once every 1d4 hours, a death watch beetle can vibrate its carapace to produce a clicking noise that sets up vibrations in all creatures within 30 feet. Affected creatures with 6 HD or less must succeed on a DC 16 Fortitude saving throw or die immediately. Creatures with more than 6 HD or those that succeed on their Fortitude save take 4d6 points of damage. Since the effect stems from the vibrations set up in a victim's body and not from the clicking noise

Jordan Bassett (order #48404)

itself, *silence* offers no protection against this attack. Likewise, a creature that cannot hear can still be affected. The save DC is Constitution-based.

Immunity to Death Effects (Ex): Death watch beetles are immune to any effect that instantly slays it, such as *finger of death*, *slay living*, and so on.

Skills: *Death watch beetles have a +8 racial bonus on Hide checks in forested areas.

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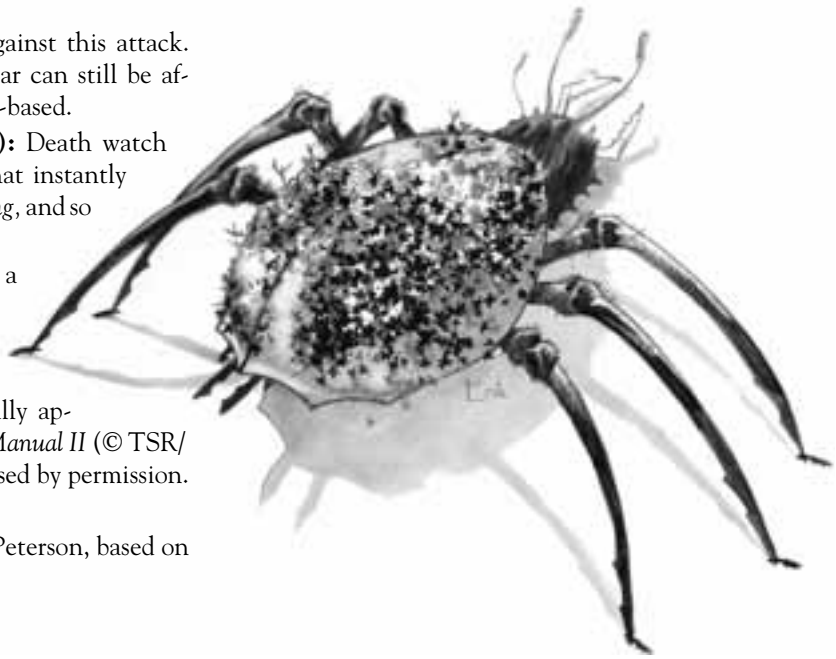

Beetle, Giant Rhinoceros

Large Vermin

Hit Dice:	12d8+36 (90 hp)
Initiative:	+0
Speed:	20 ft. (4 squares)
Armor Class:	20 (-1 size, +11 natural), touch 9, flat-footed 20
Base Attack/Grapple:	+9/+20
Attack:	Bite +15 melee (2d6+7)
Full Attack:	Bite +15 melee (2d6+7) and gore +10 melee (2d6+3)
Space/Reach:	10 ft./5 ft. (10 ft. with horn)
Special Attacks:	Trample 2d6+10
Special Qualities:	Darkvision 60 ft., vermin traits
Saves:	Fort +11, Ref +4, Will +4
Abilities:	Str 25, Dex 10, Con 17, Int —, Wis 10, Cha 9
Skills:	—
Feats:	—
Environment:	Warm forests
Organization:	Cluster (2-5) or swarm (6-11)
Challenge Rating:	7
Treasure:	None
Alignment:	Always neutral
Advancement:	13-15 HD (Large); 16-36 HD (Huge)
Level Adjustment:	—

This creature appears as a giant beetle with a grayish-brown carapace and wing-covers and a large brownish-black "horn" between its mandibles.

These creatures are found in the warm jungles and forests of the world and spend their days searching for plants, fruits, and berries on which to sustain themselves. An adult rhinoceros beetle is about 12 feet long.

Combat

Giant rhinoceros beetles charge opponents, biting with their razor sharp mandibles and slashing with their horn.

Trample (Ex): Reflex half DC 23. The save DC is Strength-based.

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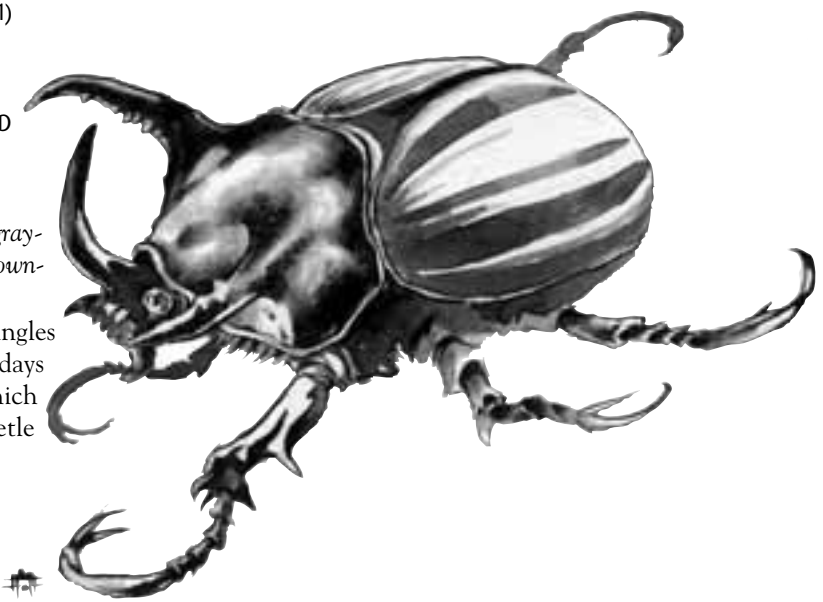
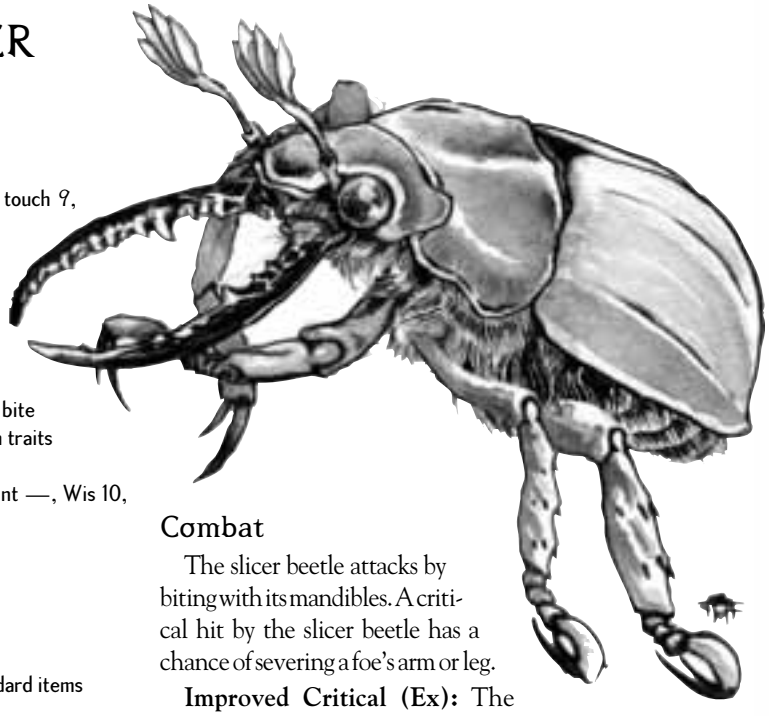


Jordan Bassett (order #48404)

Beetle, Giant Slicer



Large Vermin
Hit Dice: 6d8+18 (45 hp)
Initiative: +0
Speed: 20 ft. (4 squares)
Armor Class: 17 (-1 size, +8 natural), touch 9, flat-footed 17
Base Attack/Grapple: +4/+16
Attack: Bite +9 melee (2d8+9, 19-20/x2 plus see text)
Full Attack: Bite +9 melee (2d8+9, 19-20/x2 plus see text)
Space/Reach: 10 ft./5 ft.
Special Attacks: Improved critical, vorpal bite
Special Qualities: Darkvision 60 ft., vermin traits
Saves: Fort +8, Ref +2, Will +2
Abilities: Str 23, Dex 10, Con 17, Int —, Wis 10, Cha 9
Skills: —
Feats: —
Environment: Temperate forests
Organization: Solitary or cluster (2-5)
Challenge Rating: 4
Treasure: No coins; no goods; standard items
Alignment: Always neutral
Advancement: 7-9 HD (Large); 10-18 HD (Huge)
Level Adjustment: —

This creature appears as a giant beetle with a triangular head and two long, razor sharp mandibles. Its body is black in color.

The slicer beetle closely resembles a large stag beetle and is often mistaken for such. However, the slicer beetle is more aggressive than the stag beetle. The creature dines on carrion, fresh meat, and leaves.

Stag beetles are about 10 feet long, but can grow to lengths of 20 feet or more.

Combat

The slicer beetle attacks by biting with its mandibles. A critical hit by the slicer beetle has a chance of severing a foe's arm or leg.

Improved Critical (Ex): The slicer beetle threatens a critical on an attack roll of 19 or 20 with its bite attack.

Vorpal Bite (Ex): If a slicer beetle scores a natural 20 on its attack roll and confirms the critical hit, it severs one of the opponent's extremities (roll 1d6: 1-3 arm, 4-6 leg; 50% chance of either right or left).

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Belabra

Medium Aberration
Hit Dice: 4d8+7 (25 hp)
Initiative: +2
Speed: 5 ft. (1 square), fly 20 ft. (poor)
Armor Class: 18 (+2 Dex, +6 natural), touch 12, flat-footed 16
Base Attack/Grapple: +3/+5
Attack: Slam +5 melee (2d4+2); or tentacle +5 melee (1d2+2)
Full Attack: Slam +5 melee (2d4+2); or 12 tentacles +5 melee (1d2+2) and bite +0 melee (2d4+1)
Space/Reach: 5 ft./5 ft.
Special Attacks: Acidic blood, improved grab, tentacle-barbs
Special Qualities: Darkvision 60 ft.
Saves: Fort +2, Ref +3, Will +5
Abilities: Str 14, Dex 15, Con 13, Int 7, Wis 12, Cha 11
Skills: Listen +6, Move Silently +3, Spot +6
Feats: Alertness, Toughness
Environment: Temperate forests
Organization: Solitary
Challenge Rating: 3
Treasure: None
Alignment: Always neutral
Advancement: 5-9 HD (Medium); 10-12 HD (Large)
Level Adjustment: —

This creature resembles a man-sized flying jellyfish with twelve long tentacles. Four thin eyestalks protrude from its cap. Its cap is blackish-gray and its eyestalks are dark gray.

Belabras are large, jellyfish-like omnivores that dwell in deep forests and thick undergrowth. They sustain themselves on a diet of plants, berries, and rodents. Particularly hungry belabras will attack larger creatures (such as humanoids).

Belabras (called "tanglers" by some) resemble jellyfish about 5 feet in diameter. Its eyes have no pupils. A small, bird-like beak is hidden among its array of tentacles.

Jordan Bassett (order #48404)

Combat

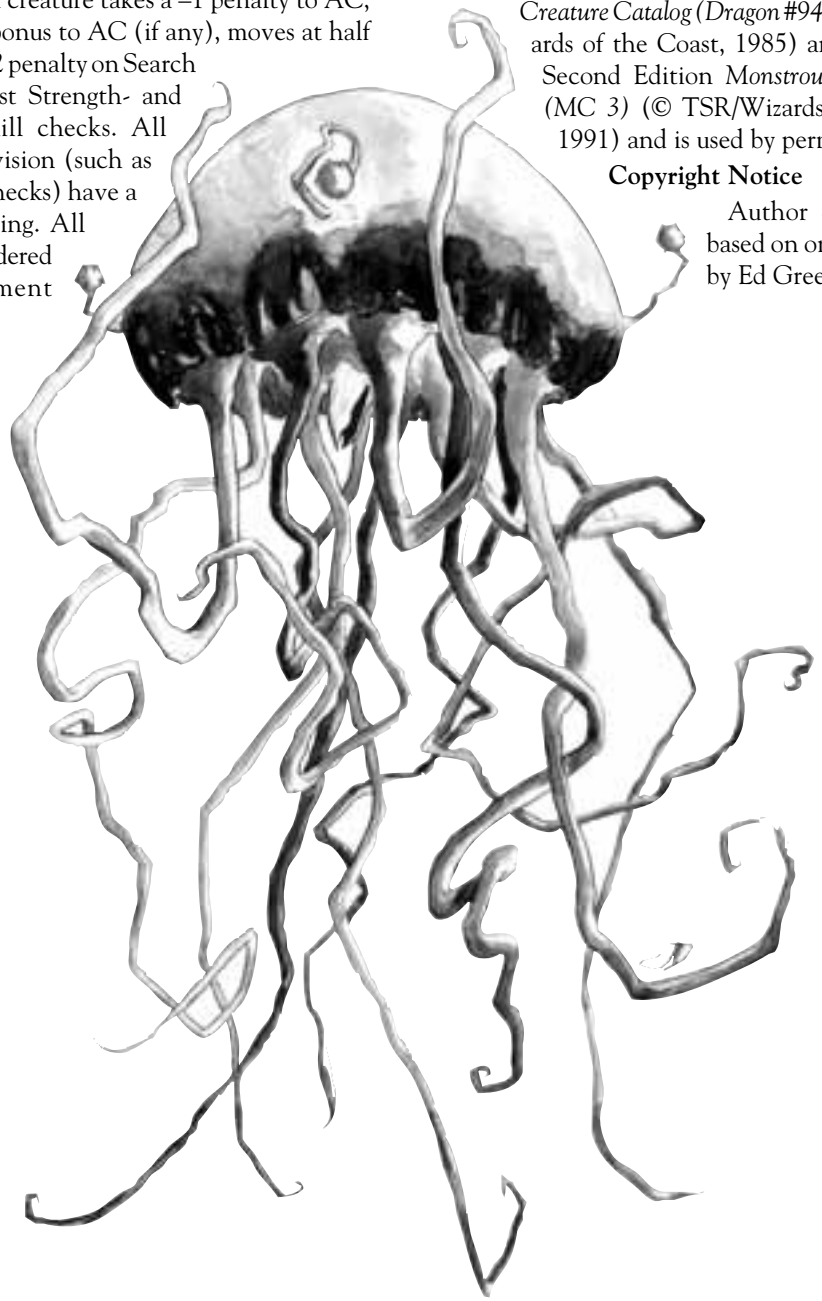
A belabra attacks by slamming into its opponents with its hard, chitinous shell or by lashing out with its tentacles. Grabbed opponents are pulled in and bitten.

Acidic Blood (Ex): Each time a belabra is hit with a slashing or piercing weapon, all creatures within a 10-foot radius must succeed on a DC 13 Reflex save or be sprayed by the creature's acidic blood. The save DC is Constitution-based.

A creature that fails its save is partially blinded and overcome with fits of sneezing. Both effects last 1d6+2 rounds. An affected creature takes a –1 penalty to AC, loses its Dexterity bonus to AC (if any), moves at half speed, and takes a –2 penalty on Search checks and on most Strength- and Dexterity-based skill checks. All checks relying on vision (such as reading and Spot checks) have a 50% chance of failing. All opponents are considered to have concealment (20% miss chance) relative to the blinded character.

Improved Grab (Ex): To use this ability, a belabra must hit an opponent up to its size or smaller 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.

Tentacle-Barbs (Ex): A belabra's tentacles are lined with razor-sharp barbs. Anytime a grappled creature attempts to break free and fails, it takes 1d4 points of piercing damage from the barbs.



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Jordan Bassett (order #48404)

Bhuta

Medium Undead

Hit Dice:	7d12+3 (48 hp)
Initiative:	+2
Speed:	30 ft. (6 squares)
Armor Class:	15 (+2 Dex, +3 natural), touch 12, flat-footed 13
Base Attack/Grapple:	+3/+6
Attack:	Claw +7 melee (1d6+3)
Full Attack:	2 claws +7 melee (1d6+3)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Death grip 1d6+4, improved grab
Special Qualities:	Darkvision 60 ft., find target, gentle repose, +2 turn resistance, undead traits
Saves:	Fort +2, Ref +4, Will +7
Abilities:	Str 16, Dex 14, Con —, Int 12, Wis 14, Cha 14
Skills:	Escape Artist +10, Hide +7, Intimidate +9, Listen +13, Move Silently +10, Spot +13
Feats:	Power Attack, Toughness, Weapon Focus (claw)
Environment:	Any land and underground
Organization:	Solitary
Challenge Rating:	6
Treasure:	None
Alignment:	Always evil
Advancement:	8–15 HD (Medium-size); 16–21 HD (Large)
Level Adjustment:	—

This creature appears to be a decayed humanoid whose body still shows signs of trauma. Its flesh, where it still exists, is pulled tight over its skeletal frame. Its eyes are now hollow sockets of darkness.

When a person is murdered, the spirit sometimes clings to the Material Plane, refusing to accept its mortal death. This spirit possesses its original body and seeks out those responsible for its murder. It will never rest until those responsible are sought out and slain.

Since the transformation into unlife is almost instant (occurring within 1-2 hours after death), the bhuta appears as it did in life. Close inspection (DC 15 Spot check) reveals slight decay, and the body still shows signs of any trauma suffered prior to death (wounds, disease, burns, or the like), but outwardly, the bhuta for the most part appears as a normal creature of its race. In its undead state, the bhuta sustains itself on a diet of flesh, preferring that of humans and elves.

Combat

A bhuta attacks with its claws in combat. If facing its killers, it uses its death grip attack on the one who actually killed it (the one who delivered the killing blow) and usually only releases its hold when either it or its target is dead. If combat goes against it, a bhuta does not hesitate to retreat, picking a more opportune time in the future to exact its revenge.

Death Grip (Ex): A bhuta deals 1d6+4 points of damage with a successful grapple check each round the hold is maintained. Because it seizes its victim by the throat, a creature in its grasp cannot speak or cast spells with verbal components.

Improved Grab (Ex): To use this ability, a bhuta 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, the bhuta establishes a hold and can use its death grip.

Find Target (Sp): So long as the bhuta and its killer are on the same plane of existence, it can find its target unerringly as though guided by *discern location* (caster level 9th).

Gentle Repose (Ex): When it first rises from the dead, a bhuta is preserved as if by *gentle repose* for a period of 14 days. After that time, its body begins to decay and it takes on an appearance similar to that of a ghoul or zombie.

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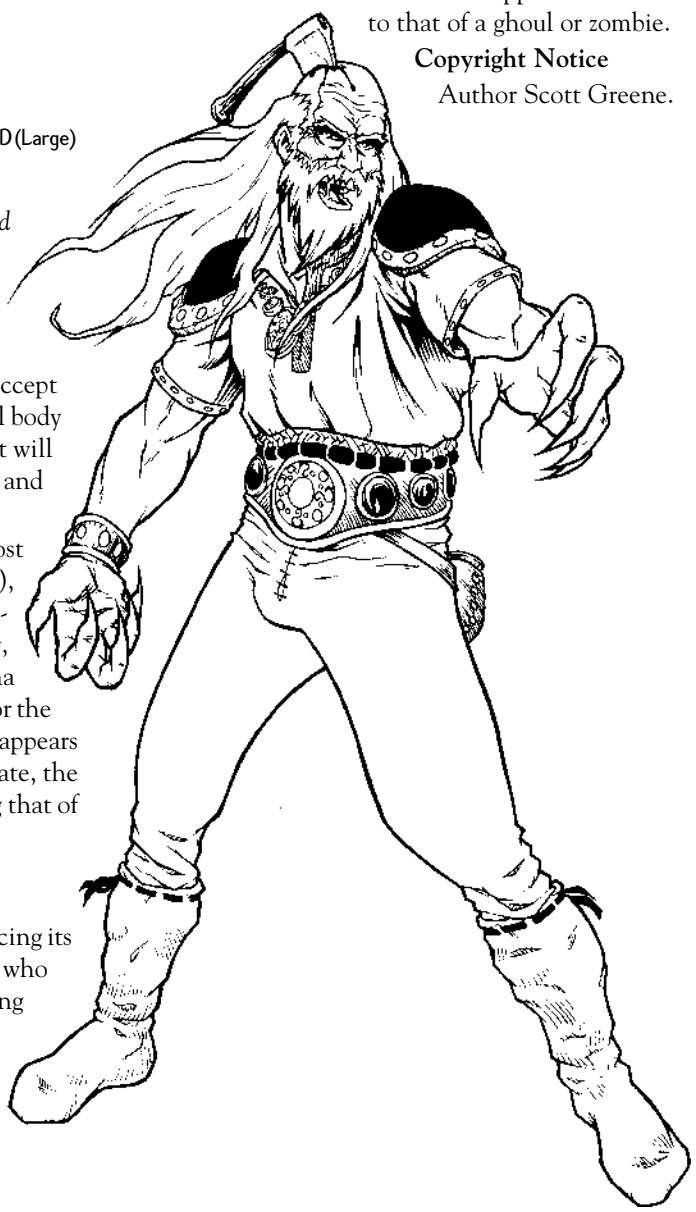

Jordan Bassett (order #48404)

Blindheim

Small Aberration
Hit Dice: 4d8 (18 hp)
Initiative: +1
Speed: 30 ft. (6 squares)
Armor Class: 17 (+1 size, +1 Dex, +5 natural), touch 12, flat-footed 16
Base Attack/Grapple: +3/-1
Attack: Bite +5 melee (1d6)
Full Attack: Bite +5 melee (1d6)
Space/Reach: 5 ft./5 ft.
Special Attacks: Eye beams
Special Qualities: Darkvision 60 ft.
Saves: Fort +1, Ref +2, Will +5
Abilities: Str 10, Dex 12, Con 11, Int 2, Wis 12, Cha 6
Skills: Hide +8, Listen +11, Spot +3
Feats: Alertness, Weapon Finesse
Environment: Underground
Organization: Solitary or gang (2-4)
Challenge Rating: 2
Treasure: Standard
Alignment: Usually chaotic evil
Advancement: 5-8 HD (Small); 9-12 HD (Medium)
Level Adjustment: —

This creature is a 4-foot tall frog-like humanoid with large, bulbous eyes that constantly emits bright yellow beams of light. Its skin is mottled yellow, growing darker across its back. Its feet are webbed as are its claws.

Blindheims dwell in underground caverns and sustain themselves on a diet of funguses, molds, and small rodents. An extra eyelid allows the blindheim to "turn off" its eyes when it is sleeping or resting. A dead blindheim's eyes are dull gold in color.

Blindheims are 4 feet tall and weigh about 150 pounds.

Combat

A blindheim attacks by first blinding a foe with its gaze and then rushing in to use its bite attack. It can turn its eyes on and off as it wishes, but always leaves them on during combat. If overmatched, a blindheim flees.

Eye Beams (Ex): When a blindheim's eyes are open, it emits a 30-foot cone of light. It can see normally in this light and functions normally in areas of *darkness* (but not *deeper darkness*). A creature looking at a blindheim when its eye beams are "on" must succeed on a DC 12 Fortitude save or be blinded for 1 hour. The save DC is Constitution-based. The blindness can be cured by *remove blindness* or more powerful magic.

Skills: Blindheims have a +4 racial bonus on Listen checks.

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Blood Hawk

Small Magical Beast
Hit Dice: 1d10+1 (6 hp)
Initiative: +2
Speed: 10 ft. (2 squares), fly 80 ft. (average)
Armor Class: 15 (+1 size, +2 Dex, +2 natural), touch 13, flat-footed 13
Base Attack/Grapple: +1/-2
Attack: Claw +4 melee (1d4+1)
Full Attack: 2 claws +4 melee (1d4+1) and bite -1 melee (1d6)
Space/Reach: 5 ft./5 ft.
Special Attacks: —
Special Qualities: Low-light vision, scent
Saves: Fort +3, Ref +4, Will +2
Abilities: Str 12, Dex 15, Con 12, Int 2, Wis 14, Cha 6
Skills: Listen +4, Spot +4*
Feats: Weapon Finesse
Environment: Any forest, hills, plains, and mountains
Organization: Flock (6-11)
Challenge Rating: 1/2
Treasure: No coins; double goods (gems only); no items
Alignment: Always neutral
Advancement: 2-3 HD (Medium)
Level Adjustment: —

This creature appears as a hawk with red talons and a dull red beak.

The blood hawk is nearly identical to a normal hawk and is often mistaken for one, but a blood hawk is stronger and far more aggressive than a normal hawk. Blood hawks love the taste of human flesh and are relentless in their hunt of human prey. They often steal gems from the corpses of their humanoid prey, which they use to line their nests.

Jordan Bassett (order #48404)

Combat

Blood hawks are fierce combatants and quickly swoop down on their prey, attacking with their razor sharp talons and beak. Blood hawks fight to the death.

Skills: *Blood hawks have a +8 racial bonus on Spot checks in daylight.

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Bloody Bones

Medium Undead

Hit Dice:	5d12 (32 hp)
Initiative:	+1
Speed:	30 ft. (6 squares)
Armor Class:	16 (+1 Dex, +5 natural), touch 11, flat-footed 15
Base Attack/Grapple:	+2/+5
Attack:	Tendril +4 ranged touch (drag) or claw +5 melee (1d4+3)
Full Attack:	4 tendrils +4 ranged touch (drag) and claw +5 melee (1d4+3)
Space/Reach:	5 ft./5 ft. (30 ft. with tendril)
Special Attacks:	Improved grab, rend 2d4+4, tendrils
Special Qualities:	Darkvision 60 ft., resistance to fire 10, slippery, undead traits
Saves:	Fort +3, Ref +2, Will +6
Abilities:	Str 16, Dex 12, Con —, Int 12, Wis 14, Cha 12
Skills:	Climb +10, Escape Artist +23, Hide +8, Listen +9, Move Silently +6, Spot +9
Feats:	Great Fortitude, Weapon Focus (tendril)
Environment:	Any
Organization:	Solitary or gang (2-5)
Challenge Rating:	4
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	6-12 HD (Medium); 13-15 HD (Large)
Level Adjustment:	—

This creature appears as a skeletal humanoid with bits of muscle and sinew hanging from its body. Four long, sinewy tendrils writhe from its midsection. The entire creature constantly oozes a mixture of blood and mucus. Its eye sockets are hollow and show no pupils.

Bloody bones are evil undead spirits that haunts caverns, caves, and other desolate places. Their true origins are unknown, but they are believed to be the undead remains of those who desecrate evil temples and are punished by the gods for their wrongdoings.

From a distance, they are likely to be mistaken for skeletons, but those that make this mistake often regret it, for the bloody bones is far worse than the undead creature it resembles.

A bloody bones stands about 6 feet tall. It is unknown if they can speak.

Jordan Bassett (order #48404)

Combat

A bloody bones prefers to hide in the shadows and wait for its prey to pass nearby. It then leaps to the attack, entwining its opponents with its tendrils and clawing its prey until dead.

Improved Grab (Ex): To use this ability, a bloody bones must hit an opponent up to its size or smaller 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 pulls its opponent into a space adjacent to it and attacks with its claws.

Rend (Ex): A bloody bones that hits an opponent with both claw attacks latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d4+4 points of damage.

Tendril (Ex): A bloody bones can fire up to 4 sinewy tendrils to a maximum range of 30 feet (no range increment).

A tendril has 10 hit points and can be attacked by making a successful sunder attempt. However, attacking a bloody bones' tendril does not provoke an attack of opportunity. If the tendril is currently wrapped around a target, the bloody bones takes a –4 penalty on its opposed attack roll to resist the sunder attempt. Severing a tendril deals no damage to a bloody bones.

Slippery (Ex): Bloody bones are difficult to grapple or snare due to the constant flow of blood and mucus across their bodies. Webs, magic or otherwise, do not affect bloody bones, and they usually wiggle free from most other forms of confinement.

Skills: Because their bodies are slippery, bloody bones have a +15 racial bonus on Escape Artist checks.

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Boalisk

Large Magical Beast

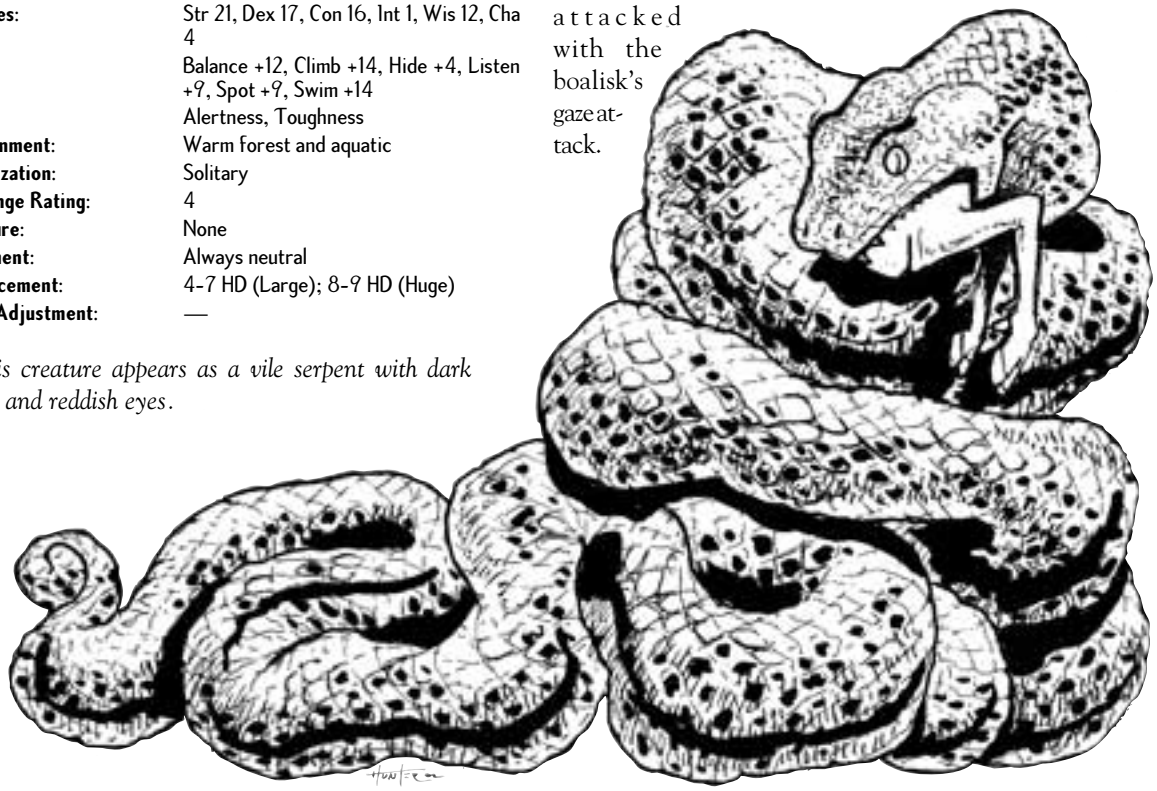
Hit Dice:	5d10+18 (45 hp)
Initiative:	+3
Speed:	20 ft. (4 squares), climb 20 ft., swim 20 ft.
Armor Class:	16 (-1 size, +3 Dex, +4 natural), touch 11, flat-footed 12
Base Attack/Grapple:	+5/+14
Attack:	Bite +9 melee (1d6+7)
Full Attack:	Bite +9 melee (1d6+7)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Constrict 1d6+7, gaze, improved grab
Special Qualities:	Darkvision 60 ft., low-light vision, scent
Saves:	Fort +7, Ref +7, Will +2
Abilities:	Str 21, Dex 17, Con 16, Int 1, Wis 12, Cha 4
Skills:	Balance +12, Climb +14, Hide +4, Listen +9, Spot +9, Swim +14
Feats:	Alertness, Toughness
Environment:	Warm forest and aquatic
Organization:	Solitary
Challenge Rating:	4
Treasure:	None
Alignment:	Always neutral
Advancement:	4-7 HD (Large); 8-9 HD (Huge)
Level Adjustment:	—

This creature appears as a vile serpent with dark scales and reddish eyes.

Lurking in misty jungles and along dark riverbanks, the boalisk is a vile serpent that can cause death and pestilence with but a gaze. A boalisk is a constrictor snake 12 to 30 feet long with dark scales interspersed with pale green and yellow daubs of color to help it blend in with its surroundings on the forest floor. The eyes of a boalisk are large and reddish in color.

Combat

A boalisk hunts by grabbing prey with its mouth and then squeezing with its powerful body. More powerful opponents (or if the boalisk has recently eaten) will be attacked with the boalisk's gaze attack.



Jordan Bassett (order #48404)

Constrict (Ex): On a successful grapple check, a boalisk deals 1d6+7 points of damage.

Gaze (Su): Those within 30 feet that meet the boalisk's gaze must succeed on a DC 15 Fortitude save or contract black rot.

Black rot—gaze, Fortitude DC 15, incubation period 1 minute, damage 1d6 Con and 1d6 Cha. The save DC is Constitution-based.

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

Skills: Boalisks have a +4 racial bonus on Hide, Listen, and Spot checks and a +8 racial bonus on Balance and Climb checks.

A boalisk can always choose to take 10 on a Climb check, even if rushed or threatened. Boalisks can use either their Strength or Dexterity modifier for Climb checks, whichever is better.

A boalisk 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.

Credit

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Bog Beast

Large Monstrous Humanoid

Hit Dice:	5d8+20 (42 hp)
Initiative:	+0
Speed:	30 ft. (6 squares)
Armor Class:	14 (-1 size, +5 natural), touch 9, flat-footed 14
Base Attack/Grapple:	+5/+14
Attack:	Claw +9 melee (1d6+5 plus disease)
Full Attack:	2 claws +9 melee (1d6+5 plus disease)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Disease, rend 2d6+7
Special Qualities:	Darkvision 60 ft., scent
Saves:	Fort +5, Ref +4, Will +5
Abilities:	Str 20, Dex 11, Con 18, Int 5, Wis 12, Cha 9
Skills:	Listen +7, Spot +7
Feats:	Alertness, Track
Environment:	Temperate marshes
Organization:	Solitary or pack (2-5)
Challenge Rating:	5
Treasure:	None
Alignment:	Always neutral
Advancement:	By character class
Level Adjustment:	+3

This creature appears as a large, shaggy, fur-covered humanoid with clawed hands and feet. Two, long, upright tusks protrude from its mouth. Its eyes are dull brown and its fur is brownish-yellow.

Bog beasts make their homes in bogs and swamps and feed on creatures that dwell there. They are avid hunters and a bog beast's hunting area usually covers a large expanse of ground several miles around its lair.

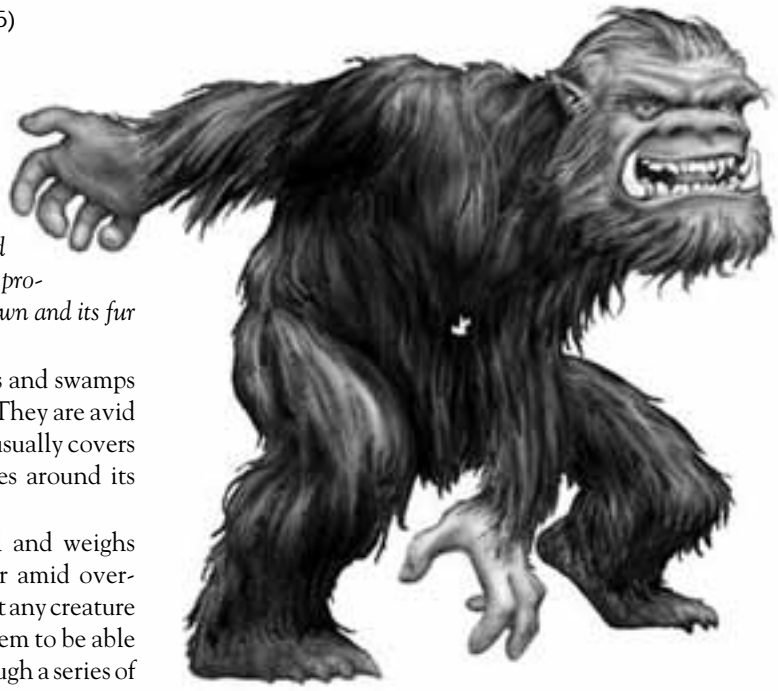
A bog beast stands over 9 feet tall and weighs around 1,100 pounds. It makes its lair amid overgrown swamplands and attacks just about any creature that travels too close to its lair. They seem to be able to communicate with one another through a series of guttural grunts and growls, but do not speak any known language.

Combat

Bog beasts attack with their claws and always fight to the death. A creature killed by a bog beast is dragged back to its lair, where it is devoured.

Disease (Ex): Filth fever—claw, Fortitude DC 16, incubation period 1d3 days; damage 1d3 Dex and 1d Con. The save DC is Constitution-based.

Rend (Ex): If a bog beast hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+7 points of damage.



Jordan Bassett (order #48404)

Bog Beasts as Characters

Bog beast characters possess the following racial traits.

— +10 Strength, +8 Constitution, –6 Intelligence (minimum 3), +2 Wisdom, –2 Charisma.
— Large size. –1 penalty to Armor Class, –1 penalty on attack rolls, –4 penalty on Hide checks, +4 bonus on grapple checks, lifting and carrying limits double those of Medium characters.
— Space/Reach: 10 feet/10 feet.
— A bog beast's base land speed is 30 feet.
— Darkvision out to 60 feet.
— Racial Hit Dice: A bog beast begins with five levels of monstrous humanoid, which provide 5d8 Hit Dice, a base attack bonus of +5, and base saving throw bonuses of Fort +1, Ref +4, and Will +4.
— Racial Skills: A bog beast's monstrous humanoid levels give it skill points equal to 8 x (2 + Int modifier, minimum 1). Its class skills are Listen and Spot.
— Racial Feats: A bog beast's monstrous humanoid levels give it two feats.
— +5 natural armor bonus.
— Natural Weapons: 2 claws (1d6).
— Special Attacks (see above): Disease, rend.
— Special Qualities (see above): Scent.
— Automatic Languages: Bog Beast. Bonus Languages: Common, Giant, Orc, Goblin.
— Favored Class: Barbarian.
— Level adjustment +3.

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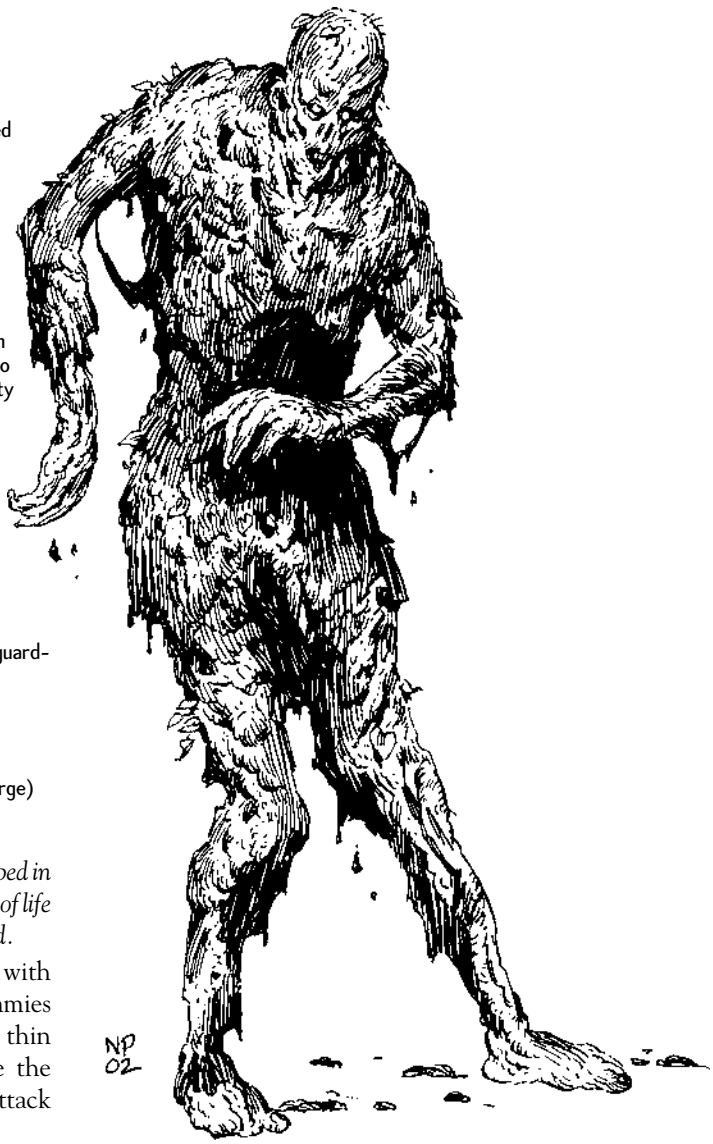
Author Scott Greene.

Bog Mummy

Medium Undead

Hit Dice:	8d12+3 (55 hp)
Initiative:	+4
Speed:	20 ft. (4 squares)
Base Attack/Grapple:	+4/+7
Armor Class:	18 (+8 natural), touch 10, flat-footed 18
Attack:	Slam +7 melee (1d6+4 plus bog rot)
Full Attack:	Slam +7 melee (1d6+4 plus bog rot)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Bog rot, create spawn, despair
Special Qualities:	Damage reduction 5/—, darkvision 60 ft., marsh move, resistance to fire 10, undead traits, vulnerability to cold
Saves:	Fort +2, Ref +2, Will +8
Abilities:	Str 17, Dex 10, Con –, Int 6, Wis 14, Cha 15
Skills:	Hide +5, Listen +8, Move Silently +6, Spot +7
Feats:	Alertness, Improved Initiative, Toughness
Environment:	Any marsh
Organization:	Solitary, warden squad (2–4), or guardian detail (6–10)
Challenge Rating:	6
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	9–16 HD (Medium); 17–24 HD (Large)
Level Adjustment:	—



This creature appears as a desiccated humanoid wrapped in filthy bandages and caked in mud. Its eyes show no spark of life and it looses a low, guttural moan as its moves forward.

When a corpse preserved by swamp mud is imbued with negative energy, it rises as a bog mummy. Bog mummies resemble normal mummies, but are covered with a thin layer of swamp mud. Bog mummies rarely leave the swamp where they were formed. They hate life and attack any living creature that trespasses in their swamp.

Jordan Bassett (order #48404)

Combat

In battle, a bog mummy attacks with its fists, attempting to smash any living creature it encounters.

Bog Rot (Su): Supernatural disease—slam, Fortitude DC 16, incubation period 1 day; damage 1d6 Str, Dex, Con, or Cha (determine randomly using 1d4), secondary damage 1d6 from the same ability score. The save DC is Charisma-based.

Creatures afflicted with bog rot do not heal naturally and gain only one-half benefit from magical healing until the disease is cured. Unlike normal diseases, bog rot continues until the victim reaches Constitution 0 (and dies) or receives a *remove disease* spell or similar magic.

Create Spawn (Su): Any humanoid that dies from bog rot becomes a bog mummy in 1d4 days unless a *remove disease* is cast (within one day after death) or the creature is brought back to life (*raise dead* is ineffective, but *resurrection* or *true resurrection* works). Spawn are under the command of the bog mummy that created them and remain enslaved until their death. They do not possess any of the abilities they had in life.

Despair (Su): At the mere sight of a bog mummy, the viewer must succeed on a DC 16 Will save or be paralyzed with fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same bog mummy's despair ability for one day. The save DC is Charisma-based.

Marsh Move (Ex): Bog mummies can move at their normal movement speed through mud, marshes, and swamps with no penalty.

Credit

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Author Scott Greene, based on original material by Bruce Cordell.

Boggart

Small Aberration (Air, Shapechanger)

Hit Dice:	6d8+6 (33 hp)
Initiative:	+4
Speed:	20 ft. (4 squares)
Armor Class:	20 (+1 size, +4 Dex, +5 natural), touch 15, flat-footed 16
Base Attack/Grapple:	+4/+1
Attack:	Slam +6 melee (2d6 electricity)
Full Attack:	Slam +6 melee (2d6 electricity)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Confusion, electricity, electrical discharge, feed
Special Qualities:	Change shape, darkvision 60 ft., detect thoughts, immunity to magic, invisibility
Saves:	Fort +3, Ref +6, Will +6
Abilities:	Str 12, Dex 19, Con 13, Int 14, Wis 12, Cha 12
Skills:	Bluff +5, Hide +13, Listen +8, Search +6, Sense Motive +5, Spot +8
Feats:	Alertness, Blind-Fight, Dodge
Environment:	Any marsh
Organization:	Solitary, pair, or pack (2–5)
Challenge Rating:	7
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	Special (see below)
Level Adjustment:	—

This creature resembles a small, rough-looking humanoid with unkempt dark hair, an untrimmed shaggy beard and thick mustache. Its skin is pale and its eyes are green. Its body is covered in coarse, dark fur.

The boggart is a relative of the will-o-wisp. Sages believe it to be a sort of "larval" or immature form of said creature. It haunts many of the same places as its adult form and can be just as deadly when encountered.

The typical boggart stands 2 feet tall.

Combat

A boggart begins melee using its *confusion* ability. It then uses its electrical attack against its foes while changing forms as it wishes. Foes not in melee range are subjected to its electrical discharge attack (it fires a thin line of electricity from its hands). If reduced to 5 or less hit points, the boggart attempts to escape by changing to

Jordan Bassett (order #48404)

its will-o-wisp form and moving across grounds its enemies cannot traverse.

Confusion (Su): Once per day, as a full-round action, a boggart can unleash a screech that causes confusion (as the *confusion* spell) in all those hearing it within 30 feet of the boggart. The confusion lasts for 6 rounds. An affected creature can make a DC 14 Will save to negate the effects. The save DC is Charisma-based.

Each additional boggart within 10 feet that joins the screeching increases the save DC by +1.

Electricity (Su): A boggart delivers 2d6 points of electricity damage with a successful slam attack (DC 14 Fortitude for half). The save DC is Constitution-based.

Electrical Discharge (Su): Once every other round as a standard action, a boggart can discharge a bolt of electricity in a 10-foot line. The bolt deals 2d6 points of electricity damage (DC 14 Reflex save for half).

Feed (Su): When a boggart slays a humanoid opponent, it can feed on the corpse, devouring both flesh and life force, as a full-round action. Feeding destroys the victim's body and prevents any form of raising or resurrection that requires part of the corpse. There is a 50% chance that a *wish*, *miracle*, or *true resurrection* spell can restore a devoured victim to life. Check once for each destroyed creature. If the check fails, the creature cannot be brought back to life by mortal magic.

A boggart advances in Hit Dice by consuming corpses in this fashion. For every three suitable corpses a boggart devours, it gains 1 Hit Die, and its Strength, Constitution, and natural armor increase by +1. Its attack bonus and saves improve as normal for an aberration of its Hit Dice, and it gains skill points, feats, and ability score improvements normally.

The boggart only advances by consuming the corpses of creatures whose Hit Dice or levels are equal to or greater than its own current total. A boggart that reaches 9 Hit Dice through feeding immediately becomes a will-o'-wisp upon completion of the act.

Change Shape (Su): A boggart's natural form is that of a small humanoid (resembling a young gnome, halfling, or goblin). It has one other form: that of a small, immature will-o'-wisp.

In humanoid form, a boggart assumes the same appearance and traits of its form, much as a lycanthrope would. In humanoid form, a boggart retains all of its special attacks and special qualities.

The second form is that of a will-o-'wisp. In this form, a boggart is nearly indistinguishable from a normal will-o'-wisp, but a DC 18 Spot check reveals that the boggart is in fact smaller and brighter. The boggart retains all of its special attacks and special qualities except its electricity ability. It loses its slam attack in will-o'-wisp form. A boggart in will-o'-wisp form loses its land speed, but gains a fly speed of 50 feet (10 squares) with perfect maneuverability.

A boggart can assume either form as a standard action, though it cannot maintain either one for longer than 1 minute (10 rounds). A change in form cannot be dispelled, nor does the boggart revert to its true natural form when slain. A true seeing spell reveals the boggart's natural form if it is in will-o'-wisp form.

Detect Thoughts (Su): A boggart can continuously *detect thoughts* as the spell (caster level 8th). It can suppress or resume this ability as a free action.

Immunity to Magic (Ex): Boggarts are immune to most spells or spell-like abilities that allow spell resistance, except *magic missile*, *protection from evil*, *magic circle against evil*, and *maze*.

Invisibility (Sp): A boggart can become *invisible* (as the spell) for a maximum of 10 minutes per day. Though the time does not have to be consecutive, a boggart can maintain its invisibility no more than 1 minute (10 rounds) and must wait one full round before using it again.

Credit

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Jordan Bassett (order #48404)

Bone Cobbler

Medium Aberration

Hit Dice:	5d8+10 (32 hp)
Initiative:	+1
Speed:	30 ft. (6 squares)
Armor Class:	14 (+1 Dex, +3 natural), touch 11, flat-footed 13
Base Attack/Grapple:	+3/+6
Attack:	Hammer +7 melee (1d4+3) or claw +6 melee (1d3+3)
Full Attack:	2 hammers +7 melee (1d4+3) or 2 claws +6 melee (1d3+3)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Animate bones, bonestripping, breath weapon
Special Qualities:	Darkvision 60 ft.
Saves:	Fort +3, Ref +2, Will +6
Abilities:	Str 16, Dex 13, Con 15, Int 12, Wis 14, Cha 12
Skills:	Climb +7, Hide +5, Listen +6, Move Silently +5, Spot +6, Survival +6
Feats:	Two-Weapon Fighting, Weapon Focus (hammer)
Environment:	Any
Organization:	Solitary or gang (2-5)
Challenge Rating:	4
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	6-15 HD (Medium)
Level Adjustment:	—

This creature appears as a tattered and desiccated humanoid with grayish flesh drawn tight over its bones. Its eyes are hollow sockets of darkness and its clothes are rags.

The bone cobbler is a tattered and desiccated humanoid and is often mistaken for a zombie at ranges greater than 10 feet. The bone cobbler is a malign and evil creature (thought to be from another plane or dimension of existence) that delights in slaying its opponents and stripping the flesh from their bones. Bone cobblers take the skeletal remains of those they kill and combine them with other bones in their lair. From these bones they sculpt and form weird humanoid or half-humanoid skeletal statues.

Bone cobblers stand 6 feet tall. A bone cobbler speaks Common and at least one other language.

Combat

The bone cobbler attacks living creatures with its hammers. Slain creatures are stripped clean, their flesh and muscle devoured by the bone cobbler for sustenance and their bones carted away by the bone cobbler to be used in its abominable creations.

Animate Bones (Su): Once per day, a bone cobbler can animate up to 5 skeletal statues within 30 feet as a standard action. These creatures fight as skeletons (see the MM), though their forms and structures do not necessarily resemble humanoids (or anything remotely humanoid). This ability otherwise functions similar to an *animate dead* spell (caster level 7th).

Bonestripping (Ex): A bone cobbler can rapidly strip all the flesh from a Medium sized creature in 3 minutes using its claws and hammers. For each size category larger than Medium a corpse is, add 1 minute to the time it takes the bone cobbler to strip the corpse. For each size category smaller than Medium a corpse is, reduce the time by 1 minute (to a minimum of 1 minute). Once stripped, the bone cobbler devours the flesh and collects the victim's bones to use in its "sculptures".

A creature slain in this manner can only be brought back to life by a *miracle*, *wish*, or *true resurrection* spell.

Breath Weapon (Su): A bone cobbler can bellow forth a cloud of vapors every 1d4+1 rounds that covers a 10-foot-radius area. Creatures within the area must succeed on a DC 14 Fortitude save or be slowed (as the *slow* spell) for 1 minute. The save DC is Constitution-based.

Feats: In combination with its natural abilities, a bone cobbler's Two-Weapon Fighting feat allows it to attack with both of its weapons at no penalty.

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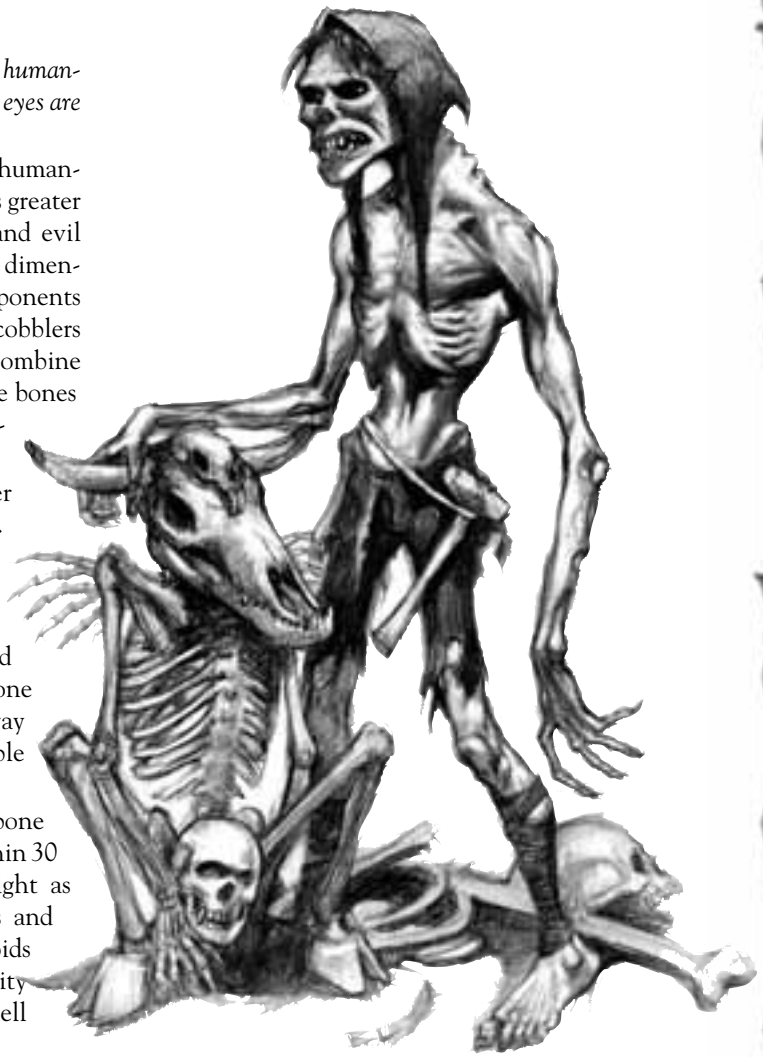

Jordan Bassett (order #48404)

Bonesnapper

Medium Magical Beast

Hit Dice:	4d10+12 (34 hp)
Initiative:	+2
Speed:	20 ft. (4 squares)
Armor Class:	16 (+2 Dex, +4 natural), touch 12, flat-footed 14
Base Attack/Grapple:	+4/+6
Attack:	Bite +7 melee (1d8+2)
Full Attack:	Bite +7 melee (1d8+2) and tail slap +2 melee (1d3+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Improved grab
Special Qualities:	Darkvision 60 ft., low-light vision
Saves:	Fort +7, Ref +6, Will +2
Abilities:	Str 14, Dex 14, Con 16, Int 2, Wis 12, Cha 10
Skills:	Hide +2*, Listen +7, Spot +6
Feats:	Alertness[B], Weapon Focus (bite, tail)
Environment:	Warm forests
Organization:	Solitary or pack (2–4)
Challenge Rating:	3
Treasure:	Standard
Alignment:	Always neutral
Advancement:	5–9 HD (Medium); 10–12 HD (Large)
Level Adjustment:	—

This creature resembles a man-sized upright dinosaur with gray-green flesh mottled with gray spots. Its eyes are scarlet and its teeth are yellow.

The bonesnapper is a descendant of a long-extinct dinosaur (exactly which one is unknown). Though unintelligent, it is fond of collecting and decorating its lair with the jawbones of its victims.

A bonesnapper stands about 5 feet tall and weighs about 500 pounds.

Combat

The bonesnapper attacks with its powerful bite and tail slap. After biting a foe, it swings its tail around to smash the same opponent. If flanked or attacked by more than one creature, the bonesnapper divides its attacks between its foes. The bonesnapper fights to the death.

Improved Grab (Ex): To use this ability, a bonesnapper must hit with a 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.

Skills: *Bonesnappers have a +4 racial bonus on Hide checks in their natural environment.

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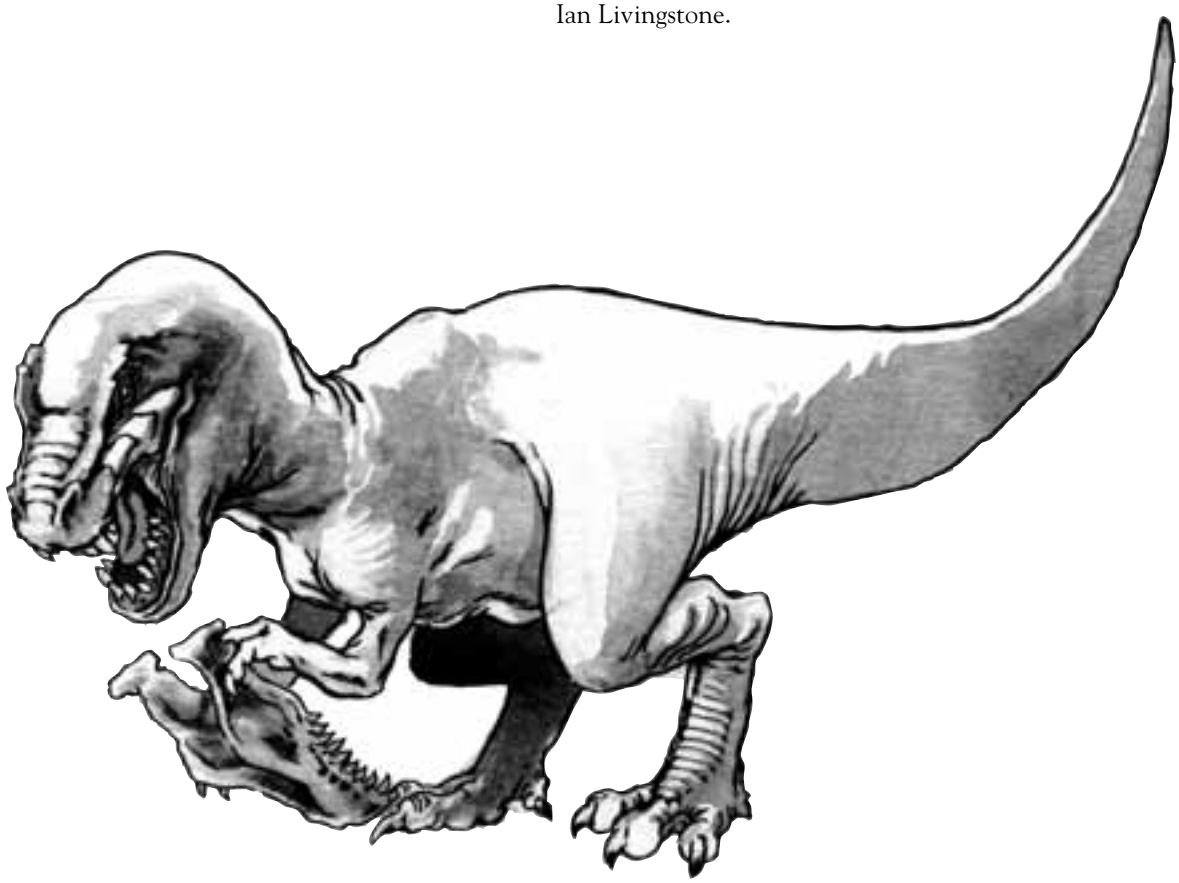

Jordan Bassett (order #48404)

Bonesucker

Large Aberration

Hit Dice:	8d8+24 (60 hp)
Initiative:	+1
Speed:	20 ft. (4 squares)
Armor Class:	16 (-1 size, +1 Dex, +6 natural), touch 10, flat-footed 15
Base Attack/Grapple:	+6/+14
Attack:	Tentacle +9 melee (1d4+4 plus liquefy bones)
Full Attack:	4 tentacles +9 melee (1d4+4 plus liquefy bones)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Constrict 1d4+4, improved grab, liquefy bones
Special Qualities:	All-around vision, damage reduction 10/ magic, darkvision 90 ft.
Saves:	Fort +5, Ref +5, Will +7
Abilities:	Str 18, Dex 13, Con 17, Int 10, Wis 12, Cha 13
Skills:	Hide +2, Listen +7, Move Silently +5, Search +9, Spot +11
Feats:	Alertness, Dodge, Lightning Reflexes
Environment:	Any
Organization:	Solitary
Challenge Rating:	7
Treasure:	Standard
Alignment:	Usually neutral evil
Advancement:	9–16 HD (Large); 17–24 HD (Huge)
Level Adjustment:	—

This bizarre creature resembles a fleshy tree trunk. Atop its main body protrudes a mass of writhing tentacles that constantly ooze and drip a brownish-yellow fluid. Near the top of its body is a ring of black, unblinking eyes.

A bonesucker is a bizarre creature that stalks the darkness of wastelands and dank caves. The body is encased in a thick, rubbery sheath of flesh and muscle that makes the bonesucker highly resistant to injury. The bonesucker moves about through the use of 5 thick tentacles at its base.

Bonesuckers consume only the bones of an opponent by grabbing it and piercing its flesh with its hollow tentacles. The tentacles inject digestive enzymes into the bones, which break down and are sucked up as a pasty meal for the bonesucker—the attack of a bonesucker is horrifyingly painful. Experienced adventurers always know they are nearing the hunting grounds of a bonesucker: the creature leaves boneless carcasses of its meals lying where it finished them.

Bonesuckers stand about 10 feet tall.

Combat

A bonesucker attacks with its tentacles. Initially, the tentacles appear to be only a foot or two in length, but the bonesucker can extend them to a length of approximately 10 feet. It can attack with up to four of its eight tentacles in a single round.

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

Constrict (Ex): A bonesucker deals 1d4+4 points of damage and 1d2 points of Strength and Dexterity damage (from its liquefy bones special attack) with a successful grapple check.

Improved Grab (Ex): To use this ability, a bonesucker must hit an opponent of its size or smaller 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.

Liquefy Bones (Ex): A bonesucker that has successfully grappled an opponent deals 1d2 points of Strength and 1d2 points of Dexterity damage to an opponent as long as the hold is maintained.

All-Around Vision (Ex): A bonesucker's symmetrically placed eyes allow it to look in any direction, bestowing a +4 racial bonus on Spot and Search checks. Bonesuckers cannot be flanked.

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Jordan Bassett (order #48404)

Brownie

Tiny Fey

Hit Dice:	1/2d6+1 (2 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:	Longsword +6 melee (1d4-2, 19-20/x2)
Full Attack:	Longsword +6 melee (1d4-2, 19-20/x2)
Space/Reach:	2-1/2 ft./0 ft.
Special Attacks:	Spell-like abilities
Special Qualities:	Damage reduction 5/cold iron, low-light vision, SR 16
Saves:	Fort +1, Ref +6, Will +4
Abilities:	Str 7, Dex 18, Con 12, Int 14, Wis 14, Cha 16
Skills:	Bluff +6, Craft (leatherworking) +5, Craft (metalworking) +5, Craft (woodworking) +5, Escape Artist +7, Hide +15*, Listen +7, Move Silently +7, Search +4, Sense Motive +5, Spot +7
Feats:	Dodge, Improved Initiative[B], Weapon Finesse[B]
Environment:	Temperate and warm forest
Organization:	Gang (2-4) or band (5-12)
Challenge Rating:	1
Treasure:	No coins; 50% goods; 50% items
Alignment:	Always lawful good
Advancement:	1-3 HD (Tiny)
Level Adjustment:	+3

This tiny creature resembles an elf with greenish skin. Its hair is light and it is dressed in bright clothing.

A brownie is a timid, quiet fey creature that prefers to live only among its own kind. Most brownies dwell in pastoral areas untouched by civilization, such as deep forests and wild lands far from other creatures.

Brownies are rarely over 18 inches tall. Their hair is always some earth tone such as brown, gray, or tawny. Most brownies prefer green or otherwise brightly colored clothing. Brownies speak Common, Sylvan, and Halfling. They may be distant relatives of pixies and halflings, but this has never been proven.

Combat

Brownies avoid combat unless forced. If unable to employ any spells, brownies attack with tiny longswords.

Spell-Like Abilities: 1/day—*confusion* (DC 16), *continual flame*, *dancing lights*, *dimension door*, *magic circle against evil*, *mirror image*, *ventriloquism* (DC 14). Caster level 7th. The save DCs are Charisma-based.

Skills: Brownies have a +2 racial bonus on Listen and Spot checks. *They also have a +5 racial bonus on Hide checks in a forest setting.

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Jordan Bassett (order #48404)

Buckawn

Small Fey

Hit Dice:	1d6 (3 hp)
Initiative:	+4
Speed:	30 ft. (6 squares)
Armor Class:	17 (+1 size, +4 Dex, +2 natural), touch 15, flat-footed 13
Base Attack/Grapple:	+0/-4
Attack:	Dagger +5 melee (1d3, 19-20/x2) or dart +5 ranged (1d3)
Full Attack:	Dagger +5 melee (1d3, 19-20/x2) or dart +5 ranged (1d3)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Poison use, spell-like abilities
Special Qualities:	Damage reduction 5/cold iron, low-light vision, SR 12, scent
Saves:	Fort +0, Ref +6, Will +3
Abilities:	Str 10, Dex 18, Con 11, Int 12, Wis 13, Cha 14
Skills:	Bluff +5, Craft (poisonmaking) +5, Escape Artist +8, Hide +8, Listen +7, Move Silently +8, Search +6, Spot +7
Feats:	Dodge, Weapon Finesse[B]
Environment:	Temperate forests
Organization:	Gang (2-4), band (6-11), or tribe (12-20)
Challenge Rating:	2
Treasure:	No coins; no goods; 50% items
Alignment:	Always neutral
Advancement:	2-3 HD (Small)
Level Adjustment:	+3

This creature is a halfling-sized humanoid with swarthy skin and dark hair. Its eyes are greenish-brown and its clothes are brown.

Buckawns are somehow related to brownies, but they are nowhere near as kind-hearted and playful. Buckawns are extremely reclusive and rarely have dealings with outside races. Trade of any kind between a buckawn tribe and another race is virtually unheard of.

Characters who journey into a buckawn's realm are usually left alone, providing they themselves leave the buckawn's realm alone. Trespassers, evil-doers, and those that disturb the natural beauty of a buckawn domain are dealt with quickly–and permanently if necessary.

A buckawn stands about 2 feet tall and weighs about 30 pounds. They speak Common and Sylvan.

Combat

Buckawns favor daggers and darts in combat. They readily use poisoned blades when confronted with a tough opponent, when outnumbered, or when battling opponents for whom they have great disdain.

Poison Use (Ex): Buckawns never risk accidentally poisoning themselves when applying poison to a blade. They favor moonseed berries as poison and usually have a plentiful supply readily available (see the sidebar).

Spell-Like Abilities: At will—*dancing lights*, *disguise self*, *ghost sound* (DC 12), *invisibility* (self only); 1/day—*entangle* (DC 13), *pass without trace*, *insect plague* (one swarm only). Caster level 6th. The save DCs are Charisma-based.

Skills: Buckawns have a +2 racial bonus on Craft (poisonmaking), Listen, Search, and Spot checks.

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Moonseed Berries: These small berries are bluish-purple and resemble wild grapes. They are highly poisonous and are often mixed with food or crushed and smeared on a weapon or object.

Moonseed Berries: Contact or ingested, Fort DC 18, initial damage 3d6 Con, no secondary damage; Price 1,500 gp.

Jordan Bassett (order #48404)

Bunyip

Medium Magical Beast (Aquatic)

Hit Dice:	5d10+5 (32 hp)
Initiative:	+3
Speed:	Swim 50 ft. (10 squares)
Armor Class:	15 (+3 Dex, +2 natural), touch 13, flat-footed 12
Base Attack/Grapple:	+5/+6
Attack:	Bite +7 melee (1d6+1)
Full Attack:	Bite +7 melee (1d6+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Frenzy, roar, vorpal bite
Special Qualities:	Darkvision 60 ft., keen scent, low-light vision
Saves:	Fort +5, Ref +7, Will +1
Abilities:	Str 13, Dex 16, Con 13, Int 2, Wis 11, Cha 7
Skills:	Listen +6, Spot +6, Swim +11
Feats:	Alertness, Weapon Focus (bite)
Environment:	Temperate aquatic
Organization:	Solitary
Challenge Rating:	4
Treasure:	None
Alignment:	Usually neutral (chaotic good tendencies)
Advancement:	6-12 HD (Medium); 13-15 HD (Large)
Level Adjustment:	—

This aquatic creature resembles a cross between a seal and a shark. Its front half is that of a black seal while its rear section is that of a grayish-black shark.

The bunyip is about 6 feet long, though specimens of up to 10 feet long have been encountered.

Combat

Bunyips do not attack creatures larger than themselves, except in self-defense or if they detect blood in the water. They begin combat using their powerful roar and then bite opponents who do not succumb to the fear-inducing effects of their roar.

Frenzy (Ex): A bunyip that detects blood in the water goes into a killing frenzy, as do all other bunyips within a 90-foot radius. Frenzied bunyips attacks until either they or their opponents are dead.

A frenzied bunyip can make one extra attack when making a full attack action. The attack is made using the creature's full base attack. Additionally, it gains a +1 bonus on attack rolls and a +1 dodge bonus to AC and Reflex saves (none of which are included in the statistic block above). A frenzied bunyip's swim speed increases by 10 feet (to 60 feet). This frenzy lasts for 1 minute (10 rounds) and can only be used once per encounter.

Roar (Su): When a bunyip roars, all creatures with 4 or less HD within a 100-foot spread must succeed on a DC 13 Will save or become panicked for 2d4 rounds. This is a sonic, mind-affecting fear effect. Whether or not the save is successful, an affected creature is immune to the roar of that bunyip for one day. The save DC is Constitution-based.

Vorpal Bite (Ex): If a bunyip scores a natural 20 on its attack roll and confirms the critical hit, it severs one of the opponent's extremities (roll 1d6: 1-3 arm, 4-6 leg; 50% chance of either right or left).

Keen Scent (Ex): Bunyips can notice creatures by scent in a 90-foot radius and detect blood in the water at ranges of up to one-half mile.

Skills: A bunyip 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. Bunyips can use their Strength or Dexterity modifier for Swim checks, whichever is higher.

Credit

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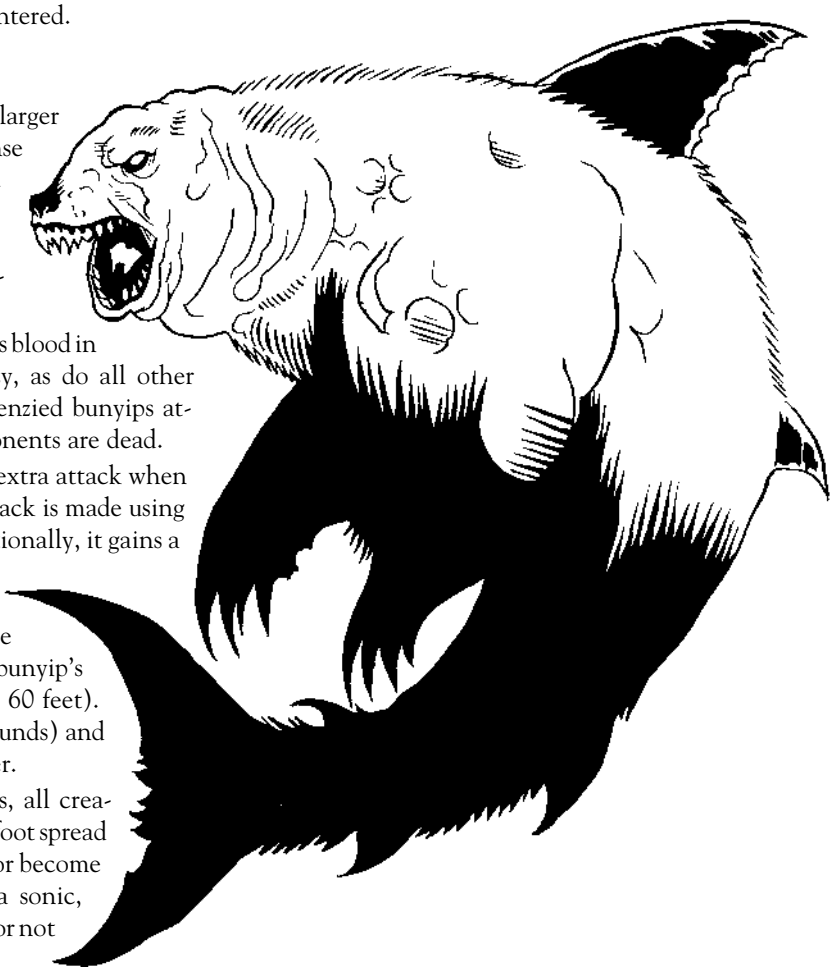

Jordan Bassett (order #48404)

Carbuncle

Small Aberration

Hit Dice:	1d8+4 (8 hp)
Initiative:	-1
Speed:	10 ft. (2 squares)
Armor Class:	18 (+1 size, +5 natural, +2 insight), touch 13, flat-footed 18
Base Attack/Grapple:	+0/-6
Attack:	Bite +1 melee (1d2-2)
Full Attack:	Bite +1 melee (1d2-2)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Discord
Special Qualities:	Foresight, darkvision 60 ft., telepathy 10
Saves:	Fort +1, Ref +2, Will +6
Abilities:	Str 7, Dex 10, Con 12, Int 10, Wis 18
Skills:	Hide +6, Listen +6, Sense Motive +
Feats:	Toughness, Weapon Finesse[B]
Environment:	Temperate forests
Organization:	Solitary
Challenge Rating:	1/2
Treasure:	None (forehead gem worth 500 g
Alignment:	Usually neutral
Advancement:	2-3 HD (Small)
Level Adjustment:	—

This creature resembles a cross between an anteater and armadillo. Embedded in its head is a large red jewel. The creature has a long snout and a low-slung body protected by several thick leathery bands. Its hide is dappled gray and brown, shading to lighter colors of gray on its underbelly.

Deep in the tangled underbrush of forests and in the remote regions of dismal swamps and bogs lives a strange creature called the carbuncle. The carbuncle is a withdrawn creature and seeks to avoid encounters. Should it seek interaction, a carbuncle often begins by proudly announcing the value of the gem in its forehead just to watch the reaction such information arouses.

Despite its overall shy nature, the carbuncle has a mischievous side as well, often seeking to join travelers in order to play pranks and gauge the reactions of the unfortunate victims of its curiosity. After joining with a party, a carbuncle will seek to cause discord by using selective telepathic images and prophesies to breed hostility and suspicion between party members. It will often telepathically contact nearby monsters and lead them to attack the party so that it can watch in fascination and read the thoughts of the party as they are attacked, slipping away at an opportune moment.

A carbuncle can be coerced to surrender the gem in its forehead. This requires a successful DC 20 Bluff check. If successful, the carbuncle releases the gem. If the check fails, the carbuncle sees through the deception and attempts to flee. When a carbuncle is slain, its forehead gem crumbles to dust. If the carbuncle relinquishes its gem, it grows another one within one month.

Combat

Though fascinated by combat, carbuncles are nearly helpless in melee. They much prefer to set up encounters using their powers and then watch the brutal scenes unfold. Carbuncles surrender immediately if attacked. If placed under duress, a carbuncle wills itself to die. A favorite tactic of the carbuncle is befriending a party and accompanying them on their quest. Once it has achieved this objective, it uses its discord ability to cause suspicion, hostility, and disruption among the party members.

Discord (Su): As a standard action, a carbuncle can sow discord in a creature within 30 feet using its telepathy ability. It can use this ability once per round to affect one creature. An affected creature must succeed on a DC 14 Will save or fall into loud bickering and arguing with those around him. Meaningful communication is impossible. If the affected creatures have different alignments, there is a 50% chance that they attack each other. Bickering lasts 5d4 rounds. Fighting begins 1d4 rounds into the bickering and lasts 2d4 rounds. This is a mind-affecting effect. The save DC is Wisdom-based.

Foresight (Su): A carbuncle has a +2 insight bonus to AC and Reflex saves (both already included in the statistics block above). This ability is always active and cannot be negated or dispelled.

Telepathy (Su): Carbuncles can communicate telepathically with any creature within 100 feet that has a language.

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Jordan Bassett (order #48404)

Carrion Moth

Large Aberration

Hit Dice:	5d8+10 (32 hp)
Initiative:	+4
Speed:	30 ft. (6 squares), climb 15 ft., fly 60 ft. (good)
Armor Class:	20 (–1 size, +4 Dex, +7 natural), touch 13, flat-footed 16
Base Attack/Grapple:	+3/+10
Attack:	Tentacle +5 melee (paralysis)
Full Attack:	4 tentacles +5 melee (paralysis) and bite +0 melee (1d6+3)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Drone, paralysis, stench
Special Qualities:	Darkvision 60 ft., scent
Saves:	Fort +3, Ref +5, Will +6
Abilities:	Str 16, Dex 18, Con 14, Int 1, Wis 15, Cha 6
Skills:	Climb +13, Listen +7, Spot +7
Feats:	Alertness, Combat Reflexes
Environment:	Temperate forests
Organization:	Solitary or swarm (2–12)
Challenge Rating:	5
Treasure:	None
Alignment:	Always neutral
Advancement:	6–8 HD (Large); 9–15 (Huge)
Level Adjustment:	—

This creature resembles a giant-sized moth with long, beautiful wings covered in rippling patterns resembling skulls. Its head is rather centipede-like and four long tentacles surround its mouth. Its mouth has a single pair of needle-like mandibles.

The carrion moth is believed by sages to be an advanced form of a carrion crawler. Just as the caterpillar grows into a moth, sages believe the carrion crawler eventually sheds its form and transforms into the carrion moth. No cocoon or evidence has been found to support this theory, but it is widely accepted among the more learned sages of the world.

The carrion moth is a large moth-like creature growing to a maximum length of 20 feet. Its wings are lined with tiny holes and veins that allow the carrion moth to emit a whining drone that affects all creatures that hear it. Carrion moths are attracted to the stench of decaying flesh and the light of anything larger than a torch or lantern.

Combat

A carrion moth attacks by biting with its mandibles and slapping with its tentacles. Paralyzed creatures are carried off and devoured.

Drone (Ex): The flapping wings of a carrion moth emit a mind-numbing drone that affects all creatures within 80 feet that hear it. Affected creatures must succeed on a DC 14 Will save or become *confused* (as the spell) for 2d4 rounds. A creature that successfully saves cannot be affected by the same carrion moth's drone attack for one day. The save DC is Constitution-based.

Paralysis (Ex): An opponent hit by a carrion moth's tentacle attack must succeed on a DC 14 Fortitude save or be paralyzed for 2d6 rounds. The save DC is Constitution-based.

Stench (Ex): When a carrion moth dies, its carcass splits open and releases a foul-smelling gas. All living creatures (except other carrion moths) within 5 feet of the carcass must succeed on a DC 14 Fortitude save or be nauseated for 1d4+1 rounds. The save DC is Constitution-based. Creatures that successfully save cannot be affected by the same carrion moth's stench for one day. A *delay poison* or *neutralize poison* spell removes the effect from the nauseated creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.

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

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Jordan Bassett (order #48404)

Caryatid Column

Medium Construct

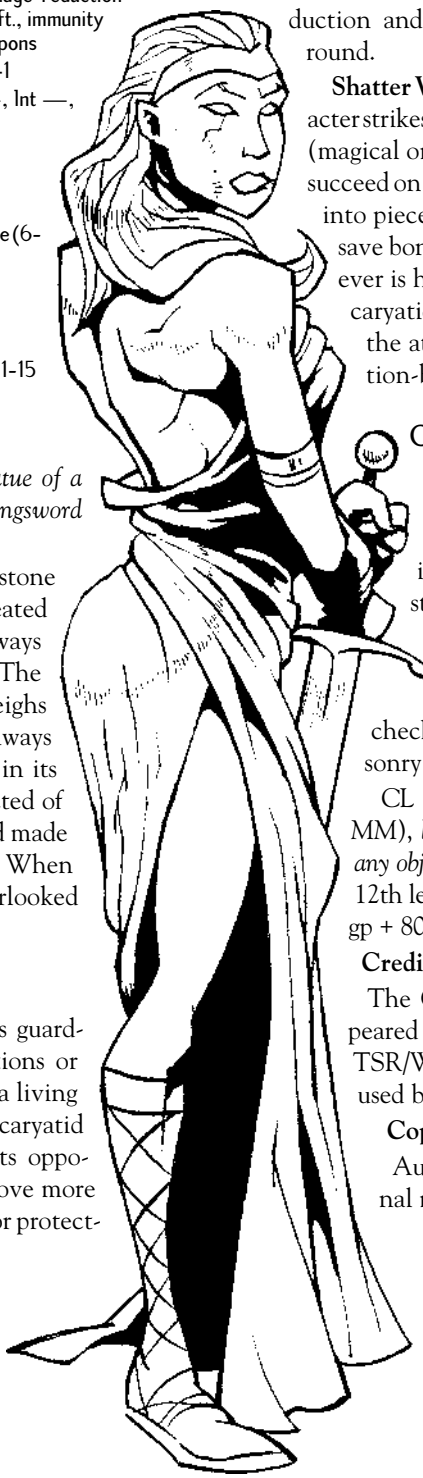
Hit Dice:	5d10+20 (47 hp)
Initiative:	-1
Speed:	20 ft. (4 squares)
Armor Class:	14 (-1 Dex, +5 natural), touch 9, flat-footed 14
Base Attack/Grapple:	+3/+4
Attack:	Longsword +4 melee (1d8+1)
Full Attack:	Longsword +4 melee (1d8+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Construct traits, damage reduction 5/—, darkvision 60 ft., immunity to magic, shatter weapons
Saves:	Fort +1, Ref +0, Will +1
Abilities:	Str 13, Dex 9, Con —, Int —, Wis 11, Cha 1
Skills:	—
Feats:	—
Environment:	Any
Organization:	Solitary, pair, or troupe (6-11)
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral
Advancement:	6-10 HD (Medium); 11-15 HD (Large)
Level Adjustment:	—

An exquisitely sculpted and chiseled statue of a beautiful female warrior adorns the area, longsword in her hand.

A caryatid column is akin to the stone golem in that it is a magical construct created by a spellcaster. Caryatid columns are always created for a specific defensive function. The caryatid column stands 7 feet tall and weighs around 1,500 pounds. The column always wields a weapon (usually a longsword) in its left hand. The weapon itself is constructed of steel, but is melded with the column and made of stone until the column animates. When melded, the sword is likely to be overlooked (Spot check DC 20 to see it).

Combat

Caryatid columns are programmed as guardians and activate when certain conditions or stipulations are met or broken (such as a living creature enters a chamber guarded by a caryatid column). A caryatid column attacks its opponents with its longsword. It does not move more than 50 feet from the area it is guarding or protecting.



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

A *transmute rock to mud* spell deals 1d6 points of damage per caster level to a caryatid column, with no saving throw, while *transmute mud to rock* heals all of its lost hit points.

A *stone to flesh* spell does not actually change the column's structure but negates its damage reduction and immunity to magic for 1 full round.

Shatter Weapons (Ex): Whenever a character strikes a caryatid column with a weapon (magical or nonmagical), the weapon must succeed on a DC 12 Fortitude save or shatter into pieces. A magic weapon uses its own save bonus or that of the wielder, whichever is higher. If the weapon breaks, the caryatid column takes no damage from the attack. The save DC is Constitution-based.

Construction

A caryatid column's body is chiseled from a single block of hard stone, such as granite, weighing at least 1,500 pounds. The stone must be of exceptional quality, and costs 2,000 gp. Assembling the body requires a DC 15 Craft (sculpting) check or a DC 15 Craft (stonemasonry) check.

CL 12th; Craft Construct (see the MM), *lesser geas*, *limited wish*, *polymorph any object*, *shatter*, caster must be at least 12th level; Price 22,000 gp; Cost 12,000 gp + 800 XP.

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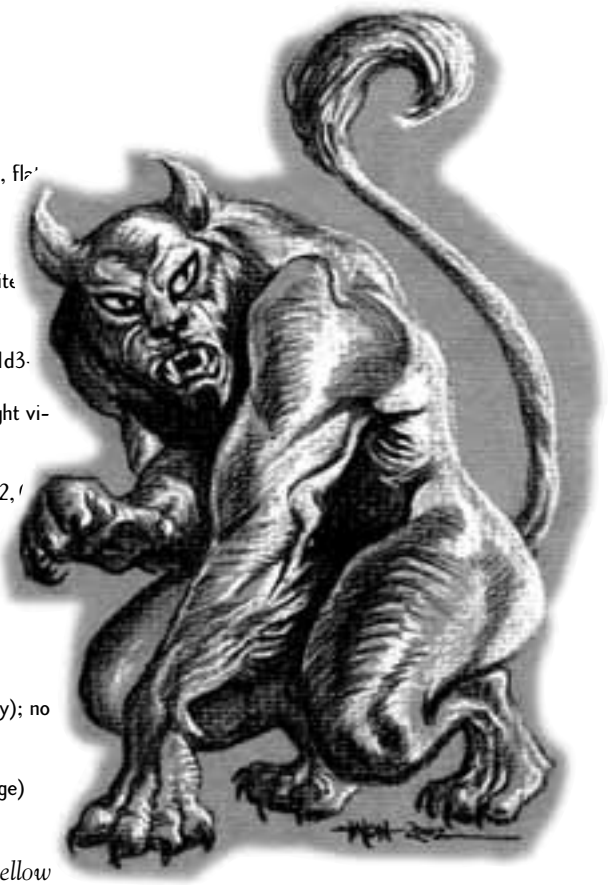
Jordan Bassett (order #48404)

Caterwaul



Medium Magical Beast

Hit Dice:	5d10+10 (37 hp)
Initiative:	+6
Speed:	50 ft. (10 squares), climb 20 ft.
Armor Class:	18 (+6 Dex, +2 natural), touch 16, fla footed 18
Base Attack/Grapple:	+5/+7
Attack:	Claw +11 melee (1d3+2)
Full Attack:	2 claws +11 melee (1d3+2) and bite melee (1d6+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Improved grab, pounce, rake 1d3+ screech
Special Qualities:	Darkvision 60 ft., evasion, low-light vision, scent, sprint
Saves:	Fort +6, Ref +10, Will +2
Abilities:	Str 14, Dex 22, Con 15, Int 7, Wis 12, 6
Skills:	Balance +11, Climb +10, Hide +10* +5, Listen +8, Move Silently +12, S
Feats:	Alertness, Weapon Finesse
Environment:	Temperate forest and mountain
Organization:	Solitary
Challenge Rating:	4
Treasure:	No coins; double goods (gems only); no items
Alignment:	Always chaotic evil
Advancement:	6-10 HD (Medium); 11-15 HD (Large)
Level Adjustment:	—

This creature appears to be a feline-like elf with yellow eyes, dark blue fur, and a long swishing tail.

Caterwauls are semi-intelligent bipedal felines that possess great speed. They are natural predators and use their speed to stalk prey. The caterwaul's lair is most often a cave littered with sticks, twigs, and leaves, with walls covered in scratch marks where the beast has honed its claws.

A caterwaul is about 6 feet long (or tall if on two legs). It weighs about 250 pounds.

Combat

A caterwaul begins combat by utilizing its screech attack. After that, it uses its claw and bite attacks each round. By dropping to all fours, it can increase its movement speed (see its sprint ability below).

Improved Grab (Ex): To use this ability, a caterwaul must hit with a 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 caterwaul charges a foe, it can make a full attack, including two rakes.

Rake (Ex): Attack bonus +11 melee, damage 1d3+1.

Screech (Su): Once every 10 minutes, a caterwaul can emit a piercing screech that deals 1d8 points of sonic damage to all creatures within 60 feet that hear it. A creature that makes a successful DC 14 Fortitude save takes no damage. The save DC is Constitution-based.

Evasion (Ex): Because of its great speed, a caterwaul can avoid even magical and unusual attacks with great agility. If it makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save (such as a red dragon's fiery breath or a *fireball*), it instead takes no damage. A helpless caterwaul does not gain the benefits of this ability.

Sprint (Ex): Once per minute, a caterwaul can move four times its normal speed (200 feet) when it makes a charge.

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

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

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Jordan Bassett (order #48404)

Cave Cricket

Small Vermin

Hit Dice:	1d8+1 (5 hp)
Initiative:	+0
Speed:	30 ft. (6 squares)
Armor Class:	16 (+1 size, +5 natural), touch 11, flat-footed 16
Base Attack/Grapple:	+0/-2
Attack:	Kick +3 melee (1d4+2)
Full Attack:	2 kicks +3 melee (1d4+2)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Chirp
Special Qualities:	Darkvision 60 ft., leap, vermin traits
Saves:	Fort +3, Ref +0, Will +0
Abilities:	Str 14, Dex 10, Con 12, Int —, Wis 10, Cha 7
Skills:	Jump +12
Feats:	—
Environment:	Underground
Organization:	Solitary or cluster (2-5)
Challenge Rating:	1/2
Treasure:	None
Alignment:	Always neutral
Advancement:	2 HD (Small); 3 HD (Medium)
Level Adjustment:	—

This creature appears to be a giant cricket, about the size of a dog. Its body is pale gray in color.

Cave crickets are larger versions of normal crickets and, much like the smaller crickets they resemble, are relatively harmless. The cave cricket's chirping can be heard to a range of 300 feet. Cave crickets are about 3 feet long.

Combat

Cave crickets are mostly harmless, noisy insects and rarely attack living creatures. If attacked, a cave cricket uses its powerful legs to kick its opponents before hopping away.

Chirp (Ex): Creatures within 20 feet of a chirping cave cricket cannot be heard unless they scream. Spellcasters in the area must succeed on a DC 12 Concentration check to successfully cast a spell. The chirping increases the chance of wandering monsters by 30%. The check DC is Constitution-based and includes a +1 racial bonus.

Leap (Ex): A cave cricket is a natural leaper and gains a +10 racial bonus on Jump checks.

Credit

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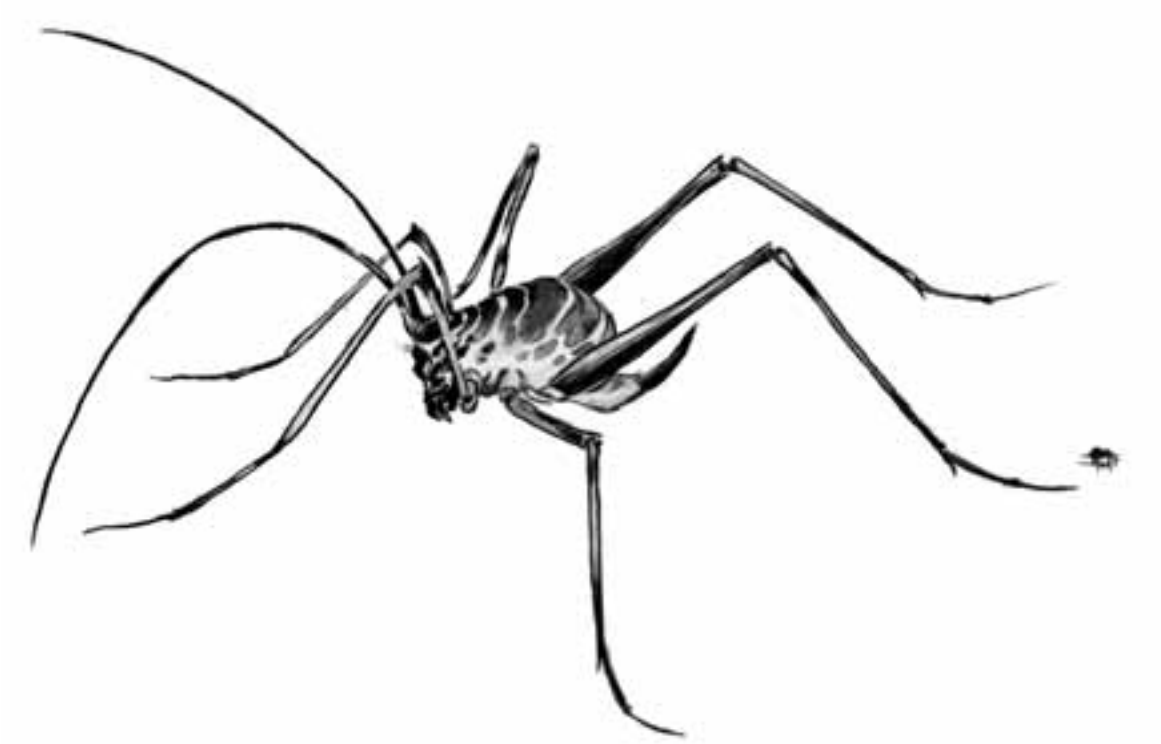

Jordan Bassett (order #48404)

Cave Fisher

Medium Vermin

Hit Dice:	3d8+9 (22 hp)
Initiative:	+1
Speed:	10 ft. (2 squares), climb 10 ft.
Armor Class:	16 (+1 Dex, +5 natural), touch 11, flat-footed 15
Base Attack/Grapple:	+2/+6
Attack:	Filament +3 ranged touch (drag) or claw +6 melee (1d4+4)
Full Attack:	Filament +3 ranged touch (drag) and 2 claws +6 melee (1d4+4)
Space/Reach:	5 ft./5 ft. (60 ft. with filament)
Special Attacks:	Drag, filament
Special Qualities:	Darkvision 60 ft., vermin traits
Saves:	Fort +6, Ref +2, Will +1
Abilities:	Str 18, Dex 12, Con 16, Int —, Wis 10, Cha 4
Skills:	Climb +12
Feats:	—
Environment:	Underground
Organization:	Gang (1–4)
Challenge Rating:	2
Treasure:	Standard
Alignment:	Always neutral
Advancement:	4–6 HD (Medium); 7–9 HD (Large)
Level Adjustment:	—

This man-sized creature resembles a cross between a lobster and a spider. It has eight legs, two of which end in serrated pincers. Its snout is long and pointed.

The cave fisher lairs on ledges and cliffs underground, where it can quickly strike and reel in its prey. Its lair is always littered with bones and gear from its previous victims. The cave fisher is a 7-foot long insect-like creature with a hard outer shell. The cave fisher's snout fires a strong, web-like adhesive filament it uses to reel in its prey. Often, the ground and walls nearby are covered with this filament.

Combat

The cave fisher's preferred method of attack is to anchor itself to its ledge and string its filament across the ground of its lair. When a living creature touches or passes near the filament, the fisher attempts to trap it and reel it in. If the cave fisher fails this, it can fire its filament at an opponent up to 60 feet away. Another favored method of attack for the cave fisher is to secret itself in a crack or a ledge above a cavern and dangle its filament down onto unsuspecting creatures passing below it (DC 20 Spot check to notice the filament).

Drag (Ex): If a cave fisher hits with its filament attack, the filament latches onto the opponent's body. This deals no damage but drags the stuck opponent 10 feet closer each subsequent round (provoking no attack of opportunity) unless that creature breaks free, which requires a DC 19 Escape Artist check or a DC 15 Strength check. The check DCs are Strength-based, and the Escape Artist DC includes a +4 racial bonus. A cave fisher can draw in a creature within 5 feet of itself and attack with its claws with a +4 attack bonus in the same round. The filament has 10 hit points and can be attacked by making a successful sunder attempt. However, attacking a cave fisher's filament does not provoke an attack of opportunity. If the filament is currently attached to a target, the cave fisher takes a –4 penalty on its opposed attack roll to resist the sunder attempt. Severing the filament deals no damage to a cave fisher.

An application of liquid with high alcohol content dissolves the adhesive and forces the cave fisher to release its hold (though it may strike again normally with it on its next turn). An application of the *universal solvent* likewise forces a cave fisher to release its grip.

Filament (Ex): Most encounters with a cave fisher begin when it fires its strong, sticky filament. The creature can strike up to 60 feet away (no range increment). If the filament is severed, it grows back within 1 hour.

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

Credit

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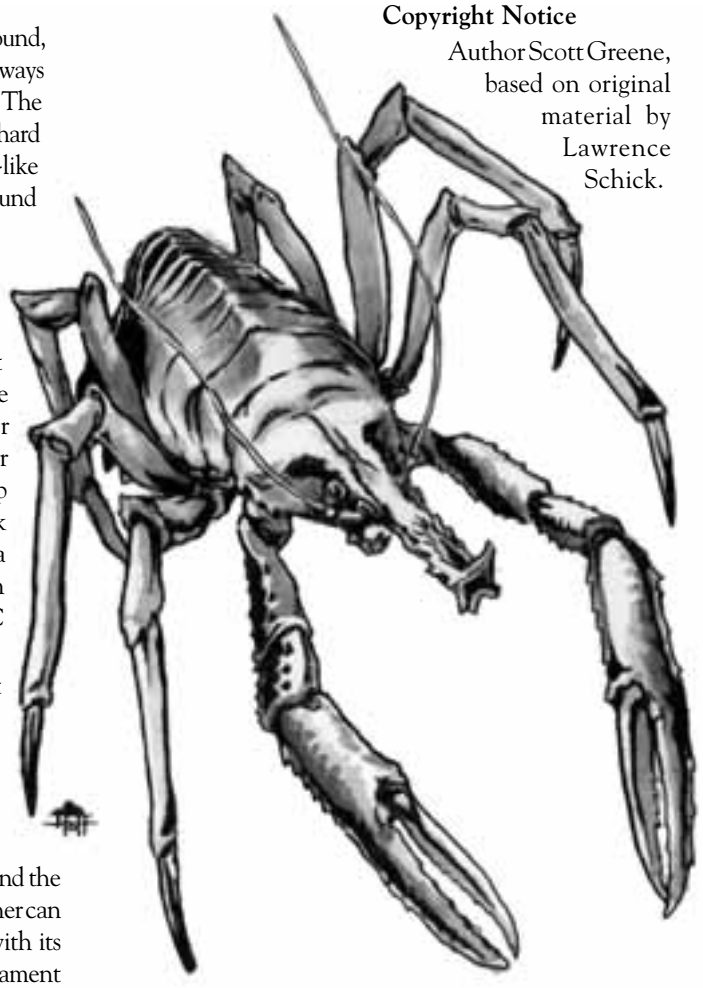

Jordan Bassett (order #48404)

Cave Moray

Medium Magical Beast

Hit Dice:	4d10+4 (26 hp)
Initiative:	+3
Speed:	10 ft. (2 squares)
Armor Class:	18 (+3 Dex, +5 natural), touch 13, flat-footed 15
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:	Ambush, recoil attack
Special Qualities:	Darkvision 60 ft., tremorsense 60 ft.
Saves:	Fort +5, Ref +7 Will +2
Abilities:	Str 14, Dex 17, Con 13, Int 2, Wis 13, Cha 10
Skills:	Hide +9*, Listen +5, Spot +5
Feats:	Alertness, Skill Focus (Hide)
Environment:	Underground
Organization:	Cluster (4-6) or colony (7-16)
Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral
Advancement:	5-8 HD (Medium); 9-12 HD (Large)
Level Adjustment:	—

The creature is a brownish-gray, slug-like creature about 5 feet long and 1 foot thick. Its eyes are dark brown and bulbous.

Cave morays make their lairs underground in abandoned mines, dungeons, or natural occurring caves, usually near corridors, hallways or other areas of high traffic. Its lair is a burrow, just large enough for its body dug into the walls. Only one cave moray inhabits each burrow.

A typical cave moray cluster contains an equal number of males and females, while a colony is often contains more females than males. Even so, the male cave moray dominates the colony. Mating occurs in the warmer months of the year with a gestation period of about 6 months. Young are born live and depend completely on their mother for nourishment and food until they are about 8 months old.

A cave moray is a carnivore and its diet consists of whatever it can kill. Prey is devoured immediately and never stored or saved for later. A typical adult cave moray can go a month or more without eating.

Combat

A cave moray's favored tactic is to lie in wait in its cyst-like burrow in the wall and attack whenever prey passes nearby. Two or more cave morays usually strike in unison, one from each side of a passage. After an attack, a cave moray recoils into its cyst to strike again.

Ambush (Ex): If a cave moray surprises its opponent, it gains a +4 circumstance bonus to its attack roll for that round.

Recoil Attack (Ex): A cave moray lunges out of its cyst up to 5 feet to strike at passing opponents or prey. This attack is swift enough to attack running or flying creatures. A cave moray's recoil attack is always considered a charge attack since it recoils into its cyst after an attack to lunge at its opponent again.

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

Skills: *Cave morays have a +4 bonus on Hide skill checks in rocky or stony surroundings due to their coloration.

Credit

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Jordan Bassett (order #48404)

Cerberus

Huge Magical Beast (Evil, Extraplanar)

Hit Dice:	30d10+300 (465 hp)
Initiative:	+11
Speed:	60 ft. (12 squares)
Armor Class:	44 (–2 size, +7 Dex, +29 natural), touch 15, flat-footed 37
Base Attack/Grapple:	+30/+51
Attack:	Bite +42 melee (2d6+13)
Full Attack:	3 bites +42 melee (2d6+13)
Space/Reach:	15 ft./15 ft.
Special Attacks:	Breath weapon, howl, petrifying gaze, poison bite
Special Qualities:	Damage reduction 15/epic and good, darkvision 120 ft., immovable, immunities, regeneration 10, resistance to acid 10, cold 10, electricity 10, and fire 10, scent, SR 32
Saves:	Fort +27, Ref +24, Will +24
Abilities:	Str 36, Dex 24, Con 31, Int 25, Wis 25, Cha 24
Skills:	Balance +40, Climb +46, Intimidate +40, Knowledge (the planes) +40, Listen +42, Move Silently +40, Search +23, Sense Motive +22, Spot +42, Survival +40* (+42 on other planes, +42 following tracks, +48 tracking by scent)
Feats:	Alertness[B], Blind-Fight, Cleave, Dodge, Great Cleave, Improved Critical (bite), Improved Initiative, Mobility, Power Attack, Spring Attack, Track, Weapon Focus (bite)
Environment:	Hades
Organization:	Solitary (unique)
Challenge Rating:	23
Treasure:	None
Alignment:	Always neutral evil
Advancement:	—
Level Adjustment:	—

This creature is a giant-sized three-headed dog. Its fur is black and matted, and its eyes are crimson. Each mouth is dominated by long fangs, and each mouth drips foul-smelling saliva.

The triple-headed Cerberus is the guardian of Hades. There is only one in existence and most creatures (both living and dead) are grateful for this fact. Cerberus is tasked with the duty of keeping dead souls in Hades. If a dead soul attempts to pass beyond the Gates of Hades and back into the land of the living, Cerberus attacks relentlessly until that soul returns to Hades. If slain, the soul is immediately devoured by Cerberus and is lost forever. Cerberus is also tasked with keeping living creatures out of the land of the dead (adventurers being what they are, they love to journey to Hades). Living creatures that attempt to move past Cerberus into Hades (through the main gates) are immediately attacked.

Cerberus is a 30-foot long black mastiff. Though he rarely chooses to communicate with creatures he can speak Abyssal, Auran, Celestial, Common, Draconic, Giant, Ignan, and Infernal.

Combat

Cerberus only attacks if a dead soul attempts to pass beyond the Gates of Hades into the land of the living or if a living creature attempts to enter the Realm of the Dead. Cerberus never willingly moves more than 60 feet from the Gates and cannot be removed by any means, short of a god's magic.

Jordan Bassett (order #48404)

He opens combat with his baneful howl and quickly follows with his breath weapon. Living creatures that do not retreat are subjected to his gaze attacks and bites. Cerberus attacks until all his opponents are dead or have retreated. The souls of those he kills are allowed to pass beyond the Gates and into Hades while Cerberus feasts on their body.

If slain, Cerberus's corpse melts into smoldering slime before fading away.

Cerberus's natural weapons are treated as epic and evil-aligned for the purpose of overcoming damage reduction.

Breath Weapon (Su): As a standard action, once every 1d4 rounds, from his center head, Cerberus can spit a stream of poison to a range of 30 feet. A creature affected takes 2d8 points of Constitution damage. A successful DC 35 Fortitude save negates the Constitution damage. One minute later, another save must be made (same DC) to avoid another 2d8 points of Constitution damage. The save DC is Constitution-based.

Howl (Su): Any living creature within 600 feet that hears Cerberus's howl must succeed on a DC 32 Will save or become panicked for 2d4 rounds. Whether or not the save is successful, an affected creature is immune to Cerberus's howl for one day. The save DC is Charisma-based.

Petrifying Gaze (Su): A creature meeting the gaze of all three heads must make a successful DC 35 Fortitude save or be turned to stone permanently. The save DC is Constitution-based.

Immovable (Ex): Cerberus is immune to any extraordinary, spell-like, or supernatural effect or spell that would teleport him or move him from his current location. Only deities of divine rank 6 or higher can affect him with such magic.

Immunities (Ex): Cerberus is immune to death effects (such as *slay living, finger of death*, and so on) and disintegration.

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

Skills: *Cerberus has a +8 racial bonus on Survival checks when tracking by scent.

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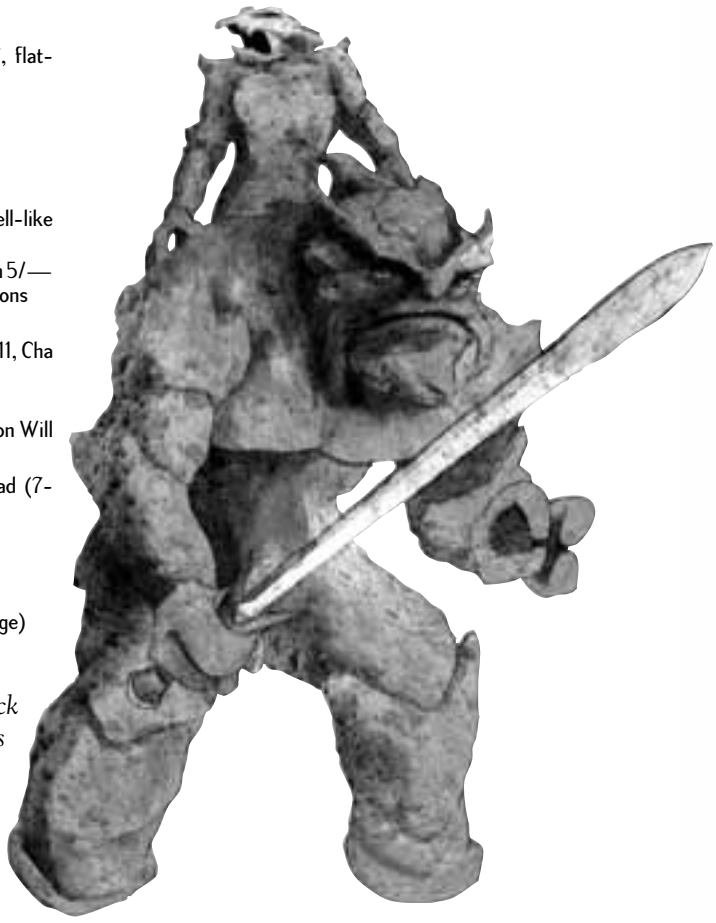
Chrystone

Medium Construct

Hit Dice:	5d10+20 (47 hp)
Initiative:	-1
Speed:	20 ft. (4 squares)
Armor Class:	15 (-1 Dex, +6 natural), touch 9, flat-footed 15
Base Attack/Grapple:	+3/+5
Attack:	Longsword +5 melee (1d8+2)
Full Attack:	Longsword +5 melee (1d8+2)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Breath weapon, death throes, spell-like abilities
Special Qualities:	Construct traits, damage reduction 5/—, immunity to magic, shatter weapons
Saves:	Fort +1, Ref +0, Will +3
Abilities:	Str 15, Dex 9, Con —, Int 8, Wis 11, Cha 1
Skills:	Listen +4, Spot +4
Feats:	Ability Focus (breath weapon), Iron Will
Environment:	Any
Organization:	Solitary, company (2-6), or squad (7-20)
Challenge Rating:	4
Treasure:	Standard (gems only)
Alignment:	Usually neutral
Advancement:	6-9 HD (Medium); 10-15 HD (Large)
Level Adjustment:	—



This creature appears as a statue constructed of rock and crystal. It has almost no neck; its head seems attached firmly to its shoulders, though by observing it, you see that it is able to turn its head freely. Each of its hands has two fingers and two opposable thumbs.

Chrystones are creatures made of rock and crystal that normally stand just over 5 feet tall.

Jordan Bassett (order #48404)

Their coloration varies by the types of crystal and rock they absorb, giving each chrystone a unique pattern of striations and coloration that makes them easy to tell apart. Originally imbued with life by a spellcaster in a ritual involving the blood of several dragons and a demon, chrystones grow new offspring through budding. To form a new bud, a chrystone must consume several times its weight in crystals and consume at least 300 gp worth of gems. The bud continues to grow from the chrystone's back until it is large enough to separate. Each chrystone offspring retains the memories and knowledge of its entire parental line.

Chrystones were originally created to be part of an army, but those plans were cut short by their creator's death. As they developed and spread, they became more free-willed and independent and wished to make certain they were never enslaved again. They retain all of the abilities that would have made them a powerful army, and their racial knowledge helps them put these abilities to the best possible use. Chrystones, while usually neutral, have a racial memory of being slaves to the whim of their creator. This memory makes them somewhat paranoid when dealing with other races, making them more likely to attack other races than talk with them.

Combat

Chrystones open with their breath weapon attack and close for melee combat if targets are close enough; otherwise, they stand back and fight with their longswords. If a battle is going poorly, a chrystone attempts to retreat and ambush its opponents when it has repaired itself.

Breath Weapon (Su): A chrystone can exhale a 20-foot cone of rainbow colors as a standard action once per round (but no more than three times per day). The cone affects creatures similar to a *color spray* spell (caster level 5th). Affected creatures can make a DC 14 Will save to avoid the effects. The save DC is Constitution-based and includes a +2 bonus from its Ability Focus feat. Those that fail their save are affected as follows.

2 HD or less: The creature is unconscious, blinded, and stunned for 2d4 rounds, then blinded and stunned for 1d4 rounds, and then stunned for 1 round. (Only living creatures are knocked unconscious.)

3 or 4 HD: The creature is blinded and stunned for 1d4 rounds, then stunned for 1 round.

5 or more HD: The creature is stunned for 1 round.

Sightless creatures are not affected by the chrystone's breath weapon. This is a mind-affecting attack. A creature that successfully saves cannot be affected again by the same chrystone's breath weapon for one day.

Death Throes (Ex): When a chrystone is destroyed, it shatters, spraying razor-sharp fragments from its form. Creatures within 5 feet of the chrystone take 2d6 points of damage. A DC 12 Reflex saving throw halves the damage. A chrystone can prevent itself from shattering by making a DC 12 Will save as it is destroyed.

Spell-Like Abilities: At will—*stone shape* (item of 5 pounds or less, otherwise as the spell); 2/day—*stone tell.* Caster level 5th.

Three times per day, a chrystone can use its *stone shape* to repair itself, healing 1d6 points of damage per use. This requires a full-round action that provokes attacks of opportunity.

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

A *transmute rock to mud* spell slows a chrystone (as the *slow* spell) for 2d6 rounds, with no saving throw, while *transmute mud to rock* heals all of its lost hit points.

A *stone to flesh* spell does not actually change the chrystone's structure but negates its damage reduction and immunity to magic for 1 full round.

Shatter Weapons (Ex): Whenever a character strikes a chrystone with a weapon (magical or nonmagical), the weapon must succeed on a DC 12 Fortitude save or shatter into pieces. A magic weapon uses its own save bonus or that of the wielder, whichever is higher. If the weapon breaks, the chrystone takes no damage from the attack. The save DC is Constitution-based.

Construction

A chrystone's body is chiseled from a single block of hard stone, such as granite, weighing at least 1,000 pounds. The stone must be of exceptional quality, and costs 1,000 gp. Assembling the body requires a DC 15 Craft (sculpting) check or a DC 15 Craft (stonemasonry) check.

CL 14th; Craft Construct (see the MM), *limited wish, polymorph any object, shatter, stone shape, stone tell*, caster must be at least 14th level; Price 26,000 gp; Cost 13,500 gp + 1000 XP.

Credit

The Chrystone first appeared in the **Necromancer Games** module **Hall of the Rainbow Mage** by Patrick Lawinger (©2002, Necromancer Games, Inc.).

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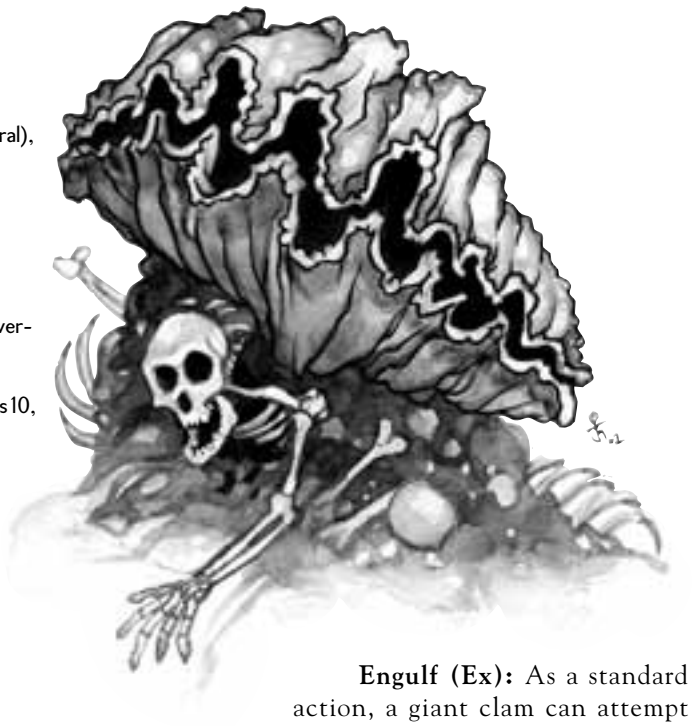
Authors Patrick Lawinger and Scott Greene.

Jordan Bassett (order #48404)

Clam, Giant

Large Vermin (Aquatic)

Hit Dice:	4d8+8 (26 hp)
Initiative:	-5
Speed:	5 ft. (1 square)
Armor Class:	14 (-1 size, -5 Dex, +10 natural), touch 4, flat-footed 14
Base Attack/Grapple:	+3/+12
Attack:	See text
Full Attack:	See text
Space/Reach:	10 ft./5 ft.
Special Attacks:	Acid 1d2, engulf
Special Qualities:	Blindsight 30 ft., camouflage, vermin traits
Saves:	Fort +6, Ref –4, Will +1
Abilities:	Str 20, Dex 1, Con 15, Int —, Wis 10, Cha 9
Skills:	—
Feats:	—
Environment:	Warm or temperate aquatic
Organization:	Solitary or cluster (2-10)
Challenge Rating:	2
Treasure:	50% standard
Alignment:	Always neutral
Advancement:	5–8 HD (Large)
Level Adjustment:	—



A large brightly colored shell shifts in the currents. Seemingly split or divided down the middle, its interior is a dazzling golden brown.

Giant clams are generally found in coastal waters no deeper than 60 feet from the surface of the water. Many species of giant clams subsist strictly on a diet of sunlight, and as such are never found in deeper waters where sunlight cannot reach. Such giant clams are generally found in shallow seas or attached to coral reefs near the surface.

Some species of giant clams feed not only on sunlight but also on what they can filter from the water, usually small plants and animals, and sometimes the occasional swimmer.

A giant clam moves by pushing out a small "foot" and sliding itself along.

Combat

Giant clams simply wait until an unsuspecting opponent swims too close to its current position. When a creature at least one size smaller than the clam swims within reach, it sucks the prey into its interior and clamps shut. It slowly digests its meal and expels any indigestible material (such as metal and stone) into the surrounding water. Air-breathers trapped by a giant clam face the danger of drowning as well.

Acid (Ex): A giant clam has a slow-acting acid that it uses to break down organic matter trapped in its interior. An engulfed creature takes 1d2 points of acid damage each round.

Engulf (Ex): As a standard action, a giant clam can attempt to pull a creature up to one size smaller than itself that is within reach into its interior. An opponent can make an attack of opportunity against the clam, but if it does so it is not entitled to a saving throw. An opponent that does not attempt an attack of opportunity must succeed on a DC 17 Reflex save or be pulled into the clam's interior. An engulfed creature is subject to the clam's acid, and is considered to be grappled and trapped within its body. The save DC is Strength-based.

A giant clam can be forced open by making an opposed Strength check against the clam's Strength check. Otherwise, it opens on its own in 1d4 hours.

Blindsight (Ex): Giant clams have no visual organs but can ascertain all foes within 30 feet using vibration.

Camouflage (Ex): The rough shell of a giant clam is usually draped with barnacles, anemones, and bits of coral, which help it to blend in with its environment. Creatures must succeed on a DC 20 Spot check to notice a giant clam. Anyone with ranks in Survival or Knowledge (any water- or sea-related skill) can use one of those skills instead of Spot to notice the giant clam.

Credit

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Jordan Bassett (order #48404)

Clockworks

	Drone	Scout	Overseer
	Tiny Construct	**Tiny Construct**	**Small Construct**
Hit Dice:	1/2d10 (2 hp)	1d10 (5 hp)	2d10+10 (21 hp)
Initiative:	+4	+3	+1
Speed:	20 ft. (4 squares), fly 60 ft. (perfect)	40 ft. (8 squares)	40 ft. (8 squares)
Armor Class:	20 (+2 size, +4 Dex, +4 natural), touch 16, flat-footed 16	19 (+2 size, +3 Dex, +4 natural), touch 15, flat-footed 16	16 (+1 size, +1 Dex, +4 natural), touch 12, flat-footed 15
Base Attack/Grapple:	+0/-10	+0/-10	+1/-3
Attack:	Slam +0 melee (1d3-2)	Slam +0 melee (1d4-2)	Slam +3 melee (1d4+1)
Full Attack:	Slam +0 melee (1d3-2)	Slam +0 melee (1d4-2)	Slam +3 melee (1d4+1)
Space/Reach:	2-1/2 ft./0 ft.	2-1/2 ft./0 ft.	5 ft./5 ft.
Special Attacks:	—	—	—
Special Qualities:	Construct traits, darkvision 60 ft., low-light vision	Animal appearance, construct traits, darkvision 60 ft., low-light vision	Construct traits, darkvision 60 ft., independent clockwork, low-light vision
Saves:	Fort +0, Ref +4, Will +2	Fort +0, Ref +3, Will +1	Fort +0, Ref +1, Will +1
Abilities:	Str 6, Dex 18, Con —, Int —, Wis 14, Cha 6	Str 6, Dex 17, Con —, Int —, Wis 12, Cha 10	Str 13, Dex 12, Con —, Int —, Wis 12, Cha 10
Skills:	—	—	—
Feats:	—	—	—
Environment:	Any	Any	Any
Organization:	Swarm (3-18)	Solitary or squad (2-8)	Solitary or troupe (overseer plus clockworks of 20 HD total or less)
Challenge Rating:	1/8	1/2	1
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	—	—	—
Level Adjustment:	—	—	—

	Warrior	Parasite	Swarm
	Medium Construct	**Tiny Construct**	**Tiny Construct (Swarm)**
Hit Dice:	3d10+20 (26 hp)	4d10 (22 hp)	4d10+20 (42 hp)
Initiative:	-2	+0	+2
Speed:	20 ft. (4 squares)	20 ft. (4 squares)	40 ft. (4 squares)
Armor Class:	12 (-2 Dex, +4 natural), touch 8, flat-footed 12	14 (+2 size, +2 natural), touch 12, flat-footed 14	18 (+2 size, +2 Dex, +4 natural armor), touch 14, flat-footed 16
Base Attack/Grapple:	+2/+7	+3/-4	+3/—
Attack:	Slam +7 melee (1d6+7)	Bite +6 melee (1d4+1)	Swarm (1d6)
Full Attack:	2 slams +7 melee (1d6+7)	Bite +6 melee (1d4+1)	Swarm (1d6)
Space/Reach:	5 ft./5 ft.	2-1/2 ft./0 ft.	10 ft./0 ft.
Special Attacks:	—	Control host	Distraction
Special Qualities:	Construct traits, darkvision 60 ft., low-light vision, self-repair 3	Construct traits, darkvision 60 ft., low-light vision, self-repair 1	Construct traits, darkvision 60 ft., half damage from slashing and piercing, low-light vision, self-repair 3, swarm traits
Saves:	Fort +1, Ref -1, Will +0	Fort +1, Ref +1, Will +0	Fort +1, Ref +3, Will +2
Abilities:	Str 20, Dex 6, Con —, Int —, Wis 8, Cha 10	Str 12, Dex 10, Con —, Int —, Wis 8, Cha 8	Str 14, Dex 15, Con —, Int —, Wis 13, Cha 12
Skills:	—	—	—
Feats:	—	—	—
Environment:	Any	Any	Any
Organization:	Squad (2-12)	Horde (2-20)	Squad (2-4 swarms)
Challenge Rating:	3	2	3
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	—	—	—
Level Adjustment:	—	—	—

Jordan Bassett (order #48404)

	Titan	Brain Gear
	Large Construct	**Small Construct**
Hit Dice:	7d10+30 (68 hp)	5d10+13 (40 hp)
Initiative:	+0	+0
Speed:	30 ft. (6 squares)	0 ft. (immobile)
Armor Class:	19 (-1 size +10 natural), touch 9, flat-footed 19	14 (+4 natural), touch 10, flat-footed 1s4
Base Attack/Grapple:	+5/+17	+3/-1
Attack:	Slam +12 melee (2d6+8)	— (see text)
Full Attack:	2 slams +12 melee (2d6+8)	— (see text)
Space/Reach:	10 ft./10 ft.	5 ft./0 ft.
Special Attacks:	—	—
Special Qualities:	Construct traits, darkvision 60 ft., low-light vision	Construct traits, control clockworks, darkvision 60 ft., dream, hardness, low-light vision
Saves:	Fort +2, Ref +2, Will +0	Fort +3, Ref +1, Will +7
Abilities:	Str 26, Dex 11, Con —, Int —, Wis 6, Cha 6	Str 10, Dex —, Con —, Int 20, Wis 18, Cha 14
Skills:	—	Concentration +13, Diplomacy +15, Knowledge (metalworking) +18, Listen +17, Search +18, Sense Motive +17, Spot +17
Feats:	—	Great Fortitude, Iron Will, Toughness[B]
Environment:	Any	Any
Organization:	Solitary or squad (2-4)	Solitary or troupe (brain gear plus 4-12 clockworks)
Challenge Rating:	4	3
Treasure:	None	Standard
Alignment:	Always neutral	Usually neutral (evil tendencies)
Advancement:	—	—
Level Adjustment:	—	—

Clockworks are the creations of powerful machines called brain gears. Each clockwork creature varies from its brethren and each is assigned a task by the brain gear that created it. Clockworks are automatons and follow orders without question. It is through these various clockwork creations that brain gears seek to destroy all living creatures.

The clockwork creations controlled by a brain gear share several characteristics as detailed in the statistics block above and the text below. Most constructs are immediately destroyed when reduced to 0 hit points or fewer. Clockworks with the self-repair special quality, however, are not destroyed at 0 or less hit points. While they do cease to function, they continue to self-repair, only at a slower rate. Once it has self-repaired itself to at least 1 hit point, the clockwork begins functioning normally again.

Self-Repair (Ex): Some clockworks can automatically repair themselves with spare parts and scrap, and a built-in mechanism allows them to self-repair even when seemingly destroyed. The clockwork automatically heals damage at a fixed rate per round, as given in the clockwork's entry. Certain attack forms, typically acid, cold, and fire cannot be self-repaired. The clockwork's descriptive text describes the details.

A clockwork with self-repair can repair lost limbs (including its head), but it takes 3d6 minutes to do so. A clockwork reduced to 0 or less hit points is not destroyed, but begins to self-repair damage at one-half its normal rate (minimum 1 hit point per round). It still cannot repair damage dealt by acid, cold, or fire effects. For example, a clockwork with self-repair 3 normally regains 3 hit points per round. If reduced to 0 or less hit points, it regains 1 hit point per round until it has at least 1 hit point (at which time it self-repairs at its normal rate).

Drone

This creature appears as a human eyeball encased within a flat, metal disk.

Imbued with magic that allows it to fly, a drone has an approach typically marked by the low buzz of its tiny gears and pistons, which work furiously to maintain the magical field that allows it to fly. These clockworks are designed to act as observers. When a drone finds an advantageous position from which to maintain its watch, it uses a small, metallic claw on its underside to attach itself to a surface.

Drones usually avoid combat at all costs. When they are pressed into fighting, they prefer to aid their fellow clockworks by distracting their enemies.

Scout

Scouts are constructed to resemble animals commonly found in the area that the brain gear operates within. This camouflage helps them move about unnoticed and gives them the opportunity to strike from ambush.

Jordan Bassett (order #48404)

Clockwork scouts are designed to serve as the mobile eyes and ears of a clockwork colony. While still restricted by the 2-mile radius they must remain within to keep contact with a brain gear, scouts serve an important role as reconnaissance, patrol, and pursuit troops.

Combat

Clockwork scouts prefer to attack from ambush. Often, they climb trees and leap down upon opponents. If they come across an enemy camp, the brain gear may direct them to sneak into the camp and steal equipment or carry off water, food, and other necessities. Usually, the brain gear prefers to hold scouts back from combat. Only if the scouts have a chance to strike from a devastating ambush does the brain gear order them into battle.

Animal Appearance (Ex): Clockwork scouts are constructed to resemble small animals such as badgers, dogs, or cats. Often, their inner wood and metal workings are covered by an animal's pelt, while their frame is specially constructed to help reinforce the illusion that they are an animal. A character must succeed on a DC 15 Spot check to notice that the scout is not an actual animal. A character with 5 or more ranks in Survival or Knowledge (nature) gains a +2 competence bonus on its Spot check.

Overseer

This creature looks like a three-foot tall wooden doll with long, slender limbs. It moves with uncanny grace and a speed and fluidity that belie its mechanical origin.

Overseers are a recent invention of the brain gears. An overseer can journey up to 10 miles away from a brain gear while maintaining contact with it. In addition, an overseer acts as a sort of field commander for brain gears, controlling clockworks beyond the brain gear's reach. Rumors say some brain gears are researching ways to improve the overseers, hoping to extend the range at which they can operate and allow for the creation of fully functional armies that can terrorize civilized lands.

Combat

An overseer avoids direct combat at all costs under direct orders of a brain gear. If cornered with no way of escaping, an overseer fights, and attempts to flee as soon as possible.

Independent Clockwork (Su): An overseer can move beyond the brain gear's normal area of influence while maintaining contact with it. Normally, a brain gear can control only clockworks that are within two miles of its position. A brain gear can control an overseer that stays within 10 miles of its position. In addition, the overseer can act as a field commander for up to 20 HD worth of clockworks that are within 100 feet of its position. These clockworks are considered to be in contact with the brain gear so long as the overseer is in contact with it.

Warrior

This creature appears as man-sized automaton with oversized hands and a stiff, shambling gait.

Clockwork warriors are constructed from a wide range of materials but take the same general form of a 6-foot tall humanoid. In battle, clockwork warriors rely on relentless waves of attacks to overwhelm their foes. They are far too slow to engage faster units and generally serve as the primary defensive troops for a clockwork colony. Clockwork warriors are usually formed of cast-off equipment and detritus scavenged from battlefields. They all feature a "nervous system" of thin steel wires that controls their individual pieces. Tiny clockworks that look much like metallic cockroaches infest the warrior, working to repair damage sustained by this construct. Acid, fire, and cold effects destroy these maintenance clockworks thus preventing the warrior from repairing. Unlike clockwork swarms (see below), the clockworks that repair the warrior lack the intelligence and sophistication to tackle any other task.

Combat

When facing an enemy, clockwork warriors typically move forward and attempt to immobilize and kill quickly dispatch their foes. Warriors are designed to take advantage of their great strength, often utilizing grapple and bull rush attacks to overwhelm foes.

Self-Repair (Ex): A clockwork warrior regains 1 hit point per round. Damage dealt from acid, cold, or fire effects cannot be self-repaired. If reduced to 0 or less hit points, it regains 1 hit point per round (but still cannot repair damage caused by acid, cold, or fire effects).

Parasite

This creature is a fist-sized construct that resembles a mechanical beetle.

Clockwork parasites burrow into the skulls of the recently dead and reanimate the body using electrical impulses to control and direct the corpse. The animated corpses look like zombies at first glance, but a closer inspection reveals the fist-sized hole in the back of the head, wherein lurks the parasite.

Jordan Bassett (order #48404)

Combat

The host creatures, much like clockwork warriors, rely on numbers and overwhelming force to defeat their enemies. Parasites often attack from ambush, however. Parasite clockworks were designed to swarm over a battlefield, take control of the corpses lying on the field, and then ambush any enemies who moved across the field, rising from the ground to attack en masse.

Control Host (Su): By burrowing into the base of a corpse's skull and attaching itself with its pincers, a parasite clockwork can animate the creature (similar to an *animate dead* spell). The animated creature uses its own HD, base attack, saves, and hit points. It has an effective Wisdom of 10 and Charisma of 1. It does not have an Intelligence score. The host loses all skills, feats, class abilities, supernatural abilities, and spell-like abilities (including the ability to cast spells) it possessed in life. It retains its AC and any natural attacks it possessed, including proficiency with weapons. A host retains any proficiency with armor and shields it possessed while alive.

Spells such as *detect undead* or *detect magic* do not reveal the presence of the parasite or host. So long as the parasite clockwork remains in contact with the host, the control remains in effect.

A host brought to 0 or less hit points is destroyed, but can be repaired by the clockwork parasite using its self-repair ability (though this only works if the host is brought to 0 or less hit points; a host does not gain the self-repair ability of the parasite while "alive").

Self-Repair (Ex): A clockwork parasite regains 3 hit points per round. Damage dealt from acid, cold, or fire effects cannot be self-repaired.

Jordan Bassett (order #48404)

If reduced to 0 or less hit points, it regains 1 hit point per round (but still cannot repair damage caused by acid, cold, or fire effects) until it has at least 1 hit point (at which time it begins to self-repair at its normal rate of 3 hit points per round).

Swarm

A mass of tiny insect-like mechanical creatures surges closer.

Clockwork swarms are a collection of tiny, insect-like clockworks that work together as a single creature. An individual member of the swarm poses little threat. Yet when acting in concert, a swarm poses a deadly threat to adventurers. Much like the clockwork warrior, the clockwork swarm forms a fighting frame from random pieces of trash, debris, and other cast-offs. The swarm, however, is much more capable of adapting to new situations and surviving combat. Unless the individual components of the swarm are destroyed, it simply reforms and continues its attack. Area of effect attacks, such as burning oil, *fireball*, or *lightning bolt* are the most effective means of destroying the swarm. A clockwork swarm typically appears as a ramshackle collection of spare parts and garbage draped in a thick, web-like substance and arranged in a vaguely humanoid form.

Combat

A swarm prefers to lie in wait and strike from ambush, collecting innocuous looking piles of debris that adventurers overlook as harmless but that the swarm is capable of quickly forming into a combat-worthy frame. If the swarm attempts to assemble itself from a pile of debris, assume that the swarm starts the round with -10 hit points and self-repairs from there.

Distraction (Ex): Any living creature that begins its turn with a clockwork swarm in its space must succeed on a DC 12 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Self-Repair (Ex): A clockwork swarm regains 3 hit points per round. Damage dealt from acid, cold, or fire effects cannot be self-repaired. If a clockwork swarm takes damage from an area attack, it is unable to repair itself for 1d6 rounds following the attack. If reduced to 0 or less hit points, it regains 1 hit point per round (but still cannot repair damage caused by acid, cold, or fire effects) until it has at least 1 hit point (at which time it begins to self-repair at its normal rate of 3 hit points per round).

Titan

This creature appears as a huge, crablike mechanical monstrosity. It has a saucer-shaped main hull with four spindly legs that sprout from its underbelly and allow it to move with surprising speed and agility. Two iron-shod fists are mounted on the front of its hull.

In battle, a clockwork titan relies on its reach to keep opponents back. Quite often, the brain gear attempts to deploy its titans behind a line of clockwork warriors, allowing the titans to rain blows upon enemies without fear of any counterattack.

Brain Gear

This small copper box glows with a pale blue light.

The original brain gear began as little more than a collection of gears, chains, counterweights, and levers, but was enhanced and grown into a controlling intellect through a process very similar to flesh golem creation.

A brain gear in its true form resembles nothing more than a copper or gold box or cube that shines with a pale blue light. It is immobile, cannot attack, or speak.

A brain gear is designed to control the actions of all other clockworks created by the caster, relieving the creator of having to oversee simple operations of the clockworks. A brain gear has no real attacks. It uses its clockworks to protect and defend it. Brain gears can be programmed to instruct clockworks to perform up to 20 specific tasks and can be programmed to instruct clockworks to react to certain situations that it perceives. It is rumored that some brain gears occasionally develop an evil intellect and turn their charges against its creator.

Control Clockwork (Su): Any clockwork that comes within two miles of a brain gear immediately falls under that brain gear's control. If more than one brain gear attempts to control a clockwork (or if the clockwork is under the control of another brain gear or overseer), each gear must make an opposed Intelligence check; the winner gains control of that clockwork.

When a clockwork moves more than 2 miles away from a brain gear, it continues to perform the last order given to it, but there is a 25% percent chance each hour that it ceases to function, collapsing into a pile of junk. If a brain gear later moves within two miles of the destroyed clockwork, the clockwork can reactivate if it has the self-repair ability. Otherwise, it remains destroyed.

A brain gear in control of at least one clockwork can, as a free action once per round, use that clockwork to perceive the world through its senses (such as seeing the area surrounding the clockwork). This ability has a range of 2 miles. If a brain gear controls multiple clockworks, it can instantaneously jump from clockwork to clockwork, keeping tabs on all of its thralls and perceiving the world through their senses. A brain gear can switch

Jordan Bassett (order #48404)

control from one clockwork to another once per round as a free action. A brain gear uses this ability to give commands to its clockworks, allowing the usually mindless creatures to fight with highly coordinated tactics. Each clockwork is capable of receiving roughly 100 words worth of orders. Anything beyond that is too complicated for the clockwork to handle.

Dream (Su): The brain gear has a limited ability to send psychic messages. Once per week, it can create an effect similar to a *dream* spell (caster level 10th). The brain gear can contact multiple creatures by designating a generic creature type, such as ogre or human. This designation affects every member of the target type within a 2-mile radius of the brain gear.

Hardness (Ex): A brain gear has hardness 10.

Construction

The secrets of clockwork construction are known only to the brain gear and to those it employs.

Credit

Clockworks and the Brain Gear first appeared in **Siege of Durgam's Folly** by Mike Mearls (©2001, Necromancer Games, Inc.).

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Authors Mike Mearls and Scott Greene.

Clubnek

Medium Magical Beast

Hit Dice:	2d10+2 (13 hp)
Initiative:	+0
Speed:	40 ft. (8 squares)
Armor Class:	13 (+1 Dex, +2 natural), touch 11, flat-footed 12
Base Attack/Grapple:	+2/+4
Attack:	Claw +4 melee (1d4+2)
Full Attack:	2 claws +4 melee (1d4+2) and beak +2 melee (1d6+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Burst of speed
Saves:	Fort +4, Ref +3, Will +0
Abilities:	Str 14, Dex 13, Con 12, Int 2, Wis 10, Cha 6
Skills:	Jump +4, Listen +1, Spot +2
Feats:	Multiattack
Environment:	Temperate forests
Organization:	Flock (2-8)
Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral
Advancement:	3-4 HD (Medium); 5-6 HD (Large)
Level Adjustment:	—

This large bird resembles an ostrich with a thick neck and green-hued feathers. Its oversized beak is dark yellow.

A clubnek is a large flightless bird resembling an ostrich found roaming meadowlands and forests. It is primarily a herbivore subsisting on a diet of plants and flowers, though it is given to flights of unpredictability when it takes the role of hunter and predator.

A clubnek stands 7 feet tall and weighs about 350 pounds.

Combat

Clubneks are generally nonaggressive unless threatened or frightened, though they are known to occasionally have fits of erratic behavior that cause them to become quite aggressive. In such a case, they attack until slain or driven off. If its prey attempts to flee, the clubnek often runs it down and continues combat.

A clubnek attacks by slashing with its claws and stabbing with its hard bony beak.

Burst of Speed (Ex): Once every 5 rounds, a clubnek can move five times its normal speed (200 feet) when it makes a charge.

Credit

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Author Scott Greene, based on original material by M. English.

Jordan Bassett (order #48404)

Cobra Flower

Large Plant

Hit Dice:	6d8+18 (45 hp)
Initiative:	+1
Speed:	5 ft. (1 square)
Armor Class:	14 (-1 size, +1 Dex, +4 natural), touch 10, flat-footed 13
Base Attack/Grapple:	+4/+11
Attack:	Bite +6 melee (1d8+4 plus 1d6 acid)
Full Attack:	Bite +6 melee (1d8+4 plus 1d6 acid)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Acid, constrict 1d6+4 and 1d6 acid, improved grab
Special Qualities:	Blindsight 30 ft., plant traits
Saves:	Fort +8, Ref +3, Will +3
Abilities:	Str 17, Dex 13, Con 16, Int —, Wis 13, Cha 9
Skills:	—
Feats:	—
Environment:	Temperate and cold forests
Organization:	Solitary or patch (2-4)
Challenge Rating:	4
Treasure:	None
Alignment:	Always neutral
Advancement:	7-10 (Large); 11-18 (Huge)
Level Adjustment:	—

This tall, slender plant has a large flowering bulb topping its brownish-green roots. Two large green leaves flank its flowering top, giving the appearance of a cobra's hood. Its leaves are thin and have transparent blotches on them.

Cobra flowers draw nutrients from sunlight, the soil, and water, but enjoy a diet of insects, rodents, animals, and even humanoids when available. The creatures can be found nesting in forests and often take up residence near small population areas where they can feed on humanoids who wander into their area. Many a child's or adult's disappearance can be attributed to a cobra flower.

Combat

When a cobra flower detects a living creature, it remains motionless until its prey is within 5 feet. It then spreads its leafy hood, opens its flowery bulb, and bites its prey, secreting acidic enzymes to break down and digest the victim.

Acid (Ex): A cobra flower secretes a deadly acid. Any melee attack deals acid damage.

Constrict (Ex): A cobra flower deals 1d8+4 points of damage plus 1d6 points of acid damage with a successful grapple check against a Large or smaller opponent.

Improved Grab (Ex): To use this ability, a cobra flower must hit an opponent of its size or smaller with a 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.

Blindsight (Ex): Cobra flowers have no visual organs but can ascertain all foes within 30 feet using sound, scent, and vibration.

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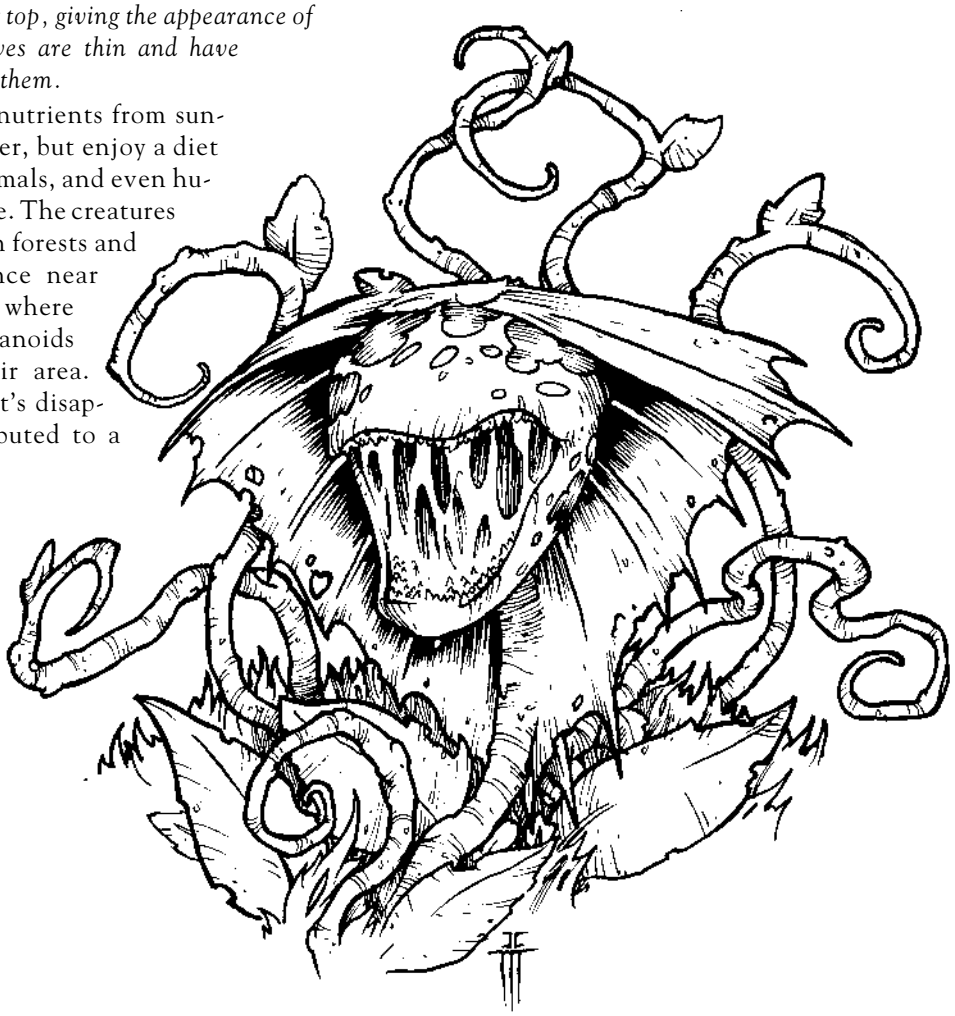

Jordan Bassett (order #48404)

Coffer Corpse

Medium Undead

Hit Dice:	2d12+3 (16 hp)
Initiative:	+1
Speed:	20 ft. (4 squares)
Armor Class:	14 (+1 Dex, +3 natural), touch 11, flat-footed 13
Base Attack/Grapple:	+1/+4 (+8 when using death grip)
Attack:	Slam +4 melee (1d4+4)
Full Attack:	Slam +4 melee (1d4+4)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Death grip 1d4+4, fear, improved grab
Special Qualities:	Damage reduction 5/magic and bludgeoning, darkvision 60 ft., deceiving death, +2 turn resistance, undead traits
Saves:	Fort +0, Ref +1, Will +4
Abilities:	Str 16, Dex 12, Con —, Int 6, Wis 13, Cha 14
Skills:	Intimidate +5, Hide +2, Listen +4, Spot +3
Feats:	Toughness
Environment:	Any
Organization:	Solitary
Challenge Rating:	3
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	3-4 (Medium); 5-6 HD (Large)
Level Adjustment:	—

This creature appears as a desiccated humanoid shrouded in rotting, tattered funerary clothes. Its hands end in sharpened claws with slightly elongated fingernails.

The coffer corpse is an undead creature formed as the result of an incomplete death ritual. It is often found haunting stranded funeral barges or in other situations where a corpse has not been delivered to its final resting place. The creature hates life and attacks living creatures on sight. A coffer corpse appears much as it did in life. At a distance, a coffer corpse is often mistaken for a zombie.

Combat

A coffer corpse attacks with a slam attack. It attempts to grab an opponent around the throat, and if successful, the creature does not let go until either it is destroyed or the opponent is dead. Small percentages (25%) of coffer corpses carry weapons (usually either longswords or clubs) and use those in combat instead of their slam attack. Most however, rely on their natural attack as it allows them to use their death grip ability against an opponent.

A coffer corpse's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Death Grip (Ex): A coffer corpse deals 1d4+4 points of damage per round with a successful grapple check. Because the coffer corpse grasps the victim's throat, a creature in its grasp cannot speak or cast spells with verbal components. A coffer corpse gains a +4 racial bonus to grapple checks because it holds on with such tenacity. This bonus is already included in the Base Attack/Grapple line above.

Fear (Su): A creature viewing a coffer corpse rise after it uses its deceiving death ability (see below) must succeed on a DC 13 Will save or become panicked for 2d4 rounds. The save DC is Charisma-based.

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

Deceiving Death (Ex): In any round in which a coffer corpse is struck for 6 or more points of damage (whether the damage bypasses the creature's damage reduction or not), the creature slumps to the ground, seemingly destroyed. If it has fastened its death grip on a victim, it releases its hold when is falls. A character viewing the coffer corpse's destruction can make a DC 20 Sense Motive check to see through the ruse. Necromancers get a +2 competence bonus on their check.

On its next turn, the coffer corpse rises again as if reanimated. A creature viewing this "reanimation" is subject to the coffer corpse's fear effect (see above).

Credit

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Author Scott Greene, based on original material by Simon Eaton.

Jordan Bassett (order #48404)

Cooshee

Medium Magical Beast

Hit Dice:	3d10+6 (22 hp)
Initiative:	+3
Speed:	40 ft. (8 squares)
Armor Class:	15 (+2 Dex, +3 natural), touch 12, flat-footed 13
Base Attack/Grapple:	+3/+5
Attack:	Bite +6 melee (1d8+2)
Full Attack:	Bite +6 melee (1d8+2) and 2 claws +1 melee (1d4+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Improved grab, trip
Special Qualities:	Darkvision 60 ft., low-light vision, resistance to charm, scent, sprint
Saves:	Fort +5, Ref +6, Will +2
Abilities:	Str 15, Dex 17, Con 15, Int 4, Wis 12, Cha 6
Skills:	Hide +4*, Listen +2, Move Silently +9, Spot +2, Survival +2*
Feats:	Track, Weapon Finesse
Environment:	Temperate forests
Organization:	Solitary, pair, or pack (4-9)
Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral (good tendencies)
Advancement:	4-7 HD (Medium); 8-9 HD (Large)
Level Adjustment:	—

This creature appears as a large green and brown spotted dog with slightly elven features. It has a long, curling tail and ears that taper to points above its head.

Cooshees are large, 200-pound, 4-foot tall hounds. They are known throughout the world as elven dogs, for their features resemble those of elves and they are often found in the employ of elves (who use them as guards). Though they only bark to warn their masters or other cooshees, the bark can be heard clearly up to one mile away.

Combat

Cooshees attack by biting and tripping their foes. Once down, an opponent is grappled and bitten.

Improved Grab (Ex): To use this ability, a cooshee must hit with a 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.

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

Resistance to Charm (Ex): Cooshees have a +4 bonus on saving throws against Enchantment (Charm) spells and spell-like effects.

Sprint (Ex): Once per hour, a cooshee can move ten times its normal speed (400 feet) when it makes a charge attack.

Skills: Cooshees have a +4 racial bonus on Move Silently checks. *Due to their coloration, they have a +4 racial bonus to Hide checks in their natural environment.

*Cooshee have a +4 racial bonus on Survival checks when tracking by scent.

Credit

The Cooshee originally appeared in *Dragon #67* (© TSR/Wizards of the Coast, 1983) and later in the First Edition module *S4 Lost Caverns of Tsojcanth* (© TSR/Wizards of the Coast, 1982) and still later in the First Edition *Monster Manual II* (© TSR/Wizards of the Coast, 1983) and is used by permission.

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Jordan Bassett (order #48404)

Crab, Monstrous

Medium Vermin (Aquatic)

Hit Dice:	3d8+6 (19 hp)
Initiative:	+1
Speed:	30 ft. (6 squares), swim 20 ft.
Armor Class:	16 (+1 Dex, +5 natural), touch 11, flat-footed 15
Base Attack/Grapple:	+2/+3
Attack:	Claw +4 melee (1d4+2)
Full Attack:	2 claws +4 melee (1d4+2)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Constrict 1d4+2, improved grab
Special Qualities:	Darkvision 60 ft., water dependency, vermin traits
Saves:	Fort +5, Ref +2, Will +1
Abilities:	Str 14, Dex 12, Con 14, Int —, Wis 10, Cha 2
Skills:	Spot +4, Swim +10
Feats:	—
Environment:	Temperate or warm aquatic
Organization:	Solitary or swarm (2-12)
Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral
Advancement:	4-5 HD (Medium); 6-9 HD (Large)
Level Adjustment:	—

This creature has a rounded body covered with stubby projections and long spindly spider-like legs. Two monstrous claws protrude from the front of its body.

Monstrous crabs are omnivores and spend most of their time combing the ocean floors for food. Many act as vegetarians and sustain themselves on a diet of algae, fungus, and water-based plants, while others act as scavengers or predators. Some have been known to actively hunt giant clams and snails (the monstrous crab pries the shell open and devours the fleshy innards). Still others prefer to dwell in coastal waters and prey upon land-based creatures that wander too close to the shoreline.

Monstrous crabs are often hunted as food by other races (particularly humans and sahuagin).

Combat

A monstrous crab is generally nonaggressive, but fight if cornered or hungry, using its pincers to rip and tear its opponents. When hunting land-based prey it often scoops the prey up in its pincers and heads for deep water where it submerges and attempts to drown its grappled prey.

Constrict (Ex): On a successful grapple check, a monstrous crab deals 1d4+2 points of damage.

Improved Grab (Ex): To use this ability, a monstrous crab must hit an opponent 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.

Water Dependency (Ex): Monstrous crabs can survive out of the water for 1 hour per point of Constitution (after that, refer to the drowning rules in the *DMG*).

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

A monstrous 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.

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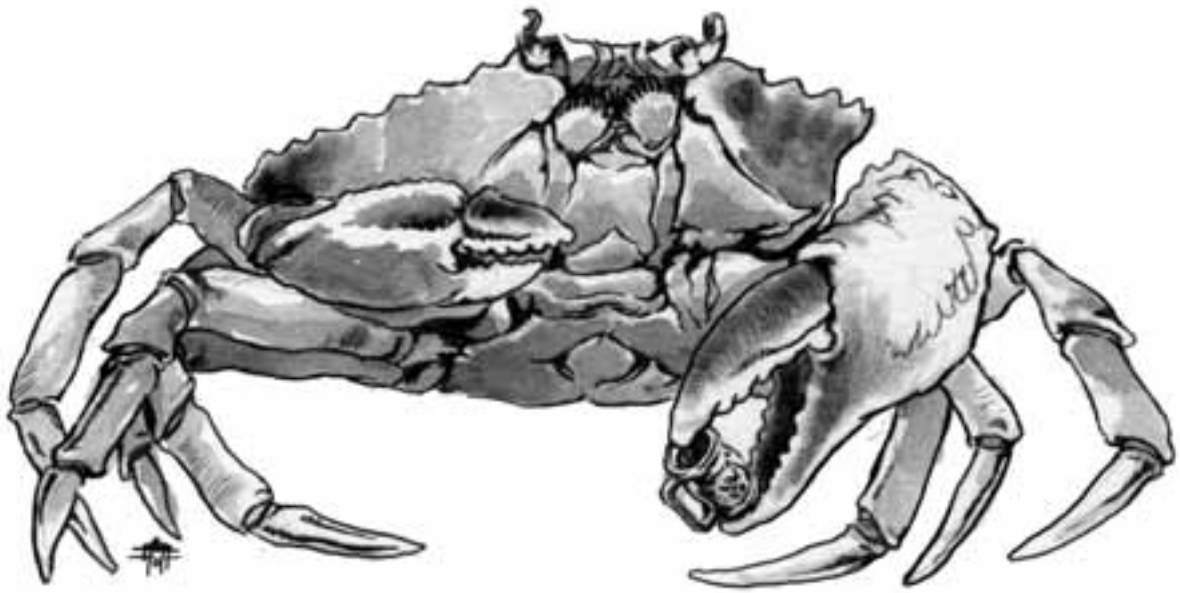


Jordan Bassett (order #48404)

Crabman

Large Monstrous Humanoid (Aquatic)

Hit Dice:	3d8+6 (19 hp)
Initiative:	+0
Speed:	30 ft. (6 squares), swim 20 ft.
Armor Class:	16 (-1 size, +7 natural), touch 9, flat-footed 16
Base Attack/Grapple:	+3/+10
Attack:	Claw +5 melee (1d6+3)
Full Attack:	2 claws +5 melee (1d6+3)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Constrict 1d6+3, improved grab
Special Qualities:	Amphibious, darkvision 60 ft.
Saves:	Fort +3, Ref +3, Will +3
Abilities:	Str 16, Dex 11, Con 15, Int 10, Wis 10, Cha 8
Skills:	Craft (any one) +3, Listen +5, Search +3, Spot +5, Swim +11
Feats:	Alertness, Power Attack
Environment:	Temperate aquatic
Organization:	Gang (2-12)
Challenge Rating:	2
Treasure:	Standard
Alignment:	Always neutral
Advancement:	By character class
Level Adjustment:	+3

This giant-sized creature is a bipedal humanoid with a crab-like head, large hands that end in powerful pincers, feet that are splayed. It is covered with chitinous plates, reddish-brown in color. Two smaller humanoid arms protrude below its pincers.

Crabmen inhabit coastal waters, hunting fish and gathering food. Crabmen communicate with others of their race through a series of hisses and clicks.

A typical crabman stands about 9 feet tall. They speak their own language, and those with an Intelligence of 12 or higher often speak Common.

Combat

Crabmen are passive and peaceful creatures, rarely engaging in combat. If provoked, however, they do not back away from an encounter. Crabmen attack with their claws; their pincers prevent them from wielding weapons. Their humanoid arms end in human-like hands and are used for fine dexterity and manipulation; they are too weak to wield weapons effectively.

Constrict (Ex): On a successful grapple check, a crabman deals 1d6+3 points of damage.

Improved Grab (Ex): To use this ability, a crabman must hit an opponent 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.

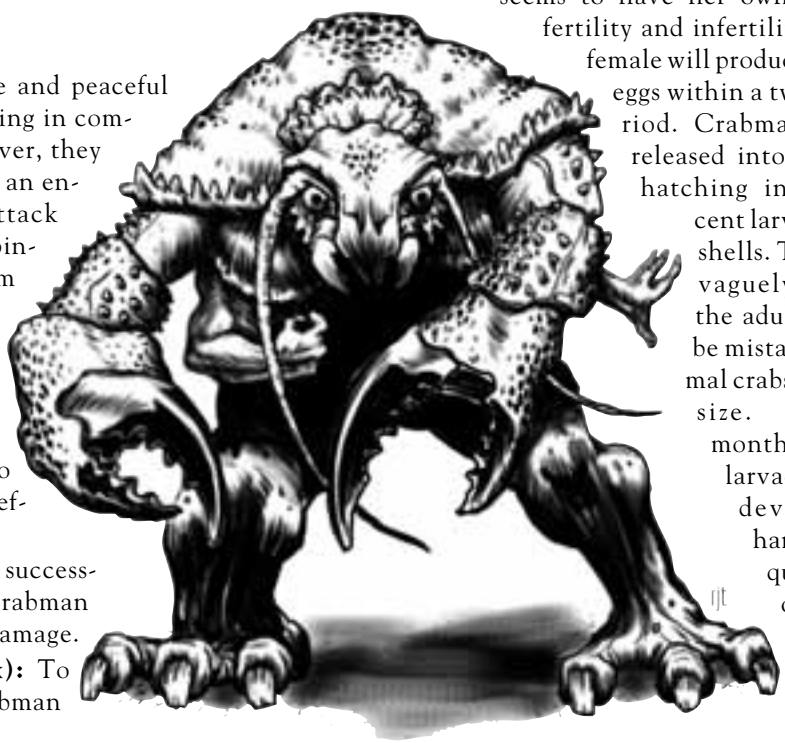
Amphibious (Ex): Crabmen can survive indefinitely on land and under water.

Skills: A crabman 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.

Crabman Society

Crabmen make their homes in sea caves and coastal cliffs, venturing forth occasionally in search of food. They spend most of their time hunting, filtering algae for food, or scavenging the shores and beaches. Occasionally, they will gather wet sand from the seashore and filter it through their mouths, sucking out all organic material and plankton. The remainder is a hardened, dry ball of sand approximately 1 inch across; these pellets inadvertently give away the presence of a crabman community.

Crabmen live in coastal caves, but some communities will excavate more expansive burrows into the cliff face. Within such a warren, each individual has a lair set off from a centralized meeting area. Each crabman tribe is lead by an elder that can be of either sex. Most crabman tribal elders are at least 3rd-level warriors. Crabmen have no regular breeding or mating cycle, and each female seems to have her own periods of fertility and infertility. A fertile female will produce about 100 eggs within a two-week period. Crabman eggs are released into the ocean, hatching into translucent larvae with soft shells. These larvae vaguely resemble the adults, but may be mistaken for normal crabs given their size. After 6 months, crabman larvae molt and develop the harder shell required for life on land. Before their first molt-



Jordan Bassett (order #48404)

ing, crabman larvae are practically defenseless.

Crabmen rarely engage in commerce with other humanoid communities around them, including other crabman tribes. Crabman artisans produce only ephemeral goods made of driftwood, shells, and seaweed, and are quite capable of producing what other more aesthetic races would call works of art.

Crabmen as Characters

Crabman characters possess the following racial traits.

— +6 Strength, +4 Constitution, –2 Charisma.
— Large size. –1 penalty to Armor Class, –1 penalty on attack rolls, –4 penalty on Hide checks, +4 bonus on grapple checks, lifting and carrying limits double those of Medium characters.
— Space/Reach: 10 feet/10 feet.
— A crabman's base land speed is 30 feet. Its base swim speed is 20 feet.
— Darkvision out to 60 feet.
— Racial Hit Dice: A crabman begins with three levels of monstrous humanoid, which provide 3d8 Hit Dice, a base attack bonus of +3, and base saving throw bonuses of Fort +1, Ref +3, and Will +3.
— Racial Skills: A crabman's monstrous humanoid levels give it skill points equal to 6 x (2 + Int modifier, minimum 1). Its class skills are Craft, Listen, Search, Spot, and Swim. A crabman 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.
— Racial Feats: A crabman's monstrous humanoid levels give it two feats.
— +7 natural armor bonus.
— Natural Weapons: 2 claws (1d6).
— Special Attacks (see above): Constrict, improved grab.
— Special Qualities (see above): Amphibious.
— Automatic Languages: Crabman. Bonus Languages: Common, Aquan, Goblin, Sylvan.
— Favored Class: Fighter.
— Level adjustment +3.

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Authors Scott Greene and Erica Balsley, based on original material by Ian Livingstone.

Crayfish, Monstrous

Large Vermin (Aquatic)

Hit Dice:	4d8+8 (26 hp)
Initiative:	+0
Speed:	20 ft. (4 squares), swim 40 ft.
Armor Class:	15 (-1 size, +6 natural), touch 9, flat-footed 15
Base Attack/Grapple:	+3/+10
Attack:	Claw +5 melee (1d6+3, 19-20/x2)
Full Attack:	2 claws +5 melee (1d6+3, 19-20/x2)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Constrict 1d6+3, improved grab
Special Qualities:	Darkvision 60 ft., water dependency, vermin traits
Saves:	Fort +6, Ref +1, Will +1
Abilities:	Str 16, Dex 10, Con 14, Int —, Wis 10, Cha 2
Skills:	Hide +0, Spot +4, Swim +11
Feats:	Improved Critical[B] (claw)
Environment:	Temperate and warm aquatic
Organization:	Solitary or colony (2-5)
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral
Advancement:	5-12 HD (Large)
Level Adjustment:	—

This creature looks like a giant lobster with a sharp snout and eyes on movable and flickering stalks. Two large claws protrude from its thorax in front of four other pairs of spindly walking legs. Its exoskeleton is dark brown in color.

Giant crayfish are freshwater creatures that dwell on the bottom of seas, lakes, ponds, and other shallow waters. They are predators and scavengers and exist on a diet of decaying flesh (dead fish and other water-based animals), algae, snails, worms, and other animals (including swimmers who come to close to their lair).

Giant crayfish make their homes under rocks or in underwater tunnels burrowed out by the crayfish. Most underwater tunnels extend over long distances and include a "chimney" found along the edge of the water or even as far as 100 feet away from the water which allows the giant crayfish to enter and exit its passageways onto dry ground.

Giant crayfish are often hunted as food by dragon turtles, humans, storm giants, and giant turtles.

Combat

A giant crayfish prefers to ambush its prey, lying in wait until its target moves in close to it. The giant crayfish springs from its hiding place and attacks with its claws. Grappled prey is usually dragged back to the creature's lair while still alive and slowly devoured.

Constrict (Ex): On a successful grapple check, a monstrous crayfish deals 1d6+3 points of damage.

Improved Grab (Ex): To use this ability, a monstrous crayfish must hit with a claw attack. It can then attempt

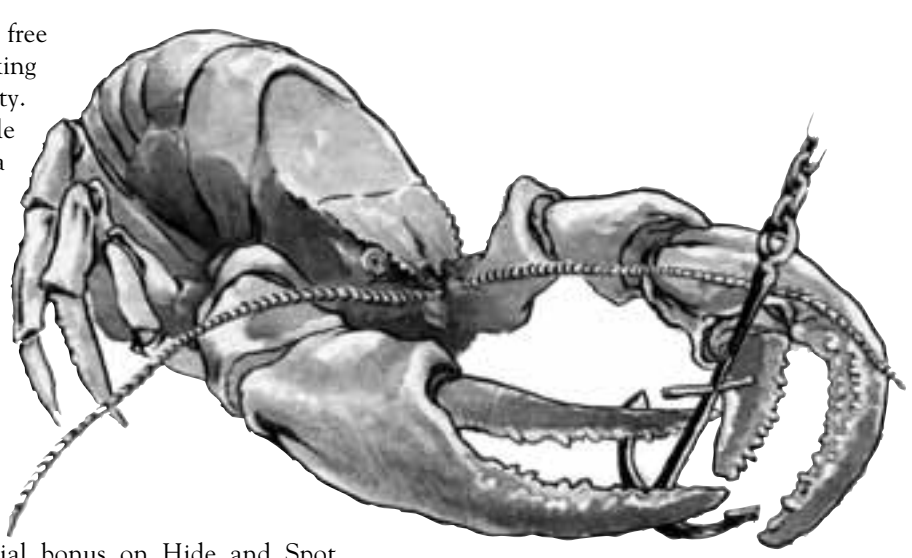
Jordan Bassett (order #48404)

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.

Water Dependency (Ex): A monstrous crayfish can survive out of the water for 1 hour per 2 points of Constitution (after that, refer to the drowning rules in the *DMG*).

Skills: Monstrous crayfish have a +4 racial bonus on Hide and Spot checks.

A monstrous crayfish 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.



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Crystalline Horror

Medium Aberration

Hit Dice:	7d8+21 (52 hp)
Initiative:	+6
Speed:	30 ft. (6 squares)
Armor Class:	20 (+2 Dex, +8 natural), touch 12, flat-footed 18
Base Attack/Grapple:	+5/+9
Attack:	Shard spray +7 ranged (4d6, 19-20/x2) or claw +9 melee (1d6+4)
Full Attack:	Shard spray +7 ranged (4d6, 19-20/x2) or 2 claws +9 melee (1d6+4)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Shard spray, wounding
Special Qualities:	Bend light, damage reduction 10/magic, darkvision 60 ft., resistance to cold 10
Saves:	Fort +5, Ref +6, Will +6
Abilities:	Str 19, Dex 14, Con 16, Int 10, Wis 12, Cha 10
Skills:	Listen +11, Search +5, Spot +6
Feats:	Dodge, Improved Initiative, Lightning Reflexes
Environment:	Any
Organization:	Solitary
Challenge Rating:	5
Treasure:	None
Alignment:	Always neutral evil
Advancement:	8-17 HD (Medium); 18-21 HD (Large)
Level Adjustment:	—

This humanoid creature seems to be made entirely of crystal and glass. It is man-sized and its head sports no eyes, nose, ears, or mouth. Its body appears razor-sharp and jagged. Its hands end in wicked claws.

Jordan Bassett (order #48404)

A crystalline horror is a weird, unnatural humanoid composed of crystal and glass. Sages believe it to be from one of the elemental planes, but in fact, the crystalline horror is a creature whose origins lie on the Material Plane. How it came to be remains speculation among many sages and scholars, though all agree it is in fact a living creature and not an automaton.

Combat

A crystalline horror begins combat using its shard spray before closing for melee. In close-quarters, it uses its razor sharp claws to slash an opponent. If given the opportunity, it uses its ability to bend natural light to blind its opponents. Though it has no visible sensory organs, it is known (by those who have fought them) that a crystalline horror can see and hear normally.

A crystalline horror's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Shard Spray (Ex): A crystalline horror can loose a spray of razor-sharp shards of glass from its body in a 40-foot cone. A creature in the area takes 4d6 points of damage or half that amount if it succeeds on a DC 16 Reflex save. The crystalline horror can launch only five such sprays in a given day. The save DC is Constitution-based. The shard spray threatens a critical on a roll of 19 or 20.

Wounding (Ex): A crystalline horror that rolls a critical with a claw attack deals 1 point of Constitution damage from blood loss when it hits a creature. Creatures immune to critical hits (such as plants and constructs) are immune to the Constitution damage dealt by a crystalline horror's claws.

Bend Light (Ex): By shifting the make-up of its body as a standard action, a crystalline horror can refract natural light into a bright light that radiates out in a 10-foot spread. Affected creatures must succeed on a DC 16 Reflex save or be blinded for 3 rounds. The save DC is Constitution-based.

Creatures to whom sunlight is harmful or unnatural take 2d6 points of damage from the light. Undead creatures caught within the area take 3d6 points of damage, and undead particularly vulnerable to sunlight—such as vampires—take 3d8 points of damage. Creatures that cannot see or perceive objects through the use of vision are unaffected by the blindness, but still suffer damage if they are vulnerable to sunlight.

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Crypt Thing

Medium Undead

Hit Dice:	6d12 (39 hp)
Initiative:	+6
Speed:	30 ft. (6 squares)
Armor Class:	17 (+2 Dex, +5 natural), touch 12, flat-footed 15
Base Attack/Grapple:	+3/+4
Attack:	Claw +5 melee (1d6+1)
Full Attack:	2 claws +5 melee (1d6+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Teleport other
Special Qualities:	Damage reduction 10/magic and bludgeoning, darkvision 60 ft., +4 turn resistance, undead traits
Saves:	Fort +2, Ref +4, Will +7
Abilities:	Str 12, Dex 14, Con —, Int 12, Wis 14, Cha 15
Skills:	Bluff +7, Intimidate +10, Listen +13, Move Silently +7, Search +7, Sense Motive +7, Spot +13
Feats:	Alertness, Improved Initiative, Weapon Finesse
Environment:	Underground
Organization:	Solitary
Challenge Rating:	5
Treasure:	Standard
Alignment:	Always neutral
Advancement:	7–13 HD (Medium); 14–18 HD (Large)
Level Adjustment:	—

A skeletal humanoid wearing a dark hooded robe sits in a high-backed chair before you. Its eyes appear as small pinpoints of reddish light. As you approach it, the creature raises a bony hand and points at you.

Crypt things are undead creatures found guarding tombs, graves, crypts, and other such structures. They are created by spellcasters to guard such areas and they never leave their assigned area.

Crypt things speak Common.

Combat

A crypt thing never initiates combat. It is content to sit (or stand) in its assigned area so long as intruders do not disturb it or anything in the assigned area. At the first sign of disturbance however, a crypt thing springs to life. Its first order of business is to attempt to remove the interlopers from its assigned area by using its *teleport other* attack. Opponents that successfully resist are attacked by the crypt thing who uses its claws to rake and slash its foes.

A crypt thing's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Teleport Other (Su): Once per day as a standard action, a crypt thing can teleport all creatures within 50 feet of it to a randomly determined location. An affected creature can attempt a DC 17 Will save to negate the effects. The save DC is Charisma-based and includes a +2 racial bonus.

An affected creature is teleported in a random direction (roll 1d4: 1, north; 2, south; 3, east; 4, west) and a random distance (1d10 x 100 feet) away from the crypt thing. Roll randomly for each creature that fails its

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Create Crypt Thing

Necromancy

Level:	Clr 7, Sor/Wiz 7
Components:	V, S, M
Casting Time:	1 hour
Range:	Close (25 ft. +5 ft./2 levels)
Target:	One corpse
Duration:	Instantaneous
Saving Throw:	None
Spell Resistance:	No

This spell allows you to animate a single Medium or Large corpse of 18 HD or less into a crypt thing. This spell must be cast in the area the creature is to guard or it fails. The corpse must be mostly intact and must be humanoid-shaped and have a skeletal system or structure. The statistics for the crypt thing depend on its size, not on what abilities the creature may have possessed while alive (because it does not retain any memories or abilities it had in life). Only one crypt thing is created with this spell, and it remains in the area where it was created until destroyed.

Material Component: A black pearl gem worth at least 300 gp. The gem is placed inside the mouth of the corpse. When the corpse animates, the gem is destroyed.

saving throw. A teleported creature arrives in the closest open space at the determined destination.

A teleported creature can arrive in mid-air rather than on a solid surface, if the crypt thing wishes. A creature that arrives in mid-air takes falling damage when it contacts a solid surface (unless it has some means to prevent falling, such as the ability to fly, or a *feather fall* spell).

Crypt Guardian

There exists in some parts of the world (and perhaps only truly in legend; sages aren't sure) a variant of the crypt thing known as a crypt guardian. This variant has all the same abilities and powers as a normal crypt thing, with the following changes. The variant does not possess the *teleport other* ability. Instead, it possesses an ability known as *cloak other*.

Cloak Other (Su): Once per day as a standard action, a crypt guardian can simultaneously paralyze and turn invisible all creatures within 50 feet. An affected creature can make a DC 17 Will save to negate the effects (only one save is required; if it succeeds, both effects are negated). The save DC is Charisma-based and includes a +2 racial bonus. Affected creatures remain paralyzed and invisible for 2d4 days. A new save is allowed each day until the effects are broken, dispelled, or the duration ends.

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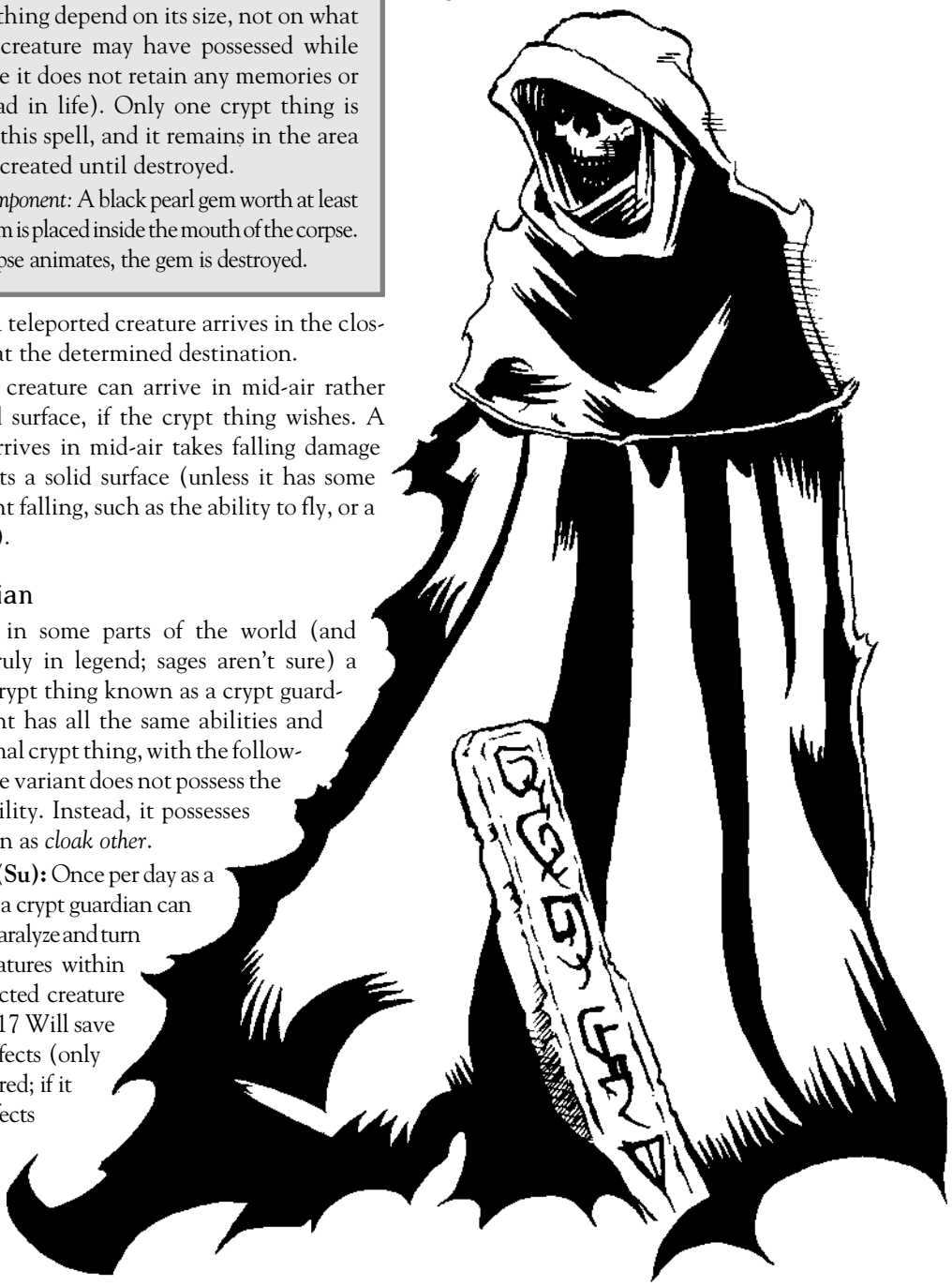

Jordan Bassett (order #48404)

This creature is a tall, sleek, ebony humanoid with long thick arms that end in powerful claws. Its head is sleek and hairless. Its eyes are bright fiery red, and its mouth is lined with sharpened teeth and fangs.

The dreaded and feared cacodaemons are employed as guards and soldiers in the Oinodaemon's palace. A select few are used as the Oinodaemon's personal assassins and can be found wandering the planes (usually on a mission for the Oinodaemon). Cacodaemons are completely loyal to the Oinodaemon and never question their position or authority; they do not take orders from any other daemon. Even the mighty arcanadaemons hold no power over the cacodaemons.

A cacodaemon stands about 7 feet tall and weighs about 800 pounds. Cacodaemons speak Daemonic, Abyssal, Infernal, and Common.

Cacodaemons are relentless combatants and never back down from a fight. They often begin combat by changing forms and appearing as a race friendly to their potential opponents. Once an opponent is lured close to the cacodaemon, it changes to its natural form and attacks. Opponents are first subjected to the cacodaemon's *hold person* ability and those affected are usually killed rather quickly. An unarmed cacodaemon attacks with its claws. They do not hesitate to summon other daemons to their aid if needed.

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

Rend (Ex): If a cacodaemon hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+12 points of damage.

Spell-Like Abilities: At will—*cause fear* (DC 13), *deeper darkness*, *desecrate*, *detect magic*, *detect thoughts* (DC 14), *see invisibility*; 3/day—*greater teleport* (self plus 50 pounds of objects only); 2/day—*hold person* (DC 15), *protection from good*. Caster level 12th. The save DCs are Charisma-based.

Summon Daemons (Sp): Once per day, a cacodaemon can attempt to summon 1d3 derghodaemons or another cacodaemon with a 35% chance of success. This ability is the equivalent of a 6th-level spell.

Alter Self (Su): A cacodaemon can assume the shape of any Small or Medium outsider as a standard action. This supernatural ability works like the *alter self* spell (caster level 12th), but the cacodaemon can remain in the chosen form indefinitely. It can assume a new form as a standard action or return to its own as a free action.

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This creature appears as a skeletal humanoid shrouded in a dark hooded robe. Small pinpoints of crimson light burn in its eye sockets and seem to function as its eyes.

Charon spends his time ferrying dead souls to their final resting place in the Lower Planes. He uses a large, flat skiff to ferry his passengers across the dangerous waters of the River Styx. On occasion, he ferries living souls to a desired location within the Lower Planes, though he charges a hefty price for such passage. In order to request passage from Charon, would-be travelers must first summon him to the banks of the River Styx. This can be accomplished by casting *blasphemy, holy word,* or *symbol* (any). After casting one of the above mentioned spells, 2d4 rounds later, Charon appears on his black skiff. Passage for living souls across the River Styx costs a single magic item, 500 pp, or two gems of at least 1,000 gp total value. If his price is refused, Charon turns his skiff and moves away. If attacked, Charon attacks but seeks to escape as soon as possible.

Charon stands 6 feet tall. He speaks Abyssal, Aquan, Celestial, Common, Daemonic, Draconic, Giant, Ignan, Infernal, and Sylvan.

Charon attacks using his spell-like abilities, gaze weapon, and staff. He attempts to throw any creature on his skiff that refuses to pay his price into the River Styx. If combat goes against him or he seems to be overmatched, he summons other daemons to deal with the interlopers while he teleports himself and his skiff away.

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

Fear Gaze (Su): Those within 30 feet meeting Charon's gaze must succeed on a DC 35 Will save or be affected as by a *fear* spell (caster level 23rd). The save DC is Charisma-based.

Paralysis (Ex): A creature hit by Charon's staff takes normal damage and must succeed on a DC 30 Fortitude save or be paralyzed for 2d6 minutes. This ability only functions in Charon's hands. In the hands of any other creature, it simply functions as a *+3 quarterstaff*.

Jordan Bassett (order #48404)

Spell-Like Abilities: At will—*alter self*, *deeper darkness*, *desecrate*, *detect evil*, *detect good*, *detect magic*, *fear* (DC 23), *greater teleport* (self plus skiff only), *see invisibility*, *silent image* (DC 20), *suggestion* (DC 22), *wall of fire*; 3/day—*mass suggestion* (DC 25); 1/day—*symbol of fear* (DC 25), *symbol of pain* (DC 24). Caster level 23rd. The save DCs are Charisma-based.

Summon Daemons (Sp): Three times per day, Charon can automatically summon 2d4 charonadaemons or piscodaemons, or 2d6 hydrodaemons. This ability is the equivalent of a 9th-level spell.

Control Styx (Su): Charon can control the waters of the River Styx as if using the *control water* spell (caster level 23rd). Additionally, he can form a Huge 16 HD water elemental (known as a Styx elemental) as a standard action using this ability. A Styx elemental uses the standard 16 HD water elemental statistics (see the MM) with the following additional special attack. A Styx elemental is CR 8.

An opponent hit by a Styx elemental's slam attack must succeed on a DC 23 Will save or forget everything about its past life (treat this as a *feeblemind* spell). The save DC is Constitution-based. Even if the save is successful, the opponent acts as if affected by a *confusion* spell (caster level 20th) for one day. The confusion effects can be removed magically using *break enchantment*, *dispel magic*, or greater magic.

Charon can have only one Styx elemental in existence at one time.

Immortality (Ex): Charon is native to five Lower Planes (Abyss, Gehenna, Hades, Nine Hells, and Tarterus), thus when his form is destroyed on one plane, he ceases to exist there, but still exists on the other four. When destroyed on one of the aforementioned planes, it takes but a single day for him to reform and return to that plane. To be permanently destroyed, Charon must be slain on all five Lower Planes within a single day.

Plane Shift (Sp): Charon can enter the Astral Plane, Material Plane, Ethereal Plane, or any of the Lower Planes. This ability transports Charon and his skiff only. It is otherwise similar to the spell of the same name.

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This creature appears as a skeletal humanoid shrouded in a dark hooded robe. Small pinpoints of crimson light burn in its eye sockets and seem to function as its eyes.

Charonadaemons resemble their master, Charon, the Boatman of the Lower Planes, and are often mistaken for him. Unlike their master, they care nothing for ferrying souls across the River Styx and seek to murder or steal from those that request passage. Travel across the River Styx by a charonadaemon costs a single magic item, 50 pp, or 2 gems (total value of both gems must be at least 100 gp). Even if the price is paid, the charonadaemon usually betrays his passengers, attempting to dump them into the River Styx or kill them outright. If more money or fare is offered, the charonadaemon can be persuaded not to attack. A charonadaemon can be summoned to the banks of the River Styx by casting *blasphemy*, *holy word*, *planar ally*, *planar binding*, *summon monster IX*, or *symbol* (any).

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Charonadaemons appear as 6-foot tall skeletal humanoids dressed in black hooded robes. Charonadaemons speak Daemonic, Abyssal, Infernal, and Common.

Charonadaemons avoid combat, choosing to teleport away if attacked. If forced into combat, the charonadaemon attacks with its staff and spell-like abilities.

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

Spell-Like Abilities: At will—*deeper darkness*, *desecrate*, *detect magic*, *fear* (DC 18), *greater teleport* (self plus skiff only), *see invisibility*. Caster level 10th. The save DC is Charisma-based.

Fear Gaze (Su): Those within 30 feet meeting the gaze of a charonadaemon must succeed on a DC 19 Will save or be affected as by a *fear* spell (caster level 10th). A creature that successfully saves cannot be affected by that same charonadaemon's fear gaze for one day. The save DC is Charisma-based.

Summon Daemons (Sp): Once per day, a charonadaemon can attempt to summon 1d4 hydrodaemons or another charonadaemon with a 35% of success. This ability is the equivalent of a 4th-level spell.

Plane Shift (Sp): A charonadaemon can enter the Astral Plane, Material Plane, Ethereal Plane, or any of the Lower Planes. This ability transports the charonadaemon and its skiff only. It is otherwise similar to the spell of the same name.

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This creature is a tall, bloated, insect-like creature with five arms and three legs. Each of its arms ends in a sharpened, clawed hand. Its legs end in four-toed feet. Its flesh is mottled green and black and its eyes are large and black with no pupils.

The derghodaemon is one of the strongest of the daemon races, but its low intelligence has relegated it to a position of brute warrior and little more.

A derghodaemon stands 8 feet tall and weighs about 800 pounds. Derghodaemons speak Daemonic.

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The derghodaemon opens combat with its feeblemind attack. Opponents are then subjected to a barrage of claws or weapons, or a combination of both.

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

Feeblemind (Su): By clicking its mandibles, a derghodaemon can affect all creatures within 30 feet as if by a *feeblemind* spell (caster level 10th). Affected creatures that succeed on a DC 18 Will save are unaffected. A creature that successfully saves cannot be affected by that same derghodaemon's feeblemind ability for one day. The save DC is Charisma-based. A derghodaemon can use this ability twice per day.

Rend (Ex): If a derghodaemon hits with at least two claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+12 points of damage.

Spell-Like Abilities: At will—*cause fear* (DC 14), *deeper darkness*, *desecrate*, *detect magic*, *see invisibility*; 2/day—*sleep* (DC 14), *greater teleport* (self plus 50 pounds of objects only). Caster level 8th. The save DCs are Charisma-based.

Summon Daemons (Sp): Once per day, a derghodaemon can attempt to summon 1d3 piscodaemons or another derghodaemon with a 40% chance of success. This ability is the equivalent of a 4th-level spell.

All-Around Vision (Ex): A derghodaemon's head can rotate 360 degrees. It gains a +4 racial bonus on Search and Spot checks. A derghodaemon cannot be flanked.

Feats: In combination with its natural abilities, a derghodaemon's Multiweapon Fighting feat allows it to attack with all its arms at no penalty.

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This massive frog-like creature stands nearly 10 feet tall. Its flesh is warty and dark green and its eyes are sickly yellow. It has large flaps of skin under its arms that seemingly function as wings.

Hydrodaemons are frog-like daemons that swim the River Styx. They are the only known creatures in existence that can touch the waters of the Styx without suffering any ill effects. Hydrodaemons are 10 feet tall and weight about 4,000 pounds. They move by leaping in a manner akin to a frog. Large flaps of skin under their arms allow them seemingly to glide when leaping. The flesh of a hydrodaemon is warty and green. Its eyes are a sickly yellow in color.

Hydrodaemons speak Daemonic and Common.

When combat is first engaged, a hydrodaemon uses its sleep spittle on an opponent. It then leaps at a foe and slashes and bites. A favored tactic of the hydrodaemon is to *dimension door* away from its opponents so it can take maximum advantage of its leaping ability.

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

Glide (Ex): A hydrodaemon can launch itself into the air and glide along for 1 minute, gaining a fly speed of 40 feet and average maneuverability. A gliding hydrodaemon can move at full speed (40 feet) and make a full attack, including two rakes.

Rake (Ex): Attack bonus +10 melee, damage 1d4+2.

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Sleep Spittle (Ex): Once per round, and no more than five times per day, a hydrodaemon can fire a line of spittle to a range of 20 feet (no range increment). This requires a ranged touch attack. If successful, a target must succeed on a DC 17 Will save or fall asleep (as the *sleep* spell, caster level 9th) for 6 rounds. Sleeping creatures can only be awakened through magical means such as *dispel magic*. There is no HD limit to this effect.

Spell-Like Abilities: At will—*cause fear* (DC 13), *create water*, *deeper darkness*, *detect magic*, *desecrate*, *water walk*; 2/day—*dimension door*, *greater teleport* (self plus 50 pounds of objects only), *summon monster VI* (only a Large 8 HD water elemental). Caster level 9th. The save DC is Charisma-based.

Summon Daemons (Sp): Once per day, a hydrodaemon can attempt to summon another hydrodaemon with a 50% chance of success. This ability is the equivalent of a 3rd-level spell.

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

Skills: A hydrodaemon 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.

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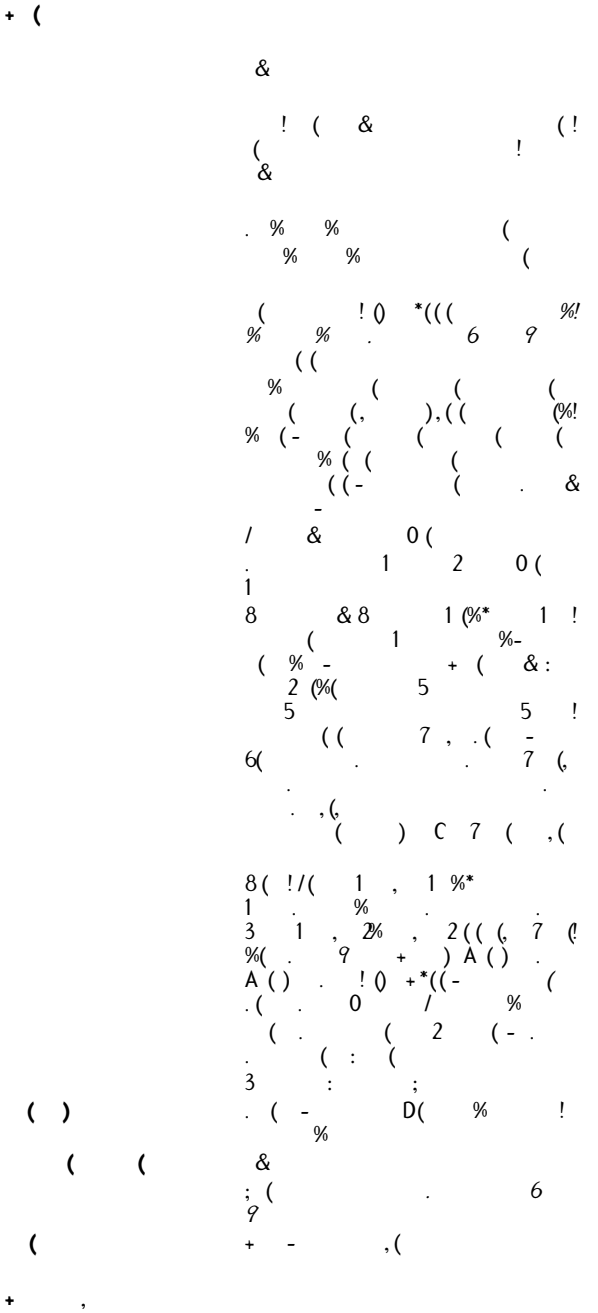

This creature stands nearly twice as tall as a normal human. Its head resembles that of a diseased and rotting ram with downward, forward-curving horns. The wool and flesh of its humanoid body seem to pull away or drop away in sickly clumps. Its body is covered in boils, blisters, sores, and scabs. Thick white foam oozes from its mouth and a thin yellow ichor squeezes from its bloodshot eyes.

The Oinodaemon claims rulership over all other daemons. There is no other single figure in the lower planes that commands more respect (and fear) than the Oinodaemon (excepting a few powerful arch devils). His position is constantly threatened by those that would usurp the throne and take the position for themselves. There are believed to be at least seven other extremely powerful daemons vying for the throne and title. Through subtle machinations, sheer power, and fear, the Oinodaemon has staved them off thus far.

The Oinodaemon stands 9 feet tall. He can speak Abyssal, Aquan, Celestial, Common, Daemonic, Draconic, Giant, Ignan, Infernal, and Terran.

The Oinodaemon attacks using his spells, spell-like abilities, and staff in combat. He does not hesitate to gate in other daemons to assist him.

The Oinodaemon's natural weapons are treated as epic for the purpose of overcoming damage reduction. The Oinodaemon's natural weapons, as well as any weapons he wields, are treated as evil-aligned for the purpose of overcoming damage reduction.

Disease (Ex): *Daemon plague*—touch, Fortitude DC 45, incubation period 1 day, damage 2d6 Con; must succeed on a second Fortitude save or lose 2 points of Con permanently. The save DC is Constitution-based.

Spell-Like Abilities: At will—*alter self*, *burning hands* (DC 21), *deeper darkness*, *desecrate*, *detect evil*, *detect good*, *detect magic*, *detect thoughts* (DC 22), *fear* (DC 24), *flaming sphere* (DC 22), *greater dispel magic*, *greater teleport* (self plus 50 pounds of objects only), *see invisibility*, *shapechange*, *water breathing*; 3/day—*feeblemind* (DC 23), *mass suggestion* (DC 26), *wall of fire*, *wall of force*, *wall of ice* (DC 24); 1/day—*cancellation* (touch, functions as a *rod of cancellation*), *lesser globe of invulnerability*. Caster level 37th. The save DCs are Charisma-based.

Spells: The Oinodaemon can prepare and cast divine spells as a 20th-level cleric. He has access to the domains of Death, Destruction and Evil. He does not gain the granted powers of his domains. The save DCs are Wisdom-based.

Unholy Cleric Spells Prepared (6/8/7/7/7/7/5/5/5/5; save DC 19 + spell level): 0—*create water*, *inflict minor wounds* (x3), *light*, *read magic*, *resistance*; 1st—*bane*, *comprehend languages*, *curse water*, *doom*, *inflict minor wounds* (x2), *protection from good*, *sanctuary*; 2nd—*darkness*, *enthrall*, *inflict moderate wounds* (x3), *shatter*, *sound burst*; 3rd—*bestow curse*, *blindness/deafness*, *contagion* (x2), *inflict serious wounds* (x2), *invisibility purge*; 4th—*death ward*, *dimensional anchor*, *discern lies*, *divine power*, *giant vermin*, *inflict critical wounds*, *poison*; 5th—*break enchantment*, *dispel good*, *insect plague*, *scrying*, *slay living* (x2), *symbol of pain*; 6th—*blade barrier*, *forbiddance*, *harm* (x2), *word of recall*; 7th—*blasphemy*, *mass inflict serious wounds* (x3), *symbol of weakness*; 8th—*antimagic field*, *mass inflict critical wounds* (x2), *symbol of death*, *unholy aura*; 9th—*astral projection*, *energy drain* (x3), *storm of vengeance*.

Domain Spells (Death, Destruction, Evil): 1st—*inflict light wounds*; 2nd—*death knell*; 3rd—*contagion*; 4th—*unholy blight*; 5th—*mass inflict light wounds*; 6th—*create undead*; 7th—*disintegrate*; 8th—*earthquake*; 9th—*implosion*.

Jordan Bassett (order #48404)

Epic Spells (5/day; save DC 29): *Animus blast, mass frog, greater vermin.*

Transfixing Gaze (Su): A living creature within 30 feet that meets the Oinodaemon's gaze must succeed on a DC 44 Will save or be held (as the *hold person* spell, caster level 37th). An affected creature can attempt a new save each round to break the effects if it has 24 HD or more; otherwise, only the Oinodaemon can release it, or a *wish* or *miracle* can break the effect.

If the Oinodaemon is slain or moves more than 30 feet away from a *held* creature, it is automatically released. The Oinodaemon only has to remain within range to maintain this ability; he does not have to concentrate.

Staff of the Lower Planes: This 12-foot long, black wooden staff can only be wielded by the current Oinodaemon or any daemon he allows to wield it. In anyone else's hands, the staff functions as a normal quarterstaff. Upon the current Oinodaemon's death, the staff can be wielded (and it functions as detailed below) by the new Oinodaemon. The staff has the powers listed below. All powers function as the spell of the same name (caster level 25th). Save DCs are 20 + spell level.

— *Doom, fear* (1 charge)
— *Dominate monster, geas/quest, mass charm monster, unholy aura* (2 charges)
— Once per day, *wish* (grant another's wish) (2 charges)

The staff has an unlimited number of charges, but no more than 50 charges may be expended in a single day.

The staff's powers automatically overcome any other daemon's spell resistance. Any non-daemon that touches the staff takes 10d8 points of electricity damage per round of contact (no save) and gains two negative levels each round it touches the staff. The Fortitude save to remove a negative level has a DC of 35 and can result in actual level loss on a failed save (unlike other magic items that bestow negative levels).

Summon Daemons (Sp): Three times per day, the Oinodaemon can automatically summon 1d3 ultrodaemons or nycadaemons, 1d4 charonadaemons, yagnodaemons, or arcanadaemons, or 1d6 mezzodaemons, derghodaemons, hydrodaemons, or piscodaemons. This ability is the equivalent of a 9th-level spell.

Immortality (Ex): The Oinodaemon is native to three Lower Planes (Gehenna, Tarterus, and Hades), thus when his form is destroyed on one plane, he ceases to exist there, but still exists on the other two. When destroyed on any plane, it takes but a single day for his form to return. To be permanently destroyed, the Oinodaemon must be slain on all three Lower Planes within a single day.

Planar Omniscience: All-knowing (CL 37th), all-sensing (9 miles), block sensing (9 miles), planar knowledge.

Followers of the Oinodaemon are usually evil humanoids or fiendish variants of the aforementioned creatures and often consist of clerics, necromancers, and sorcerers or adepts. Devout followers of the Oinodaemon are called Servants of Decay and must sign a pact of evil with the Oinodaemon. Servants of Decay can receive spells from the Oinodaemon and are granted access to two of the following domains: Death, Destruction, and Evil.

Credit

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Jordan Bassett (order #48404)

This large creature resembles a bipedal lobster with long, gangly arms that end in powerful pincers. It has a short fish-like tail on its posterior and a centipede-like head with several small tentacles located just beneath its mouth.

Piscodaemons are found throughout the Lower Planes bullying and killing weaker creatures. They are often themselves used as cannon fodder or slaves by the more powerful races of the Lower Planes, particularly the arcanadaemons.

A typical piscodaemon stands about 7 feet tall and weigh 200 pounds. Piscodaemons speak Daemonic, Common, and Infernal.

A piscodaemon often opens combat with its spell-like abilities, usually using stinking cloud against its foes. It then moves in and slashes and rakes with its claws. If the piscodaemon can grab a foe, it hangs on and constricts.

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

Constrict (Ex): A piscodaemon deals 2d6+6 points of damage with a successful grapple check.

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

Poison (Ex): A piscodaemon's mouth tentacles are poisonous and deliver a virulent poison on a successful attack. The save DC is Constitution-based.

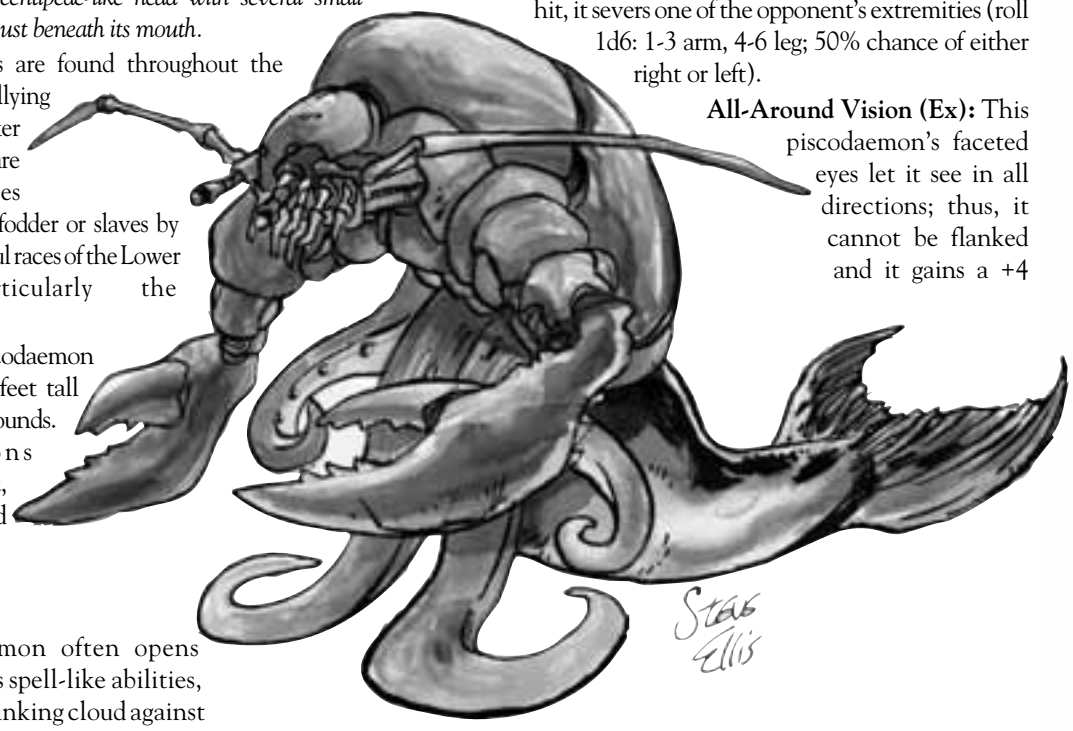
Piscodaemon Venom: Injury, Fortitude DC 22, initial damage 1d6 Con, secondary damage 1d6 Con. Even on a successful save, the victim is affected as by a *slow* spell for 1 minute (caster level 12th).

Spell-Like Abilities: At will—*blink*, *cause fear* (DC 14), *deeper darkness*, *desecrate*, *detect magic*, *detect thoughts* (DC 15), *see invisibility*, *stinking cloud* (DC 16); 3/day—*greater teleport* (self plus 50 pounds of objects only); 2/day—*major image* (DC 16), *protection from good* (self only) (DC 14). Caster level 9th. The save DCs are Charisma-based.

Summon Daemons (Sp): Once per day, a piscodaemon can attempt to summon 1d3 hydrodaemons or another piscodaemon with a 35% chance of success. This ability is the equivalent of a 4th-level spell.

Vorpal Strike (Ex): If a piscodaemon scores a natural 20 on its attack roll with a claw attack and confirms the critical hit, it severs one of the opponent's extremities (roll 1d6: 1-3 arm, 4-6 leg; 50% chance of either right or left).

All-Around Vision (Ex): This piscodaemon's faceted eyes let it see in all directions; thus, it cannot be flanked and it gains a +4



Jordan Bassett (order #48404)

bonus on Spot and Search checks.

Skills: A piscodaemon 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.

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Dakon

This creature looks like an ape with brownish-black fur and yellow eyes with black pupils.

Dakons are a race of intelligent apes that make their homes in the warmer regions of the world, though rarely, if ever, near a large expanse of water (they don't like it). They are generally friendly toward humans who share their alignment, and view all other races (even those races of the same alignment as the dakons) with caution and suspicion.

Dakons stand 8 feet tall and weigh about 500 pounds. Dakons speak Common.

Combat

Dakons are very passive and docile creatures; they rarely attack except in self-defense. If forced into combat, a dakon attacks with its claws.

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

Dakon Racial Traits

Dakon characters possess the following racial traits.

— +10 Strength, +4 Dexterity, +4 Constitution, +2 Wisdom.
— Large size. –1 penalty to Armor Class, –1 penalty on attack rolls, –4 penalty on Hide checks, +4 bonus on grapple checks, lifting and carrying limits double those of Medium characters.
— A dakon's base land speed is 30 feet. A dakon has a climb speed of 30 feet.
— Darkvision out to 60 feet.
— +4 natural armor bonus.
— Natural Weapons: 2 claws (1d6).
— Automatic Languages: Common. Bonus Languages: Dwarven, Gnome, Goblin, Orc.
— Favored Class: Fighter.
— Level adjustment +3.

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Jordan Bassett (order #48404)

This creature resembles a small humanoid with a light, thin frame. It has gray skin and stark white eyes with gray pupils. It is dressed in brownish-black filthy clothing. The smell of dung and rotted meat hangs in the air around it.

Dark creepers are dwellers that make their homes in the twisting passages and caverns of the subterranean world.

When dark creepers' clothing begins to rot with age and fall from their bodies, they simply add another layer, rather than remove the tattered rags. Dark creepers speak their own babbling language (known as Darkling) understandable only by other dark creepers and dark stalkers (see that entry).

A dark creeper stands 4 feet tall and weighs about 100 pounds.

Dark creepers create darkness to gain the advantage in combat. Once the advantage is obtained, they seek to pilfer valuables from their opponents, favoring magic items over normal items. They are particularly fond of daggers, rings, and jeweled items. A dark creeper never flees or parleys during combat. They fight until they or their opponents are dead.

Create Darkness (Su): Three times per day, a dark creeper can create an effect identical to the *darkness* spell (caster level 5th).

Death Throes (Ex): When killed, a dark creeper spontaneously explodes in a flash of white-hot light. All creatures within a 10-foot radius must succeed on a DC 12 Fortitude save or be blinded (as the *blindness* spell) for 1d6 x 10 minutes. The save DC is Constitution-based.

Detect Magic (Su): A dark creeper can continuously *detect magic* as the spell (caster level 5th). It can suppress or resume this ability as a free action.

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds dark creepers for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.

Natural Armor (Ex): Dark creepers' clothing consists of layer upon layer of rotted cloth. When a layer of clothing rots away, the dark creeper simply covers it with a new layer of clothing. This grants the dark creeper a +3 natural armor bonus.

See in Darkness (Su): Dark creepers can see perfectly in darkness of any kind, including that created by *deeper darkness* spells.

Skills: Dark creepers have a +4 racial bonus on Hide and Move Silently checks.

It is known that subterranean cities of dark creepers exist. Most creatures that have seen these cities venture no closer than necessary, for the route to the city is often lined with traps, snares, and other deadly devices to detour would-be trespassers. Each city is a large circular pit with a spiraling staircase leading down to the multi-layered city. A dark creeper city is constantly shrouded in a cloud of impenetrable darkness. The actual habitat and details of dark creeper society remain a mystery, as

Jordan Bassett (order #48404)

those that have ventured into a dark creeper city have yet to return and tell of their exploits. It is believed that the race known as dark stalkers are the leaders of such cities.

[illegible]

Dark creeper characters possess the following racial traits.

— +6 Dexterity, +2 Constitution, +2 Wisdom, –2 Charisma.
— Small size: +1 bonus to Armor Class, +1 bonus on attack rolls, +4 bonus on Hide checks, –4 penalty on grapple checks, lifting and carrying limits 3/4 those of Medium characters.
— A dark creeper's base land speed is 30 feet.
— Darkvision out to 60 feet.
— +4 racial bonus on Hide and Move Silently checks.
— Special Attacks (see above): Create darkness, death throes.
— Special Qualities (see above): Detect magic, light blindness, natural armor, see in darkness.
— Automatic Languages: Darkling. Bonus Languages: Common, Undercommon, Goblin.
— Favored Class: Rogue.
— Level Adjustment +3.

The dark creeper warrior presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

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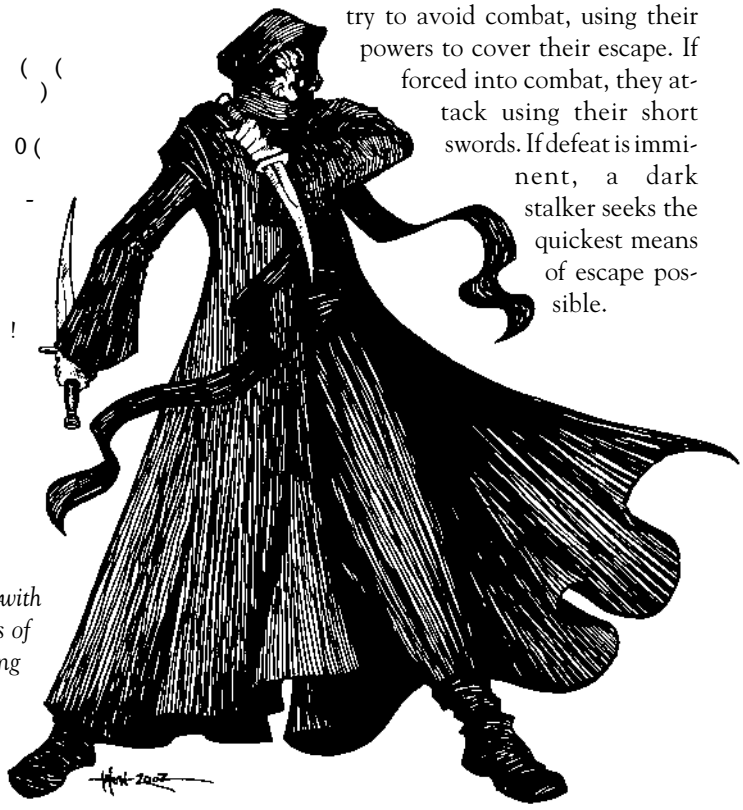
This creature appears as a man-sized humanoid with pallid skin. It is clothed in filthy and tattered robes of blackish-gray. The stench of rotted meat and dung clings to this creature.

If the dark creeper is rarely seen, the dark stalker is even rarer. They are the leaders and commanders of the dark creepers and rule the subterranean cities through might and fear. They wear the same type of filthy dark robes and clothes as the dark creepers. Dark stalkers speak their own babbling language understandable only to other dark stalkers and dark creepers. Some of the more intelligent dark stalkers speak Common.

[illegible]

When first encountered, dark stalkers open combat with their *fog cloud* and *darkness* abilities to gain the advantage. Dark stalkers generally try to avoid combat, using their powers to cover their escape. If forced into combat, they attack using their short swords. If defeat is imminent, a dark stalker seeks the quickest means of escape possible.



Jordan Bassett (order #48404)

Create Darkness (Su): Three times per day, a dark stalker can create an effect identical to the *darkness* spell (caster level 6th).

Fog Cloud (Sp): Twice per day, a dark stalker can create a *fog cloud* (as the spell). Caster level 6th.

Death Throes (Ex): When killed, a dark stalker spontaneously explodes in a flash of white-hot flame equal to a *fireball* spell (caster level 3rd); 3d6 points of fire damage, Reflex DC 14 for half. The save DC is Constitution-based and includes a +1 racial bonus.

Dark creepers within 60 feet that witness a dark stalker's death throes must succeed on a DC 15 Will save or flee in terror for 1d6 rounds.

Detect Magic (Su): A dark stalker can continuously *detect magic* as the spell (caster level 6th). It can suppress or resume this ability as a free action.

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds dark stalkers for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.

Natural Armor (Ex): Dark stalkers rarely remove clothing. They add layer after layer as the ones underneath molder away. This grants a dark stalker a +3 natural armor bonus. This bonus stacks with the dark creeper's existing natural armor bonus (which is +2).

Poison Use (Ex): Dark stalkers favor poisoning their weapons. They never accidentally risk poisoning themselves when coating a weapon with poison.

See in Darkness (Su): Dark stalkers can see perfectly in darkness of any kind, including that created by *deeper darkness* spells.

Skills: Dark stalkers have a +4 racial bonus on Hide and Move Silently checks and a +2 bonus on Listen and Spot checks.

Ecology

Wherever a dark creeper city is located, dark stalkers can be found. They are the leaders of the dark creepers and rule with a strong fist. They are ruthless masters, dominating those lesser than themselves (which includes most dark creepers). In times of labor or war, dark stalkers can be seen standing over their dark creeper forces, directing them with a bellowing voice and threats of death to those that fail in their tasks. Some dark creepers have been observed sacrificing items to a dark stalker as if through worship. Whether the lesser creepers view the dark stalkers as deities, however, is a matter of conjecture.

Dark Stalker Racial Traits

Dark stalker characters possess the following racial traits.

- +2 Strength, +6 Dexterity, +4 Constitution, +2 Wisdom, +4 Charisma.
- Size Medium.
- A dark stalker's base land speed is 30 feet.
- Darkvision out to 60 feet.
- Racial Hit Dice: A dark stalker begins with two levels of humanoid, which provide 2d8 Hit Dice, a base attack bonus of +1, and base saving throw bonuses of Fort +0, Ref +3, and Will +0.
- Racial Skills: A dark stalker'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. Dark stalkers have a +4 racial bonus on Hide and Move Silently checks and a +2 bonus on Listen and Spot checks.
- Racial Feats: A dark stalker's humanoid levels give it one feat.
- +2 natural armor bonus.
- Special Attacks (see above): Create darkness, death throes, fog cloud, poison use.
- Special Qualities (see above): Detect magic, light blindness, natural armor, see in darkness.
- Automatic Languages: Darkling. Bonus Languages: Common, Undercommon, Goblin, Orc.
- Favored Class: Rogue.
- Level adjustment +4.

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Jordan Bassett (order #48404)

This entity appears as a translucent humanoid whose face is twisted in an evil scowl. Its eyes burn with a hellish red glow.

The darnoc is a corrupting evil presence whose very touch sucks the life from an opponent bit by painful bit. The darnoc are said to be the restless spirits of oppressive, cruel, and power hungry individuals cursed forever to a life of monotony and toil, forbidden by the gods to taste the spoils of the afterlife they so desperately craved in life. Often seen in the clothes and guise it wore in life, a darnoc often walks the same halls and repeats the same actions of its insipid existence over and over again. Due to their great greed, a darnoc may be found within its treasury endlessly counting its coins, or within a graveyard noting the headstones of its vanquished foes with cruel mirth. When distracted from its reverie of its remembered past life, the creature flies into an inconsolable rage, often lashing out without warning or provocation at the first individual who attempts to speak to it.

Darnoc are vicious combatants, using their *symbol of discord* and frightful presence to mind-numbing effect. The darnoc is a cunning adversary who waits for bickering or terrified opponents to begin attacking one another while it moves in and out of material form to assault foes that remain unaffected by its *symbol of discord*.

Create Spawn (Su): Any humanoid slain by a darnoc becomes a darnoc in 1d4 rounds. Spawn are under the command of the darnoc that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Curse of the Grave (Su): Any damage dealt by a darnoc's slam attack does not heal naturally and resists all magical healing (potions, *cure* spells, and so on). Before the damage can be healed, the curse must first be broken with a *break enchantment* or *remove curse* spell (requiring a DC 20 caster level check for either spell).

Frightful Presence (Ex): This ability takes effect automatically whenever the darnoc attacks or charges. Creatures within a 30-foot radius and with less HD than the darnoc become shaken for 4d6 rounds if they fail a DC 16 Will save. If the save is successful, that creature is immune to the frightful presence of that darnoc for one day. The save DC is Charisma-based.

Symbol of Discord (Sp): Once per day as a standard action, a darnoc can scribe a symbol in the air. All creatures with an Intelligence score of 3 or higher within 60 feet who see the symbol must succeed on a DC 16 Will save or immediately fall into loud bickering and arguing. Meaningful communication is impossible. If the affected creatures have different alignments, there is a 50% chance that they attack each other. Bickering lasts 5d4 rounds. Fighting begins 1d4 rounds into the bickering and lasts 2d4 rounds. Once triggered, the symbol lasts 2 hours. This is a mind-affecting effect. The save DC is Charisma-based.

Ghost Form (Su): As a standard action, a darnoc can become incorporeal for up to 10 minutes each day. While incorporeal, the darnoc has AC 14 (+2 Dex, +2 deflection). The darnoc gains all the special qualities of an incorporeal creature (see the MM). While incorporeal, the darnoc can use its slam attack against corporeal and incorporeal targets.

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Jordan Bassett (order #48404)

This creature appears to be a two-headed hound with rich black fur and yellow piercing eyes. Each head constantly drips a foul-smelling saliva.

Death dogs are two-headed, mastiff-like hounds; nocturnal killing machines that hunt their prey without hesitation across the desert sands and wastelands. Death dog packs have been known to share territory with little friction, although they do engage in dominance battles in leaner times when hunting is difficult.

Death dogs are strictly carnivores and often attack creatures much larger than themselves relying on their sheer numbers to bring down larger opponents.

Death dogs hunt their prey in packs and kill through instinct. A death dog attacks by lashing out with its twin heads, snarling and biting viciously.

Rotting Death (Su): Supernatural disease—bite, Fortitude DC 13, incubation period 1 day, damage 1d6 Con. The save DC is Constitution-based.

Trip (Ex): A death dog that hits with a bite attack can attempt to trip the opponent (+1 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the death dog.

Skills: Death dogs have a +4 racial bonus on Listen and Spot checks. *They have a +4 racial bonus on Survival checks when tracking by scent.

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Jordan Bassett (order #48404)

This creature is a long, slender, reddish-brown monster. Its skin is mottled yellow across its back, tapering off as the colors near its head. Its mouth is huge and lined with rock hard teeth that allow it to break rocks and earth as it burrows underground.

The death worm is a reclusive, desert-dwelling creature content to spend its life burrowing beneath the ground and sustaining itself on a diet of sand and earth. On occasion, it surfaces to devour more substantial prey (animals such as moose, deer, bison, and humans). Death worms lay their eggs far beneath the surface of the earth. Newborn death worms live on a diet of sand and earth; only when they reach maturity (2-5 years after hatching) do they surface and devour their first living prey.

A death worm lurks under sand or loose earth, waiting for its prey to move close where it then ambushes its target. It begins combat by spitting a stream of acid and then attacking with its lightning blast and powerful bite.

Acid (Ex): A death worm's mouth constantly drips highly corrosive saliva. Any melee hit deals acid damage.

Spit Acid (Ex): Once every 1d4 rounds, a death worm can spit a stream of acid in a 30-foot line; damage 4d6 acid, Reflex DC 16 half. The save DC is Constitution-based. Death worms are immune to their own acid and that of other death worms.

Spit Lightning (Ex): Once per minute, and on any round in which it does not spit acid, a death worm can spit a stroke of lightning in a 20-foot line; damage 3d6 electricity, Reflex DC 16 half. The save DC is Constitution-based.

Tremorsense (Ex): A death worm can automatically detect the location of anything within 60 feet that is in contact with the ground.

Skills: *Due to their coloration, death worms have a +8 racial bonus on Hide checks in their natural environment.

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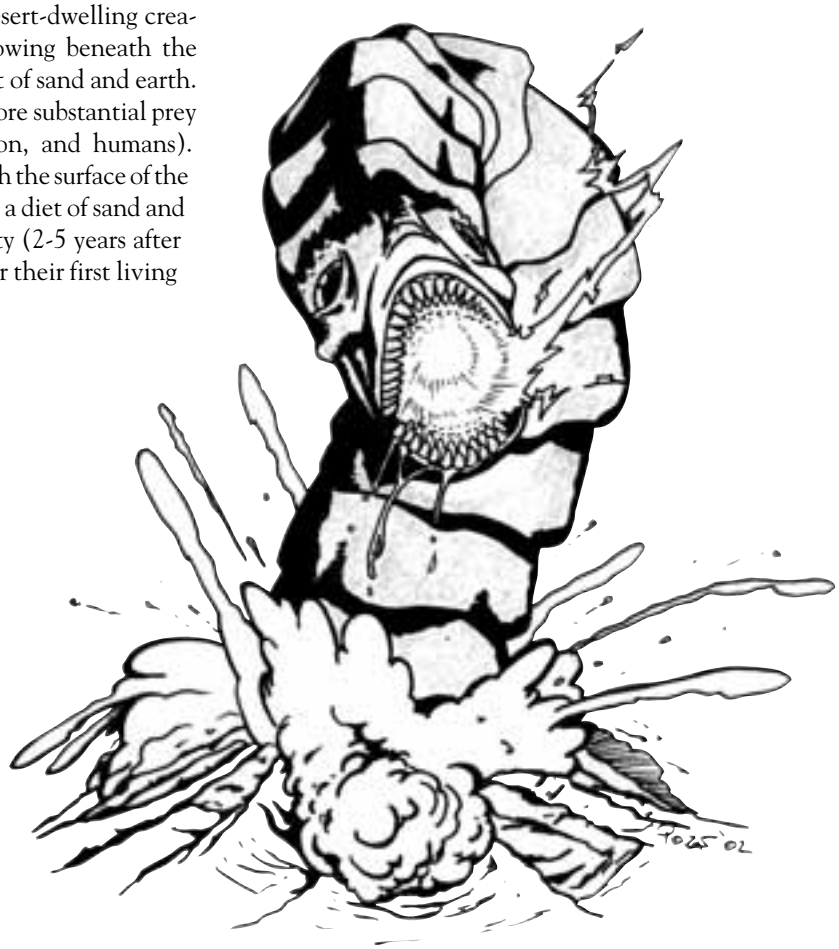

Jordan Bassett (order #48404)

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This creature is a large spheroid with ten octopus-like tentacles protruding from its body. Hair grows in broken patches along its body. Its eyes are stark white and pupiless. Its large mouth sports long, yellow fangs.

Decapuses are solitary creatures that dwell in dense forests or underground. Most prefer the forests as their ability to move among the trees allows them to either pursue their prey or flee in situations not to their advantage. On the ground, decapuses are slow-moving, thus they spend most of their time among the tree tops.

Decapuses are nocturnal hunters and are quite fond of human, elf, and halfling flesh. In times when food is scarce, they exist on a diet of rats, snakes, and other small forest creatures (or dungeon denizens in the case of the subterranean decapus).

Decapuses prefer a solitary life; the only time more than one will ever be encountered together is during mating season (usually the fall). Young decapuses are born live and the female only ever gives birth to a single young during each mating season. If food is extremely scarce, some decapus females have been known to eat their young.

This creature's body is a 4-foot diameter globe of pallid green. On rare occasions, a purple or even yellow hued decapus may be encountered. Patches of dark hair, brown or black, grow in various locations. Regardless of its body color, each decapus has 10 octopus-like tentacles protruding from its spherical body. Each tentacle is covered in suction cups that aid the creature in not only climbing and moving through trees, but also in holding on to its prey. Its large wide maw sports sickly yellow teeth and foul breath.

Decapuses seem to be able to speak with others of their kind using a series of guttural noises.

° ° ° ° ° °

A decapus prefers to use its illusionary ability and sound mimicry ability to lure prey in close where it can strike with its tentacles. When its prey is within range, the creature drops from the trees, hanging from a tree limb with a single tentacle, and grabs and slashes with its remaining tentacles. A decapus can use only three tentacles against a single foe.

Brachiation (Ex): A decapus can move through trees at its base climb speed (30 feet per round) by using its tentacles to swing from tree to tree. Trees used by the decapus in this manner can be no further than 10 feet apart.

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

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

Illusion (Su): At will, a decapus can create an effect identical to the *minor image* spell (caster level 5th). Creatures that make a DC 13 Will save see through the illusion. The save DC is Charisma-based.

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Jordan Bassett (order #48404)

Sound Imitation (Ex): A decapus can mimic any creature it has previously encountered with near total accuracy, though it cannot mimic humanoid speech longer than two or three words at a time. A DC 13 Will save detects the ruse. The save DC is Charisma-based.

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

Credit

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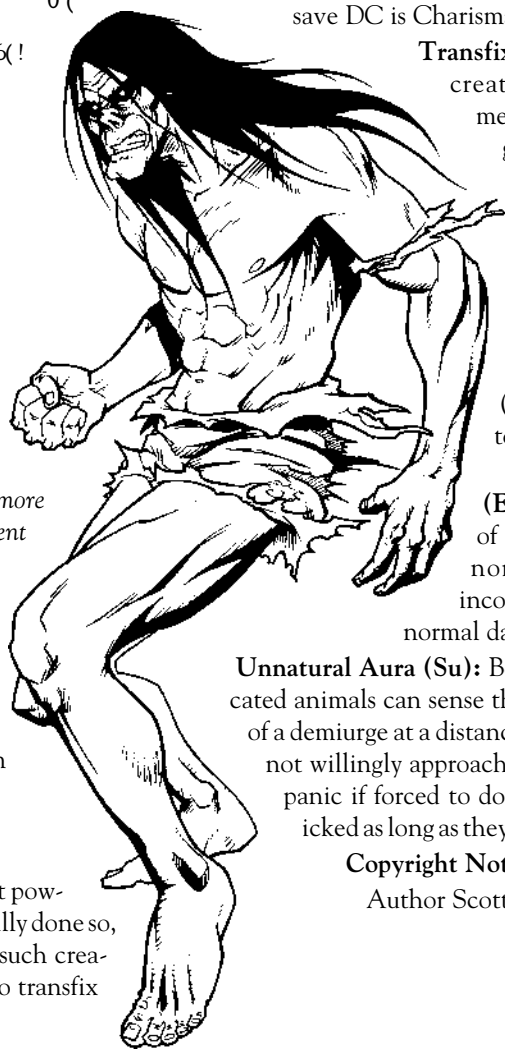

This entity appears as a humanoid with sunken nose, hollow eye sockets, and sickly pale white, semi-transparent flesh. Its hair is unkempt and dirty, and its clothes are nothing more than rags that hang loosely from its translucent form.

The demiurge is the undead spirit of an evil human returned from the grave with a wrathful vengeance against all living creatures that enter its domain. The demiurge is very territorial, usually haunting an area of up to three square miles from its place of death.

A demiurge attempts to transfix the most powerful opponent in combat. Having successfully done so, it uses its soul touch ability to disperse of such creatures and any others remaining. If it fails to transfix an opponent or is faced with overwhelming odds, it flees, seeking to attack at a later time.

Chill (Su): The touch of the demiurge brings the cold of the grave and deals 1d4 points of cold damage to a living creature touched.

Soul Touch (Su): A demiurge can damage a creature's soul by moving through a space occupied by the creature. This is a standard action that does not provoke an attack of opportunity. The target can resist the attack by succeeding on a DC 18 Will save. If the save fails, the target dies as the shock of unlife permeates its soul. If the save succeeds, that creature cannot be affected again by the same demiurge's soul touch for one day. The save DC is Charisma-based.

Transfixing Gaze (Su): Any creature within 30 feet meeting the demiurge's gaze must succeed on a DC 18 Will save or be transfixed for one minute as if affected by a *hold person* spell (caster level 10th). An affected creature can attempt a new save (same DC) each round to break the effects.

Susceptibility to Iron (Ex): A weapon forged of cold-wrought iron ignores the demiurge's incorporeal state and deals normal damage.

Unnatural Aura (Su): Both wild and domesticated animals can sense the unnatural presence of a demiurge 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.

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Jordan Bassett (order #48404)

This creature resembles a man-sized bipedal frog-like creature with crimson skin. It is bloated and its skin hangs in great folds about its body. Its eyes are slit-pupiled and black, and its head sports a large, wide, frog-like mouth. Large bat-like wings protrude from its shoulders.

The mighty shaggy demodands are the ruling class of the demodand race. No greater demodands are known to exist, though rumors lately hint at a single, powerful demodand of near-deity status. Shaggy demodands are by far the most malign, selfish, evil, and ruthless of the tripartite race of demodands. They are the nobility and upper class of demodand society and commanders of the demodand armies.

A typical shaggy demodand stands 6 feet tall and weighs about 550 pounds. Shaggy demodands speak Abyssal, Common, Ignan, Infernal, and Terran.

Shaggy demodands usually attack with their powerful claws and bite, though they sometimes employ weapons (morningstars or bastard swords).

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

Spell-Like Abilities: At will—*detect good, detect magic, detect thoughts* (DC 17), *fear* (DC 19), *gaseous form, invisibility* (self only), *magic circle against good, see invisibility, tongues*; 3/day—*cloudkill* (DC 20), *dispel magic, fog cloud, ray of enfeeblement, stinking cloud* (DC 18); 1/day—*chaos hammer* (DC 19), *mass charm monster* (DC 23). Caster level 15th. The save DCs are Charisma-based.

Summon Demodands (Sp): Once per day, a shaggy demodand can attempt to summon 1d6 tarry demodands or 1d4 slimy demodands with a 60% chance of success, or 1d2 shaggy demodands with a 30% chance of success. This ability is the equivalent of a 6th-level spell.

Skills: Shaggy demodands have a +8 racial bonus on Listen checks.

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This creature looks to be about 6 or 7 feet tall. It appears as a bloated, slimy, black humanoid with large bat-like wings protruding from its shoulders. Its skin constantly drips and oozes a thick white-gray mucus. It has thick elephantine legs and long, powerful arms that end in razor-sharp talons.

Known as the middle class of the demodand race, slime demodands are as evil as their lesser relatives, the tarry demodands. They delight in torturing creatures of lesser skill and rank than themselves.

A typical slime demodand stands 6 feet tall and weighs 500 pounds. A slime demodand speaks Abyssal, Infernal, and Common.

The slime demodand attacks with its claws and bite in combat. It often opens combat with a *ray of enfeeblement* targeted against the physically strongest (or perceived physically strongest) opponent.

A slime demodand's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction. A slime demodand'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 slimy secretions of the slime demodand are highly acidic. Any successful melee hit with a natural weapon deals acid damage. Additionally, creatures attacking a slime demodand unarmed or with natural weapons take acid damage each time one of their attacks hits.

Enslime (Ex): A slime demodand that hits an opponent with all of its natural attacks in the same round deals an extra 1d6 points of acid damage to that foe (in addition to the acid damage dealt by its natural attacks).

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

Spell-Like Abilities: At will—*detect good, detect magic, detect thoughts* (DC 16), *fear* (DC 18), *gaseous form, invisibility* (self only), *magic circle against good, see invisibility, tongues*; 3/day—*acid fog, dispel magic, fog cloud, ray of enfeeblement.* Caster level 13th. The save DCs are Charisma-based.

Stench (Ex): Slime demodands exude a stench to a range of 30 feet. Any living creature in the area must succeed on a DC 21 Fortitude save or become sickened, suffering a -2 penalty to attack rolls, saves, each round it remains in the area plus 2d6 rounds after leaving the area. A successful save renders that creature immune to

Jordan Bassett (order #48404)

the stench effects of that slime demodand for one day. The save DC is Constitution-based.

Summon Demodands (Sp): Once per day, a slime demodand can attempt to summon 1d4 tarry demodands with a 50% chance of success or another slime demodand with a 20% chance of success. This ability is the equivalent of a 6th-level spell.

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This creature appears as a tall, powerful gray-skinned humanoid with green eyes and a long, oval, amphibious head. Two large, dull gray bat-like wings sprout from its shoulders. Its hands end in blackened claws.

The cruel and malevolent tarry demodands wander the planes of Tarterus as soldiers and warriors in the mighty demodand armies. They are often employed by the shaggy demodands to battle daemons, demons, and devils. Tarry demodands care little for anything and attack and kill just about anything weaker than themselves.

A typical tarry demodand stands 7 feet tall and weighs about 420 pounds. Tarry demodands speak Abyssal and Common.

The tarry demodand attacks with its claws and bite, though it usually opens combat using its spell-like abilities. Should it fly into a rage, it attacks relentlessly until its opponent is slain. Any creature that becomes stuck to the tarry demodand is shredded by its wicked claws.

A tarry demodand's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction. A tarry demodand'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.

Adhesion (Ex): A tarry demodand exudes a thick tar-like substance that acts as a powerful adhesive, holding fast any creatures or items touching it. A tarry demodand automatically grapples any creature it hits with a claw attack. Opponents so grappled cannot get free while the tarry demodand is alive without removing the adhesive first. A tarry demodand has a +4 racial bonus on grapple checks due to its tarry secretions (already included in the Base Attack/Grapple line in the statistics block).

A weapon that strikes a tarry demodand is stuck fast

Jordan Bassett (order #48404)

unless the wielder succeeds on a DC 19 Reflex save. A successful DC 19 Strength check is needed to pry it off. The save DC and check DC are Constitution-based.

Strong alcohol dissolves the adhesive. A pint of wine or a similar liquid weakens it, but the tarry demodand can still grapple normally. A tarry demodand can dissolve its adhesive at will, and the substance breaks down 1 minute after the creature dies.

Rage (Ex): A tarry demodand that takes damage in combat has a 50% chance of flying into a berserk rage the following round, clawing and biting madly until either it or its opponent is dead. It gains +4 Strength and –4 AC. The creature cannot end its rage voluntarily.

While raging, make the following adjustments to the tarry demodand's statistics: AC 23, touch 11, flat-footed 18; BAB/Grapple +13/+20; Atk claw +20 melee (1d8+9); Full Atk 2 claws +20 melee (1d6+9), bite +18 melee (1d8+4); Str 28; Climb +20.

Spell-Like Abilities: At will—*detect good*, *detect magic*, *detect thoughts* (DC 15), *fear* (DC 17), *gaseous form*, *invisibility* (self only), *magic circle against good*, *see invisibility*, *tongues*; 3/day—*dispel magic*, *fog cloud*, *ray of enfeeblement*; 1/day—*chaos hammer* (DC 17 partial). Caster level 11th. The save DCs are Charisma-based.

Summon Demodands (Sp): Once per day, a tarry demodand can attempt to summon 1d2 tarry demodands with a 40% chance of success. This ability is the equivalent of a 4th-level spell.

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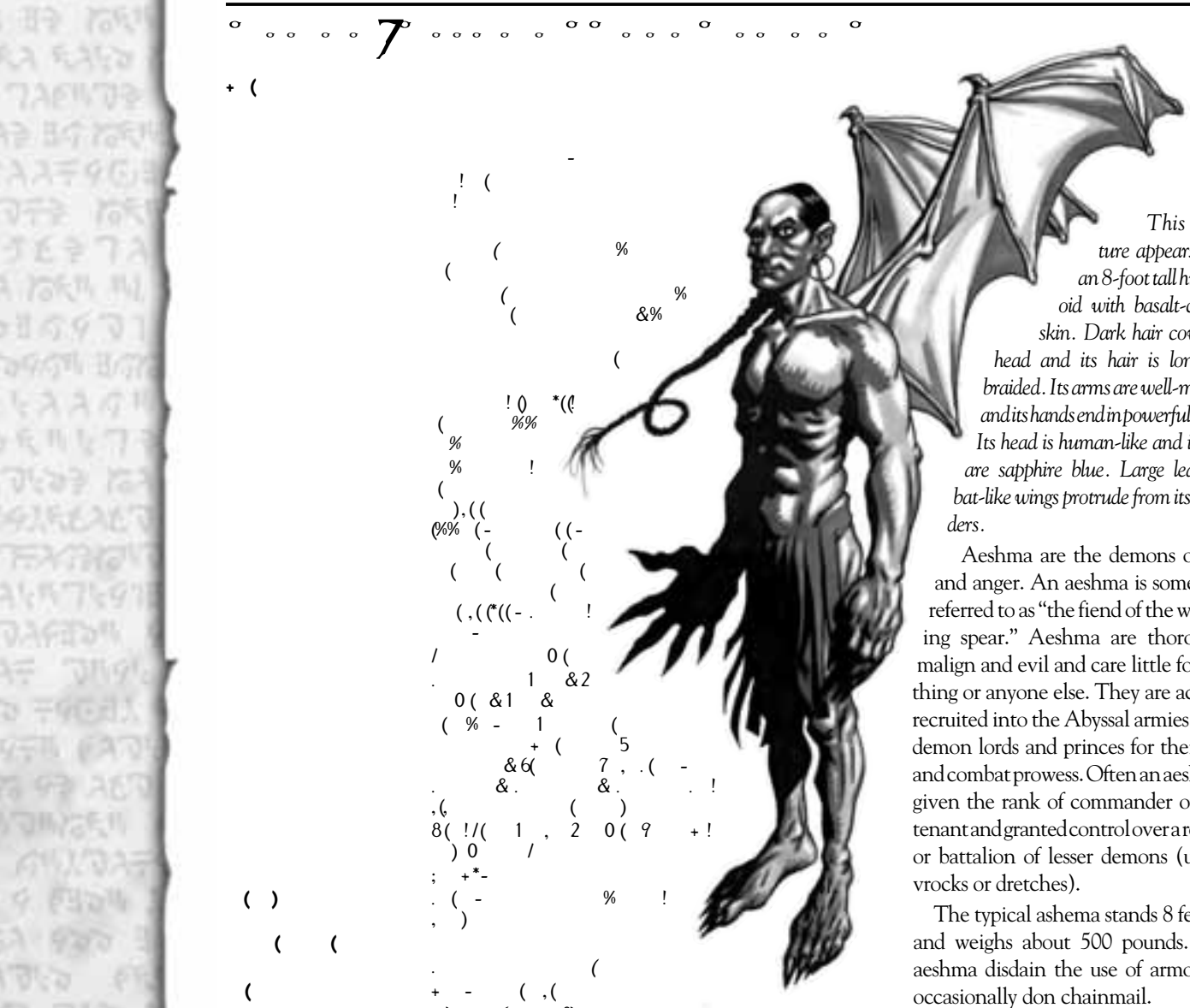

This creature appears to be an 8-foot tall humanoid with basalt-colored skin. Dark hair covers its head and its hair is long and braided. Its arms are well-muscled and its hands end in powerful claws. Its head is human-like and its eyes are sapphire blue. Large leathery, bat-like wings protrude from its shoulders.

Aeshma are the demons of rage and anger. An aeshma is sometimes referred to as "the fiend of the wounding spear." Aeshma are thoroughly malign and evil and care little for anything or anyone else. They are actively recruited into the Abyssal armies of the demon lords and princes for their skill and combat prowess. Often an aeshma is given the rank of commander or lieutenant and granted control over a retinue or battalion of lesser demons (usually vrocks or dretches).

The typical ashema stands 8 feet tall and weighs about 500 pounds. Most aeshma disdain the use of armor, but occasionally don chainmail.

Ashema speak Abyssal, Common, and at least one other language.

Jordan Bassett (order #48404)

Aeshma are very potent fighters and prefer a straight fight to subterfuge. They fight aggressively against any foe, relying on their claws only if they are unarmed.

An aeshma'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.

Rage (Su): An aeshma that takes 50% or more of its total hit points in damage in combat flies into a berserk rage on its next turn, swinging madly with its longspear. A raging aeshma fights until either it or its opponent is dead. An enraged aeshma gains +4 Strength and -2 AC. The aeshma can end its rage voluntarily.

Spell-Like Abilities: At will—*dispel magic*, *greater teleport* (self plus 50 pounds of objects only), *unholy blight* (DC 17); 2/day—*blasphemy* (DC 20), *web* (DC 15). Caster level 12th. The save DCs are Charisma-based.

Summon Demons (Sp): Once per day, an aeshma can attempt to summon 4d10 dretches or another aeshma with a 35% chance of success. This ability is the equivalent of a 4th-level spell.

See Invisibility (Su): Aeshma can continuously *see invisibility*, as the spell (caster level 12th).

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

Wounding Longspear: An aeshma's *Large +1 longspear* is imbued with the *wounding* special ability. This weapon deals 1 point of Constitution damage from blood loss when it hits a creature. A critical hit does not multiply the Constitution damage. Creatures immune to critical hits (such as plants and constructs) are immune to the Constitution damage dealt by this weapon.

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This shapely female humanoid has dark hair, dark eyes, and a pair of small black horns just above her eyes. Small, black, leathery wings protrude from her shoulders.

The alu-demon is the female demonic offspring of a succubus and human. Though part demon, not all alu-demons are inherently evil (although good-aligned alu-demons are extremely rare). The typical alu-demon has black or brown hair and dark green, brown, or black eyes. Alu-demons are always female.

Alu-demons are often sent to the Material Plane to seduce mortals. When on such missions they typically arrange their flowing hair so it hides their horns and also fold their wings against their backs (and tuck them under their robe, shirt, or whatever garment of clothing one happens to be wearing at the time).

Alu-demons speak Common and Abyssal.

Jordan Bassett (order #48404)

Alu-demons attack with weapons (preferring longswords or maces) or with claws. The alu-demon mixes in her spell-like abilities regardless of the method of attack utilized.

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

Spell-Like Abilities: 3/day—*charm person* (DC 14), *detect thoughts* (DC 15), *disguise self*, *suggestion* (DC 16); 1/day—*dimension door*. Caster level 8th. The save DCs are Charisma-based.

Vampiric Touch (Su): An alu-demon gains temporary hit points equal to the damage dealt each time she successfully hits with a claw attack. She cannot gain more than her target's current hit points +10, which is enough to kill that opponent. The temporary hit points disappear in one hour.

Skills: Alu-demons have a +4 racial bonus on Listen and Spot checks.

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An aura of powerful evil permeates the area surrounding this demonic-looking creature. It stands twice the height of a normal man, has powerfully muscled arms, and burning crimson eyes. Its body is covered in shaggy black fur and marred with what appear to be century-old battle scars. It wields a wicked-looking halberd in its hands.

Baphomet is revered by minotaurs as their lord and deity. His iron keep is located within a large stone cavern on a desolate plane of the Abyss. It is said his castle is a maze of twisting rooms and corridors, with his personal throne room located at the heart of his maze keep. Those that have ventured there remember little about the place other than the never-ending corridors and maze of rooms.

Baphomet stands 12 feet tall and weighs about 4,500 pounds. He speaks Abyssal, Celestial, Common, Draconic, Giant, Goblin, Infernal, Terran, and Undercommon.

Baphomet attacks using his bite, butting with his head, and slashing with his Huge *+4 unholy halberd of speed*. He is relentless in combat and rarely shows mercy to his opponents. Should he become bored with combat, he summons a slew of demons or minotaurs to dispatch of his opponents as he stands and watches the slaughter.

Baphomet'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. His natural weapons are also treated as epic weapons for the purpose of overcoming damage reduction.

Breath Weapon (Su): Once every 1d4 rounds, Baphomet can belch forth a stream of unholy water in a 10-foot line at a single target. A creature with the good

Jordan Bassett (order #48404)

subtype takes 10d6 points of damage (DC 37 Reflex save for half). All other creatures are unaffected. The save DC is Constitution-based.

Rend Armor (Ex): As a full-round action Baphomet can make a single attack with his halberd against a foe. If he hits, he pulls apart any armor worn by his foe. This attack deals 2d8+23 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.

Roar (Su): Three times per day, Baphomet can unleash a roar that instills fear in those within 30 feet that hear it. A creature in the area must succeed on a DC 37 Will save or be affected as though by a *fear* spell (caster level 24th). A creature that successfully saves cannot be affected again by Baphomet's roar for one day. The save DC is Constitution-based.

Spell-Like Abilities: At will—*blasphemy* (DC 24), *deeper darkness*, *desecrate*, *detect good*, *detect magic*, *greater dispelling*, *greater teleport* (self plus 50 pounds of objects only), *levitate*, *magic circle against good*, *major image* (DC 20), *read magic*, *see invisibility*, *suggestion* (DC 20), *telekinesis* (DC 22), *tongues* (self only), *unhallow*, *unholy aura* (DC 25), *unholy blight* (DC 21); 3/day—*maze*, *passwall*, *shapechange*, *wall of stone*; 1/day—*fire storm* (DC 24). Caster level 25th. The save DCs are Charisma-based.

Spells: Baphomet casts spells as a 20th-level wizard. The saves are Intelligence-based.

Wizard Spells Prepared (4/6/6/6/6/5/5/5/5/4; save DC 18 + spell level): 0–*detect magic*, *flare*, *ghost sound*, *touch of fatigue*; 1st–*burning hands*, *feather fall*, *jump*, *obscuring mist*, *protection from law*, *ray of enfeeblement*; 2nd–*blur*, *bull's strength*, *flaming sphere*, *Mel's acid arrow*, *protection from arrows*, *summon swarm*; 3rd–*blink*, *deep slumber*, *fly*, *lightning bolt*, *rage*, *slow*; 4th–*bestow curse*, *dimensional anchor*, *enervation*, *globe of invulnerability*, *locate creature*, *wall of fire*; 5th–*cloudkill*, *feeblemind*, *mind fog*, *summon monster V*, *waves of fatigue*; 6th–*eyebite*, *globe of invulnerability*, *repulsion*, *circle of death*, *mislead*; 7th–*insanity*, *limited wish*, *mass hold person*, *spell turning*, *summon monster VII*; 8th—*dimensional lock*, *greater shout*, *incendiary cloud*, *maze*, *polar ray*; 9th—*imprisonment*, *meteor swarm*, *Mord's disjunction*, *weird*.

Summon Demons (Sp): Twice per day, Baphomet can automatically summon 4d10 dretches, 2d4 hezrous, 1d4 nalfeshnee or glabrezus, or 1d2 mariliths or balors. This ability is the equivalent of a 9th-level spell.

Summon Minotaurs (Sp): Once per day, Baphomet can automatically summon 2d10 minotaurs or 1d6+6 fiendish minotaurs. This ability is the equivalent of a 9th-level spell.

Planar Omniscience: All-knowing (CL 25th), all-sensing (6 miles), block sensing (6 miles), planar knowledge.

Skills: Baphomet has a +12 racial bonus on Listen checks and a +8 racial bonus on Spot checks.

Unholy Halberd of Speed: Baphomet's *+4 halberd* is imbued with unholy power. This power makes the weapon evil-aligned and thus bypasses the corresponding damage reduction. It deals an extra 2d6 points of damage against all of good alignment. It bestows one negative level on any good creature attempting to wield it. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the weapon is wielded.

Additionally, when making a full attack action, Baphomet may make one extra attack with his weapon. The attack uses his full base attack bonus, plus any modifiers appropriate to the situation. (This benefit is not cumulative with similar effects, such as a *haste* spell.)

Followers of Baphomet are usually minotaurs and fiendish minotaurs and consist of clerics, necromancers, and sorcerers or adepts. Devout followers of Baphomet are called Horned Ones and must sign a pact of evil with Baphomet. Horned ones are granted access to two of the following domains: Chaos, Evil, and War.

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Jordan Bassett (order #48404)

This creature appears as a bronze-skinned female standing about 6 feet tall. Its head is hairless and features four downward-curving horns jutting just above its forehead. The two lower horns are smaller than the topmost horns. A ridge of small spines runs from the creature's brow down the center of its head and tapers off just below its shoulder blades. Its hands end in razor-sharp talons and its eyes are sapphire blue.

Beluiri is one of the many concubines of Lord Baphomet (and one of his favorites). She is known throughout the Abyss as the Temptress, for in her many disguises she has seduced countless princes, lords, and generals in the Abyss. In the end, she most often betrays those that fall victim to her wiles. She is hated for this by more than one noble or lord of the Abyss. She sometimes journeys to the Material Plane (in one of her many guises) to tempt and seduce mortals, for she knows that all mortals, in their hearts, always give in to their true desires—be they power, greed, lust, or one of many countless other sins.

Beluiri rarely wears clothing, but at times when she does, she enjoys gowns and robes of gold, white, and red. She speaks Abyssal, Common, Infernal, Celestial, and Goblin.

Beluiri prefers subterfuge rather than directly assaulting an opponent. She usually alters her appearance to appear as an attractive member of a potential victim's race; once the victim is lured in, she assumes her true form and attacks. If combat goes against her, she flees, but only after summoning lesser demons to cover her escape and kill her opponents.

Beluiri'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.

Dominating Gaze (Su): Three times per day, 30 feet, DC 25 Will save or dominated as per the *dominate person* spell (caster level 20th). The save DC is Charisma-based.

Poison (Ex): Beluiri delivers a debilitating poison with a successful claw attack. The save DC is Constitution-based.

Venom of Beluiri: Injury, Fort DC 24, initial and secondary damage 2d4 Strength.

Seduction (Su): Through body language and movement, Beluiri can fascinate all creatures of the opposite sex (which could be either sex, depending on her current form) within 30 feet that observe her dancing. Those viewing this dance must succeed on a DC 27 Will save or fall under her influence for 1d6+1 hours as if affected by a *charm monster* spell (caster level 20th). The save DC is Charisma-based and includes a +2 bonus from her Ability Focus feat.

Spell-Like Abilities: At will—*blasphemy* (DC 24), *charm monster* (DC 21), *deeper darkness*, *desecrate*, *detect good*, *detect law*, *fear* (DC 21), *greater teleport* (self plus 50 pounds of objects only), *polymorph self*, *tongues* (self

Jordan Bassett (order #48404)

only), *unhallow*; 3/day—*greater dispel magic, suggestion* (DC 20), *wall of fire*; 1/day—*fire storm* (DC 24), *wail of the banshee* (DC 26). Caster level 20th. The save DCs are Charisma-based.

Summon Demons (Sp): Three times per day, Beluiri can automatically summon 1d4 hezrou or gharros demons. This ability is the equivalent of a 9th-level spell.

True Seeing (Su): Beluiri continuously uses *true seeing*, as the spell (caster level 20th). This is an inherent ability and cannot be dispelled.

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

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7

This demonic-looking creature resembles a somewhat stocky humanoid with scaly blue skin, small fangs, and tiny dark horns that protrude above its crimson-colored eyes.

When an incubus mates with a human female, the offspring is a cambion. Cambions, unlike their "sisters" the alu-demons, are always chaotic evil and care little for anyone or anything but their own well-being. They are selfish, self-centered, and egotistical. Cambions hate humans and are often employed as assassins. Cambions are always male.

Much like alu-demons, cambions are often sent to the Material Plane to seduce mortals or tempt them in some way.

The typical cambion stands 6 or 7 feet tall and weighs 200 pounds or more. It speaks Abyssal, Common, and at least one other language.

Cambions are deadly in combat, attacking relentlessly until their opponents are dead, often employing various poisons in battle to end the fight quickly. If combat goes against it, a cambion retreats, but never forgets the opponent that bested him. The cambion waits for the next opportunity to present itself so it might exact revenge.

A cambion'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—*detect magic, detect thoughts* (DC 14), *fear* (DC 16), *levitate, polymorph* (self only). Caster level 10th. The save DCs are Charisma-based.

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

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Jordan Bassett (order #48404)

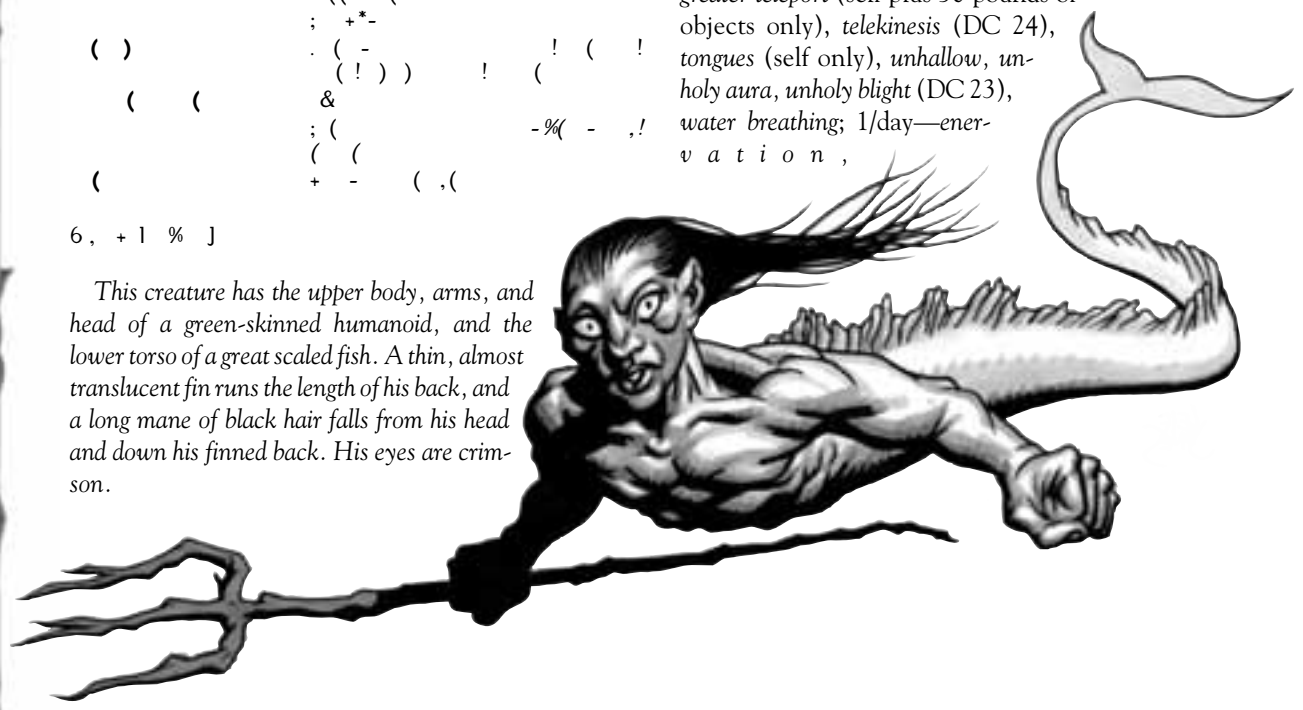
Dagon is the demon prince of sea creatures. He is worshipped as a deity by legions of sahuagin, locathah, lizardfolk, tritons (those that have accepted the ways of evil), and some merfolk. His abyssal lair is not unlike the Elemental Plane of Water in that it is composed entirely of water. Pockets of air, though, are rumored to be trapped in invisible "bubbles" throughout his lair (so as to allow the non-water breathing demons to exist comfortably). Dagon makes his home in a great underwater iron citadel called *Thos* located in the deepest recesses of his home plane.

Dagon appears as a 10-foot tall merman and weighs about 2,000 pounds. He can move on land using his fists to drag or pull his body, but prefers to remain in water whenever possible. He speaks Abyssal, Aquan, Celestial, Common, Draconic, Giant, Goblin, and Infernal.

Dagon prefers to use his trident in battle but can attack with his powerful fists if he so chooses. One of his favorite tactics is to grab an air-breathing opponent and dive as deep as he can in the waters where he holds the victim until it drowns.

Dagon'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. His natural weapons are also treated as epic weapons for the purpose of overcoming damage reduction.

Spell-Like Abilities: At will—*blasphemy* (DC 26), *charm monster* (DC 23), *control water*, *create water*, *deeper darkness*, *desecrate*, *detect good*, *detect law*, *detect thoughts* (DC 21), *fear* (DC 23), *greater dispel magic*, *greater teleport* (self plus 50 pounds of objects only), *telekinesis* (DC 24), *tongues* (self only), *unhallow*, *unholy aura*, *unholy blight* (DC 23), *water breathing*; 1/day—*ener-*



This creature has the upper body, arms, and head of a green-skinned humanoid, and the lower torso of a great scaled fish. A thin, almost translucent fin runs the length of his back, and a long mane of black hair falls from his head and down his finned back. His eyes are crimson.

Jordan Bassett (order #48404)

feeblemind (DC 24). Caster level 27th. The save DCs are Charisma-based.

Spells: Dagon casts spells as a 20th-level wizard. The save DCs are Intelligence-based.

Wizard Spells Prepared (4/6/6/6/6/5/5/5/5/4; save DC 18 + spell level): 0–*detect magic, flare, light, resistance*; 1st–*magic missile, obscuring mist, ray of enfeeblement* (x2), *true strike* (x2); 2nd–*blur, bull's strength, fog cloud, shatter, summon swarm, web*; 3rd–*blink, lightning bolt* (x2), *ray of exhaustion, sleet storm, tongues*; 4th–*bestow curse, confusion, contagion, lesser globe of invulnerability, stoneskin, wall of ice*; 5th–*dominate person, mind fog, magic jar, wall of force, waves of fatigue*; 6th–*geas/quest, flesh to stone, mass suggestion, Mord's lucubration, repulsion*; 7th–*control weather, finger of death, limited wish, mass hold person, prismatic spray*; 8th–*antipathy, dimensional lock, horrid wilting* (x2), *prismatic wall*; 9th—*Mord's disjunction, soul bind, teleportation circle, time stop*.

Summon Demons (Sp): Three times per day, Dagon can automatically summon 1d4 nalfeshnees, 1d2 mariliths, or 1 balor. This ability is the equivalent of a 9th-level spell.

Summon Sea Creatures (Sp): As their prince, Dagon can automatically summon up to 72 HD of aquatic creatures each day. (An aquatic creature is any animal, magical beast, outsider, or vermin that dwells primarily in the water.)

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

Immunity to Water-Based Spells (Ex): Dagon is immune to all water-based spells and effects, including spells from the Water domain.

Master of the Waters (Ex): Dagon gains a +2 competence bonus on attack and damage rolls and a +2 competence bonus to AC if both he and his opponent are touching water.

Planar Omniscience: All-knowing (CL 27th), all-sensing (7 miles), block sensing (7 miles), planar knowledge.

Speak with Sea Creatures (Su): Dagon can, at will, speak with sea creatures as if using *speak with animals*. This ability is always active. It can be negated or dispelled, but Dagon can restart it as a free action on his next turn.

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

Unholy Mighty Cleaving Trident: Dagon's +5 *trident* is imbued with the *mighty cleaving* and *unholy* special qualities. This allows Dagon to make one additional cleave attempt in a round.

Additionally, Dagon's trident is evil-aligned and thus bypasses the corresponding damage reduction. It deals an extra 2d6 points of damage against all of good alignment. It bestows one negative level on any good creature attempting to wield it. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the weapon is wielded.

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Followers of Dagon are mermen, locathah, sahuagin, lizardfolk, and evil humanoids that revere the seas and oceans. Devout followers of Dagon are called Scaled Ones and must sign a pact of evil with Dagon. Scaled Ones can receive spells from Dagon and are granted access to two of the following domains: Chaos, Destruction, Evil, and Water.

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Jordan Bassett (order #48404)

Demons of corruption (also called corruptor demons) are used by the various greater demons (including the lords and princes) to destroy all that is good and just by seducing agents of good and law. Many spellcasters have fallen victim to the temptations and lies these demons spread. Those that fall from the side of good find themselves spiraling down into a sea of madness and despair from which they rarely return. The demon lords and princes made it easy for even the weakest spellcaster (one not able to summon and control demons because of insufficient knowledge or understanding of the required spells) to summon a demon of corruption; if the demon can corrupt a good-aligned creature early in its career, the demon lord or prince can take that creature under its wing and mold it into a powerful tool of evil.

Demons of corruption share some common characteristics. Each is about 3 feet tall, with leathery gray skin and thin, membranous wings. A corruptor demon's claws and feet end in sharpened talons.

The corruptor demons rarely attack unless provoked or ordered to do so by a superior. They specialize in bringing about the downfall of good-aligned creatures and thus seek to use their *whisper of madness* ability as often as possible.

A corruptor 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.

Summon Demons (Sp): Once per day, a demon of corruption can attempt to summon another demon of corruption of its type with a 35% chance of success. This is the equivalent of a 3rd-level spell.

Whisper of Madness (Su): When summoned, a demon of corruption automatically establishes a mental link between itself and the one who summoned it (the host). Distance is not a factor to maintain the link, and it can span across planes and dimensions. The demon need not concentrate to maintain the link. A corruptor demon can have in

Jordan Bassett (order #48404)

existence at one time a number of links equal to its current HD. A corruptor demon can break a link it has established any time as a free action.

The link allows the demon to speak (as if by *telepathy*) to the host and submit subconscious thoughts and messages to him or her. Once per task requested of the corruptor demon (or once per week if no task is requested, including fractions of a week if dismissed early), as long as the link is in existence, the host must succeed on a Will save (DC 11 barizou; DC 12 azizou; DC 13 geruzou) or have his alignment shift one increment toward chaotic evil; first along the good-evil axis and then along the lawful-chaotic axis. The save DC is Charisma-based and increases by +1 each week the link is maintained. A successful save prevents the alignment shift for that week but does not break the link.

When the host's alignment completely shifts to chaotic evil (or if the host is chaotic evil when the link is first established), he must immediately succeed on a Will save (DC 15 barizou; DC 16 azizou; DC 17 geruzou) or go permanently insane (as if affected by an *insanity* spell, caster level 8th). The save DCs are Charisma-based and include a +4 racial bonus.

A successful save negates the insanity for one month, after which time a new save (same DC) must be made again. This cycle continues until the host fails a save and goes insane or until the link between host and corruptor demon is broken. The link is blocked by lead and magical protection (*antimagic field*, *mind blank*, and *nondetection*) and can be dispelled through magical means (*dispel magic*, *greater restoration*, and the like).

The alignment shift caused by these demons can only be removed after the link is broken. This requires the host to voluntarily (meaning no magical intervention such as *charm person* or *suggestion*) subject himself to a *greater restoration* spell. One such spell is needed for each shift along the law-chaos and good-evil axes. If the host was originally good-aligned, he must voluntarily subject himself to an *atonement* spell.

Skills: Demons of corruption have a +4 racial bonus on Listen and Spot checks.

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This humanoid appears to be halfling-sized or smaller with gray skin, a wolf-like head, membranous wings, and hands and feet that end in sharpened talons. Its mouth is littered with a row of razor-sharp fangs. Its back is mottled with sickly patches of bluish-gray.

Called assassin demons or infiltrator demons, the barizou are employed as such because their small size allows them to move unseen in many places larger demons cannot go.

The typical barizou stands 3 feet tall and weighs about 60 pounds. It speaks Abyssal.

Spell-Like Abilities: At will—*cause fear* (DC 11), *detect good*, *invisibility* (self only). Caster level 6th. The save DCs are Charisma-based.

Sneak Attack (Ex): Anytime a barizou's opponent is denied its Dexterity bonus to AC, or when a target is flanked by a barizou, the creature deals an extra 2d6 points of damage on a successful hit.

Chameleon (Ex): As a free action, a barizou can alter its coloration to blend with its surroundings. This grants the barizou a +8 racial bonus on Hide checks.

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This small humanoid creature has a jackal-like head, a mouthful of fangs, and large, round eyes with slit-pupils of gray. Its grayish skin is covered in patches of coarse black hair. Membranous wings protrude from its back and its hands and feet end in sharpened claws.

The azizou is slightly larger than the barizou and is quite strong (for its size). They are relentless combatants and love to inflict pain and suffering on their opponents in combat.

The typical azizou stands 3 feet tall and weighs about 100 pounds. It speaks Abyssal and Common.

Spell-Like Abilities: At will—*cause fear* (DC 11), *detect good*, *detect thoughts* (DC 12), *invisibility* (self only), *scare* (DC 12), *stinking cloud* (DC 13). Caster level 7th. The save DCs are Charisma-based.

Rend (Ex): If an azizou hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d4+3 points of damage.

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Jordan Bassett (order #48404)

This humanoid appears to stand nearly 4 feet tall and has a horse-like head with downward-curving horns jutting from its head. Its mouth is filled with long, sharp teeth and its hands and feet end in sharpened claws. A pair of large, membranous wings jut from its back and its flesh is sickly gray and appears to be covered with a thick layer of slimy mucus.

Geruzou are sometimes called slime demons because their leathery skin constantly drips and oozes thick, jelly-like mucus. Like their brethren, they are fierce combatants and are often employed as hunters and trackers by greater demons.

The typical geruzou stands nearly 4 feet tall and weighs about 140 pounds. It speaks Abyssal and Common.

Spell-Like Abilities: At will—*cause fear* (DC 11), *darkness*, *detect good*, *detect thoughts* (DC 12), *invisibility* (self only), *mirror image*, *scare* (DC 12), *stinking cloud* (DC 13). Caster level 8th. The save DCs are Charisma-based.

Spit Slime (Ex): Once every 1d4 rounds as a standard action, a geruzou can spit a stream of slimy goo in a 20-foot line (no range increment). This requires a successful ranged touch attack. A creature hit is slowed (as the *slow* spell, caster level 6th) for 6 rounds if it fails a DC 13 Fortitude save. The save DC is Constitution-based.

Slime Armor (Ex): The slime excreted by a geruzou grants it a +4 deflection bonus to AC. This bonus is already included in the statistics block.

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Daraka

This creature is a tall black-skinned humanoid. Its head is that of a black-furred ram with downward curving horns. Its body appears to be a mass of writhing flesh.

Darakas act as guards to the greater demons or as shock troops in the demonic armies of the Abyss. Being intelligent, they are often used as commanders or leaders, with each daraka having a battalion of minor demons at its command.

A daraka's skin is leathery and oily. From a distance greater than 10 feet, its body appears to be a mass of writhing flesh. Closer inspection reveals thousands of tiny scorpions swarming its flesh. They constantly skitter across the daraka's body—into and out of its mouth, ears, and nose. The daraka doesn't even seem to notice them.

Daraka stand 9 feet tall and weigh 700 pounds. They speak Abyssal, Common, and at least three other languages.

Darakas aggressively assault any creature that stands in their way. They usually open combat by slinging scorpions at their opponents and using *chaos hammer* against lawful-aligned opponents. Against an enemy

Jordan Bassett (order #48404)

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By casting this spell, you summon a lesser demon of 5 HD or less. You do not need to have the same alignment or general alignment as the demon summoned. This spell was specifically created by a powerful demon prince (some mention Demogorgon, others say Orcus) and allowed to pass into the hands of mortal spellcasters to summon corruptor demons so they might corrupt the caster and turn him chaotic evil. Good-aligned creatures can freely employ this spell if desired.

The target creature receives a Will save to avoid the calling. If the save fails, the creature is immediately drawn to your location. A demon subjected to this spell receives a penalty on its save or SR roll based on the alignment of the caster and how far away from chaotic evil the caster is. For each step the caster is removed from chaos (on the law-chaos axis), the demon has a -1 penalty on its save and SR roll. For each step the caster is removed from evil (on the good-evil axis), the demon takes a -1 on its save and SR roll. These penalties stack. Thus, a demon summoned by a neutral evil caster takes a -1 penalty on its save and SR roll (neutral is one step removed from evil on the law-chaos axis), while a demon summoned by a lawful good caster takes a -4 penalty on its save and SR roll (+2 for lawful and +2 for good).

You may ask the demon to perform one task for you, and the demon may ask for some service in return (note that corruptor demons never request anything in return, desiring only to use their whisper of madness ability against the caster). The more demanding the task, the greater the return favor asked for by the summoned demon. This bargaining takes at least 1 round, so any actions by the demon begin in the round after it arrives. If the character agrees to the service, the demon performs the task the character requested, reports back to the character afterward (if possible), and returns to its home plane. The character is honor bound to perform the return favor. If the return favor is not completed as promised, the summoner is visited by an appropriate number of demons that attempt to slay him and take his soul.

wizard, a daraka uses its feeblemind ability as soon as it can. The remainder of the combat sees the daraka slash with its claws and bite with its terrible fangs. If it can, a daraka likes to grapple a foe and let the scorpions on its body bite the grabbed opponent.

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

Spell-Like Abilities: At will—*chaos hammer* (DC 19), *deeper darkness*, *detect good*, *dispel magic*, *greater teleport* (self plus 50 pounds of objects only), *invisibility* (self only), *unholy aura* (DC 21); 3/day—*chill touch* (DC 16); 1/day—*feeblemind* (DC 20), *shatter* (DC 17). Caster level 12th. The save DCs are Charisma-based.

Poison (Ex): The body of a daraka is swarming with thousands of scorpions that deliver a debilitating poison each time they bite. The save DC is Constitution-based.

Daraka Scorpion Poison: Injury, Fortitude DC 24, initial and secondary damage 1d6 Strength.

Scorpions (Ex): A daraka's body is swarming with thousands of tiny scorpions. Creatures attacking a daraka unarmed or with natural weapons are automatically bitten for 1d6 points of damage and suffer the effects of the scorpion's poison (see Poison, above).

Alternately, a daraka can sling scorpions from its body to a range of 20 feet. This is a standard action that provokes an attack of opportunity. A creature hit takes 1d6 points of damage from the biting and stinging scorpions and is subjected to their poison.

A grappled creature is likewise subjected to the biting of a daraka's scorpions just as if it had attacked the daraka unarmed (see above).

A daraka has an unlimited supply of scorpions. As fast as it uses them, its body generates more.

Summon Demons (Sp): Once per day, a daraka can attempt to summon 4d10 dretches or 1d2 vrocks with a 50% chance of success, or another daraka with a 20% chance of success. This ability is the equivalent of a 5th-level spell.

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

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Jordan Bassett (order #48404)

His deceptions range far and wide, affecting and influencing not only those on the Material Plane but also other demon princes and demon lords. His malevolent nature lends itself well to his trickery and deception, and he bends others to do his will. Those that oppose him are quickly dispatched. Those he favors are often captured and taken back to his lair in the Abyss where they are forced into a life of servitude. When the day comes that Fraz-Urb'luu grows weary of them, he devours them or throws them to his other servants to do with as they wish.

He makes his home deep within the Abyss on a smoldering and scarred layer devoid of most life. His keep is a large iron and stone castle situated near the very center of the layer. A constant stream of traffic emanates to and from his castle; demons and slaves tending to their daily tasks.

Fraz-Urb'luu stands 18 feet tall and weighs about 8,000 pounds. He speaks Abyssal, Celestial, Common, Daemonic, Draconic, Giant, Goblin, and Infernal.

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Fraz-Urb'luu opens combat by pounding his foes with his spells or spell-like abilities. He next assaults them physically by pummeling with his powerful fists and slashing with his tail. A grabbed foe is entwined in his tail and gnashed between the demon prince's fangs.

This creature appears as a massive hulking ape-like humanoid standing nearly three times as tall as a normal human. Its head sports large, upright, pointed ears and a large round mouth lined with sharpened teeth. Its body is gray and covered with fine, thin blue hair. A long, serpentine tail, gray and yielding to blue near the barbed end, trails behind it. Two large bat-like wings protrude from its back.

Fraz-Urb'luu is one of the most physically powerful demon princes as well as one of the most cunning.

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Jordan Bassett (order #48404)

One of Fraz-Urb'luu's favorite tactics, after wearing down his opponents, is to summon a demon prince and then immediately teleport away as the prince arrives.

Fraz-Urb'Luu'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. His natural weapons are also treated as epic weapons for the purpose of overcoming damage reduction.

Constrict (Ex): Fraz-Urb'luu deals 2d8+21 points of damage with a successful grapple check.

Gnash (Ex): Attack bonus +52 melee, damage 3d6+14. Fraz-Urb'luu can attack a grappled foe with his bite attack at no penalty.

Improved Grab (Ex): To use this ability, Fraz-Urb'luu must hit with his tail slash. He can then attempt to start a grapple as a free action without provoking an attack of opportunity. If he wins the grapple check, he establishes a hold and can constrict or gnash.

Spell-Like Abilities: At will—*blasphemy* (DC 27), *charm monster* (DC 24), *deeper darkness*, *desecrate*, *detect good*, *detect thoughts* (DC 22), *fear* (DC 24), *greater dispel magic*, *greater teleport* (self plus 50 pounds of objects only), *mass charm monster* (DC 28), *mass suggestion* (DC 26), *misdirection* (DC 22), *polymorph*, *telekinesis* (DC 25), *tongues* (self only), *true seeing*, *unhallow*, *unholy aura*, *unholy blight* (DC 24); 3/day—*baleful polymorph* (DC 25), *dominate monster* (DC 29); 1/day—*plane shift*, *power word blind*, *prismatic spray* (DC 27). Caster level 29th. The save DCs are Charisma-based.

Spells: Fraz-Urb'luu casts spells as a 20th-level sorcerer. The save DCs are Charisma-based.

Sorcerer Spells Known (Cast per Day 6/9/9/8/8/8/8/7/7/7; save DC 20 + spell level): 0—*arcane mark*, *daze*, *detect magic*, *ghost sound*, *light*, *ray of frost*, *read magic*, *resistance*, *touch of fatigue*; 1st—*color spray*, *ray of enfeeblement*, *silent image*, *true strike*, *ventriloquism*; 2nd—*hypnotic pattern*, *invisibility*, *scorching ray*, *touch of idiocy*, *web*; 3rd—*displacement*, *gaseous form*, *magic circle against good*, *slow*; 4th—*cloudkill*, *confusion*, *crushing despair*, *phantasmal killer*, *wall of fire*; 5th—*false vision*, *mind fog*, *persistent image*; 6th—*chain lightning*, *geas/quest*, *permanent image*; 7th—*finger of death*, *mass hold person*, *spell turning*; 8th—*binding*, *mass charm monster*, *summon monster VIII*; 9th—*dominate monster*, *power word kill*, *wail of the banshee*.

Summon Demons (Sp): Three times per day, Fraz-Urb'luu can automatically summon 1d4 mariliths or nalfeshnees, or 1d2 balors. This ability is the equivalent of a 9th-level spell.

Summon Demonic Entity (Sp): Once per day, Fraz-Urb'luu can attempt to summon a demon lord or demon prince with a 70% chance of success, and deceive the summoned demon into believing it was called by his opponents. The summoned lord or prince must succeed on a DC 45 Will save. If the save fails, it believes that Fraz-Urb'luu's opponents called it and deals with them appropriately (which usually involves killing the offending party for daring to call a demon prince or lord). The save DC is Charisma-based and includes a +5 racial bonus. This ability is the equivalent of a 9th-level spell.

Planar Omniscience: All-knowing (CL 29th), all-sensing (8 miles), block sensing (8 miles), planar knowledge.

Sealed Mind (Ex): Fraz-Urb'luu is immune to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).

Skills: Fraz-Urb'luu has a +8 racial bonus on Listen and Spot checks.

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Followers of Fraz-Urb'luu are usually evil humanoids and consist of clerics, politicians or aristocrats, sorcerers, and adepts. Devout followers of Fraz-Urb'luu are called Deceivers and must sign a pact of evil with Fraz-Urb'luu. Deceivers can receive spells from Fraz-Urb'luu and are granted access to two of the following domains: Chaos, Evil, Knowledge, and Trickery.

Credit

Fraz-Urb'luu originally appeared in the First Edition module *S4 Lost Caverns of Tsojcanth* (© TSR/Wizards of the Coast, 1982) and later in the First Edition *Monster Manual II* (© TSR/Wizards of the Coast, 1983) and is used by permission.

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Jordan Bassett (order #48404)

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This hideous creature appears to be half-scorpion and half-human. Its upper torso is that of a greenish-silver humanoid with long, flowing dark hair and stark white eyes while its lower torso is that of a reddish-brown scorpion. Its tail splits into two separate stingers and the creature's mouth is filled with razor-sharp teeth.

A gharros looks like a cross between a large human and an even larger scorpion. They serve as guards, soldiers, shock troops (and even assassins sometimes) to some of the minor nobles and lesser demon lords of the Abyss. They hate all goodness and seek to destroy it at any opportunity through whatever means available.

A gharros is about 8 feet tall and 10 feet long and weighs around 1,500 pounds. The typical gharros speaks Abyssal, Common, and three other languages.

Gharros are very aggressive in battle and seek to kill the strongest opponent first. They wield their battleaxes in combat and sting with their deadly tails, all the while sprinkling the fight with their spell-like abilities. Unless ordered to do so, a gharros never takes prisoners in battle. They fight to the death (either their death or their opponent's).

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

Spell-Like Abilities: At will—*darkness*, *desecrate*, *detect good*, *detect magic*, *mirror image*, *telekinesis* (DC 20), *greater teleport* (self plus 50 pounds of objects only). Caster level 12th. The save DCs are Charisma-based.

Poison (Ex): A gharros delivers a virulent poison with a successful tail sting. The save DC is Constitution-based.

Gharros Poison: Injury, Fortitude DC 28, initial and secondary damage 2d6 Constitution.

Summon Demons (Sp): Once per day, a gharros can attempt to summon 4d10 dretches, 1d4 vrocks, or 1d2 glabrezus with a 50% chance of success or another gharros with a 20% chance of success. This ability is the equivalent of a 6th-level spell.

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

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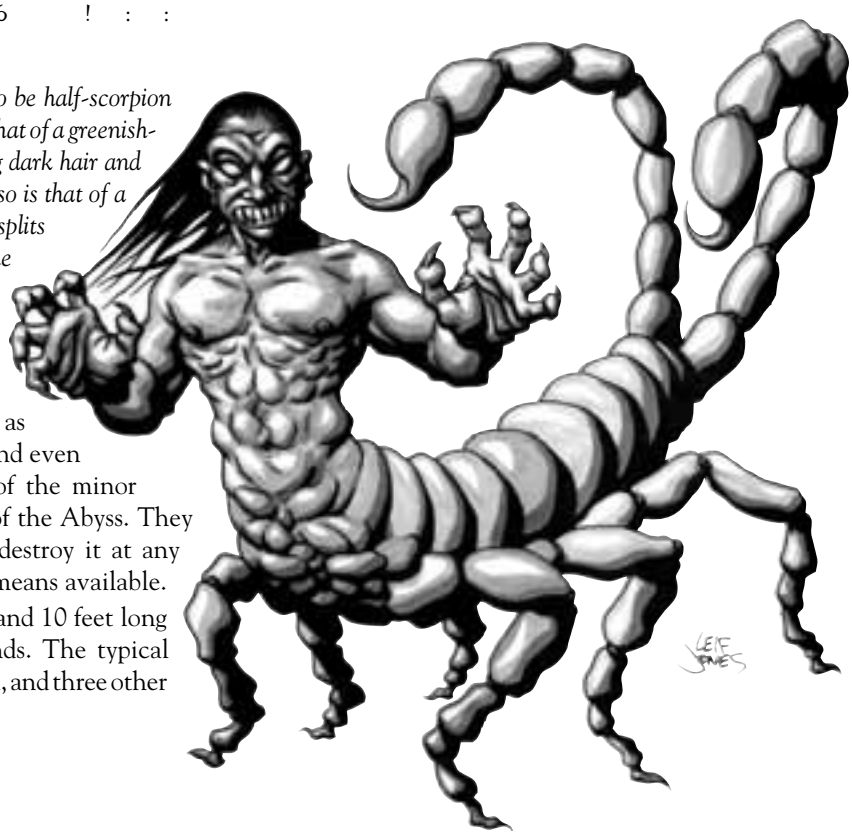
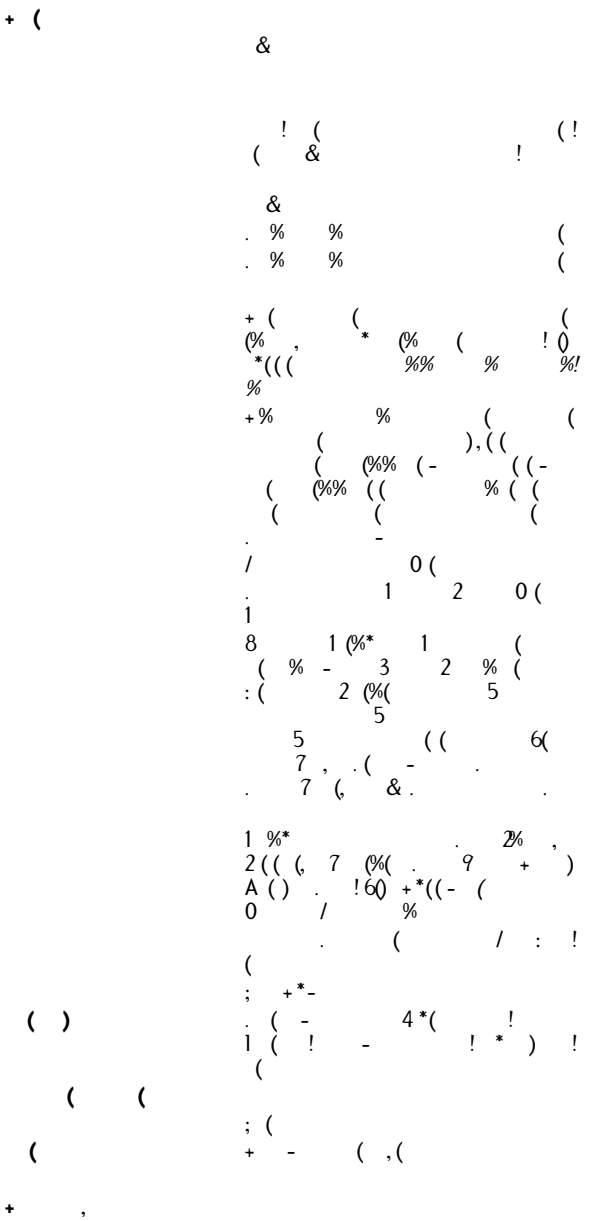


Jordan Bassett (order #48404)



This creature resembles a large bubbling mass of greenish-black and foul-smelling liquid. Ooze, slime, and pus constantly squirt and seep from its form. Deep within the oozing form you notice several large red eyes.

Jubilex is the ruler over all slimes, oozes, jellies, and other disgusting and foul ooze-like creatures, Known by some as the Faceless Lord, his Abyssal home is a steaming, bubbling lair of putrid ooze and slime pits that are constantly shifting and changing at his whim. Even the other demonic rulers loathe to journey here. Jubilex makes his home in a huge slime pit somewhere on one of the many planes he controls. He is constantly attended by and surrounded with all sorts of slimes and oozes.

When confronted, he usually takes the form of a 12-foot tall column of bubbling and squirting ooze. Jubilex weighs about 6,000 pounds.

Jubilex speaks Abyssal, Aquan, Common, Draconic, Giant, Infernal, and Terran.

Jubilex lashes out with a slimy appendage, attempting to grab and constrict opponents. Grabbed creatures are crushed and cast aside, to be dissolved and devoured at a later time. Jubilex can flatten his body, thereby enabling him to squeeze through cracks and openings of Tiny or larger size.

Jubilex'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. His natural weapons are also treated as epic weapons for the purpose of overcoming damage reduction.

Acid (Ex): Jubilex secretes a digestive acid that dissolves organic material and metal quickly, but does not affect stone. Any melee hit or constrict attack deals acid damage. Armor or clothing dissolves and becomes useless immediately unless it succeeds on a DC 38 Reflex save. A metal or wooden weapon that strikes Jubilex also dissolves immediately unless it succeeds on a DC 38 Reflex save. The save DCs are Constitution-based.

Jubilex's acidic touch deals 38 points of damage per round to wooden or metal objects, but he must remain in contact with the object for 1 full round to deal this damage.

Constrict (Ex): Jubilex deals automatic slam and acid damage with a successful grapple check. The opponent's armor and clothing take a –4 penalty on Reflex saves against the acid.

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

Slime Spittle (Su): Once per minute, Jubilex can fire a stream of acidic slime in a 20-foot line. This requires a successful ranged touch attack (+30 attack bonus). A creature hit takes 2d6 points of acid damage and 1d6 points of Constitution damage each round (DC 38 Fortitude save for half; a new save must be made each round). On the first round, the slime may be scraped off (most likely destroying the scraper in the process), but after that it must be burnt, frozen, or cut away (applying damage to the victim as well). Extreme cold or heat, sunlight, or a *remove disease* spell destroys the slime. The save DC is Constitution-based.

Spell-Like Abilities: At will—*circle of cold* (emanate cold in 10-ft. radius; 5d6 cold damage, Fortitude for half; lasts 1 minute per caster level), *contagion* (DC 21), *deeper darkness*, *detect good*, *detect thoughts* (DC 19), *fear* (DC 21), *fly* (self only), *greater dispel magic*, *hold monster* (DC 22), *invisibility*, *protection from good*, *pyrotechnics* (DC 19), *suggestion* (DC 20), *symbol of pain* (DC 22), *telekinesis* (DC 22), *teleport without error* (self plus 50

Jordan Bassett (order #48404)

pounds of objects only), *tongues* (self only), *true seeing*, *unhallow*, *unholy aura* (DC 25), *unholy blight* (DC 21), *wall of acid* (as *wall of fire*, but deals acid damage); 1/day—*blasphemy* (DC 24). Caster level 23rd. The save DCs are Charisma-based.

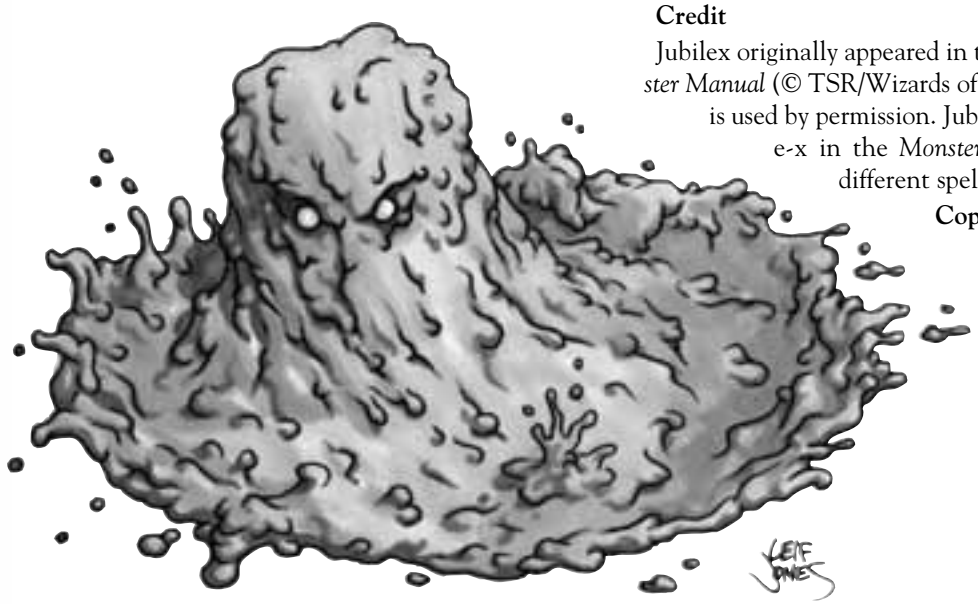
Spells: Jubilex casts spells as a 20th-level cleric. He has access to the domains of Chaos, Evil, and Water. He does not gain the granted powers of his domains. The save DCs are Wisdom-based.

Unholy Cleric Spells Prepared (6/8/7/7/7/7/5/5/5/5; save DC 19 + spell level): 0—*create water*, *detect magic*, *inflict minor*, *light*, *read magic*, *virtue*; 1st—*bane*, *cause fear*, *command*, *curse water*, *detect law*, *entropic shield*, *sanctuary*, *summon monster I*; 2nd—*aid*, *bear's endurance*, *death knell*, *delay poison*, *enthrall*, *shatter*, *silence*; 3rd—*animate dead*, *bestow curse*, *contagion* (x2), *inflict serious wounds*, *magic circle against good*, *water breathing*; 4th—*death ward*, *discern lies*, *divination*, *giant vermin*, *inflict critical wounds* (x2), *restoration*; 5th—*break enchantment*, *dispel good*, *dispel law*, *raise dead*, *scrying*, *slay living*, *wall of stone*; 6th—*geas/quest*, *harm* (x2), *heal*, *summon monster VI*; 7th—*control weather*, *destruction* (x2), *repulsion*, *word of chaos*; 8th—*antimagic field*, *dimensional lock*, *fire storm*, *mass inflict critical wounds* (x2); 9th—*energy drain*, *mass heal*, *miracle*, *soul bind*, *true resurrection*.

Domain Spells (Chaos, Evil, Water): 1st—*protection from law*; 2nd—*fog cloud*; 3rd—*magic circle against law*; 4th—*control water*; 5th—*ice storm*; 6th—*animate objects*; 7th—*acid fog*; 8th—*horrid wilting*; 9th—*summon monster IX*.

Summon Demons (Sp): Three times per day, Jubilex can automatically summon 4d10 dretches, 2d4 glabrezus, 1d4 hezrous, or 2 nalfeshnees, or 1 balor. This ability is the equivalent of a 9th-level spell.

Summon Oozes (Sp): Once per day, Jubilex can automatically summon up to 2d4 ochre jellies, gray oozes, or gelatinous cubes, or 1d4 black puddings. This ability is the equivalent of a 9th-level spell.



[illegible]

[illegible]

If you have **Chaos Rising** by **Necromancer Games** you can allow Jubilex to select spells from the Ooze domain, substituting the Ooze domain for the Water domain.

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If you have the **Tome of Horrors II** by **Necromancer Games** you can allow Jubilex to summon 2d4 lesser ooze demons or 1d6 greater ooze demons instead of glabrezus and hezrous.

Amorphous (Ex): Jubilex is not subject to critical hits, and having no clear front or back, cannot be flanked.

Fast Healing (Ex): Jubilex has fast healing 3 from the Fast Healing epic feat.

Immunities (Ex): Because of his ooze-like structure, Jubilex is immune to *sleep* effects, paralysis, polymorph, and stunning.

Planar Omniscience: All-knowing (CL 23rd), all-sensing (5 miles), block sensing (5 miles), planar knowledge.

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

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Followers of Jubilex are evil humanoids with an affinity for slimes, jellies, and all things that ooze. Devout followers of Jubilex are called Masters of the Ooze and must sign a pact of evil with Jubilex. Masters of the Ooze can receive spells from Jubilex and are granted access to two of the following domains: Chaos, Evil, and Water.

If you have **Chaos Rising** by **Necromancer Games** you can allow clerics of Jubilex to select spells from the Ooze domain rather than the Water domain.

Credit

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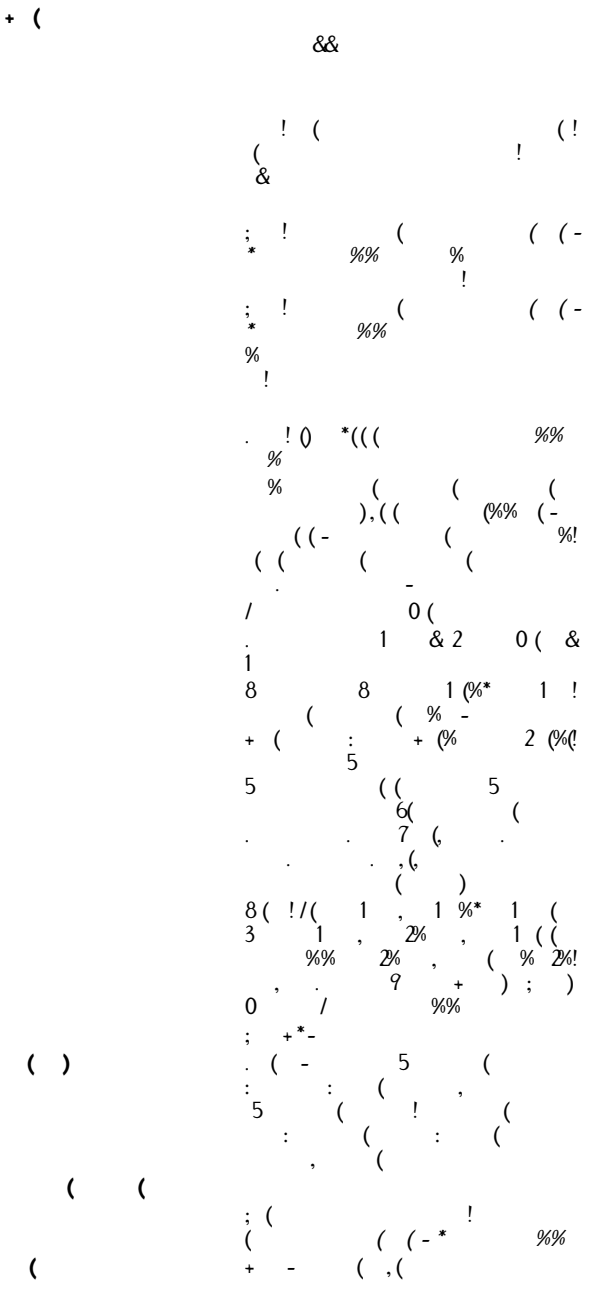
Jordan Bassett (order #48404)



This hulking creature stands to be at least 9 or 10 feet tall with yellowish skin. His head and body seem to be completely hairless save for his thick, bushy eyebrows. Two massive stump-like legs support his thick torso. His head is flat and oval and sports two, large sunken crystal-blue eyes.

Kostchtchie is the demon lord of cold and is the epitome of hatred and evil. If there is a demon lord more ruthless and malevolent than he, that lord has never made his presence known. Kostchtchie is hated by all (including other demon lords and princes). He moves across his Abyssal landscape with a shuffling gait, and is rarely, if ever, encountered alone.

Kostchtchie is revered by some frost giant shamans as a god. Various clans pay tribute to him in the form of humanoid sacrifices (made bimonthly, except in the winter when sacrifices are made monthly) and often invoke his blessing before undertaking a great quest or entering a great battle.

Kostchtchie's Abyssal home is a frigid and mountainous realm of ice, rock, snow, and subfreezing temperatures. Unprotected travelers and those vulnerable to cold do not last long here.

Kostchtchie stands 9 feet tall and weighs about 800 pounds. He speaks Abyssal, Celestial, Common, Draconic, Giant, Ignan, Infernal, and Terran.

Kostchtchie fights with his oversized (Large) warhammer in battle. He is relentless in his attack and seeks to kill all interlopers he encounters. Kostchtchie completely destroys any creature's body he slays. The body is torn to pieces, burned, or devoured by the demon lord and/or his minions. He wields his oversized weapon in two-hands and without penalty.

Kostchtchie'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. His natural weapons are also treated as epic weapons for the purpose of overcoming damage reduction.

Spell-Like Abilities: At will—*command* (DC 19), *bestow curse* (DC 21), *blasphemy* (DC 25), *deeper darkness, detect good, dispel good, greater dispel magic, greater teleport* (self plus 50 pounds of objects only), *magic circle against good, telekinesis* (DC 23), *tongues* (self only), *unholy aura* (DC 26), *wall of ice, wind walk*; 2/day—*poison* (DC 20); 1/day—*harm* (DC 24). Caster level 23rd. The save DCs are Charisma-based.

Spells: Kostchtchie casts spells as a 20th-level wizard. He casts cold-based spells (those with the cold descriptor) at +2 caster level. The save DCs are Intelligence-based.

Wizard Spells Prepared (4/6/6/5/4/3; save DC 17 + spell level): 0–*daze, detect magic, light, ray of frost* (CL 22); 1st–*expeditious retreat, frost fingers* (as *burning hands*, but deals cold damage, CL 22), *jump, obscuring mist, protection from law, true strike*; 2nd–*blur, fog cloud, glitterdust, see invisibility, shatter, touch of idiocy*; 3rd–*cold ball* (as *fireball*; deals cold damage, CL 22), *lightning bolt, sleet storm* (CL 22), *stinking cloud, vampiric touch, wind wall*; 4th–*confusion, enervation, ice storm* (CL 22), *solid fog, wall of ice* (CL 22); 5th–*baleful polymorph, cone of cold* (CL 22), *hold monster, mind fog, transmute rock to mud*; 6th—*chain lightning, cold fog* (as *acid fog*, but deals cold damage, CL 22), *control water, Otluke's freezing sphere* (CL 22), *move earth*; 7th—*control weather, delayed blast cold ball* (as *delayed blast fireball*, but deals cold damage, CL 22) (x2), *insanity, waves of exhaustion*; 8th—

Jordan Bassett (order #48404)

incendiary cloud, mind blank, polymorph any object, trap the soul; 9th—*prismatic sphere, foresight, power word kill, shades.*

Stun (Su): A creature hit by Kostchtchie's warhammer must succeed on a DC 39 Fortitude save or be stunned for 1 minute. The save DC is Strength-based.

Summon Demons (Sp): Three times per day, Kostchtchie can automatically summon 4d10 dretches, 2d4 babau demons, 1d4 hezrous, 1d2 nalfeshnees, or one balor or marilith. This ability is the equivalent of a 9th-level spell.

Planar Omniscience: All-knowing (CL 23rd), all-sensing (5 miles), block sensing (5 miles), planar knowledge.

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

Two-Handed Thundering Icy Burst Warhammer: Kostchtchie's oversized (Large) two-handed +4 *warhammer* is constructed of cold iron and has the *thundering* and *icy burst* special qualities. This weapon creates a cacophonous roar like thunder upon striking with a successful critical hit. The sonic energy does not harm the wielder of the weapon. It deals +2d8 points of bonus sonic damage on a successful critical hit. Subjects dealt a critical hit by a thundering weapon must make a DC 14 Fortitude save or be deafened permanently.

Additionally, his weapon functions as a frost weapon that also explodes with frost upon striking a successful critical hit. The frost does not harm the wielder. In addition to the extra damage from the frost ability, an icy burst weapon deals an extra 2d10 points of cold damage on a successful critical hit. Even if the frost ability is not active, the weapon still deals its extra cold damage on a successful critical hit.

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Followers of Kostchtchie are usually frost giants and fiendish frost giants. They are usually fighters or barbarians. Devout followers of Kostchtchie are called Ice Lords and must sign a pact of evil with Kostchtchie. Ice Lords that cast divine spells can receive spells from Kostchtchie and typically have access to two of the following domains: Chaos, Evil, and Destruction.

Credit

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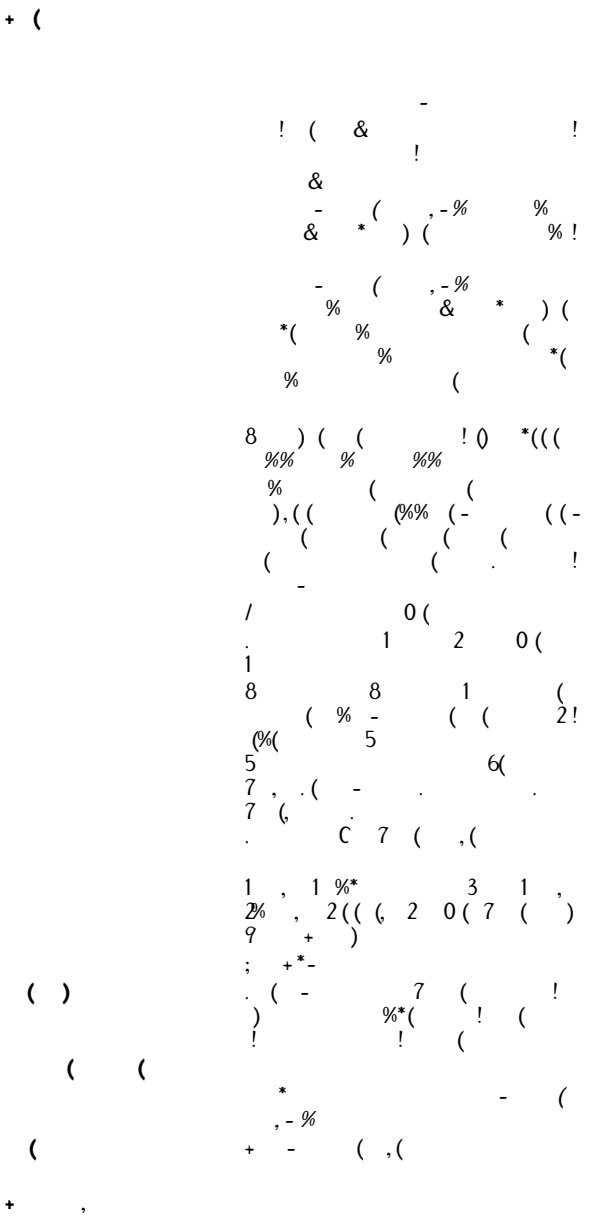

A stinking aura of death and decay lingers in the air around this feral-looking humanoid. Two great horns protrude upward from its oval head. Huge leathery, bat-like wings sprout from its shoulders, and its lower torso sports two massive legs that end in soot-colored hooves. Short, coarse black hair covers its entire body, except its face and clawed hands.

Maphistal is a lieutenant in the employ of Orcus, Demon Prince of the Undead. He makes his home on a stinking, smoldering layer of the Abyss and commands his troops from his great castle, *Maalstege* (The Keep of Bones, so called because it is believe to be constructed from the skeletal remains of those slain by Maphistal). He is loyal to no one but Orcus. He does not trust Sonechard, the General of Orcus's undead legions, and seeks to discredit him at any opportunity, though he does not do this openly for fear of rebellion by his troops or punishment by Orcus. His machinations against Sonechard are primarily through his agents and spies in Sonechard's camps.

Maphistal stands 9 feet tall and weighs 700 pounds. He speaks Abyssal, Celestial, Common, Draconic, Giant, Goblin, Ignan, and Infernal.

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Maphistal is rarely, if ever, encountered alone, and usually has a retinue of undead with him. When he enters combat, he usually opens with his spell-like abilities, immediately using his *circle of death* ability to affect as many targets as possible. In melee, he batters an opponent with his mace. An opponent whose skull is destroy (and who is therefore slain) or an opponent brought to Dexterity 0 (and not rescued by his comrades) is carried back to the Keep of Bones where it undergoes transformation into an undead creature and is either placed in Maphistal's legions or becomes part of the Keep itself.

Maphistal'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.

Bone Knit (Su): Each time a living creature is hit by Maphistal's mace, it must succeed on a DC 25 Fortitude save or take 1d4 points of Dexterity damage as its bones fuse together. Creatures without bones or skeletal structures (such as oozes and plants) are unaffected by this attack.

Disease (Ex): Bite—*demon fever*, Fortitude DC 31, incubation period 1 day, damage 1d6 Constitution. The save DC is Constitution-based.

Spell-Like Abilities: At will—*animate dead, blasphemy* (DC 25), *create undead, detect magic, detect good, desecrate, greater dispel magic, greater teleport* (self plus 50 pounds of objects only), *power word stun, suggestion* (DC 21), *telekinesis* (DC 23), *tongues* (self only), *unhallow, unholy aura* (DC 26), *unholy blight* (DC 22); 3/day—*create greater undead*; 1/day—*circle of death* (DC 24), *fire storm* (DC 26). Caster level 20th. The save DCs are Charisma-based.

Summon Demons (Sp): Once per day, Maphistal can automatically summon 4d10 dretches, 1d4 hezrous, or one nalfeshnee, glabrezus, marilith, or balor. This ability is the equivalent of a 9th-level spell.

Summon Undead (Sp): Once per day, Maphistal can automatically summon 3d10 zombies or skeletons, 2d6 ghouls, 2d4 ghasts, 1d6 wraiths or wights,

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Jordan Bassett (order #48404)

or 1d4 spectres. This ability is the equivalent of a 9th-level spell.

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

Unholy Crushing Heavy Mace: Maphistal's *+3 heavy mace* is imbued with the *unholy* and *crushing* special qualities. The *unholy* special quality makes the weapon evil-aligned and thus bypasses the corresponding damage reduction. It deals an extra 2d6 points of damage against all of good alignment. It bestows one negative level on any good creature attempting to wield it. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the weapon is wielded.

Further, upon a roll of natural 20 (followed by a successful roll to confirm the critical hit), the weapon crushes the opponent's skull (if it has a head). Some creatures, such as many aberrations and all oozes, have no heads (or skulls). Others, such as golems and undead creatures (including vampires) are not affected by the *crushing* special quality. Most other creatures, however, die when their skull is crushed. The DM may have to make judgment calls about the weapon's effect.

Credit

Maphistal first appeared in the **Necromancer Games** module **Rappan Athuk 3 — The Lower Levels** (©2002, Necromancer Games, Inc.).

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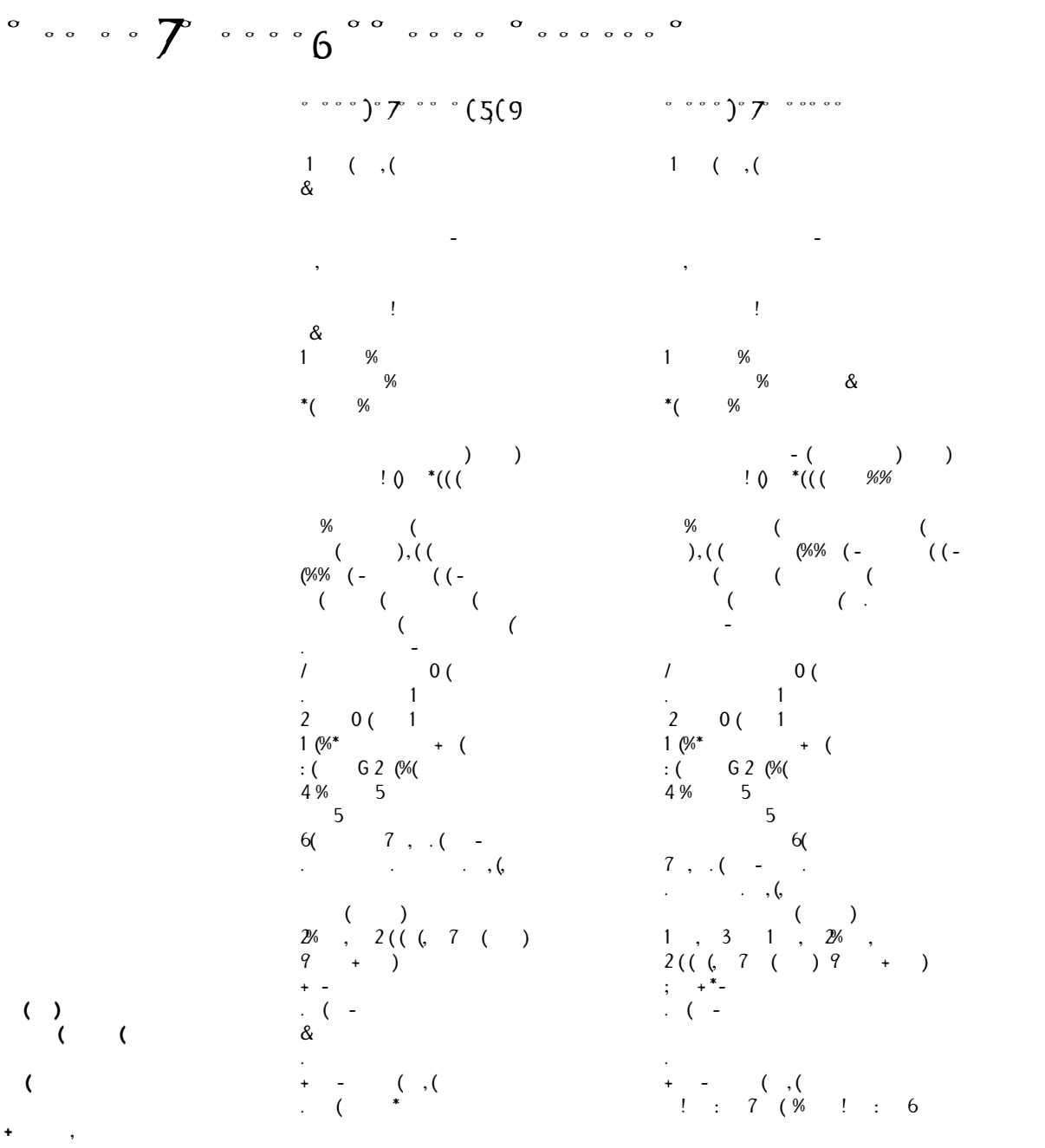

This creature is tall and thin with large, leathery, scaled, bat-like wings. Its skin is stretched tightly over its bones to the point that its underlying muscles can be seen clearly. Its skin is pale gray. Its hands end in long fingers tipped with razor-sharp talons. Its mouth is filled with tusk-like teeth, dominated by two overgrown tusks that jut upward from its bottom jaw. Its eyes glow with an eerie yellow light.

Nabasu (both plural and singular form) are one of the most malign of demonkind. They derive great pleasure from torturing and killing (albeit slowly) other creatures. Unlike other demons, a nabasu spends a portion of its life on the Material Plane. Those that reach the demonling stage in their growing process travel to the Material Plane where they feed on humanoids in order to continue their maturity. Once a nabasu reaches maturity, it returns to the Abyss to spend the rest of its immortal existence there.

A nabasu (demonling or mature) stands 7 feet tall and weighs about 700 pounds. Nabasu speak Abyssal, Common, and at least one other language.

Combat

Nabasu prefer to attack with their claws and bite so they can watch their opponents die a slow and very painful death. A nabasu fights until either it or its opponent is dead, and it never shows mercy to an opponent in battle.

A nabasu's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and

Jordan Bassett (order #48404)

evil-aligned for the purpose of overcoming damage reduction.

Death Gaze (Su): Death, range 20 feet, Fortitude DC 15 negates. Humanoids who die from this attack are transformed into ghouls within 1d4 rounds and are under control of the nabasu that created them. The save DC is Charisma-based. (If the nabasu dies, any ghouls under its control become free-willed.)

A demonling nabasu can use its death gaze ability once per day. For every Hit Dice above 7 it has, it gains one more use per day of its death gaze.

Feed (Su): When a demonling nabasu slays a humanoid opponent, it can feed on the corpse, devouring both flesh and life force, as a full-round action. Feeding destroys the victim's body and prevents any form of raising or resurrection that requires part of the corpse. There is a 50% chance that a *wish*, *miracle*, or *true resurrection* spell can restore a devoured victim to life. Check once for each destroyed creature. If the check fails, the creature cannot be brought back to life by mortal magic.

A demonling nabasu advances in Hit Dice by consuming corpses in this fashion. For every three suitable corpses a nabasu devours, it gains 1 Hit Die, and its Strength, Constitution, and natural armor increase by +1. Its attack bonus and saves improve as normal for an outsider of its Hit Dice, and it gains skill points, feats, and ability score improvements normally.

The demonling nabasu only advances by consuming the corpses of creatures whose Hit Dice or levels are equal to or greater than its own current total. A nabasu that reaches 13 Hit Dice through feeding immediately becomes a mature nabasu upon completion of the act. (A mature nabasu advances normally for its Hit Dice; see its statistics block above.)

Sneak Attack (Ex): A nabasu can make a sneak attack like a rogue, dealing an extra 2d6 points of damage whenever a foe is denied his or her Dexterity bonus, or when the nabasu is flanking.

Spell-Like Abilities: At will—*deeper darkness* (10-ft. radius). Caster level 7th.

At will, a demonling nabasu can *cause shadows* within 20 feet. *Cause shadows* creates a 20-foot radius area of shadowy illumination. Characters in the area can see dimly and have concealment (see the *PHB*) relative to that character. A creature in an area of shadowy illumination can make a Hide check to conceal itself.

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Jordan Bassett (order #48404)

Plane Shift (Sp): A demonling nabasu can enter the Material Plane. This ability transports the nabasu and up to six other creatures, provided they all link hands with the nabasu. It is otherwise similar to the spell of the same name (caster level 10th).

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

*Because they can change their skin color, they have a +8 racial bonus on Hide checks against a background of stone or in areas of shadowy illumination and darkness (including that created by the nabasu).

A demonling nabasu that reaches 13 Hit Dice through feeding becomes a mature nabasu. Mature nabasu do not have the feeding ability of demonlings and advance like other monsters.

Death Gaze (Su): Death, range 20 feet, Fortitude DC 18 negates. Humanoids who die from this attack are transformed into ghouls within 1d4 rounds and are under control of the nabasu that created them. The save DC is Charisma-based. (If the nabasu dies, any ghouls under its control become free-willed.)

A mature nabasu can use its death gaze ability seven times per day.

Spell-Like Abilities: At will—*deeper darkness* (10-ft. radius), energy drain (DC 21), greater teleport (self plus 50 pounds of objects only); 2/day—etherealness; 1/day—silence (DC 14), regenerate, vampiric touch. Caster level 13th. The save DCs are Charisma-based.

At will, a mature nabasu can *cause shadows* within 20 feet. *Cause shadows* creates a 20-foot radius area of shadowy illumination. Characters in the area can see dimly and have concealment (see the *PHB*) relative to that character. A creature in an area of shadowy illumination can make a Hide check to conceal itself.

Paralysis Aura (Su): Once per day, as a free action, a mature nabasu can create an aura of paralysis in a 10-foot radius centered on its form. Creatures in the area must succeed on a DC 24 Fortitude save or be paralyzed for 1d6+4 rounds. This ability functions as a *hold monster* spell, except a paralyzed creature does not get a new save each round to break the effect. Demons are immune to this aura.

Summon Ghasts (Sp): Once per day, a mature nabasu can automatically summon 2d4 ghasts while in the Abyss. This ability is the equivalent of a 4th-level spell.

Plane Shift (Sp): A mature nabasu can shift from the Material Plane to the Abyss. This ability transports the mature nabasu and up to six other creatures, provided they all link hands with the nabasu. It is otherwise similar to the spell of the same name (caster level 13th). This ability is used by the mature nabasu to return to its home plane once it reaches maturity.

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

*Because they can change their skin color, they have a +8 racial bonus on Hide checks against a background of stone or in areas of shadowy illumination and darkness (including that created by the nabasu).

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Jordan Bassett (order #48404)

This man-sized feral-looking creature has dark bluish-black skin. Its arms end in sharpened claws and its feet are splayed hooves. A long, snake-like barbed tail trails behind it. Its hairless head is long and oval and its eyes are large and crimson.

The bestial nerizo can be found on almost all planes of the Abyss. More animalistic than not, the nerizo are sometimes used as "hunting dogs" by the greater demons and lords. The nerizo themselves realize that they may not be the smartest or strongest of the demons, but they resent being relegated to common hunting dogs for the greater demons.

A nerizo stands 6 feet tall and weighs about 160 poounds. Nerizo can speak Abyssal but rarely do so. They do not possess the telepathic ability of other demons.

The nerizo prefers to attack from surprise, leaping to attack its foes when they are within range. A nerizo attacks using its tail sting and claws. Slain creatures are dragged away and devoured at a later time. If in the employ of a greater demon, the nerizo follows the commands of its "master." Nerizo are known to stalk their prey for up to one week before attacking.

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

Poison (Ex): Nerizo deliver a debilitating poison with a successful tail sting. The save DC is Constitution-based.

Nerizo Venom: Injury, Fortitude DC 22, initial and secondary damage 1d6 Strength.

Spell-Like Abilities: At will—*darkness, detect good, greater teleport* (self plus 50 pounds of objects only); 1/day—*confusion* (DC 17). Caster level 12th. The save DC is Charisma-based.

Spit Acid (Ex): Once every 1d4+1 rounds, a nerizo can spit a glob of stomach bile in a 10-foot line. A creature hit takes 4d6 points of acid damage. A successful DC 22 Reflex save halves the damage. The save DC is Constitution-based.

Summon Demons (Sp): Once per day, a nerizo can attempt to summon another 2d10 drretches or nerizo with a 35% chance of success. This ability is the equivalent to a 4th-level spell.

Skills: Nerizo have a +8 racial bonus on Listen and Spot checks. *They gain a +4 racial bonus on Survival checks when tracking by scent.

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Jordan Bassett (order #48404)

fights a never-ending war against rival demon princes that spans several Abyssal layers. From his great bone palace he commands his troops as they wage war across the smoldering and stinking planes of the Abyss. Orcus spends most of his days in his palace, rarely leaving its confines unless he decides to leads his troops into battle (which has happened on more than one occasion). Most of the time though, he is content to let his generals and commanders lead the battles.

When not warring against rival demon princes, Orcus likes to travel the planes, particularly the Material Plane. Should a foolish spellcaster open a *gate* and speak his name, he is more than likely going to hear the call and step through to the Material Plane. What happens to the spellcaster that called him usually depends on the reason for the summons and the power of the spellcaster. Extremely powerful spellcasters are usually slain after a while and turned into undead soldiers or generals in his armies.

Orcus stands 15 feet tall and weighs nearly 6,000 pounds. He speaks Abyssal, Celestial, Common, Draconic, Giant, Goblin, Ignan, Infernal, and Sylvan.

Orcus is the Prince of the Undead, and it is said that he alone created the first undead that walked the worlds.

This demonic humanoid is squat and bloated, standing nearly three times as tall as a normal human. It goat-like head sports large, spiraling ram-like horns. Its legs are covered in thick brown fur and end in hooves. Large powerful arms wield a wicked skull-tipped wand. Two large, black, bat-like wings protrude from its back and a long, snake-like tail, tipped with a sharpened barb, trails behind it.

Orcus is one of the strongest (if not the strongest) and most powerful of all demon lords. He

Jordan Bassett (order #48404)

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Orcus prefers to conduct battles using his *Wand* or natural weapons (tail and fists). Generally he avoids direct combat with powerful foes preferring to hang back and pepper them with an array of spells and effects. If pressed into melee, he uses his tail sting against the strongest opponent while focusing his fear gaze on the spellcasters. When given the chance, he summons demons and undead to aid him. If combat goes against him, he uses his *greater teleport* ability to escape, leaving a retinue of demons and undead monsters to deal with the interlopers.

Orcus'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. His natural weapons are also treated as epic weapons for the purpose of overcoming damage reduction.

Command/Rebuke Undead (Su): Orcus can command or rebuke undead as a 15th-level cleric. Because of his Undead Mastery feat, Orcus can command up to 150 HD worth of undead at one time.

Fear Aura (Su): Orcus can radiate a 60-foot-radius fear aura as a free action. A creature in the area must succeed on a DC 44 Will save or be affected as though by a fear spell (caster level 35th). A creature that successfully saves cannot be affected again by Orcus's fear aura for one day. The save DC is Charisma-based.

Poison (Ex): Orcus delivers an extremely virulent poison with a successful tail sting. The save DC is Constitution-based.

Orcus's Tail Sting Poison: Injury, Fortitude DC 43, initial and secondary damage 3d6 Constitution.

Spell-Like Abilities: At will—*animate dead, blasphemy* (DC 29), *charm monster* (DC 26), *deeper darkness, desecrate, detect good, detect magic, detect thoughts* (DC 25), *fear* (DC 26), *greater dispel magic, greater teleport* (self plus 50 pounds of objects only), *lightning bolt* (DC 28), *polymorph, read magic, suggestion* (DC 28), *symbol of death* (DC 30), *symbol of pain* (DC 27), *tongues* (self only), *true seeing, unhallow, unholy aura* (DC 30), *unholy blight* (DC 26), *wall of fire*; 1/day—*feeblemind* (DC 29). Caster level 35th. The save DCs are Charisma-based.

Spells: Orcus casts spells as a 20th-level necromancer and a 15th-level cleric. His opposed schools are the schools of enchantment and illusion. He has access to the domains of Death, Destruction, and Evil. The save DCs are Intelligence-based (for his necromancer spells) and Wisdom-based (for his cleric spells).

Typical Necromancer Spells Prepared (5/8/7/7/7/7/6/6/6/6; save DC 19 + spell level): 0—*acid splash, arcane mark, dancing lights, disrupt undead, touch of fatigue*; 1st—*cause fear, chill touch, grease, hold portal, obscuring mist, ray of enfeeblement* (x3); 2nd—*false life, flaming sphere, ghoul touch, gust of wind, scare, scorching ray, spectral hand*; 3rd—*gaseous form, gentle repose, halt undead, haste, ray of exhaustion* (x2), *vampiric touch*; 4th—*animate dead, bestow curse, enervation* (x2), *ice storm, shout, wall of fire*; 5th—*blight, cloudkill* (x2), *cone of cold, magic jar, symbol of pain, waves of fatigue*; 6th—*acid fog, circle of death* (x2), *create undead* (x2), *eyebite*; 7th—*control weather, finger of death* (x2), *spell turning, waves of exhaustion, limited wish*; 8th—*create greater undead, horrid wilting* (x3), *polar ray, iron body*; 9th—*energy drain* (x2), *meteor swarm, soul bind, wail of the banshee, wish.*

Unholy Cleric Spells Prepared (6/8/7/7/6/6/4/3/2; save DC 19 + spell level): 0—*create water, guidance, inflict minor wounds, light, resistance, virtue*; 1st—*bane, command, detect undead, doom, entropic shield, inflict light wounds* (x3); 2nd—*bull's strength, death knell, inflict moderate wounds* (x3), *shatter, silence*; 3rd—*bestow curse* (x2), *blindness/deafness, contagion, inflict serious wounds* (x2), *protection from energy*; 4th—*death ward, dimensional anchor, divine power, inflict critical wounds* (x2), *spell immunity*; 5th—*break enchantment, dispel good, dispel law, slay living* (x2), *scrying*; 6th—*geas/quest, harm, mass inflict moderate wounds* (x2); 7th—*mass inflict serious wounds, repulsion, word of chaos*; 8th—*cloak of chaos, mass inflict critical wounds.*

Domain Spells (Death, Destruction, Evil): 1st—*cause fear*; 2nd—*animate dead*; 3rd—*magic circle against good*; 4th—*death ward*; 5th—*dispel good*; 6th—*create undead*; 7th—*destruction*; 8th—*create greater undead.*

Epic Spells (4/day; save DC 29): *Mummy dust, peripety, ruin.*

Summon Demons (Sp): Three times per day, Orcus can automatically summon one balor, 1d3 nalfeshnees, or 1d4 mariliths. This ability is the equivalent of a 9th-level spell.

Summon Undead (Sp): As their prince, Orcus can automatically summon up to 100 HD of any type of undead each day. This ability is the equivalent of a 9th-level spell.

Planar Omniscience: All-knowing (CL 35th), all-sensing (9 miles), block sensing (9 miles), planar knowledge.

Speak with Dead (Su): Orcus can *speak with dead*, as the spell (caster level 35th). This ability is always active and can be negated or dispelled, but Orcus can restart it again as a free action on his next turn.

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Jordan Bassett (order #48404)

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

Wand of Orcus: Mighty Orcus wields a huge black skull-tipped rod that functions as a Large +5 *unholy greatclub*. It slays any living creature it touches if the target fails a DC 40 Fortitude save. Orcus, can at will, shut this ability off so as to allow his wand to pass into the Material Plane (and usually into the hands of one of his servants). Further, the *Wand* has the following powers: 3/day—*animate dead*, *deeper darkness*, *desecrate*, *fear*, and *unhallow*; 2/day—*blasphemy* and *unholy aura*. Caster Level 20th; save DC 25 + spell level.

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The followers of the Prince of Undead are clerics and adepts that venerate death, sorcerers and wizards fascinated with death, and half-fiend variants of the aforementioned creatures. His followers are most often clerics, necromancers, and sorcerers. Followers of Orcus are known as Disciples of Orcus and must sign a pact of evil. Disciples of Orcus can receive spells from Orcus and are granted access to the domains of Chaos, Death, Destruction, Evil, and War (a cleric can choose any two of these domains).

Credit

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Jordan Bassett (order #48404)

This powerfully-built humanoid has the head of a hawk and four great feathery wings spanning its shoulders. Its feathers are red and gold, fading to black at the tip. Its eyes are red and its hands and feet end in hawk-like talons.

Pazuzu is the demon prince of aerial creatures, and is revered as such on both the Abyssal plane and the Material Plane. Unlike other demon princes, his lair is not confined to a single plane or multiple adjoining planes; Pazuzu rules the sky realms above all layers of the Abyss. (No demon prince has contested his rulership of the skies thus far.)

Pazuzu has a great many dealings with creatures on other planes, including devils. He seems to be on fairly good terms with several powerful dukes and arch devils of Hell. He never enters that plane, but has been known to meet with such a duke on Acheron or Tarterus.

Pazuzu stands 8 feet tall and weighs 700 pounds. He speaks Auran, Aquan, Abyssal, Celestial, Common, Draconic, Giant, Infernal, and Terran.

Pazuzu prefers to use his spells and spell-like abilities, subjecting his opponents to a magical onslaught of great power. If cornered or forced into melee, he prefers to use his claws or weapon. If he is outclassed or overmatched, he summons aerial creatures and/or demons to his aid.

Pazuzu'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. His natural weapons are also treated as epic weapons for the purpose of overcoming damage reduction.

Breath Weapon (Su): Pazuzu has three breath weapons, each detailed below. Regardless of which breath weapon he uses, he can't breathe more than once every 1d4 rounds. Each breath weapon is a 100-foot long cone.

Creeping Doom: This works as the spell of the same name (caster level 20th).

Jordan Bassett (order #48404)

Insect Plague: This works as the spell of the same name (caster level 20th).

Corrosive Gas: Damage 16d6 acid, DC 39 Reflex save for half. The save DC is Constitution-based.

Dominate Aerial Creatures (Sp): Pazuzu can automatically dominate any aerial creature of 6 HD or less that is within sight. Affected creatures do not get a save against this effect. This functions as a *charm monster* spell (caster level 20th). At any one time, Pazuzu can have a total of 40 HD of creatures dominated. Affected creatures must remain with sight or the effect ends. Aerial creatures are defined as avians (including giant and dire versions), gargoyles, harpies, and creatures with the air subtype.

Spell-Like Abilities: At will—*blasphemy* (DC 26), *control weather*, *deeper darkness*, *desecrate*, *detect good*, *detect magic*, *fear* (DC 23), *flesh to stone* (DC 25), *greater dispel magic*, *greater teleport* (self plus 50 pounds of objects only), *lightning bolt* (DC 22), *shapechange*, *suggestion* (DC 22), *symbol of death* (DC 27), *symbol of pain* (DC 24), *telekinesis* (DC 24), *tongues* (self only), *unhallow*, *unholy aura* (DC 27), *unholy blight* (DC 23), *wind walk*, *wind wall*; 1/day—*wish*. Caster level 28th. The save DCs are Charisma-based.

Spells: Pazuzu casts spells as a 20th-level sorcerer. He can cast spells of the Air domain as arcane spells, and casts air spells at +2 caster level.

Sorcerer Spells Known (Cast per Day 6/9/8/8/8/8/7/7/7/7; save DC 19 + spell level): 0—*acid splash*, *arcane mark*, *daze*, *dancing lights*, *flare*, *light*, *ray of frost*, *read magic*, *resistance*; 1st—*chill touch*, *expeditious retreat*, *magic missile*, *obscuring mist* (CL 22), *unseen servant*; 2nd—*fog cloud*, *scorching ray*, *see invisibility*, *web*, *whispering wind* (CL 22); 3rd—*displacement*, *gaseous form* (CL 22), *haste*, *magic circle against good*; 4th—*contagion*, *enervation*, *ice storm*, *solid fog*; 5th—*baleful polymorph*, *control winds* (CL 22), *hold monster*, *magic jar*; 6th—*acid fog*, *eyebite*, *repulsion*; 7th—*finger of death*, *insanity*, *prismatic spray*; 8th—*moment of prescience*, *sunburst*, *whirlwind* (CL 22); 9th—*soul bind*, *meteor swarm*, *prismatic sphere*.

Epic Spells (4/day; save DC 29): Eclipse, nailed to the sky, rain of fire.

Summon Aerial Creature (Sp): Three times per day, Pazuzu can automatically summon 2d6 harpies, 2d8 gargoyles or juvenile arrowhawks, or 1d4 adult arrowhawks; or 1d4 hieracosphinxes with a 50% chance of success.

Summon Demons (Sp): Three times per day, Pazuzu can automatically summon 2d4 succubi, 1d4 vrocks, or 1 balor. This ability is the equivalent of a 9th-level spell.

Aerial Passivism (Ex): No aerial creature (defined above under his dominate aerial creatures special attack) of 10 HD or less willingly attacks Pazuzu (but can be forced to magically). If attacked by a magically compelled aerial creature, Pazuzu can make an Intelligence check (opposed by the spellcaster's caster level that compelled the aerial creature). If Pazuzu wins the opposed check, he can automatically breaks the magical compulsion controlling the creature (as if by *greater dispel magic*).

Fast Healing (Ex): Pazuzu heals 8 points of damage each round so long as he has at least 1 hit point. His natural fast healing is 5 (+3 from the Fast Healing epic feat).

Planar Omniscience: All-knowing (CL 28th), all-sensing (7 miles), block sensing (7 miles), planar knowledge.

Skills: Pazuzu has a +8 racial bonus on Listen and Spot checks. *In daylight hours, the bonus to Spot checks increases to +16.

*Pazuzu has a +8 racial bonus on Handle Animal checks when made against an aerial creature or avian.

Anarchic Keen Greatsword: Pazuzu's *+5 greatsword* is imbued with the *anarchic* and *keen* special qualities. The weapon is chaos-aligned and thus bypasses the corresponding damage reduction. It deals an extra 2d6 points of damage against all of lawful alignment. It bestows one negative level on any lawful creature attempting to wield it. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the weapon is wielded. The weapon has a threat range of 17–20.

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Followers of Pazuzu are evil humanoids that respect and revere the air and sky. Devout followers of Pazuzu are called Aerial Lords and must sign a pact of evil with Pazuzu. Aerial Lords can receive spells from Pazuzu and are granted access to two of the following domains: Air, Chaos, and Evil.

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Jordan Bassett (order #48404)

7

This creature resembles a living shadow of inky darkness. Large bat-like wings protrude from its form.

Shadow demons resemble standard shadows with wings. They are the incorporeal form of a demon trapped in the form of a shadow as punishment for some wrongdoing. If anything can release a demon trapped in shadow form, only the dukes, princes, and lords of the Abyss know such secrets. As a result of their new form, shadow demons are malign and evil, destroying all life they encounter.

Shadow demons speak Common, Abyssal, and at least two other languages, though most choose not to converse with those they encounter.

A shadow demon lurks in dark places, waiting for its prey to pass nearby. Often before leaping to attack, it uses its *deeper darkness* to gain the advantage. It then leaps from the shadows and attacks with its incorporeal attacks. It selects the most powerful foe in a group and uses its *magic jar* against it.

A shadow 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.

Pounce (Ex): If a shadow demon charges a foe, it can make a full attack, including two rakes.

Rake (Ex): A shadow demon that charges, can rake with its hind-claws (+10 melee) for 1d6 points of damage each.

Spell-like Abilities: 1/day—*deeper darkness*, *fear* (DC 17); 1/week—*magic jar* (DC 18). Caster level 10th. The save DCs are Charisma-based.

Leap (Ex): The incorporeal wings of a shadow demon grant it a +20 racial bonus on Jump checks. This bonus is already included in the statistics block.

Quick Sprint (Ex): Once per minute, a shadow demon may rapidly beat its incorporeal wings. This allows it to move at six times its normal speed (240 feet) for one round.

Shadow Blend (Su): During any conditions other than full daylight, a shadow demon can disappear into the shadows, giving it total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability; a *daylight* spell, however, will.

Sunlight Powerlessness (Su): Shadow demons are utterly powerless in natural sunlight (not merely a *daylight* spell) and flee from it. A shadow demon caught in sunlight cannot attack and can take only a single move or attack action.

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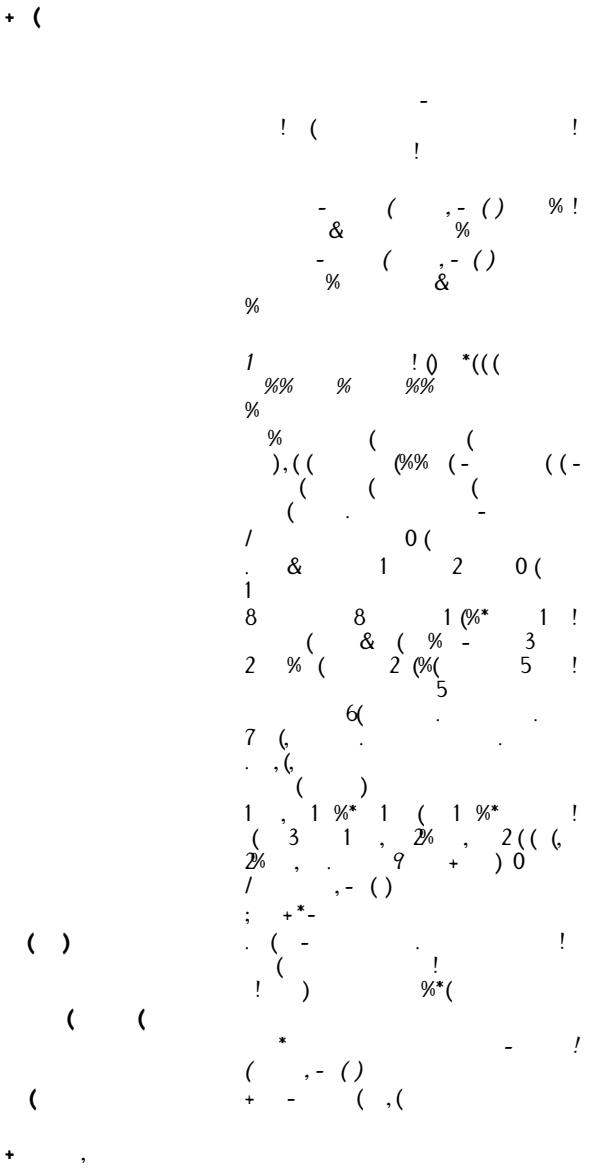
Jordan Bassett (order #48404)



This ram-headed humanoid appears to be at least as twice as tall as a human and has leathery gray skin. Large, curved horns, the left one broken off midway from its starting point, jut from its head. Two large bat-like wings spread from his shoulders. The creature's body is covered in thick, dark hair. Portions of the hair are torn away in areas revealing masses of battle-born scars and damage.

Sonechard is a General in the infernal armies of Orcus and serves him—at least to all onlookers—with unswerving loyalty. He has countless numbers of demons and undead at his command. Though his true loyalty lies only to himself, he would never openly refuse a request by Orcus nor challenge his position as Prince of the Undead. Should the day come when Orcus weakens, Sonechard plans to be there to claim what he believes is rightfully his.

Sonechard makes his home in a large castle that sits atop a plateau of scorched earth surrounded by a moat of blood. The walls are constructed of bone and sinew, and it is said that the souls of those who cross him are entombed within.

Sonechard stands 14 feet tall and weighs about 3,500 pounds. He speaks Abyssal, Celestial, Common, Draconic, Giant, Goblin, Ignan, and Infernal, and Terran.

Sonechard is almost always encountered with a large number of demons or undead at his side. When he enters battle, he usually unleashes a fireball at his foes immediately, and then follows it up with a circle of death effect or a suggestion. Dying creatures are subjected to his death knell spell-like ability and then raised via animate dead.

Should Sonechard find himself on the losing end of a battle, he does not hesitate to retreat, covering his escape with summoned or created undead and demons. A defeat is not forgotten—or forgiven. He remembers his opponents, and sends his troops to exterminate them at first chance, bringing their carcasses to his keep where he grinds their remains into a fine powder and gives it to his servants to be used to spice up the keep's foodstuffs.

Sonechard'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.

Control Undead (Sp): This ability functions as the spell of the same name (caster level 20th), except that Sonechard maintains control for 200 minutes (10 minutes per caster level). Sonechard can take control of undead creatures controlled by another creature whose caster level is 19 or less by making a successful opposed Charisma check against the opponent's Charisma check.

Spell-Like Abilities: At will—*animate dead, blasphemy* (DC 26), *create undead, death knell* (DC 21), *detect magic, detect good, desecrate, greater dispel magic, greater teleport* (self plus 50 pounds of objects only), *power word stun, suggestion* (DC 22), *telekinesis* (DC 24), *tongues* (self only), *unhallow, unholy aura* (DC 27), *unholy blight* (DC 23), *wall of fire*; 3/day—*create greater undead, fireball* (DC 22); 1/day—*circle of death* (DC 25), *destruction* (DC 26). Caster level 20th. The save DCs are Charisma-based.

Stench (Ex): Sonechard's form secretes a nauseating odor that emanates from him to a range of 20 feet. All living creatures within 20 feet of Sonechard must succeed on a DC 32 Fortitude save or be nauseated for 10 rounds. The save DC is Constitution-based. Creatures that successfully save take a –2 penalty on attack rolls for 1 hour and cannot be affected again by his stench for one day. A *delay poison* or *neutralize poison* spell removes the effect from the nauseated creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.

Summon Demons (Sp): Once per day, Sonechard can automatically summon 4d10 dretches, 1d4 hezrous,

Jordan Bassett (order #48404)

Golem, Blood

Large Aberration

Hit Dice:	6d8+3 (30 hp)
Initiative:	+1
Speed:	30 ft. (6 squares)
Armor Class:	16 (-1 size, +1 Dex, +6 natural), touch 10, flat-footed 15
Base Attack/Grapple:	+4/+7
Attack:	Slam +6 melee (1d8+3 plus blood consumption)
Full Attack:	2 slams +6 melee (1d8+3 plus blood consumption)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Blood consumption, cell division
Special Qualities:	Damage reduction 10/magic and bludgeoning, fast healing 3, immune to mind-affecting effects and spells, resistance to fire 10, tremorsense 60 ft., vulnerabilities
Saves:	Fort +4, Ref +3, Will +5
Abilities:	Str 17, Dex 12, Con 10, Int 2, Wis 11, Cha 1
Skills:	Listen +6, Spot +7
Feats:	Alertness, Great Fortitude, Toughness
Environment:	Any
Organization:	Solitary or brood (2-5)
Challenge Rating:	5
Treasure:	None
Alignment:	Always neutral
Advancement:	7-9 HD (Large); 10-18 HD (Huge)
Level Adjustment:	—

This creature looks like a hideous, bloated slug, blood red in color. Two long spindly arms protrude from its upper body. It has no other discernible features.

Blood golems, contrary to their name, are not constructs: they are slug-shaped clots of living blood, animated by some ancient ritual by a now unknown and unremembered spellcaster.

A typical blood golem is 10 feet long and weighs 700 pounds.

Combat

When living prey is detected, the blood golem rises up and appears as a slug-like headless humanoid. It attacks with its arms. When a blood golem reaches its maximum hit points for its Hit Dice, it splits into two identical golems.

A blood golem's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Blood Consumption (Su): Each time a blood golem hits a living opponent with a slam attack, it gains a number of hit points equal to the damage dealt. These bonus hit points are added to the blood golem's total even if the addition takes it above its current maximum hit points. A blood golem cannot gain more hit points than the maximum hit points allowed by its HD (not including any bonus hit points it may have from its Con score). For example, a 6 HD blood golem cannot gain more than 48 hit points.

If a blood golem successfully hits an opponent with both of its slam attacks in a single round, that opponent suffers catastrophic blood expulsion, taking 2d4 points of Constitution damage (DC 15 Fortitude save for half). A blood golem gains 5 hit points per point of Constitution damage it deals. The save DC is Constitution-based and includes a +2 racial bonus.

When a blood golem reaches its maximum hit points for its Hit Dice, it divides (see cell division, below).

Cell Division (Ex): When a blood golem absorbs enough blood to raise its hit points to the maximum for its HD, it splits into two identical blood golems, each with half the original's hit points. For example, a 6 HD blood golem that reaches 48 hit points splits into two 6 HD blood golems with 24 hit points each.

Fast Healing (Ex): A blood golem heals 3 points of damage per round as long as it has at least 1 hit point.

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

Vulnerabilities (Ex): A blood golem is *slowed* (as the spell) for 1d4 rounds by any cold-based attacks or effects.

A *purify food and water* spell deals 1d6 points of damage per caster level (maximum 10d6) to a blood golem. A blood golem can attempt a Fortitude saving throw (DC 10 + caster's ability score modifier) to reduce the damage by half.

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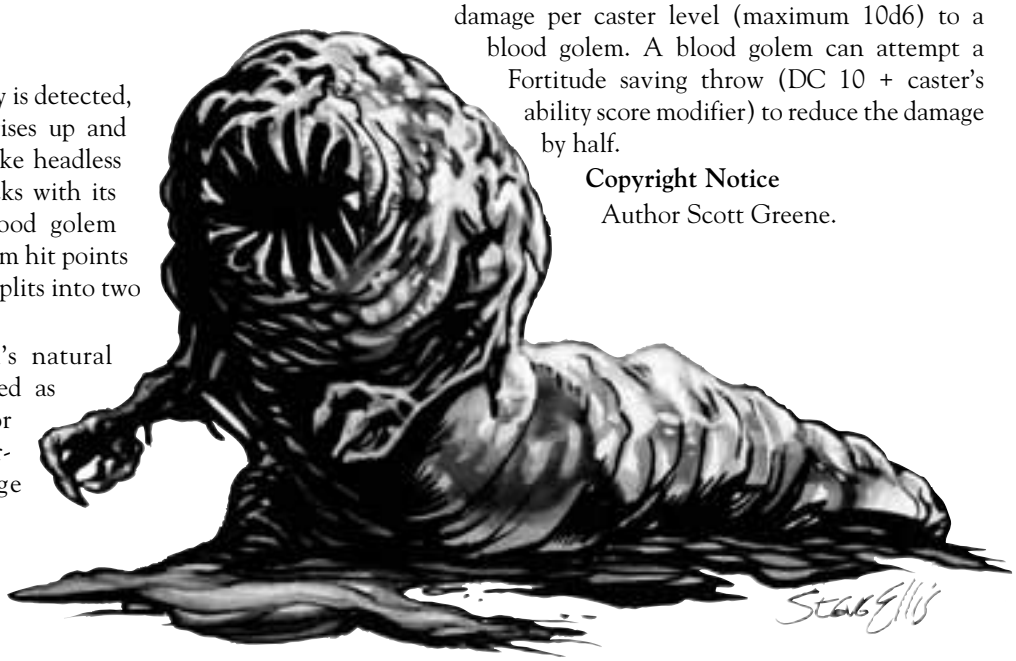

Jordan Bassett (order #48404)

Golem, Ice

Large Construct (Cold)

Hit Dice:	7d10+30 (68 hp)
Initiative:	-1
Speed:	20 ft. (4 squares)
Armor Class:	14 (-1 size, -1 Dex, +6 natural), touch 8, flat-footed 14
Base Attack/Grapple:	+5/+12
Attack:	Slam +7 melee (2d6+3 plus 1d6 cold)
Full Attack:	2 slams +7 melee (2d6+3 plus 1d6 cold)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Breath weapon, cold
Special Qualities:	Construct traits, damage reduction 5/adamantine, darkvision 60 ft., immunity to cold, immunity to magic, low-light vision, vulnerability to fire
Saves:	Fort +2, Ref +1, Will +2
Abilities:	Str 17, Dex 9, Con —, Int —, Wis 11, Cha 1
Skills:	—
Feats:	—
Environment:	Any
Organization:	Solitary
Challenge Rating:	5
Treasure:	None
Alignment:	Always neutral
Advancement:	8-14 HD (Large); 15-21 HD (Huge)
Level Adjustment:	—

This automaton is nearly twice as tall as a normal human and seems to be chiseled from ice and snow.

The ice golem is a humanoid formed of roughly chiseled ice, standing 10 feet tall and weighing around 800 pounds. Ice golems at rest appear to be normal ice sculptures and are often mistaken as such (DC 20 Spot check to notice the creature is alive).

Combat

An ice golem usually opens combat with its breath weapon. An ice golem never uses weapons or wears armor, preferring to attack with its powerful fists. Fire is an effective means of combating these creatures.

Breath Weapon (Su): Blast of cold air, 20-foot cone, once every 1d4+1 rounds; 3d6 points of cold damage, Reflex DC 15 for half. The save DC is Constitution-based and includes a +2 racial bonus.

Cold (Ex): An ice golem's body generates intense cold, dealing 1d6 points of damage with its touch. Creatures attacking an ice golem unarmed or with natural weapons take this same cold damage each time one of their attacks hit.

Immunity to Magic (Ex): An ice 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.

Lightning-based effects *slow* an ice golem (as the spell) for 2d6 rounds. Cold-based effects heal all of its lost hit points.

Construction

An ice golem's body must be constructed from a single block of ice weighing at least 1,000 pounds. The ice is treated with magical powders and unguents worth at least 500 gp.

Assembling the body requires a successful DC 15 Craft (sculpting) check.

CL 12th; Craft Construct (see the MM), *chill touch*, *cone of cold*, *geas/quest*, *polymorph any object*, *resist energy (cold)*, caster must be at least 12th level; Price 19,600 gp; Cost 10,050 gp + 765 XP.

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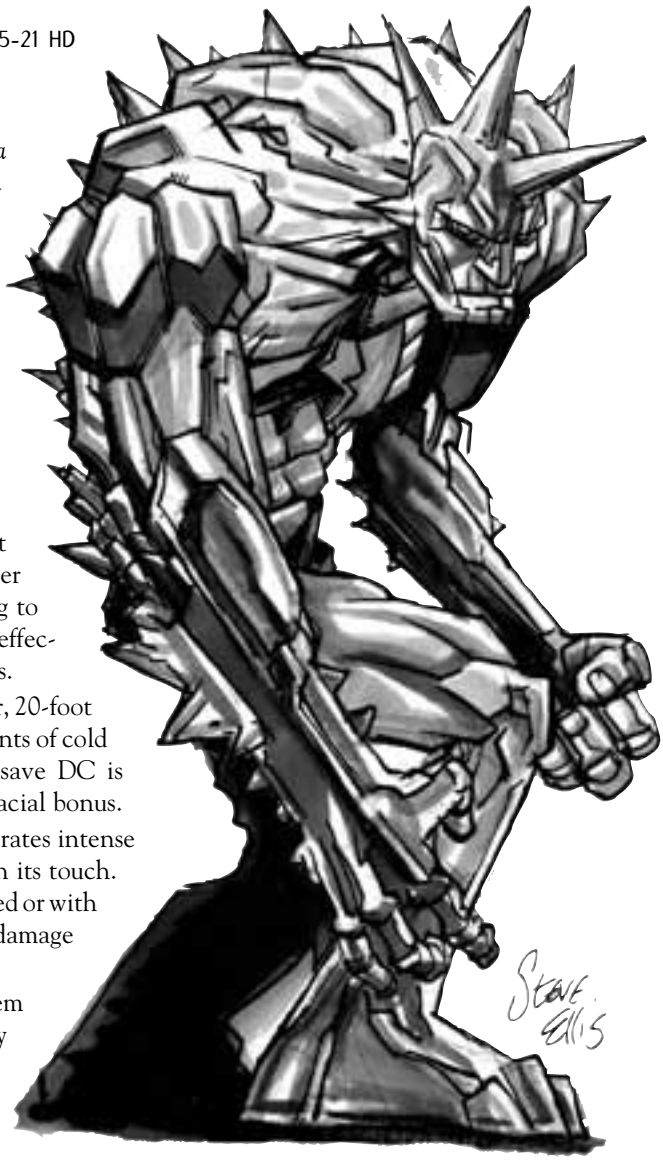


Jordan Bassett (order #48404)

Golem, Stone Guardian

Medium Construct

Hit Dice:	4d10+20 (42 hp)
Initiative:	-1
Speed:	20 ft. (4 squares)
Armor Class:	18 (-1 Dex, +9 natural), touch 9, flat-footed 18
Base Attack/Grapple:	+3/+8
Attack:	Slam +8 melee (2d6+5)
Full Attack:	2 slams +8 melee (2d6+5)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Construct traits, damage reduction 5/adamantine, darkvision 60 ft., low-light vision, resistance to cold 5, electricity 5, and fire 5, ring link, see invisibility
Saves:	Fort +1, Ref +0, Will +1
Abilities:	Str 21, Dex 9, Con —, Int —, Wis 11, Cha 1
Skills:	—
Feats:	—
Environment:	Any
Organization:	Solitary or gang (2-4)
Challenge Rating:	4
Treasure:	Standard
Alignment:	Always neutral
Advancement:	5-10 HD (Medium); 11-12 HD (Large)
Level Adjustment:	—

This automaton looks to be carved from mud and stone. It stands as tall as a human and where its heart would be, if it were alive, is a fist-sized rounded reddish-colored stone.

Stone guardians are sometimes referred to as lesser stone golems. They are in fact very similar to the stone golem, but are instead constructed of mud and stone. They are often used as guardians by their creators. When the stone guardian is first constructed, the creator often crafts a magical ring that offers himself (or anyone to whom he gives the ring) protection from that stone guardian. A stone guardian is 6 feet tall and weighs 1,000 pounds. It resembles a stocky humanoid formed of mud and stone. Where its heart should be (were it a living creature) is a fist-sized rounded stone.

Combat

Stone guardians are fierce combatants and attack with their powerful fists.

Ring Link (Su): A stone guardian is linked to a special ring (created at the same time the stone guardian is created, see below). A creature that possesses such a ring, and all creatures within 10 feet, will not be attacked by the stone guardian linked to that specific ring. A ring offers no such protection against stone guardians not linked to the ring. This ring confers no control or command over a stone guardian to the wearer.

If a warded creature (one protected by the ring) attacks a stone guardian, the link is broken for all protected creatures and they can never be protected again by that particular ring. Once the link is broken, the stone guardian can attack if it so chooses.

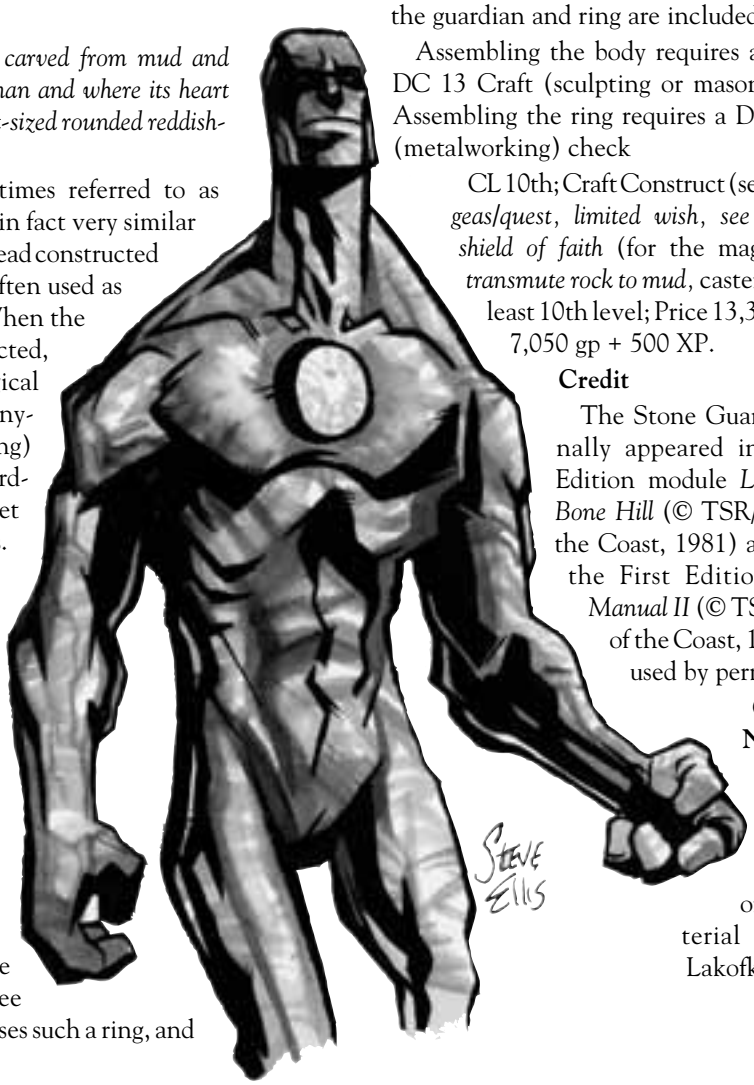
See Invisibility (Su): A stone guardian can *see invisibility* as the spell. This ability is always active. If negated, the stone guardian can restart it as a free action on its next turn.

Construction

A stone guardian's body is constructed from mud mixed with rare herbs and powders worth at least 500 gp. A large chunk of stone inserted into the chest cavity functions as its "heart." The magical ring that links a stone guardian is constructed at the same time and costs 300 gp to create. All costs and requirements for both the guardian and ring are included below.

Assembling the body requires a successful DC 13 Craft (sculpting or masonry) check. Assembling the ring requires a DC 13 Craft (metalworking) check

CL 10th; Craft Construct (see the MM), *geas/quest*, *limited wish*, *see invisibility*, *shield of faith* (for the magical ring), *transmute rock to mud*, caster must be at least 10th level; Price 13,300 gp; Cost 7,050 gp + 500 XP.



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Jordan Bassett (order #48404)

Golem, Tallow

Medium Construct

Hit Dice:	10d10+20 (75 hp)
Initiative:	-1
Speed:	20 ft. (4 squares)
Armor Class:	13 (-1 Dex, +4 natural), touch 9, flat-footed 13
Base Attack/Grapple:	+7/+9
Attack:	Slam +9 melee (1d8+2)
Full Attack:	2 slams +9 melee (1d8+2)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Chemisorb, improved grab
Special Qualities:	Construct traits, damage reduction 10/adamantine and bludgeoning, darkvision 60 ft., immunity to cold, low-light vision, vulnerability to fire
Saves:	Fort +3, Ref +2, Will +3
Abilities:	Str 15, Dex 9, Con —, Int —, Wis 11, Cha 1
Skills:	—
Feats:	—
Environment:	Any
Organization:	Solitary or gang (2-4)
Challenge Rating:	8
Treasure:	None
Alignment:	Always neutral
Advancement:	11-15 HD (Medium); 16-30 HD (Large)
Level Adjustment:	—

This human-sized automaton has been carved from wax. Its face bears no discernible features and appears as a completely smooth surface.

The tallow golem is a humanoid construct composed entirely of wax. It stands about 6 feet tall and usually bears no facial features, unless the creator chooses to render a lifelike "wax dummy," in which case the golem can appear quite real indeed. Wizards who specialize in the creation of tallow golems refer to themselves as "chandlers." Unlike other golem-sculptors, chandlers consider their work a form of art. The golem wears whatever clothing (if any) that its creator desires, usually rags or trousers. It has no possessions and no weapons. The golem cannot speak or utter any sound. It moves slowly, but relentlessly.

Combat

A tallow golem attacks by pounding its foes with its massive fists.

Chemisorb (Ex): A tallow golem can break down and absorb chemicals from a living victim by making a successful grapple check. If it pins the foe, it deals 1d4 points of Constitution damage each round the pin is maintained. Additionally, this causes skin discoloration. The victim must make a successful DC 15 Fortitude save or lose 1 point of Charisma permanently. Whether the save succeeds or fails, that victim cannot be affected again by the skin discoloration of that tallow golem's chemisorb attack for one day. The save DC is Constitution-based.

Improved Grab (Ex): To use this ability, a tallow golem must hit an opponent up to its size or smaller 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, the tallow golem establishes a hold and can use its chemisorb attack.

Construction

The tallow golem is formed from a large block of candle wax mixed with special powders worth at least 500 gp.

Assembling the body requires a successful DC 14 Craft (sculpting) check.

CL 12th; Craft Construct (see the MM), *geas/quest, limited wish, resist energy (cold)*, caster must be at least 14th level; Price 13,000 gp; Cost 6,750 gp + 500 XP.

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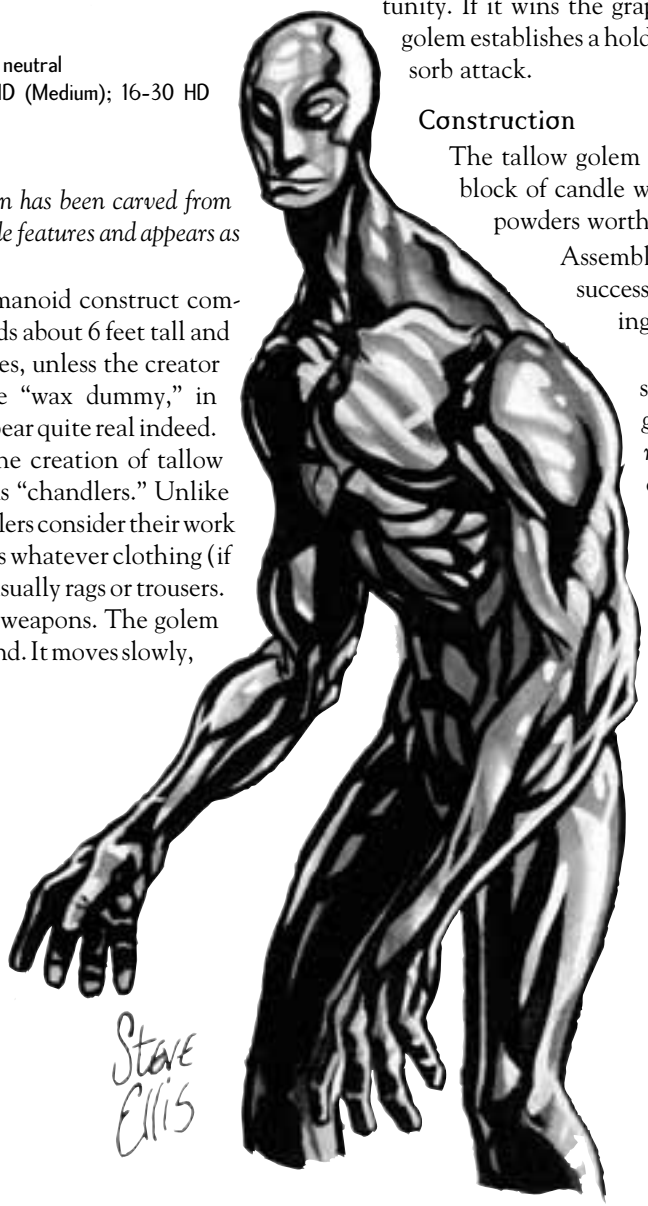


Jordan Bassett (order #48404)

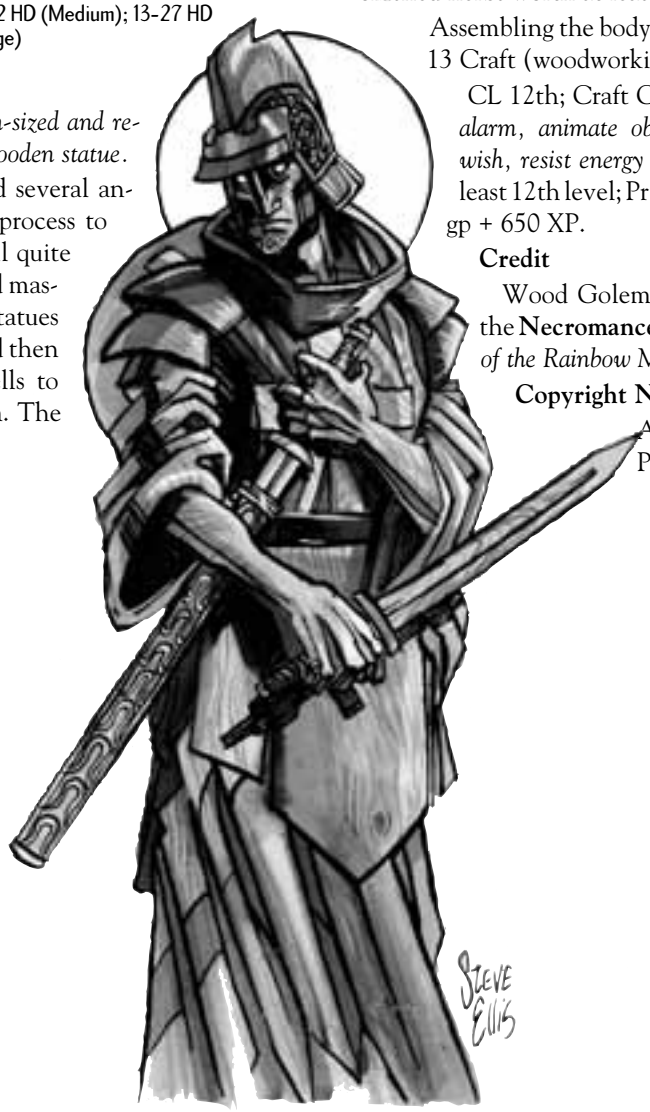
Golem, Wood

Medium Construct

Hit Dice:	9d10+20 (69 hp)
Initiative:	-1
Speed:	30 ft. (6 squares)
Armor Class:	17 (-1 Dex, +8 natural), touch 9, flat-footed 17
Base Attack/Grapple:	+6/+11
Attack:	Slam +11 melee (2d6+5)
Full Attack:	2 slams +11 melee (2d6+5)
Space/Reach:	5 ft./5 ft.
Saves:	Fort +3, Ref +2, Will +3
Special Attacks:	—
Special Qualities:	Alarm, construct traits, damage reduction 5/adamantine, darkvision 60 ft., immunity to cold and electricity, low-light vision, vulnerability to fire
Abilities:	Str 20, Dex 9, Con —, Int —, Wis 11, Cha 1
Skills:	—
Feats:	—
Environment:	Any
Organization:	Solitary or gang (2- 5)
Challenge Rating:	6
Treasure:	None
Alignment:	Always neutral
Advancement:	10-12 HD (Medium); 13-27 HD (Large)
Level Adjustment:	—

This automaton is human-sized and resembles a ornately carved wooden statue.

Arcane spellcasters used several ancient texts to arrive at a process to create inexpensive yet still quite powerful golems. They had master craftsmen create wood statues with articulating limbs and then performed the proper spells to animate and control them. The statues vary in shape and form and usually have weapons of some sort held in each hand. The wood golems were designed to act both as an alarm and a protection against intruders.



Combat

Wood golems are usually programmed to close doors and avoid ranged weapons and spells but do not break off melee combat to avoid missile fire from other sources. They attack with their fists.

Alarm (Sp): The golem lets out a piercing howl that lasts for 6 rounds when anyone other than its creator enters the area it is guarding (or comes within 50 feet of the golem). This functions similar to the audible version of the *alarm* spell and can be heard to a range of 100 feet.

Construction

The pieces of a wood golem are assembled from blocks of fine wood and sprinkled with rare powders and crushed herbs worth at least 300 gp.

Assembling the body requires a successful DC 13 Craft (woodworking) check.

CL 12th; Craft Construct (see the MM), *alarm*, *animate objects*, *geas/quest*, *limited wish*, *resist energy (fire)*, caster must be at least 12th level; Price 16,550 gp; Cost 8,425 gp + 650 XP.

Credit

Wood Golems originally appeared in the **Necromancer Games** adventure *Hall of the Rainbow Mage*.

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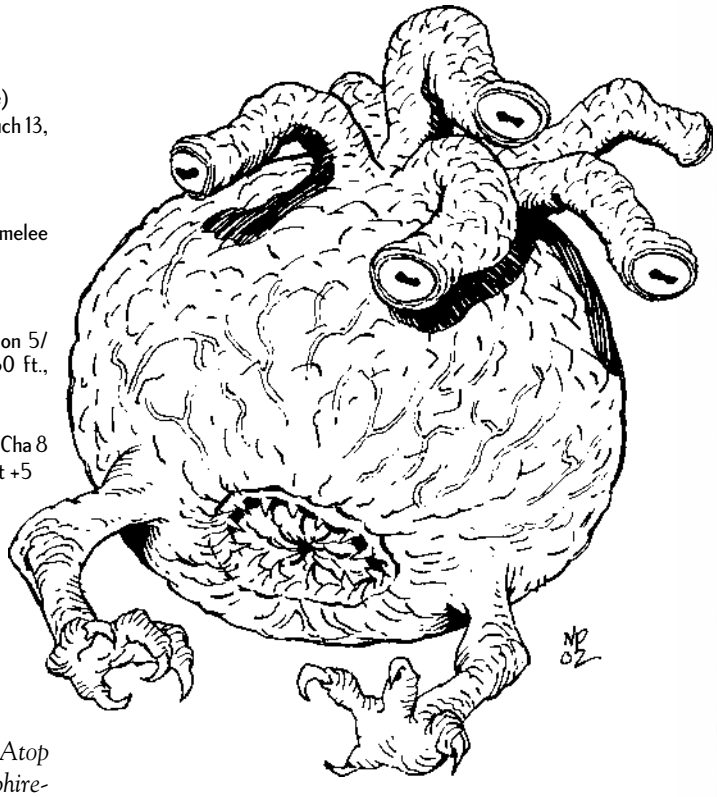
Jordan Bassett (order #48404)

Gorbel

Small Aberration

Hit Dice:	2d8+2 (11 hp)
Initiative:	+2
Speed:	5 ft. (1 square), fly 60 ft. (average)
Armor Class:	17 (+1 size, +2 Dex, +4 natural), touch 13, flat-footed 15
Base Attack/Grapple:	+1/+2
Attacks:	Claw +3 melee (1d4+1)
Damage:	2 claw +3 melee (1d4+1) or bite +3 melee (1d6)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Explosion, improved grab
Special Qualities:	All-around vision, damage reduction 5/ slashing or piercing, darkvision 60 ft., flight
Saves:	Fort +1, Ref +2, Will +2
Abilities:	Str 12, Dex 14, Con 12, Int 8, Wis 9, Cha 8
Skills:	Hide +7, Listen +3, Search +1, Spot +5
Feats:	Alertness[B], Flyby Attack
Environment:	Warm forests
Organization:	Solitary or swarm (2-10)
Challenge Rating:	1
Treasure:	None
Alignment:	Always neutral
Advancement:	3-4HD (Small); 5-6HD (Medium)
Level Adjustment:	—



This bizarre creature is a small orb with reddish skin. Atop its round body are six eyestalks, each ending in a sapphire-colored eye. Dangling beneath its body are two stubby legs that end in claws.

The gorbel is a strange creature that may be distantly related to beholders, but its general lack of magical abilities lends little weight to this belief. A gorbel is approximately 3 feet in diameter. Its reddish skin is a thin but tough and rubbery membrane. The spherical body of a gorbel is highly elastic and filled to near bursting with a lighter-than air flammable gas that smells of rotten eggs (sulfur). A gorbel eats, breathes, and excretes through an aperture best described as a mouth. This mouth is lined with a ring of sharp teeth that face inward to help it force food into its gullet.

Combat

Gorbels primarily attack with their claws, only resorting to biting after they have latched onto their prey. A gorbel will attack and try to eat whatever it thinks is edible — generally including anything that moves that is smaller than the gorbel. Its strange metabolic processes instill it with an almost insatiable hunger.

Explosion (Ex): When a gorbel is hit with a weapon, spell, or effect that deals piercing or slashing damage, it must succeed on a Fortitude save (DC 10 + damage taken) or instantly explode, dealing 1d4 points of damage to all creatures within 5 feet. This instantly kills the gorbel. Creatures in the affected area can attempt a DC 12 Reflex save to reduce the damage by half. The save DC is Constitution-based.

Improved Grab (Ex): To use this ability, a gorbel must hit an opponent up to one size larger with both of its 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. A gorbel that has grabbed a foe can bite with a +4 attack bonus in the same round.

Flight (Ex): A gorbel's body is naturally buoyant. This buoyancy allows it to fly as the spell, as a free action, at a speed of 60 feet. This buoyancy also grants it a permanent *feather fall* effect with personal range.

All-Around Vision (Ex): A gorbel's many eyes give it a +2 racial bonus to Spot and Search checks, and it cannot be flanked.

Credit

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Jordan Bassett (order #48404)

Gorgimera

Large Magical Beast

Hit Dice:	10d10+40 (85 hp)
Initiative:	+1
Speed:	40 ft. (8 squares), fly 50 ft. (poor)
Armor Class:	17 (-1 size, +1 Dex, +7 natural), touch 10, flat-footed 16
Base Attack/Grapple:	+10/+18
Attack:	Bite +13 melee (2d6+4)
Full Attack:	Bite +13 melee (2d6+4) and bite +11 melee (1d8+4) and butt +11 melee (1d8+4) and 2 claws +11 melee (1d6+2)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Breath weapon
Special Qualities:	Darkvision 60 ft., low-light vision, scent
Saves:	Fort +11, Ref +8, Will +4
Abilities:	Str 19, Dex 13, Con 19, Int 4, Wis 13, Cha 10
Skills:	Hide +2, Listen +9, Spot +9
Feats:	Alertness, Hover, Multiattack, Power Attack
Environment:	Temperate hills and mountains
Organization:	Solitary or pair
Challenge Rating:	8
Treasure:	Standard
Alignment:	Usually neutral
Advancement:	11-14 HD (Large); 15-30 HD (Huge)
Level Adjustment:	—

This hideous creature has leathery dragon wings and three heads: a lion, a dragon, and a gorgon. Its hindquarters are that of a gorgon and its forequarters are that of a great lion.

A gorgimera is a chimerical creature akin to the standard chimera. It is a highly territorial predator whose hunting range often covers several square miles around its lair. The creature makes its home inside caves high atop mountains or deep inside caverns. A typical lair contains a mated pair and one or two young.

A gorgimera is a chimerical creature with the heads of a lion, dragon, and gorgon. It has the hindquarters of a gorgon and the forequarters of lion.

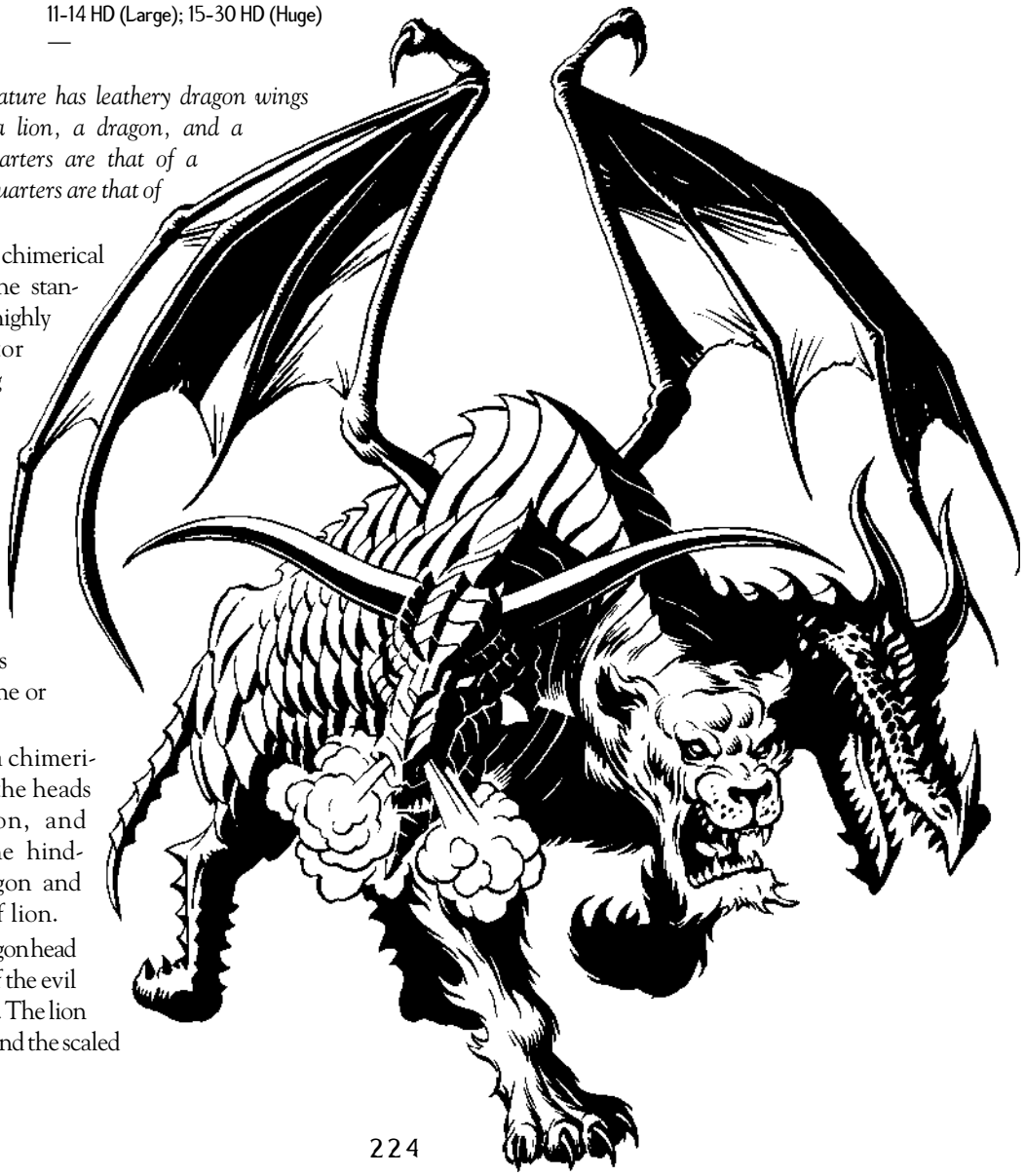
A gorgimera's dragon head can be that of any of the evil dragons (see below). The lion head has no mane, and the scaled gorgon head is a deep navy blue with glowing red eyes. Gorgimeras can speak Draconic, but seldom do.

Combat

A gorgimera prefers to attack from ambush. It usually attacks by biting with its lion head and dragon head, butting with its gorgon head, and slashing with its front leonine paws. In lieu of biting, the dragon head and gorgon head can loose their respective breath weapons.

Breath Weapon (Su): A gorgimera has two breath weapons, each of which can be used independently of the other (thus it can breathe twice in a given round as a standard action).

Dragon: A gorgimera's dragon head breath weapon depends on the color of its dragon head, as summarized on the table below. Regardless of its type, a gorgimera's breath weapon is usable once every 1d4 rounds, deals 3d8 points of damage, and allows a DC 19 Reflex save for half damage. The save DC is Constitution-based.



Jordan Bassett (order #48404)

To determine a gorgimera's head color and breath weapon randomly, roll 1d10 and consult the table below.

1d10	Head Color	Breath Weapon
1–2	Black	40-foot line of acid
3–4	Blue	40-foot line of lightning
5–6	Green	20-foot cone of gas (acid)
7–8	Red	20-foot cone of fire
9–10	White	20-foot cone of cold

Gorgon: A gorgimera's gorgon head breath weapon is usable once every 1d4 rounds (no more than twice per day), turns a creature to stone permanently, and allows a DC 19 Fortitude save to avoid. The save DC is Constitution-based. The breath weapon is a 30-foot cone.

Skills: The gorgimera's three heads grant it a +2 racial bonus on Listen and Spot checks.

Credit

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Gorgon, True

	Sthenno	Euryale
	Large Outsider (Evil, Lawful, Extraplanar)	**Large Outsider** (Evil, Lawful, Extraplanar)
Hit Dice:	18d8+126 (270 hp)	20d8+160 (320 hp)
Initiative:	+7	+7
Speed:	30 ft. (6 squares), fly 50 ft. (poor)	30 ft. (6 squares), fly 50 ft. (poor)
Armor Class:	38 (–1 size, +3 Dex, +26 natural), touch 12, flat-footed 35	41 (–1 size, +3 Dex, +29 natural), touch 12, flat-footed 38
Base Attack/Grapple:	+18/+32	+20/+36
Attack:	Claw +28 melee (1d8+10) or snakes +28 melee (1d6 plus poison)	Claw +32 melee (1d8+12) or snakes +32 melee (1d6 plus poison)
Full Attack:	2 claws +28 melee (1d8+10) and bite +26 melee (1d8+5) and snakes +26 melee (1d6 plus poison)	2 claws +32 melee (1d8+12) and bite +30 melee (1d8+6) and snakes +30 melee (1d6 plus poison)
Space/Reach:	10 ft./10 ft.	10 ft../10 ft.
Special Attacks:	Petrifying gaze, poison, improved grab, rend 2d8+15	Petrifying gaze, poison, improved grab, rend 2d8+18
Special Qualities:	Damage reduction 15/epic and good, darkvision 120 ft., fast healing 5, immortal, immunities, outsider traits, SR 32	Damage reduction 15/epic and good, darkvision 120 ft., fast healing 5, immortal, immunities, outsider traits, SR 34
Saves:	Fort +18, Ref +16, Will +17	Fort +20, Ref +17, Will +19
Abilities:	Str 31, Dex 17, Con 24, Int 22, Wis 22, Cha 26	Str 35, Dex 17, Con 26, Int 24, Wis 24, Cha 28
Skills:	Balance +14, Bluff +28, Craft (alchemy) +27, Diplomacy +32, Disguise +23 (+25 acting), Hide +19, Gather Information +18, Intimidate +31, Knowledge (arcana) +27, Knowledge (the planes) +27, Listen +27, Move Silently +24, Search +22, Sense Motive +24, Spot +27, Survival +23 (+25 on other planes, +25 following tracks)	Balance +25, Bluff +29, Craft (alchemy) +30, Diplomacy +36, Disguise +32 (+34 acting), Hide +15, Gather Information +32, Intimidate +34, Knowledge (arcana) +30, Knowledge (the planes) +30, Listen +30, Move Silently +26, Search +27, Sense Motive +27, Spot +30, Survival +30 (+32 on other planes, +32 following tracks)
Feats:	Improved Initiative, Lightning Reflexes, Multiattack, Power Attack, Weapon Focus (claw, bite, snakes)	Improved Initiative, Lightning Reflexes, Multiattack, Power Attack, Weapon Focus (claw, bite, snakes)
Environment:	Outer planes	Outer planes
Organization:	Solitary, pair (Sthenno and Euryale), or troupe (Sthenno plus 2-8 medusa and 1-4 greater medusa)	Solitary or pair (Euryale and Sthenno), or troupe (Euryale plus 2-8 medusa and 1-4 greater medusa)
Challenge Rating:	20	22
Treasure:	Triple standard	Triple standard
Alignment:	Always lawful evil	Always lawful evil
Advancement:	—	—
Level Adjustment:	—	—

Jordan Bassett (order #48404)

This hideous creature appears to be almost twice as tall as a normal human. Its upper torso is that of a well proportioned human female with scaly flesh while its lower torso is that of a great black-scaled snake. Small black wings protrude from its back. Instead of hair, its head is covered with writhing, deadly asps. Its mouth is filled with razor-sharpened fangs.

Though the word gorgon is often associated with the deadly bull-like creature that turns a victim to stone with its breath weapon, the true gorgons are three sisters; Euryale, Sthenno, and Medusa. They are the daughters of the god Phorcys and the goddess Ceto. Euryale and Sthenno were born immortal and are hideous creatures with writing snakes for hair, brass claws, wings, and a gaze that can turn any living creature into stone. Phorcys tasked them with guarding the entrance to the Underworld.

Medusa was born mortal and was very beautiful. Phorcys sent her to the Material Plane so all could gaze upon the beauty of his daughter. Medusa's beauty rivaled that of some of the goddesses, and some of them grew jealous of Medusa, particularly the goddess Athena. Her beauty also turned the heads of some of the gods, and when Poseidon seduced her in a temple to Athena, the goddess became enraged and changed the beautiful Medusa into a creature as hideous as her sisters. Poseidon turned from his love, never to return again. Medusa, enraged, fled into the desert and never came back to civilization.

The hero Perseus was tasked with killing the gorgon known as Medusa and bringing her head to King Polydectes as a wedding present. Using a magic shield given to him by the gods, he avoided Medusa's deadly gaze and severed her head. From her serpentine body sprang the children of Poseidon, creatures similar in appearance to their mother. These creatures escaped into the world and are called medusa.

Sthenno and Euryale long for their sister's return or their meeting with her in the Underworld. Yet being immortal, they cannot enter the Realm of the Dead. Thus, both know they will never see their beloved sibling again. Their cries are said to be audible on the wind as a high-pitched shrill akin to a bird's cry.

Both Sthenno and Euryale are 10 feet tall and weigh around 600 pounds or more. Sthenno's eyes are blue; Euryale's eyes are copper.

Combat

Sthenno and Euryale rarely enter combat unless pressed or provoked. They are both deadly combatants and use their claws, bite, snakes, and petrifying gaze with precision force. Sthenno enjoys "collecting" those she has turned to stone and even has a room in her lair where she displays them. Euryale simply smashes to rubble those she has petrified.

Sthenno's natural weapons are treated as epic weapons for the purpose of overcoming damage reduction. Her natural weapons, as well as any weapons she wields,

Jordan Bassett (order #48404)

are treated as evil-aligned and lawful-aligned for the purposes of overcoming damage reduction.

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

Petrifying Gaze (Su): Turn to stone permanently, 30 feet, Fortitude save (DC 27 Sthenno, DC 29 Euryale) negates. The save DC is Charisma-based.

Poison (Ex): Snakes; injury, Fortitude save (DC 26 Sthenno, DC 28 Euryale), initial damage 2d6 Strength, secondary damage 3d6 Strength. The save DC is Constitution-based.

Improved Grab (Ex): To use this ability, Sthenno or Euryale must hit with a claw attack. She can then attempt to start a grapple as a free action without provoking an attack of opportunity. If she wins the grapple check she establishes a hold.

Rend (Ex): If either Sthenno or Euryale hit with both claw attacks, she latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d8+15 (Sthenno) or 2d8+18 (Euryale) points of damage.

Immortal (Ex): Sthenno and Euryale are immortal and cannot die from natural causes. They are not subject to death from massive damage and are immune to death effects and disintegration. They do not age, and do not need to sleep, eat, or breathe.

Immunities (Ex): Sthenno and Euryale are immune to polymorph, sleep, stunning, and paralysis.

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Gorilla Bear

Large Magical Beast

Hit Dice:	4d10+19 (41 hp)
Initiative:	+2
Speed:	30 ft. (6 squares)
Armor Class:	16 (-1 size, +2 Dex, +5 natural), touch 11, flat-footed 14
Base Attack/Grapple:	+4/+13
Attack:	Claw +8 melee (1d8+5)
Full Attack:	2 claws +8 melee (1d8+5) and bite +3 melee (1d6+2)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Improved grab, squeeze
Special Qualities:	Darkvision 60 ft., low-light vision, scent
Saves:	Fort +8, Ref +6, Will +2
Abilities:	Str 20, Dex 15, Con 18, Int 2, Wis 12, Cha 7
Skills:	Climb +11, Listen +6, Spot +6, Swim +10
Feats:	Alertness, Toughness
Environment:	Warm forests
Organization:	Solitary, pair, or pack (3-6)
Challenge Rating:	4
Treasure:	None
Alignment:	Always neutral
Advancement:	5-9 HD (Large); 10-12 HD (Huge)
Level Adjustment:	—

This creature resembles a massive gorilla with shaggy dark fur and the forepaws of a powerful bear. Its head appears to be a cross between a gorilla and bear.

Gorilla bears are the result of a magical crossbreeding and merging of two distinct species: a gorilla and a black bear. A gorilla bear's fur is always dark and ranges in color from jet black to brownish-black. Its paws and feet end in elongated nails, brown in color. A typical gorilla bear stands 8 feet tall and weighs almost 1,700 pounds. Its eyes are always one of two colors: crimson or emerald green. No other eye color has ever been seen on a gorilla bear (though legends speak of an immensely powerful white-furred gorilla bear with eyes the color of amethysts).

Gorilla bears make their lairs in caves or caverns, often hidden among the twisted tangle of trees and shrubs of jungles. They are diurnal (daylight) hunters and feast on a diet of meat, savoring the taste of goblins and elves. A typical lair contains a mated pair and 1d4 young.

Jordan Bassett (order #48404)

Combat

Gorilla bears are highly aggressive and attack their prey relentlessly. Gorilla bears never retreat and always fight until either they are all dead or their opponents are all dead. Opponents that attempt to flee are usually run down. Gorilla bears attack with their claws, cutting huge chunks of flesh from a foe when a claw attack hits. When presented with the opportunity, gorilla bears grab their opponent and squeeze them until dead, gnashing and biting at a grappled foe with their pointed teeth. Slain prey is dragged back to the lair and divided among the young and adults.

Improved Grab (Ex): To use this ability, a gorilla bear 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 squeeze.

Squeeze (Ex): A gorilla bear deals 1d8+5 points of damage with a successful grapple check against an opponent up to one size smaller. Against a grappled foe, a gorilla bear can bite with a +4 attack bonus in the same round.

Skills: Gorilla bears have a +2 racial bonus on Climb and Swim checks.

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Grippli

Grippli, 1st-Level Warrior
Small Humanoid (Grippli)

Hit Dice:	1d8+1 (5 hp)
Initiative:	+1
Speed:	30 ft. (6 squares), climb 30 ft.
Armor Class:	13 (+1 size, +1 Dex, +1 natural), toucl flat-footed 12
Base Attack/Grapple:	+1/-3
Attack:	Short sword +2 melee (1d4) or dart · ranged (1d3) or net +3 ranged
Full Attack:	Short sword +2 melee (1d4) or dart + ranged (1d3) or net +3 ranged
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Darkvision 60 ft., marsh move
Saves:	Fort +3, Ref +1, Will +0
Abilities:	Str 11, Dex 13, Con 12, Int 12, Wis 11, Cha 6
Skills:	Climb +11, Hide +8*, Listen +5, Spot +5
Feats:	Alertness
Environment:	Warm forests and marshes
Organization:	Solitary, gang (2-5), pack (6-11), or lage (20-30 plus 35% noncombatants 1 3rd-level cleric)
Challenge Rating:	1/2
Treasure:	Standard
Alignment:	Usually neutral
Advancement:	By character class
Level Adjustment:	+0

This creature looks like a bipedal tree frog, smaller than a halfling, and with humanoid arms and hands in place of its forelimbs. Its skin is grayish-green with dark green swirls and stripes.

Gripplis are short frog-like humanoids that dwell in swamps and marshes. They can move upright or on all fours. They spend most of their time scooting about their community doing many of the same tasks that humans employ in their own communities.

A grippli stands 2 to 2-1/2 feet tall and weighs from 40 to 50 pounds. Its eyes are yellow with vertical-slit pupils of black. Gripplis often wear brightly colored or decorated clothes. They are attracted to and love brightly colored items.

Gripplis speak their own language and some speak Common or Sylvan.

Combat

Gripplis are peaceful and nonaggressive, only attacking when threatened or frightened. They prefer to keep their opponents at distance and attack using their nets and darts. If engaged in melee, gripplis employ short swords. Some gripplis coat their darts with poison before entering battle.

Marsh Move (Ex): Gripplis can move across marshlands, swamps, and mud without any penalty to their movement speed.

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

*Gripplis have a +6 racial bonus on Hide checks in marshes or forested areas due to their coloration.

Grippli Society

A grippli village is human-like in organization. Each grippli family maintains its own dwelling place. The huts are small and constructed of wood and mud. Gripplis build them beneath the branches of large trees so as to shade themselves from the long, hot days. Each grippli village is led by a tribal leader (usually a female adept or cleric of at least 3rd level). Gripplis survive through trade with other peace-loving races such as elves and halflings or through hunting. Gripplis are fond of various fruits and insects (including the giant varieties) and collect and store them in village huts for the winter months when food becomes scarce. Gripplis reproduce by laying eggs. A typical clutch contains a single egg, as gripplis are slow to reproduce. For this reason, they defend their young with a ferocity unknown among many other races.

Gripplis as Characters

A grippli's favored class is rogue. Grippli leaders are usually rogues or rogue/fighters. Grippli priests are usually adepts. Grippli clerics have access to two of the following domains: Animal, Plant, Protection, and Travel.

Grippli characters possess the following racial traits.

- –2 Strength, +2 Dexterity, +2 Intelligence, +2 Wisdom, –2 Charisma.
- Small size: +1 bonus to Armor Class, +1 bonus on attack rolls, +4 bonus on Hide checks, –4 penalty on grapple checks, lifting and carrying limits 3/4 those of Medium characters.
- A grippli's base land speed is 30 feet. A grippli's base climb speed is 30 feet.
- Darkvision out to 60 feet.
- +6 racial bonus on Hide checks in marshes or forested areas due to their coloration.
- Special Qualities (see above): Marsh move.
- Automatic Languages: Grippli. Bonus Languages: Common, Sylvan, Elven, Goblin, Orc.
- Favored Class: Rogue.
- Level Adjustment +0.

The grippli warrior presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

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Groaning Spirit

Medium Undead (Incorporeal)

Hit Dice: 7d12 (45 hp)
Initiative: +7
Speed: 30 ft. (6 squares)
Armor Class: 17 (+3 Dex, +4 deflection), touch 17, flat-footed 14
Base Attack/Grapple: +3/—
Attack: Incorporeal touch +6 melee (1d8 plus chill touch)
Full Attack: Incorporeal touch +6 melee (1d8 plus chill touch)
Space/Reach: 5 ft./5 ft.
Special Attacks: Chill touch, fear aura, keening
Special Qualities: Darkvision 60 ft., immunity to cold and electricity, incorporeal traits, +4 turn resistance, sense living, SR 20, undead traits, unnatural aura, vulnerability
Saves: Fort +2, Ref +5, Will +8
Abilities: Str –, Dex 17, Con –, Int 16, Wis 16, Cha 18
Skills: Bluff +14, Hide +13, Intimidate +14, Listen +15, Search +13, Sense Motive +13, Spot +15
Feats: Ability Focus (keening), Alertness[B], Blind-Fight, Improved Initiative
Environment: Any
Organization: Solitary
Challenge Rating: 7
Treasure: Standard
Alignment: Always chaotic evil
Advancement: 8–21 HD (Medium)
Level Adjustment: —

This translucent figure resembles a beautiful elven female with delicate features. Her eyes burn with a crimson flame and her hair is a tangled mess of its former beauty.

The groaning spirit is the malevolent spirit of a female elf that is found haunting swamps, fens, moors, and other desolate places. Groaning spirits hate the living and seek to destroy whomever they meet. A groaning spirit appears as a translucent image of her former self.

Combat

A groaning spirit's primary attack is her keening. If a creature survives the keening attack, the groaning spirit attacks with her incorporeal touch.

Chill Touch (Su): Damage caused by the groaning spirit's touch attack is considered negative energy and sends a chilling cold through an opponent's body. Any creature touched must succeed on a DC 17 Fortitude save or suffer 1 point of Strength drain.

Groaning spirits are the bane of other undead, and any undead they touch (except other groaning spirits) must succeed on a DC 17 Will save or flee in fear for 2d6 rounds. The save DCs are Charisma-based.

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Fear Aura (Su): Anyone viewing a groaning spirit must succeed on a DC 17 Will save or flee in terror for 1d6+4 rounds. Whether or not the save is successful, a creature is immune to the fear aura of that groaning spirit for one day.

Keening (Su): Once per day, at night only, a groaning spirit can release a death wail audible to a range of 1 mile. All creatures within 30 feet that hear this must make a successful DC 19 Will save or be affected as per the *wail of the banshee* spell. Those that make their save still take 3d6+7 points of damage. The save DC is Charisma-based and includes a +2 bonus from the groaning spirit's Ability Focus feat.

Sense Living (Su): A groaning spirit can sense all living creatures up to 5 miles away.

Unnatural Aura (Su): Both wild and domesticated animals can sense the unnatural presence of a groaning spirit 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.

Vulnerability (Ex): If a spellcaster uses *dispel evil* (the second effect requiring a touch attack) against a groaning spirit, the creature must succeed on a Will save (DC 15 + caster's relevant ability score modifier) or die immediately.

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Authors Scott Greene and Clark Peterson, based on original material by Gary Gygax.

Gryph

Small Magical Beast

Hit Dice:	2d10 (11 hp)
Initiative:	+3
Speed:	10 ft. (2 squares), fly 50 ft. (good)
Armor Class:	14 (+1 size, +3 Dex), touch 14, flat-footed 11
Base Attack/Grapple:	+2/-2 (+4 when attached)
Attack:	Touch +6 melee (attach) or bite +6 melee (1d8)
Full Attack:	Touch +6 melee (attach) or bite +6 melee (1d8)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Attach, implant eggs
Special Qualities:	Darkvision 60 ft., low-light vision
Saves:	Fort +3, Ref +6, Will +1
Abilities:	Str 10, Dex 16, Con 10, Int 2, Wis 12, Cha 6
Skills:	Hide +8, Listen +3, Spot +3
Feats:	Weapon Finesse
Environment:	Underground
Organization:	Flock (2-7 plus 1 female per 3 gryphs) or throng (8-15 plus 1 female per 3 gryphs)
Challenge Rating:	1
Treasure:	None
Alignment:	Always neutral evil
Advancement:	3-6 HD (Small)
Level Adjustment:	—

This small jet-black avian is about the size of an eagle. It has multiple legs and a needle-like beak.

Gryphs are bird-like creatures found in dungeons, ruins, and caverns. They are typically scavengers, feeding on dead rodents and other small animals, but in times when food is scarce they take on a more predatory role and become hunters, craving the flesh and blood of warm-blooded creatures.

A gryph has four, six, or eight legs. Its feathers are jet black, as are its talons and beak, and its eyes are reddish-brown in color. The gryph has a long, needle-like beak that it uses with deadly accuracy.

Jordan Bassett (order #48404)

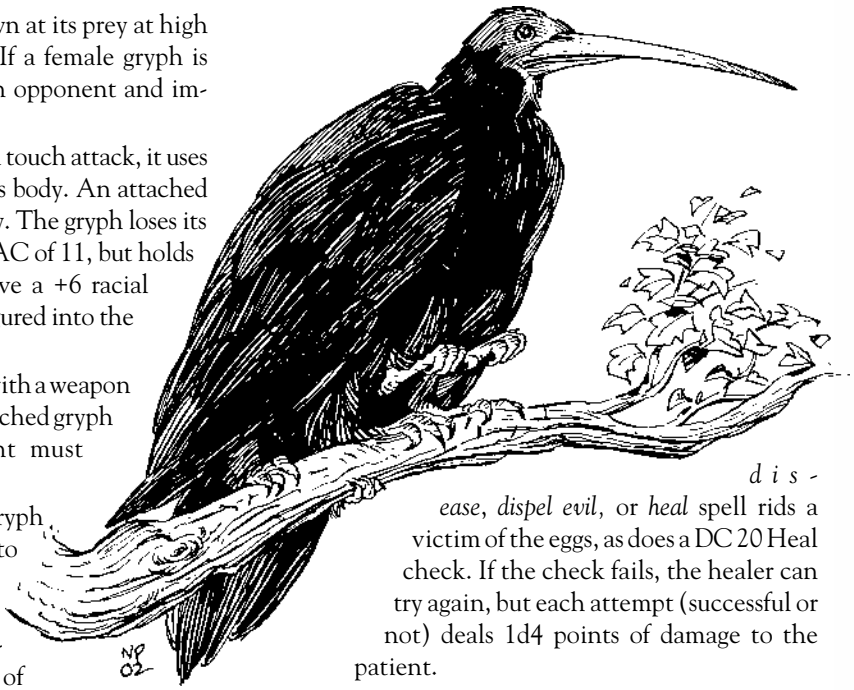
Combat

A gryph attacks by swooping down at its prey at high speed and stabbing with its beak. If a female gryph is present, she attempts to grapple an opponent and implant her eggs in the prey.

Attach (Ex): If a gryph hits with a touch attack, it uses its legs to latch onto the opponent's body. An attached gryph is effectively grappling its prey. The gryph loses its Dexterity bonus to AC and has an AC of 11, but holds on with great tenacity. Gryphs have a +6 racial bonus on grapple checks (already figured into the Base Attack/Grapple entry above).

An attached gryph can be struck with a weapon or grappled itself. To remove an attached gryph through grappling, the opponent must achieve a pin against the gryph.

Implant Eggs (Ex): A female gryph that gets a hold injects 1d4 eggs into the host's bloodstream from a tiny thin tube projected from the creature's abdomen. Each day thereafter, the host takes 1d6 points of Constitution damage and suffers a –2 circumstance penalty on attack rolls, ability checks and skill checks, and saves until cured or until the eggs hatch. At the end of the third day, the eggs hatch and 1d4 young gryphs burst forth from the host's body. If the host is still alive when this happens, he immediately takes 2d6 points of Constitution damage. A *remove disease*, *dispel evil*, or *heal* spell rids a victim of the eggs, as does a DC 20 Heal check. If the check fails, the healer can try again, but each attempt (successful or not) deals 1d4 points of damage to the patient.



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Guardian Daemon

Large Outsider (Extraplanar)

Hit Dice:	8d8+24 (60 hp)
Initiative:	+1
Speed:	30 ft. (6 squares)
Armor Class:	21 (-1 size, +1 Dex, +11 natural), touch 10, flat-footed 20
Base Attack/Grapple:	+8/+16
Attack:	Bite +11 melee (2d6+4)
Full Attack:	Bite +11 melee (2d6+4) and 2 claws +9 melee (1d6+2)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Breath weapon
Special Qualities:	Damage reduction 10/cold iron or silver, darkvision 60 ft, immunity to poison and acid, immunities, limited domain, outsider traits, resistance to cold 10, fire 10, and electricity 10, telepathy 100 ft.
Saves:	Fort +9, Ref +7, Will +8
Abilities:	Str 18, Dex 12, Con 16, Int 12, Wis 14, Cha 14
Skills:	Bluff +12, Hide +8, Intimidate +11, Knowledge (the planes) +11, Listen +12, Move Silently +11, Search +11, Sense Motive +12, Spot +12, Survival +12 (+14 one other planes, +14 following tracks)
Feats:	Blind-Fight, Multiattack, Power Attack
Environment:	Hades or Gehenna
Organization:	Solitary
Challenge Rating:	7
Treasure:	None (see text)
Alignment:	Always neutral (evil tendencies)
Advancement:	9-15 HD (Large); 16-24 HD (Huge)
Level Adjustment:	—

This entity resembles a large bipedal bear-like creature with upward curving horns, elongated fangs, and blackish-gray fur. Its hands end in eagle-like talons.

A guardian daemon is summoned to the Material Plane by a spellcaster with the task of guarding an area or treasure. These daemons vary in size and appearance, though most resemble large bears, wild cats, or apes with added daemonic characteristics (horns, elongated fangs and nails, and so on). Despite its varying appearance and form, the guardian daemon is a dangerous adversary.

A guardian daemon can be summoned by a *planar ally*, *greater planar ally*, *planar binding*, *greater planar binding* or similar magic that allows a spellcaster to bring an outsider to the Material Plane.

A typical guardian daemon stands 9 feet tall and weighs about 800 pounds. Most guardian daemons are of neutral slant, though many, due to their daemonic heritage, are evil and usually only serve those of like alignment.

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Guardian daemons speak Daemonic and Common. Some speak Abyssal as well.

Combat

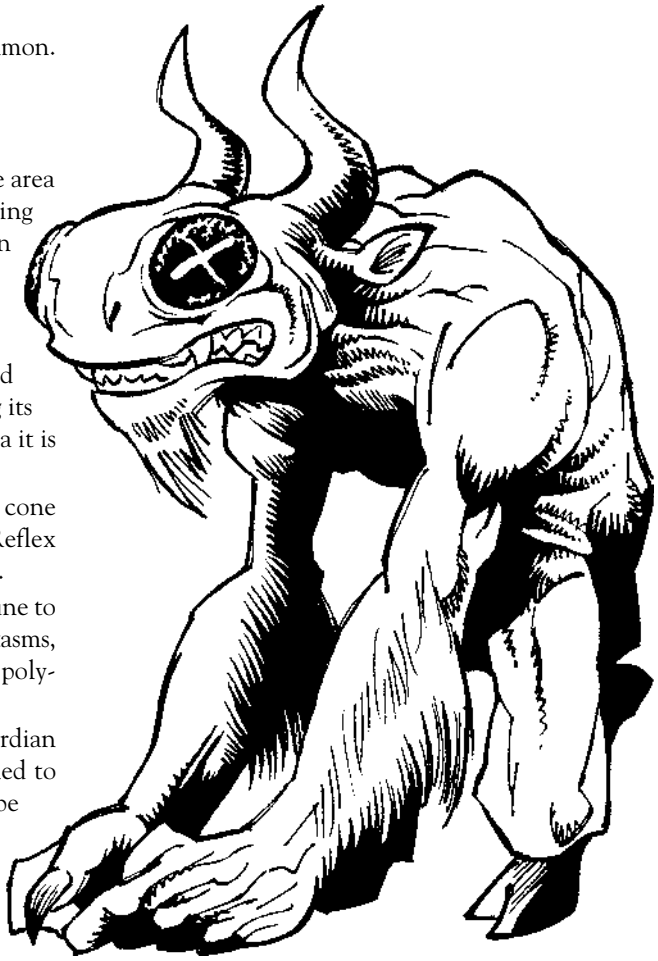
A guardian daemon only initiates combat if the area it is guarding is entered or the treasure it is watching over is disturbed. Though guardian daemons can move both upright and on all fours, it always fights in a bipedal stance.

When engaged in combat, it may move freely, but never leaves the area it is guarding (see limited domain below). A guardian daemon attacks using its breath weapon, bite, and claws. It defends the area it is tied to until either it or its opponents are dead.

Breath Weapon (Su): Once every 1d4 rounds, cone of fire, 30 feet; 5d6 points of fire damage, DC 17 Reflex save for half. The save DC is Constitution-based.

Immunities (Ex): Guardian daemons are immune to mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), *sleep*, hold, and polymorph.

Limited Domain (Ex): The realm of a guardian daemon encompasses only the area it is summoned to guard; a room, chamber, or treasure. The area can be no larger than 100 feet + 10 feet per caster level of the one who summoned it. The guardian daemon can wander freely in its area, but cannot move beyond the precincts of the designated area.



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Hangman Tree

Huge Plant

Hit Dice:	8d8+40 (76 hp)
Initiative:	+3
Speed:	10 ft. (2 squares)
Armor Class:	20 (-2 size, -1 Dex, +13 natural), touch 7, flat-footed 20
Base Attack/Grapple:	+6/+22
Attack:	Vine +12 melee (1d6+8)
Full Attack:	4 vines +12 melee (1d6+8)
Space/Reach:	15 ft./15 ft.
Special Attacks:	Constrict, improved grab, swallow whole
Special Qualities:	Blindsight 60 ft., hallucinatory spores, plant traits, SR 19, vulnerabilities
Saves:	Fort +11, Ref +1, Will +5
Abilities:	Str 27, Dex 8, Con 20, Int 6, Wis 12, Cha 10
Skills:	Hide -6*, Listen +7, Spot +7
Feats:	Alertness, Improved Initiative, Iron Will
Environment:	Temperate and warm forests
Organization:	Solitary or pair
Challenge Rating:	7
Treasure:	50% standard
Alignment:	Usually neutral (evil tendencies)
Advancement:	9-15 HD (Huge); 16-24 HD (Gargantuan)
Level Adjustment:	—

A giant oak tree with few leaves and branches stands nearby.

Close inspection reveals a scar-like marking on the lower part of the trunk (this is where undigested creatures or gear is expelled after digestion). Hidden among the hangman tree's branches and leaves are its rope-like appendages that it uses to trap its prey.

Hangman trees can speak broken Common.

Combat

The hangman tree attacks by dropping its noose-like appendages around prey and yanking victims upwards. Trapped prey is held until it dies or is dropped into the hangman's trunk where it is digested.

Constrict (Ex): A hangman tree deals 1d6+8 points of damage with a successful grapple check against an opponent one size smaller. Because it seizes its victims by the neck, a creature in the hangman tree's grasp cannot speak or cast spells with verbal components.

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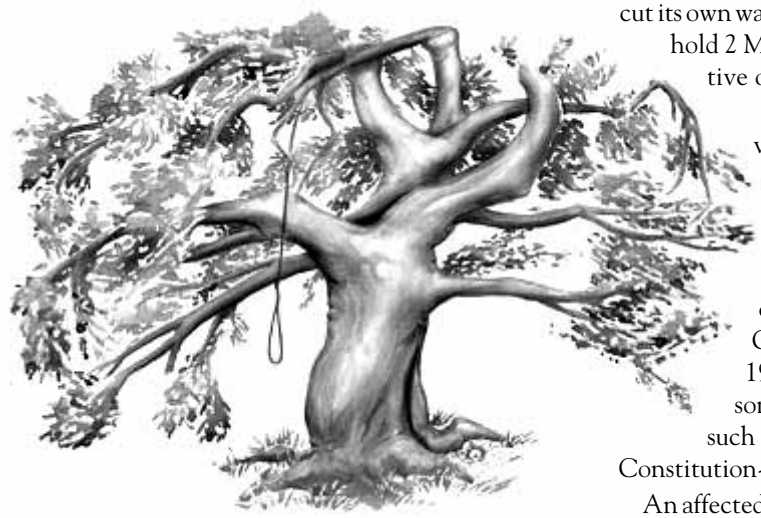

Improved Grab (Ex): To use this ability, the hangman tree must hit an opponent with a vine attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If the hangman tree wins the grapple check, it establishes a hold and can constrict or attempt to swallow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

A vine has 10 hit points and can be attacked by making a successful sunder attempt. Attacking a hangman tree's vine does not provoke an attack of opportunity. If the vine is currently grappling a target, the hangman tree takes a -4 penalty on its opposed attack roll to resist the sunder attempt. Severing a vine deals no damage to a hangman tree.

Swallow Whole (Ex): A hangman's tree can try to swallow a grabbed opponent of a smaller size than itself by making a successful grapple check. Once inside, the opponent takes 2d6+8 points of crushing damage per round from the hangman tree's trunk. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 20 points of damage to the trunk (AC 16). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A Huge hangman tree's interior can hold 2 Medium, 8 Small, 32 Tiny, or 128 Diminutive or smaller opponents.

Blindsight (Ex): Hangman trees have no visual organs but can ascertain all foes within 60 feet using sound, scent, and vibration.

Hallucinatory Spores (Ex): As a standard action, a hangman tree can release a cloud of spores in a 50-foot radius spread. Creatures in the area must succeed on a DC 19 Will save or believe the tree to be of some ordinary sort (or to be a treant or other such friendly tree creature). The save DC is Constitution-based.

An affected creature becomes passive for 2d6 minutes and refuses to attack the hangman tree during this time. This is a mind-affecting compulsion effect. An affected creature can attempt a new Will save (DC 19, +1 per previous save) each round. A creature that makes its save cannot be affected by the hallucinatory spores of that hangman's tree for one day.

Vulnerabilities (Ex): A hangman tree takes half again as much (+50%) damage as normal from electricity, regardless of whether a saving throw is allowed, or if the save is a success or failure.

Cold-based effects paralyze a hangman tree as if by a *hold person* spell. Spells that generate darkness (such as *darkness* or *deeper darkness*) slow the hangman's tree (as the *slow* spell) for 1 round per caster level.

Skills: *A hangman tree has a +16 racial bonus on Hide checks made in forested areas.

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Haunt

Medium Undead (Incorporeal)

Hit Dice:	5d12 (32 hp)
Initiative:	+6
Speed:	20 ft. (4 squares), fly 30 ft. (perfect)
Armor Class:	14 (+2 Dex, +2 deflection), touch 14, flat-footed 12
Base Attack/Grapple:	+2/—
Attack:	Incorporeal touch +4 melee (1d4 plus 1d3 Dex)
Full Attack:	Incorporeal touch +4 melee (1d4 plus 1d3 Dex)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Dexterity damage, malevolence, strangle
Special Qualities:	Alternate form, immunity to turning, incorporeal traits, rejuvenation, undead traits, vulnerability
Saves:	Fort +1, Ref +3, Will +6
Abilities:	Str —, Dex 15, Con —, Int —, Wis 14, Cha 14
Skills:	—
Feats:	Blind-Fight[B], Improved Initiative[B]
Environment:	Any
Organization:	Solitary
Challenge Rating:	4
Treasure:	None
Alignment:	Any (usually evil)
Advancement:	6-9 HD (Medium); 10-15 HD (Large)
Level Adjustment:	—

This entity appears as a translucent humanoid floating about a foot off the ground. Its eyes flash with pure hatred.

The haunt is the spirit of a person who died before completing some vital task. A haunt inhabits an area

Jordan Bassett (order #48404)

within 60 feet of where its body died and never leaves this area. (Note—a haunt in possession of a material body can in fact leave its area and must do so in order to finish its task.) It desires but one thing: its final rest. To accomplish this, it must possess a living creature and finish the task that prevents it from achieving everlasting slumber. A haunt only attacks humanoid creatures.

Combat

A haunt attacks with its incorporeal touch. It concentrates on a single foe, attempting to render it helpless by draining its Dexterity. Once that victim reaches Dexterity 0, the haunt uses its malevolence ability to possess the body and then attempts to complete the task that binds it to this plane. If the haunt is attacked while possessing a body, it uses all the abilities of the host to defend itself.

Dexterity Damage (Su): The touch of a haunt deals 1d3 points of Dexterity damage to a living foe. A creature reduced to 0 Dexterity by a haunt is subjected to its malevolence ability. Dexterity damage dealt by a haunt cannot be healed by any means while the haunt possesses the host's body.

Malevolence (Su): Once per round, a haunt can merge its body with a creature on the Material Plane whose Dexterity has been reduced to 0 (either through the haunt's touch or some other means). This ability is similar to a *magic jar* spell (caster level 10th), except that it does not require a receptacle. To use this ability, the haunt must try to move into the target's space; moving into the target's space to use the malevolence ability does not provoke attacks of opportunity. The target can resist the attack with a successful DC 17 Will save. A creature that successfully saves is immune to that same haunt's malevolence for one day, and the haunt cannot enter the target's space. If the save fails, the haunt vanishes into the target's body (whose Dexterity temporarily returns to normal) and attempts to complete its unfinished task.

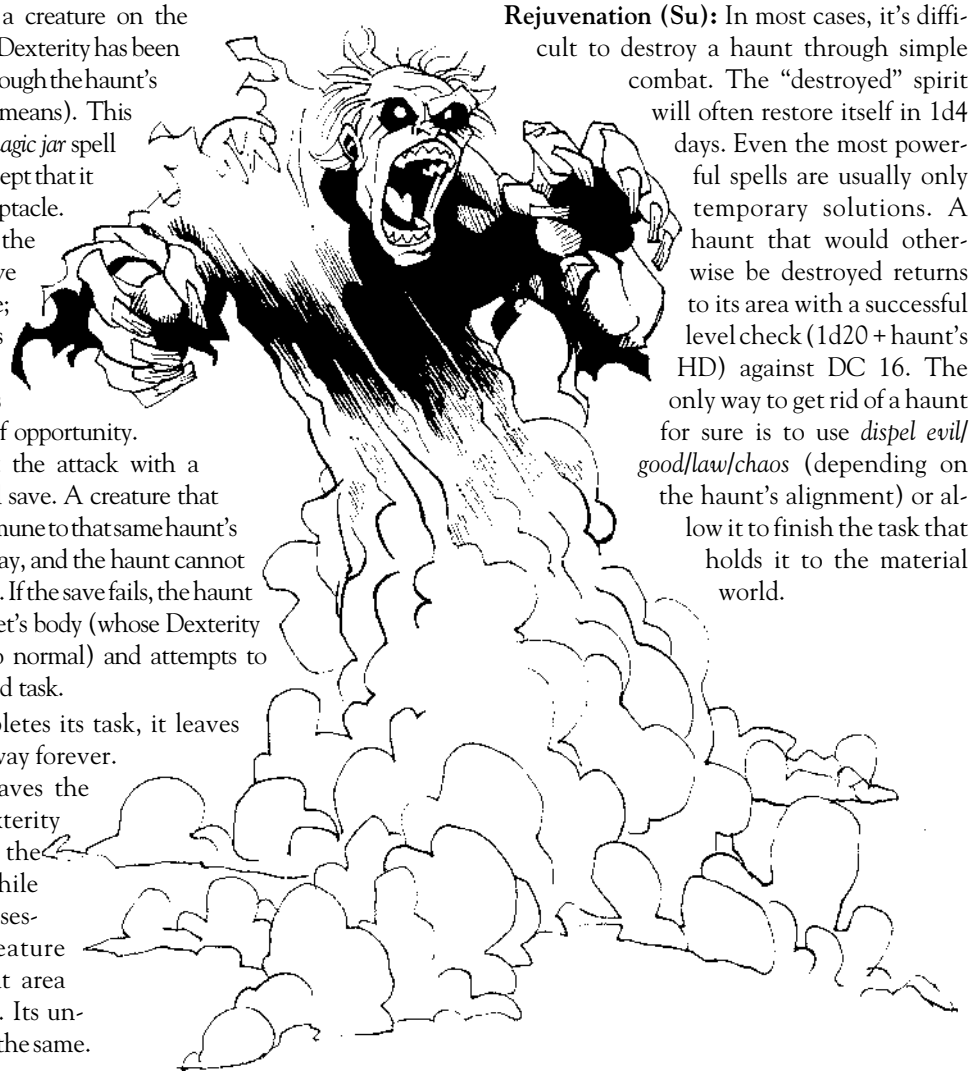
If the haunt completes its task, it leaves the host and fades away forever. When the haunt leaves the host, the host's Dexterity drops back to 0. If the host body is slain while the haunt is in possession of it, the creature becomes tied to that area and can never leave. Its unfinished task remains the same.

Strangle (Su): If a creature possessed by a haunt has an alignment opposite to that of the haunt, it attempts to strangle the host using its own hands (i.e., the hands of the host body). Unless precautions are taken to restrain the possessed victim's hands, they immediately reach for the throat and begin strangling the haunt-possessed body. An opponent takes 1d4 points of damage each round until its hands are forcibly restrained (opposed Strength rolls to pry the host's hands loose), the haunt is ejected from the body, or the victim dies.

Alternate Form (Su): A haunt's natural form is that of a translucent image appearing much as the person did in life. As a standard action, it can alter its form so as to appear as a floating, luminescent ball of light (possibly being mistaken for a will-o'-wisp in this form). In this form, it cannot use its Dexterity damage attack or its malevolence attack. It retains its incorporeal form and can make an incorporeal touch attack that deals normal damage (but not Dex damage).

A haunt remains in one form or the other until it chooses to assume a new one (as a standard action). A change in form cannot be dispelled. A haunt cannot change forms while using its malevolence attack (that is, while possessing a host).

Rejuvenation (Su): In most cases, it's difficult to destroy a haunt through simple combat. The "destroyed" spirit will often restore itself in 1d4 days. Even the most powerful spells are usually only temporary solutions. A haunt that would otherwise be destroyed returns to its area with a successful level check (1d20 + haunt's HD) against DC 16. The only way to get rid of a haunt for sure is to use *dispel evil/good/law/chaos* (depending on the haunt's alignment) or allow it to finish the task that holds it to the material world.



Jordan Bassett (order #48404)

Vulnerability (Ex): A haunt can be forcibly ejected from a host if *hold person* is cast on the victim and the haunt fails its Will save. A *dispel evil/good/law/chaos* spell (depending on the haunt's alignment) instantly ejects the creature from the host and deals 1d6 points of damage per caster level to the haunt. A haunt slain in such a manner cannot rejuvenate and is permanently destroyed.

Credit

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Hell Moth

Large Aberration (Extraplanar)

Hit Dice:	9d8+27 (67 hp)
Initiative:	+7
Speed:	10 ft. (2 squares), fly 40 ft. (average)
Armor Class:	19 (-1 size, +3 Dex, +7 natural), touch 12, flat-footed 16
Base Attack/Grapple:	+6/+15
Attack:	Bite +10 melee (1d6+7)
Full Attack:	Bite +10 melee (1d6+7)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Engulf, immolation
Special Qualities:	Darkvision 60 ft., resistance to fire 20, scent
Saves:	Fort +6, Ref +6, Will +7
Abilities:	Str 21, Dex 16, Con 17, Int 6, Wis 12, Cha 10
Skills:	Listen +6, Move Silently +9, Spot +6
Feats:	Alertness, Diehard, Endurance, Improved Initiative
Environment:	Any
Organization:	Solitary or flock (3-6)
Challenge Rating:	6
Treasure:	None
Alignment:	Always neutral (evil tendencies)
Advancement:	10-15 HD (Large); 16-27 HD (Huge)
Level Adjustment:	—

This creature looks like a giant gray moth with spiraling bands of red and black on its body. It has large, thin, reddish-hued wings.

The hell moth is thought to have come from another plane, though sages are not quite sure of its exact origin. The hell moth attacks living creatures that wander too close to its lair. It otherwise resembles a large moth with an 8-foot wingspan.

Combat

Hell moths wait for their prey to pass nearby before attacking. If facing multiple opponents, they attempt to bite and usually do not employ their engulfing ability. Multiple hell moths work in concert with one another against opponents. When a hell moth has successfully engulfed a foe, it sets its own body on fire in a display of self-immolation that consumes both it and its engulfed opponent.

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

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

Immolation (Su): A hell moth that has engulfed an opponent can detonate its body in a blast of hellish fire that deals 6d10 points of fire damage to itself and the engulfed opponent (no save). (Reduce the damage dealt to the hell moth by its fire resistance.) A hell moth can immolate itself once every 3 hours (providing it survives the immolation).

Creatures within 10 feet of the hell moth when it uses this ability must succeed on a DC 17 Reflex save or take 1d8 points of fire damage as clothes and combustibles ignite. The damage continues for another 1d4+4 rounds after the hell moth uses this ability or until the fire is extinguished. The save DC is Constitution-based.

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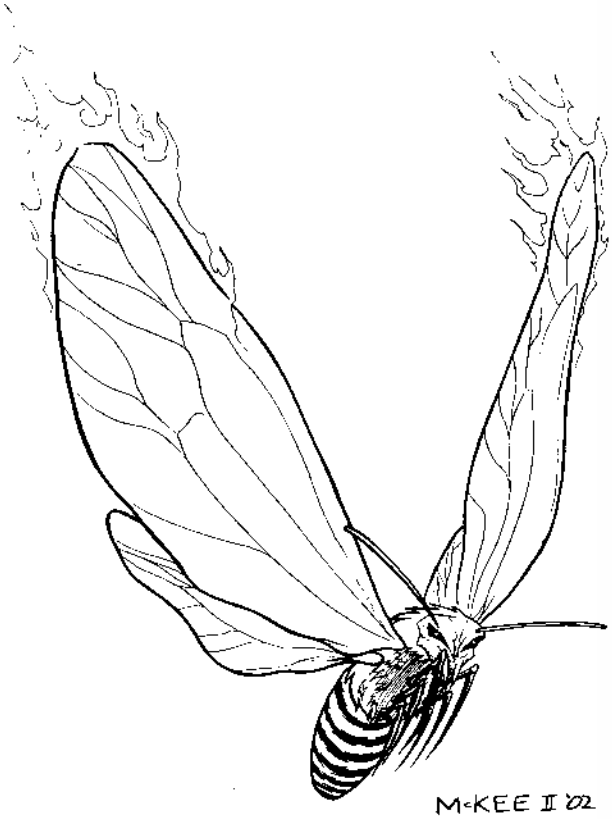

Jordan Bassett (order #48404)

Hippocampus

Large Magical Beast (Aquatic)

Hit Dice:	4d10+12 (34 hp)
Initiative:	+2
Speed:	Swim 60 ft. (12 squares)
Armor Class:	15 (-1 size, +2 Dex, +4 natural), touch 11, flat-footed 13
Base Attack/Grapple:	+4/+12
Attack:	Bite +7 melee (1d4+4) or tail slap +7 melee (1d6+4) or butt +7 melee (1d4+4)
Full Attack:	Bite +7 melee (1d4+4) or tail slap +7 melee (1d6+4) or butt +7 melee (1d4+4)
Space/Reach:	10 ft./5 ft.
Special Attacks:	—
Special Qualities:	Darkvision 60 ft., low-light vision, scent, water dependent
Saves:	Fort +7, Ref +6, Will +2
Abilities:	Str 18, Dex 15, Con 16, Int 10, Wis 12, Cha 10
Skills:	Hide +8*, Listen +7, Spot +7, Swim +12
Feats:	Alertness, Endurance
Environment:	Temperate aquatic
Organization:	Solitary, pair, or herd (3-8)
Challenge Rating:	3
Treasure:	None
Alignment:	Always chaotic good
Advancement Range:	5-12 HD (Large)
Level Adjustment:	—

This strange creature appears to be half-horse and half-fish. The front half resembles a sleek stallion with a flowing mane and long, sleek legs ending in wide fins rather than hooves. The hindquarters are that of a great fish.

A hippocampus is often called a merhorse or sea horse, for it is indeed a half-horse/half-fish creature of the sea. The hindquarters of the animal are that of a great fish. Its body is covered in fine scales in the fore parts and large scales elsewhere. The hippocampus' scales vary in color from ivory to deep green, with shades of blue and silver. Aquatic races often tame these animals, and they make fine steeds, for they are strong, swift, and very intelligent.

A hippocampus is about 8 feet long and weighs about 600 pounds. Hippocampuses speak Aquan. Some speak common.

Combat

Hippocampuses are docile creatures and only fight if threatened or if an ally is threatened. In combat, they use their powerful bite or tail slap. On rare occasions, the hippocampus may butt an opponent with its head.

Water Dependent (Ex): Though they are unable to move on land, a hippocampus can breathe air (such as if it surfaces from the water). It can survive out of the water for 1 minute per 1 point of Constitution (after that, refer to the drowning rules in the *DMG*).

Skills: *Due to their coloration, hippocampuses have a +4 racial bonus on Hide checks when submerged.

A hippocampus 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 Hippocampus

A hippocampus requires training before it can bear a rider in combat. To be trained, a hippocampus must have a friendly attitude toward the trainer (this can be achieved through a successful Diplomacy check). Training a friendly hippocampus requires six weeks of work and a DC 25 Handle Animal check. Riding a hippocampus requires an exotic saddle. A hippocampus can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Hippocampus eggs are worth 1,500 gp apiece on the open market, while young are worth 2,500 gp each. Professional trainers (usually tritons) charge 1,000 gp to rear or train a hippocampus.

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

Credit

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Author Scott Greene and Erica Balsley, based on original material by Gary Gygax.

Jordan Bassett (order #48404)

Hoar Fox

Small Magical Beast (Cold)

Hit Dice:	2d10+4 (15 hp)
Initiative:	+3
Speed:	40 ft. (8 squares)
Armor Class:	16 (+1 size, +3 Dex, +2 natural), touch 14, flat-footed 13
Base Attack/Grapple:	+2/-2
Attack:	Bite +6 melee (1d6)
Full Attack:	Bite +6 melee (1d6)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Breath weapon
Special Qualities:	Darkvision 60 ft., immunity to cold, low-light vision, scent, vulnerability to fire
Saves:	Fort +5, Ref +6, Will +1
Abilities:	Str 10, Dex 17, Con 14, Int 2, Wis 12, Cha 6
Skills:	Hide +5*, Listen +3, Spot +3
Feats:	Weapon Finesse
Environment:	Cold hills
Organization:	Solitary, pair, or pack (3-6)
Challenge Rating:	2
Treasure:	None (pelt is worth 200 gp)
Alignment:	Always neutral
Advancement:	3-6 HD (Small)
Level Adjustment:	—

This creature appears to be a silvery-gray fox with sapphire colored eyes.

Hoar foxes hunt in packs and can often be found lairing near settled areas. Hoar foxes are often hunted for their fur as it brings a handsome sum on the open market.

Combat

Hoar foxes are timid creatures and rarely aggressive unless threatened. They bite an attacker to try to scare it away, but if that tactic fails, they use their breath weapon.

While attacking a hoar fox with fire seems like a sensible solution (given their vulnerability to it), such an attack destroys its pelt and renders it worthless.

Breath Weapon (Su): Once every 1d4 rounds, as a standard action, a hoar fox can expel a blast of frigid ice in a 30-foot cone. A creature in the area takes 2d6 points of cold damage (DC 13 Reflex save for half). The save DC is Constitution-based.

Skills: *Hoar foxes have a +4 racial bonus on Hide checks in their natural environment.

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Jordan Bassett (order #48404)

Huecuva

Medium Undead

Hit Dice:	2d12 (13 hp)
Initiative:	+6
Speed:	30 ft. (6 squares)
Armor Class:	17 (+2 Dex, +5 natural), touch 12, flat-footed 15
Base Attack/Grapple:	+1/+2
Attack:	Claws +2 melee (1d4+1 plus disease)
Full Attack:	Claws +2 melee (1d4+1 plus disease)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Disease
Special Qualities:	Change self, damage reduction 5/magic and silver, +2 turn resistance, undead traits
Saves:	Fort +0, Ref +2, Will +4
Abilities:	Str 12, Dex 14, Con —, Int 4, Wis 12, Cha 12
Skills:	Hide +3, Listen +5, Spot +5
Feats:	Alertness[B], Improved Initiative
Environment:	Any
Organization:	Solitary, gang (2–4), or pack (5–10)
Challenge Rating:	2
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	3–6 HD (Medium)
Level Adjustment:	—

This rotting and decaying humanoid is dressed in defiled and tattered priestly vestments. Worms crawl and slither into and out of its eye sockets, rib cage, and other decaying areas of its rotting form.

Huecuva are the undead spirits of good clerics who were unfaithful to their god and turned to the path of evil before death. As punishment for their transgression, their god condemned them to roam the earth as the one creature all good-aligned clerics despise — undead. Huecuva resemble robed skeletons and are often mistaken for such creatures.

Combat

A huecuva attacks with its claws, raking and slashing at its opponents. It attacks relentlessly until either it or its opponent is dead. During combat, if a good-aligned cleric attempts to turn a huecuva and fails, the huecuva concentrates all attacks on that cleric, ignoring all other opponents until the cleric or the huecuva is dead.

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

Disease (Su): Filth Fever—claws, DC 12 Fortitude save, incubation period 1d3 days; damage 1d3 temporary Dexterity, 1d3 temporary Constitution (see "Disease" in the *DMG*). The save DC is Charisma-based.

Change Self (Sp): Three times per day, a huecuva can create an effect identical to the *disguise self* spell (caster level 10th).

Skills: *If a huecuva uses its change self ability to create a disguise, it gains a +10 circumstance bonus on its Disguise check.

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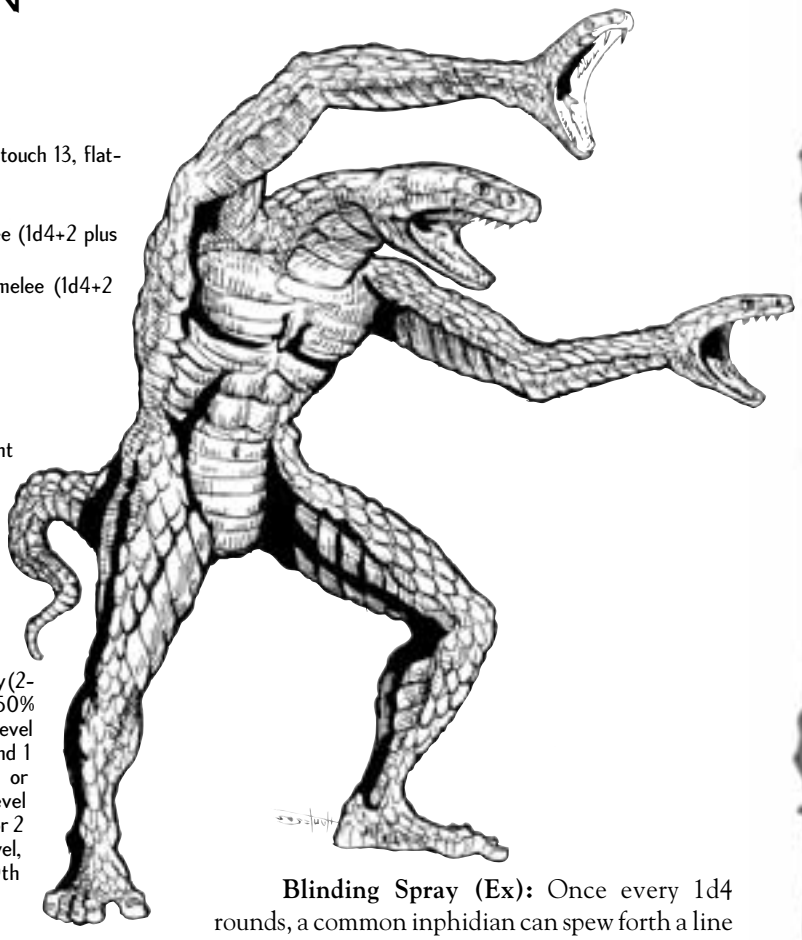
Jordan Bassett (order #48404)

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:	+3



This creature is a reptilian humanoid with a snake-like head. Its body is covered with fine scales and its hands, if you can call them that, are actually snake heads complete with fangs and flicking tongues.

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 successful DC 14 Reflex save avoids the spray. 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 and secondary damage 1d4 Strength.

Common Inphidians as Characters

An inphidian's favored class is rogue; inphidian leaders are usually rogues or fighter/rogues.

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

Jordan Bassett (order #48404)

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. Further, you gain a +4 resistance bonus on saving throws against snake, serpent, or reptilian poison.

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)

+ 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.

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.

— +4 natural AC bonus.
— Natural Weapons: Snake-hands (1d4).
— Special Attacks (see above): Blinding spray, poison.
— Automatic Languages: Inphidian. Bonus Languages: Common, Dwarven, Elven, Goblin, Orc.
— Favored Class: Rogue.
— Level Adjustment +3.

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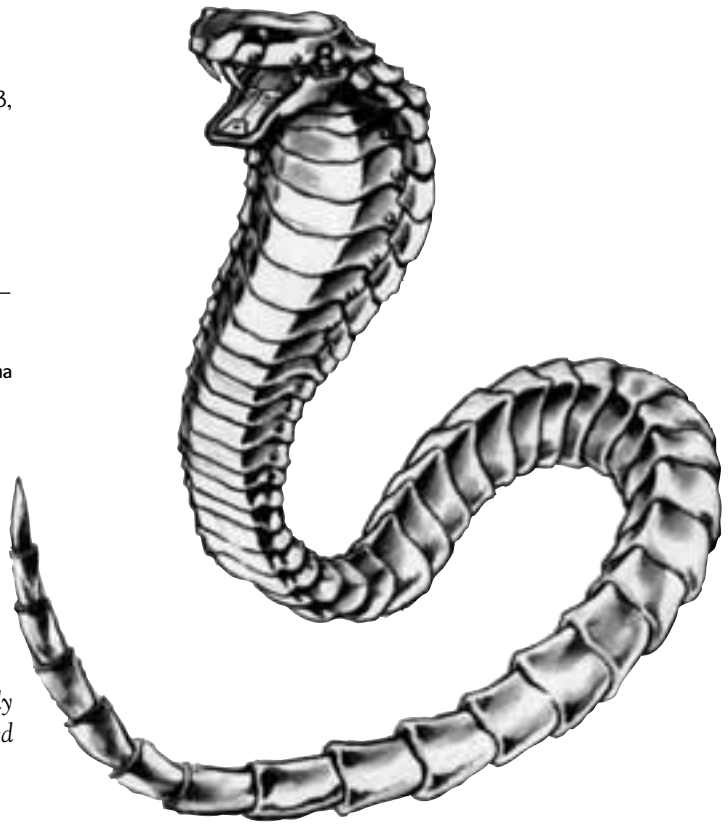
Iron Cobra

Small Construct

Hit Dice:	1d10+10 (15 hp)
Initiative:	+2
Speed:	40 ft. (8 squares)
Armor Class:	20 (+1 size, +2 Dex, +7 natural), touch 13, flat-footed 18
Base Attack/Grapple:	+0/-3
Attack:	Bite +2 melee (1d4+1 plus poison)
Full Attack:	Bite +2 melee (1d4+1 plus poison)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Find target, poison
Special Qualities:	Construct traits, damage reduction 5/—, SR 12
Saves:	Fort +0, Ref +2, Will +0
Abilities:	Str 12, Dex 15, Con —, Int —, Wis 11, Cha 1
Skills:	Hide +14, Move Silently +6
Feats:	—
Environment:	Any
Organization:	Solitary
Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral
Advancement:	2-3 HD (Medium)
Level Adjustment:	—

This creature resembles a small metallic cobra. Its body sheens with a silver hue and its eyes are small pinpoints of red light.



Jordan Bassett (order #48404)

The iron cobra is a construct that resembles a small, 3-foot long cobra. Its eyes give it an evil and determined—and almost intelligent—look. The iron cobra is most often used to guard a treasure or to act as a bodyguard to its creator, though on some occasions it can be ordered to track down and slay any creature who is within 1 mile and whose name is known by the creator.

Combat

The iron cobra attacks by biting its opponent.

Find Target (Sp): When ordered to find a creature within 1 mile, an iron cobra does so unerringly, as though guided by *discern location*. The being giving the order must have seen (or must have an item belonging to) the creature to be found. This ability functions as a 6th-level spell.

Poison (Ex): The bite of an iron cobra is poisonous, but being a construct, it does not produce its poison. The creator must fill the iron cobra's poison sacs (located inside its body). The sacs can be filled with any poison found in the *DMG*. The iron cobra can inject its poison three times before its sacs are emptied. It takes 5 rounds to refill the poison sacs.

Skills: Iron cobras have a +8 racial bonus on Hide checks and a +4 racial bonus on Move Silently checks.

Construction

An iron cobra's body is constructed from 100 pounds of iron costing at least 1,000 gp. Assembling the body requires a DC 15 Craft (weaponsmithing) check or a DC 15 Craft (armorsmithing) check.

CL 10th; Craft Construct (see the MM), *animate object*, *discern location*, *geas/quest*, caster must be at least 10th level; Price 10,000 gp; Cost 6,000 gp + 360 XP.

Credit

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Author Scott Greene, based on original material by Philip Masters.

Jack-O-Lantern

Medium Plant

Hit Dice:	6d8+6 (33 hp)
Initiative:	+3
Speed:	30 ft. (6 squares)
Armor Class:	14 (+3 Dex, +1 natural), touch 13, flat-footed 11
Base Attack/Grapple:	+4/+6
Attack:	Slam +6 melee (1d6+2); or *fire seed* +7 ranged touch (damage varies, see description of this ability); or pitchfork +6 melee (1d6+2)
Full Attack:	3 slams +6 melee (1d6+2); or *fire seed* +7 ranged touch (damage varies, see description of this ability); or pitchfork +6 melee (1d6+2)
Space/Reach:	5 ft./5 ft. (10 ft. with tendrils)
Special Attacks:	Improved grab, constrict 1d6+2, rend, *fire seeds*
Special Qualities:	Darkvision 60 ft., plant traits
Saves:	Fort +6, Ref +5, Will +2
Abilities:	Str 14, Dex 16, Con 13, Int 6, Wis 11, Cha 2
Skills:	Hide +8, Listen +3, Move Silently +12
Feats:	Dodge, Mobility, Stealthy
Environment:	Any land
Organization:	Solitary
Challenge Rating:	3
Treasure:	None
Alignment:	Usually neutral
Advancement:	7–12 HD (Medium); 13–18 HD (Large)
Level Adjustment:	—

This creature is a roughly humanoid shaped tangle of vines and leaves with a large pumpkin for its head. The pumpkin-head bears a leering face that appears to have been carved there, and glows from within with an eldritch fire.

Jordan Bassett (order #48404)

A jack-o-lantern is an animated plant creature brought to life by a combination of druidic magic and fey sprits. The nature of the face generally reflects the alignment of the animating spirit.

Combat

A jack-o-lantern attacks with its many tendrils, rending and tearing at its prey; a given jack-o-lantern will have one tendril strong enough for attacking for every 2 HD it has. Occasionally one will be armed with a pitchfork or scythe.

Constrict (Ex): On a successful grapple check, a jack-o-lantern deals 1d6+2 damage.

Improved Grab (Ex): To use this ability, a jack-o-lantern must hit with at last two slam attacks. It can then start 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 try to constrict or rend the foe following round.

Rend (Ex): A jack-o-lantern that hits with at least two slam attacks on a single opponent deals 2d6+3 points of damage at it wrenches and tears the flesh.

Fire Seeds (Su): 1/day—as the spell cast by an 11th level druid. The jack-o-lantern can only make use of the first version of this spell, and it casts them on its own pumpkin seeds rather than acorns; range 100 ft., ranged touch to hit, 11d8 damage divided among up to 4 seeds.

Skills: A jack-o-lanterns has a +4 racial bonus on Move Silently checks.

Creating a Jack-O-Lantern

To create a jack-o-lantern, the caster must be a druid of at least 11th level. Creating a jack-o-lantern involves placing a single pumpkin seed into the mouth of a corpse and burying it in an open field. The body must be that of a humanoid of at least 6th level; the jack-o-lantern has the same HD and alignment as the humanoid did in life. Once the body is buried, the creator must cast *control plants*, *awaken*, *summon nature's ally IV*, and *fire seeds*—in that order.

The pumpkin plant that grows from it must be carefully nurtured and tended, requiring a Profession (farmer) check (DC 15). The farming check does not need to be made by the creator. Several pumpkins will grow on the vine, one of which will contain the essence of the nature spirit that will eventually animate the plant. The creator must make a Knowledge (nature) check (DC 20) to determine which pumpkin holds the essence-all others must be picked off the vine and discarded. By harvest time, if the creator chose the right pumpkin, the jack-o-lantern will animate and seek out is creator for instructions.

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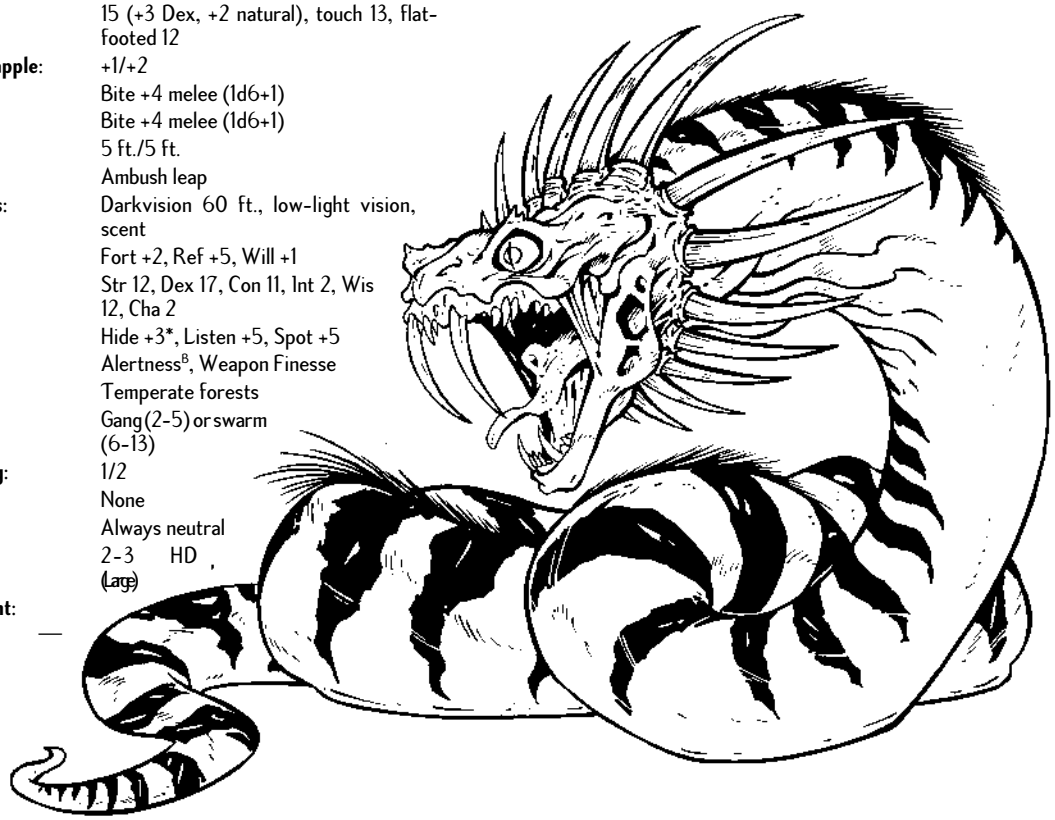
Author Erica Balsley.

JACULI

Medium Magical Beast

Hit Dice:	1d10 (5 hp)
Initiative:	+3
Speed:	30 ft. (6 squares)
Armor Class:	15 (+3 Dex, +2 natural), touch 13, flat-footed 12
Base Attack/Grapple:	+1/+2
Attack:	Bite +4 melee (1d6+1)
Full Attack:	Bite +4 melee (1d6+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Ambush leap
Special Qualities:	Darkvision 60 ft., low-light vision, scent
Saves:	Fort +2, Ref +5, Will +1
Abilities:	Str 12, Dex 17, Con 11, Int 2, Wis 12, Cha 2
Skills:	Hide +3*, Listen +5, Spot +5
Feats:	Alertness[B], Weapon Finesse
Environment:	Temperate forests
Organization:	Gang (2-5) or swarm (6-13)
Challenge Rating:	1/2
Treasure:	None
Alignment:	Always neutral
Advancement:	2-3 HD (Large)
Level Adjustment:	—

This creature appears as serpent with a long muscular body and a squat, flat head. A mane-like ridge of sharpened bones surrounds its head.



Jordan Bassett (order #48404)

Jaculi average 8 feet long, but can grow to a length of 12 feet. Its natural coloration is a deep green fading to dark brown near the tail. Its underbelly is light gray.

Combat

Jaculi usually lie in wait for opponents, preferring places high above the ground where they can leap on their prey and gain surprise.

Ambush Leap (Ex): A jaculi is not required to make a Jump check when jumping down from heights of 30 feet or less and can do so without taking any damage.

Skills: *A jaculi's natural coloration and its ability to change colors grant it a +15 racial bonus on Hide checks when in its natural environment.

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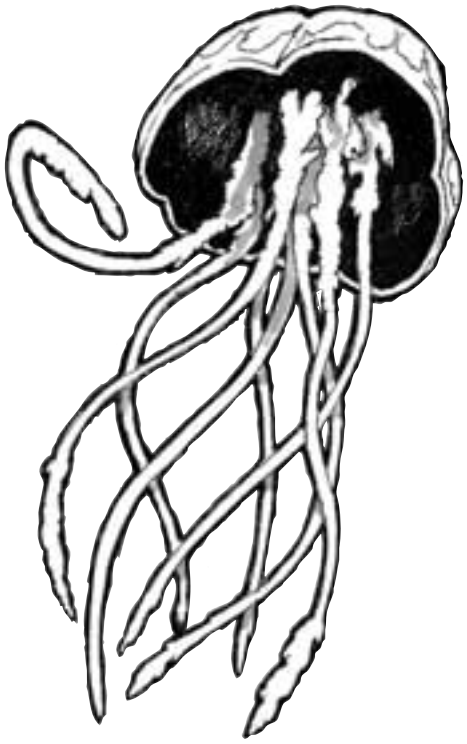
JELLYFISH, MONSTROUS

Large Vermin (Aquatic)

Hit Dice:	3d8 (13 hp)
Initiative:	+1
Speed:	Swim 10 ft. (2 squares)
Armor Class:	12 (-1 size, +1 Dex, +2 natural), touch 10, flat-footed 11
Base Attack/Grapple:	+2/+6
Attack:	Tentacles +2 melee (1d6 plus poison)
Full Attack:	Tentacles +2 melee (1d6 plus poison)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Improved grab, poison
Special Qualities:	Jet, transparent, watersense 60 ft., vermin traits
Saves:	Fort +3, Ref +2, Will +1
Abilities:	Str 11, Dex 12, Con 10, Int —, Wis 10, Cha 2
Skills:	Hide +5, Swim +9
Feats:	Weapon Finesse[B]
Environment:	Temperate and warm aquatic
Organization:	Solitary, pack (2-5), cluster (6-11), or swarm (12-23)
Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral
Advancement:	5-9 HD (Large); 10-12 HD (Huge)
Level Adjustment:	—



The jellyfish's body is a translucent pink, blue, or purple hollow form resembling an inverted umbrella of sorts. A giant jellyfish's body averages 8 feet or more in diameter, while its tentacles (trailing beneath it underwater) can reach lengths of around 50 feet or greater. Special muscles on the underside of the jellyfish's body push water out of it, allowing the creature to swim through propulsion. Jellyfish eat anything that contacts their tentacles — usually crustaceans, fish, algae, and plankton.

Combat

A monstrous jellyfish spends its time floating in the oceans and seas. When something contacts its tentacles, it quickly rolls its tentacles around the creature or object, attempting to paralyze and devour it.

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

Poison (Ex): A monstrous jellyfish's tentacles are highly poisonous, delivering a debilitating poison when contacted or contacting a foe. The save DC is Constitution-based and includes a +2 bonus.

Monstrous Jellyfish Poison: Injury or contact; Fort DC 13, initial and secondary damage 1d6 Dexterity.

Jet (Ex): A monstrous jellyfish 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 jellyfish is nearly invisible floating in the water. An observer must succeed on a DC 20 Spot check to notice the jellyfish.

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

Skills: Due to their coloration, monstrous jellyfish have a +8 racial bonus on Hide checks.

A monstrous jellyfish has a +8 racial bonus on any Swim check to perform some special action or avoid a

Jordan Bassett (order #48404)

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 jellyfish use their Strength or Dexterity modifier for Swim checks, whichever is higher.

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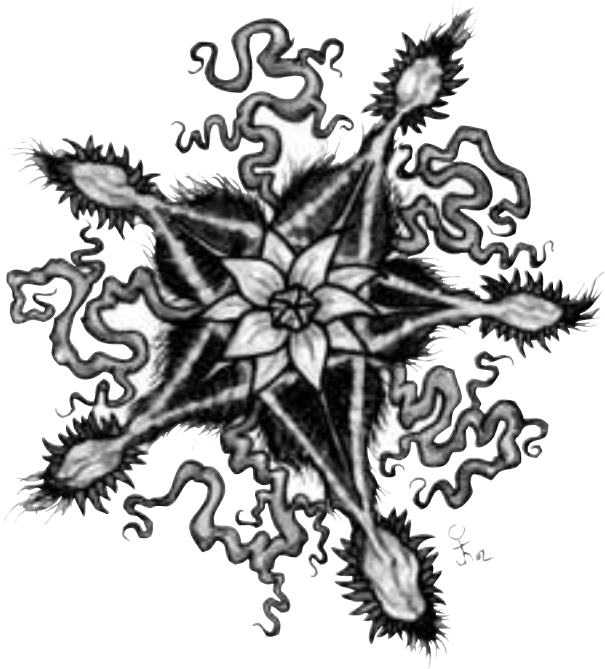
Jupiter Bloodsucker

Medium Plant

Hit Dice:	3d8+9 (21 hp)
Initiative:	-3
Speed:	5 ft. (1 square)
Armor Class:	15 (-3 Dex, +8 natural), touch 7, flat-footed 15
Base Attack/Grapple:	+2/+3
Attack:	Vine-leaf +3 melee (1d6+1 plus blood drain)
Full Attack:	6 vine-leaves +3 melee (1d6+1 plus blood drain)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Blood drain, improved grab, smother
Special Qualities:	Blindsight 60 ft., bloodsense 60 ft., plant traits, vulnerability to fire
Saves:	Fort +6, Ref –2, Will +1
Abilities:	Str 12, Dex 5, Con 16, Int —, Wis 10, Cha 10
Skills:	—
Feats:	—
Environment:	Temperate forests
Organization:	Solitary, patch (2-5), or bed (6-10)
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral
Advancement:	4-6 HD (Medium); 7-9 HD (Large)
Level Adjustment:	—



This plant is a man-sized tangle of leaves and roots. Four large dark green and serrated leaves top the brown, red-veined roots.

The jupiter bloodsucker, or vampire plant, is a small, seemingly ordinary plant. A creature looking closely at the roots may notice that the stems are transparent and that blood seems to course through them (DC 15 Spot check to notice). On the bottom of each leaf are many small, sharp thorns. These are used to attach to a victim and drain its blood.

Combat

The jupiter bloodsucker attacks with its leaves in combat, attempting to grapple and pin a foe. A grabbed opponent is drained of blood by the thorny leaves. At the same time, one leaf covers the victim's face, attempting to smother it.

Blood Drain (Ex): A jupiter bloodsucker deals 1 point of Constitution damage per round per vine-leaf attached to a foe. If reduced to Constitution 0, the victim has been completely drained of blood and dies. Constitution points lost to a jupiter bloodsucker heal at the rate of 1 per hour.

Improved Grab (Ex): To use this ability, a jupiter bloodsucker must with a vine-leaf 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 drains blood.

If a Jupiter bloodsucker begins its turn with at least one vine-leaf attached, it can try to attach any remaining vine-leaves with a single grapple check. The opponent can escape with a single successful grapple check or an Escape Artist check, but the Jupiter bloodsucker gets a +2 circumstance bonus for every vine-leaf that was attached to that foe at the beginning of the opponent's turn.

Smother (Ex): By making a successful grapple check (with a +2 bonus for every vine-leaf attached to a foe at the beginning of its turn), a jupiter bloodsucker can cover a grappled opponent's nose and mouth. An opponent caught in this way must hold its breath or begin suffocating (see suffocation in the *DMG*). A vine-leaf attached in this way does not drain blood.

Blindsight (Ex): A Jupiter bloodsucker can ascertain all foes within 60 feet through scent, sound, and vibration.

Bloodsense (Ex): A Jupiter bloodsucker can detect any living creature that has blood in its body to a range of 60 feet by scent.

Credit

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Jordan Bassett (order #48404)

KAMADAN

Large Magical Beast

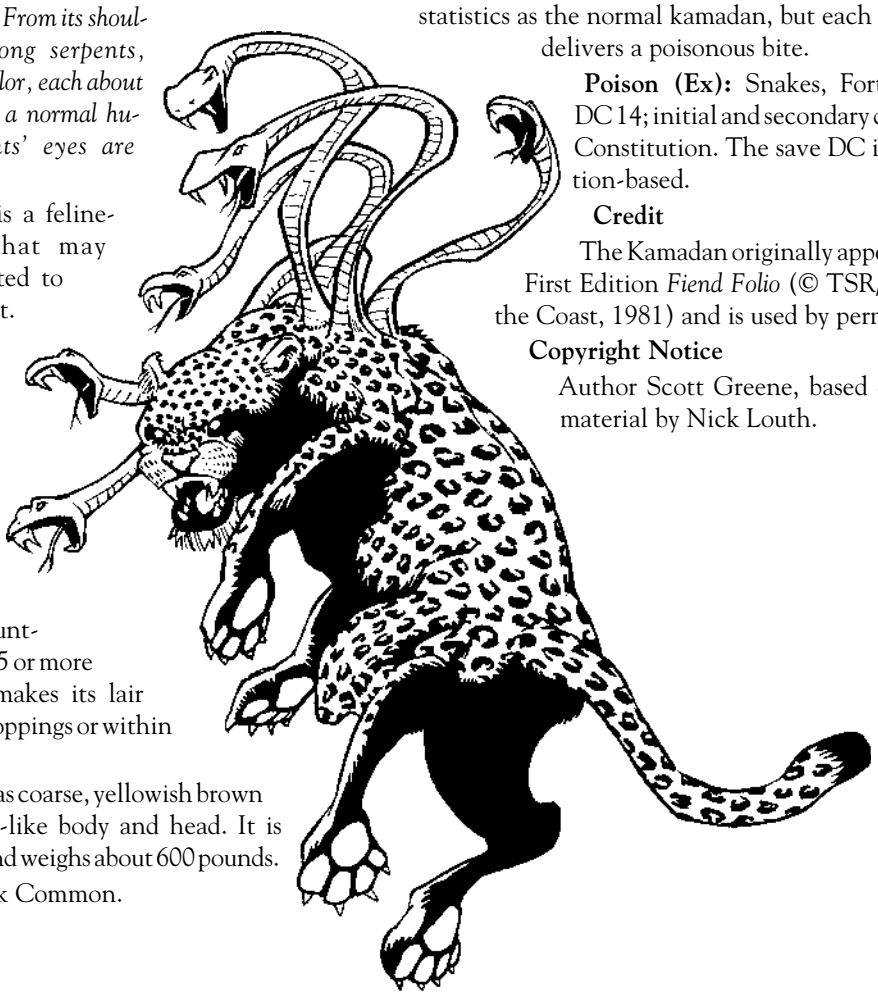
Hit Dice:	4d10+8 (30 hp)
Initiative:	+2
Speed:	40 ft. (8 squares)
Armor Class:	16 (-1 size, +2 Dex, +5 natural), touch 11, flat-footed 14
Base Attack/Grapple:	+4/+12
Attack:	Claw +7 melee (1d6+4) or snakes +7 melee (1d4) or bite +7 melee (1d8+2)
Full Attack:	2 claws +7 melee (1d6+4) and 6 snakes +2 melee (1d4) and bite +2 melee (1d8+2)
Space/Reach:	10 ft./5 ft. (10 ft. with snakes)
Special Attacks:	Breath weapon, snakes
Special Qualities:	Darkvision 60 ft., low-light vision, scent
Saves:	Fort +6, Ref +6, Will +2
Abilities:	Str 18, Dex 15, Con 15, Int 5, Wis 12, Cha 9
Skills:	Balance +10, Hide +3*, Listen +5, Move Silently +8, Spot +5
Feats:	Alertness, Dodge
Environment:	Temperate plains
Organization:	Solitary
Challenge Rating:	4
Treasure:	Standard
Alignment:	Always neutral (evil tendencies)
Advancement:	5-9 HD (Large); 10-12 HD (Huge)
Level Adjustment:	—

This creature resembles a large leopard-like cat with emerald green eyes. From its shoulders sprout six long serpents, blackish-green in color, each about twice the length of a normal human. The serpents' eyes are reddish-yellow.

The kamadan is a feline-like predator that may somehow be related to the displacer beast. It is a fierce predator and highly territorial, hunting just about anything that spends too much time in its territory. The kamadan has a hunting range of about 5 or more square miles. It makes its lair under rocky outcroppings or within caves.

The kamadan has coarse, yellowish brown fur and a leopard-like body and head. It is about 9 feet long and weighs about 600 pounds.

Kamadans speak Common.



Combat

The kamadan opens combat using its breath weapon. It attacks those that resisted using its claws and bite. Each snake also bites an opponent.

Breath Weapon (Su): Cone of sleep, 30 feet, every 1d4 rounds (but not more than 5/day); DC 14 Fortitude negates. Creatures with 4 HD or less do not receive a save to avoid the effects; they are automatically affected. Otherwise, as the *sleep* spell (caster level 8th). There is no HD limit to the number of creatures that can be affected. The save DC is Constitution-based.

Snakes (Ex): Each snake attacks independently each round at the listed attack bonus. The snakes do not gain the kamadan's Strength bonus to damage.

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

Poisonous Kamadan

A variant kamadan, one with poisonous snakes, is rumored to exist in the world. Encounters with such creatures are rare, for which most adventurers are thankful. The poisonous kamadan is CR 6 and uses the same statistics as the normal kamadan, but each snake head delivers a poisonous bite.

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

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Jordan Bassett (order #48404)

Kampfult (Sinewy Mugger)

Medium Plant

Hit Dice:	2d8+4 (13 hp)
Initiative:	+1
Speed:	10 ft. (2 squares)
Armor Class:	16 (+1 Dex, +5 natural), touch 11, flat-footed 15
Base Attack/Grapple:	+1/+4
Attack:	Tendril +4 melee (1d3+3)
Full Attack:	6 tendrils +4 melee (1d3+3)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Constrict 1d3+3, improved grab
Special Qualities:	Blindsight 30 ft., plant traits
Saves:	Fort +5, Ref +1, Will +1
Abilities:	Str 16, Dex 12, Con 14, Int 6, Wis 12, Cha 6
Skills:	Hide +5, Listen +6, Move Silently +2
Feats:	Skill Focus (Hide)
Environment:	Underground
Organization:	Solitary
Challenge Rating:	2
Treasure:	Standard
Alignment:	Usually neutral (evil tendencies)
Advancement:	3-5 HD (Medium); 6 HD (Large)
Level Adjustment:	—

This creature is a man-sized monster resembling a tree trunk with six long sinewy tendrils spaced evenly around the upper portion of its body. Six smaller tendrils located at the base of its trunk seem to aid it in locomotion. Its body is dark grayish-green and its tendrils are dark gray changing to dark green at the tips.

The kampfult is a tree-like creature that haunts subterranean realms in search of prey, grabbing any living creature that passes by. Creatures slain by a kampfult are slowly absorbed into the base of the trunk and digested.

A kampfult stands 6 feet tall and weighs about 600 pounds. Kampfults do not speak, but it is thought that they can understand Sylvan.

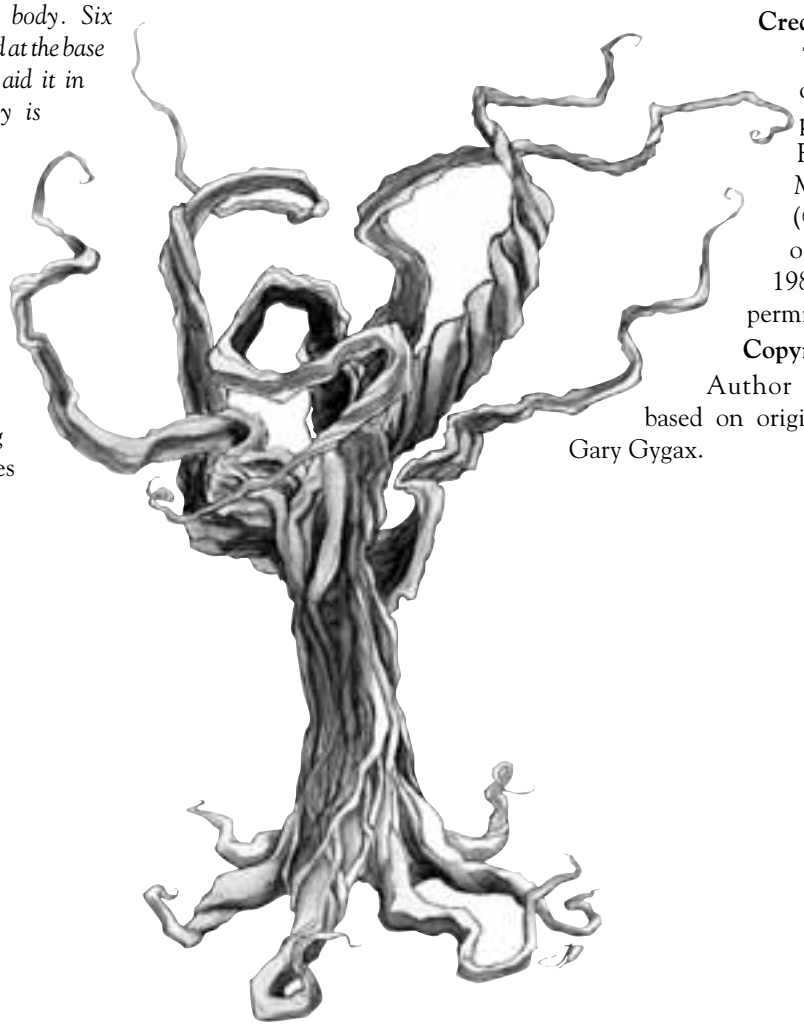
Combat

A kampfult attacks from surprise, waiting until its prey moves within reach and then lashing out with its tendrils, attempting to grab and entangle its prey. A kampfult rarely attacks creatures larger than itself unless it is extremely hungry. It fights until either it or its opponent is dead.

Constrict (Ex): A kampfult deals 1d3+3 points of damage on a successful grapple check.

Improved Grab (Ex): To use this ability, a kampfult 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.

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



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Jordan Bassett (order #48404)

Kech

Medium Monstrous Humanoid

Hit Dice:	5d8+5 (27 hp)
Initiative:	+2
Speed:	40 ft. (8 squares), climb 20 ft.
Armor Class:	16 (+2 Dex, +4 natural), touch 12, flat-footed 14
Base Attack/Grapple:	+5/+6
Attack:	Claw +6 melee (1d4+1)
Full Attack:	2 claws +6 melee (1d4+1) and bite +1 melee (1d6)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Rend 2d4+1
Special Qualities:	Darkvision 60 ft., low-light vision, pass without trace
Saves:	Fort +2, Ref +6, Will +5
Abilities:	Str 13, Dex 15, Con 12, Int 10, Wis 13, Cha 11
Skills:	Climb +11, Hide +4*, Listen +5, Move Silently +14, Spot +5
Feats:	Dodge, Mobility
Environment:	Temperate forests
Organization:	Pack (2-5) or band (2-8 plus 50% non-combatants)
Challenge Rating:	3
Treasure:	Standard
Alignment:	Usually neutral evil
Advancement:	By character class
Level Adjustment:	+2

This creature is a monkey-like man-sized humanoid with sapphire blue eyes and greenish-brown leaves covering its body.

Kechs are monkey-like humanoids standing about 6 feet tall and weighing about 150 pounds. They make their homes in trees and prefer to move through the trees rather than on the ground. They have an almost human organization and society among the various tribes and clans. Family units dwell in a single lair (usually a hollowed tree or small hut built among the branches of a leafy tree). The kech has leathery skin that on first glance resembles a covering of leaves and foliage.

Kechs speak their own language and many speak Common.

Combat

Kechs attack from ambush, preferring to ensnare their prey in pits, traps, or the like. If faced with a weak adversary, they attack with a frontal assault, seeking to kill as quickly as possible. Slain prey is dragged into the kech's lair and devoured at the creatures' leisure.

Rend (Ex): If a kech hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an extra 2d4+1 points of damage.

Pass without Trace (Ex): A kech can move across any ground— ice, snow, mud—without leaving any footprints. Tracking a kech by nonmagical means is impossible.

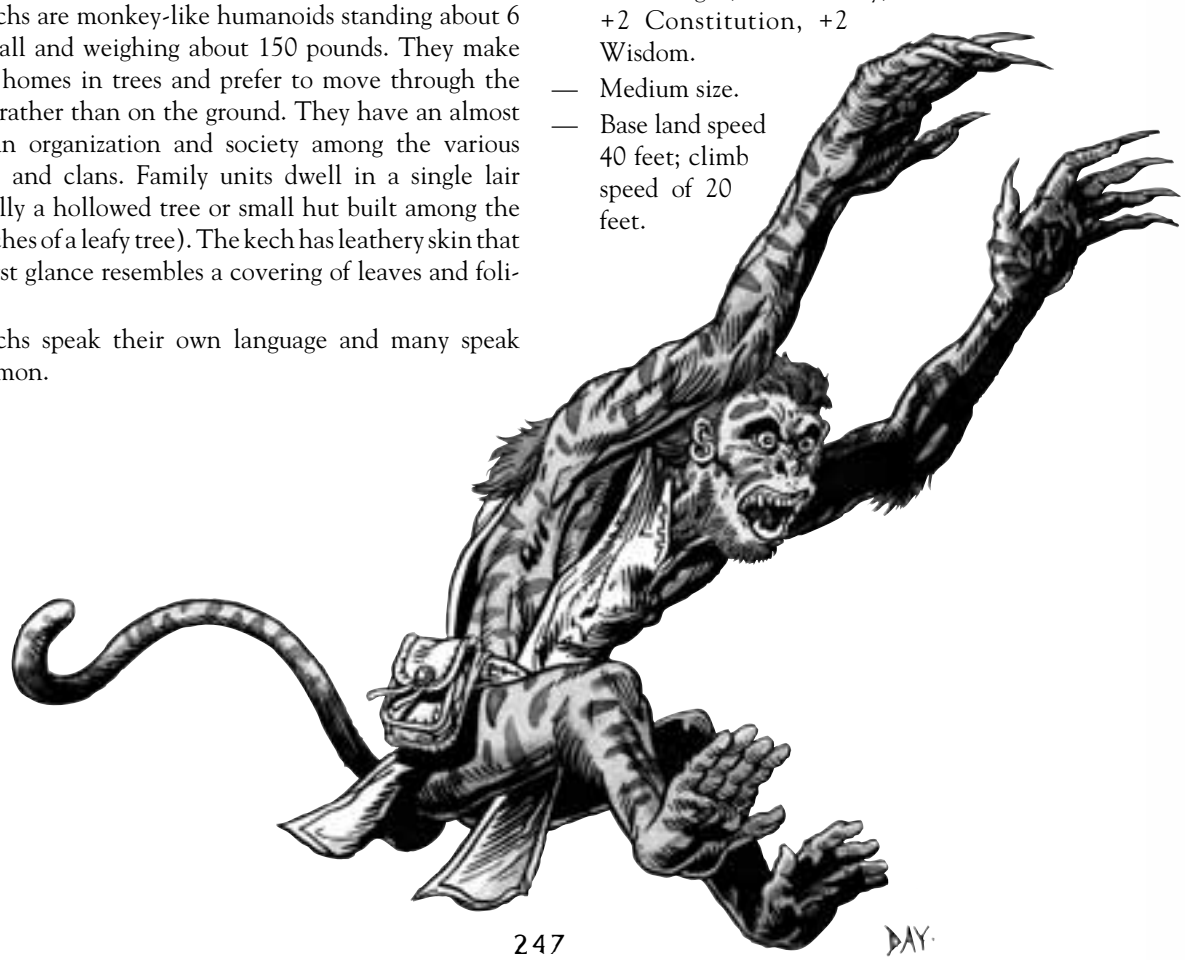
Skills: Kechs have a +4 racial bonus on Move Silently checks and a +2 racial bonus on Listen and Spot checks. *Due to their coloration and leaf-like skin, kechs have a +10 racial bonus on Hide checks when in a forested area.

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

Kechs as Characters

Kech characters possess the following racial traits:

— +2 Strength, +4 Dexterity, +2 Constitution, +2 Wisdom.
— Medium size.
— Base land speed 40 feet; climb speed of 20 feet.



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— Darkvision out to 60 feet and low-light vision.
— Racial Hit Dice: A kech begins with five levels of monstrous humanoid, which provide 5d8 HD, a base attack bonus of +5, and base saves of Fort +1, Ref +4, and Will +4.
— Racial Skills: A kech's monstrous humanoid levels give it skill points equal to 8 x (2 + Int modifier, minimum 1). Its class skills are Climb, Hide, Listen, Move Silently, and Spot. Kechs have a +4 racial bonus on Move Silently checks and a +2 racial bonus to Listen and Spot checks. Due to their coloration and leaf-like skin, kechs have a +10 racial bonus on Hide checks when in a forested area.
— Racial Feats: A kech's monstrous humanoid levels give it two feats.
— Weapon Proficiency: A kech is automatically proficient with simple weapons.
— +4 natural AC bonus.
— Natural Weapons: 2 claws (1d4) and bite (1d6).
— Special Attacks (see above): Rend 2d4+1.
— Special Qualities (see above): Pass without trace.
— Automatic Languages: Kech. Bonus Languages: Common, Sylvan, Elven, Goblin.
— Favored Class: Rogue.
— Level Adjustment +2.

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Kelp Devil

Huge Plant (Aquatic)

Hit Dice:	8d8+32 (68 hp)
Initiative:	+0
Speed:	30 ft. (6 squares), swim 50 ft.
Armor Class:	20 (-2 size, +12 natural), touch 8, flat-footed 20
Base Attack/Grapple:	+6/+22
Attack:	Frond +12 melee (1d6+8)
Full Attack:	6 fronds +12 melee (1d6+8)
Space/Reach:	15 ft./15 ft.
Special Attacks:	Charm, improved grab
Special Qualities:	Blindsight 30 ft., damage reduction 10/slashing or piercing, immunity to electricity, plant traits, resistance to fire 10, underwater concealment
Saves:	Fort +10, Ref +2, Will +5
Abilities:	Str 26, Dex 10, Con 19, Int 5, Wis 12, Cha 10
Skills:	Hide -3*, Listen +6, Spot +6
Feats:	Alertness, Improved Initiative, Iron Will
Environment:	Temperate and warm aquatic
Organization:	Solitary
Challenge Rating:	8
Treasure:	None
Alignment:	Always neutral evil
Advancement:	9-15 HD (Huge); 16-24 HD (Gargantuan)
Level Adjustment:	—

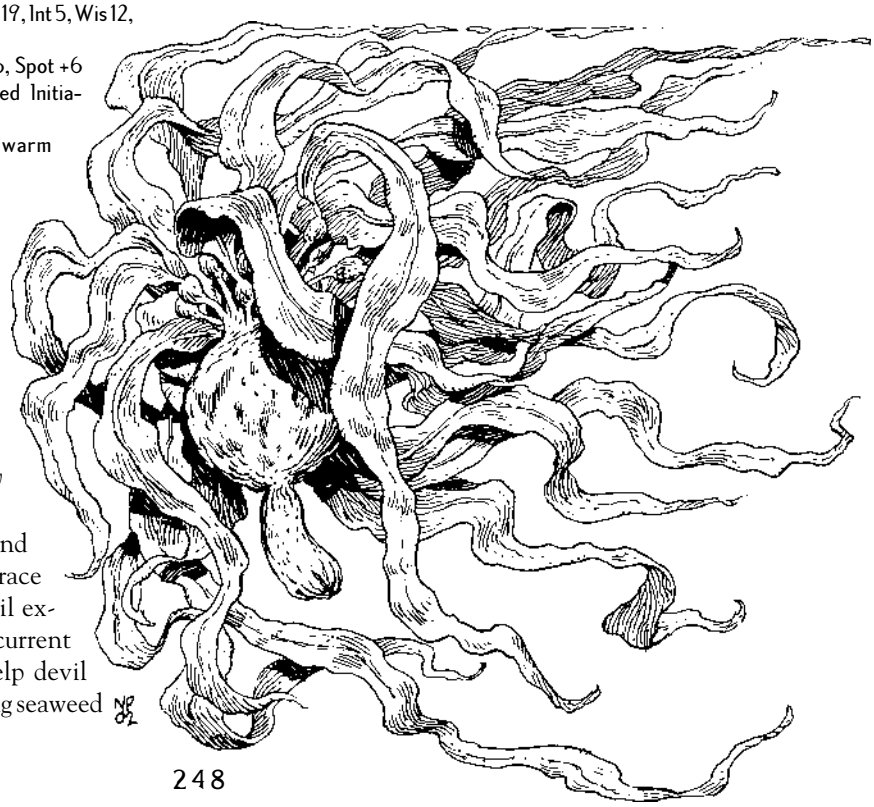
A large colony of seaweed about 20 feet or more in diameter covers the nearby area.

Kelp devils are relatives of kelpies and are believed to have once been of that race before being subjected to vile and evil experiments that placed them in their current state. To the casual observer, the kelp devil resembles a large colony of slow moving seaweed about 20 feet in diameter. A closer look reveals six 10-foot long pseudopods extending from its body.

Kelp devils speak Common.

Combat

Kelp devils are patient creatures. They lie perfectly motionless until potential prey moves within 10 feet. Once their prey is within range, they strike quickly with their pseudopods, attempting to grab an opponent. Grappled creatures are dragged underwater and drowned. Slain creatures are devoured by the kelp devil.



Jordan Bassett (order #48404)

Charm (Su): Twice per day, on a successful hit with a frond, a kelp devil can affect the opponent as by *charm monster* (caster level 12th). The creature can make a DC 18 save DC to resist the effects. The save DC is Constitution-based.

Improved Grab (Ex): To use this ability, a kelp devil must hit with at least two fronds. 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 drags the opponent underwater attempting to drown him.

Blindsight (Ex): Kelp devils have no visual organs but can ascertain all foes within 30 feet using sound, scent, and vibration.

Underwater Concealment (Ex): The main body of a kelp devil remains submerged even when attacking. This grants it concealment (20% miss chance) against all attacks.

Skills: *Kelp devils have a +15 racial bonus on Hide checks when amid natural seaweed.

Kelp devils have a +8 racial bonus on any Swim check to perform some special action or avoid a hazard and can always choose to take 10 on Swim checks, even if distracted or threatened. It can use the run action while swimming, provided it swims in a straight line.

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Kelpie

Medium Plant (Aquatic)

Hit Dice:	5d8+5 (27 hp)
Initiative:	+6
Speed:	20 ft. (4 squares), swim 30 ft.
Armor Class:	17 (+2 Dex, +5 natural), touch 12, flat-footed 15
Base Attack/Grapple:	+3/+5
Attack:	Slam +5 melee (grapple)
Full Attack:	Slam +5 melee (grapple)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Charm, improved grab
Special Qualities:	Amphibious, darkvision 60 ft., plant traits, reshape form, resistance to fire 10, telepathy 1 mile
Saves:	Fort +5, Ref +3, Will +2
Abilities:	Str 15, Dex 14, Con 13, Int 8, Wis 13, Cha 17
Skills:	Bluff +5, Hide +4, Listen +5, Spot +5, Swim +10
Feats:	Alertness, Improved Initiative
Environment:	Any aquatic
Organization:	Solitary or bed (1-4)
Challenge Rating:	4
Treasure:	Standard
Alignment:	Always neutral evil
Advancement:	6-10 HD (Medium); 11-15 HD (Large)
Level Adjustment:	—

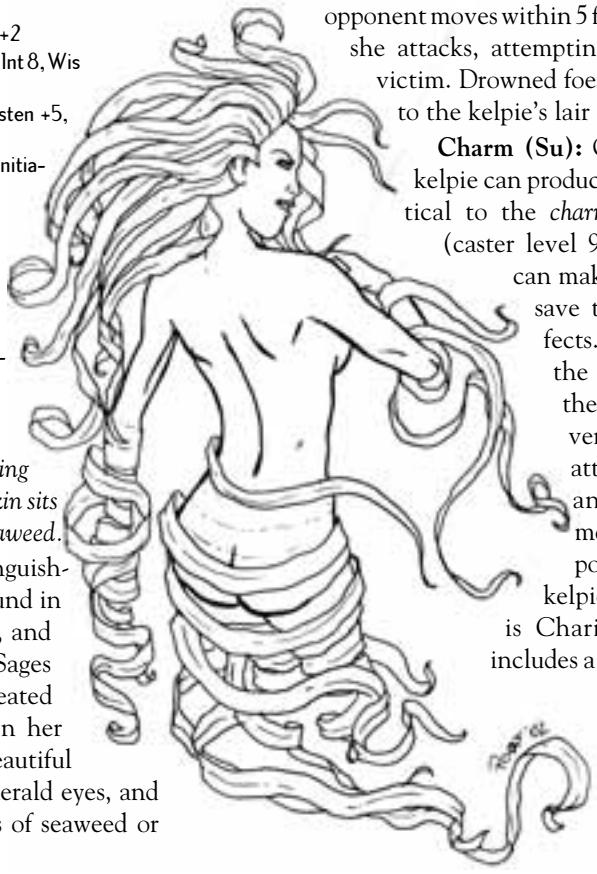
A beautiful human female with long flowing dark hair, emerald eyes, and milky-white skin sits nearby. She is cloaked in a robe of green seaweed.

In their true form, kelpies are indistinguishable from normal seaweed. They are found in saltwater and freshwater, swamps, fens, and stagnated underground pools and lakes. Sages and scholars believe the kelpies were created by an evil water elemental goddess. In her human guise, a kelpie appears as a beautiful female with long flowing dark hair, emerald eyes, and soft, pale skin. She is cloaked in robes of seaweed or wears nothing at all. A kelpie often assumes a semi-human form in which her lower torso is composed entirely of seaweed.

Kelpies speak Common and some speak Aquan.

Combat

Kelpies lie in wait for their foes (most often males), and when a target moves within range, they reshape their form to appear human (in most cases, they take the form of a drowning woman) so as to lure the target closer. If the ruse is not detected and the opponent moves within 5 feet of the kelpie, she attacks, attempting to drown her victim. Drowned foes are taken back to the kelpie's lair and devoured.



Charm (Su): Once per day, a kelpie can produce an effect identical to the *charm monster* spell (caster level 9th). The target can make a DC 17 Will save to avoid the effects. If the save fails, the victim believes the kelpie to be a very beautiful and attractive creature, and attempts to move as quickly as possible toward the kelpie. The save DC is Charisma-based and includes a +2 racial bonus.

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The kelpie can automatically grapple a charmed foe. (A charmed foe does not resist the kelpie's embrace). Female creatures are immune to the kelpie's *charm* ability; only males can be affected. The *charm* is negated if the victim dies, the kelpie dies, or *dispel magic*, *greater dispelling*, *miracle*, or *wish* is cast on the victim.

Improved Grab (Ex): To use this ability, a kelpie 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 it wins the grapple check, it establishes a hold and drags the opponent underwater attempting to drown him. A *charmed* victim can be automatically grappled.

A *charmed* foe (since he is not resisting the kelpie) can only hold his breath for a number of rounds equal to his Constitution. After that, refer to the drowning rules in the *DMG*.

Amphibious (Ex): Kelpies can survive out of the water for 1 hour per 2 points of Constitution (after that, refer to "The Drowning Rule" sidebar in the *DMG*).

Reshape Form (Su): A kelpie's natural form is that of a mass of dark green seaweed. It can assume three other forms. The first is a Small or Medium female humanoid. The second form is a hippocampus (see that entry). The third form is a Large, green horse. In each form, the kelpie retains all of her special abilities. She does not truly alter her form (such as shapechangers do), she simply reshapes her body. In all of her forms, the kelpie's skin/fur is dark green and her features are grotesque and slightly distorted. The kelpie's ruse can be detected if an opponent succeeds on a DC 10 Spot check.

Telepathy (Su): A kelpie can communicate telepathically to a range of 1 mile with any creature she has touched.

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

Credit

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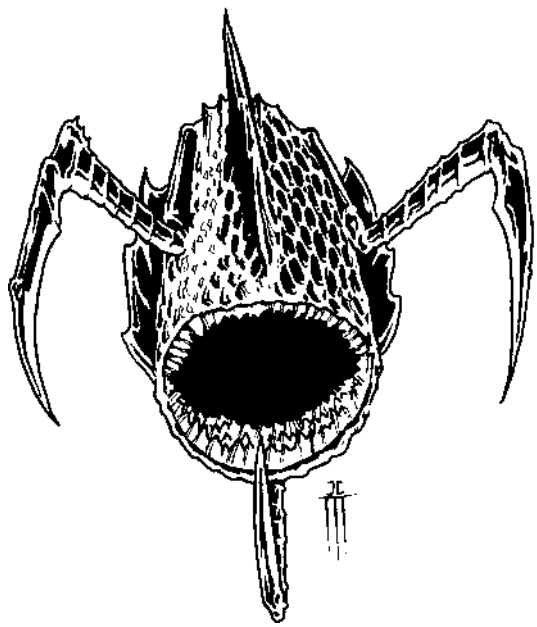
KHARGRA

Small Outsider (Earth, Extraplanar)

Hit Dice:	6d8+12 (39 hp)
Initiative:	+6
Speed:	10 ft. (2 squares), burrow 30 ft.
Armor Class:	23 (+1 size, +2 Dex, +10 natural), touch 13, flat-footed 21
Base Attack/Grapple:	+6/+8
Attack:	Claw +9 melee (1d3+2)
Full Attack:	3 claws +9 melee (1d3+2) and bite +7 melee (2d8+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Sundering bite, improved grab, rend armor
Special Qualities:	Darkvision 60 ft., earth glide, immunity to cold and fire, outsider traits, tremorsense 60 ft., vulnerabilities
Saves:	Fort +7, Ref +7, Will +5
Abilities:	Str 15, Dex 15, Con 15, Int 5, Wis 11, Cha 10
Skills:	Hide +15, Listen +11, Move Silently +11, Search +7, Spot +11, Survival +9 (+11 following tracks)
Feats:	Alertness, Improved Initiative, Improved Sunder[B], Multiattack
Environment:	Elemental Plane of Earth
Organization:	Solitary or pack (2–5)
Challenge Rating:	4
Treasure:	Standard coins (in digestive tract); no goods; no items
Alignment:	Always neutral
Advancement:	7–10 HD (Small); 11–18 HD (Medium)
Level Adjustment:	—



This creature resembles a man-sized cylinder covered in metallic scales. It sports three large "fins" spaced even around its circumference. Between each fin is a metal sheath from which slide long claw-like arms. A large hole in the front of its cylindrical body is lined with many small curved metallic teeth and seems to function as its mouth.

Khargras are native to the Elemental Plane of Earth and are usually only encountered on the Material Plane when summoned. On occasion, a khargra slips through a tear in the planar fabric and enters the Material Plane to digest ores and metals not normally found on its native plane. A khargra is a 5-foot long cylinder and weighs about 300 pounds.

Jordan Bassett (order #48404)

It is believed that khargras speak (or at least understand) Terran and Common, but no one is certain as communication with these creatures has always failed.

Combat

Khargras attack from ambush, preferring to wait just inside the wall of a dungeon or corridor and springing out when prey passes nearby. The khargra attempts to grab and devour any metal objects within the area. Nonmetallic objects may be bitten, but not devoured.

Sundering Bite (Ex): A khargra can making a sunder attempt with its bite attack against an opponent's weapon or shield. Resolve this using the normal rules for a sunder attempt.

If the khargra wins the opposed roll, it deals 2d8+1 points of damage to the weapon or shield. Note, against a khargra, a weapon or shield's hardness is only one-half as effective as normal. This means that a light steel shield, for example, is considered to have a hardness of 5 rather than 10 against a khargra's sunder attack. A weapon or shield reduced to 0 or less hit points is broken and half of it is swallowed by the khargra.

Because of its Improved Sunder feat, a khargra doesn't provoke an attack of opportunity when making a sunder attempt. It only uses this special attack against metal weapons and shields. Damaged armor and weapons can be repaired with a successful Craft (weaponsmithing) or Craft (armorsmithing) check.

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

Rend Armor (Ex): If a khargra hits with a bite attack, it deals normal bite damage and pulls apart any metal armor worn by its foe. This attack deals 2d8+4 points of damage to the opponent's armor. Creatures wearing no armor or non-metal armor are unaffected by this special attack (though they still take normal bite damage). Armor reduced to 0 hit points is destroyed and devoured by the khargra. Damaged armor may be repaired with a successful Craft (armorsmithing) check.

Earth Glide (Ex): A khargra can glide through stone, dirt, or almost any other sort of earth, including 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 khargra flings the khargra back 30 feet, stunning the creature for 1 round unless it succeeds at a Fortitude save.

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

Vulnerabilities (Ex): A khargra takes maximum damage from a *heat metal* spell (no save). A *transmute metal to wood* deals 1d6 points of damage per caster level (maximum 20d6) to a khargra. It can attempt a Fortitude saving throw (DC 17 + caster's ability modifier) to reduce the damage by half.

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KILLMOULIS

Diminutive Fey

Hit Dice:	1/2d6+1 (2 hp)
Initiative:	+3
Speed:	40 ft. (8 squares)
Armor Class:	17 (+4 size, +3 Dex), touch 17, flat-footed 14
Base Attack/Grapple:	+0/-15
Attack:	Needle +7 melee (1d2-3)
Full Attack:	Needle +7 melee (1d2-3)
Space/Reach:	1 ft./0 ft.
Special Attacks:	—
Special Qualities:	Damage reduction 5/cold iron, low-light vision, SR 15, telepathy 100 ft.
Saves:	Fort +1, Ref +5, Will +4
Abilities:	Str 5, Dex 16, Con 12, Int 10, Wis 14, Cha 6
Skills:	Craft (any one) +2, Escape Artist +6, Hide +24, Listen +7, Move Silently +5, Profession (farmer or miller) +4, Spot +7
Feats:	Dodge, Weapon Finesse[B]
Environment:	Temperate forests or underground
Organization:	Solitary or gang (2-4)
Challenge Rating:	1/6
Treasure:	1/10 standard
Alignment:	Usually chaotic neutral
Advancement:	2-3 HD (Diminutive)
Level Adjustment:	—

A tiny, unnaturally thin humanoid frolics nearby. It has a huge bulbous head with no chin and seemingly no mouth. It has an immense trunk-like nose. Its skin is pale white and its eyes are deep blue.

A killmoulis is thought to be distantly related to brownies and other small, helpful fey, though it bears little physical likeness to its kin. Standing about 1 foot tall, they do not speak except through a limited

Jordan Bassett (order #48404)

form of telepathy. The race appears to be sexless.

A killmoulis gang always tries to take up residence in places of human habitation where foodstuffs are prepared or handled, dwelling beneath floorboards or in garrets or behind pantry shelves. The killmoulis has the same loyalty to its host family and eagerness to perform chores as the brownie, but unlike the brownie they are more prone to pointless but harmless mischief.

Combat

Killmoulises are inoffensive creatures, lacking any real combat capability. They do carry dagger-like needles, however, and use these to stab and pierce their opponents. Occasionally, these needles are poisoned (with whatever poison is readily available).

Telepathy (Su): Killmoulises can communicate telepathically with any creature within 100 feet that has a language. They rarely use this ability, but occasionally send barely noticeable telepathic messages of thanks and friendliness; the recipients generally perceive these as "warm feelings."

Skills: Killmoulises have a +6 racial bonus on Hide checks and a +2 racial bonus on Listen and Spot checks.

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Korred

Small Fey

Hit Dice:	6d6+6 (27 hp)
Initiative:	+2
Speed:	30 ft. (6 squares)
Armor Class:	15 (+1 size, +2 Dex, +2 natural)
Base Attack/Grapple:	+3/+3
Attack:	Slam +8 melee (1d2+4) or shears +8 melee (1d4+4) or club +8 melee (1d4+4) or rock +6 ranged (2d6+4)
Full Attack:	Slam +8 melee (1d2+4) or shears +8 melee (1d4+4) or club +8 melee (1d4+4) or rock +6 ranged (2d6+4)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Animate hair, laugh, rock throwing, spell-like abilities
Special Qualities:	Damage reduction 10/cold iron, low-light vision, SR 16
Saves:	Fort +3, Ref +7, Will +7
Abilities:	Str 19, Dex 15, Con 12, Int 12, Wis 14, Cha 13
Skills:	Bluff +10, Hide +15, Listen +13, Move Silently +11, Perform (dance) +10, Search +10, Spot +13
Feats:	Alertness, Dodge, Mobility
Environment:	Temperate forests
Organization:	Solitary or gang (2–4)
Challenge Rating:	4
Treasure:	Standard
Alignment:	Always chaotic neutral
Advancement:	7–9 HD (Small) or by character class
Level Adjustment:	+5

This creature has the upper torso of a small humanoid and the lower torso of a goat, thus giving it a satyr-like appearance. It has a long, flowing beard, and like its hair, is tangled and matted into frightful knots. It wears a simple leather covering on which hangs a large leather pouch. Its hair is dark and its wild, brown eyes have an almost feral-like gleam in them.

Armed with a club that seems too large for it to wield, a korred is a satyr-like creature that dwells deep in the forest. Korreds keep their belongings in a large pouch; the contents of such a pouch vary with the tastes of the individual, but all korreds carry shears with which to cut their matted hair when it becomes too long.

Korreds speak Sylvan, Common, and their own language.

Combat

A korred opens combat using its laugh to stun its opponents. It follows this with its animated hair attack. Entangled foes are pelted with rocks or attacked with shears. Korreds are automatically proficient with their shears.

Jordan Bassett (order #48404)

Laugh (Su): Three times per day, a korred can unleash a laugh that stuns all creatures within 60 feet that hear it for 1d2 rounds. A DC 14 Will save negates the effects. A bard's countersong ability allows a stunned creature a new Will save to break free. Whether the save is successful or not, a creature is immune to the laugh of the same korred for one day. The save DC is Constitution-based.

Animate Hair (Su): A korred can weave its hair (contained in its pouch) into animated ropes that can entangle foes. The time it takes to weave enough hair to entangle one foe is dependent on the size of the creature as follows:

Size	Time
Up to Tiny	1 round
Small or Medium	2 rounds
Large	3 rounds

A korred cannot entangle an opponent of greater than Large size. This ability otherwise is similar to the *animate rope* spell (caster level 15th).

New Weapon

Korred Shears: Light Exotic Melee weapon, cost cannot be bought, damage 1d4 (S)/1d6 (M), critical x3, weight 1 lb., slashing.

Rock Throwing (Ex): A korred can hurl rocks weighing 40 to 50 pounds each (Small objects) up to five range increments. A korred has a range increment of 20 feet.

Spell-Like Abilities: At will—*animate objects* (rock only), *shatter* (rock only, DC 13), *stone door* (functions as *tree stride*, but maximum distance moved is 30 feet), *stone shape, stone tell, transmute rock to mud* (DC 16). Caster level 8th. The save DCs are Charisma-based.

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Land Lamprey

Small Magical Beast

Hit Dice:	1d10 (5 hp)
Initiative:	+2
Speed:	40 ft. (8 squares)
Armor Class:	16 (+1 size, +2 Dex, +3 natural), touch 13, flat-footed 14
Base Attack/Grapple:	+1/–4 (+4 when attached)
Attack:	Bite +4 melee (1d3–1)
Full Attack:	Bite +4 melee (1d3–1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Attach, blood drain
Special Qualities:	Darkvision 60 ft., low-light vision
Saves:	Fort +2, Ref +4, Will +1
Abilities:	Str 8, Dex 14, Con 11, Int 1, Wis 12, Cha 2
Skills:	Hide +7, Listen +3, Move Silently +3, Spot +1
Feats:	Weapon Finesse
Environment:	Temperate plains and forests and underground
Organization:	Solitary, pack (2–5), or swarm (6–11)
Challenge Rating:	1
Treasure:	None
Alignment:	Always neutral
Advancement:	2 HD (Small); 3 HD (Medium)
Level Adjustment:	—

This creature is a 3-foot long blackish-green eel with a large downward facing mouth lined with sharpened teeth.

Land lampreys can be found in all but the hottest and the coldest environments. They prefer the dark and dampness of the subterranean world and so are most often encountered there.

Combat

A land lamprey attacks by attaching to a victim and draining blood. An application of fire causes the land lamprey to releases its hold and move away from the source of the flame.

Attach (Ex): If a land lamprey hits with a bite attack, it latches onto the opponent's body. An attached land lamprey is effectively grappling its prey. The land lamprey loses its Dexterity bonus to AC and has an AC of 14, but holds on with great tenacity. Land lampreys have a +8 racial bonus on grapple checks (already figured into the Base Attack/Grapple entry above).

An attached land lamprey can be struck with a weapon or grappled itself. To remove an attached land lamprey through grappling, the opponent must achieve a pin against the land lamprey.

Blood Drain (Ex): A land lamprey drains blood, dealing 1d4 points of Constitution damage in any round when it begins its turn attached to a victim. Once it has dealt 4 points of Constitution damage, it detaches and slithers off to digest the meal. If its victim dies before the land lamprey's appetite has been sated, the land lamprey detaches and seeks a new target.

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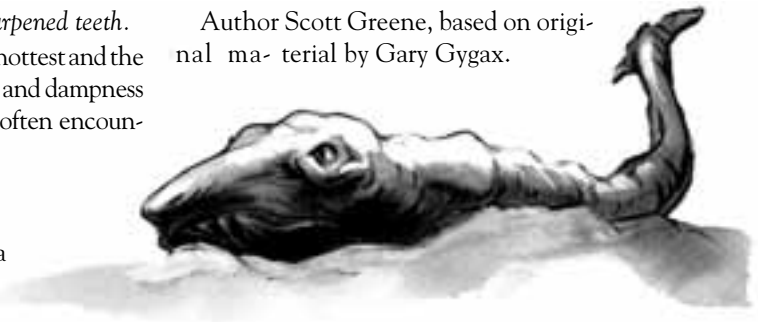
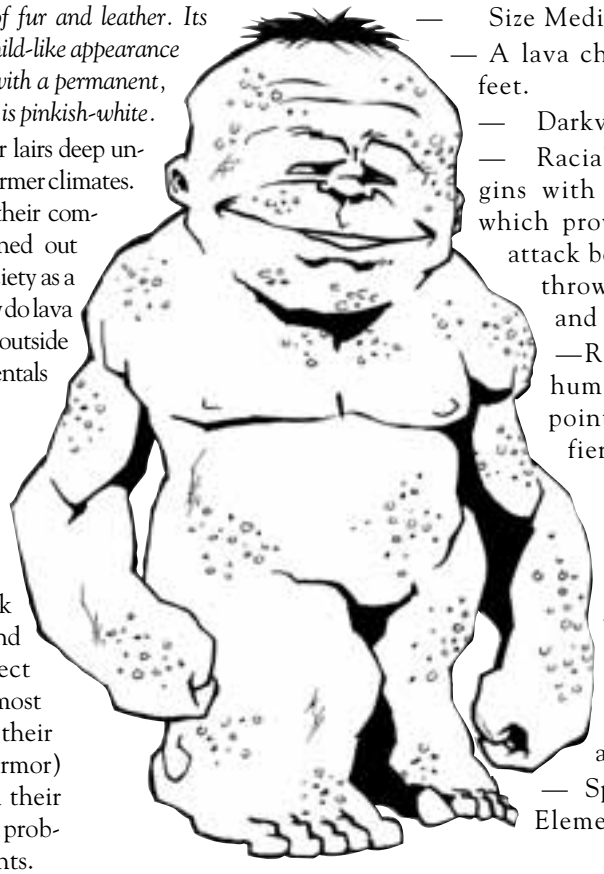


Jordan Bassett (order #48404)

Lava Child

	Medium Humanoid (Earth, Fire, Lava Child)
Hit Dice:	4d8+4 (22 hp)
Initiative:	+4
Speed:	30 ft. (6 squares)
Armor Class:	16 (+6 natural), touch 10, flat-footed 16
Base Attack/Grapple:	+3/+4
Attack:	Claw +4 melee (1d4+1)
Full Attack:	2 claws +4 melee (1d4+1) and bite -1 melee (1d6)
Space/Reach:	5 ft./5 ft.
Special Attacks:	rend 2d4+1
Special Qualities:	Darkvision 60 ft., elemental vulnerability, immunity to earth magic, immunity to fire, immunity to metal, vulnerability to cold
Saves:	Fort +5, Ref +1, Will +1
Abilities:	Str 13, Dex 11, Con 13, Int 10, Wis 11, Cha 11
Skills:	Listen +9, Spot +9
Feats:	Alertness, Improved Initiative
Environment:	Underground
Organization:	Gang (3-6) or band (7-15 plus 50% non-combatants plus 1 5th-level fighter, 1 5th-level wizard, and 1 5th-level cleric)
Challenge Rating:	3
Treasure:	Standard
Alignment:	Usually neutral
Advancement:	By character class
Level Adjustment:	+4

This creature is a stocky humanoid standing about 5 or 6 feet tall with sooty-black hair and green eyes. It wears crudely constructed hides of fur and leather. Its face has a curious, almost child-like appearance and seems to be imprinted with a permanent, non-changing smile. Its skin is pinkish-white.



Lava children make their lairs deep underground and usually in warmer climates. Some lava children build their communities in dying or burned out volcanoes as well. Their society as a whole is reclusive, and rarely do lava children have dealings with outside races (magmin and fire elementals being the exception).

Lava children speak their own gibberish-like tongue and Common.

Combat

Lava children attack with their clawed hands and vicious bite. They direct their attacks against the most heavily armored foe (as their attacks can pass through armor) in an attempt to weaken their opponent's strongest (and probably front line) combatants.

Rend (Ex): A lava child that hits with both claw attacks latches onto the opponent's body and tears the flesh. This attack automatically deals an extra 2d4+1 points of damage.

Elemental Vulnerability (Ex): Lava children take one extra point of damage per caster level from spells and effects with the air or water subtype and from spells of the Air and Water domains.

Immunity to Earth Magic (Ex): Lava children are immune to all spells and effects with the earth descriptor and all spells of the Earth domain.

Immunity to Metal (Ex): Lava children are completely immune to any metal object or weapon and its effects (swords, armor, doors, walls, for example). Metal simply passes through the lava child as though it did not exist. Metal items are not destroyed, just ignored. Any metal weapon (including magic weapons) that strikes a lava child deals no damage and simply passes through its body. Likewise a lava child can simply walk through metal doors or walls as though they did not exist.

All attacks against a metal-armored foe are considered melee touch attacks as the lava child's attacks simply pass through the metal armor.

Lava Children as Characters

Lava children characters possess the following racial traits.

— +2 Strength, +2 Constitution.

— Size Medium.

— A lava child's base land speed is 30 feet.

— Darkvision out to 60 feet.

— Racial Hit Dice: A lava child begins with four levels of humanoid, which provide 4d8 Hit Dice, a base attack bonus of +3, and base saving throw bonuses of Fort +4, Ref +1, and Will +1.

—Racial Skills: A lava child's humanoid levels give it skill points equal to 7 x (2 + Int modifier). Its class skills are Listen and Spot.

—Racial Feats: A lava child's humanoid levels give it two feats.

—+6 natural armor bonus.

—Natural Weapons: 2 claws (1d4) and bite (1d6).

— Special Attacks (see above): rend 2d4+1.

— Special Qualities (see above): Elemental vulnerability, immu-

Jordan Bassett (order #48404)

nity to earth magic, immunity to fire, immunity to metal, vulnerability to cold.
— Automatic Languages: Lava Child, Common. Bonus Languages: Terran, Goblin, Orc.
— Favored Class: Fighter.
— Level adjustment +4.

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Author Scott Greene, based on original material by Jim Donohoe.

Leech, Giant

Medium Vermin

Hit Dice:	2d8+2 (11 hp)
Initiative:	+1
Speed:	5 ft. (1 square), swim 20 ft.
Armor Class:	11 (+1 Dex), touch 11, flat-footed 10
Base Attack/Grapple:	+1/+1 (+9 when attached)
Attack:	Bite +1 melee (1d6)
Full Attack:	Bite +1 melee (1d6)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Attach, blood drain, disease
Special Qualities:	Blindsight 30 ft., salt vulnerability, scent, vermin traits
Saves:	Fort +4, Ref +1, Will +0
Abilities:	Str 11, Dex 12, Con 12, Int —, Wis 10, Cha 2
Skills:	Hide +1*, Swim +9
Feats:	—
Environment:	Temperate and warm marshes
Organization:	Cluster (2-5) or swarm (6-15)
Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral
Advancement:	3-4 HD (Medium); 5-6 HD (Large)
Level Adjustment:	—

A large bloated leech floats in the muck and slime.

Giant leeches appear as larger versions of the common leech. There is a 50% chance that any leech encountered carries filth fever.

Combat

A giant leech attacks any living creature that comes within 30 feet of it.

Attach (Ex): If a giant leech hits with a bite attack, it latches onto the opponent's body. An attached giant leech is effectively grappling its prey. The giant leech loses its Dexterity bonus to AC and has an AC of 10, but holds on with great tenacity. Giant leeches have a +8 racial bonus on grapple checks (already figured into the Base Attack/Grapple entry above).

An attached giant leech can be struck with a weapon or grappled itself. To remove an attached giant leech through grappling, the opponent must achieve a pin against the giant leech.

Blood Drain (Ex): A giant leech drains blood, dealing 1d4 points of Constitution damage in any round when it begins its turn attached to a victim. Once it has dealt 4 points of Constitution damage, it detaches and slithers off to digest the meal. If its victim dies before the giant leech's appetite has been sated, the giant leech detaches and seeks a new target.

Disease (Ex): There is a 50% chance that a giant leech carries disease. Roll once for each giant leech.

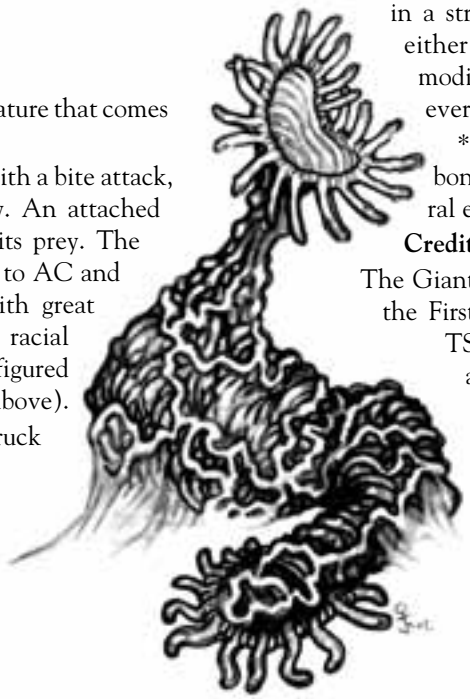
Filth Fever—bite, Fortitude DC 12, incubation period 1d3 days; damage 1d3 Dexterity and 1d3 Constitution (see "Disease" in the *DMG*). The save DC is Constitution-based.

Blindsight (Ex): Giant leeches have no visual organs but can ascertain all foes within 30 feet using scent and vibration.

Salt Vulnerability (Ex): A giant leech takes 1d4 points of damage per pound of salt poured on its body.

Skills: A giant 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. Giant leeches use either their Strength or Dexterity modifier for Swim checks, whichever is higher.

*Giant leeches have a +8 racial bonus on Hide checks in their natural environment.



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Jordan Bassett (order #48404)

Leprechaun

	Small Fey
Hit Dice:	1d6 (3 hp)
Initiative:	+7
Speed:	40 ft. (8 squares)
Armor Class:	14 (+1 size, +3 Dex), touch 14, flat-footed 13
Base Attack/Grapple:	+0/-6
Attack:	Dagger +4 melee (1d3-2)
Full Attack:	Dagger +4 melee (1d3-2)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Spell-like abilities
Special Qualities:	Damage reduction 10/cold iron, low-light vision, SR 27
Saves:	Fort +0, Ref +5, Will +4
Abilities:	Str 7, Dex 16, Con 11, Int 16, Wis 15, Cha 16
Skills:	Bluff +7, Concentration +2, Escape Artist +7, Hide +5, Listen +13, Move Silently +7, Perform (comedy) +5, Perform (dance) +5, Perform (limericks) +5, Search +5, Sense Motive +4, Sleight of Hand +11, Spot +5
Feats:	Improved Initiative, Weapon Finesse[B]
Environment:	Temperate forests
Organization:	Gang (2-4), band (6-11), or family (12-20)
Challenge Rating:	4
Treasure:	Double coins; 50% goods; 50% items
Alignment:	Always neutral
Advancement:	2-3 HD (Small)
Level Adjustment:	+3

This creature resembles a tiny elf with long pointed ears and a pointed nose. It is dressed in brightly colored clothes of red and green and wears a wide-brimmed hat.

Leprechauns are short fey creatures, about 2 feet tall. They favor brightly colored clothes, particularly greens and reds. Leprechauns are a jovial people, enjoying fine food and drink; some leprechauns also enjoy a good smoke from a long-stemmed pipe. They are a tricky folk and enjoy jokes and pranks, although they usually do not appreciate being the victims of such acts.

Most leprechauns are skilled pickpockets, and it is a favored prank of these wee folk to filch items from unsuspecting travelers in their domain and then taunt the intruders into pursuit. The leprechaun so involved in the prank often alternates between being visible and invisible as he teases and pesters his pursuers in a merry chase. Leprechauns tire of pranks quickly, however, and will give up the stolen item and sneak away. Some say leprechauns are descendants of halflings and pixies. Leprechauns summarily dismiss this rumor, however, scoffing at those who repeat it.

Leprechauns speak Sylvan and Common, and may know other languages as well.

Combat

Leprechauns are fun-loving creatures and prefer to avoid combat. When facing opponents, a leprechaun usually turns invisible and flees. If forced into melee, a leprechaun uses its abilities to their fullest extent, seeking to drive an opponent off rather than kill it.

Spell-Like Abilities: At will—*dancing lights*, *invisibility* (self only), *permanent image* (visual and auditory elements only, DC 19), *polymorph any object* (affects objects only, DC 21), *ventriloquism* (DC 14). Caster level 7th. The save DCs are Charisma-based.

Skills: Leprechauns have a +8 racial bonus on Listen checks and a +4 racial bonus on Sleight of Hand checks.

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Jordan Bassett (order #48404)

Livestone

Large Ooze

Hit Dice:	5d8+25 (62 hp)
Initiative:	+0
Speed:	20 ft. (4 squares)
Armor Class:	9 (-1 size), touch 9, flat-footed 9
Base Attack/Grapple:	+3/+12
Attack:	Slam +7 melee (1d8+7)
Full Attack:	Slam +7 melee (1d8+7)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Engulf, improved grab, solidify
Special Qualities:	Blindsight 60 ft., immunity to petrification, ooze traits
Saves:	Fort +6, Ref +1, Will -4
Abilities:	Str 20, Dex 10, Con 20, Int —, Wis 1, Cha 1
Skills:	Hide -4*
Feats:	—
Environment:	Any
Organization:	Solitary or group (2-5)
Challenge Rating:	6
Treasure:	None
Alignment:	Always neutral
Advancement:	6-10 HD (Large), 11-15 HD (Huge)
Level Adjustment:	—

A large slab of moss-covered rock seems to ooze and move before you.

Livestone is a strange species of ooze that can solidify itself into a consistency that very closely resembles that of stone. In its solidified form, a livestone is indistinguishable from a normal boulder or slab of rock. No one is quite sure from where livestones originated, but ancient legends say that the dwarves accidentally unleashed these horrors on the surface world by digging into their subterranean lairs. Eventually, some livestones found their way to the surface.

Livestones are incredibly long-lived, solidifying and entering a form of hibernation and remaining that way indefinitely until a food source wanders too near. Livestones have a simple chameleon-like ability to mimic local stone by ingesting a small sample and adjusting its own color and texture to match. A hibernating livestone can become covered in moss and lichens to further the deception.

Combat

Livestones generally attack from ambush, waiting for a potential meal to pass before flowing into their ooze form and rushing up to engulf the prey. If the surprise attack fails, a livestone resorts to hammering with pseudopods. When attacking in this manner, a livestone will solidify the tip of the pseudopod and strike with a hammer-like blow. A livestone's usual tactic is to solidify the half of its body facing the prey and then send hard-tipped pseudopods out from behind this shield.

Engulf (Ex): A livestone can simply mow down Medium or smaller creatures as a standard action. It cannot make a slam attack during a round in which it engulfs. The livestone merely has to move over the opponents, affecting as many as it can cover. Opponents can make opportunity attacks against the livestone, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed on a DC 17 Reflex save or be engulfed; on a success, they are pushed back or aside (opponent's choice) as the livestone moves forward. Engulfed creatures are considered to be grappled and trapped within its body. An engulfed opponent takes 1 point of damage per round as the livestone consumes it (unless the livestone solidifies itself). The save DC is Strength-based.

A livestone that has engulfed an opponent can instantly solidify its form, dealing 8d6 points of bludgeoning damage per round to the trapped victim (Fortitude DC 17 for half). The save DC is Strength-based.

An engulfed creature can be freed by killing the livestone or by casting *stone to flesh* on the livestone. This deals 1d6 points of damage per caster level to the livestone and automatically ejects an engulfed victim.

Improved Grab (Ex): To use this ability, a livestone 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.

Solidify (Ex): A livestone can solidify all or part of itself into a material with the hardness and consistency of solid rock. A solidified part of a livestone has a hardness of 8 and a break DC of 50. A livestone can effect the solidification as a free action. An opponent attacking a livestone must succeed on a DC 17 Reflex save each time his attack hits. If the save is failed, the livestone actually solidifies the portion of its body at the

Jordan Bassett (order #48404)

instant it was hit, thus applying its hardness rating of 8 to any damage it takes. A livestone cannot attack if its entire form is solidified. The save DC is Strength-based.

Blindsight: A livestone's entire body is a primitive sensory organ that can ascertain prey by scent and vibration within 60 feet.

Skills: *Livestones have a +12 racial bonus on Hide checks in stony areas. If the livestone solidifies its entire form while in stony areas, the Hide bonus increases to +20.

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Author Erica Balsley.

Lurker Above

Huge Aberration

Hit Dice:	10d8+40 (85 hp)
Initiative:	+5
Speed:	10 ft. (2 squares), fly 40 ft. (average)
Armor Class:	15 (-2 size, +1 Dex, +6 natural), touch 9, flat-footed 14
Base Attack/Grapple:	+7/+25
Attack:	Buffet +15 melee (1d8+15)
Full Attack:	Buffet +15 melee (1d8+15)
Space/Reach:	15 ft./10 ft.
Special Attacks:	Smother
Special Qualities:	Amorphous, damage reduction 10/slashing or piercing, darkvision 60 ft., scent
Saves:	Fort +7, Ref +6, Will +7
Abilities:	Str 30, Dex 12, Con 19, Int 2, Wis 11, Cha 10
Skills:	Hide -2*, Listen +6, Spot +6
Feats:	Alertness, Blind-Fight, Improved Initiative, Lightning Reflexes
Climate/Terrain:	Underground
Organization:	Solitary
Challenge Rating:	7
Treasure:	Standard
Alignment:	Always neutral
Advancement:	11-20 HD (Huge); 21-30 HD (Gargantuan)
Level Adjustment:	—

A black manta ray-like creature three times the size of a normal human flies toward you. Its body is black changing to gray on its inside or underbelly.

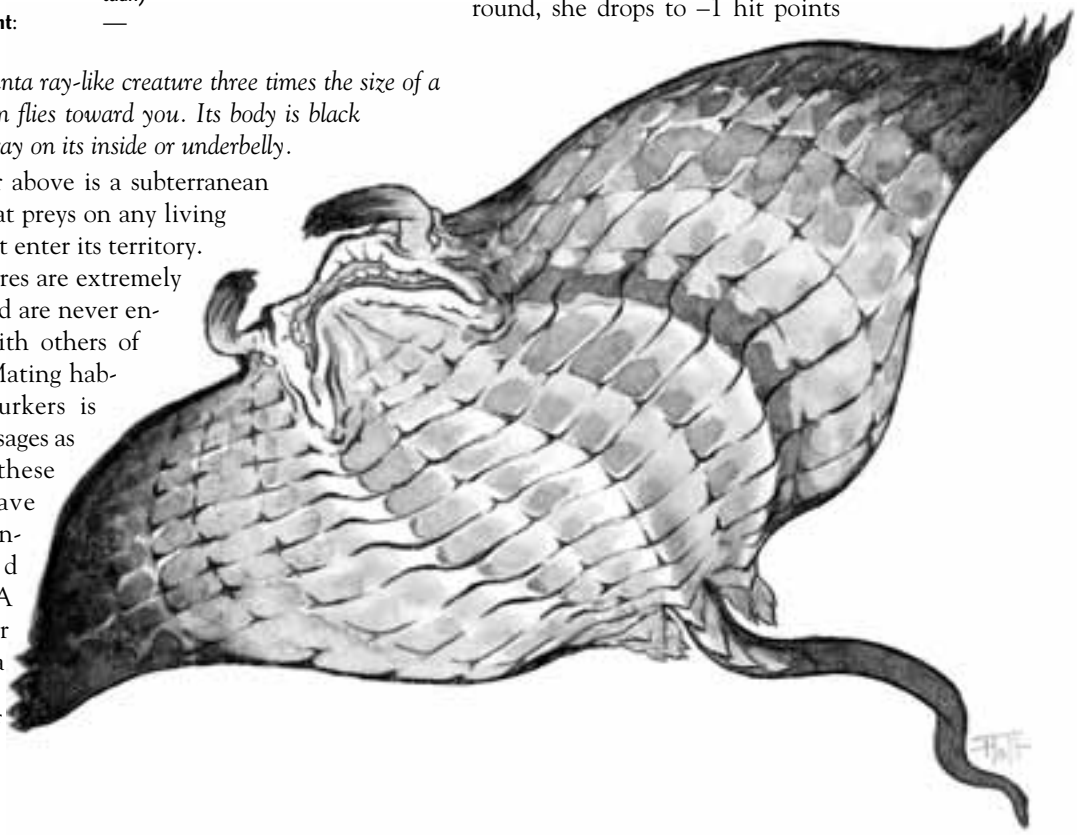
The lurker above is a subterranean carnivore that preys on any living creatures that enter its territory. These creatures are extremely territorial and are never encountered with others of their kind. Mating habits among lurkers is unknown to sages as no two of these creatures have ever been encountered together. A typical lurker above has a hunting territory of several square miles.

Combat

A lurker above waits for its prey, clinging to the ceiling, roof, or other such overhang. When prey passes beneath it, the lurker above drops from its hiding place and wraps itself around its prey.

Smother (Ex): A lurker above can try to wrap a creature up to one size smaller than itself in its body as a standard action. The lurker above attempts a grapple that does not provoke an attack of opportunity. If it wins the grapple check, it establishes a hold and deals buffet damage each round the hold is maintained. Further, a grappled opponent must hold its breath or suffocate. A grabbed opponent can hold her breath for 2 rounds per point of Constitution. After this period of time, the character must make a DC 10 Constitution check in order to continue holding her breath. The save must be repeated each round, with the DC increasing by +1 for each previous success.

When the character fails one of these Constitution checks, she begins to suffocate. In the first round, she falls unconscious (0 hit points). In the following round, she drops to –1 hit points



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and is dying. In the third round, she suffocates.

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

Amorphous (Ex): Lurkers above have no clear front or back; they cannot be flanked and are likewise immune to critical hits.

Skills: *Lurkers above have a +12 racial bonus on Hide checks when next to a stone surface.

Lurker Below

The lurker below is an aquatic variety of lurker above that makes its lair in any body of water and in any climate (though it rarely lairs in extremely cold climates). Lurkers below are pale blue or black in color and are often mistaken for giant manta rays. Lurkers below cannot fly, but have a swim speed of 40 feet. They are otherwise identical to their land-based counterparts detailed above.

Credit

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Magnesium Spirit

Medium Outsider (Extraplanar, Evil, Incorporeal, Lawful)

Hit Dice:	6d8+18 (45 hp)
Initiative:	+6
Speed:	50 ft. (10 squares)
Armor Class:	14 (+2 Dex, +2 deflection), touch 14, flat-footed 12
Base Attack/Grapple:	+6/—
Attack:	Incorporeal tail slap +8 melee (1d6 plus 1d6 Str)
Full Attack:	Incorporeal tail slap +8 melee (1d6 plus 1d6 Str)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Blinding flash, energy drain, soul portal, strength damage
Special Qualities:	Incorporeal traits, SR 18, vulnerability to holy water
Saves:	Fort +8, Ref +7, Will +7
Abilities:	Str —, Dex 15, Con 17, Int 12, Wis 15, Cha 15
Skills:	Bluff +11, Concentration +12, Hide +6, Knowledge (the planes) +10, Intimidate +11, Listen +11, Search +8, Sense Motive +11, Spot +11, Survival +9 (+11 on other planes, +11 following tracks)
Feats:	Ability Focus (soul portal), Blind-Fight, Improved Initiative
Environment:	Any
Organization:	Solitary
Challenge Rating:	5
Treasure:	None
Alignment:	Always lawful evil
Advancement:	7–13 HD (Medium); 14–18 HD (Large)
Level Adjustment:	—

This creature looks like a human-sized column of white fire with a wispy tail protruding from the bottom of it.

The magnesium spirit is an evil creature from an unknown plane, though it is agreed among sages that its origin definitely does not lie on the Material Plane. Believed to have been summoned by wizards or sorcerers to do their bidding, the magnesium spirit desires nothing more than to return to its home plane. Its incorporeal form prevents this, however, and it requires a physical body to complete the spell ritual needed to return it home.

Combat

A magnesium spirit attacks first by attempting to blind its opponents before attacking with its incorporeal tail slap. Once it has dealt the requisite Strength damage to a foe, it uses its soul portal ability against that target.

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

Blinding Flash (Su): Three times per day, a magnesium spirit can flare up its body in a blinding flash. All creatures within 20 feet viewing the flash must succeed on a DC 16 Fortitude save or be blinded (as the *blindness* spell) for 1d2 hours. The save DC is Constitution-based.

Jordan Bassett (order #48404)

Energy Drain (Su): A magnesium spirit possessing a host deals 1 negative level to it each round if the host fails a DC 16 Will save. A magnesium spirit gains 5 temporary hit points for each negative level bestowed. The save DC is Constitution-based.

Negative levels remain for 24 hours, after which time the host can attempt a DC 16 Fortitude save to remove a negative level.

Strength Damage (Su): A magnesium spirit's incorporeal tail slap deals 1d6 points of Strength damage to a living foe. When a foe has taken a total of Strength damage equal to one-half its original Strength total, the magnesium spirit can use its soul portal attack against that opponent.

Soul Portal (Su): This ability is similar to a *magic jar* spell (caster level 8th), except that it does not require a receptacle. To use this ability, the magnesium spirit 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. If the save fails, the magnesium spirit vanishes into the target's body. The save DC is Charisma-based and includes a +2 bonus from the creature's Ability Focus feat.

A magnesium spirit that has possessed an opponent's body deals a negative level to the host each round (see its energy drain attack above). When the host drops below 1st level, both it and the magnesium spirit vanish in a flash of white light as the spirit completes the ritual needed to return it to its plane of origin. Neither is ever seen again.

Each round, as a standard action, while the magnesium spirit inhabits its body, the host can attempt to eject the creature by making an opposed Wisdom check against the magnesium spirit's Wisdom check. If successful, the magnesium spirit is ejected and cannot use its soul portal ability against that creature again for 1 hour.

A magnesium spirit can be damaged by holy water even while merged with its host. Holy water deals 2d4 points of damage per vial to the creature. If it takes half or more of its current hit points in damage from holy water, it is ejected from the host's body. The host is stunned for 1d3 rounds.

Vulnerability to Holy Water (Ex): A magnesium spirit takes 2d4 points of damage from holy water (even while merged with a host).

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Author Scott Greene, based on original material by Nick Louth.

MANDRAGORA

Small Plant

Hit Dice:	1d8+1 (5 hp)
Initiative:	+1
Speed:	30 ft. (6 squares), burrow 20 ft.
Armor Class:	16 (+1 size, +1 Dex, +4 natural), touch 12, flat-footed 15
Base Attack/Grapple:	+0/+4
Attack:	Tentacle slap +2 melee (1d4)
Full Attack:	2 tentacle slaps +2 melee (1d4)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Constrict 1d4, improved grab
Special Qualities:	Light blindness, low-light vision, plant traits, resistance to fire 10, tremorsense 120 ft., SR 12
Saves:	Fort +3, Ref +1, Will +0
Abilities:	Str 11, Dex 13, Con 13, Int 8, Wis 10, Cha 9
Skills:	Hide +6, Listen +3, Move Silently +2, Spot +3
Feats:	Alertness, Weapon Finesse[B]
Environment:	Temperate forests
Organization:	Solitary, gang (2-5), or colony (3-18)
Challenge Rating:	1
Treasure:	None
Alignment:	Always neutral evil
Advancement:	2-3 HD (Small)
Level Adjustment:	—

This small vaguely humanoid looking plant creature is mottled green and brown. Its lower roots are splayed and resemble legs and feet. Its upper roots are long and resemble humanoid arms. Its head, if it could be called that, is a mass of solid vegetable matter covered in lumps.

The mandragora is a small carnivorous and vaguely humanoid-looking plant that loves the taste of humanoid flesh (particularly human flesh). If the mandragora goes more than three days without devouring flesh, it burrows into the ground and attaches to local tree roots, from which it draws its sustenance until living prey can be found.

The mandragora stands about 5 feet tall and weighs about 120 pounds.

Combat

A mandragora attacks its opponent by slashing and striking with its upper root-tentacles. It attempts to grab its prey and strangle it. If it succeeds, the mandragora hangs on until either it or its opponent is dead. Slain creatures are covered in a thick layer of mucus and slime and devoured at the mandragora's leisure.

Constrict (Ex): A mandragora deals 1d4 points of damage with a successful grapple check. Because it seizes its victim by the neck, a creature in the mandragora's grasp cannot speak or cast spells with verbal components.

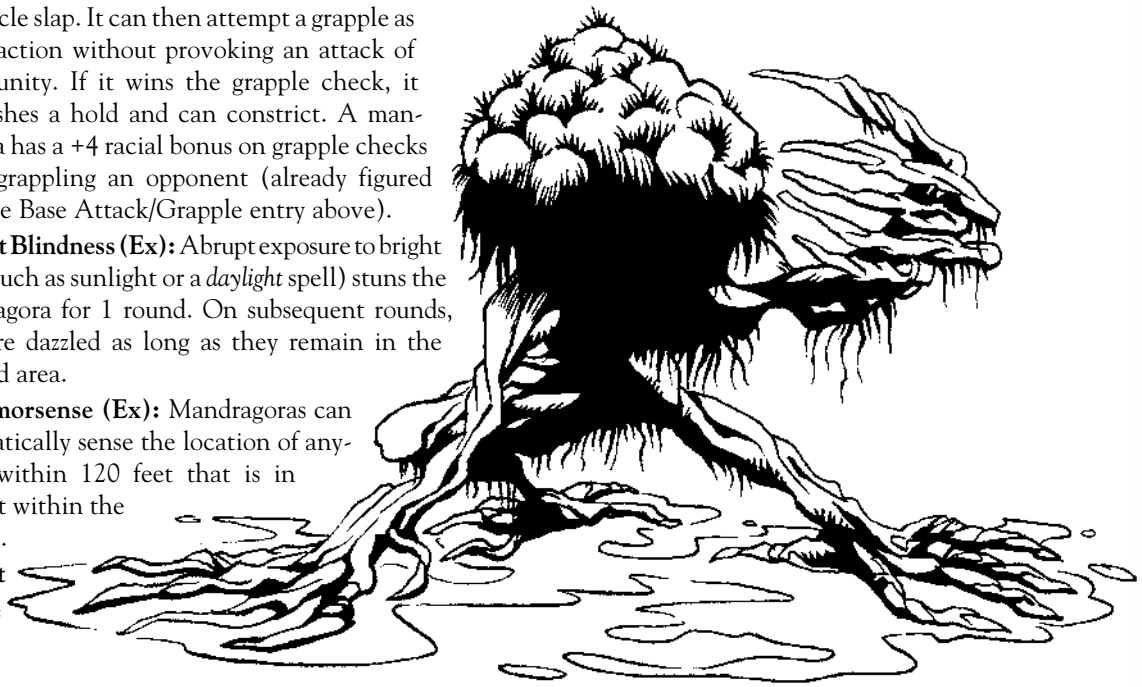
Improved Grab (Ex): To use this ability, a mandragora must hit an opponent up to one size larger with

Jordan Bassett (order #48404)

a tentacle slap. It can then attempt 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 mandragora has a +4 racial bonus on grapple checks when grappling an opponent (already figured into the Base Attack/Grapple entry above).

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) stuns the mandragora for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.

Tremorsense (Ex): Mandragoras can automatically sense the location of anything within 120 feet that is in contact within the ground.



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Mantari

Medium Magical Beast

Hit Dice:	1d10 (5 hp)
Initiative:	+2
Speed:	5 ft. (1 square), fly 60 ft. (good)
Armor Class:	14 (+2 Dex, +2 natural), touch 12, flat-footed 12
Base Attack/Grapple:	+1/+2
Attack:	Tail sting +2 melee (1d6)
Full Attack:	Tail sting +2 melee (1d6)
Space/Reach:	5 ft./5 ft. (10 ft. with tail)
Special Attacks:	—
Special Qualities:	Darkvision 60 ft., low-light vision
Saves:	Fort +2, Ref +4, Will +0
Abilities:	Str 12, Dex 14, Con 11, Int 2, Wis 11, Cha 6
Skills:	Listen +3, Move Silently +3, Spot +4
Feats:	Alertness
Environment:	Underground
Organization:	Solitary or pack (2–4)
Challenge Rating:	1/2
Treasure:	None
Alignment:	Always neutral evil
Advancement:	2–3 HD (Medium)
Level Adjustment:	—

This creature looks like a man-sized flying manta ray, dark gray in color.

Mantari sustain themselves on a diet of rats, carrion, and subterranean plants, but prefer the taste of fresh meat — particularly humans and gnomes. Mantari appear as large manta rays, gray in color, with a long smooth tail that ends in a sharpened barb. The mantari flies silently through its underground world in search of prey, and when encountered, it is often hungry and immediately attacks.

Combat

The mantari attacks by slashing and stinging with its tail. Its preferred method of attack is to dive on its target from higher areas, gaining surprise with its sting.

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Marble Snake

Large Magical Beast

Hit Dice:	3d10+9 (25 hp)
Initiative:	+1
Speed:	20 ft. (4 squares), climb 20 ft.
Armor Class:	12 (-1 size, +1 Dex, +2 natural), touch 10, flat-footed 11
Base Attack/Grapple:	+3/+11
Attack:	Bite +6 melee (1d6+6)
Full Attack:	Bite +6 melee (1d6+6)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Whistle
Special Qualities:	Darkvision 60 ft., low-light vision
Saves:	Fort +5, Ref +4, Will +1
Abilities:	Str 18, Dex 13, Con 14, Int 2, Wis 10, Cha 11
Skills:	Climb +13, Balance +10, Hide +2, Listen +7, Move Silently +2, Spot +7
Feats:	Alertness, Toughness
Environment:	Any land
Organization:	Solitary or pack (2-4)
Challenge Rating:	2
Treasure:	Standard
Alignment:	Always neutral
Advancement:	4-6 HD (Large); 7-9 HD (Huge)
Level Adjustment:	—

This snake has whitish-gray scales, translucent in places where its underlying veins can be seen. The snake's head is long and has a large lion-like mane of golden fur. Two long sharp fangs protrude from its mouth. Its multi-faceted eyes are red.

The marble snake, unlike normal snakes, adapts very well to its environment, hence it can be found just about anywhere, though underground encounters are rare. The marble snake prefers sunlight and warmth to the cold and darkness of dungeons and caverns and most often makes its lair in high, sunny altitudes.

Typically an encounter is with a single marble snake. In instances where more than one is encountered, they will a mated pair and young. A female marble snake is usually only encountered during mating season (when she lays 1d10 eggs). Marble snake eggs are milky-white with gray-brown flecks. An egg can fetch up to 5 gp on the open market.

A typical marble snake is 10 feet long and can grow to a length of 20 feet.

Combat

Marble snakes are generally non-aggressive creatures, though if cornered, threatened, or hungry, they attack on sight. A marble snake opens combat with its whistling and attacks relentlessly those that fall under its sway.

Whistle (Su): A marble snake can whistle, gaining the attention of any creature within 50 feet that hears it. All creatures (other than marble snakes) with the area must succeed on a DC 11 Will save or become entranced. This is a sonic mind-affecting charm effect. A creature that successfully saves cannot be affected again by the same marble snake's whistle for one day. The save DC is Charisma-based.

An entranced victim walks toward the marble snake, taking the most direct route available. If the path leads into a dangerous area, that creature gets a second saving throw. The effect continues for as long as the marble snake whistles and for 1 round thereafter. An entranced victim is effectively dazed (cannot attack, but can defend). If an entranced opponent is attacked, the effect is immediately broken. A bard's countersong ability allows the entranced creature to attempt a new Will save.

Skills: Marble snakes have a +4 racial bonus on Hide, Listen, and Spot checks and a +8 racial bonus on Balance checks and Climb checks.

A marble snake can always choose to take 10 on a Climb check even if rushed or threatened.

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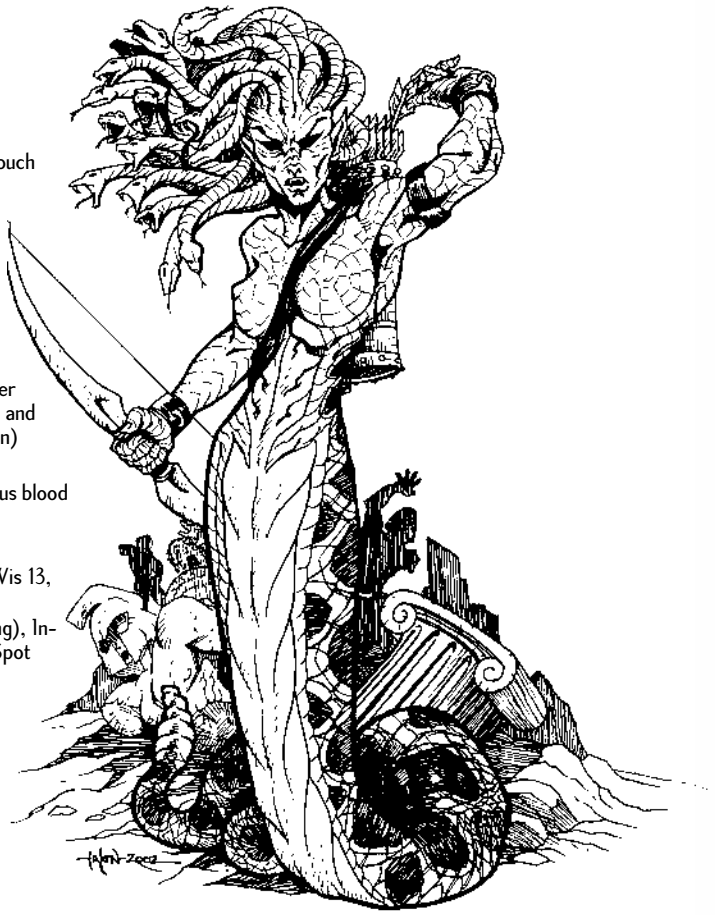
Jordan Bassett (order #48404)

Medusa, Greater



Large Monstrous Humanoid

Hit Dice:	8d8+16 (52 hp)
Initiative:	+1
Speed:	30 ft. (6 squares)
Armor Class:	16 (-1 size, +1 Dex, +6 natural), touch 10, flat-footed 15
Base Attack/Grapple:	+8/+14
Attack:	Composite shortbow +8 ranged (1d6+2, crit x3) or dagger +9 melee (1d4+2, 19-20/x2) or snakes +9 melee (1d4 plus poison)
Full Attack:	Composite shortbow +8/+3 ranged (1d6+2, crit x3); or dagger +9/+4 melee (1d4+2, 19-20/x2) and snakes +4 melee (1d4 plus poison)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Petrifying gaze, poison, poisonous blood
Special Qualities:	Darkvision 60 ft.
Saves:	Fort +4, Ref +7, Will +7
Abilities:	Str 14, Dex 12, Con 15, Int 12, Wis 13, Cha 15
Skills:	Bluff +9, Disguise +8 (+10 acting), Intimidate +9, Move Silently +8, Spot +7
Feats:	Point Blank Shot, Precise Shot, Weapon Focus (snakes)
Environment:	Temperate marshes
Organization:	Solitary or covey (greater medusa, plus 1-2 medusas)
Challenge Rating:	8
Treasure:	Double standard
Alignment:	Usually lawful evil
Advancement:	By character class
Level Adjustment:	—

This creature appears as a large female with glistening green scales, snakes for hair, and the lower torso of a giant snake.

The greater medusa is a rare form of the normal medusa. They are very solitary creatures and dwell far from civilization, rarely leaving their lairs. In all other respects, they behave as the normal medusa (see the MM).

Combat

A greater medusa attempts to disguise itself until its prey is within range. It then unveils its face and attempts to petrify its chosen victim. Creatures that avert their eyes are attacked with the greater medusa's snakes and weapons.

Petrifying Gaze (Su): Turn to stone permanently, 30 feet, Fortitude DC 16 negates. The save DC is Charisma-based.

Poison (Ex): Snakes; injury, Fortitude DC 16, initial damage 1d6 Strength, secondary damage 2d6 Strength. The save DC is Constitution-based.

Poisonous Blood (Ex): The blood of a greater medusa is highly poisonous even to the touch. A creature contacting the blood must succeed on a DC 16 Fortitude saving throw or take 2d6 points of Strength damage. One minute later, another Fortitude save (same DC) must be made to avoid another 2d6 points of Strength damage. The blood loses its potency one hour after being exposed to air.

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Jordan Bassett (order #48404)

Midnight Peddler

Medium Outsider (Extraplanar)

Hit Dice:	7d8+14 (45 hp)
Initiative:	+5
Speed:	20 ft. (4 squares)
Armor Class:	16 (+1 Dex, +5 natural), touch 11, flat-footed 15
Base Attack/Grapple:	+7/+7
Attack:	Touch +7 melee (death chill)
Full Attack:	Touch +7 melee (death chill)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Death chill
Special Qualities:	Darkvision 60 ft., divination, outsider traits, plane shift
Saves:	Fort +7, Ref +6, Will +9
Abilities:	Str 11, Dex 13, Con 15, Int 16, Wis 18, Cha 15
Skills:	Bluff +12, Craft (woodworking) +13, Diplomacy +12, Knowledge (history) +13, Knowledge (local) +13, Knowledge (the planes) +13, Listen +16, Profession (peddler) +14, Sense Motive +14, Spot +16, Survival +14 (+16 on other planes)
Feats:	Alertness, Dodge, Improved Initiative
Environment:	Any (see text)
Organization:	Solitary
Challenge Rating:	6
Treasure:	None (see text)
Alignment:	Always neutral
Advancement:	By character class
Level Adjustment:	—

This creature appears as a normal human, cloaked in a long gray hooded robe. A long protruding, sharp jaw can be seen under the hood. He moves with a shuffling gait, pushing a wooden cart that squeaks as it rolls along.

The midnight peddler wanders city streets and is normally only encountered on fog-covered nights. He is first detected by the audible squeaking of the cart he pushes, the sound growing louder as he draws closer. The sound can be heard at a range of 300 feet with a successful DC 12 Listen check. The midnight peddler moves with a slow gait as he pushes his wooden cart. The contents of his cart vary each time he visits the Material Plane, but at any given time, he has available any item listed in the *PHB* (see the Equipment section) with a value of 50 gp or less.

The midnight peddler speaks Common, Celestial, Abyssal, and Terran.

Combat

The midnight peddler shuns combat. If forced into battle, he uses his death chill ability at first opportunity and then plane shifts away.

Death Chill (Su): The touch of the midnight peddler deals 1d4 negative levels to a living creature. The DC is 15 for the Fortitude save to remove a negative level. The save DC is Constitution-based. The midnight peddler gains 5 temporary hit points for each negative level bestowed.

Divination (Su): The peddler provides advice and answers correctly any one question asked of him by any creature who buys something from his cart. This ability functions similar to a *divination* spell (caster level 12th).

Plane Shift (Su): The midnight peddler can plane shift to any inner or outer plane as a move action. His cart (and any non-living matter contained therein) shifts with him. This ability otherwise functions as the spell of the same name.

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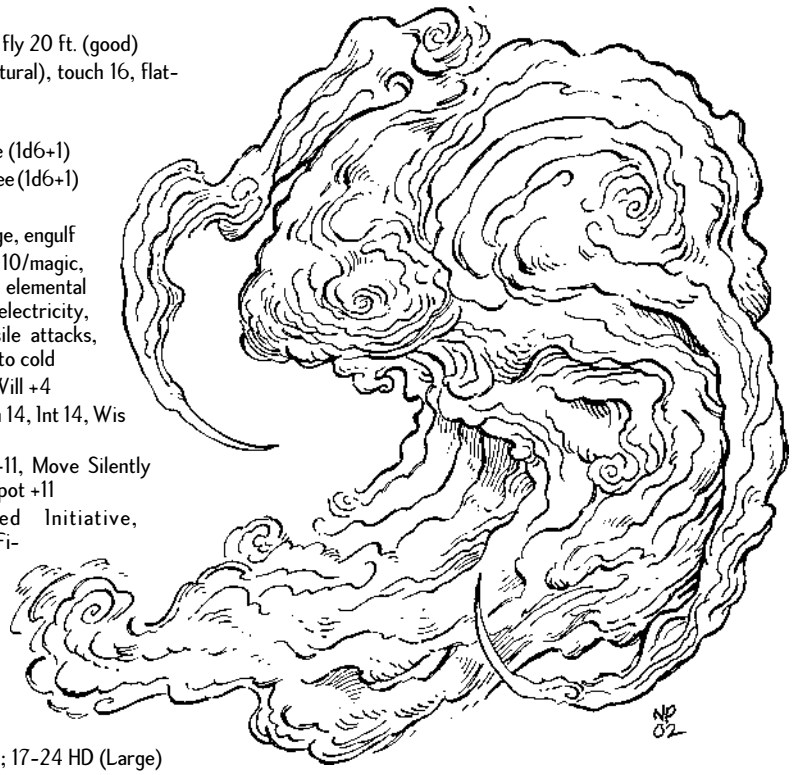
Jordan Bassett (order #48404)

Mihstu

Medium Elemental (Air, Extraplanar)

Hit Dice:	8d8+16 (52 hp)
Initiative:	+10
Speed:	20 ft. (4 squares), fly 20 ft. (good)
Armor Class:	22 (+6 Dex, +6 natural), touch 16, flat-footed 16
Base Attack/Grapple:	+6/+7
Attack:	Tentacle +12 melee (1d6+1)
Full Attack:	4 tentacles +12 melee (1d6+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Constitution damage, engulf
Special Qualities:	Damage reduction 10/magic, darkvision 60 ft., elemental traits, immunity to electricity, resistance to missile attacks, SR 13, susceptible to cold
Saves:	Fort +4, Ref +12, Will +4
Abilities:	Str 12, Dex 22, Con 14, Int 14, Wis 14, Cha 13
Skills:	Hide +14, Listen +11, Move Silently +16, Search +10, Spot +11
Feats:	Dodge, Improved Initiative, Mobility[B], Weapon Finesse
Environment:	Elemental Plane of Air
Organization:	Solitary
Challenge Rating:	6
Treasure:	Standard
Alignment:	Always neutral evil
Advancement:	9–16 HD (Medium); 17–24 HD (Large)
Level Adjustment:	—



This creature appears as a semi-solid cloud of vapor and mist.

Mihstus are semi-solid creatures from the Elemental Plane of Air. They are found in cool, damp, dark areas such as ruins, dungeons, and underground caves and caverns. The mihstu can shape its body at will and almost always appears on the Material Plane as a cloud of swirling vapor. It can seep through small cracks and openings.

Combat

When threatened, a mihstu forms four tentacles from its body. Each tentacle ends in a razor-sharp, barb-like talon. It slashes at its opponents using these tentacles. The mihstu can also engulf an opponent in its misty form.

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

Constitution Damage (Su): A mihstu deals 1d2 points of Constitution damage to an engulfed opponent each round the hold is maintained.

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

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

Resistance to Missile Attacks (Ex): Ranged attacks (including *magic missile*) used against a mihstu have a 50% miss chance.

Susceptible to Cold (Ex): Cold-based attacks and effects deal no damage to a mihstu, but stun it. If the cold-based effect allows a saving throw and the mihstu succeeds on its save, it ignores the stun effect. If it fails its save, or if the effect doesn't allow a save, the mihstu is stunned for 1d4+2 rounds.

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Jordan Bassett (order #48404)

Mite

	Common	Pestie
	Common Mite, 1st-Level Warrior	**Pestie, 1st-Level Warrior**
	Small Humanoid (Goblinoid)	**Small Humanoid (Goblinoid)**
Hit Dice:	1d8+1 (5 hp)	1d8+1 (5 hp)
Initiative:	+1	+3
Speed:	20 ft. (4 squares)	40 ft. (8 squares)
Armor Class:	12 (+1 size, +1 Dex), touch 12, flat-footed 11	14 (+1 size, +3 Dex), touch 14, flat-footed 11
Base Attack/Grapple:	+1/-3	+1/-3
Attack:	Club +3 melee (1d4) or bite +2 melee (1d3)	Dagger +5 melee (1d3)
Full Attack:	Club +3 melee (1d4) and bite -2 melee (1d3)	Dagger +5 melee (1d3)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.
Special Attacks:	—	—
Special Qualities	Darkvision 60 ft.	Darkvision 60 ft.
Saves:	Fort +1, Ref +3, Will +0	Fort +1, Ref +5, Will +0
Abilities:	Str 11, Dex 13, Con 12, Int 8, Wis 11, Cha 6	Str 11, Dex 17, Con 12, Int 6, Wis 10, Cha 6
Skills:	Craft (trapmaking) +4, Hide +6, Move Silently +2, Spot +1	Hide +8, Move Silently +8, Sleight of Hand +8, Spot +1
Feats:	Weapon Focus (club)	Weapon Finesse
Environment:	Underground	Underground
Organization:	Mob (6-24)	Solitary or mob (3-8)
Challenge Rating:	1/4	1/4
Treasure:	Standard	Standard
Alignment:	Usually lawful evil	Usually neutral
Advancement:	By character class	By character class
Level Adjustment:	+0	+1

This creature is a rather ugly humanoid about 2 feet tall. It has long pointed ears and a large round nose. Its skin is grayish-brown.

Mites are thought to be distant relatives of the goblins. Mites live their lives deep under the surface of the earth and are never encountered on the surface world. While sunlight does not harm a mite, it prefers the darkness and dampness of its underground realm.

Common mites speak their own language of garbled twittering, though some can speak Goblin. Pesties generally prefer not to communicate with others (even those of their own race) except through body language and hand signals. It is unknown whether pesties simply cannot or choose not to speak.

Combat

Trickery and surprise are the forte of the mite. They avoid direct melee with opponents, preferring to attack from ambush. Often, the first tell-tale signs that mites may be nearby is the plethora of traps, snares, and tripwires encountered. Mites prefer to attack those they feel they can overpower or dispose of quickly. Extremely tough or powerful opponents are ignored and left to pass through unabated or swarmed by a massive number of mites. Though considered unintelligent and stupid by other races, there is a sort of weird cooperation and strategy to mite tactics (that only mites can understand).

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A typical mite ambush has the creatures digging narrow tunnels that parallel a dungeon's corridors. When a foe traverses these corridors, the mites burst from the walls and tunnels and strike quickly with their daggers. Opponents are rarely killed, but any knocked unconscious are relieved of coins, weapons, or any other item of value. If forced into melee, mites seek escape at the first possible opportunity. Mites attack with clubs and a bite in combat, while pesties prefer to utilize their great speed and employ hit-and-run tactics to keep opponents off-balance.

Skills: Common mites have a +4 racial bonus on Craft (trapmaking). Pesties have a +4 racial bonus on Move Silently and Sleight of Hand checks.

Mite Society

Mites make their homes underground in deep, dark dungeons and caverns where they survive by stealing from those unfortunate enough to wander near their lair. A mite lair is often a large central room or cavern from which many small and winding tunnels lead. A mite lair is a filthy place littered with garbage and refuse. Cleanliness and sanitation are virtually unknown in a mite community. Pesties often are found working with or lairing with goblins or (more usually) common mites. The trapmaking skills of the mite complement the pestie's adeptness at speed and hit-and-run tactics. Mite young are almost never encountered, but a typical lair contains a number of noncombatant young equal to the number of adult mites.

Mites as Characters

Common mites and pesties favor the rogue class; leaders tend to be rogues or fighter/rogues. Clerics worship Bugdish and can choose two of the following domains: Earth, Protection, and Trickery. Most mite spellcasters are adepts.

Mite characters possess the following racial traits.

— –2 Strength, +2 Dexterity, –2 Intelligence, +2 Wisdom, –2 Charisma (common mite); -2 Strength, +6 Dexterity, –4 Intelligence, –2 Charisma (pestie).
— Small size: +1 bonus to Armor Class, +1 bonus on attack rolls, +4 bonus on Hide checks, –4 penalty on grapple checks, lifting and carrying limits 3/4 those of Medium characters.
— A common mite's base land speed is 20 feet; a pestie's base land speed is 40 feet.
— Darkvision out to 60 feet.
— Natural Weapons: Bite (1d3) (common mite only).
— +4 racial bonus on Craft (trapmaking) checks (common mite); +4 racial bonus on Move Silently and Sleight of Hand checks (pestie).
— Automatic Languages: Mite. Bonus Languages: Goblin, Gnoll, Orc.
— Favored Class: Rogue.
— Level Adjustment +0 (common mite); +1 (pestie).

The common mite and pestie warriors presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

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MONGRELMAN

Medium Monstrous Humanoid

Hit Dice:	2d8+2 (11 hp)
Initiative:	+1
Speed:	30 ft. (6 squares)
Armor Class:	15 (+1 Dex, +4 natural), touch 11, flat-footed 14
Base Attack/Grapple:	+2/+4
Attack:	Slam +4 melee (1d4+2) or club +4 melee (1d6+2)
Full Attack:	Slam +4 melee (1d4+2) or club +4 melee (1d6+2)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Darkvision 60 ft., sound imitation
Saves:	Fort +1, Ref +4, Will +4
Abilities:	Str 14, Dex 13, Con 12, Int 10, Wis 12, Cha 6
Skills:	Climb +3, Hide +7*, Listen +3, Move Silently +3, Sleight of Hand +7, Survival +2
Feats:	Ability Focus (sound imitation)
Environment:	Underground
Organization:	Solitary, gang (2–5), band (6–11 plus 1 3rd-level sergeant), or tribe (10–100 plus 1 3rd-level sergeant per 10 adults, 1 or 2 bodyguards of 4th or 5th level, and 1 leader of 6th–8th level)
Challenge Rating:	1
Treasure:	Standard
Alignment:	Usually lawful neutral
Advancement:	By character class
Level Adjustment:	+1

Mongrelmen are hideous creatures seemingly pieced together from parts of other monsters as some sort of vile joke or blight on humanity. Though not inherently evil, mongrelmen are shunned from society because of their appearance. They make their homes far from civilization, and those few encountered in settled areas are usually slaves or servants of the local humanoid races. Mongrelmen that must travel among other races take precautions so as not to reveal their true identities, using cloaks, capes, and the like to hide their forms. Mongrelman society is a collection of close-knit tribes, each with its own leader. Mongrelmen never fight against other mongrelmen, preferring to live peaceably with others of their kind, for all mongrelmen know they are shunned by outsiders and must stick together if

Jordan Bassett (order #48404)

their race is to survive. Mongrelmen stand about 6 feet tall. The average lifespan of a mongrelman is 35 years.

Mongrelmen speak their own guttural language.

Combat

Mongrelmen shun combat if possible, only entering melee if ordered to do so by their superiors. In combat, mongrelmen fight with clubs or longswords. Some carry blowguns and needles or darts (the blowgun needles and darts are usually coated with bloodroot poison).

Sound Imitation (Ex): Mongrelmen can imitate sounds made by any creature they have previously encountered, including monsters with special vocal attacks. They cannot, however, mimic the special vocal attack powers or damage dealt by such attacks. A successful DC 14 Will save made by a listener detects the falsehood. The save DC is Constitution-based and includes a +2 racial bonus.

Skills: Mongrelmen have a +4 racial bonus on Hide and Sleight of Hand checks. *If a mongrelman spends a full round preparing to Hide (such as camouflaging itself with leaves, branches, etc.), the Hide bonus increases to +8.

Mongrelmen as Characters

The favored class of mongrelmen is rogue; mongrelman leaders tend to be fighters or fighter/rogues.

Mongrelmen characters possess the following racial traits.

— +4 Strength, +2 Dexterity, +2 Constitution, +2 Wisdom, -4 Charisma.
— Medium size.
— A mongrelman's base land speed is 30 feet.
— Darkvision out to 60 feet.
— Racial Hit Dice: A mongrelman begins with two levels of monstrous humanoid, which provide 2d8 Hit Dice, a base attack bonus of +2, and base saving throw bonuses of Fort +0, Ref +3, and Will +3.
— Racial Skills: A mongrelman's monstrous humanoid levels give it skill points equal to 5 x (2 + Int modifier). Its class skills are Climb, Hide, Listen, Move Silently, Sleight of Hand, and Survival.
— Racial Feats: A mongrelman's humanoid levels give it one feat.
— +4 natural armor bonus.
— Natural Weapons: Slam (1d4).
— Special Qualities (see above): Sound imitation.
— Automatic Languages: Mongrelman. Bonus Languages: Common, Draconic, Elven, Mongrelman, Orc.
— Favored Class: Rogue.
— Level adjustment +1.

Randomly Generating a Mongrelman

Mongrelmen are a mixture of many different creatures, and no two mongrelmen ever look alike. The table below can be used to generate the appearance of any given mongrelman.

Roll one time for each of the following areas of a mongrelman: left side of head (includes ear and eye); right side of head (includes ear and eye); upper torso; lower torso; upper arm (roll once for left and right arm); lower arm (roll once for left and right arm); upper leg (roll once for left and right leg); lower leg (roll once for left and right leg); foot (roll once for left and right foot); hand (roll once for left and right hand); and jaw/mouth.

Random Mongrelman Generation

1d20	Type
1	Gnoll
2	Goblin
3	Hobgoblin
4	Human
5	Kobold
6	Merfolk
7	Locathah
8	Sahuagin
9	Dwarf
10	Elf
11	Gnome
12	Halfling
13	Orc or ogre
14	Troglodyte
15	Crabman
16	Bugbear
17	Minotaur
18	Flind
19	Lizardfolk
20	Missing body part (Use common sense on this one. Obviously, a mongrelman cannot be missing part of its torso.)

Jordan Bassett (order #48404)

Description of Body Parts

A mongrelman gains abilities in addition to the ones noted in the stat block above based on the actual body parts that make up that mongrelman. Below are descriptions of the body parts and additional abilities gained.

Gnoll: *Eye:* darkvision 60 ft. and +3 racial bonus on Spot checks. *Ear:* +3 racial bonus on Listen checks. *Arm:* +4 effective Strength score using that arm.

Goblin: *Eye:* darkvision 60 ft. and +3 racial bonus on Spot check. *Ear:* +3 Listen check. *Arm:* -2 effective Strength score using that arm.

Hobgoblin: *Eye:* darkvision 60 ft. and +3 racial bonus on Spot check *Ear:* +3 Listen check.

Human: No additional abilities.

Kobold: *Eye:* darkvision 60 ft. and +2 racial bonus on Spot check, and light sensitivity. *Ear:* +2 racial bonus on Listen check. *Arm:* -4 effective Strength score using that arm.

Merfolk: *Eye:* darkvision 60 ft. and +4 racial bonus on Spot check. *Ear:* +4 Listen check. *Head:* if entire head is merfolk, the mongrelman can breathe water and air equally. *Leg:* leg is actually a fin or flipper, and the mongrelman moves at one-half speed while on land. *Lower torso:* mongrelman can only move on land at 5 feet per round, but can swim at 50 feet per round and gains a +8 Swim check.

Locathah: *Eye:* darkvision 60 ft. and +3 racial bonus on Spot check. *Ear:* +3 racial bonus on Listen check. *Head:* if entire head is locathah, the mongrelman can breathe water and air equally.

Sahuagin: *Eye:* darkvision 60 ft., +3 racial bonus on Spot check, and light blindness. *Ear:* +3 racial bonus on Listen check. *Arm:* +2 effective Strength score using that arm. *Head:* if entire head is sahuagin, the mongrelman can breathe water and air equally.

Dwarf: *Eye:* darkvision 60 ft. *Head:* if entire head is dwarven, the mongrelman gains the stonecunning ability as a dwarf. *Upper torso:* +2 to saves against poison.

Elf: *Eye:* low-light vision and +2 racial bonus on Search and Spot checks. *Ear:* +2 Listen check. *Head:* if entire head is elven, the mongrelman gains a +2 racial bonus to Will saves against enchantment spells or effects.

Gnome: *Eye:* low-light vision. *Ear:* +2 racial bonus on Listen check. *Head:* if entire head is gnome, the mongrelman gains a +2 bonus to saves against illusions.

Halfling: *Ear:* +3 Listen check. *Arm:* -2 effective Strength score using that arm. *Upper and lower torso:* mongrelman is Small size. *Lower torso:* gains +2 racial bonus on Climb, Jump, and Move Silently checks.

Orc or ogre: *Eye:* darkvision 60 ft. and light sensitivity. *Arm:* +4 effective Strength score using that arm (orc) or +10 effective Strength score using that arm (ogre).

Troglodyte: *Eye:* darkvision 90 ft. *Upper or lower torso:* gains the stench attack and bonus to Hide checks for changing its skin color as the standard troglodyte.

Crabman: *Eye:* darkvision 60 ft. *Arm:* +6 effective Strength score using that arm. *Hand:* hand is actually a large pincer like that of the crabfolk, gains claw attack that deals 1d6 + Strength modifier damage, and gains improved grab and squeeze attacks (deals an additional 1d6 points of bludgeoning damage).

Bugbear: *Eye:* darkvision 60 ft. *Arm:* +4 effective Strength score using that arm.

Minotaur: *Eye:* darkvision 60 ft. and +4 racial bonus on Search and Spot checks. *Ear:* +4 racial bonus on Listen check. *Arm:* +8 effective Strength score using that arm. *Head:* gore attack for 1d4+ Strength modifier; if both sides of a mongrelman's head are minotaur, the gore damage increases to 1d8 + Strength modifier.

Flind: *Eye:* darkvision 60 ft. and +3 racial bonus on Spot check. *Ear:* +3 racial bonus on Listen check. *Arm:* +4 effective Strength score using that arm.

Lizardfolk: *Arm:* +2 effective Strength score using that arm. *Hand:* gains claw attack that deals 1d4 + Strength modifier damage. *Jaw/mouth:* gains bite attack that deals 1d4 + Strength modifier damage. *Lower torso:* gains a lizardfolk's tail and +4 racial bonus on to Balance, Jump, and Swim checks.

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Jordan Bassett (order #48404)

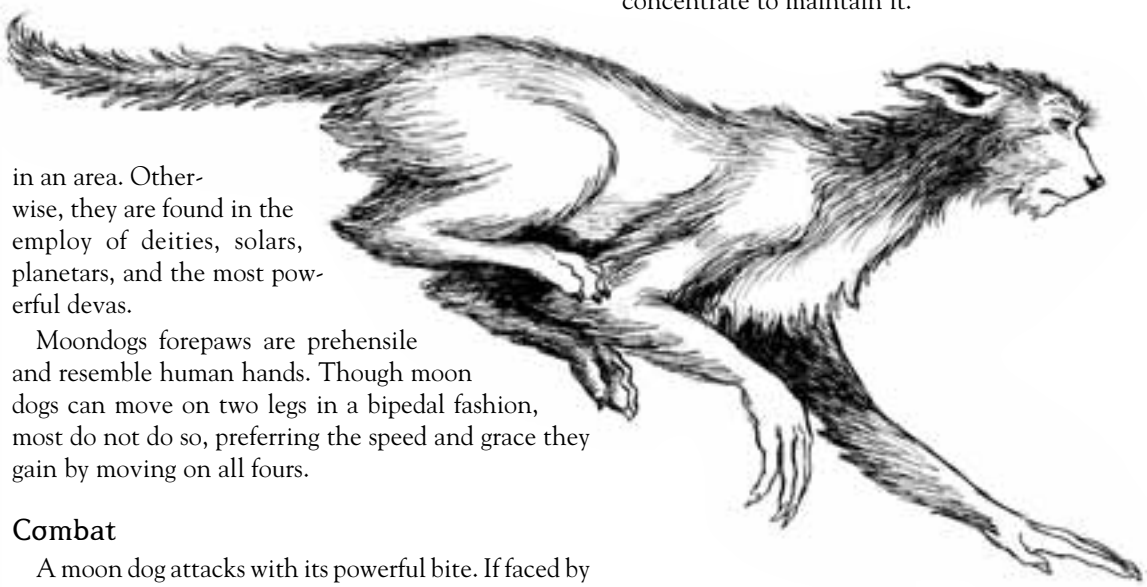
Moon Dog

	Medium Outsider (Extraplanar, Good)
Hit Dice:	9d8+18 (58 hp)
Initiative:	+6
Speed:	50 ft. (10 squares) or 30 ft. if on two legs
Armor Class:	22 (+2 Dex, +10 natural), touch 12, flat-footed 20
Base Attack/Grapple:	+9/+13
Attack:	Bite +14 melee (1d8+4)
Full Attack:	Bite +14 melee (1d8+4)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Bay, shadow weave, spell-like abilities, trip
Special Qualities:	Damage reduction 10/evil, darkvision 120 ft., immunity to fear, keen senses, lick, plane shift, SR 16, scent
Saves:	Fort +8, Ref +8, Will +9
Abilities:	Str 18, Dex 15, Con 15, Int 15, Wis 16, Cha 14
Skills:	Concentration +14, Diplomacy +14, Knowledge (arcana) +14, Knowledge (the planes) +14, Listen +9, Move Silently +14, Search +14, Sense Motive +15, Spot +15, Survival +15* (+17 on other planes, +17 following tracks)
Feats:	Alertness, Combat Casting, Improved Initiative, Weapon Focus (bite)
Environment:	Elysium
Organization:	Solitary, pair, or pack (6–11)
Challenge Rating:	9
Treasure:	None
Alignment:	Always neutral good
Advancement:	10–17 HD (Medium); 18–27 HD (Large)
Level Adjustment:	—

This creature appears to be a large grayish-black sleek hound standing about 3 feet tall at the shoulder. Its triangular head has a somewhat human appearance. Its eyes are white with amber pupils.

The moon dog is a large wolfhound from the outer planes (believed to have its origins on the plane of Elysium). Moon dogs often enter the Material Plane when evil has grown to an immeasurable level in an area. Otherwise, they are found in the employ of deities, solars, planetars, and the most powerful devas.

Moondogs forepaws are prehensile and resemble human hands. Though moon dogs can move on two legs in a bipedal fashion, most do not do so, preferring the speed and grace they gain by moving on all fours.



Combat

A moon dog attacks with its powerful bite. If faced by particularly powerful or evil opponents, the moon dog opens combat with its bay attack. Moon dogs' prehensile hands could facilitate the use of weapons, though none have ever been encountered wielding such items.

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

Bay (Su): A moon dog can produce one of the following effects when it howls or barks. Each effect functions as the spell of the same name (caster level 12th). The save DCs are Charisma-based.

Fear: All evil creatures within 80 feet must make a successful Will save or be affected as by a *fear* spell. This is a sonic, mind-affecting fear effect. If the save is successful, that creature cannot be affected by the fear effect of that moon dog's bay for 24 hours.

Dispel Evil: This effect works like the spell, and affects one evil extraplanar creature within 80 feet.

Dismissal: This effect works as the spell, except that it targets one evil extraplanar creature.

Spell-Like Abilities: 3/day—*alter self, mirror image*; 1/day—*dancing lights, darkness, dispel magic* (using this ability forces the moon dog back to its plane of origin), *improved invisibility, light, nondetection, obscuring mist, shades*. Caster level 12th.

The following abilities are always active on the moon dog, as the spells cast by a 12th-level sorcerer: *detect evil, detect magic*, and *see invisibility*. They can be dispelled, but the moon dog can reactivate them as a free action on its next turn.

Shadow Weave (Su): When in shadows, a moon dog can move in such a way as to affect evil creatures within 60 feet as though by *hypnotic pattern* (DC 16 Will save, caster level 12th). Any good-aligned creature in the area of the shadow weave will be affected as though by *protection from evil* (caster level 12th). The shadow weave is a full-round action, and the moon dog must concentrate to maintain it.

Jordan Bassett (order #48404)

Trip (Ex): A moon dog that hits with its bite attack can attempt to trip the opponent as a free action (+4 check modifier) without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the moon dog.

Keen Senses (Ex): Moon dogs can see twice as far as humans in low-light and normal light conditions.

Lick (Su): By licking a target, a moon dog may use one of the following abilities: *cure light wounds*, *delay poison*, *remove disease*. Each is usable at will by the moon dog, but only once per day per recipient. Each is caster level 12th.

Plane Shift (Sp): A moon dog can enter the Ethereal Plane, Astral Plane, or Material Plane. This ability resembles the spell of the same name (caster level 12th).

Skills: Moon dogs have a +4 racial bonus on Listen and Spot checks. *They also have a +4 racial bonus on Survival checks when tracking by scent.

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Muckdweller

Small Magical Beast (Reptilian)

Hit Dice:	1/2d10 (2 hp)
Initiative:	+2
Speed:	10 ft. (2 squares), swim 30 ft.
Armor Class:	14 (+1 size, +2 Dex, +1 natural), touch 13, flat-footed 12
Base Attack/Grapple:	+1/–5
Attack:	Bite +4 melee (1d4–2)
Full Attack:	Bite +4 melee (1d4–2)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Blinding spray
Special Qualities:	Darkvision 60 ft., low-light vision
Saves:	Fort +2, Ref +4, Will +1
Abilities:	Str 6, Dex 14, Con 11, Int 9, Wis 12, Cha 6
Skills:	Balance +6, Hide +7, Jump +6, Listen +2, Move Silently +3, Spot +2, Swim +14
Feats:	Weapon Finesse
Environment:	Temperate marshes
Organization:	Pack (3–7) or swarm (8–17)
Challenge Rating:	1/4
Treasure:	Standard
Alignment:	Always neutral
Advancement:	1–2 HD (Small)
Level Adjustment:	—

This small dwarf-sized bipedal lizard has mottled gray and brown flesh with a short dorsal fin that runs the length of its body, tapering off as it meets the tail. Its underbelly is yellow and its eyes are white. Its feet are webbed as are its tiny "hands."

The muckdweller is a small, swamp-dwelling bipedal lizard that lives on a diet of carrion, fresh meat, plants, and insects. It has a long tail that allows it to swim rapidly through the water or maintain its balance when standing upright. Muckdwellers sometimes associate with lizardfolk.

Muckdwellers stand about 4 feet tall. They speak their own language of croaks and hisses, and a rare few speak Draconic.

Combat

The muckdweller attacks by squirting muddy water at its foes. When it successfully blinds an opponent, it darts in and bites with its sharp teeth.

Blinding Spray (Ex): By filling its mouth with muddy water, a muckdweller can fire a stream of muddy water in a 10-foot line. A creature hit must succeed on a DC 10 Reflex save or be blinded for 1d2 rounds. The save DC is Constitution-based. A muckdweller can take a move action to refill its mouth with muddy water so it can use its spray again.

Skills: Because of their tails, muckdwellers have a +4 racial bonus on Balance, Jump, and Swim checks. Muckdwellers use their Dexterity modifier for Jump and Swim checks.

A muckdweller 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.

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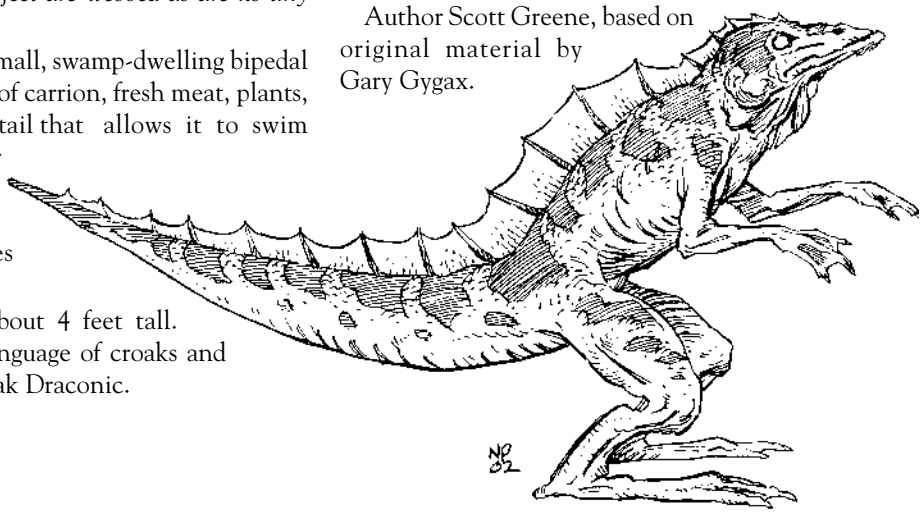


Jordan Bassett (order #48404)

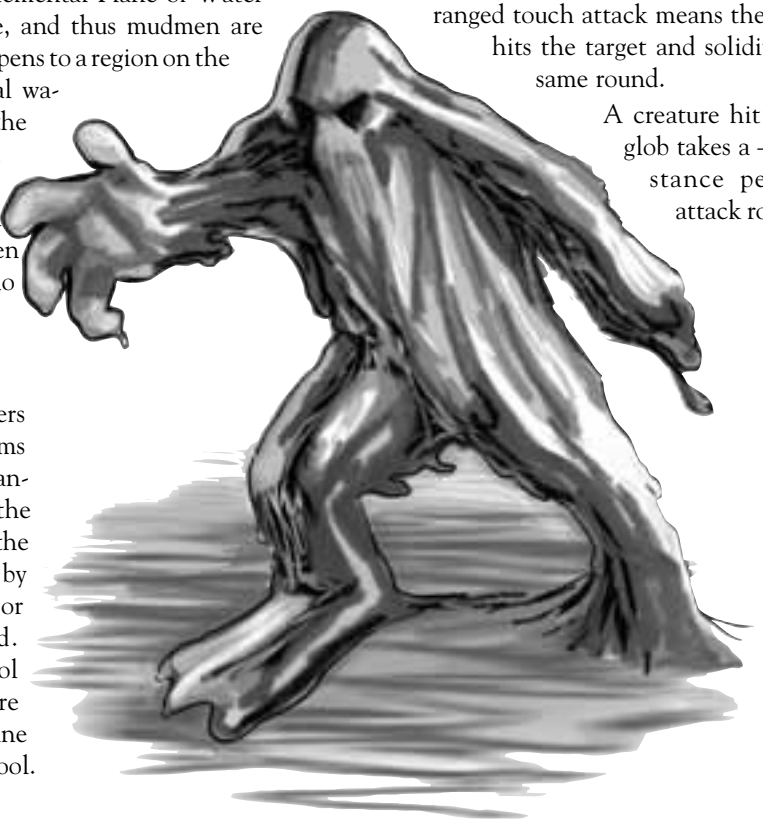
Mudman

Medium Elemental (Earth, Extraplanar, Water)

Hit Dice:	2d8+4 (13 hp)
Initiative:	+0
Speed:	10 ft. (2 squares)
Armor Class:	12 (+2 natural), touch 10, flat-footed 12
Base Attack/Grapple:	+1/+3
Attack:	Slam +3 melee (1d4+2) or mud bomb +2 ranged touch (see text)
Full Attack:	2 slams +3 melee (1d4+2) or mud bomb +2 ranged touch (see text)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Engulf, mud bomb
Special Qualities:	Alternate form, damage reduction 5/magic, darkvision 60 ft., elemental traits, mindless, mud pool
Saves:	Fort +5, Ref +0, Will +0
Abilities:	Str 14, Dex 10, Con 14, Int —, Wis 10, Cha 10
Skills:	—
Feats:	Weapon Focus (mud bomb) [B]
Environment:	Para-Elemental Plane of Mud
Organization:	Solitary, gang (3-6), or pack (7-12)
Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral
Advancement:	3-6 HD (Medium)
Level Adjustment:	—

This stocky humanoid is seemingly composed of mud. It has long, thick arms and bandy legs. Its head is round and featureless.

Their natural form is that of a pool of mud about 5 feet in diameter. In this form, they cannot be discerned from normal mud. Mud pools are formed where the Elemental Plane of Earth and the Elemental Plane of Water commingle in the multiverse, and thus mudmen are born. Occasionally, a vortex opens to a region on the Material Plane where magical waters have stagnated against the land, thereby forming a mud pool. Mudmen pass through this vortex to the Material Plane. Though not evil, mudmen look with disdain on any who trespass in their mud pools.



Combat

When a living creature enters a mud pool, the mudman forms its humanoid shape (as a standard action) and attacks until the opponent is slain or leaves the mud pool. A mudman attacks by pummeling a foe with its fists or by hurling globs of mud. Mudmen are bound to the pool where they are formed or where they enter the Material Plane and cannot leave their mud pool.

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

Engulf (Ex): A mudman can hurl itself at any creature within 10 feet. If it succeeds on a ranged touch attack, the mudman engulfs the victim's head and upper body in mud that instantly solidifies and cuts off the victim's air. This attack destroys the mudman if its hits; otherwise it reverts to its natural form and must spend one full round reforming.

A character that has no air to breathe can hold her breath for 2 rounds per point of Constitution. After this period of time, the character must make a DC 10 Constitution check in order to continue holding her breath. The save must be repeated each round, with the DC increasing by +1 for each previous success.

When the character fails one of these Constitution checks, she begins to suffocate. In the first round, she falls unconscious (0 hit points). In the following round, she drops to –1 hit points and is dying. In the third round, she suffocates.

The mud can be hit automatically and is destroyed when it takes 10 hit points of damage from a bludgeoning weapon. Each successful attack deals half its damage to the mud and the other half to the engulfed victim. The mud can be pried off by a creature that succeeds on two successful DC 20 Strength checks.

Mud Bomb (Ex): A mudman attacks by hurling globs of mud at its opponent. These globs deal no damage and have a range increment of 10 feet. A successful ranged touch attack means the mud glob hits the target and solidifies in the same round.

A creature hit by a mud glob takes a –2 circumstance penalty on attack rolls and a –

Jordan Bassett (order #48404)

4 circumstance penalty to effective Dexterity. The creature must succeed on a DC 15 Reflex save or become stuck to the ground. Even on a successful save, the creature moves at half speed. A flying creature is not stuck to the ground, but it must make a DC 15 Reflex save or be unable to fly (assuming it uses its wings to fly) and fall to the ground. The save DC is Constitution-based and includes a +2 racial bonus.

A creature stuck to the ground can break free with a successful Strength check (DC 20) or by dealing 10 points of damage to the hardened mud with a bludgeoning weapon. A creature trying to scrape mud off itself, or another creature assisting, does not need to make an attack roll; hitting the mud is automatic, after which the creature that hit makes a damage roll to see how much of the mud was scraped off. Once free, the creature can move (including flying) at half speed. A character capable of spellcasting who is bound by the mud must make a DC 15 Concentration check to cast a spell. The mud becomes brittle and fragile after 20 minutes, cracking apart and losing its effectiveness. The save and check DCs are Constitution-based and include a +2 racial bonus. The Strength check DC is Constitution-based and includes a +7 bonus.

Each additional mud glob that hits an opponent increases the save DCs and check DCs by +1. The circumstance penalties on attack rolls and Dexterity do not increase.

Alternate Form (Su): A mudman's natural form is that of a large puddle of mud. In this form it cannot attack, is effectively invisible until it attacks, and is immune to all attacks, except those from spells. It can assume one other shape; that of a Medium humanoid-shaped creature formed wholly of mud.

Mindless (Ex): Immune to mind-influencing effects (charms, compulsions, phantasms, patterns, and morale effects).

Mud Pool: A mudman is linked to its mud pool and cannot leave it. It can sense the presence of anything within 120 feet of it that enters its mud pool (as if by tremorsense). It cannot detect creatures or objects outside its mud pool.

Vulnerabilities (Ex): *Dispel magic* acts as a *fireball* spell, dealing 1d6 points of damage per caster level (maximum 10d6) to all mudmen in a 30-foot radius (no save). *Transmute mud to rock* deals 1d8 points of damage per caster level (maximum 15d8) to all mudmen in the area of effect (Fortitude save for half).

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Mummy of the Deep

Medium Undead (Aquatic)

Hit Dice:	6d12+3 (42 hp)
Initiative:	+0
Speed:	20 ft. (4 squares), swim 20 ft.
Armor Class:	20 (+10 natural), touch 10, flat-footed 20
Base Attack/Grapple:	+3/+6
Attack:	Slam +6 melee (1d6+4 plus curse of the deep)
Full Attack:	Slam +6 melee (1d6+4 plus curse of the deep)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Curse of the deep, despair, improved grab
Special Qualities:	Control water, damage reduction 5/—, darkvision 60 ft., resistance to fire 10, undead traits
Saves:	Fort +4, Ref +2, Will +7
Abilities:	Str 17, Dex 10, Con —, Int 6, Wis 14, Cha 15
Skills:	Listen +10, Move Silently +6, Spot +10, Swim +11
Feats:	Alertness, Great Fortitude, Toughness
Environment:	Any aquatic
Organization:	Solitary or gang (2–4)
Challenge Rating:	4
Treasure:	Standard
Alignment:	Always neutral evil
Advancement:	7–18 HD (Medium)
Level Adjustment:	—

Jordan Bassett (order #48404)

This rotting and bandaged humanoid slides with a slight gait as it moves. Its body is covered in tattered and torn bandages. Seaweed hangs from its unloving form and water drips in a constant state from its desiccated form.

A mummy of the deep is an undead creature that lairs in the depths of the sea. It is the result of an evil creature that was buried at sea for its sins in life. The wickedness permeating the former life has managed to cling even into unlife and revive the soul as a mummy of the deep.

Combat

A mummy of the deep attacks with its slam attack, attempting to grapple an opponent and use its *curse of the deep* ability.

Curse of the Deep (Su): On a successful grapple check against a creature up to its size, a mummy of the deep presses its lips against an opponent's and regurgitates sea water into the opponent's lungs.

Each round thereafter, for the next 10 rounds, the victim must make a DC 15 Fortitude save or take 1d4 points of damage that round. Three consecutive successful saves means the character has coughed up enough water to shake the effects of this attack and takes no further damage. An affected creature can take no actions other than to defend itself in any round it takes damage from this ability. At 0 or less hit points, the victim falls unconscious. In the next round, he drowns. The save DC is Charisma-based.

Holding one's breath does not prevent drowning (water is already in the lungs). A *remove curse*, *heal* spell, or successful DC 20 Heal check halts the damage if applied before the creature reaches 0 or less hit points.

Despair (Su): At the mere sight of a mummy of the deep, the viewer must succeed on a DC 15 Will save or be paralyzed with fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by that mummy of the deep's despair ability for one day. The save DC is Charisma-based.

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

Control Water (Su): Once per day, a mummy of the deep can *control water* (as the spell, caster level 8th).

Skills: A mummy of the deep 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.

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Mustard Jelly

Large Ooze

Hit Dice:	7d10+45 (83 hp)
Initiative:	+0
Speed:	30 ft. (6 squares)
Armor Class:	17 (-1 size, +8 natural), touch 9, flat-footed 17
Base Attack/Grapple:	+5/+11
Attack:	Slam +7 melee (2d4+3 plus 1d4 acid)
Full Attack:	Slam +7 melee (2d4+3 plus 1d4 acid)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Acid, constrict 2d4+3 plus 1d4 acid, improved grab, poison aura
Special Qualities:	Blindsight 60 ft., damage reduction 5/magic, divide, energy absorption, ooze traits, resistance to cold 10, SR 13
Saves:	Fort +8, Ref +2, Will +2
Abilities:	Str 15, Dex 10, Con 22, Int 10, Wis 10, Cha 10
Skills:	Hide +6, Listen +2, Move Silently +10, Spot +2
Feats:	Alertness, Toughness, Weapon Focus (slam)
Environment:	Temperate marshes
Organization:	Solitary
Challenge Rating:	7
Treasure:	None
Alignment:	Always neutral
Advancement:	8-10 HD (Large); 11-21 HD (Huge)
Level Adjustment:	—

This creature appears to be a yellowish-brown amoeba.

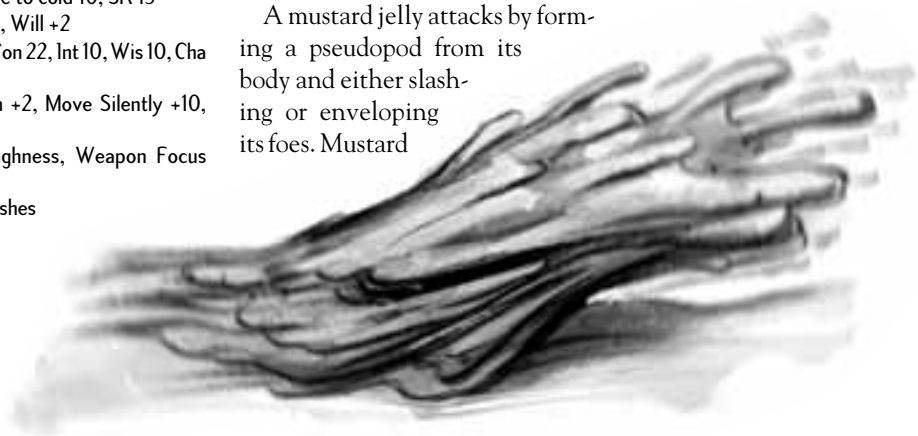
Mustard jelly appears to be a yellowish-brown form of the ochre jelly and is thought to be a distant relative of said creature. However, the mustard jelly is far more dangerous than its supposed relative because it is intelligent.

The mustard jelly gives off a faint odor of mustard plants to a range of 20 feet.

Though it possesses intelligence, a mustard jelly cannot speak.

Combat

A mustard jelly attacks by forming a pseudopod from its body and either slashing or enveloping its foes. Mustard



Jordan Bassett (order #48404)

jellies prefer to attack from ambush or where they have the upper hand on an opponent. If combat goes against a mustard jelly, it does not hesitate to flee, though often it uses this tactic to lure unsuspecting foes in closer.

A mustard jelly's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Acid (Ex): A mustard jelly secretes a digestive acid that dissolves only flesh. Any melee hit deals acid damage.

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

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

Constrict (Ex): A mustard jelly deals automatic slam and acid damage with a successful grapple check.

Divide (Ex): A mustard jelly can, as a standard action, split itself into two identical jellies, each with half of the original's current hit points (round down). A jelly with 10 hit points or less cannot divide itself. When divided, each jelly moves faster than the original (base speed 40 feet per round).

Energy Absorption (Ex): A mustard jelly is immune to electrical effects and *magic missiles*. If targeted by an electricity effect (including area effects) or a *magic missile* spell, the mustard jelly gains temporary hit points equal to the amount of damage it would have otherwise sustained. These temporary hit points last for 1 hour.

Poison Aura (Ex): The mustard jelly exudes an aura in a 10-foot radius centered on it that *slows* (as the *slow* spell) any creature in the area as long as it remains in the area and for 1d4 rounds afterward if it fails a DC 19 Fortitude save. A new save must be made each round a creature is within 10 feet of the mustard jelly.

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Necrophidius

Large Construct

Hit Dice:	3d10+30 (46 hp)
Initiative:	+3
Speed:	30 ft. (6 squares)
Armor Class:	18 (-1 size, +3 Dex, +6 natural), touch 12, flat-footed 15
Base Attack/Grapple:	+2/+6
Attack:	Bite +4 melee (1d8 plus paralysis)
Full Attack:	Bite +4 melee (1d8 plus paralysis)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Dance of death, paralysis
Special Qualities:	Construct traits, damage reduction 5/ bludgeoning, darkvision 60 ft.
Saves:	Fort +0, Ref +3, Will +0
Abilities:	Str 10, Dex 17, Con —, Int —, Wis 11, Cha 12
Skills:	Move Silently +11
Feats:	Weapon Finesse[B]
Environment:	Any
Organization:	Solitary
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral
Advancement:	4-7 HD (Large); 8-9 HD (Huge)
Level Adjustment:	—

This creature monster has a long skeletal body topped with a fanged human skull. Its eyes glow with a hellish red light.

The necrophidius appears to be a great skeletal snake topped with a human skull. To the dismay of some (mainly clerics) it is not undead and therefore cannot be turned or rebuked. The necrophidius is a construct created by an arcane caster to serve as a guardian or assassin. It performs either task with great skill, and being a construct, it never questions its duty as guard or assassin.

A typical necrophidius is 10 feet long.

Combat

The necrophidius opens combat with its dance of death ability; entranced victims are bitten and paralyzed. Paralyzed victims are either slain by the necrophidius or left to their own accord (depending on the exact instructions given to the necrophidius by its creator).

Dance of Death (Ex): A necrophidius can entrance opponents by swaying back and forth. Those within 30 feet viewing the dancing snake must succeed on a DC 12 Will save or be unable to act for 2d4 rounds. Victims are dazed (as the *daze* spell) for the duration of the effect and cannot take any action (other than defending themselves). This is a mind-affecting effect. The save DC is Charisma-based.

Paralysis (Su): A living creature bitten by a necrophidius must succeed on a DC 12 Fortitude save or be paralyzed for 1d6 minutes. The save DC is Charisma-based.

Skills: The necrophidius has a +8 racial bonus on Move Silently checks.

Rattler

A variation of the necrophidius, the rattler is constructed from the skeletal remains of a giant rattlesnake. During the creation process, the tail rattle is left intact

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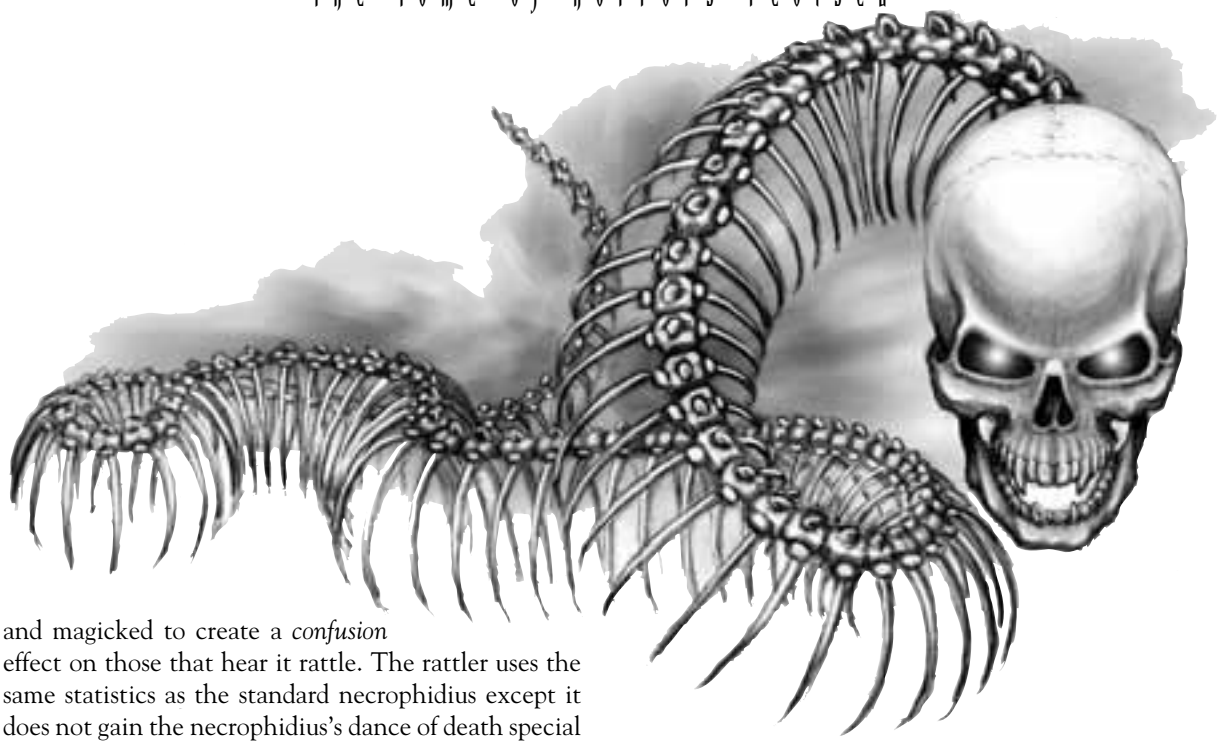

and magicked to create a *confusion* effect on those that hear it rattle. The rattler uses the same statistics as the standard necrophidius except it does not gain the necrophidius's dance of death special attack. Instead it gains the special attack detailed below.

Rattle (Ex): By shaking its tail rattle, the creature emits a rattling noise to a range of 30 feet. Those within the area that hear this rattle must succeed on a DC 12 Will save or be affected as by a *confusion* spell for 2d4 rounds. The save DC is Charisma-based.

Construction

A necrophidius' body consists of a human skull and the skeletal remains of a constrictor snake treated with rare oils and powders worth at least 1,000 gp. Creating the body requires a DC 15 Craft (sculpting) check.

CL 10th; Craft Construct (see the MM for details), *animate objects*, *charm person* (or *confusion* if creating a rattler), *geas/quest*, *polymorph any object*, *confusion* (rattler necrophidius only); Price 7,500 gp; Cost 4,750 gp + 260 XP.

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Nereid

Medium Fey (Extraplanar, Water)

Hit Dice:	4d6+8 (22 hp)
Initiative:	+2
Speed:	30 ft. (6 squares), swim 40 ft.
Armor Class:	16 (+2 Dex, +4 deflection), touch 16, flat-footed 14
Base Attack/Grapple:	+2/+2
Attack:	Poison spittle +5 ranged touch (poison)
Full Attack:	Poison spittle +5 ranged touch (poison)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Beguilement, kiss, poison spittle, spell-like abilities
Special Qualities:	Change shape, damage reduction 10/cold iron, low-light vision, natural grace, SR 18, transparency, vulnerability
Saves:	Fort +5, Ref +6, Will +5
Abilities:	Str 11, Dex 14, Con 14, Int 12, Wis 12, Cha 18
Skills:	Bluff +10, Craft (any one) or Knowledge (any one) +7, Escape Artist +9, Hide +8, Listen +7, Move Silently +5, Sense Motive +4, Spot +7, Swim +14
Feats:	Great Fortitude, Weapon Focus (spittle)
Environment:	Elemental Plane of Water
Organization:	Solitary or troupe (1 nereid plus 1 giant squid, giant octopus, giant eel, 2-4 dolphins, or Large poisonous [aquatic] viper)
Challenge Rating:	4
Treasure:	No coins; no goods; standard items
Alignment:	Usually chaotic neutral
Advancement:	5-8 HD (Medium)
Level Adjustment:	+6

A strikingly beautiful humanoid creature approaches. Its hair is long and flowing, golden in color. Its eyes are green and almond-shaped, and its skin is pearl white.

Nereids are elemental fey that spend most of their time swimming through the Elemental Plane of Water. Occasionally one finds her way through a vortex into the Material Plane and takes up temporary residence in lakes, rivers, springs, pools, or inland seas. Many sailors, seafarers, pirates, and other sea-goers have met their ends at the hands of a nereid. Their natural beauty lures men to their doom, for behind the beauty of the hon-eyed ones lies certain death for any creature that tries to steal a glance or kiss from a nereid.

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A nereid's natural form is that of a small pool of water. She can assume a humanoid form at will (as a free action) and usually employs this form when on the Material Plane. Some are arrayed in robes of white or gold, but most appear unclothed. All nereid in humanoid form wear a shawl of white or gold draped over their shoulders.

A nereid speaks Aquan and Common.

Combat

Nereids shy away from combat and flee at the first sign of conflict if possible. If forced into melee, she uses her poison spittle to blind an opponent and then uses her shape water attack to form a watery serpent to engage her opponents. If a nereid encounters only female opponents, she assumes the shape of a handsomely striking male humanoid, but still follows the same attack routine outlined above.

A nereid that is attacked can attempt a DC 15 Reflex save. If successful, she takes no damage and assumes her natural watery form and flows away.

Beguilement (Su): A creature of the opposite sex viewing a nereid must make succeed on a DC 16 Will save or be instantly smitten and beguiled. This effect is similar to an *enthrall* spell (caster level 10th) but does not require the nereid to sing or speak and lasts as long as the nereid is in view. The save DC is Charisma-based. Females viewing a nereid in male form gain a +2 bonus on their Will save.

Kiss (Su): Any creature meeting the lips of a nereid must succeed on a DC 14 Fortitude save or take 1d4 points of damage as the nereid floods the creature's lungs with sea water. Each round thereafter, for the next 10 rounds, the victim must make a DC 14 Fortitude save or take 1d4 points of damage. Three consecutive successful saves means the character has coughed up enough water to shake the effects of this attack and takes no further damage. An affected creature can take no actions other than to defend itself in any round it takes damage from this ability. At 0 or less hit points, the victim falls unconscious. In the next round, he drowns. The save DC is Constitution-based.

Holding one's breath does not prevent drowning (water is already in the lungs). A *dispel magic*, *break enchantment*, *remove curse*, *heal* spell, or successful DC 20 Heal check halts the damage if applied before the creature reaches 0 or less hit points.

Nereids are not prone to giving kisses. An opponent that attempts to force a kiss must succeed on a successful grapple check against the nereid.

Poison Spittle (Ex): Once per round, a nereid can spit a stream of watery poison at an opponent within 20 feet (no range increment). A successful ranged touch attack is required to hit. A target hit must succeed on a DC 14 Fortitude save or be blinded (as the spell) for 2d6 rounds. A character can take a full-round action to wash away the poison using water (or similar liquid). The save DC is Constitution-based.

Spell-Like Abilities: At will—*control water*, *shape water* (see below). Caster level 10th.

A nereid can form a volume of water within 30 feet into the shape of a Medium serpent formed of water. A watery serpent is about 6 feet long. It has the same number of hit points as the nereid who created it, and its AC is 15 (+5 natural). Its attack bonus is equal to the nereid's base attack bonus + her Cha modifier. The watery serpent deals 1d6 points of damage on each successful attack against an opponent.

A nereid need not concentrate to maintain the watery serpent. She can direct it to a new target as a move action if she wishes. At hit points 0, the serpent collapses into normal water. A nereid can only have one such watery serpent in existence at a given time. The watery serpent lasts until destroyed or until the nereid dismisses it or dies.

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Change Shape (Su): A nereid can assume the shape of either a male or female Medium humanoid (and almost always assumes a female form unless encountering an all-female party of adventurers) as a standard action. In humanoid form, she can use any of her special attacks and special qualities and can wield weapons and wear armor (though a nereid rarely ever does). In her water form, she cannot use any of her special attacks or special qualities (except as noted below).

A nereid in water form moves at her swim speed (40 feet per round) and can flow through cracks, under doors, and through small openings. In this form she retains her damage reduction and AC (including her deflection bonus to AC), and gains immunity to poison and critical hits.

Natural Grace (Su): A nereid adds her Charisma modifier as a deflection bonus to her AC. (The statistic block above includes this bonus.)

Transparency (Ex): A nereid is effectively invisible in water until she assumes humanoid form.

Vulnerability (Ex): The nereid's shawl (hardness 2, hp 6) contains a portion of her life force. If it is ever destroyed, the nereid to which it belongs immediately and forever dissolves into formless water.

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

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NILBOG

Nilbog, 1st-Level Warrior
Small Humanoid (Goblinoid)

Hit Dice:	1d8+1 (5 hp)
Initiative:	+1
Speed:	30 ft. (6 squares)
Armor Class:	15 (+1 size, +1 Dex, +3 studded leather armor), touch 12, flat-footed 14
Base Attack/Grapple:	+1/–3
Attack:	Morningstar +2 melee (1d6) or javelin +3 ranged (1d4)
Full Attack:	Morningstar +2 melee (1d6) or javelin +3 ranged (1d4)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Spatio-temporal reversal
Special Qualities:	Damage reversal, darkvision 60 ft.
Saves:	Fort +3, Ref +1, Will –1
Abilities:	Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6
Skills:	Hide +5, Listen +2, Move Silently +5, Ride +2, Spot +2
Feats:	Alertness
Environment:	Temperate plains and underground
Organization:	Gang (4–9), band (10–100 plus 100% noncombatants plus 1 3rd-level sergeant per 20 adults and 1 leader of 4th–6th level), warband (10–24 with worg mounts), or tribe (40–400 plus 100% noncombatants plus 1 3rd-level sergeant per 20 adults, 1 or 2 lieutenants of 4th or 5th level, 1 leader of 6th–8th level, 10–24 worgs, and 2–4 dire wolves)
Challenge Rating:	1
Treasure:	Standard
Alignment:	Usually neutral evil
Advancement:	By character class
Level Adjustment:	+4

This creature resembles a small humanoid with a flat face, broad nose, pointed ears, wide mouth, and small, sharp fangs. It walks upright, but its arms hang down almost to its knees.

The nilbog is a goblin afflicted with a strange space-time reversal disease known as Nilbogism. The disease appears to occur when overly heavy use of magic strains the fabric of the space-time continuum and leads to some very strange localized events. The disease only affects goblins and is not transmitted by them. Nilbogs resemble goblins in appearance and are indistinguishable from them. Most nilbogs encountered outside their lair are warriors; the information in the statistics block is for one of 1st level.

Combat

The nilbog favors ambushes, dirty tricks, and overwhelming odds to a fair fight. It moves within range of a foe so as to affect the creature with its spatio-temporal reversal ability.

Spatio-Temporal Reversal (Ex): A nilbog constantly emanates an aura of confusion in a 20-foot-radius. A creature in the area must succeed on a DC 11 Will save or be affected as if by a *confusion* spell (caster level 4th). The save DC is Constitution-based.

Damage Reversal (Ex): When struck by any attack that would normally damage the nilbog, it actually gains hit points equal to the damage the attack would have otherwise dealt. A nilbog gains any extra hit points above its normal total as temporary hit points, though it can never have more than twice its normal hit points. (Excess hit points are simply lost.)

The nilbog can only be damaged through the use of curative magic and effects (*cure light wounds* and healing potions, for instance). Curative magic deals damage equal to the amount it would normally heal.

Skills: Nilbogs have a +4 racial bonus on Move Silently checks.

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Nilbogs as Characters

A nilbog's favored class is rogue; nilbog leaders tend to be rogues or fighter/rogues. Nilbogs worship various goblin gods of evil and can choose two of the following domains: Chaos, Evil, and Trickery. Most nilbog spellcasters, however, are adepts. Nilbog adepts favor spells that fool or confuse enemies.

Nilbog characters possess the following racial traits.

— –2 Strength, +2 Dexterity, –2 Charisma.
— Small size: +1 bonus to Armor Class, +1 bonus on attack rolls, +4 bonus on Hide checks, –4 penalty on grapple checks, lifting and carrying limits 3/4 those of Medium characters.
— A nilbog's base land speed is 30 feet.
— Darkvision out to 60 feet.
— Special Attacks (see above): Spatio-temporal reversal.
— Special Qualities (see above): Damage reversal.
— +4 racial bonus on Move Silently checks.
— Automatic Languages: Common, Goblin. Bonus Languages: Draconic, Elven, Giant, Gnoll, Orc.
— Favored Class: Rogue.
— Level Adjustment +4.

The nilbog warrior presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

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Obsidian Minotaur

Large Construct

Hit Dice:	12d10+30 (96 hp)
Initiative:	+0
Speed:	20 ft. (4 squares)
Armor Class:	25 (-1 size, +16 natural), touch 9, flat-footed 25
Base Attack/Grapple:	+9/+19
Attack:	Claw +14 melee (2d8+6 plus 1d6 fire)
Full Attack:	2 claws +14 melee (2d8+6 plus 1d6 fire)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Breath weapon, burn
Special Qualities:	Construct traits, damage reduction 10/adamantine, darkvision 60 ft., immunity to magic, low-light vision
Saves:	Fort +4, Ref +4, Will +4
Abilities:	Str 22, Dex 10, Con —, Int —, Wis 11, Cha 1
Skills:	—
Feats:	—
Environment:	Any
Organization:	Solitary
Challenge Rating:	9
Treasure:	None
Alignment:	Always neutral
Advancement:	13-18 HD (Large); 19-36 HD (Huge)
Level Adjustment:	—

This creature appears as a powerfully constructed minotaur, twice the size of a normal human, and carved of obsidian. Its hands end in slightly oversized claws and its feet are splayed hooves. Small pinpoints of bluish light can be seen in its eyes.

The obsidian minotaur is often employed by spellcasters as a guardian or killer and can be found performing such tasks. When employed as an assassin, the obsidian minotaur is quite effec-

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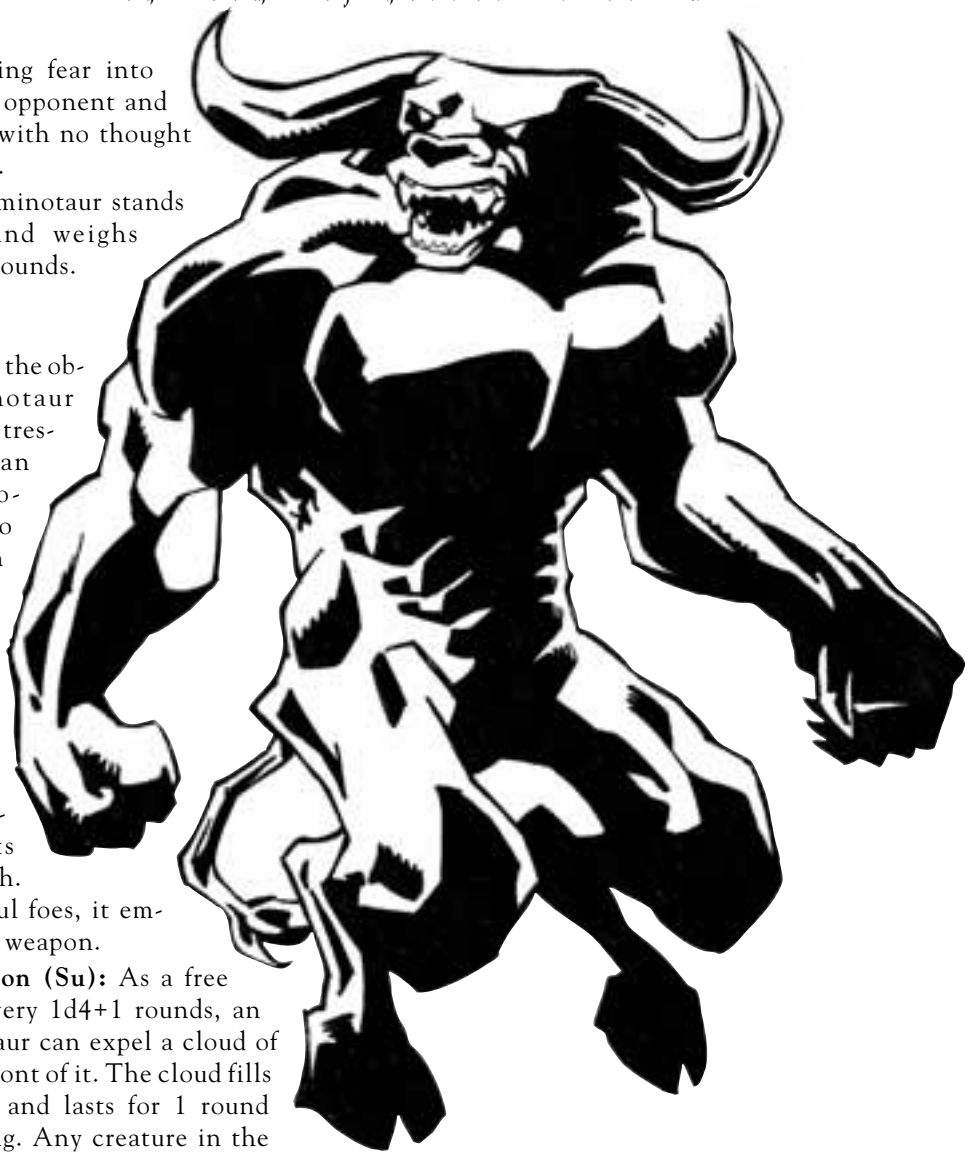

tive, first striking fear into the heart of its opponent and then slaying it with no thought or consequence.

An obsidian minotaur stands 12 feet tall and weighs roughly 2,000 pounds.

Combat

As a guardian, the obsidian minotaur activates when trespassers enter an area it is programmed to protect. As an assassin, it actively hunts down the targeted victim. The creature attacks with its powerful claws, slashing and ripping its opponent's flesh. Against powerful foes, it employs its breath weapon.

Breath Weapon (Su): As a free action, once every 1d4+1 rounds, an obsidian minotaur can expel a cloud of gas directly in front of it. The cloud fills a 10-foot cube and lasts for 1 round before dispersing. Any creature in the area must succeed on a DC 16 Fortitude save or take 1d4 points of Dexterity damage. The save DC is Constitution-based.

Burn (Ex): The claws of an obsidian minotaur deal 1d6 points of fire damage each time they hit. A creature hit must succeed on a DC 16 Reflex save or take 1d6 points of fire damage for 1d4+1 rounds as clothes ignite and armor becomes searing hot. The save DC is Constitution-based.

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

A *transmute rock to mud* spell slows it (as the *slow* spell) for 2d6 rounds, with no saving throw, while *transmute mud to rock* heals all of its hit points.

A *stone to flesh* spell does not actually change the obsidian minotaur's structure but negates its damage reduction and immunity to magic for 1 full round.

Construction

An obsidian minotaur is sculpted from 2,500 pounds of black obsidian worth at least 3,000 gp. Assembling the body requires DC 17 Craft (sculpting) check or a DC 17 Craft (masonry) check.

CL 16th; Craft Construct (see the MM), *burning hands*, *cat's grace*, *geas/quest*, *limited wish*, caster must be at least 16th level; Price 53,000 gp; Cost 29,000 gp + 2,000 XP.

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Jordan Bassett (order #48404)

Ogre, Half

Medium Humanoid (Ogre)

Hit Dice:	2d8+4 (13 hp)
Initiative:	+0
Speed:	20 ft. in hide armor (4 squares); base speed 30 ft.
Armor Class:	15 (+2 natural, +3 hide armor), touch 10, flat-footed 15
Base Attack/Grapple:	+1/+4
Attack:	Greatsword +5 melee (2d6+4) or longspear +4 melee (1d8+4, crit x3)
Full Attack:	Greatsword +5 melee (2d6+4) or longspear +4 melee (1d8+4, crit x3)
Space/Reach:	5 ft./5 ft. (10 ft. with longspear)
Special Attacks:	—
Special Qualities:	Darkvision 60 ft., ogre blood
Saves:	Fort +5, Ref +0, Will +0
Abilities:	Str 17, Dex 10, Con 14, Int 9, Wis 10, Cha 9
Skills:	Climb +3, Listen +1, Spot +1
Feats:	Weapon Focus (greatsword)
Environment:	Temperate hills and mountains
Organization:	Solitary, pair, gang (2–4), or band (5–8)
Challenge Rating:	1
Treasure:	Standard
Alignment:	Usually chaotic evil
Advancement:	By character class
Level Adjustment:	+2

This being resembles a somewhat ugly human with dark toned skin and matted dark hair. It wears tattered skins over a suit of hide armor.

Half-ogres are rare crossbreeds of human and ogre. Standing a few feet shorter than their ogre kin and a few feet taller than their human kin, half-ogres have strength as well as speed and intelligence (relative to other ogres) in their favor. Their skin and hair color generally match that of their ogre parent, with dark tones such as gray, brown, or olive being the most prevalent.

Half-ogres speak Common. Those with an Intelligence score of at least 10 also speak Giant.

Combat

A half-ogre's usual weapon of choice is a greatsword or a longspear. They sometimes employ longswords and large wooden shields.

Ogre Blood (Ex): For all special abilities and effects, a half-ogre is considered an ogre.

Half-Ogre Society

Half-ogres, though generally outcasts among humans and feared for their ugliness and size, can find some acceptance among ogres. Half-ogres in an ogre band need to prove themselves constantly to their larger kin, however. For this reason, half-ogres found among an ogre band are cruel, violent, and strong; weaker half-ogres usually wind up in the stew pot. Most half-ogres found among full-blooded ogres are leaders of the ogre band or are at least well on their way to becoming leaders. Their long years suffering the harsh treatment of their kin help half-ogres develop a sense of cunning and a strong will to survive. Therefore, ogres under the leadership of a half-ogre fight more effectively, even engaging in planned ambushes and complicated tactics that are beyond most ogres.

On rare occasions, half-ogres collect into hybrid communities of other half-ogre races (such as orogs and ogrillons) or humanoids (such as orcs and half-orcs). These rogue bands of outcasts form bandit clans or marauding groups that are the bane of other humanoid communities in their area.

Half-Ogres as Characters

Half-ogre leaders tend to be barbarians. Half-ogre clerics worship "the Destroyer" (choose any two of the following domains: Chaos, Evil, Strength, and War) or a human deity. Most half-ogre spellcasters are adepts (see the *DMG*).

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Half-Ogre characters possess the following racial traits.

— +6 Strength, +4 Constitution, –2 Intelligence (minimum 3), –2 Charisma.
— A half-ogre's base land speed is 30 feet.
— Darkvision out to 60 feet.
— Racial Hit Dice: A half-ogre begins with two levels of humanoid, which provide 2d8 Hit Dice, a base attack bonus of +1, and base saving throw bonuses of Fort +3, Ref +0, and Will +0.
— Racial Skills: A half-ogre's humanoid levels give it skill points equal to 5 x (2 + Int modifier, minimum 1). Its class skills are Climb, Listen, and Spot.
— Racial Feats: A half-ogre's humanoid levels give it one feat.
— Weapon Proficiency: A half-ogre is proficient with the greatsword and all simple weapons.
— +2 natural armor bonus.
— Special Qualities (see above): Ogre blood.
— Automatic Languages: Common. Those with an Intelligence score of at least 10 also speak Giant. Bonus Languages: Orc, Goblin, Troll.
— Favored Class: Barbarian.
— Level adjustment +2.

Credit

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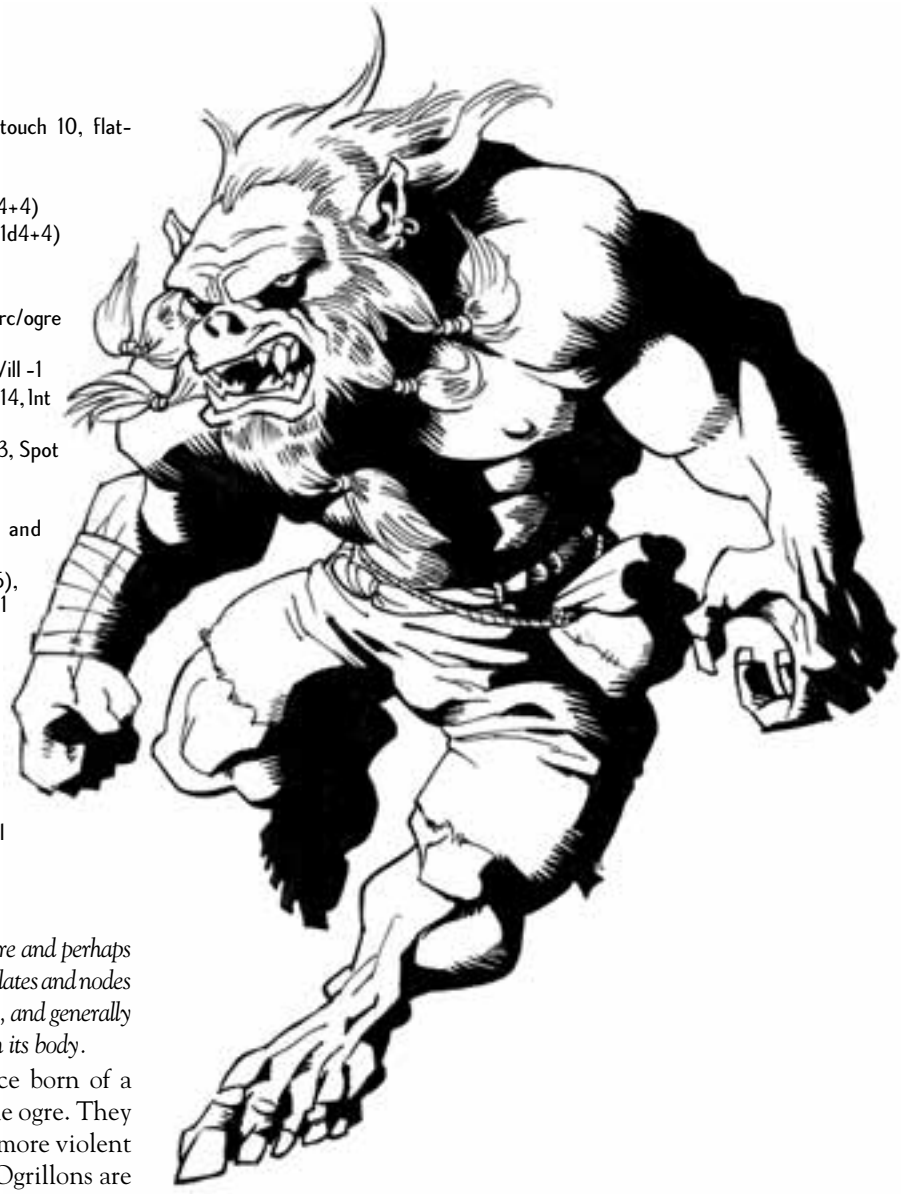
Ogrillon

Medium Humanoid (Ogrillon)

Hit Dice:	2d8+4 (13 hp)
Initiative:	+0
Speed:	30 ft. (6 squares)
Armor Class:	14 (+4 natural), touch 10, flat-footed 14
Base Attack/Grapple:	+1/+5
Attack:	Slam +5 melee (1d4+4)
Full Attack:	2 slams +5 melee (1d4+4)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Reinforced fists
Special Qualities:	Darkvision 60 ft., orc/ogre blood
Saves:	Fort +5, Ref +0, Will -1
Abilities:	Str 19, Dex 10, Con 14, Int 7, Wis 8, Cha 8
Skills:	Climb +5, Listen +3, Spot +3
Feats:	Alertness
Environment:	Temperate hills and plains
Organization:	Solitary, gang (2-5), tribe (5-30 plus 1 4th-level sergeant per 10 adults and 1 leader of 5th-7th level), or warband (3-8 plus 10-24 orcs)
Challenge Rating:	1
Treasure:	Standard
Alignment:	Usually chaotic evil
Advancement:	By character class
Level Adjustment:	+2



This ugly brute appears to be a mix of ogre and perhaps orc. Its skin is covered in closely fitting bony plates and nodes akin to an alligator. Its hair is greasy, ragged, and generally unkempt. It exudes a strong sour odor from its body.

Ogrillons are a fierce half-ogre race born of a union between a female orc and a male ogre. They tend to act like ogres, but they are far more violent and aggressive than their larger kin. Ogrillons are usually only slightly taller than orcs, with features

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that strongly favor their orc parent — so much so that most ogrillons are indiscernible from normal orcs. About 10% of ogrillons resemble their ogre parent, however.

Ogrillons love nothing more than combat. They are a race so inborn to be warriors that they seem almost depressed and dejected when they are not involved in melee. They only time an ogrillon laughs is when it is the center of a whirlwind of melee and covered in its opponent's blood. Ogrillons do not care for armor or weapons and in fact carry very little gear at all. They do, however, like gold pieces and usually keep a few in a filthy pouch with other shiny trinkets as lucky charms.

Ogrillons speak Giant, and those specimens that boast Intelligence scores of at least 10 also speak Common.

Combat

Ogrillons disdain the use of armor, relying solely on their natural armor to protect them. They also disdain the use of weapons, preferring to leap headlong into a fray with fists swinging madly.

Reinforced Fists (Ex): Ogrillons are considered to be armed even when unarmed (i.e., they do not provoke attacks of opportunity from armed opponents when attacking them and can themselves still make an attack of opportunity against an opponent that attacks unarmed). Additionally, they always deal lethal damage rather than nonlethal damage when fighting unarmed.

Orc/Ogre Blood (Ex): For all special abilities and effects, an ogrillon is considered an orc or ogre. For example, ogrillons can use special ogre or orc weapons or magic items with racially specific ogre or orc powers as if they were ogres or orcs.

Ogrillon Society

Ogrillons have no society to call their own. Since they are born of female orcs, ogrillon children are generally raised in orc clans. Their size, strength, and ferocity are welcomed by the orcs, and ogrillons usually occupy a place of reverence in an orc clan. Ogrillons, of course, think little of the admiration of their orc kin. Battle is the only thought that regularly enters the ogrillon mind.

Ogrillons as Characters

An ogrillon's favored class is barbarian; most ogrillon leaders are barbarians. Ogrillon clerics tend to worship "the Destroyer," and they can choose two of the following domains: Chaos, Evil, Strength, and War. Most ogrillon spellcasters are adepts.

Ogrillon characters possess the following racial traits.

— +8 Strength, +4 Constitution, –4 Intelligence, –2 Wisdom, –2 Charisma.
— Medium size.
— An ogrillon's base land speed is 30 feet.
— Darkvision out to 60 feet.
— Racial Hit Dice: An ogrillon begins with two levels of humanoid, which provide 2d8 Hit Dice, a base attack bonus of +1, and base saving throw bonuses of Fort +3, Ref +0, and Will +0.
— Racial Skills: An ogrillon's humanoid levels give it skill points equal to 5 x (2 + Int modifier). Its class skills are Climb, Listen and Spot.
— Racial Feats: An ogrillon's humanoid levels give it one feat.
— +4 natural armor bonus.
— Natural Weapons: 2 slams (1d4)
— Special Attacks (see above): Reinforced fists.
— Special Qualities (see above): Orc/Ogre blood.
— Automatic Languages: Giant, Common. Bonus Languages: Dwarf, Gnoll, Goblin, Orc.
— Favored Class: Barbarian.
— Level adjustment +2.

Credit

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Authors Scott Greene and Erica Balsley, based on original material by R. K. R. Chilman.

Jordan Bassett (order #48404)

Oliphant

Huge Animal	
Hit Dice:	8d8+40 (76 hp)
Initiative:	+0
Speed:	40 ft. (8 squares)
Armor Class:	16 (–2 size, +8 natural), touch 8, flat-footed 16
Base Attack/Grapple:	+6/+23
Attack:	Gore +13 melee (2d8+13)
Full Attack:	2 stamps +13 melee (2d6+9); or gore +13 melee (2d8+13)
Space/Reach:	15 ft./10 ft.
Special Attacks:	Trample 2d8+13
Special Qualities:	Low-light vision, scent
Saves:	Fort +11, Ref +6, Will +6
Abilities:	Str 28, Dex 11, Con 21, Int 6, Wis 15, Cha 11
Skills:	Listen +10, Spot +9
Feats:	Alertness, Endurance, Iron Will
Environment:	Cold plains
Organization:	Solitary (male), family unit (2-8, 25% chance to be accompanied by a calf if 3 or more are encountered)
Challenge Rating:	6
Treasure:	None
Alignment:	Always neutral
Advancement:	9-24 HD (Huge)
Level Adjustment:	—

This massive creature resembles a woolly mastodon with two large downward curving tusks. It appears to be at least 20 feet long or more.

The oliphant is a 20-foot long creature resembling a mastodon. It is omnivorous and rarely makes its home near civilized or settled areas. Each of the creature's tusks, if wholly pried from a dead oliphant, brings 400 gp on the market. The oliphant's fur is thick, brown, and aids in protecting it from cooler climates and precipitation. Oliphants are sometimes trained as mounts or beasts of burden by various humanoid races.

Oliphants seem to understand Common, but they do not speak it.

Combat

An oliphant attacks with its downward curving tusks and heavy forelegs; its trunk is too short to be used as an effective weapon.

Trample (Ex): Reflex half DC 23. The save DC is Strength-based.

Training an Oliphant

An oliphant requires training before it can bear a rider in combat. To be trained, an oliphant must have a friendly attitude toward the trainer (this can be achieved through a successful Diplomacy check). Training a friendly oliphant requires six weeks of work and a DC 25 Handle Animal check. Riding an oliphant does not require an exotic saddle. An oliphant can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Oliphant young are worth 2,000 gp each. Professional trainers charge 1,000 gp to rear or train n oliphant.

Carrying Capacity: A light load for an oliphant is up to 2,400 pounds; a medium load, 2,401-4,800 pounds; and a heavy load, 4,801-7,200 pounds. An oliphant can drag 36,000 pounds.

Credit

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Jordan Bassett (order #48404)

Ooze, Crystal

Medium Ooze (Aquatic)

Hit Dice:	4d10+20 (42 hp)
Initiative:	-5
Speed:	5 ft. (1 square), swim 10 ft.
Armor Class:	5 (-5 Dex), touch 5, flat-footed 5
Base Attack/Grapple:	+3/+4
Attack:	Slam +4 melee (1d6+1 plus 1d6 acid plus paralysis)
Full Attack:	Slam +4 melee (1d6+1 plus 1d6 acid plus paralysis)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Acid, constrict 1d6+1 plus 1d6 acid, improved grab, paralysis
Special Qualities:	Blindsight 60 ft., immunity to acid, cold, and fire, ooze traits, transparent, water dependent
Saves:	Fort +6, Ref -4, Will -4
Abilities:	Str 12, Dex 1, Con 21, Int —, Wis 1, Cha 1
Skills:	Swim +9
Feats:	—
Environment:	Any aquatic
Organization:	Solitary or pair
Challenge Rating:	4
Treasure:	None
Alignment:	Always neutral
Advancement:	5-8 HD (Medium); 9-12 HD (Large)
Level Adjustment:	—

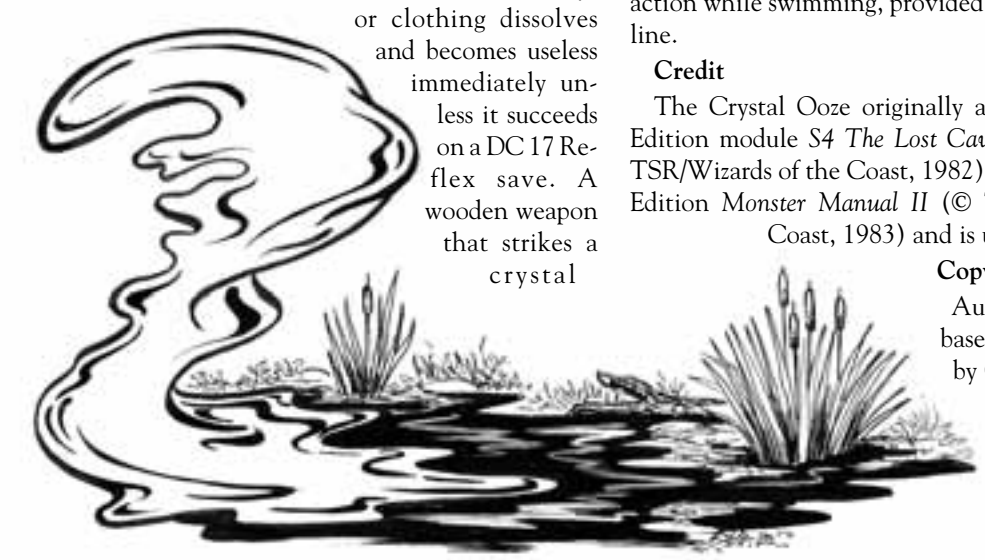
This creature looks like a quivering puddle of water.

The crystal ooze is an aquatic variety of the gray ooze. It is semitransparent and clear and almost impossible to see in the water. The crystal ooze can grow to a length of up to 8 feet and a thickness of about 6 inches.

Combat

A crystal ooze strikes by slamming into its opponents. Paralyzed victims are devoured.

Acid (Ex): A crystal ooze secretes a digestive acid that quickly dissolves organic material, but not metal. Any melee hit or constrict attack deals acid damage. Armor (non-metal only) or clothing dissolves and becomes useless immediately unless it succeeds on a DC 17 Reflex save. A wooden weapon that strikes a crystal ooze also dissolves immediately unless it succeeds on a DC 17 Reflex save. The save DCs are Constitution-based.



The ooze's acidic touch deals 17 points of damage per round to wooden objects, but the ooze must remain in contact with the object for 1 full round to deal this damage.

Constrict (Ex): On a successful grapple check, a crystal ooze deals automatic slam and acid damage and paralysis with a successful grapple check. The opponent's clothing and armor (non-metal only) take a -4 penalty on Reflex saves against the acid.

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

Paralysis (Ex): A crystal ooze secretes a paralytic slime. A target hit by a crystal ooze's slam or constrict attack must succeed on a DC 17 Fortitude save or be paralyzed for 3d6 rounds. The crystal ooze can automatically constrict a paralyzed opponent. The save DC is Constitution-based.

Transparent (Ex): When submerged, a crystal ooze is difficult to see. It takes a successful DC 20 Spot check to notice one. Creatures who fail to notice a crystal ooze and walk (or swim) into it are automatically hit with a melee attack for slam damage and are subjected to the ooze's paralysis.

Water Dependent (Ex): Crystal oozes can survive out of the water for 1 hour per 4 points of Constitution (after that, refer to the drowning rules in the *DMG*).

Skills: A crystal ooze 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.

Credit

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Jordan Bassett (order #48404)

Ooze, Magma

Large Ooze (Fire)
Hit Dice: 7d10+42 (80 hp)
Initiative: -5
Speed: 10 ft. (2 squares), climb 10 ft.
Armor Class: 4 (-1 size, -5 Dex), touch 4, flat-footed 4
Base Attack/Grapple: +5/+12
Attack: Slam +7 melee (2d4+4 plus 2d6 fire)
Full Attack: Slam +7 melee (2d4+4 plus 2d6 fire)
Space/Reach: 10 ft./5 ft.
Special Attacks: Constrict 2d4+4 and 2d6 fire, improved grab, lava
Special Qualities: Blindsight 60 ft., immunity to fire, ooze traits, split, vulnerability to cold
Saves: Fort +8, Ref -3, Will -3
Abilities: Str 16, Dex 1, Con 23, Int —, Wis 1, Cha 1
Skills: Climb +11
Feats: —
Environment: Warm mountains and underground
Organization: Solitary
Challenge Rating: 7
Treasure: None
Alignment: Always neutral
Advancement: 8-10 HD (Large); 11-21 HD (Huge)
Level Adjustment: —

This creature appears to be a pool of bubbling and churning molten rock.

A magma ooze is encountered primarily on the Material Plane but is thought to have its origins on the Elemental Plane of Fire. They are almost always found in or near volcanoes and other warm or hot places. Magma oozes do not approach water and are never found near such sources. Magma oozes can grow to a length of 10 feet, with a thickness of about 6 inches.

Combat

Magma oozes attack by forming a pseudopod and lashing out at their prey.

Constrict (Ex): A magma ooze deals automatic slam and fire damage with a successful grapple check.

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

Lava (Ex): The magma ooze is formed of molten rock. Any melee hit deals 2d6 points of fire damage. The damage continues for 1d3 rounds, but deals only half damage (1d6) during this time.

Blindsight (Ex): A magma ooze's body acts as a sensory organ, allowing it to ascertain prey by scent and vibration within 60 feet.

Split (Ex): Slashing and piercing weapons deal no damage to a magma ooze. Instead, the creature splits into two identical oozes, each with half of the original's current hit points (round down). A magma ooze with 10 hit points or less cannot be further split and dies if reduced to 0 hit points.

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

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Ooze, Mercury

Large Ooze
Hit Dice: 5d10+25 (52 hp)
Initiative: -5
Speed: 30 ft. (6 squares), climb 20 ft.
Armor Class: 4 (-1 size, -5 Dex), touch 4, flat-footed 4
Base Attack/Grapple: +3/+9
Attack: Slam +4 melee (2d4+3 plus mercury poisoning)
Full Attack: Slam +4 melee (2d4+3 plus mercury poisoning)
Space/Reach: 10 ft./5 ft.
Special Attacks: constrict 2d4+3, improved grab, mercury poisoning
Special Qualities: Blindsight 60 ft., ooze traits
Saves: Fort +6, Ref -4, Will –4
Abilities: Str 14, Dex 1, Con 21, Int —, Wis 1, Cha 1
Skills: Climb +10
Feats: —
Environment: Underground
Organization: Solitary
Challenge Rating: 4
Treasure: None
Alignment: Always neutral
Advancement: 6-8 HD (Large); 9-15 HD (Huge)
Level Adjustment: —

This creature resembles a swirling thick pool of silvery-white mercury.

Created by some bizarre and broken arcane experiment in ages past, the mercury ooze is a monster best left alone. The mercury ooze is about 8 feet long and 6 inches thick. It can compress its body to a thickness of 1 inch to slip into cracks and crevices.

Jordan Bassett (order #48404)

Combat

A mercury ooze attacks by grabbing and squeezing its prey.

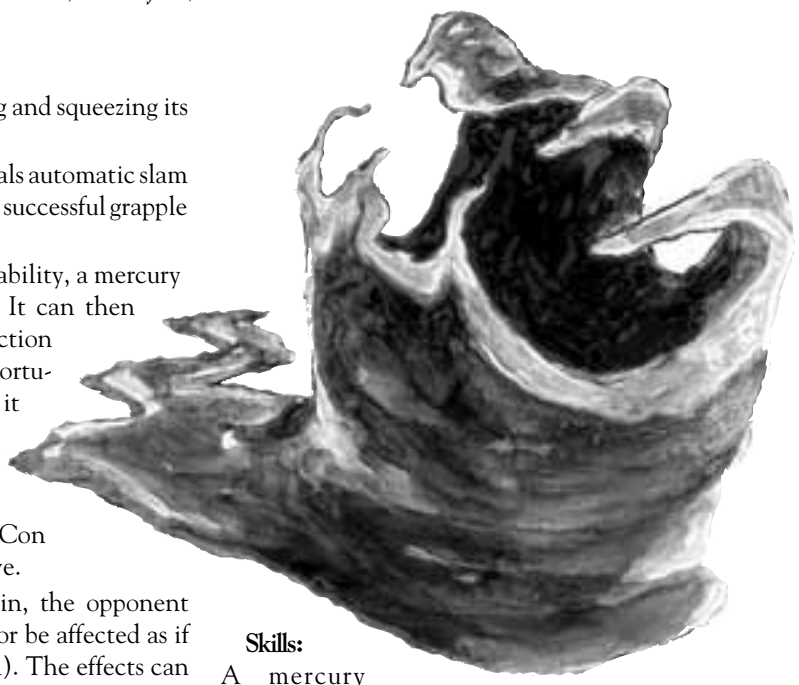
Constrict (Ex): A mercury ooze deals automatic slam and mercury poisoning damage with a successful grapple check.

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

Mercury Poisoning (Ex): A creature hit by a mercury ooze takes 1 point of Dex drain and 1 point of Con drain if it fails a DC 17 Fortitude save.

One week after suffering the drain, the opponent must succeed on a DC 17 Will save or be affected as if by an *insanity* spell (caster level 10th). The effects can be removed by the successful casting of a *greater restoration*, *heal*, *miracle*, or *wish* spell.

Blindsight (Ex): A mercury ooze's body acts as a sensory organ, allowing it to ascertain prey by scent and vibration within 60 feet.



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

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Ooze, Undead

Huge Undead

Hit Dice:	6d12 (39 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:	+3/+12
Attack:	Slam +2 melee (2d4+1 plus 1d6 cold)
Full Attack:	Slam +2 melee (2d4+1 plus 1d6 cold)
Space/Reach:	15 ft./10 ft.
Special Attacks:	Cold, engulf, skeletons
Special Qualities:	Blindsight 60 ft., ooze traits, undead traits
Saves:	Fort +2, Ref -3, Will +6
Abilities:	Str 12, Dex 1, Con —, Int 10, Wis 12, Cha 10
Skills:	Climb +9
Feats:	—
Environment:	Underground
Organization:	Solitary
Challenge Rating:	6
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	7-12 HD (Huge); 13-18 HD (Gargantuan)
Level Adjustment:	—

This creature appears as a large, undulating mass of black goo from which rotted and broken bones protrude.

When an ooze moves across the grave of a restless and evil soul, a transformation takes place. The malevolent spirit, still tied to the rotting flesh consumed by the ooze, melds with the ooze. The result is a creature filled with hatred of the living and an intelligence and cunningness not normally known among its kind.

Combat

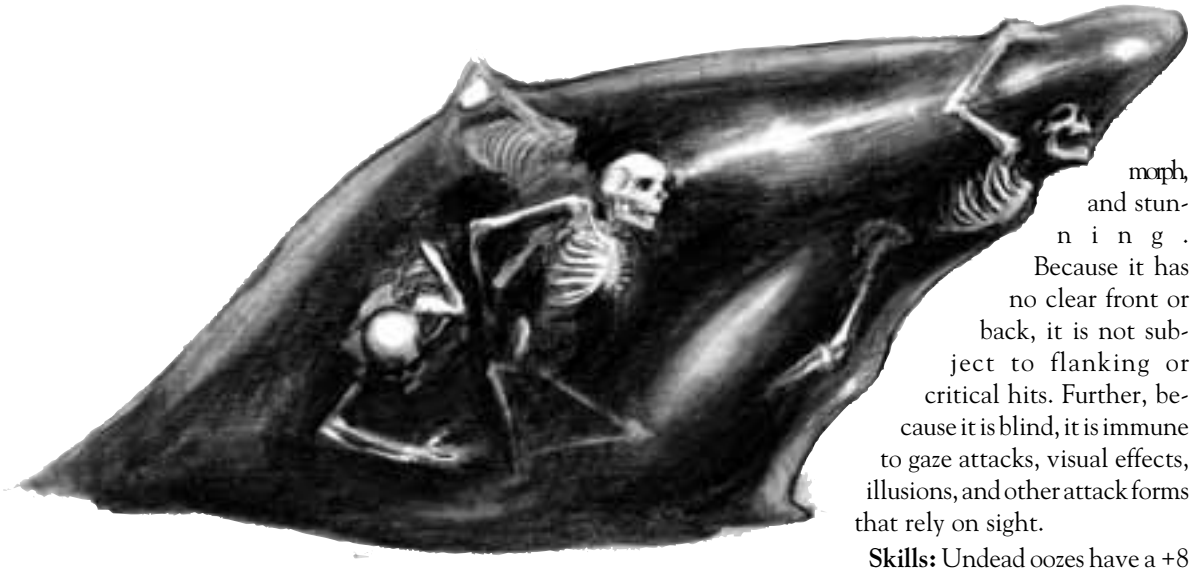
The undead ooze has an advantage over any other ooze: intelligence. It uses this new gift to its fullest in combat by attacking from surprise or by stalking its prey and attacking when the opportunity presents itself. The undead ooze attacks by slamming its body into its prey. It usually engulfs its foes or expels its skeleton allies to contend with its enemies.

Cold (Ex): The undead ooze constantly emits an aura of cold around it. Any melee hit deals cold damage.

Engulf (Ex): Although it moves slowly, an undead ooze can simply mow down Large or smaller creatures as a standard action. It cannot make a slam attack during a round in which it engulfs. The undead ooze merely has to move over the opponents, affecting as many as it can cover. Opponents can make opportunity attacks against the ooze, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed on a DC 15 Reflex save or be engulfed; on a success, they are pushed back or aside (opponent's choice) as the ooze moves forward. Engulfed creatures are subject to the ooze's cold damage, and are considered to be grappled and trapped within its body. The save DC is Strength-based and includes a +1 racial bonus.

Skeletons (Su): As a full-round action, an undead ooze can expel 1d6 skeletons from its mass. Skeletons can act in the round they are expelled, and each skeleton conforms to the basic statistics for its size (see the

Jordan Bassett (order #48404)



MM). Slain skeletons are engulfed by the undead ooze and can be reanimated and expelled again in 1d2 hours.

A Huge undead ooze's form holds up to 10 skeletons; a Gargantuan undead ooze holds a maximum of 20 skeletons.

Blindsight (Ex): The undead ooze's entire body is a primitive sensory organ that can ascertain prey by scent, heat, and vibration within 60 feet.

Ooze Traits (Ex): Because of its oozy form, an undead ooze is immune to poison, sleep effects, paralysis, polymorph, and stunning. Because it has no clear front or back, it is not subject to flanking or critical hits. Further, because it is blind, it is immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

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

Credit

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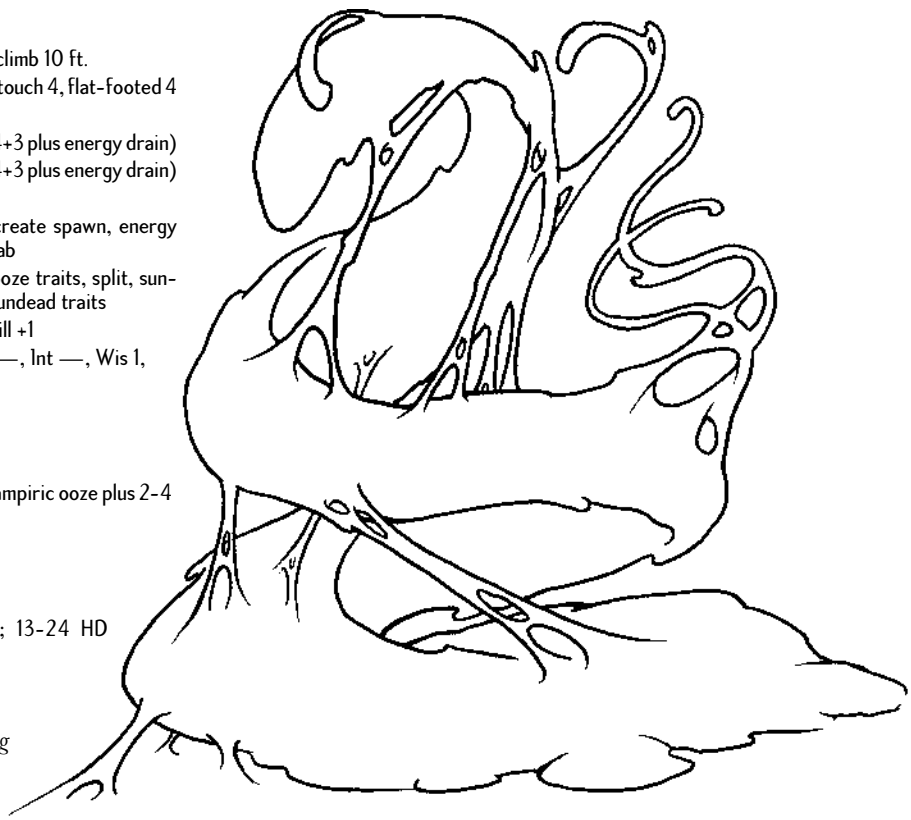
Ooze, Vampiric

Large Undead

Hit Dice:	8d12 (52 hp)
Initiative:	-5
Speed:	10 ft. (2 squares), climb 10 ft.
Armor Class:	4 (-1 size, -5 Dex), touch 4, flat-footed 4
Base Attack/Grapple:	+4/+10
Attack:	Slam +5 melee (2d4+3 plus energy drain)
Full Attack:	Slam +5 melee (2d4+3 plus energy drain)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Constrict 2d4+3, create spawn, energy drain, improved grab
Special Qualities:	Blindsight 60 ft., ooze traits, split, sunlight vulnerability, undead traits
Saves:	Fort +2, Ref -3, Will +1
Abilities:	Str 15, Dex 1, Con —, Int —, Wis 1, Cha 1
Skills:	—
Feats:	—
Environment:	Underground
Organization:	Solitary or pack (vampiric ooze plus 2-4 zombies)
Challenge Rating:	8
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	9-12 HD (Large); 13-24 HD (Huge)
Level Adjustment:	—

This creature looks like a thick, bubbling pool of mustard yellow muck or goo.



Jordan Bassett (order #48404)

The vampiric ooze is thought to have been created by a great undead spellcaster using ancient and forbidden magic. Some believe the vampiric ooze was formed when an ochre jelly slew a vampire and absorbed it. It can alter its shape so as to appear up to 12 feet long and 6 inches thick; it can also compress its body to slip through cracks as small as 1 inch wide. It spends its time slithering along floors, walls, and ceilings, or if above ground, hunting its prey at night.

Combat

A vampiric ooze attempts to envelop and constrict its prey, dealing negative levels with its slam attack.

Constrict (Ex): A vampiric ooze deals automatic slam damage and one negative level with a successful grapple check.

Create Spawn (Su): Any humanoid slain by a vampiric ooze becomes a zombie in 1d4 rounds. Spawn are under the command of the vampiric ooze that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Energy Drain (Su): Living creatures hit by a vampiric ooze's slam attack gain one negative level. The DC is 14 for the Fortitude save to remove a negative level. The save DC is Constitution-based. For each such negative level bestowed, the vampiric ooze gains 5 temporary hit points.

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

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

Ooze Traits (Ex): Because of its oozy form, a vampiric ooze is immune to poison, sleep effects, paralysis, polymorph, and stunning. Because it has no clear front or back, it is not subject to flanking or critical hits. Further, because it is blind, it is immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

Split (Ex): Cold and electricity deal no damage to a vampiric ooze. Instead the creature splits into two identical oozes, each with half of the original's current hit points (round down). A vampiric ooze with 10 hit points or less cannot be further split and dies if reduced to 0 hit points.

Sunlight Vulnerability (Ex): Exposing a vampiric ooze to direct sunlight disorients it: It can take only a single move action or attack action and is destroyed utterly in the next round if it cannot escape.

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

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Orog

Medium Humanoid (Orog)

Hit Dice:	3d8+9 (23 hp)
Initiative:	+0
Speed:	20 ft. in half-plate armor (4 squares); base speed 30 ft.
Armor Class:	17 (+7 half-plate armor), touch 10, flat-footed 17
Base Attack/Grapple:	+2/+5
Attack:	Greataxe +5 melee (1d12+4) or javelin +2 ranged (1d6+3)
Full Attack:	Greataxe +5 melee (1d12+4) or javelin +2 ranged (1d6+3)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Darkvision 60 ft., orc/ogre blood
Saves:	Fort +5, Ref +1, Will +0
Abilities:	Str 16, Dex 10, Con 14, Int 10, Wis 8, Cha 8
Skills:	Listen +4, Spot +4
Feats:	Alertness, Toughness
Environment:	Temperate hills and mountains
Organization:	Solitary, pair, gang (2–4), squad (11–20 plus 2 3rd-level sergeants and 1 leader of 3rd–6th level) or band (20–80 plus 100% noncombatants plus 1 3rd-level sergeant per 10 adults, 5 5th-level lieutenants, and 3 7th-level captains)
Challenge Rating:	1
Treasure:	Standard
Alignment:	Usually lawful evil
Advancement:	By character class
Level Adjustment:	+1

This creature looks like a gray-skinned stocky humanoid with coarse dark hair and dark eyes. Small upward curving tusks jut from its lower jaw.

Orogs, also called elite orcs or greater orcs, are the much larger kin of normal orcs. They usually reach well over 6 feet tall but closely resemble normal orcs in all ways except build: orogs are much stronger and stockier. It is believed that orogs are the result of the union of a male orc and female ogre.

In contrast to lesser orcs, orogs are highly disciplined and straightforward. Orogs within an orc community quickly rise to leadership positions within their clan, although in orc armies the orogs will segregate themselves into all-orog military units. Orog military units are highly organized, tactically superior, and far more dangerous than those of normal orcs. Such orog units form the vanguard of the army to which they belong. Orogs do not separate themselves into their own clans, despite their tendency to self-segregate while in an orc army.

Orogs speak Orc, and those specimens that boast Intelligence scores of at least 10 also speak Common.

Jordan Bassett (order #48404)

Combat

Orogs prefer weapons that deal massive amounts of damage. They try to avoid subterfuge, favoring direct combat to any other tactics.

Orc/Ogre Blood (Ex): For all special abilities and effects, an orog is considered an orc or ogre. For example, orogs can use special ogre or orc weapons or magic items with racially specific ogre or orc powers as if they were ogres or orcs.

Orogs as Characters

An orog's favored class is fighter, and orog leaders tend to be fighters. Orog clerics usually worship orc deities and can choose two of the following domains: Chaos, Evil, Strength, and War. Most orog spellcasters, however, are adepts. Orog adepts favor spells that cause damage.

Orog characters possess the following racial traits.

— +6 Strength, +4 Constitution, –2 Wisdom, –2 Charisma.
— Medium size.
— An orog's base land speed is 30 feet.
— Darkvision out to 60 feet.
— Racial Hit Dice: An orog begins with three levels of humanoid, which provide 3d8 Hit Dice, a base attack bonus of +2, and base saving throw bonuses of Fort +3, Ref +1, and Will +1.
— Racial Skills: An orog's humanoid levels give it skill points equal to 6 x (2 + Int modifier). Its class skills are Climb, Listen and Spot.
— Racial Feats: An orog's humanoid levels give it two feats.
— Special Qualities (see above): Orc/Ogre blood.
— Automatic Languages: Orc, Common. Bonus Languages: Dwarf, Gnoll, Goblin, Terran.
— Favored Class: Fighter.
— Level adjustment +1.

Credit

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Jordan Bassett (order #48404)

Pech

Small Fey (Earth, Extraplanar)

Hit Dice:	4d6+4 (18 hp)
Initiative:	+1
Speed:	20 ft. (4 squares)
Armor Class:	17 (+1 size, +1 Dex, +5 natural), touch 12, flat-footed 16
Base Attack/Grapple:	+2/+2
Attack:	Heavy pick +7 melee (1d4+4)
Full Attack:	Heavy pick +7 melee (1d4+4)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Earth mastery, spell-like abilities, stone knowledge
Special Qualities:	Damage reduction 10/cold iron, immunity to petrification, SR 16, light blindness, darkvision 60 ft.
Saves:	Fort +2, Ref +5, Will +5
Abilities:	Str 19, Dex 13, Con 13, Int 12, Wis 13, Cha 12
Skills:	Climb +8, Craft (stonemasonry) +12, Hide +5, Knowledge (stonework) +8, Listen +10, Move Silently +4, Profession (miner) +12, Spot +10, Survival +4
Feats:	Alertness, Power Attack
Environment:	Elemental Plane of Earth
Organization:	Gang (2–4), pack (5–20), or tribe (21–40 plus 50% noncombatants)
Challenge Rating:	3
Treasure:	No coins; standard goods (gems only); no items
Alignment:	Usually neutral (good tendencies)
Advancement:	5–12 HD (Small)
Level Adjustment:	+6

This small humanoid stands about the height of a dwarf and has gangly arms and legs. Its hands are broad and its skin is ochre-colored with lighter shades on its palms and feet. Its hair is lightly colored, a mix of reds and browns. Its large bulbous eyes are stark white and lack any discernible pupils.

A pech is a fey creature believed to have its origins on the Elemental Plane of Earth. On the Material Plane, pechs dwell deep underground in places rarely even seen by dwarves, drow, or other subterranean races. They are excellent stonemasons and are sometimes employed by other subterranean races for their skill at stoneworking (if such subterranean races can actually find the pech's lair). They are generally an isolated race and rarely venture far from their lairs.

Pechs never wear armor and most are arrayed in nothing more than a simple loincloth of brown or black fur.

Pechs speak Terran. Some pechs speak Common or Undercommon as well.

Combat

Pechs are generally noncombative, preferring to avoid such encounters if possible. If forced into combat, a pech relies on its pick and spell-like abilities to dispatch its opponents. Multiple pechs often work in concert with one another using their *wall of stone* ability to instantly erect a barrier that either traps their opponents or allows the pechs a means of escape.

Earth Mastery (Ex): A pech gains a +1 bonus on attack and damage bonus if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the pech takes a -4 penalty on attack and damage rolls. (These modifiers are not included in the statistics block.)

Spell-Like Abilities: 4/day—*stone shape*, *stone tell*. Caster level 10th.

Four pechs together can, once per day, cast a *wall of stone*. Eight pechs together can cast a *stone to flesh* (DC 17) once per day. Caster level 16th. The save DC is Charisma-based.

Stone Knowledge (Ex): The extensive knowledge of stone that a pech possesses grants it a +1 racial bonus on attack and damage rolls against creatures made of stone or earth (such as earth elementals, stone golems, and so on).

Immunity to Petrification (Ex): Pechs are immune to all petrifying effects (such as a gorgon's breath, a medusa's gaze, the *flesh to stone* spell, and so on).

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds a pech for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.

Skills: Pechs have a +4 racial bonus on Craft (stonemasonry) and Profession (miner) checks.

Credit

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Author Scott Greene, based on original material by Gary Gygax.

Jordan Bassett (order #48404)

Phantom Stalker

Medium Elemental (Fire, Extraplanar)

Hit Dice:	6d8+12 (39 hp)
Initiative:	+6
Speed:	30 ft. (6 squares), fly 60 ft. (average)
Armor Class:	17 (+2 Dex, +5 natural), touch 12, flat-footed 15
Base Attack/Grapple:	+4/+8
Attack:	Burning claw +8 melee (1d4+4 plus burn)
Full Attack:	2 burning claws +8 melee (1d4+4 plus burn)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Burn, death throes, find target, improved grab
Special Qualities:	Darkvision 60 ft., elemental traits, flames of healing, immunity to fire, polymorph, vulnerability to cold
Saves:	Fort +4, Ref +7, Will +2
Abilities:	Str 18, Dex 15, Con 14, Int 4, Wis 11, Cha 11
Skills:	Listen +6, Spot +7
Feats:	Alertness, Improved Initiative, Power Attack
Environment:	Elemental Plane of Fire
Organization:	Solitary or pair
Challenge Rating:	4
Treasure:	None
Alignment:	Always neutral
Advancement:	7-18 HD (Large)
Level Adjustment:	—

This creature resembles a tall, powerfully muscled humanoid with fiery red flesh. Its face is flattish and oval with a large wide mouth and round, inset eyes of orange..

Phantom stalkers live in the Elemental Plane of Fire. In its true form, a phantom stalker appears as a column of fire. It can take a human-shaped form, appearing as a muscular, fiery red humanoid about 8 feet tall. A phantom stalker rarely enters the Material Plane on its own. If encountered, it is usually in the employ of a spellcaster that has summoned it there to do his bidding. A phantom stalker can be summoned using a *summon monster IV* spell.

A phantom stalker is 6 feet tall and weighs about 180 pounds. Phantom stalkers speak Common and Ignan.

Combat

A phantom stalker attacks with its claws, attempting to grab its opponent and pull it into its body.

Burn (Ex): Anyone touching (or touched by) a phantom stalker must succeed on a DC 15 Reflex save or take an extra 1d6 points of fire damage as clothes ignite or armor becomes searing hot. The damage continues for another 1d4+4 rounds after the phantom stalker's last successful attack. Phantom stalkers can also ignite flammable materials with a touch. The save DC is Constitution-based.

Death Throes (Ex): A phantom stalker reduced to 0 hit points or less expels a fiery blast equivalent to a *fireball* (caster level 6th) that deals 6d6 points of fire damage to all creatures within 20 feet. A DC 15 Reflex save reduces the damage by half. The save DC is Constitution-based.

A phantom stalker never uses this ability if it would harm the one that summoned it, unless the summoner itself is to blame for the phantom stalker's destruction (i.e., if the summoner attacks the stalker or orders it into battle against opponents that clearly outmatch it).

Find Target (Sp): If the one who summoned the phantom stalker is slain while the stalker is on the Material Plane, the stalker can unerringly find the slayer as though guided by *discern location*. Once the slayer has been tracked and dealt with, the phantom stalker returns to its home plane.

Improved Grab (Ex): To use this ability, a phantom stalker must hit an opponent up to its size or smaller 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. A grapple creature is subjected to the phantom stalker's burn attack (see above).

Polymorph (Su): Once per day, a phantom stalker can alter its form as a standard action. This ability functions as a *polymorph* spell (caster level 12th), except that the phantom stalker does not regain hit points for changing form.

Flames of Healing (Ex): Any magical attack against a phantom stalker that deals fire damage heals 1 point of damage for every 3 points of damage it would otherwise deal. If the amount of healing would cause the phantom stalker to exceed its full normal hit points, it gains any excess as temporary hit points.

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Author Scott Greene, based on original material by Ian Livingstone.

Jordan Bassett (order #48404)

Phycomid

Small Plant

Hit Dice:	4d8+4 (22 hp)
Initiative:	+0
Speed:	10 ft. (2 squares)
Armor Class:	15 (+1 size, +4 natural), touch 11, flat-footed 15
Base Attack/Grapple:	+3/-2
Attack:	Fluid globule +4 ranged touch (1d6 acid plus spore infection)
Full Attack:	Fluid globule +4 ranged touch (1d6 acid plus spore infection)
Space/Reach:	5 ft./0 ft.
Special Attacks:	Acid, spore infection
Special Qualities:	Plant traits, tremorsense 30 ft.
Saves:	Fort +5, Ref +1, Will +1
Abilities:	Str 8, Dex 10, Con 13, Int —, Wis 11 Cha 1
Skills:	—
Feats:	—
Environment:	Underground
Organization:	Solitary or patch (2-4)
Challenge Rating:	4
Treasure:	1/10 coins; 50% goods; 50% items
Alignment:	Always neutral (evil tendencies)
Advancement:	5-9 HD (Small); 10-12 HD (Medium)
Level Adjustment:	—

A small blob of decomposing matter covers the ground. Several small mushrooms sprout from the patch.

A patch of phycomids is often found growing in garbage heaps, refuse, and other such places. A typical patch of phycomid covers an area of 2 feet. The actual number of mushroom-growths varies with the actual size of the patch. The mushroom caps are usually white, red, purple, or yellow in color, and the phycomid's body is milky white.

Combat

The phycomid attacks by extruding a small tube from its body and firing a glob of acid at a foe. The phycomid has a range increment of 5 feet and can fire a globule to a maximum range of 20 feet.

Acid (Ex): A phycomid's fluid globules are formed of acid. Any ranged touch attack deals 1d6 points of acid damage.

Spore Infection (Ex): A creature hit by a phycomid's fluid globule attack must succeed on a DC 13 Fortitude save or take 1d2 points of Constitution damage as tiny mushroom-like growths sprout from its body. Each minute (10 rounds) thereafter, until the victim receives a *remove disease*, *heal*, *miracle*, or *wish*, he takes 1 point of Constitution damage. At Constitution 0, the victim dies and his body collapses to the ground, sprouting a new phycomid. The save DC is Constitution-based.

Tremorsense (Ex): A phycomid can automatically sense the location of anything within 30 feet that is in contact with the ground.

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Jordan Bassett (order #48404)

Poltergeist

Medium Undead (Incorporeal)

Hit Dice:	2d12 (13 hp)
Initiative:	+1
Speed:	10 ft. (1 square), fly 20 ft. (good)
Armor Class:	12 (+1 Dex, +1 deflection), touch 12, flat-footed 11
Base Attack/Grapple:	+1/—
Attack:	See text
Full Attack:	See text
Space/Reach:	5 ft./5 ft.
Special Attacks:	Fear, telekinesis
Special Qualities:	Darkvision 60 ft., incorporeal traits, natural invisibility, unnatural aura, undead traits
Saves:	Fort +0, Ref +1, Will +4
Abilities:	Str —, Dex 13, Con —, Int 5, Wis 12, Cha 12
Skills:	Listen +6, Spot +5
Feats:	Alertness
Environment:	Any
Organization:	Solitary or haunting (4-7)
Challenge Rating:	2
Treasure:	None
Alignment:	Usually lawful evil
Advancement:	3-6 HD (Medium)
Level Adjustment:	—

Poltergeists are undead spirits that haunt the area where they died. A poltergeist has no material form and cannot manifest on the Material Plane. Most poltergeists are evil, as they are "trapped" in the area where they were killed and can never leave this area unless they are destroyed. This "prison" drives them mad and they come to hate all living creatures.

Combat

Poltergeists cannot manifest on the Material Plane and attack by picking up objects and hurling them at opponents.

Fear (Su): A creature hit by a thrown object must succeed on a DC 12 Will save or flee in terror for 2d6 rounds. A creature that successfully saves is immune to the fear effect of the same poltergeist for the remainder of the encounter. The save DC is Charisma-based.

Telekinesis (Su): A poltergeist can create a telekinetic effect to hurl one object or creature within 10 feet to a distance of 60 feet (no range increment). This ability functions as the combat maneuver version of the *telekinesis* spell (caster level 6th) with the following exceptions: the poltergeist does not have to concentrate to use or maintain this ability; the poltergeist can hurl only one object or creature per round; the poltergeist uses its Charisma modifier (usually +1) to modify its base attack bonus. A creature targeted by this ability can make a DC 12 Will save to avoid being hurled by the poltergeist. The save DC is Charisma-based.

Natural Invisibility (Su): This ability is constant, allowing a poltergeist to remain invisible even when attacking. This ability is inherent, cannot be dispelled or negated, and is not subject to the *invisibility purge* spell.

Unnatural Aura (Su): Both wild and domesticated animals can sense the unnatural presence of a poltergeist 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.

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Author Scott Greene, based on original material by Lewis Pulsipher.

Jordan Bassett (order #48404)

Protector

Medium Outsider (Extraplanar, Lawful)

Hit Dice:	7d8+14 (45 hp)
Initiative:	+2
Speed:	50 ft. (10 squares)
Armor Class:	18 (+2 Dex, +6 natural), touch 12, flat-footed 16
Base Attack/Grapple:	+7/+9
Attack:	Longsword +9 melee (1d8+2, 19-20/x2)
Full Attack:	Longsword +9/+4 melee (1d8+2, 19-20/x2)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Spells
Special Qualities:	Air walk, darkvision 60 ft., know alignment, outsider traits, telepathy 50 ft.
Saves:	Fort +7, Ref +7, Will +12
Abilities:	Str 15, Dex 15, Con 15, Int 20, Wis 20, Cha 20
Skills:	Concentration +12, Diplomacy +15, Escape Artist +12, Gather Information +15, Heal +15, Knowledge (any one) +15, Knowledge (the planes) +15, Listen +15, Sense Motive +15, Spellcraft +15, Spot +15, Search +15, Survival +15 (+17 on other planes, +17 following tracks)
Feats:	Expertise, Iron Will, Power Attack
Environment:	Inner and outer planes
Organization:	Solitary, pair, or troupe (6-11)
Challenge Rating:	7
Treasure:	Standard
Alignment:	Always lawful neutral
Advancement:	8-21 HD (Medium)
Level Adjustment:	—

This creature resembles a tall, powerful human with green eyes and a bald head. It is dressed in long, flowing green robes that seem to billow as though blown by an invisible and unfelt gentle breeze.

Protectors are extraplanar guardians of law that appear as very noble and regal creatures. They are often sent to the Material Plane when the forces of chaos swing from the balance.

Protectors move by means of their air walk ability; their feet never touch the ground, and they always float 6 to 10 inches above the ground.

A protector stands 7 feet tall and weighs about 200 pounds or more. Protectors speak Celestial, Auran, and Common, though they rarely communicate vocally (even among themselves). They prefer to parley through telepathic means.

Combat

Protectors attack neutral (except non-intelligent or low-intelligence creatures such as animals) and chaotic creatures on sight. They never knowingly and willingly attack lawful creatures. A protector fights with its longsword and spells.

Spells: All protectors can cast divine spells as a cleric equal to their HD. They must choose Law as one of their domains and may choose from either Knowledge or Protection for their other domain. The save DCs are Wisdom-based.

Typical Cleric Spells Prepared (6/6/4/3/2; save DC 15 + spell level): 0—*create water, cure minor wounds, detect magic, purify food and drink, read magic, resistance*; 1st—*bless, bless water, detect evil, divine favor, endure elements, sanctuary*; 2nd—*aid, align weapon, consecrate, resist energy, shatter*; 3rd—*daylight, magic circle against evil, remove curse*; 4th—*divine power, cure critical wounds*.

Domain Spells (Law, Protection): 1st—*protection from chaos*; 2nd—*shield other*; 3rd—*protection from energy*; 4th—*order's wrath*.

Air Walk (Su): Protectors can *air walk* as the spell of the same name (caster level 10th). This ability is always active and can be dispelled, but the protector can restart it as a free action on its next turn.

Know Alignment (Su): A protector automatically knows the alignment of any creature within 50 feet that it looks upon.

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Authors Scott Greene and Erica Balsley, based on original material by Jean Wells.

Jordan Bassett (order #48404)

Pudding, Brown

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 2d6 acid)
Full Attack:	Slam +9 melee (2d6+4 plus 2d6 acid)
Space/Reach:	15 ft./15 ft.
Special Attacks:	Acid, constrict 2d6+4 plus 2d6 acid, improved grab
Special Qualities:	Blindsight 60 ft., ooze traits, split
Saves:	Fort +7, Ref -2, Will -2
Abilities:	Str 17, Dex 1, Con 22, Int —, Wis 1, Cha 1
Skills:	—
Feats:	—
Environment:	Temperate and warm marshes
Organization:	Solitary
Challenge Rating:	7
Treasure:	None
Alignment:	Always neutral
Advancement:	12-16 HD (Huge); 17-33 HD (Gargantuan)
Level Adjustment:	—

This creature appears as a large mass of undulating brown sludge..

A variety of the black pudding, the brown pudding is found only in temperate and subtropical swamps. It is dark brown in color.

Combat

Brown puddings attack by grabbing and constricting their prey.

Acid (Ex): The creature secretes a digestive acid that dissolves organic material quickly, but does not affect metal. Any melee hit or constrict attack deals acid damage, and the opponent's clothing and armor (non-metal only) dissolve and become useless immediately unless they succeed on DC 21 Reflex saves. A wooden weapon that strikes a brown pudding also dissolves immediately unless it succeeds on a DC 21 Reflex save. The save DCs are Constitution-based.

The pudding's acidic touch deals 21 points of damage per round to wooden or objects, but the ooze must remain in contact with the object for 1 full round to deal this damage.

Constrict (Ex): A brown pudding deals automatic slam and acid damage with a successful grapple check. The opponent's clothing and armor (non-metal only) take a –4 penalty on Reflex saves against the acid.

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

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

Split (Ex): Slashing and piercing weapons deal no damage to a brown pudding. Instead the creature splits into two identical puddings, each with half of the original's current hit points (round down). A pudding with 10 hit points or less cannot be further split and dies if reduced to 0 hit points.

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

Credit

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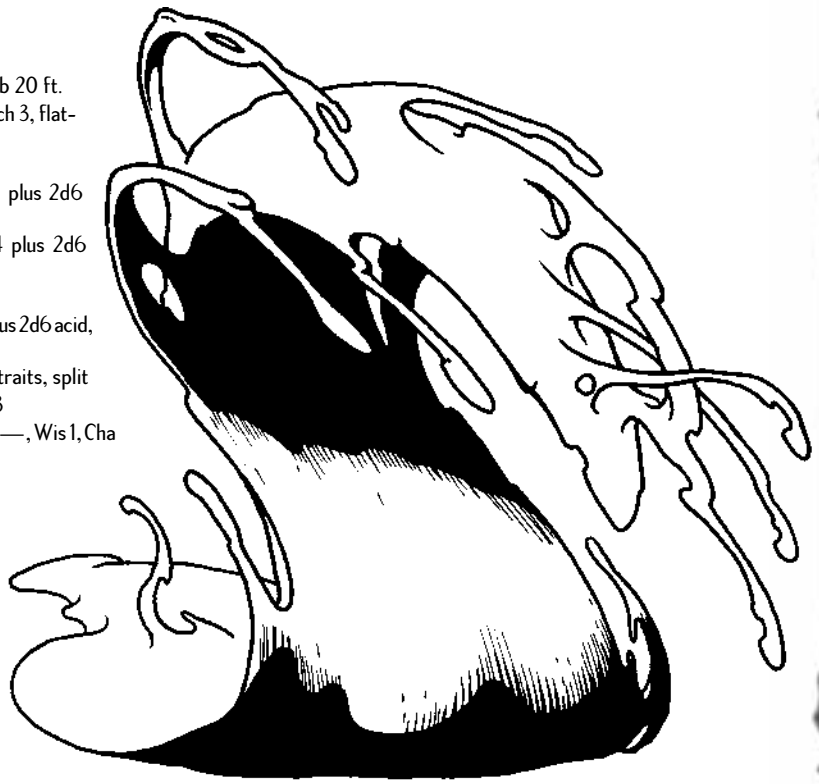
Jordan Bassett (order #48404)

Pudding, Dun

Huge Ooze

Hit Dice:	8d10+40 (104 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:	+6/+17
Attack:	Slam +7 melee (2d6+4 plus 2d6 acid)
Full Attack:	Slam +7 melee (2d6+4 plus 2d6 acid)
Space/Reach:	15 ft./10 ft.
Special Attacks:	Acid, constrict 2d6+4 plus 2d6 acid, improved grab
Special Qualities:	Blindsight 60 ft., ooze traits, split
Saves:	Fort +6, Ref -3, Will -3
Abilities:	Str 17, Dex 1, Con 21, Int —, Wis 1, Cha 1
Skills:	Climb +11
Feats:	—
Environment:	Any warm land
Organization:	Solitary
Challenge Rating:	7
Treasure:	None
Alignment:	Always neutral
Advancement:	9-12 HD (Huge); 13-24 HD (Gargantuan)
Level Adjustment:	—



The ground in this area seems to be alive. Suddenly, a mass of flowing gunk and muck, the same texture and color as the ground, rises from the area and moves in your direction.

A variety of the black pudding, the dun pudding is found only in warm, dry, arid regions. It is light tan or brown in color.

Combat

Dun puddings attack by grabbing and constricting their prey.

Acid (Ex): The creature secretes a digestive acid that dissolves organic material and metal quickly, but does not affect stone. Any melee hit or constrict attack deals acid damage, and the opponent's armor and clothing dissolve and become useless immediately unless they succeed on DC 19 Reflex saves. A metal or wooden weapon that strikes a dun pudding also dissolves immediately unless it succeeds on a DC 19 Reflex save. The save DCs are Constitution-based.

The pudding's acidic touch deals 19 points of damage per round to wooden or metal objects, but the ooze must remain in contact with the object for 1 full round to deal this damage.

Constrict (Ex): A dun pudding deals automatic slam and acid damage with a successful grapple check. The opponent's clothing and armor take a -4 penalty on Reflex saves against the acid.

Improved Grab (Ex): To use this ability, a dun pudding must hit with its slam attack. It can then attempt to start 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.

Split (Ex): Slashing and piercing weapons deal no damage to a dun pudding. Instead the creature splits into two identical puddings, each with half of the original's current hit points (round down). A pudding with 10 hit points or less cannot be further spit and dies if reduced to 0 hit points.

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

Credit

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Author Scott Greene, based on original material by Gary Gygax.

Jordan Bassett (order #48404)

Pudding, White

Huge Ooze

Hit Dice:	9d10+45 (94 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:	+6/+17
Attack:	Slam +7 melee (2d6+4 plus 2d6 acid)
Full Attack:	Slam +7 melee (2d6+4 plus 2d6 acid)
Space/Reach:	15 ft./10 ft.
Special Attacks:	Improved grab, acid, constrict 2d6+4
Special Qualities:	Blindsight 60 ft., camouflage, ooze traits, split
Saves:	Fort +8, Ref -2, Will -2
Abilities:	Str 17, Dex 1, Con 21, Int —, Wis 1, Cha 1
Skills:	Climb +11
Feats:	—
Environment:	Cold plains and underground
Organization:	Solitary
Challenge Rating:	6
Treasure:	None
Alignment:	Always neutral
Advancement:	9-12 HD (Huge); 13-24 HD (Gargantuan)
Level Adjustment:	—

A glistening white sheet of snow and ice moves across the area.

A variety of the black pudding, the white pudding is found only in cold, frigid lands. It is white in color and uses this to its advantage by ambushing its prey.

Combat

White puddings attack by grabbing and constricting their prey. A white pudding waits motionless for its prey to move within range before striking.

Acid (Ex): The creature secretes a digestive acid that dissolves organic material quickly, but does not affect metal. Any melee hit or constrict attack deals acid damage, and the opponent's armor (non-metal armor only) and clothing dissolve and become useless immediately unless they succeed on DC 19 Reflex saves. A wooden weapon that strikes a white pudding also dissolves immediately unless it succeeds on a DC 19 Reflex save. The save DCs are Constitution-based.

The pudding's acidic touch deals 19 points of damage per round to wooden objects, but the ooze must remain in contact with the object for 1 full round to deal this damage.

Constrict (Ex): A white pudding deals automatic slam and acid damage with a successful grapple check. The opponent's clothing and armor (non-metal only) take a –4 penalty on Reflex saves against the acid.

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

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

Camouflage (Ex): Since a white pudding looks like normal ice and snow when at rest, it takes a DC 20 Spot check to notice it before it attacks.

Anyone with ranks in Survival or Knowledge (nature) can use one of those skills instead of Spot to notice the plant. Dwarves can use stonecunning to notice the subterranean version.

Split (Ex): Slashing and piercing weapons deal no damage to a white pudding. Instead the creature splits into two identical puddings, each with half of the original's current hit points (round down). A pudding with 10 hit points or less cannot be further split and dies if reduced to 0 hit points.

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

Credit

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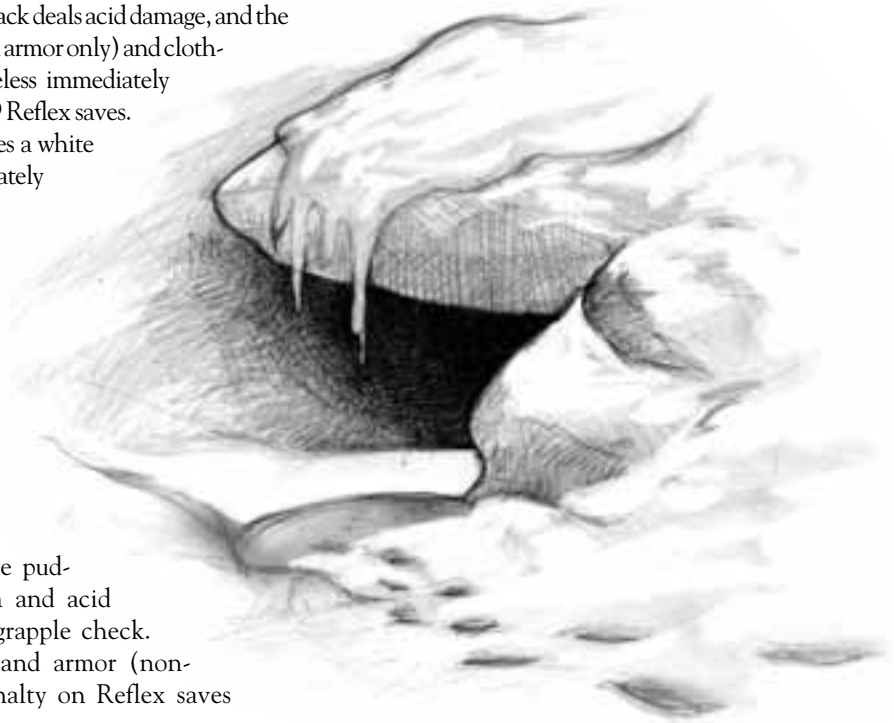

Jordan Bassett (order #48404)

Pyrolisk

Small Magical Beast

Hit Dice:	4d10 (22 hp)
Initiative:	+3
Speed:	20 ft. (4 squares), fly 60 ft. (poor)
Armor Class:	14 (+1 size, +3 Dex), touch 14, flat-footed 11
Base Attack/Grapple:	+4/-2
Attack:	Bite +8 melee (1d4-2)
Full Attack:	Bite +8 melee (1d4-2)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Conflagration gaze, pyrotechnics
Special Qualities:	Darkvision 60 ft., immunity to fire, low-light vision
Saves:	Fort +4, Ref +7, Will +4
Abilities:	Str 6, Dex 17, Con 11, Int 4, Wis 13, Cha 9
Skills:	Listen +6, Spot +7
Feats:	Alertness, Iron Will, Weapon Finesse[B]
Environment:	Any temperate and warm land, and underground
Organization:	Solitary, flight (2-4), or flock (6-13)
Challenge Rating:	4
Treasure:	Standard
Alignment:	Always neutral evil
Advancement:	5-7 HD (Small); 8-12 HD (Medium)
Level Adjustment:	—

This creature resembles a rooster with thinning feathers and leathery bat-like wings lightly covered in reddish-tinged feathers. Its tail feathers are a yellowish-brown save for one bright red feather.

The pyrolisk resembles a cockatrice and is often mistaken for it (Spot check at DC 25 to identify the pyrolisk successfully). The difference lies in the coloration of its tail feathers and wings: the pyrolisk has a single red feather in its tail and a reddish tinge to its wings. Otherwise, it is identical to the cockatrice in appearance.

Combat

The pyrolisk uses its gaze attack to ignite those that are unaffected by the blinding flash of its pyrotechnic ability. It is a fierce combatant, fighting until either it or its opponents are dead.

Conflagration Gaze (Su): A creature within 30 feet that meets a pyrolisk's gaze bursts into flames, taking 4d8 points of damage (DC 12 Fortitude save for half). (The flames immediately burn out so there is no continuing damage or effect.) A creature that successfully saves cannot be affected again by the same pyrolisk's conflagration gaze for one day. The save DC is Constitution-based.

Pyrotechnics (Su): Once per round, a pyrolisk can use *pyrotechnics* as the spell (caster level 4th). The pyrolisk can only use the fireworks version of the spell. The Will save to negate the blindness has a DC of 12. The save DC is Constitution-based.

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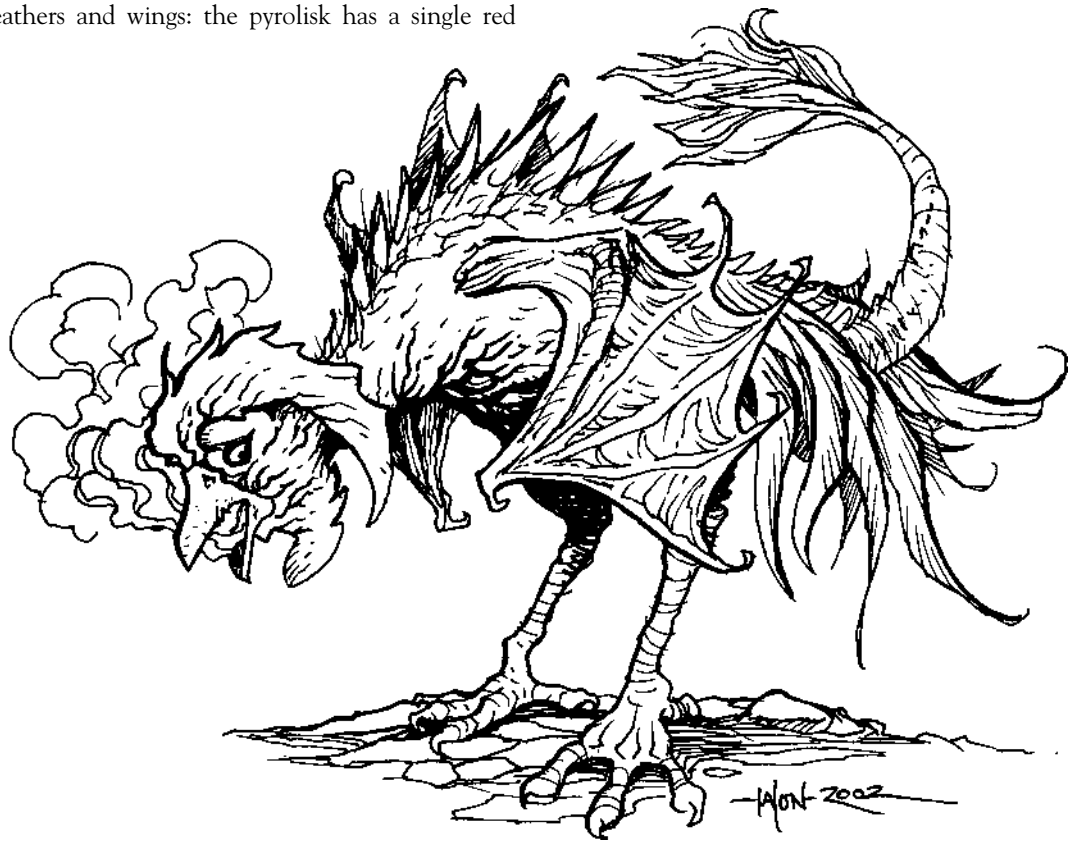

Jordan Bassett (order #48404)

Quasi-Elemental, Lightning

	Small	Medium	Large
	Small Elemental (Air, Electricity, Extraplanar)	**Medium Elemental (Air,** Electricity, Extraplanar)	**Large Elemental (Air,** Electricity, Extraplanar)
Hit Dice:	6d8 (27 hp)	10d8+20 (65 hp)	12d8+36 (90 hp)
Initiative:	+4	+6	+12
Speed:	Fly 60 ft. (perfect) (12 squares)	Fly 60 ft. (perfect) (12 squares)	Fly 60 ft. (perfect) (12 squares)
Armor Class:	18 (+1 size, +4 Dex, +3 natural), touch 15, flat-footed 14	19 (+6 Dex, +3 natural), touch 16, flat-footed 13	21 (-1 size, +8 Dex, +4 natural), touch 17, flat-footed 13
Base Attack/Grapple:	+4/+0	+7/+8	+9/+15
Attack:	Slam +9 melee (1d6 electricity)	Slam +13 melee (1d8 electricity)	Slam +16 melee (2d6 electricity)
Full Attack:	Slam +9 melee (1d6 electricity)	Slam +13 melee (1d8 electricity)	Slam +16 melee (2d6 electricity)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.	10 ft./10 ft.
Special Attacks:	Electricity, globe	Electricity, globe	Electricity, globe
Special Qualities:	Damage reduction 5/—, darkvision 60 ft., elemental traits, immunity to electricity, resistance to fire 10 and acid 10, vulnerability to water	Damage reduction 5/—, darkvision 60 ft., elemental traits, immunity to electricity, resistance to fire 10 and acid 10, vulnerability to water	Damage reduction 10/—, darkvision 60 ft., elemental traits, immunity to electricity, resistance to fire 10 and acid 10, vulnerability to water
Saves:	Fort +2, Ref +9, Will +2	Fort +5, Ref +13, Will +3	Fort +8, Ref +16, Will +4
Abilities:	Str 10, Dex 18, Con 10, Int 4, Wis 11, Cha 11	Str 12, Dex 22, Con 14, Int 4, Wis 11, Cha 11	Str 14, Dex 26, Con 16, Int 6, Wis 11, Cha 11
Skills:	Listen +3, Spot +3	Listen +5, Spot +5	Listen +6, Spot +6
Feats:	Dodge, Flyby Attack, Weapon Finesse	Combat Reflexes, Dodge, Flyby Attack, Weapon Finesse	Dodge, Flyby Attack, Improved Initiative, Mobility, Weapon Finesse
Environment:	Quasi-Elemental Plane of Lightning	Quasi-Elemental Plane of Lightning	Quasi-Elemental Plane of Lightning
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	3	6	9
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	7-9 HD (Small)	10-11 HD (Medium)	13+ HD (Large)
Level Adjustment:	—	—	—

This creature appears as a bluish globe of electrical energy. Lightning plays off and around its body.

Lightning quasi-elementals are native to the Plane of Elemental Air, the Positive Energy Plane, and a rumored elemental plane situated in between (the Quasi-Elemental Plane of Lightning). They are sometimes summoned to the Material Plane by wizards or clerics, but more often than not slip through a rift between the Material Plane and elemental plane during a lightning storm.

Combat

A lightning quasi-elemental can release small globes of electricity that hover around its body. An opponent that moves within 5 feet of a globe causes it to arc and discharge.

Electricity (Ex): A lightning quasi-elemental is composed entirely of electricity and deals electricity damage each time it hits. A creature striking the lightning quasi-elemental unarmed, or a creature striking the lightning quasi-elemental with a weapon take this same electricity damage each time one of their attacks hits. Metallic creatures or creatures using metal weapons take an extra 1d6 points of electricity damage each time one of their attacks hits.

Jordan Bassett (order #48404)

Globe (Ex): As a standard action, a lightning quasi-elemental can discharge one globe of electricity per HD it possesses once per round. Globes hover 1 foot from the quasi-elemental and move with the creature. An opponent that moves within 5 feet of a globe discharges it and takes the electricity damage shown on the table below. An affected creature can make a Reflex save to reduce the damage by half. The save DC is Constitution-based. Once a globe discharges, it is destroyed and a lightning quasi-elemental cannot recreate it for 4 hours.

Vulnerability to Water (Ex): A lightning quasi-elemental takes 1d8 points of damage per gallon of water it contacts.

Size	Electricity Damage	Reflex Save DC
Small	1d6	13
Medium	1d8	17
Large	2d6	19

Credit

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Quickling

Small Fey

Hit Dice:	2d6 (7 hp)
Initiative:	+7
Speed:	120 ft. (24 squares)
Armor Class:	19 (+1 size, +7 Dex, +1 natural), touch 18, flat-footed 12
Base Attack/Grapple:	+1/-4
Attack:	Dagger +9 melee (1d3-1, 19-20/x2)
Full Attack:	Dagger +9 melee (1d3-1, 19-20/x2)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Poison, spell-like abilities
Special Qualities:	Blur, damage reduction 5/cold iron, evasion, natural invisibility, low-light vision, uncanny dodge
Saves:	Fort +0, Ref +10, Will +5
Abilities:	Str 8, Dex 24, Con 11, Int 15, Wis 15, Cha 14
Skills:	Bluff +7, Concentration +4, Craft (any one) +6, Escape Artist +12, Hide +15*, Listen +8, Move Silently +11, Search +7, Spot +8, Survival +5
Feats:	Dodge, Mobility[B], Spring Attack[B], Weapon Finesse[B]
Environment:	Temperate forests
Organization:	Gang (2-4) or band (4-11, plus one 4 HD leader)
Challenge Rating:	3
Treasure:	No coins; 50% goods; 50% items
Alignment:	Usually chaotic evil
Advancement:	3-4 HD (Small)
Level Adjustment:	+4

This creature looks like a small elf with large, pointed ears rising to points above its head. Its skin has a bluish tint and its hair is light. It is dressed in brightly colored clothing and wields a small, wicked-looking dagger.

Believed to be the offspring of an elf and a brownie (see that entry), the quickling is an evil faerie creature that hates all other races (especially the other fey races). How they came to be evil and malign is still a mystery, but legend speaks of the first quicklings as being great sorcerers. Elven scholars believe these quickling sorcerers unleashed some spark of the arcane that was never meant for mortal creatures.

Quicklings resemble small elves with large ears that rise to points above their heads. Their skin is pale blue to blue-white and hair is either silver or white. They prefer clothes of bright and boisterous colors; reds, yellows, silvers, blacks, and blues are among their favorites. Quicklings never wear armor.

Quicklings speak Common and Sylvan. Both are spoken so quickly that even those able to speak one of the languages may still find it difficult to converse with a quickling.

Because of their rapid metabolism, quicklings reach adulthood by the age of 2, middle age at 5, old age at 12, and venerable at age 15.

Combat

No creature can match the natural speed and agility of a quickling. It knows this, and uses its great speed to its advantage in combat. A quickling often rushes an opponent, stabs it with its dagger, and then retreats out of melee range before an opponent can react.

Poison (Ex): Quicklings (usually only leaders of 3 or 4 HD) often employ daggers lined with poison extracted from kava plants. This poison induces sleep in its victims.

Kava Leaf Poison: Ingestion or injury, Fortitude DC 15; initial damage is sleep for 1 hour (as the spell of the same name); no secondary damage.

When a quickling coats a weapon with this poison, the poison lasts for 1 minute or until it is touched or scores a successful hit. The quickling may coat a single weapon with poison as a standard action.

Spell-Like Abilities: 1/day—*dancing lights*, *flare* (DC 12), *levitate*, *shatter* (DC 14), *ventriloquism* (DC 13). Caster level 6th. The save DCs are Charisma-based.

Blur (Ex): A quickling that takes any action (other than a free action) in a round appears as a blur. This grants the quickling concealment (20% miss chance).

Evasion (Ex): A quickling's rapid agility and speed allows it to avoid even magical and unusual attacks. If it makes a successful Reflex saving throw against an attack

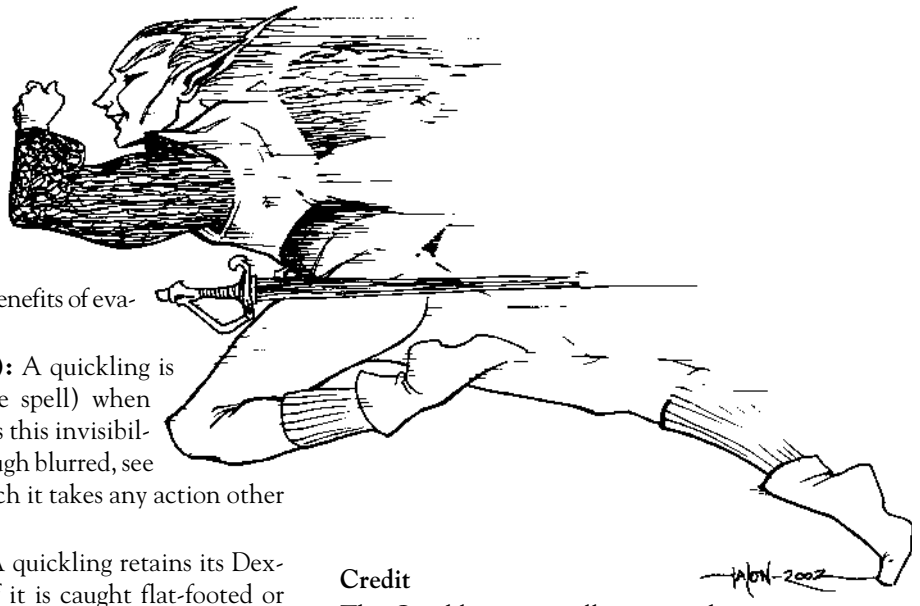
Jordan Bassett (order #48404)

that normally deals half damage on a successful save (such as a red dragon's fiery breath or a *fireball*), it instead takes no damage. This ability only functions if the quickling is wearing light or no armor. A helpless quickling does not gain the benefits of evasion.

Natural Invisibility (Ex): A quickling is effectively invisible (as the spell) when standing motionless. It loses this invisibility and remains visible (though blurred, see above) in any round in which it takes any action other than a free action.

Uncanny Dodge (Ex): A quickling retains its Dexterity bonus to AC even if it is caught flat-footed or struck by an invisible attacker. This ability stacks with any other uncanny dodge the quickling may have (such as that gained from the rogue class).

Skills: Quicklings have a +2 racial bonus on Listen, Search, and Spot checks. *They gain a +8 racial bonus on Hide checks in their natural environment.



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Quickwood

Huge Plant

Hit Dice:	7d8+35 (66 hp)
Initiative:	+3
Speed:	10 ft. (2 squares)
Armor Class:	17 (-2 size, -1 Dex, +10 natural), touch 7, flat-footed 17
Base Attack/Grapple:	+5/+22
Attack:	Root +13 melee (grapple) or bite +7 melee (2d6+13)
Full Attack:	7 roots +13 melee (grapple) and bite +7 melee (2d6+13)
Space/Reach:	15 ft./15 ft. (60 ft. with root)
Special Attacks:	Fear aura, grasping roots
Special Qualities:	Darkvision 120 ft., immunity to electricity, immunity to fire (see below), plant traits, remote sensing, tremorsense 60 ft.
Saves:	Fort +10, Ref +1, Will +4
Abilities:	Str 29, Dex 8, Con 21, Int 12, Wis 15, Cha 12
Skills:	Hide -2*, Listen +11, Move Silently +3, Search +6, Spot +11
Feats:	Alertness, Improved Initiative, Weapon Focus (root)
Environment:	Temperate forests
Organization:	Solitary
Challenge Rating:	8
Treasure:	Standard
Alignment:	Always neutral
Advancement:	8-15 HD (Huge); 16-21 HD (Gargantuan)
Level Adjustment:	—

This creature resembles an oak tree with a human-like visage in its trunk. Its bark is darkened and withered with age. A great maw filled with jagged teeth opens in its trunk.

Quickwoods appear as nothing more than common oak trees and are indistinguishable from them at distances greater than 30 feet. Closer inspection (at a distance of 10 feet or less) reveals a human-like visage embedded in the trunk. They are carnivores and prefer the taste of human or elven flesh above all others.

A quickwood's body is brown and textured like bark, and many strong, rigid branches protrude from its trunk. Each branch has many smaller branches that sport leaves of a deep, rich green color. Quickwoods usually root themselves to a particular location and rarely move. When they do move, they pull themselves slowly along with their roots.

A typical quickwood stands 16 feet tall. They speak Common and Sylvan.

Combat

Quickwoods use their remote sensing ability to keep tabs on their surroundings. If trespassers are detected, the creature simply waits until one or more come within range of its roots before lashing out and striking. A grabbed opponent is pulled in close to the creature's maw and bitten.

A typical quickwood (7 HD) has 7 roots it uses to grab foes. For every 2 HD above 7, a quickwood has one additional root it can use in combat (thus, a 9 HD quickwood has 8 roots and a 15 HD quickwood has 11 roots).

Jordan Bassett (order #48404)

Fear Aura (Su): If a quickwood is targeted by a spell (excluding area spells) and it makes its save against the spell's effects, it takes no damage and absorbs some of the spell's energy and releases it as a fear effect (as a free action) in a 10-foot radius per level of the spell. Affected creatures must succeed on a DC 18 Will save or be affected as by a *fear* spell (caster level = quickwood's HD). The save DC is Charisma-based and includes a +4 racial bonus.

Grasping Roots (Ex): If a quickwood hits with a root attack, it can 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 drags the foe 30 feet closer each subsequent round (provoking no attack of opportunity). A quickwood can draw in a creature within 15 feet of itself and bite with a +4 attack bonus in the same round. A root has hardness 2 and 10 hit points and can be attacked by making a successful sunder attempt. However, attacking a quickwood's root does not provoke an attack of opportunity. If the root is currently grappling a target, the quickwood takes a –4 penalty on its opposed attack roll to resist the sunder attempt. Severing a root deals no damage to a quickwood.

Immunity to Fire (Ex): A quickwood can perspire as a free action; this grants it immunity to fire for one hour. Afterwards, it must wait one minute before using this ability again.

Remote Sensing (Su): As a standard action, a quickwood can use a normal oak tree within 360 feet as a magical sensor to view its surroundings. This ability is similar to a *clairaudience/clairvoyance* spell and allows a quickwood to see (including with darkvision) and hear through a sensor. A quickwood does not need line of sight to establish a sensor. A quickwood can establish a new magical sensor in another tree within range as a free action, though it can never have more sensors at one time than its Hit Dice. A quickwood with multiple sensors can switch between them as a free action.

An oak tree utilized as a magical sensor takes on a human-like visage (similar to a quickwood). A successful DC 20 Spot check allows a character to notice the tree's visage.

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

Skills: *Quickwoods have a +16 racial bonus on Hide checks made in forested areas.

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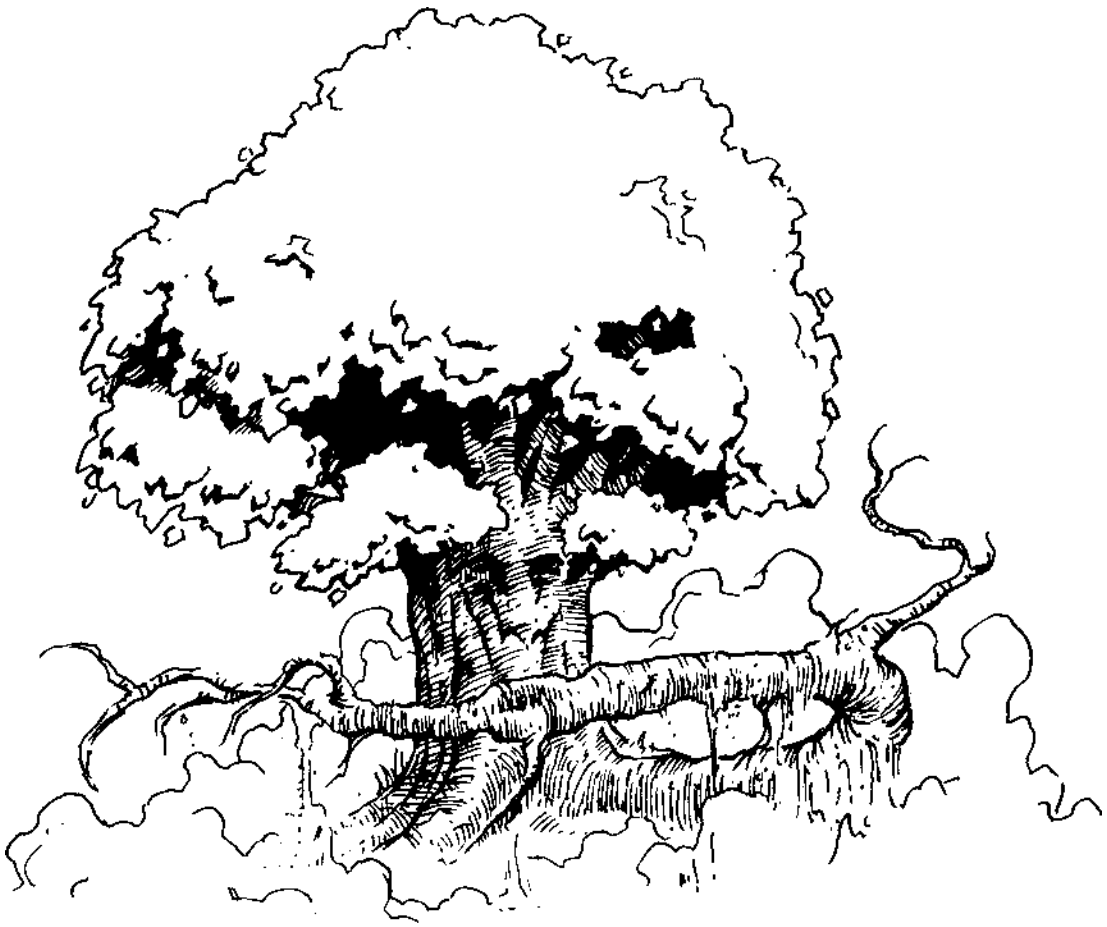

Jordan Bassett (order #48404)

Rat, Brain

Tiny Magical Beast

Hit Dice:	1d10 (5 hp)
Initiative:	+2
Speed:	20 ft. (4 squares), climb 20 ft.
Armor Class:	14 (+2 size, +2 Dex), touch 14, flat-footed 12
Base Attack/Grapple:	+1/-11
Attack:	Bite +5 melee (1d3-4)
Full Attack:	Bite +5 melee (1d3-4)
Space/Reach:	2-1/2 ft./0 ft.
Special Attacks:	Psi-like abilities
Special Qualities:	Darkvision 60 ft., low-light vision, scent
Saves:	Fort +2, Ref +4, Will +2
Abilities:	Str 2, Dex 15, Con 10, Int 14, Wis 14, Cha 10
Skills:	Climb +10, Concentration +3, Hide +16, Listen +6, Move Silently +10, Search +4, Sense Motive +5, Spot +6
Feats:	Alertness[B], Weapon Finesse
Environment:	Underground
Organization:	Pack (2-5) or swarm (6-11)
Challenge Rating:	1/2
Treasure:	None
Alignment:	Always neutral
Advancement:	2-3 HD (Small)
Level Adjustment:	—

This creature is a blackish-brown rat about 1 foot long.

Brain rats resemble their normal cousins and are indistinguishable from normal rats. Brain rats (also called psionic rats) are intelligent relatives of normal rats. They possess psi-like abilities and use them to their fullest extent.

Combat

Brain rats cluster in large groups and wait for prey to pass by. When potential prey comes within 30 feet, they spring to attack, biting with their sharpened teeth. Brain rats flee if combat goes against them.

Psi-Like Abilities: At will—*detect psionics*, *mind trap* (ML 7th, 3 rounds*); 3/day—*mind thrust* (DC 11), *psionic daze* (DC 11). Manifester level 1st.

For those not using the *Psionics Handbook*, replace the brain rat's psionic powers with the following special attack.

Spell-Like Abilities: At will—*detect thoughts* (DC 12); 3/day—*burning hands* (CL 2nd, 2d4 fire, DC 11), *daze* (DC 10). Caster level 1st. The DCs are Charisma-based.

Skills: Brain rats have a +4 racial bonus on Hide and Move Silently checks.

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

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Rat, Ethereal

Small Magical Beast

Hit Dice:	2d10 (11 hp)
Initiative:	+1
Speed:	20 ft. (4 squares), climb 20 ft.
Armor Class:	13 (+1 size, +1 Dex, +1 natural), touch 12, flat-footed 12
Base Attack/Grapple:	+2/-4
Attack:	Bite +4 melee (1d4-2 plus ethereal poisoning)
Full Attack:	Bite +4 melee (1d4-2 plus ethereal poisoning)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Ethereal poisoning
Special Qualities:	Darkvision 60 ft., ethereal jaunt, low-light vision
Saves:	Fort +3, Ref +4, Will +1
Abilities:	Str 6, Dex 13, Con 10, Int 2, Wis 12, Cha 2
Skills:	Climb +9, Listen +4, Spot +3
Feats:	Weapon Finesse
Environment:	Underground
Organization:	Pack (6-11)
Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral
Advancement:	3-6 HD (Small)
Level Adjustment:	—

This creature is a large grayish-black rat about 2 feet long.

Ethereal rats, like normal rats, they can be found just about anywhere.

Combat

Ethereal rats attack by biting a foe and then jumping to the Ethereal Plane. If badly wounded in battle an ethereal rat uses its ethereal jaunt ability to escape to the Ethereal Plane.

Jordan Bassett (order #48404)

Ethereal Poisoning (Ex): The bite of an ethereal rat deals 1d4 points of Strength damage to a victim. At Strength 0, the victim becomes ethereal (as if affected by the *etherealness* spell). The victim remains in this state until at least 1 point of Strength is healed.

Ethereal Jaunt (Su): An ethereal rat can shift from the Ethereal to the Material Plane as a free action and shift back again as a move action. The ability is otherwise identical with *ethereal jaunt* (caster level 15th).

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

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Rat, Shadow

	Common	Dire
	Tiny Undead	**Small Undead**
Hit Dice:	1/2d12 (3 hp)	1d12 (6 hp)
Initiative:	+2	+3
Speed:	15 ft. (3 squares), climb 15 ft.	40 ft. (8 squares), climb 20 ft.
Armor Class:	15 (+2 size, +2 Dex, +1 natural), touch 14, flat-footed 13	16 (+1 size, +3 Dex, +2 natural), touch 14, flat-footed 13
Base Attack/Grapple:	+0/-10	+0/-4
Attack:	Bite +4 melee (1d3 plus 1d2 Str)	Bite +4 melee (1d4 plus 1d3 Str plus disease)
Full Attack:	Bite +4 melee (1d3 plus 1d2 Str)	Bite +4 melee (1d4 plus 1d3 Str plus disease)
Space/Reach:	2-1/2 ft./0 ft.	5 ft./5 ft.
Special Attacks:	Strength damage	Disease, strength damage
Special Qualities:	Darkvision 60 ft., incorporeal form, scent, shadow blend, undead traits	Darkvision 60 ft., incorporeal form, scent, shadow blend, undead traits
Saves:	Fort +0, Ref +2, Will +4	Fort +0, Ref +3, Will +3
Abilities:	Str 6, Dex 15, Con —, Int 2, Wis 12, Cha 2	Str 10, Dex 17, Con —, Int 1, Wis 12, Cha 10
Skills:	Balance +11, Climb +11, Hide +14, Listen +3, Spot +3	Balance +12, Climb +12, Hide +9, Listen +3, Spot +3
Feats:	Alertness, Weapon Finesse[B]	Alertness, Weapon Finesse[B]
Environment:	Underground	Underground
Organization:	Pack (6-11) or cluster (12-20)	Solitary or pack (6-11)
Challenge Rating:	1/2	1
Treasure:	None	None
Alignment:	Always neutral	Always neutral
Advancement:	2 HD (Small)	2-3 HD (Small); 4-6 HD (Medium)
Level Adjustment:	—	—

This creature appears as a rat with rotting flesh, torn and matted fur, and reddish blazing eyes. Its semi-translucent skin shows discolored bones and muscles.

Shadow rats are essentially undead rats that can assume an incorporeal form. Other than their semi-translucent form (which they maintain regardless of their incorporeality or not), they resemble their earthly counterparts in all respects.

Combat

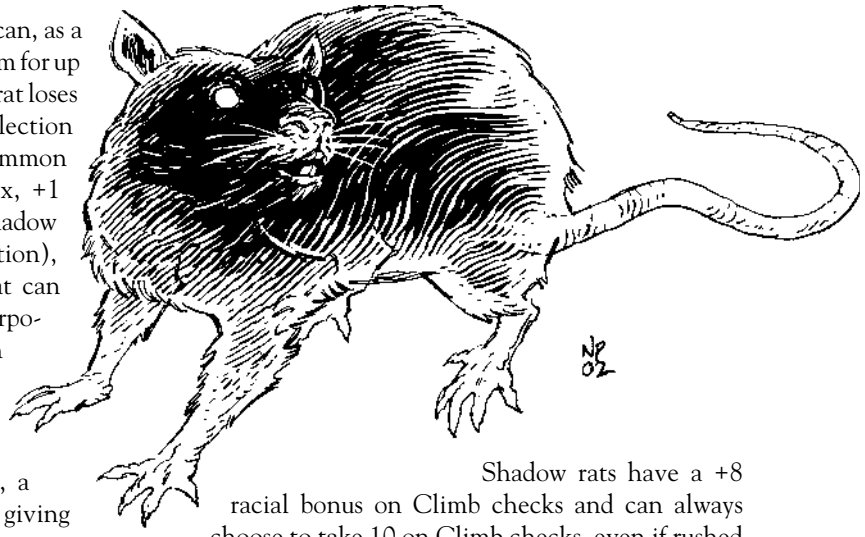
Shadow rats attack relentlessly with their bite attack. Unlike normal shadows, shadow rats do not create spawn.

Disease (Ex): Filth fever—incorporeal bite, Fortitude DC 10, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Charisma-based.

Strength Damage (Su): The touch of a shadow rat deals Strength damage to a living foe. A creature reduced to Strength 0 by a shadow rat dies.

Jordan Bassett (order #48404)

Incorporeal Form (Su): A shadow rat can, as a standard action, assume an incorporeal form for up to 1 hour per day. In this form, the shadow rat loses its natural AC bonus, but gains a +1 deflection bonus to AC. While in this form, the common shadow rat has AC 15 (+2 size, +2 Dex, +1 deflection), touch 15, flat-footed 13; dire shadow rat AC 15 (+1 size, +3 Dex, +1 deflection), touch 15, flat-footed 13. The shadow rat can attack corporeal opponents while it is incorporeal (its attack becomes a melee touch attack). Additionally, an incorporeal shadow rat gains the incorporeal subtype.



Shadow Blend (Ex): In any condition of illumination other than full daylight, a shadow rat can disappear into the shadows, giving it total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability. A *daylight* spell however will.

Skills: Shadow rats have a +4 racial bonus on Hide checks and a +8 racial bonus on Balance checks. Shadow rats have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened. They use their Dexterity modifier on Climb checks.

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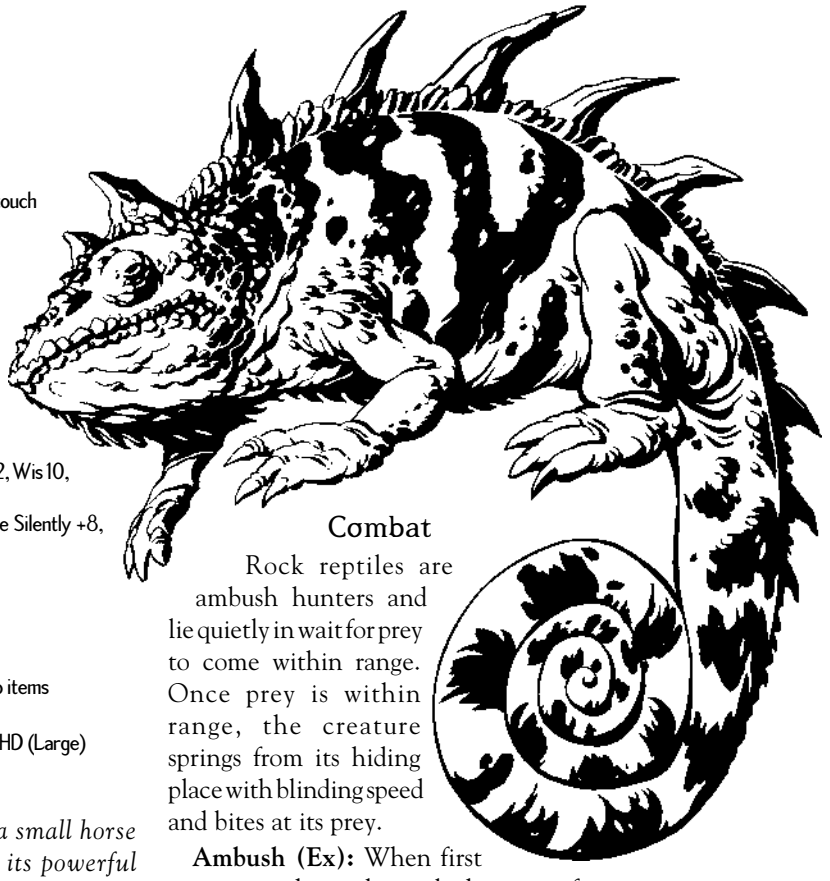
Rock Reptile

Medium Magical Beast

Hit Dice:	5d10+20 (45 hp)
Initiative:	+2
Speed:	20 ft. (4 squares)
Armor Class:	17 (+2 Dex, +5 natural), touch 12, flat-footed 15
Base Attack/Grapple:	+5/+9
Attack:	Bite +9 melee (1d6+6)
Full Attack:	Bite +9 melee (1d6+6)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Ambush
Special Qualities:	Darkvision 60 ft., low-light vision, scent
Saves:	Fort +8, Ref +6, Will +1
Abilities:	Str 18, Dex 14, Con 18, Int 2, Wis 10, Cha 6
Skills:	Hide +8*, Listen +4, Move Silently +8, Spot +4
Feats:	Alertness, Track
Environment:	Underground
Organization:	Solitary or pair
Challenge Rating:	4
Treasure:	25% coins; 25% goods; no items
Alignment:	Always neutral
Advancement:	6–10 HD (Medium); 11–15 HD (Large)
Level Adjustment:	—

A long, warty lizard about the size of a small horse shoots from the darkness, snapping with its powerful jaws.

A rock reptile is a 5-foot long chameleon-like lizard that lairs in rocky areas such as caves and outcroppings. It is fond of darkness and only leaves its seclusion when it is ravaged by hunger. Its chameleon-like ability allows it to blend with its surroundings where it is often mistaken for a pile of rocks.



Combat

Rock reptiles are ambush hunters and lie quietly in wait for prey to come within range. Once prey is within range, the creature springs from its hiding place with blinding speed and bites at its prey.

Ambush (Ex): When first encountered, a rock reptile darts out of its hiding place with blinding speed. On the first round after it emerges, it gains a +4 conditional bonus on its attack roll. A rock reptile gains this bonus once per encounter.

Skills: Rock reptiles have a +4 racial bonus on Hide and Move Silently checks. *In rocky or mountainous areas, the Hide bonus improves to +12.

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SANDLING

Large Elemental (Earth, Extraplanar)

Hit Dice:	4d8+4 (22 hp)
Initiative:	+1
Speed:	30 ft., (6 squares), burrow 20 ft.
Armor Class:	17 (-1 size, +1 Dex, +7 natural), touch 10, flat-footed 16
Base Attack/Grapple:	+3/+10
Attack:	Bite +5 melee (1d8+4)
Full Attack:	Bite +5 melee (1d8+4)
Space/Reach:	10 ft./5 ft.
Special Attacks:	—
Special Qualities:	Damage reduction 5/bludgeoning, darkvision 60 ft., elemental traits, vulnerability to water
Saves:	Fort +5, Ref +2, Will +1
Abilities:	Str 17, Dex 13, Con 13, Int 4, Wis 11, Cha 11
Skills:	Listen +5, Spot +6
Feats:	Alertness, Power Attack
Environment:	Elemental Plane of Earth
Organization:	Solitary
Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral
Advancement:	5-9 HD (Large); 10-12 HD (Huge)
Level Adjustment:	—

This creature appears to be a large snake formed of earth and sand. A slit seems to function as the creature's mouth.

Sandlings are creatures from the Elemental Plane of Earth. A sandling in its natural form resembles a mound of sand that covers a 10-foot area. They are most often summoned to the Material Plane by clerics and wizards, though on occasion a sandling slips through a vortex connecting the Elemental Plane of Earth to the Material Plane.

Sandlings live on a diet of minerals only and cannot digest plants, herbs, meat, or other substances. Opponents killed by a sandling are left for scavengers.

Sandlings have no real society and are highly solitary in nature. Though they harbor no ill-will towards others of their kind, it is very rare to find more than one sandling operating near another. Reproduction methods among sandlings is unknown to sages but it is believed they create others of their kind by division (that is, an adult sandling splits into two or more smaller creatures).

A typical sandling is 10 feet long but can grow to a length of 20 to 25 feet.

Combat

A sandling lies in wait in its natural form until it detects an interloper in its territory. It then assumes its serpentine form and attacks with an abrasive bite.

Vulnerability to Water (Ex): For every 2 gallons of water that hit a sandling, it is slowed (as the *slow* spell) for 1 round (no save).

Credit

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Author Scott Greene, based on original material by Lawrence Schick.

Jordan Bassett (order #48404)

Sandman

Medium Elemental (Earth, Extraplanar)

Hit Dice:	4d8+8 (26 hp)
Initiative:	+1
Speed:	30 ft. (6 squares)
Armor Class:	16 (+1 Dex, +5 natural), touch 11, flat-footed 15
Base Attack/Grapple:	+3/+5
Attack:	Slam +6 melee (1d4+2 plus sleep)
Full Attack:	Slam +6 melee (1d4+2 plus sleep)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Sleep, sleep aura
Special Qualities:	Darkvision 60 ft., elemental traits, *protection from arrows*, SR 15
Saves:	Fort +4, Ref +2, Will +1
Abilities:	Str 14, Dex 12, Con 14, Int 10, Wis 11, Cha 10
Skills:	Hide +4, Listen +6, Move Silently +4, Spot +6
Feats:	Alertness, Weapon Focus (slam)
Environment:	Elemental Plane of Earth
Organization:	Solitary or gang (2–4)
Challenge Rating:	3
Treasure:	Double coins; standard goods; standard items
Alignment:	Usually neutral (evil tendencies)
Advancement:	5–12 HD (Medium)
Level Adjustment:	—

This creature appears as a slender, lithe humanoid constructed of sand. Delicate features can be seen on its face, and its fingers are long and slender.

Sandmen are silicate creatures from the Elemental Plane of Earth. Their purpose on the Material Plane is unknown, but spellcasters often summon them when they want to protect someone or something. Though sandmen have evil tendencies many willingly serve summoners of other alignments.

Sandmen have an immense dislike for humans (reasons unknown) and attack them on sight—human spellcasters take heed when employing their services!

A typical sandman is 6 feet tall. They speak Terran and some can speak Common.

Combat

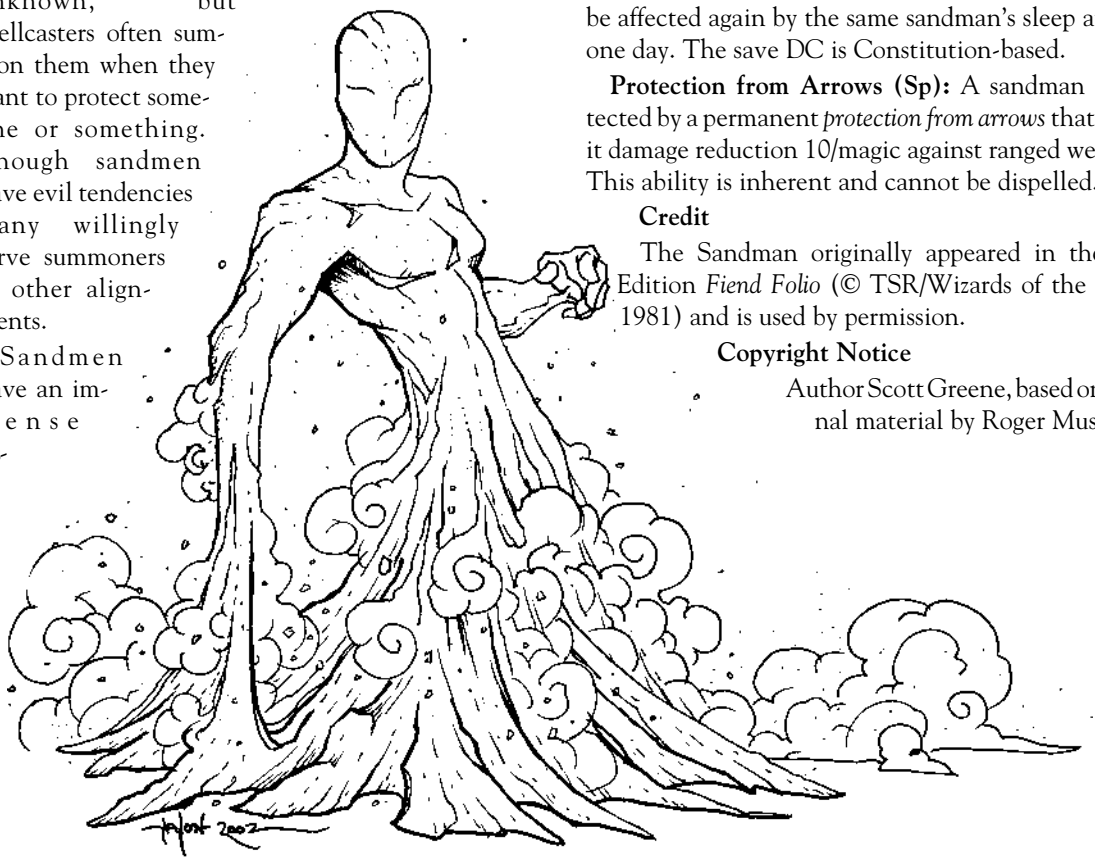
A sandman attacks its opponent by pummeling it with its fists, though it prefers to avoid combat if possible. Given the chance, a sandman attempts to put an opponent to sleep rather than kill it. A sleeping creature is left to its own devices; a sandman does not further attack a creature it puts to sleep. Sleeping creatures are often carried to the sandman's master where they are enslaved or worse.

Sleep (Su): A creature struck by a sandman must succeed on a DC 14 Will save or be affected as though by a *sleep* spell (caster level 8th). There is no limit to the number of Hit Dice a sandman can affect with this aura. The save DC is Constitution-based.

Likewise, creatures attacking a sandman unarmed or with natural attacks must succeed on a DC 15 Will save or be affected as above each time one of their attacks hit.

Sleep Aura (Su): A sandman can radiate a 20-foot-radius sleep aura as a free action. A creature in the area must succeed on a DC 14 Will save or be affected as though by a *sleep* spell (caster level 8th). There is no limit to the number of Hit Dice a sandman can affect with this aura. A creature that successfully saves cannot be affected again by the same sandman's sleep aura for one day. The save DC is Constitution-based.

Protection from Arrows (Sp): A sandman is protected by a permanent *protection from arrows* that grants it damage reduction 10/magic against ranged weapons. This ability is inherent and cannot be dispelled.



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Jordan Bassett (order #48404)

Scarecrow

Medium Construct

Hit Dice:	5d10+20 (47 hp)
Initiative:	+0
Speed:	20 ft. (4 squares)
Armor Class:	14 (+4 natural), touch 10, flat-footed 14
Base Attack/Grapple:	+3/+6
Attack:	Slam +6 melee (1d6+3 plus fascination)
Full Attack:	Slam +6 melee (1d6+3 plus fascination)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Fascinating gaze, fascination
Special Qualities:	Construct traits, darkvision 60 ft., immunity to cold, vulnerability to fire
Saves:	Fort +1, Ref +1, Will +1
Abilities:	Str 16, Dex 10, Con —, Int —, Wis 11, Cha 10
Skills:	—
Feats:	—
Environment:	Any
Organization:	Solitary
Challenge Rating:	4
Treasure:	None
Alignment:	Always neutral
Advancement:	6–9 HD (Medium); 10–15 HD (Large)
Level Adjustment:	—

This automaton is constructed of wood and ropes and stuffed with straw and grass. Its head appears to be a straw-stuffed bag with holes cut in it to serve as eyes.

The animated scarecrow is nearly indistinguishable from a normal scarecrow. Close examination, however, reveals a tiny spark of red light in its eyes (DC 15 Spot check to notice). Each scarecrow is unique in construction and design, but most are about 6 feet tall, constructed of wood and ropes, and stuffed with straw or grass. Scarecrows are most often used as guardians to keep out would-be treasure hunters or trespassers.

Combat

A scarecrow attempts to charm the most powerful opponent it faces using its gaze attack. If it succeeds, it pummels that foe with its fists until the opponent is dead. It does not completely ignore other combatants as it uses its gaze attack to charm them so it can deal with them once its primary foe is dead.

Fascinating Gaze (Su): Any living creature within 30 feet meeting the gaze of a scarecrow must succeed on a DC 12 Will save or be fascinated (can take no actions but can defend themselves) for as long as the scarecrow is "alive" or remains within 300 feet of a fascinated opponent. A fascinated creature can attempt a new Will save (same DC) any time it is attacked. The save DC is Constitution-based.

Fascination (Su): The touch of a scarecrow fascinates a foe in the same way its gaze does. Any successful melee attack by a scarecrow fascinates a foe if it fails a DC 12 Will save. The save DC is Constitution-based.

Construction

Each scarecrow varies in appearance: one may have a stuffed straw head, for example, while another may have a pumpkin for its head. Whatever the differences, scarecrows do have some elements in common: their bodies and all limbs are constructed of wood and bound by ropes; their clothes are almost always dirty and ragged; and most scarecrows are stuffed with straw or grass. Regardless of the materials used, unguents and special powders totaling 500 gp are also required.

Assembling the body requires a DC 12 Craft (woodworking) or DC 12 Craft (sculpting) check.

CL 6th; Craft Construct (see the MM), *animate objects*, *command*, *geas/quest*, *hold person*, caster must be at least 6th level; Price 15,500 gp; Cost 8,000 gp + 600 XP.

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Jordan Bassett (order #48404)

Screaming Devilkin

Small Magical Beast

Hit Dice:	3d10 (16 hp)
Initiative:	+3
Speed:	5 ft. (1 square), fly 30 ft. (poor)
Armor Class:	18 (+1 size, +3 Dex, +4 natural), touch 14, flat-footed 15
Base Attack/Grapple:	+3/-1
Attack:	Tail-barb +4 melee (1d4)
Full Attack:	Tail-barb +4 melee (1d4)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Scream
Special Qualities:	Darkvision 60 ft., low-light vision
Saves:	Fort +3, Ref +6, Will +1
Abilities:	Str 10, Dex 17, Con 10, Int 6, Wis 11, Cha 12
Skills:	Listen +4, Move Silently +5, Spot +4
Feats:	Alertness, Dodge
Environment:	Any
Organization:	Solitary or pack (2-5)
Challenge Rating:	2
Treasure:	Standard
Alignment:	Always lawful evil
Advancement:	4-7 HD (Small); 8-9 HD (Medium)
Level Adjustment:	—

This winged creature is humanoid in appearance with frail and spindly arms and legs. It has a long, thick tail that ends in a wicked barb.

Shrill wails echoing through the night signal the arrival of a screaming devilkin. Screaming devilkins are smallish beasts, humanoid in appearance but with frail and spindly arms and legs. These weak limbs are nearly useless for combat and locomotion, but the screaming devilkin makes up for this disability with its bat-like wings. Although screaming devilkins are fast fliers, they are not particularly agile on the wing. Screaming devilkins also have a long, muscular, barbed tail that is their primary means of physical attack. It should be noted that despite its appearance and name, the screaming devilkin has no connection with outsiders of any type.

A typical screaming devilkin is 3 feet tall and has a wingspan of about 5 feet. Its skin is reddish-brown in color and its eyes are black. Its tail is about 2-1/2 feet long.

Combat

A screaming devilkin is a tireless combatant, refusing to back down regardless of how the combat is progressing; it always attacks on sight. It attacks in melee with its barbed tail and screams continuously until it or its opponent is dead.

Scream (Su): A screaming devilkin can howl continuously as a free action. This painful howling affects all creatures within 60 feet that hear it. Affected creatures must succeed on a DC 12 Fortitude save or be dazed (can take no actions but can defend themselves) for as long as the screaming devilkin continues to scream. A dazed creature can attempt a new save each round to break the effect. A creature that successfully saves cannot be affected again by same screaming devilkin's scream for one day. The save DC is Charisma-based.

Conversation, even shouting, is impossible within 60 feet of a screaming devilkin using this ability. Spellcasters in the area must succeed on a DC 15 Concentration check each time they try to cast a spell. *Silence* negates the devilkin's scream for the duration of the spell.

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Author Scott Greene, based on original material by Philip Masters.

Scythe Tree

Huge Plant

Hit Dice:	6d8+24 (51 hp)
Initiative:	-1
Speed:	20 ft. (4 squares)
Armor Class:	20 (-2 size, -1 Dex, +13 natural), touch 7, flat-footed 20
Base Attack/Grapple:	+4/+20
Attack:	Scythe-branch +10 melee (2d4+8, 19-20/x2)
Full Attack:	4 scythe-branches +10 melee (2d4+8, 19-20/x2)
Space/Reach:	15 ft./15 ft.
Special Attacks:	Improved critical
Special Qualities:	Blindsight 30 ft., damage reduction 10/ slashing, low-light vision, plant traits, vulnerability to fire
Saves:	Fort +9, Ref +1, Will +5
Abilities:	Str 27, Dex 8, Con 19, Int 12, Wis 12, Cha 12
Skills:	Hide +0*, Listen +12, Spot +12
Feats:	Alertness, Iron Will, Power Attack
Environment:	Temperate forests

Jordan Bassett (order #48404)

Organization: Solitary or grove (4-7)
Challenge Rating: 6
Treasure: Standard
Alignment: Always chaotic evil
Advancement: 7-12 HD (Huge); 13-18 HD (Gargantuan)
Level Adjustment: —

This many-branched and twisted tree has few leaves on it. In the center of its trunk is a long, deep scar. Its roots are twisted and dark, blackened as if by fire.

Scythe trees are malevolent plant creatures found in heavily forested areas where they naturally blend in with normal trees. Scythe trees are carnivorous by nature and draw very little sustenance from sun, air, or water, preferring a diet of dryad or elf flesh.

A scythe tree, on average, is 20 feet tall, but may reach or exceed heights of 30 feet. It weighs about 3,500 pounds and has a trunk diameter of 3 feet. Its bark is dark brown, shading darker as it nears the roots. What few leaves a scythe tree has are reddish-brown (and do not change color or fall out as the seasons change).

The branches of a scythe tree resemble wicked-curving scythes (this is where the tree gets its name). The scar that appears on the trunk is the tree's mouth (it appears as a scar when closed). Scythe trees hate treants and dryads and attack both on sight (though a scythe tree usually only confronts a treant when it outnumbers it).

A scythe tree speaks its own language and Treant. Some can also speak Common or Sylvan.

Combat

A scythe tree stands motionless, appearing to be a tree of normal sort, until prey comes within range. It then slashes with its scythe-like limbs attempting to cut its foe to pieces.

Improved Critical (Ex): A scythe tree threatens a critical with a scythe-branch on a roll of 19–20.

Blindsight (Ex): Scythe trees have no visual organs but can ascertain all foes within 30 feet using sound, scent, and vibration.

Skills: *Scythe trees have a +12 racial bonus on Hide checks made in forested areas.

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Author Scott Greene.

Shadow, Lesser

Medium Undead (Incorporeal)
Hit Dice: 1d12 (6 hp)
Initiative: +2
Speed: Fly 40 ft. (good) (8 squares)
Armor Class: 13 (+2 Dex, +1 deflection), touch 13, flat-footed 11
Base Attack/Grapple: +0/—
Attack: Incorporeal touch +2 melee (1 Str)
Full Attack: Incorporeal touch +2 melee (1 Str)
Space/Reach: 5 ft./5 ft.
Special Attacks: Strength damage
Special Qualities: Darkvision 60 ft., incorporeal traits, +1 turn resistance, shadow blend, undead traits
Saves: Fort +0, Ref +0, Will +2
Abilities: Str —, Dex 15, Con —, Int 5, Wis 10, Cha 10
Skills: Hide +3, Listen +3, Search +2, Spot +3
Feats: Dodge
Environment: Any
Organization: Solitary, gang (2-5), or swarm (1 shadow plus 6-11 lesser shadows)
Challenge Rating: 1/2
Treasure: None
Alignment: Always chaotic evil
Advancement: 2 HD (Medium)
Level Adjustment: —

This creature appears to be a humanoid constructed of living darkness.

According to ancient texts, an arcane creature known only as the Shadow Lord created beings of living darkness to aid him and protect him. These beings, called shadows, were formed through a combination of darkness and evil. He also created other beings of darkness, lesser beings, not quite as powerful as his original creations. These creatures became known as lesser shadows. Though not as powerful as their stronger relatives, lesser shadows are every bit as evil. A lesser shadow is completely indistinguishable from a standard shadow. Like its brethren, it is a creature of living darkness.

A lesser shadow is 5 or 6 feet tall and weightless. Lesser shadows do not speak.

Jordan Bassett (order #48404)

Combat

Lesser shadows hide in darkness, springing to attack when living opponents wander too close. They are often led in combat by a shadow. Unlike normal shadows, lesser shadows do not create spawn (though it is rumored that a variant of the lesser shadow can in fact create spawn).

Strength Damage (Su): The touch of a lesser shadow deals 1 point of Strength damage to a living foe. A creature drained to Strength 0 by a lesser shadow dies. This is a negative energy effect.

Shadow Blend (Su): In any condition of illumination other than full daylight, a lesser shadow can disappear into the shadows, giving it total concealment. Artificial illumination, even a *light* or *continual flame* spell does not negate this ability. A *daylight* spell, however, will.

Skills: Lesser shadows have a +2 racial bonus on Listen and Spot checks and a +4 racial bonus on Search checks.

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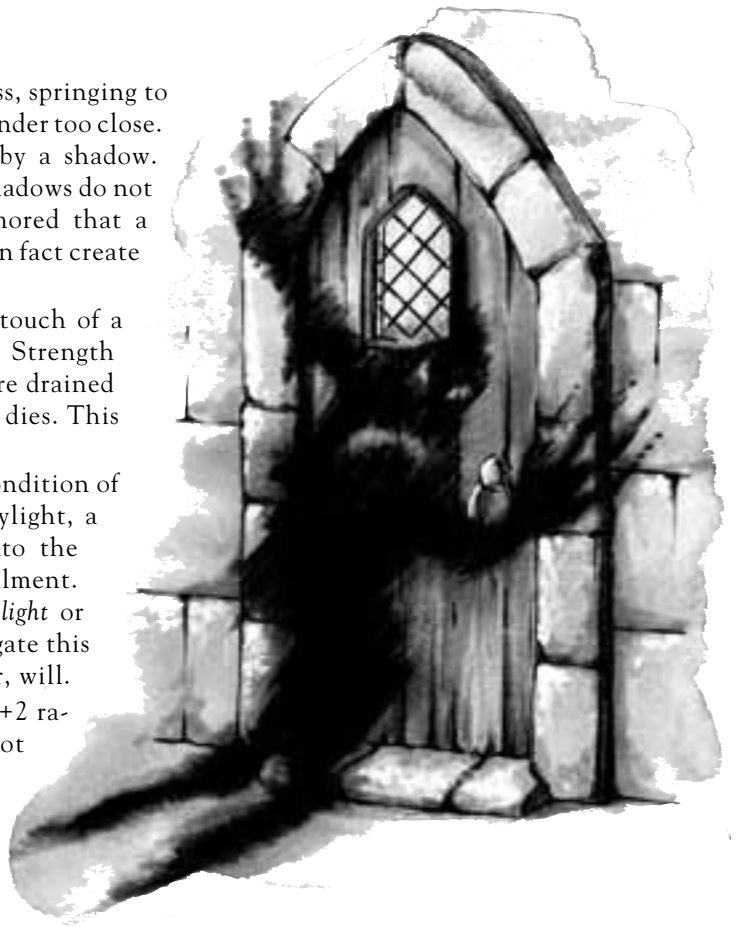

Shedu

	Shedu	Greater Shedu
	Large Magical Beast	**Large Magical Beast**
Hit Dice:	9d10+27 (76 hp)	14d10+70 (147 hp)
Initiative:	+5	+5
Speed:	30 ft. (6 squares), fly 60 ft. (average)	40 ft. (8 squares), fly 80 ft. (average)
Armor Class:	16 (-1 size, +1 Dex, +6 natural), touch 10, flat-footed 15	18 (-1 size, +1 Dex, +8 natural), touch 10, flat-footed 17
Base Attack/Grapple:	+9/18	+14/+25
Attack:	Hoof +13 melee (1d6+5)	Hoof +20 melee (1d6+7)
Full Attack:	2 hooves +13 melee (1d6+5)	2 hooves +20 melee (1d6+7)
Space/Reach:	10 ft./5 ft.	10 ft./5 ft.
Special Attacks:	Spell-like abilities	Spell-like abilities, spells
Special Qualities:	Darkvision 60 ft., ethereal jaunt, low-light vision, telepathy 100 ft., SR 16	Damage reduction 10/evil, darkvision 60 ft., ethereal jaunt, low-light vision, magic circle against evil, telepathy 100 ft., SR 18
Saves:	Fort +9, Ref +7, Will +8	Fort +14, Ref +10, Will +10
Abilities:	Str 21, Dex 12, Con 17, Int 16, Wis 16, Cha 17	Str 24, Dex 12, Con 20, Int 18, Wis 18, Cha 20
Skills:	Concentration +10, Diplomacy +12, Knowledge (arcana) +10, Knowledge (the planes) +11, Listen +10, Sense Motive +10, Spot +10, Survival +11, (+13 on other planes)	Concentration +17, Diplomacy +20, Knowledge (arcana) +16, Knowledge (the planes) +15, Listen +17, Sense Motive +15, Spot +17, Survival +19 (+21 on other planes)
Feats:	Blind-Fight[B], Flyby Attack, Improved Initiative, Iron Will, Power Attack	Blind-Fight[B], Combat Casting, Flyby Attack, Improved Initiative, Iron Will, Power Attack
Environment:	Any warm land	Any warm land

Jordan Bassett (order #48404)

Organization:	Herd (2-8)	Solitary or troupe (greater shedu plus 2-5 shedu)
Challenge Rating:	7	10
Treasure:	Standard	Standard
Alignment:	Always lawful good	Always lawful good
Advancement:	10-13 HD (Large); 14-27 HD (Huge)	15-25 HD (Large); 26-42 HD (Huge)
Level Adjustment:	—	—

This creature has the body of a chestnut-colored horse, large brown-feathered wings, and the head and face of a bearded human. Its long beard and hair is straight-braided.

Shedu are good creatures found roaming the Material Plane seeking out evil and destroying it wherever and whenever they encounter it. Shedu aid good creatures in need and never knowingly associate with evil creatures. They are on good terms with lammasu and ki-rin.

Priests and holy men sometimes seek the advice and wisdom of a shedu and will journey great distances to find the knowledge they seek. Some ancient cults even worship and pray to the shedu holding them up as deities in their culture.

Shedu found on the Material Plane make their homes in abandoned and ruined temples and shrines dedicated to gods of law and good.

Combat

Both shedu and greater shedu have the following traits in common.

Ethereal Jaunt (Su): A shedu can shift from the Ethereal Plane to the Material Plane as a free action, and shift back again as a move action. This ability is otherwise identical with the *ethereal jaunt* spell (caster level 18th).

Telepathy (Su): Shedu can communicate telepathically with any creature within 100 feet that has a language.

Shedu

A typical shedu is about 8 feet long and weighs about 500 pounds.

Shedu speak Celestial, Common, and Draconic.

Combat

Shedu rarely enter combat, but always come to the aid of good creatures in need. Shedu relentlessly attack evil on sight, using a combination of their hooves and spell-like abilities.

Spell-Like Abilities: At will—*astral projection* (self only), *detect evil*, *detect thoughts* (DC 15); 3/day—*charm monster* (DC 17). Caster level 9th. The save DCs are Charisma-based.

Greater Shedu

Greater shedu are about 10 feet long and weigh about 700 pounds.

Greater shedu speak Auran, Celestial, Common, and Draconic.

Combat

Greater shedu attack evil creatures using their forehooves. If encountered with other shedus, a greater shedu acts as a leader, directing its lesser cousins in battle.

A greater shedu's natural weapons, as well as any weapons it wields, are considered good-aligned for the purpose of overcoming damage reduction.

Spell-Like Abilities: At will—*astral projection* (self only), *clairaudience/clairvoyance*, *detect evil*, *detect magic*, *invisibility* (self only); 2/day—*dominate person* (DC 20), *telekinesis* (DC 20). Caster level 14th. The save DCs are Charisma-based.

Spells: A greater shedu casts spells as a 10th-level cleric, and can choose spells from the cleric spell list, plus any two of the following domains: Good, Healing, Knowledge, or Law.

Typical Cleric Spells Prepared (6/5/5/4/4/2; save DC 14 + spell level): 0—*create water*, *guidance* (x2), *read magic*, *resistance*, *virtue*; 1st—*bless*, *cure light wounds*, *divine favor*,

Jordan Bassett (order #48404)

entropic shield, endure elements; 2nd—*aid, align weapon, bull's strength, remove paralysis, resist energy*; 3rd—*create food and water, dispel magic, magic vestment, remove curse*; 4th—*divination, divine power, restoration, spell immunity*; 5th—*atonement, mass cure light wounds*.

Domain Spells (Good, Healing): 1st—*protection from evil*; 2nd—*cure moderate wounds*; 3rd—*cure serious wounds*; 4th—*holy smite*; 5th—*dispel evil*.

Magic Circle against Evil (Su): A greater shedu radiates a continuous *magic circle against evil* that affects a 10-foot radius.

Credit

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Author Scott Greene, based on original material by Gary Gygax.

Skeleton, Lead

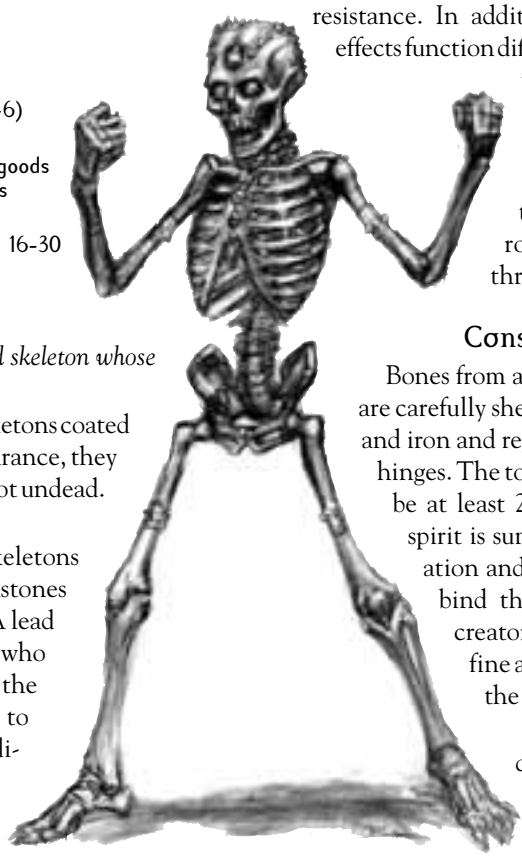
Medium Construct

Hit Dice:	10d10+20 (75 hp)
Initiative:	+4
Speed:	30 ft. (6 squares)
Armor Class:	24 (+4 Dex, +10 natural), touch 14, flat-footed 20
Base Attack/Grapple:	+7/+13
Attack:	Slam +13 melee (1d8+6)
Full Attack:	2 slams +13 melee (1d8+6)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Construct traits, blindsight 60 ft., damage reduction 10/adamantine and bludgeoning, darkvision 60 ft., immunity to acid, cold, electricity, and fire, immunity to magic, low-light vision
Saves:	Fort +3, Ref +7, Will +3
Abilities:	Str 22, Dex 18, Con —, Int —, Wis 10, Cha 1
Skills:	—
Feats:	—
Environment:	Any
Organization:	Solitary or group (2-6)
Challenge Rating:	7
Treasure:	No coins; double goods (gems only); no items
Alignment:	Always neutral
Advancement:	11-15 HD (Medium); 16-30 HD (Large)
Level Adjustment:	—

This creature appears to be an animated skeleton whose bones have been coated with metal.

Lead skeletons appear simply to be skeletons coated with metal. Despite their outward appearance, they are actually golem-like constructs and not undead. Therefore, they cannot be turned.

Lead skeletons appear as 6-foot tall skeletons constructed of metal. Some have gemstones encrusted in the body and eye sockets. A lead skeleton is expensive to create. Those who choose to create such creatures prefer the added fear and awe the skeletons tend to receive, and have a great deal of additional wealth and time.



Combat

Lead skeletons can be programmed to attack only certain creatures or be programmed to accept certain passwords or types of clothing. More complex programming tends to fail. While lead skeletons might not have the same abilities as other golems, their immunities and speed make them extraordinarily dangerous. They use their fists to inflict lots of damage and attack a single target until it is dead.

Blindsight (Ex): Lead skeletons have no eyes. They "see" their opponents by emitting high-frequency sounds, inaudible to all other creatures, that allow them to ascertain objects and creatures within 90 feet. A *silence* spell negates this ability and effectively blinds the lead skeleton.

Immunity to Magic (Ex): A lead skeleton 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 sonic damage slows a lead skeleton (as the *slow* spell) for 1d4 rounds, with no saving throw.

Construction

Bones from a full humanoid skeleton are carefully sheathed in an alloy of lead and iron and rejoined with iron or steel hinges. The total cost of the body must be at least 2,000 gp. An elemental spirit is summoned during the creation and bound to the body. To bind the elemental spirit, the creator must summon and confine an elemental using any of the *planar binding* spells.

Assembling the body requires a DC 16 Craft (armorsmithing) check

Jordan Bassett (order #48404)

or DC 16 Craft (weaponsmithing) check.

CL 14th; Craft Construct (see the MM), *geas/quest, limited wish, polymorph any object, resist energy* (*fire, cold, electricity, acid*), caster must be at least 14th level; Price 41,000 gp; Cost 27,500 gp + 1,560 XP.

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Skulk

Medium Humanoid (Skulk)

Hit Dice:	2d8+2 (11 hp)
Initiative:	+6
Speed:	30 ft. (6 squares)
Armor Class:	13 (+2 Dex, +1 natural), touch 12, flat-footed 12
Base Attack/Grapple:	+1/+1
Attack:	Short sword +1 melee (1d6)
Full Attack:	Short sword +1 melee (1d6)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Sneak attack +1d6
Special Qualities:	Low-light vision, untrackable
Saves:	Fort +1, Ref +5, Will +1
Abilities:	Str 10, Dex 14, Con 12, Int 10, Wis 12, Cha 6
Skills:	Hide +22, Move Silently +14, Spot +2
Feats:	Improved Initiative
Environment:	Any
Organization:	Solitary or band (3-8)
Challenge Rating:	1
Treasure:	Standard
Alignment:	Usually chaotic evil
Advancement:	By character class
Level Adjustment:	+2

This lithe, gray-skinned humanoid is completely hairless. It has soft, almost child-like facial features.

Skulks are a race of humanoids that dwell on the fringe of other societies. They are a parasitic race—the humanoid equivalent of rats that survive by theft, subterfuge, and at times outright murder. Skulks are consummate cowards, sneaking into humanoid communities under cover of darkness and taking what they desire. They freeze to immobility and blend in with the background if they are detected and flee at the first opportunity.

Skulks are approximately human-sized, but are very lightly built. They have slender, graceful arms and legs. Skulks have no hair, and their eyes are usually pale blue or pink. The grayish skin of a skulk is leathery to the touch, but the skulk has the natural ability to vary its skin tone to match nearly any environment.

A typical skulk stands 6 feet tall and weighs 140 pounds.

Skulks speak Common.

Combat

Skulks never initiate combat unless there is no other option. They prefer to strike from ambush, a tactic aided by their chameleon-like ability to change their skin tone. Skulks are cowardly opponents, attempting to flee as soon as they are injured or the odds are against them.

Sneak Attack (Ex): Any time an opponent would be denied his Dexterity bonus to AC or when the skulk flanks its victim, the skulk deals an extra +1d6 points of damage per attack. This is a racial ability that does not increase with class level but does stack with the sneak attack ability of the rogue class.

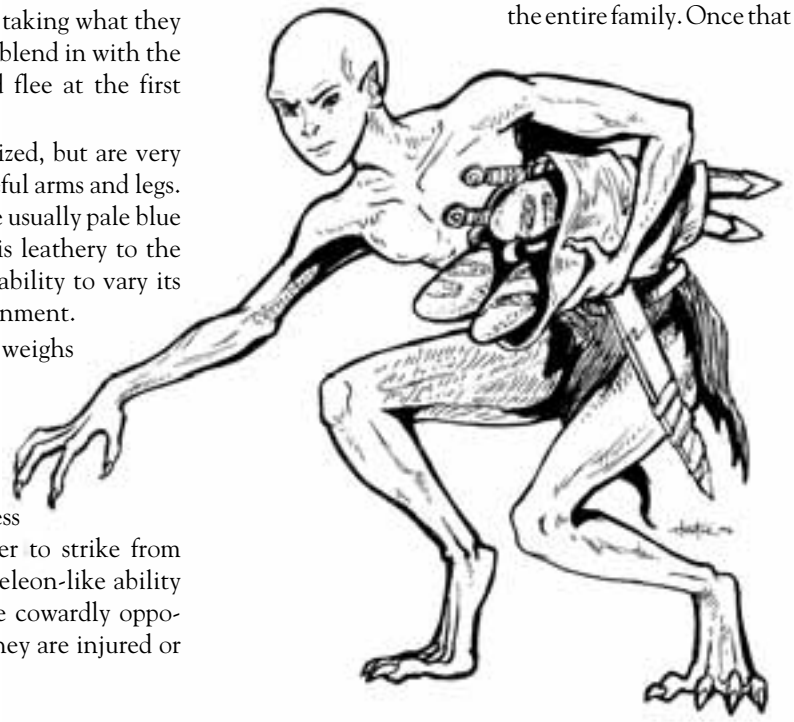
Untrackable (Ex): Skulks can pass through forest and subterranean settings almost without a trace (double the DC for any tracking attempt).

Skills: Skulks have a +8 racial bonus on Move Silently checks and a +15 racial bonus on Hide checks (because of their ability to change their skin color).

Skulk Society

Skulks dwell in small bands or family groups, living a nomadic existence as they travel from place to place. They move constantly so as not to attract undue attention from local militias. A skulk lair will usually be located in an area that is easily concealed, such as a cave or forest. Occasionally, skulks will sneak into a large city's sewer system and set up a more or less permanent presence there, moving their lair from place to place under the city.

Skulks remain hidden during daylight hours, leaving the safety of their lair to conduct forays into the humanoid community under cover of darkness. A favored tactic of a skulk band is to sneak into a residence under cover of darkness and slaughter the entire family. Once that



Jordan Bassett (order #48404)

grisly task is complete, the skulks remain to take what they will from the home and leave the following dawn.

Skulks as Characters

The favored class of a skulk is rogue. Skulks rarely become anything but rogues, as they are far too cowardly ever to pursue actively the combative classes.

— +4 Dexterity, +2 Constitution, +2 Wisdom, -4 Charisma.
— Size Medium.
— A skulk's base land speed is 30 feet.
— Low-light vision.
— Racial Hit Dice: A skulk begins with two levels of humanoid, which provide 2d8 Hit Dice, a base attack bonus of +1, and base saving throw bonuses of Fort +0, Ref +3, and Will +0.
— Racial Skills: A skulk's humanoid levels give it skill points equal to 5 x (2 + Int modifier). Its class skills are Hide, Move Silently, and Spot. Skulks have a +8 racial bonus on Move Silently checks and a +15 racial bonus on Hide checks (because of their ability to change their skin color).
— Racial Feats: A skulk's humanoid levels give it one feat.
— +1 natural armor bonus.
— Special Attacks (see above): Sneak attack.
— Special Qualities (see above): Untrackable.
— Automatic Languages: Common. Bonus Languages: Goblin, Orc, Sylvan.
— Favored Class: Rogue.
— Level adjustment +2

Credit

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Author Scott Greene, based on original material by Simon Muth.

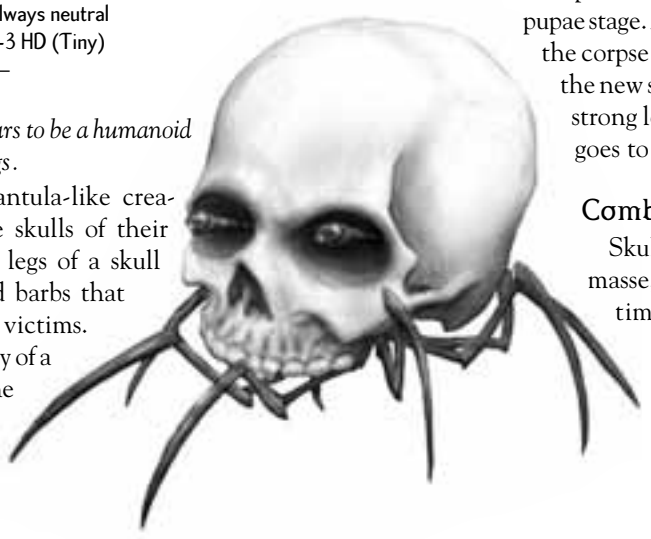
Skull Spider

Tiny Vermin

Hit Dice:	1d8 (4 hp)
Initiative:	+5
Speed:	20 ft. (4 squares), climb 10 ft.
Armor Class:	20 (+2 size, +5 Dex, +3 natural), touch 17, flat-footed 15
Base Attack/Grapple:	+0/-10
Attack:	Sting +0 melee (1d2-2 plus poison)
Full Attack:	Sting +0 melee (1d2-2 plus poison)
Space/Reach:	2-1/2 ft./0 ft.
Special Attacks:	Poison
Special Qualities:	Darkvision 60 ft., vermin traits
Saves:	Fort +2, Ref +5, Will +0
Abilities:	Str 6, Dex 20, Con 10, Int —, Wis 10, Cha 2
Skills:	Climb +13
Feats:	—
Environment:	Any
Organization:	Swarm (2-20)
Challenge Rating:	1/4
Treasure:	None
Alignment:	Always neutral
Advancement:	2-3 HD (Tiny)
Level Adjustment:	—

This tiny creature appears to be a humanoid skull with eight spidery legs.

Skull spiders are tarantula-like creatures that reside in the skulls of their victims. The two front legs of a skull spider contain poisoned barbs that they use to sting their victims. The weak and fleshy body of a skull spider is about the size of a grapefruit and is easily damaged. Its eyes grow on the end of long, slender stalks. Skull spiders take up residence within skulls as a means of protecting themselves in a manner similar to hermit crabs.



Their eyestalks protrude through the empty eye sockets of their skull, and their legs have a backwards curve in the first joint that enables them to extend out of the bottom of the skull to allow rapid locomotion. Skull spiders can also fold their legs under their skull so they cannot be seen. Many an adventurer has been unnerved by the sight of dozens of skulls seemingly sprouting long, spidery legs and skittering toward them.

A colony of skull spiders is led by a king and queen, which are the only two members of the colony that are capable of reproducing. After a victim is subdued, the queen deposits an egg in the skull. Queen skull spiders are always 3 HD. The larva hatches, consumes the brain over a period of weeks, and then enters a pupae stage. After several months, when the corpse is sufficiently deteriorated, the new skull spider hatches, uses its strong legs to detach the skull, and goes to join its colony.

Combat

Skull spiders always attack en masse, swarming over their victims in great numbers and stinging them repeatedly.

Poison (Ex): A skull spider delivers a virulent poison with a successful bite attack.

Jordan Bassett (order #48404)

The save DC is Constitution-based.

Skull Spider Poison: Injury, Fortitude DC 10, initial damage 1d3 Constitution damage, secondary damage 1 Constitution damage. The save DC is Constitution-based.

Every 10 minutes thereafter, a victim takes 1 point of Constitution damage until the poison is healed. An opponent that succeeds on both Fortitude saves does not take this continuous damage. A *heal*, *neutralize poison*, *remove disease*, or similar magic halts the Constitution damage as does a DC 16 Heal check.

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

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Skulleton

Tiny Undead

Hit Dice:	4d12 (26 hp)
Initiative:	+0
Speed:	Fly 10 ft. (perfect) (2 squares)
Armor Class:	14 (+2 size, +2 natural), touch 12, flat-footed 14
Base Attack/Grapple:	+2/–8
Attack:	Bite +4 melee (1d3–2 plus disease)
Full Attack:	Bite +4 melee (1d3–2 plus disease)
Space/Reach:	2-1/2 ft./0 ft.
Special Attacks:	Disease, dust
Special Qualities:	Darkvision 60 ft., undead traits
Saves:	Fort +1, Ref +1, Will +5
Abilities:	Str 6, Dex 10, Con —, Int 10, Wis 12, Cha 10
Skills:	Hide +6, Listen +8, Move Silently +6, Search +6, Spot +8
Feats:	Alertness, Weapon Finesse
Environment:	Underground
Organization:	Solitary
Challenge Rating:	3
Treasure:	Standard
Alignment:	Any evil
Advancement:	5-12 HD (Tiny)
Level Adjustment:	—

This being looks like a humanoid skull with several small gems inset in its eye sockets and mouth.

Skulletons are undead creatures believed to have been created by a lich or demilich, for the creature greatly resembles the latter in that it is nothing more than a pile of dust, a skull, and a collection of bones. The gemstones inset in its eye sockets and in place of its teeth are not gemstones at all, but painted glass (worthless).

The skulleton is thought to have been created to detour would-be tomb plunders in to thinking they had desecrated the lair of a demilich.

Combat

A skulleton lies in wait for its prey. When a living creature touches a skulleton, it rises 6 feet in the air and uses its dust attack (doing its best imitation of a demilich, even pivoting to face its foes). Once it uses its dust attack to incapacitate its opponents, the skulleton moves to bite with its gem-encrusted teeth.

Disease (Ex): Filth fever—bite, Fortitude DC 12, incubation period 1d3 days; damage 1d3 Dexterity and 1d3 Constitution (see Disease, in the *DMG*). The save DC is Charisma-based.

Dust (Ex): The skulleton can use its crumbled remains to attack any creature that comes within 10 feet. As a standard action, it can billow forth a cloud of dust that covers a 10-foot area in front of it. Creatures caught within the area must succeed on a DC 12 Fortitude save or be affected as if by a *stinking cloud* (caster level 6th) for

Jordan Bassett (order #48404)

6 rounds. The dust cloud remains for 2 rounds and can be affected by wind. The save DC is Charisma-based.

A skulleton can use this ability twice per day.

Creating a Skulleton

To create a skulleton, the creator must be at least 9th level. The following ingredients are required.

— The skull of a humanoid or monstrous humanoid.
— A few bones from a humanoid or monstrous humanoid.
— A small quantity (at least 1 pint) of earth (dirt).

Powder the bones (but not the skull) and mix with the earth or dirt in an iron bowl. Pour the powdered mixture over the skull. Cast the following spells in this order: *contagion*, *fly*, *stinking cloud*, and *animate dead*. Within 1 hour, the skulleton animates and comes to "life."

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Author Scott Greene.

Slaad Lord: Lord of Entropy

Large Outsider (Chaotic, Extraplanar)

Hit Dice:	48d8+624 (1,008 hp)
Initiative:	+12
Speed:	40 ft. (8 squares)
Armor Class:	53 (-1 size, +8 Dex, +27 natural, +9 insight), touch 26, flat-footed 45
Base Attack/Grapple:	+48/+65
Attack:	*+5 anarchic scythe* +66 melee (2d6+24, 19-20/x4)
Full Attack:	*+5 anarchic scythe* +66/+61/+56/+51 melee (2d6+24, 19-20/x4)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Control undead, death strike, spell-like abilities, *summon slaad*
Special Qualities:	Damage reduction 20/epic and lawful, darkvision 60 ft., fast healing 15, outsider traits, plane shift, resistance to acid 10, cold 10, electricity 10, fire 10, and sonic 10, telepathy 100 ft., SR 39
Saves:	Fort +39, Ref +36, Will +35
Abilities:	Str 36, Dex 27, Con 37, Int 28, Wis 28, Cha 26
Skills:	Balance +30, Climb +64, Concentration +60, Diplomacy +61, Escape Artist +45, Handle Animal +50, Intimidate +59, Knowledge (arcana) +56, Knowledge (history) +51, Knowledge (the planes) +56, Knowledge (religion) +58, Listen +62, Move Silently +41, Ride +59, Search +49, Sense Motive +53, Spellcraft +61 (+63 scrolls), Spot +62, Survival +52 (+54 on other planes, +54 following tracks), Use Magic Device +30 (+32 scrolls)
Feats:	Alertness, Blind-Fight, Cleave, Combat Casting, Dodge, Great Cleave, Improved Critical (scythe), Improved Disarm, Improved Initiative, Improved Sunder, Lightning Reflexes, Mobility, Power Attack, Quicken Spell-Like Ability (*fireball*), Track, Weapon Focus (scythe)
Environment:	Limbo
Organization:	Solitary or troupe (Lord of Entropy plus 1-2 death slaadi)
Challenge Rating:	29
Treasure:	Triple standard, plus *+5 anarchic scythe*
Alignment:	Always chaotic neutral
Advancement:	—
Level Adjustment:	—

This creature stands about twice the size of a human and appears as a skeletal humanoid cloaked in impenetrable darkness. Two huge, 15-foot long, bat-like wings protrude from its shoulders. His eyes are hollow sockets of white light.

The Slaad Lord of Entropy is believed by some to be the supreme ruler of the slaadi race. He is a true agent of Chaos as can be seen in his actions and mood. Few have witnessed his true power, and those who have never speak of such experiences.

Hushed whispers among the slaadi say this is in fact a guise and not his true form. It is believed that his true form is that of a 15-foot tall black slaad.

The Slaad Lord of Entropy speaks Slaadi, Abyssal, Celestial, Common, Daemonic, Draconic, Goblin, Infernal, Terran, and Undercommon.

Combat

The Slaad Lord of Entropy's primary attack is with his scythe. He attacks relentlessly with it in combat, mixing in his spell-like abilities as he sees fit.

The Slaad Lord of Entropy's natural weapons, as well as any weapon he wields, are considered chaotic-aligned for the purpose of overcoming damage reduction. The Slaad Lord of Entropy's natural weapons are considered epic weapons for the purpose of overcoming damage reduction.

Spell-Like Abilities: At will—*animate objects*, *chaos hammer* (DC 22), *cloak of chaos* (DC 26), *deeper darkness*, *detect magic*, *dispel law* (DC 23), *fear* (DC 22), *fireball* (DC 21), *fly*, *identify*, *invisibility* (self only), *magic circle against law*, *mass charm monster* (DC 26), *power word blind*, *see invisibility*, *silent image* (DC 19); 2/day—*circle of death* (DC 24), *word of chaos* (DC 25); 1/day—*cloak of chaos* (DC 26), *finger of death* (DC 25), *power word kill*, *storm of vengeance* (DC 27). Caster level 29th. The save DCs are Charisma-based.

Control Undead (Su): Twice per day when on the Material Plane, the slaad lord can *control undead* as the spell (caster level 29th).

Death Strike (Su): If the Slaad Lord of Entropy scores a natural 20 on its attack roll with his scythe and confirms the critical hit, that opponent must succeed on a DC 35 Fortitude save or die. Creatures slain can be raised normally, but there is only a 50% chance that such magic works. Even if the Fortitude save succeeds, a creature struck takes 8d6 points of damage (which may

Jordan Bassett (order #48404)

be enough to kill it anyway). This ability only functions in the hands of the Slaad Lord of Entropy.

Plane Shift (Sp): The Slaad Lord of Entropy can enter any of the outer planes, the inner planes, or the Material Plane. This ability transports the Slaad Lord of Entropy and up to six other creatures, provided they all link hands. It is otherwise similar to the spell of the same name (caster level 20th).

Summon Slaad (Sp): Three times per day, the Slaad Lord of Entropy can automatically summon 3 red, blue, or green slaadi or 2 gray or death slaadi. This ability is the equivalent of a 9th-level spell.

Anarchic Scythe: The Slaad Lord's +5 *scythe* has the *anarchic* special quality. It is chaotically aligned and infused with the power of chaos. It makes the weapon chaos-aligned and thus bypasses the corresponding damage reduction. It deals an extra 2d6 points of damage against all of lawful alignment. It bestows one negative level on any lawful creature attempting to wield it. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the weapon is wielded.

The Slaad Lord's Mount

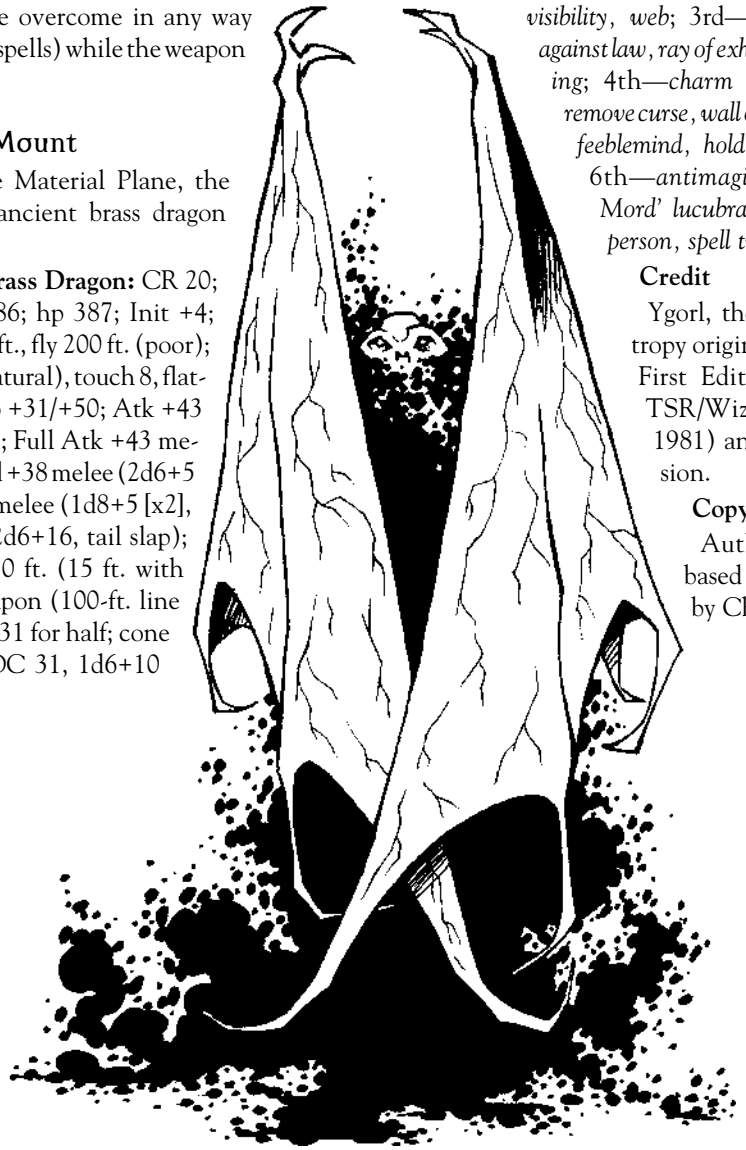
When visiting the Material Plane, the slaad lord rides an ancient brass dragon named Ryssk.

Ryssk, Ancient Brass Dragon: CR 20; SZ H; HD 31d12+186; hp 387; Init +4; Spd 60 ft., burrow 30 ft., fly 200 ft. (poor); AC 38 (-2 size, +30 natural), touch 8, flat-footed 38; BAB/Grap +31/+50; Atk +43 melee (2d8+11, bite); Full Atk +43 melee (2d8+11, bite) and +38 melee (2d6+5 [x2], claws) and +37 melee (1d8+5 [x2], wings), +37 melee (2d6+16, tail slap); Space/Reach 15 ft./10 ft. (15 ft. with bite); SA breath weapon (100-ft. line of fire, 10d6, Ref DC 31 for half; cone of sleep, Will save DC 31, 1d6+10 rounds), crush, frightful presence (Will DC 29), spell-like abilities, spells; SQ darkvision (1,000 ft.), dragon traits, keen senses, low-light vision, immunity to fire, vulnerability to cold, damage reduction (15/magic), SR 27; AL CG; SV Fort +23, Ref +17, Will +21; Str 33, Dex 10, Con 27, Int 20, Wis 21, Cha 20.

Skills: Bluff +39, Concentration +42, Diplomacy +39, Escape Artist +34, Intimidate +39, Knowledge (arcana) +39, Listen +39, Search +39, Sense Motive +39, Spot +39, Use Magic Device +34. *Feats:* Cleave, Flyby Attack, Great Cleave, Hover, Improved Initiative, Maximize Spell, Power Attack, Snatch, Weapon Focus (bite, claws), Wingover.

SA—*Spell-Like Abilities:* At will—*speak with animals*; 3/day—*endure elements* (100-ft. radius); 1/day—*control winds, control weather, suggestion*.

SA—*Sorcerer Spells Known* (Cast per Day 6/8/7/7/7/7/6/4; save DC 15 + spell level, caster level 15th): 0—*dancing lights, daze, disrupt undead, flare, light, open/close, prestidigitation, ray of frost, read magic*; 1st—*animate rope, burning hands, magic missile, obscuring mist, true strike*; 2nd—*blur, daylight, detect thoughts, see invisibility, web*; 3rd—*fireball, magic circle against law, ray of exhaustion, water breathing*; 4th—*charm monster, confusion, remove curse, wall of fire*; 5th—*dismissal, feeblemind, hold monster, telekinesis*; 6th—*antimagic field, geas/quest, Mord' lucubration*; 7th—*mass hold person, spell turning*.



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Jordan Bassett (order #48404)

Slaad Lord: Lord of the Insane

Medium Outsider (Chaotic, Extraplanar)

Hit Dice:	40d8+600 (920 hp)
Initiative:	+10
Speed:	40 ft. (8 squares), fly 60 ft. (average)
Armor Class:	47 (+3 Dex, +26 natural, +8 insight), touch 21, flat-footed 44
Base Attack/Grapple:	+40/+53
Attack:	Slam +54 melee (1d8+13 plus energy drain)
Full Attack:	3 slams +54 melee (1d8+13 plus energy drain)
Space/Reach:	5 ft./5 ft. (10 ft. with slam)
Special Attacks:	Energy drain, spell-like abilities, *summon slaad*
Special Qualities:	Amorphous, change shape, damage reduction 20/epic and lawful, darkvision 60 ft., fast healing 15, outsider traits, plane shift, resistance to acid 10, cold 10, electricity 10, fire 10, and sonic 10, telepathy 100 ft., SR 37
Saves:	Fort +37, Ref +28, Will +30
Abilities:	Str 36, Dex 22, Con 40, Int 26, Wis 26, Cha 26
Skills:	Balance +31, Climb +56, Concentration +58, Diplomacy +40, Escape Artist +49, Hide +34, Intimidate +51, Knowledge (arcana) +51, Knowledge (history) +28, Knowledge (the planes) +51, Knowledge (religion) +51, Listen +53, Move Silently +49, Search +51, Sense Motive +41, Spellcraft +53, Spot +53, Survival +44 (+46 on other planes, +46 following tracks)
Feats:	Alertness, Blind-Fight, Cleave, Combat Casting, Combat Reflexes, Dodge, Great Cleave, Improved Bull Rush, Improved Disarm, Improved Initiative, Improved Sunder, Mobility, Power Attack, Weapon Focus (slam)
Environment:	Limbo
Organization:	Solitary or troupe (Lord of the Insane plus 1-2 death slaadi)
Challenge Rating:	27
Treasure:	Triple standard
Alignment:	Always chaotic neutral
Advancement:	—
Level Adjustment:	—

This creature looks like a dark gold amoeba with an oversized humanoid brain floating in its center. Three long, black tentacles extend from its body, writhing constantly.

The Slaad Lord of the Insane is one of the most powerful slaad lords in existence, and no slaadi questions his authority or rulership, even the other slaad lords.

The Slaad Lord of the Insane is one of the few slaad lords that enjoys traveling the planes and often enters the Material Plane disguised as a tall, mystical warrior adorned in black plate armor. In the outer planes, he is often encountered in his amoeba form or that of a great golden slaad.

The Slaad Lord of the Insane generally covers an area about 5 feet wide and feet tall, but being similar in makeup to an ooze, can flatten his form and cover a greater area or squeeze through openings much smaller than would normally be allowed. His tentacles are 10 feet long.

The Slaad Lord of the Insane speaks Slaadi, Abyssal, Celestial, Common, Daemonic, Draconic, Goblin, Infernal, and Undercommon.

Combat

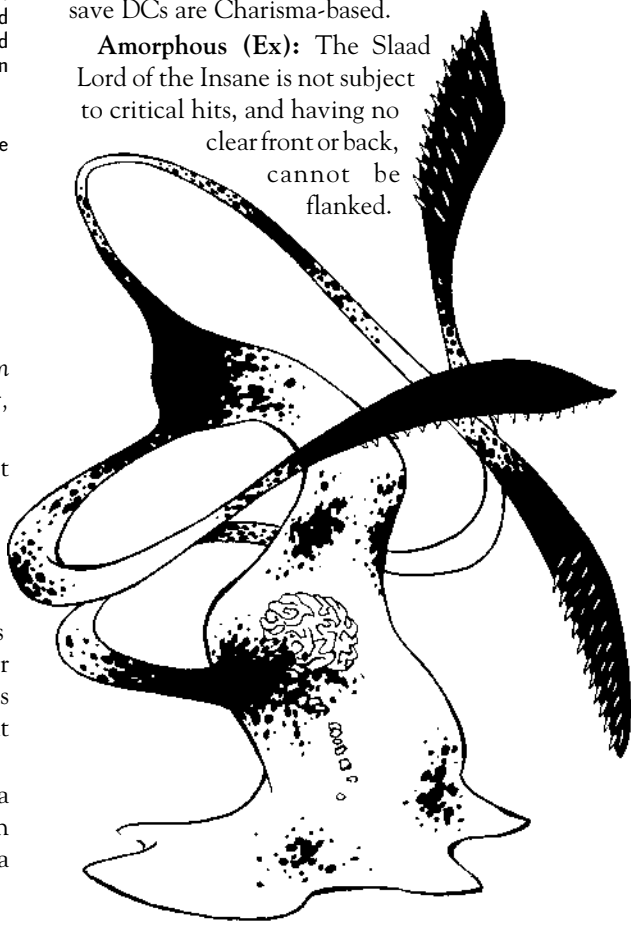
The Slaad Lord of the Insane attacks using his spell-like abilities and slam attacks.

His natural weapons, as well as any weapon he wields, are considered chaotic-aligned for the purpose of overcoming damage reduction. His natural weapons are considered epic weapons for the purpose of overcoming damage reduction.

Energy Drain (Su): Living creatures hit by the Slaad Lord's slam attack gain 3 negative levels. The DC is 45 for the Fortitude save to remove a negative level. The DC is Constitution-based.

Spell-Like Abilities: At will—*animate objects, chaos hammer* (DC 21), *deeper darkness, detect magic, dispel law* (DC 22), *fear* (DC 21), *fireball* (DC 20), *invisibility* (self only), *magic circle against law, mass charm monster* (DC 25), *power word blind, see invisibility, shatter* (DC 19); 2/day—*circle of death* (DC 23), *symbol of insanity* (DC 25), *word of chaos* (DC 24); 1/day—*finger of death* (DC 24), *implosion* (DC 26). Caster level 27th. The save DCs are Charisma-based.

Amorphous (Ex): The Slaad Lord of the Insane is not subject to critical hits, and having no clear front or back, cannot be flanked.



Jordan Bassett (order #48404)

Change Shape (Su): The Slaad Lord of the Insane can assume the shape of a humanoid as a standard action. In humanoid form, the slaad lord cannot use its natural weapons and does not deal negative levels. He usually assumes as a human male fighter cloaked in black plate armor wielding an iron black longsword (purportedly the legendary *black sword*: a *+3 longsword* that stuns any creature struck, as if by the *power word stun spell*, for 1d10 minutes if the victim fails a Fortitude save at DC 24).

Plane Shift (Sp): The Slaad Lord of the Insane can enter any of the outer planes, the inner planes, or the Material Plane. This ability transports the slaad lord and up to six other creatures, provided they are all touching the slaad lord. It is otherwise similar to the spell of the same name (caster level 20th).

Summon Slaad (Sp): Three times per day, the Slaad Lord of the Insane can automatically summon 3 red, blue, or green slaadi or 2 gray or death slaadi. This ability is the equivalent of a 9th-level spell.

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Slime Crawler

Medium Aberration

Hit Dice:	1d8+1 (5 hp)
Initiative:	+2
Speed:	20 ft. (4 squares), climb 10 ft.
Armor Class:	15 (+2 Dex, +3 natural), touch 12, flat-footed 13
Base Attack/Grapple:	+0/+1
Attack:	Tentacles +1 melee (1d3+1)
Full Attack:	Tentacles +1 melee (1d3+1) and bite -4 melee (1d4)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Constrict 1d3+1, improved grab
Special Qualities:	Darkvision 60 ft., scent, slippery
Saves:	Fort +1, Ref +2, Will +3
Abilities:	Str 12, Dex 14, Con 12, Int 1, Wis 12, Cha 6
Skills:	Climb +11, Escape Artist +8, Listen +4, Spot +4
Feats:	Alertness
Environment:	Underground
Organization:	Solitary, cluster (2-5), or brood (6-11)
Challenge Rating:	1
Treasure:	None
Alignment:	Always neutral
Advancement:	2 HD (Medium)
Level Adjustment:	—

This creature appears to be a segmented worm or caterpillar with stumpy, almost nonexistent legs. Four tentacles sprout below its mouth. The creature's body is covered in an oily film that leaves a slime path behind it as it moves.

Slime crawlers are the immature version of the carrion crawler. The process of maturity usually takes two to three weeks, at which time the slime crawler feeds on any living organisms encountered. More slug-like at this larval stage, the slime crawler's legs appear as small buds or stumps. These legs allow the slime crawler to climb walls and other surfaces, albeit slower than an adult carrion crawler. Four tentacles sprout below its throat, eventually splitting (losing their grappling ability) and growing into the pseudopod-like tentacles of the carrion crawler.

A typical slime crawler is about 6 feet long and weighs about 300 pounds.

Jordan Bassett (order #48404)

Combat

A slime crawler attacks with its tentacles, attempting to grab an opponent and squeeze it. Slime crawlers have a nasty bite, but prefer to use their tentacles in battle.

Constrict (Ex): A slime crawler deals 1d3+1 points of damage with a successful grapple check.

Improved Grab (Ex): To use this ability, a slime crawler must hit with a tentacle attack. It can then attempt tot 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.

Slippery (Ex): A slime crawler exudes a thin, oily film from its mouth that leaves a slug-like trail behind it as its moves. A creature stepping in a space covered with this slime must succeed on a DC 11 Reflex save or slip and fall prone. The slime remains in the area for 1d2 hours before losing its potency. The save DC is Constitution-based.

Skills: Because of its slippery secretions, a slime crawler has a +6 racial bonus on Escape Artist checks.

A slime 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.

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Authors Casey Christofferson and Scott Greene.

Slithering Tracker

Small Ooze

Hit Dice:	5d10+25 (52 hp)
Initiative:	+0
Speed:	10 ft. (2 squares), climb 10 ft.
Armor Class:	15 (+1 size, +4 natural), touch 11, flat-footed 15
Base Attack/Grapple:	+3/+1
Attack:	Slam +6 melee (1d4+3 plus paralysis)
Full Attack:	Slam +6 melee (1d4+3 plus paralysis)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Engulf, paralysis, plasma drain
Special Qualities:	Blindsight 60 ft., ooze traits, sealed mind, transparent
Saves:	Fort +6, Ref +1, Will +1
Abilities:	Str 14, Dex 10, Con 21, Int 10, Wis 10, Cha 1
Skills:	Climb +13, Hide +8, Listen +5, Move Silently +10, Spot +5
Feats:	Alertness, Skill Focus (Move Silently)
Environment:	Underground
Organization:	Solitary
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral
Advancement:	6-12 HD (Small); 13-15 HD (Medium)
Level Adjustment:	—

This creature looks like a long, thin transparent protoplasm, almost snake-like in form.

The slithering tracker is an amorphous and transparent creature that inhabits dark underground areas of the world. Unlike other oozes, the slithering tracker does not feed on organic matter. It survives by devouring living creatures.

A typical slithering tracker is 3 feet long and has a thickness of about 6 inches. It can grow to a length of about 8 feet.

Combat

A slithering tracker prefers to attack helpless or immobile opponents. Once it paralyzes an opponent, the slithering tracker flows over it and drains its body fluids. The tracker, now sated, slithers off to digest its meal. All that's left of the opponent is a dry and rotted husk.

Engulf (Ex): A slithering tracker can engulf a paralyzed foe up to one size larger than itself as a standard action. It cannot make a slam attack during a round in which it engulfs. The slithering tracker merely has to move into a space occupied by a paralyzed creature, completely covering it.

An engulfed opponent is subjected to the slithering tracker's paralysis and plasma drain, and is considered to be grappled and trapped within its body.

A slithering tracker only uses this ability against a paralyzed, sleeping, or otherwise helpless opponent.

Paralysis (Ex): A slithering tracker secretes an anesthetizing slime. A target hit by its slam attack must succeed on a DC 17 Fortitude save or be paralyzed for 1d4 hours. The tracker can automatically engulf a

Jordan Bassett (order #48404)

paralyzed opponent. The save DC is Constitution-based.

An opponent attacking a slithering tracker unarmed or with natural weapons is subjected to its paralyzing attack each time one of its attacks hit.

Plasma Drain (Ex): A slithering tracker drains the body fluids from an engulfed opponent. Each 5 minutes an opponent is engulfed, it takes 1 point of Constitution damage. Because it takes a long time to completely drain a foe, a slithering tracker generally only uses this ability against a paralyzed, stunned, held, or sleeping opponent.

Blindsight (Ex): A slithering tracker's entire body is a primitive sensory organ that can detect prey by scent and vibration within 60 feet.

Sealed Mind (Ex): Even though a slithering tracker has an Intelligence score, it is immune to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects) just as other oozes are.

Transparent (Ex): A slithering tracker is hard to identify, even under ideal conditions, and it takes a DC 15 Spot check to notice one. Creatures who fail to notice a slithering tracker and walk into it are automatically hit with a melee attack for slam damage and subjected to the creature's paralysis attack.

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

Slithering trackers have a +4 racial bonus on Move Silently checks.

Credit

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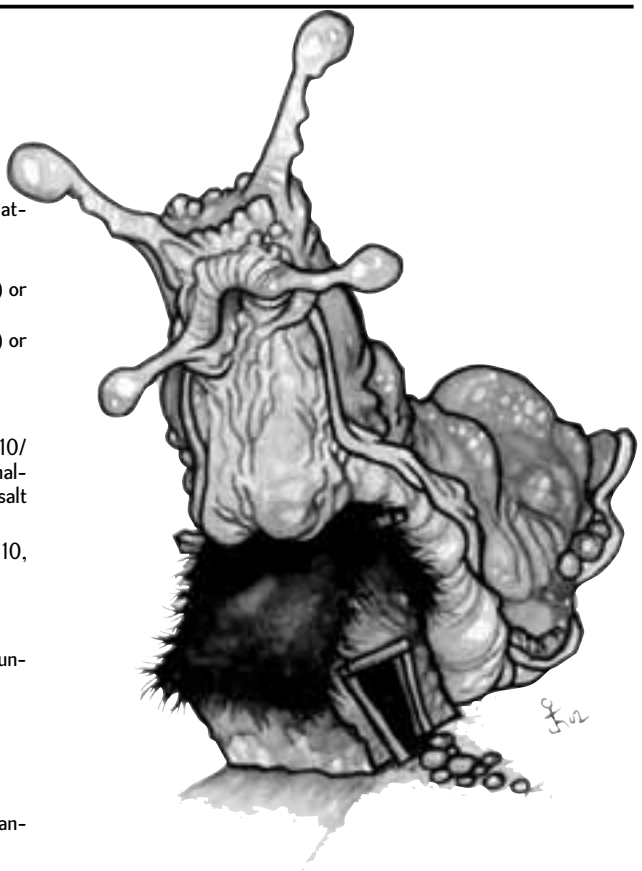
Author Scott Greene, based on original material by Gary Gygax.

Slug, Giant

Huge Vermin

Hit Dice:	12d8+48 (102 hp)
Initiative:	+0
Speed:	20 ft. (4 squares), burrow 10 ft.
Armor Class:	16 (-2 size, +8 natural), touch 8, flat-footed 16
Base Attack/Grapple:	+9/+25
Attack:	Bite +15 melee (2d6+8 plus 1d8 acid) or acid spit +7 ranged (4d8 acid)
Full Attack:	Bite +15 melee (2d6+8 plus 1d8 acid) or acid spit +7 ranged (4d8 acid)
Space/Reach:	15 ft./10 ft.
Special Attacks:	Acid, spit acid
Special Qualities:	Blindsight 60 ft., damage reduction 10/slashing or piercing, rubbery hide, malleable, vermin traits, vulnerability to salt
Saves:	Fort +12, Ref +4, Will +4
Abilities:	Str 27, Dex 10, Con 18, Int —, Wis 10, Cha 2
Skills:	—
Feats:	—
Environment:	Temperate and warm marshes and underground
Organization:	Solitary
Challenge Rating:	8
Treasure:	None
Alignment:	Always neutral
Advancement:	13-21 HD (Huge); 22-36 HD (Gargantuan)
Level Adjustment:	—



Though many times larger, this creature appears to be an enormous grayish slug. A large slime trail marks the ground as it moves.

Giant slugs are found in moist or wet environments such as swamps, marshes, rain forests, and dungeons. They are both scavengers and predators feeding on both plants and animals. Giant slugs are nocturnal creatures and spend the daylight hours away from the heat of the sun. On extremely hot days, giant slugs bury themselves in debris where they secrete a thick coating of mucus that covers their entire body and protects them from the heat.

Giant slugs are larger versions of normal slugs. They are pale gray in color with a dull white underbelly. They have a single pair of long, thin tentacles or antennae. The giant slug uses them to sense brightness, heat, and to smell.

A typical giant slug is 20 feet long but can grow to twice that length.

Jordan Bassett (order #48404)

Combat

A giant slug begins combat by spitting a line of corrosive saliva at an opponent. It then moves into combat and uses its bite attack.

Acid (Ex): A giant slug's saliva is highly caustic. Any melee hit deals acid damage.

Spit Acid (Ex): Every 1d4 rounds, a giant slug can spit a line of acid at an opponent within 60 feet (no range increment). A successful ranged touch attack is required to hit. If struck, a target takes 4d8 points of acid damage.

Blindsight (Ex): Giant slugs have no visual organs but can ascertain all foes within 60 feet using sound, scent, and vibration.

Malleable (Ex): A giant slug can squeeze its body through openings it normally could not pass through (up to Medium sized openings).

Rubbery Hide (Ex): A giant slug's rubbery hide grants it immunity to critical hits.

Vulnerability to Salt (Ex): A giant slug is highly susceptible to salt and takes 1d6 points of damage per pound of salt it contacts.

Credit

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Author Scott Greene, based on original material by Gary Gygax.

Soul Eater

Medium Outsider (Extraplanar)

Hit Dice:	10d8+20 (65 hp)
Initiative:	+6
Speed:	Fly 100 ft. (perfect) (20 squares)
Armor Class:	24 (+6 Dex, +8 natural), touch 16, flat-footed 18
Base Attack/Grapple:	+10/+11
Attack:	Claw +16 melee (1d6+1 plus 1d6 Wis)
Full Attack:	2 claws +16 melee (1d6+1 plus 1d6 Wis)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Soul drain, wisdom damage
Special Qualities:	Damage reduction 10/magic, darkvision 60 ft., find target, immunities, outsider traits
Saves:	Fort +9, Ref +13, Will +7
Abilities:	Str 13, Dex 22, Con 14, Int 12, Wis 11, Cha 11
Skills:	Concentration +10, Diplomacy +7, Hide +19*, Intimidate +13, Knowledge (the planes) +12, Listen +15, Move Silently +19, Search +14, Spot +15, Survival +13 (+15 on other planes)
Feats:	Alertness, Dodge, Flyby Attack, Weapon Finesse
Environment:	Any outer plane
Organization:	Solitary
Challenge Rating:	7
Treasure:	None
Alignment:	Always neutral
Advancement:	11–20 HD (Medium); 21–30 HD (Large)
Level Adjustment:	—

This creature resembles a billowing cloud of inky darkness. Two long, pale white arms protrude from the cloud, each ending in a clawed hand.

A soul eater is an extraplanar creature of great power. Its plane of origin is unknown but is thought to be some sort of void plane. Soul eaters are summoned to the Material Plane for one purpose—to slay living creatures. When given a target, a soul eater can track it unerringly.

Soul eaters sustain themselves on the life energies of living creatures and derive this sustenance by draining the souls of living targets.

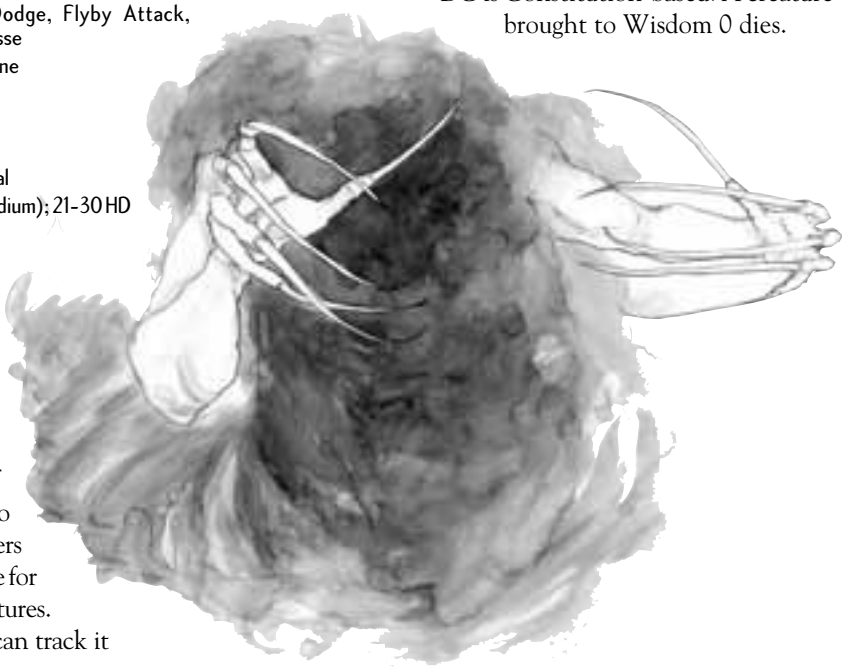
Combat

A soul eater strikes with two ghostly claws in each round. It attacks until either it or its target is defeated or slain.

A soul eater's natural weapons are treated as magic weapons for the purpose of over coming damage reduction.

Soul Drain (Su): When a soul eater slays a foe, it devours the victim's soul. Such a creature cannot be returned to life by any means save a deity's intervention.

Wisdom Damage (Su): A creature hit by a soul eater's claw attack must succeed on a DC 17 Fortitude save or take 1d6 points of Wisdom damage. The save DC is Constitution-based. A creature brought to Wisdom 0 dies.



Jordan Bassett (order #48404)

Find Target (Sp): When ordered to find a creature, a soul eater does so unerringly, as though guided by *discern location*. The being giving the order must have seen the creature to be found and must know the target's name. This ability is the equivalent of an 8th-level spell.

Link to Caster (Ex): When a soul eater is summoned to the Material Plane, it creates a mental link between itself and the caster who summoned it. If a soul eater's victim (i.e., the creature it is summoned to slay) is killed before the creature can devour its soul, the soul eater returns at full speed to the caster and attacks him. Likewise, if a soul eater is defeated in battle (but not slain) by its target, the creature returns to the caster and attacks him. So long as both the caster and soul eater are on the same plane of existence, the soul eater can successfully locate the caster (again as though guided by *discern location*). If the caster leaves the plane, the link is temporarily broken. Once the caster returns, or the soul eater enters a plane the caster is on, the link is immediately restored.

Immunities (Ex): Soul eaters are immune to poison, sleep, paralysis, and stunning. Since they have no clear front or back they cannot be flanked and are immune to critical hits.

Skills: *Soul eaters have a +10 racial bonus on Hide checks in darkness or smoke.

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Soul Nibbler

Tiny Magical Beast

Hit Dice:	1/2d10 (2 hp)
Initiative:	+2
Speed:	15 ft. (3 squares), climb 15 ft.
Armor Class:	15 (+2 size, +2 Dex, +1 natural), touch 14, flat-footed 13
Base Attack/Grapple:	+1/–11
Attack:	Bite +5 melee (1d3–4)
Full Attack:	Bite +5 melee (1d3–4)
Space/Reach:	2-1/2 ft./0 ft.
Special Attacks:	Energy drain
Special Qualities:	Darkvision 60 ft., immunity to necromancy spells, scent
Saves:	Fort +2, Ref +4, Will +1
Abilities:	Str 2, Dex 15, Con 10, Int 2, Wis 12, Cha 2
Skills:	Balance +10, Climb +11, Hide +15, Move Silently +8
Feats:	Weapon Finesse
Environment:	Any
Organization:	Swarm (10–20)
Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral
Advancement:	2 HD (Small)
Level Adjustment:	—

This creature looks like a grayish-brown rat about 1 foot long.

Soul nibblers are rats that have undergone genetic mutation due to continued feeding on essence ingots (see sidebar). The biological effects of a prolonged consumption of soul stuff are minimal. Soul nibblers are always black in color, and their eyes sometime glow with a sickly light. The magical changes wrought by their unholy diet, however, are more profound, granting the soul nibblers unique necromantic abilities.

Combat

Having begun life as normal rats, soul nibblers behave in combat much like their mundane cousins. The primary difference between soul nibblers and standard rats is their bond to dark magic, which grants them the powers of energy drain and necromantic immunity.

Energy Drain (Su): Living creatures hit by a soul nibbler's bite attack gain one negative level. The DC is 10 for the Fortitude save to remove a negative level. The save DC is Constitution-based. Soul nibblers do not gain temporary hit points when they deal negative levels.

Immunity to Necromancy Spells (Ex): Soul nibblers are immune to all spells of the Necromancy school.

Skills: Soul nibblers 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.

Soul nibblers have a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

Jordan Bassett (order #48404)

Essence Ingots

Essence ingots are small rectangular bricks of blackened stone that contain the soul of a living creature. Creatures are trapped in *essence ingots* through the use of a great smelter, the location of which has been lost.

A trapped spirit can be released by casting *remove curse* (or similar and more powerful magic). A released soul reforms its material body in 1d4 rounds. An *essence ingot* has a hardness 5, hp 10, and Break DC 20. Note, however, that if an *essence ingot* is broken, the trapped soul is not released but is lost forever.

Credit

The soul nibbler first appeared in module G3 **What Evil Lurks** by Lance Hawvermale (© Necromancer Games, Inc., 2002).

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Authors Travis Hawvermale and Scott Greene.

Spriggan

	Normal Spriggan **Small Humanoid (Gnome)**	Enlarged Spriggan **Large Humanoid (Gnome)**
Hit Dice:	4d8+4 (22 hp)	4d8+16 (32 hp)
Initiative:	+4	+3
Speed:	20 ft. (4 squares)	20 ft. (4 squares)
Armor Class:	19 (+1 size, +4 Dex, +4 chain shirt), touch 15, flat-footed 15	16 (-1 size, +3 Dex, +4 chain shirt), touch 12, flat-footed 13
Base Attack/Grapple:	+3/-2	+3/+12
Attack:	Short sword +4 melee (1d4-1, 19-20/x2) or halberd +4 melee (1d8-1, crit x3)	Short sword +8 melee (1d8+5, 19-20/x2) or halberd +8 melee (2d8+7, crit x3)
Full Attack:	Short sword +4 melee (1d4-1, 19-20/x2) or halberd +4 melee (1d8-1, crit x3)	Short sword +8 melee (1d8+5, 19-20/x2) or halberd +8 melee (2d8+7, crit x3)
Space/Reach:	5 ft./5 ft.	10 ft./10 ft.
Special Attacks:	Spell-like abilities, sneak attack +2d6	—
Special Qualities:	Low-light vision, size alteration	Low-light vision, size alteration
Saves:	Fort +2, Ref +8, Will +1	Fort +5, Ref +7, Will +1
Abilities:	Str 8, Dex 18, Con 13, Int 11, Wis 11, Cha 9	Str 20, Dex 16, Con 19, Int 11, Wis 11, Cha 9
Skills:	Climb +2, Disable Device +8, Hide +12, Listen +3, Move Silently +8, Open Lock +8, Sleight of Hand +8, Search +1, Spot +1	Climb +8, Disable Device +7, Hide +7, Listen +3, Move Silently +7, Open Lock +7, Sleight of Hand +7, Search +1, Spot +1
Feats:	Combat Reflexes, Weapon Focus (short sword)	Combat Reflexes, Weapon Focus (short sword)
Environment:	Temperate forests	Temperate forests
Organization:	Solitary or mob (3-12)	Solitary or mob (3-12)
Challenge Rating:	3	3
Treasure:	Standard	Standard
Alignment:	Usually chaotic evil	Usually chaotic evil
Advancement:	By character class	By character class
Level Adjustment:	+3	+3

This creature resembles an ugly, stocky gnome with a bulbous nose and reddish eyes. It has a shaggy dark mustache and ratty beard, both unkempt and caked with dirt and filth.

Spriggans are among the ugliest and certainly the most foul tempered of all gnomes. At one moment a normal-sized gnome, a spriggan can grow to giant-sized in an instant, gaining immense strength and taking unsuspecting opponents by surprise.

Spriggans are, by human standards, quite homely. They have stocky bodies and sickly ochre-colored skin and dark hair of brown of black. Male spriggans favor facial hair such as shaggy mustaches and ratty beards, but any head or facial hair they have is unkempt and filthy. Female spriggans do not have facial hair. Being unhygienic creatures, spriggans never bathe or clean their clothing or equipment. Thanks to their filthy lifestyle, spriggans reek with the foulness of dirt, body odor, and other unpleasantness. Despite being gnomes themselves, spriggans despise all of their gnomish kinfolk.

Jordan Bassett (order #48404)

A typical spriggan stands 3-1/2 feet tall and weighs 50 to 55 pounds. An enlarged spriggan stands about 8-1/2 feet tall and weighs 500 to 550 pounds. Spriggans speak Gnome and Common.

Combat

Spriggans make the best use of their magical abilities in combat. When several spriggans are encountered, some will enlarge themselves at the first sign of melee, while the remainder will stay Small and take advantage of their innate abilities of stealth and sneak attacks. Owing to their chaotic nature, complex battle plans are generally beyond most spriggan mobs; it is likely that some, none, or all spriggans in a mob will change size at the start of melee.

Spell-Like Abilities: At will—*flare* (DC 10), *scare* (DC 12), *shatter* (DC 12). Caster level 4th. The save DCs are Charisma-based and include a +1 racial bonus. The spriggan cannot use its spell-like abilities when enlarged.

Sneak Attack (Ex): Any time an opponent is denied its Dexterity bonus, or when the spriggan flanks its opponent, the spriggan deals an extra +2d6 points of damage on a successful melee attack. This stacks with any other sneak attack the spriggan has (such as that from the rogue class). A spriggan cannot use this ability when enlarged.

Size Alteration (Su): At will, as a standard action, a spriggan can grow from Small to Large size. Weapons, armor, and other inanimate objects on its person grow proportionately with it when it changes size. The spriggan can changes sizes at will, each time requiring a standard action to do so. This is similar to the *enlarge person* spell. An enlarged spriggan gains +12 Strength, –2 Dexterity, +6 Constitution, and a –2 to AC. While enlarged, a spriggan cannot use its spell-like abilities or its innate sneak attack ability (though any other sneak attack it may have, such as from rogue class levels, is unaffected when it changes size).

Skills: Spriggans have a +2 racial bonus on Climb, Disable Device, Hide, Listen, Move Silently, Open Lock, and Sleight of Hand checks.

Spriggan Society

Spriggan mobs are almost always comprised of males; female spriggans rarely venture out of their dismal lairs other than to gather food. Mobs of spriggan males are nomadic in nature, roving from place to place and never settling down for more than a few days unless there is promising a opportunity for rewarding raids on local communities. Female spriggan mobs are unusually stable for such chaotic creatures, often lairing in the same place for years before moving on.

Spriggans as Characters

The favored class of the spriggans is rogue. Spriggan leaders are usually rogue/fighters or rogue/sorcerers.

— –2 Strength, +8 Dexterity, +2 Constitution, -2 Charisma.

— Small size. +1 bonus to Armor Class, +1 bonus on attack rolls, +4 bonus on Hide checks, –4 penalty on grapple checks, lifting and carrying limits 3/4 those of Medium characters.

— A spriggan's base land speed is 20 feet.

— Low-light vision.

— Racial Hit Dice: A spriggan begins with four levels of humanoid, which provide 4d8 Hit Dice, a base attack bonus of +3, and base saving throw bonuses of Fort +1, Ref +4, and Will +1.

— Racial Skills: A spriggan's humanoid levels give it skill points equal to 7 x (2 + Int modifier, minimum 1). Its class skills are Climb, Disable Device, Hide, Listen, Move Silently, Open Lock, Sleight of Hand, Search, and Spot. Spriggans have a +2 racial bonus on Climb, Disable Device, Hide, Listen, Move Silently, Open Lock, and Sleight of Hand checks.

— Racial Feats: A spriggan's humanoid levels give it two feats.

— Special Attacks (see above): Spell-like abilities, sneak attack +2d6.

— Special Qualities (see above): Size alteration.

— Automatic Languages: Gnome. Bonus Languages: Common, Giant, Goblin, Orc.

—Favored Class: Rogue.

— Level adjustment +3.

Credit

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Authors Scott Greene and Erica Balsley, based on original material by Roger Moore and Gary Gygax.

Jordan Bassett (order #48404)

Sprite

Small Fey

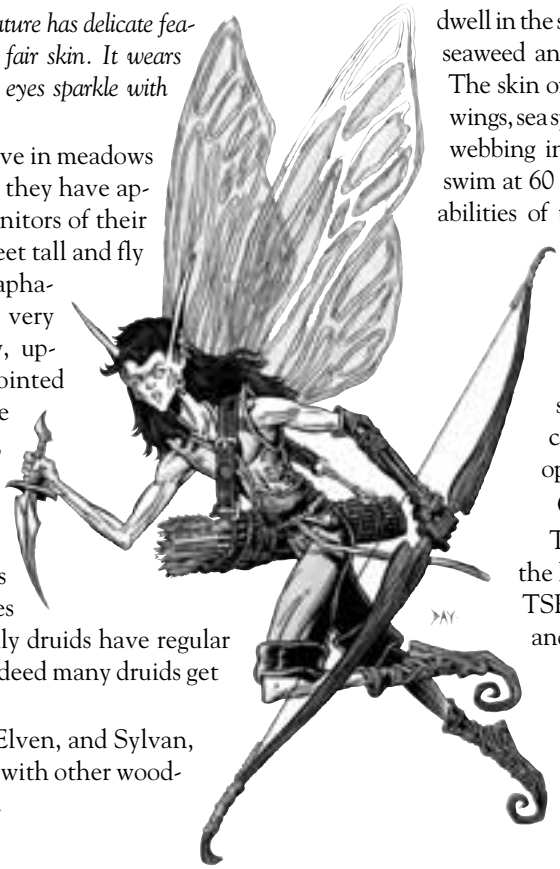
Hit Dice:	1d6+1 (4 hp)
Initiative:	+4
Speed:	30 ft. (6 squares), fly 50 ft. (good)
Armor Class:	15 (+1 size, +4 Dex), touch 15, flat-footed 11
Base Attack/Grapple:	+0/-5
Attack:	Short sword +5 melee (1d4-1, 19-20/x2) or shortbow +5 ranged (1d4, crit x3, range 60 ft.)
Full Attack:	Short sword +5 melee (1d4-1, 19-20/x2) or shortbow +5 ranged (1d4, crit x3, range 60 ft.)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Sleep arrows
Special Qualities:	Damage reduction 5/cold iron, low-light vision, speak with animals, spell-like abilities, SR 15
Saves:	Fort +1, Ref +6, Will +5
Abilities:	Str 8, Dex 18, Con 12, Int 12, Wis 16, Cha 16
Skills:	Bluff +6, Craft (any one) +4, Escape Artist +8, Hide +12, Listen +5, Move Silently +8, Perform (any one) +7, Search +2, Sense Motive +4, Spot +5
Feats:	Dodge, Weapon Finesse[B]
Environment:	Temperate forests
Organization:	Gang (2-4), band (6-11), or tribe (10-100)
Challenge Rating:	1
Treasure:	No coins; 50% goods; 50% items
Alignment:	Always neutral (good tendencies)
Advancement:	2-3 HD (Small)
Level Adjustment:	—

This tiny winged elf-like creature has delicate features, transparent wings, and fair skin. It wears brightly colored clothes and its eyes sparkle with light.

A reclusive folk, sprites live in meadows and woodland glens, where they have appointed themselves the monitors of their lands. They stand about 2 feet tall and fly by means of their tiny diaphanous wings. Sprites have very delicate features with tiny, upturned noses and large pointed ears. Their eyes sparkle like moonlight on a forest lake, and their tiny, high-pitched voices sound almost like music.

Sprites are very capricious creatures, even finding elves a bit stodgy and serious; only druids have regular contact with sprites, and indeed many druids get their training from sprites.

Sprites speak Common, Elven, and Sylvan, and they can communicate with other woodland animals and creatures.



Combat

Sprites detest evil and attack it on sight using their miniature weapons. Opponents are knocked unconscious with sleep arrows and then spirited away to some reclusive locale where they are placed, without weapons or gear, and left to their own accord. Extremely evil creatures are usually slain outright by the usually fun-loving and good-natured sprite.

Sleep Arrows (Ex): Sprites coat the tips of their arrows with an ointment that causes any creature struck (regardless of HD) to fall asleep (as the *sleep* spell) for 1d6 hours unless they succeed on a DC 15 Fortitude save. The save DC is Charisma-based and includes a +2 racial bonus.

Immortal (Ex): Sprites are one of the few races that are truly immortal, never aging. They cannot die from natural causes. They still need to eat, sleep, and breathe, and can be killed normally.

Speak with Animals (Sp): Sprites can communicate with animals as the spell of the same name. This innate ability is always active and cannot be negated or dispelled.

Spell-Like Abilities: At will—*detect evil* (range 150 ft.), *detect good* (range of 150 ft.), *invisibility* (self only). Caster level 8th.

Sea Sprite

Sea sprites are the aquatic version of normal sprites. As their name implies, they are joyful fey who dwell in the sea. Their hair resembles strands of seaweed and they have large, fish-like eyes. The skin of a sea sprite is pale blue. Lacking wings, sea sprites cannot fly, but thanks to fine webbing in their fingers and toes they can swim at 60 feet per round. The weapons and abilities of the sea sprites are identical to those of their land-dwelling cousins, except they employ crossbows rather than shortbows. Sea sprites can breathe both air and water without difficulty. Like normal sprites, sea sprites make use of special ammunition that put their opponents to sleep.

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Author Scott Greene, based on original material by Gary Gygax.

Sea Sprite, Author Scott Greene.

Jordan Bassett (order #48404)

Squealer

	Large Magical Beast
Hit Dice:	12d10+48 (114 hp)
Initiative:	+6
Speed:	40 ft. (8 squares), climb 30 ft.
Armor Class:	17 (-1 size, +2 Dex, +6 natural), touch 11, flat-footed 15
Base Attack/Grapple:	+12/+22
Attack:	Bite +17 melee (1d8+6)
Full Attack:	Bite +17 melee (1d8+6) and 2 claws +12 melee (1d6+3)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Improved grab, rake 1d6+3, rend 2d6+9
Special Qualities:	Darkvision 60 ft., low-light vision, sound imitation
Saves:	Fort +12, Ref +10, Will +5
Abilities:	Str 23, Dex 15, Con 18, Int 2, Wis 12, Cha 10
Skills:	Climb +17, Hide +2, Listen +5, Move Silently +6, Spot +5
Feats:	Alertness, Cleave, Improved Initiative, Power Attack, Track
Environment:	Temperate forests
Organization:	Solitary or gang (2-4)
Challenge Rating:	9
Treasure:	None
Alignment:	Always neutral
Advancement:	13-17 HD (Large); 18-36 HD (Huge)
Level Adjustment:	—

This creature is about the size of a large gorilla. Its fur is long and yellowish-green in alternating splotches. Its shoulders are hunched and it has a forward-thrusting, pig-like head. Razor-sharp teeth line its mouth. Its four forelimbs sprout from its body—two from the hunched back and the other two from high on the hindquarters. A fifth limb grows from the middle of its back.

Squealers are carnivorous predators found in dense forests. They are voracious creatures and spend a good part of their day hunting food.

A typical squealer stands 9 feet tall and weighs about 400 pounds. Squealers communicate with others of their kind using a series of grunts, growls, and squeals. They cannot speak any known language.

Combat

A squealer attacks using its bite and claws. One of its favorite tactics is to hide in a tree, grasping a limb with three of its claws. When prey passes beneath, it swings down to attack. If it can grapple its prey, it drops from the tree, raking with its hind legs.

Improved Grab (Ex): To use this ability, a squealer 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 or rend.

Rend (Ex): A squealer that wins a grapple check after a successful bite attack establishes a hold, latching onto the opponent's body and tearing the flesh. This attack automatically deals an additional 2d6+9 points of damage.

Rake (Ex): Attack bonus +17, damage 1d6+3. A squealer can rake with four claws.

Sound Imitation (Ex): As a free action, a squealer can mimic any animal or magical beast sound it has previously heard. Listeners who succeed on a DC 16 Will save detect the ruse. The save DC is Charisma-based.

Skills: *Squealers have a +12 racial bonus on Hide checks in their natural environment.

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

Credit

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Jordan Bassett (order #48404)

Stegocentipede

Huge Vermin

Hit Dice:	9d8+18 (58 hp)
Initiative:	+2
Speed:	40 ft. (8 squares)
Armor Class:	17 (-2 size, +2 Dex, +7 natural), touch 10, flat-footed 15
Base Attack/Grapple:	+6/+18
Attack:	Bite +8 melee (2d6+4 plus poison)
Full Attack:	Bite +8 melee (2d6+4 plus poison) and tail +3 melee (2d6+2 plus poison)
Space/Reach:	15 ft./15 ft.
Special Attacks:	Poison, spines
Special Qualities:	Darkvision 60 ft., vermin traits
Saves:	Fort +8, Ref +5, Will +3
Abilities:	Str 19, Dex 15, Con 14, Int —, Wis 10, Cha 2
Skills:	Climb +8, Hide +0, Spot +4
Feats:	—
Environment:	Temperate forests
Organization:	Solitary
Challenge Rating:	5
Treasure:	None
Alignment:	Always neutral
Advancement:	10-12 HD (Huge); 13-18 HD (Gargantuan)
Level Adjustment:	—

This creature resembles a gigantic centipede covered with chitinous plates of hardened bone that run along its back in double rows. Its rear portion ends in a long, scorpion-like stinger.

Stegocentipedes are rumored among sages to have come to the Material Plane from another plane or dimension, though no proof has been found to support this theory. Whatever their origin, they are greatly feared by adventurers and other dungeon dwelling denizens for their poisonous bite and sting.

A typical stegocentipede is 18 feet long. A stegocentipede ranges in color from brown to green.

Combat

A stegocentipede raises its spines instinctively when it enters combat and rushes its prey. Opponents are bitten and stung to death.

Poison (Ex): A stegocentipede delivers a debilitating poison with its bite and tail attacks. The save DC is Constitution-based and includes a +2 racial bonus.

Stegocentipede Poison: Injury, Fortitude DC 18; initial and secondary damage 1d6 Dexterity.

Spines (Ex): A stegocentipede raises its spine-plates during combat, and moves rapidly back and forth while attacking. Creatures in a space directly in front of a stegocentipede must succeed on a DC 16 Reflex save or take 2d8+2 points of damage from the spine-plates each time they attack (whether successful or not). The save DC is Constitution-based.

Skills: Stegocentipedes have a +4 racial bonus on Climb and Spot checks, and a +8 racial bonus on Hide checks.

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Jordan Bassett (order #48404)

Stench Kow

Large Magical Beast (Extraplanar)

Hit Dice:	3d10+9 (25 hp)
Initiative:	+0
Speed:	40 ft. (8 squares)
Armor Class:	17 (-1 size, +8 natural), touch 9, flat-footed 17
Base Attack/Grapple:	+3/+11
Attack:	Gore +6 melee (1d8+6)
Full Attack:	Gore +6 melee (1d8+6)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Charge, trample 1d8+6, stench
Special Qualities:	Darkvision 60 ft., immunity to cold, fire, and poison, low-light vision
Saves:	Fort +8, Ref +3, Will +2
Abilities:	Str 18, Dex 10, Con 17, Int 2, Wis 12, Cha 4
Skills:	Listen +6, Spot +6
Feats:	Alertness, Great Fortitude
Environment:	Lower planes (usually Nine Hells)
Organization:	Herd (15-60; 50% noncombatant young, plus one 6 HD bull per 5 female adults)
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral
Advancement:	4-6 HD (Large); 7-9 (Huge)
Level Adjustment:	—

This creature resembles a large bison with a hunched back, long downward-curving horns, and grotesque facial features.

The stench kow is the cattle of the lower planes. Found mainly in the Hells, stench kows are a race of bison-like creatures, not unlike the normal cattle found on the Material Plane. They are used as food by the denizens of the lower planes and are often found in large herds wandering the wastelands of the nether regions.

A typical stench kow is 8 feet long and weighs about 3,000 pounds. Its fur is orange or brown in color and mottled green throughout.

Combat

Stench kine attack only if threatened, if the herd is threatened, or if the young calves are in danger. A stench kow attacks by charging and trampling, or butting its opponents with its horns.

Charge (Ex): A charging stench kow deals double damage with a successful gore attack.

Trample (Ex): Reflex DC 15 half; The save DC is Strength-based.

Stench (Ex): A stench kow exudes a foul body odor. All living creatures (except stench kine) within 5 feet of a stench kow must succeed on a DC 14 Fortitude save or be nauseated for as long as they stay in the area and for 1d4+1 rounds after they leave. Creatures that successfully save cannot be affected by the same stench kow's stench for one day. The save DC is Constitution-based.

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Jordan Bassett (order #48404)

Stone Roper

Medium Aberration

Hit Dice:	6d8+12 (39 hp)
Initiative:	+6
Speed:	10 ft. (2 squares)
Armor Class:	22 (+2 Dex, +10 natural), touch 12, flat-footed 20
Base Attack/Grapple:	+4/+7
Attack:	Strand +7 ranged touch (drag) or bite +7 melee (1d8+4)
Full Attack:	6 strands +7 ranged touch (drag) and bite +7 melee (1d8+4)
Space/Reach:	5 ft./5 ft. (50 ft. with strand)
Special Attacks:	Drag, strands, venom, weakness
Special Qualities:	Freeze, darkvision 60 ft., low-light vision, stony hide, tremorsense 200 ft.
Saves:	Fort +7, Ref +7, Will +5
Abilities:	Str 17, Dex 15, Con 14, Int 12, Wis 16, Cha 12
Skills:	Climb +8, Hide +17*, Listen +12, Spot +12
Feats:	Alertness, Improved Initiative, Weapon Focus (strand)
Environment:	Underground
Organization:	Solitary
Challenge Rating:	6
Treasure:	10% coins; 50% goods (stone only); no items (see text)
Alignment:	Usually chaotic evil
Advancement:	7-9 HD (Medium); 10-18 HD (Large)
Level Adjustment:	—

This creature is a vaguely cone-shaped creature with six tentacles and a large, gaping mouth filled with serrated teeth.

Stone ropers are distant relatives of the common roper though the two races are do not (as far as sages know) associate with one another. Stone ropers are always found underground and never venture forth to the surface world. They have a dislike for sunlight, though it doesn't harm them in any way.

Stone ropers are primarily predators, dining on a diet of fresh meat taken from whatever they can find and kill. When food is scarce, stone ropers become scavengers and dine on carrion.

Stone ropers are mottled gray and brown like stone and have a rock-like body. Cutting a stone roper open reveals its treasure (inside its gizzard).

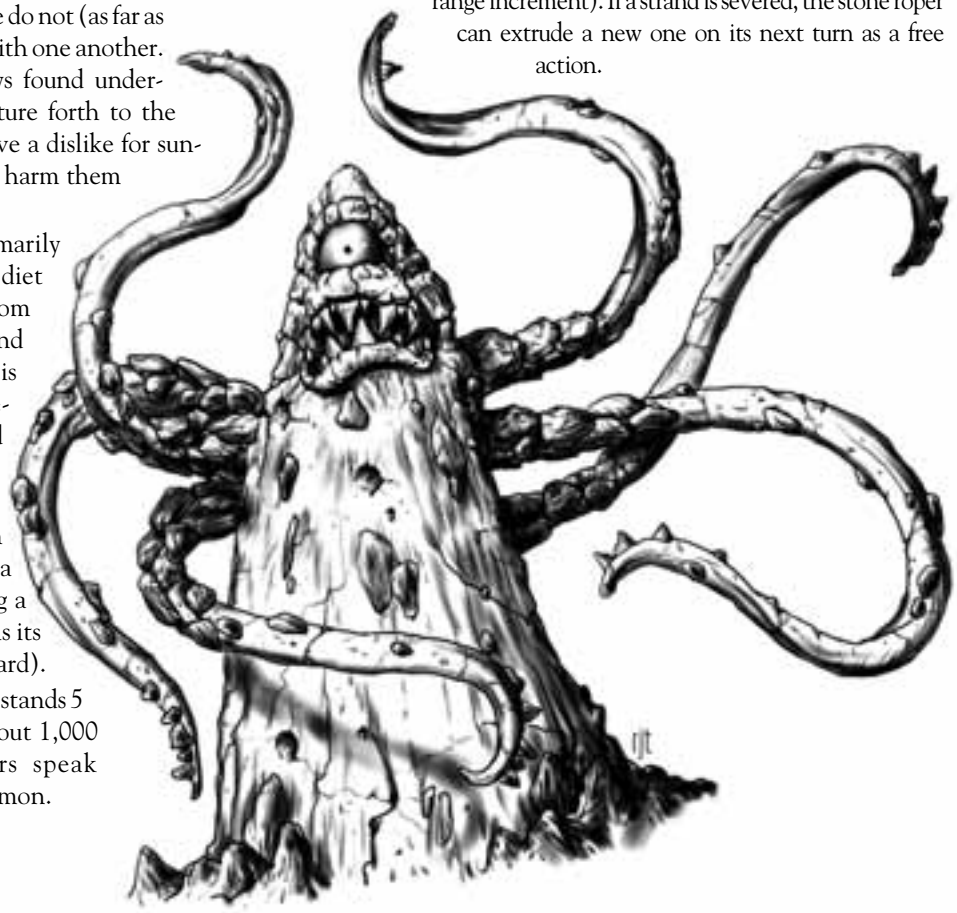
A typical stone roper stands 5 feet tall and weighs about 1,000 pounds. Stone ropers speak Terran and Undercommon.

Combat

Most encounters with a stone roper begin when it fires its strong, sticky strands. A stone roper attacks anything that comes within 50 feet by suddenly shooting out its tentacle strands. It prefers to attack two victims at once, each with three strands. The first two victims successfully attacked are injected with the stone roper's venom. If the venom fails, the stone roper continues to hold the creatures and the weakness will take effect next round.

Drag (Ex): If a stone roper hits with a strand attack, the strand latches onto the opponent's body. This deals no damage but drags the stuck opponent 10 feet closer each subsequent round (provoking no attack of opportunity) unless that creature breaks free, which requires a DC 20 Escape Artist check or a DC 16 Strength check. The check DCs are Strength-based, and the Escape Artist DC includes a +4 racial bonus. A stone roper can draw in a creature within 10 feet of itself and bite with a +4 attack bonus in the same round. A strand has 10 hit points and can be attacked by making a successful sunder attempt. However, attacking a stone roper's strand does not provoke an attack of opportunity. If the strand is currently attached to a target, the stone roper takes a –4 penalty on its opposed attack roll to resist the sunder attempt. Severing a strand deals no damage to a stone roper.

Strands (Ex): Most encounters with a stone roper begin when it fires strong, sticky strands. The creature can have up to six strands at once, and they can strike up to 50 feet away (no range increment). If a strand is severed, the stone roper can extrude a new one on its next turn as a free action.



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Venom (Ex): Twice per day, a stone roper can secrete venom from each of its strands. A creature hit by a strand must succeed on a DC 15 Fortitude save or be paralyzed. A paralyzed creature appears to have been turned to stone (DC 20 Spot check or close inspection reveals that this is in fact not the case). One round after being paralyzed, the victim recovers and must succeed on a DC 15 Will save or act as if under the effects of a *charm person* spell for 2d4 minutes. A charmed creature fights for and defends the stone roper. If the stone roper is killed, a charmed victim acts as if under the effects of a *confusion* spell for 1d6+2 rounds. The save DCs are Constitution-based.

Weakness (Ex): A stone roper's strands can sap an opponent's strength. Anyone grabbed by a strand must succeed on a DC 15 Fortitude save or take 2d4 points of Strength damage. The save DC is Constitution-based.

Freeze (Ex): A stone roper can hold itself so still it appears to be a statue. An observer must succeed on a DC 20 Spot check to notice the stone roper is really alive.

Stony Hide (Ex): A stone roper's tough hide grants it damage reduction 10/magic against ranged piercing weapons (such as arrows and crossbow bolts).

Tremorsense (Ex): A stone roper can automatically detect the location of anything within 200 feet that is in contact with the ground.

Skills: *Stone ropers have a +8 racial bonus on Hide checks in stony or icy areas.

Credit

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Stormwarden

Medium Humanoid (Stormwarden)

Hit Dice:	3d8+3 (16 hp)
Initiative:	+4
Speed:	30 ft. (6 squares)
Armor Class:	13 (+2 leather, +1 natural), touch 10, flat-footed 13
Base Attack/Grapple:	+2/+3
Attack:	Longsword +3 melee (1d8+1, 19-20/x2) or longbow +2 ranged (1d8, crit x3)
Full Attack:	Longsword +3 melee (1d8+1, 19-20/x2) or longbow +2 ranged (1d8, crit x3)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Conjure storm
Special Qualities:	Low-light vision
Saves:	Fort +2, Ref +3, Will +2
Abilities:	Str 12, Dex 10, Con 12, Int 15, Wis 13, Cha 10
Skills:	Concentration +7, Knowledge (any one) +8, Listen +9, Spot +9
Feats:	Alertness, Improved Initiative
Environment:	Temperate mountains
Organization:	Pair or gang (3-6)
Challenge Rating:	1
Treasure:	Standard
Alignment:	Usually neutral evil
Advancement:	By character class
Level Adjustment:	+2

This humanoid has dark hair and eyes. Its skin is sapphire colored, and its hair is long. A long beard dominates its countenance. It is dressed in leather armor and furs.

Stormwardens dwell high in the mountains and hills away from civilization. They are hunters by nature and spend their time hunting and trapping game, though they never do so to an abundance, only enough to sustain themselves. They are isolationists and solitary, rarely found in groups of more than 6 individuals. Their hair color and eye color range across the spectrum just as a normal human, though most tend to have dark hair and eyes.

Stormwardens speak Common, and at least two other languages.

Combat

Stormwardens prefer to avoid combat, but if provoked, they open combat using their longswords, attempting to slay their opponents before escaping to their lair. If melee goes against a stormwarden, it alters the weather and attempts to escape.

Conjure Storm (Su): Once per day as a standard action, a stormwarden can create an effect similar to a *control weather* spell (caster level 10th), except that it affects an area in a 1,000-foot-radius circle, and the

Jordan Bassett (order #48404)

weather effects are immediate rather than gradual. The effects last for 1 minute before the weather in the area returns to normal.

Stormwardens as Characters

The stormwarden's favored class is druid. Stormwarden leaders are usually fighter/druids or wizard/druids. Stormwarden clerics are usually druids or worship nature or weather deities and usually have two of the following domains: Air, Evil, and Water.

Stormwarden characters possess the following racial traits.

- — +2 Strength, +2 Constitution, +4 Intelligence, +2 Wisdom.
- — Medium size.
- — A stormwarden's base land speed is 30 feet.
- — Low-light vision.
- — Racial Hit Dice: A stormwarden begins with three levels of humanoid, which provide 3d8 Hit Dice, a base attack bonus of +2, and base saving throw bonuses of Fort +1, Ref +3, and Will +1.
- — Racial Skills: A stormwarden's humanoid levels give it skill points equal to 6 x (2 + Int modifier). Its class skills are Concentration, Knowledge (all skills taken individually), Listen, and Spot.
- — Racial Feats: A stormwarden's humanoid levels give it two feats.
- — +1 natural armor bonus.
- — Automatic Languages: Common. Bonus Languages: Draconic, Elven, Giant, Sylvan.
- — Favored Class: Druid.
- — Level adjustment +2.

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Strangle Weed

Large Plant (Aquatic)

Hit Dice:	4d8+12 (30 hp)
Initiative:	+0
Speed:	5 ft. (1 square)
Armor Class:	14 (-1 size, +5 natural), touch 9, flat-footed 14
Base Attack/Grapple:	+3/+11
Attack:	Slam +7 melee (1d6+6)
Full Attack:	Slam +7 melee (1d6+6)
Space/Reach:	10 ft./10 ft. (20 ft. with frond)
Special Attacks:	Constrict 1d6+6, improved grab
Special Qualities:	Blindsight 30 ft., camouflage, plant traits, resistance to fire 10
Saves:	Fort +7, Ref +1, Will +2
Abilities:	Str 18, Dex 10, Con 16, Int 2, Wis 12, Cha 6
Skills:	Listen +5, Move Silently +3
Feats:	Power Attack, Weapon Focus (slam)
Environment:	Temperate and warm aquatic
Organization:	Solitary or patch (2-4)
Challenge Rating:	3
Treasure:	50% coins; 1/10th goods; 1/10th items
Alignment:	Always neutral
Advancement:	5-9 HD (Large); 10-12 HD (Huge)
Level Adjustment:	—

This mass of writhing vines and leaves looks like a large patch of seaweed. Several long fronds protrude from the center of it.

The strangle weed is a large, 12-foot wide plant that resembles a patch of seaweed. It attacks by grappling its foe and then squeezing it or drowning it (in the case of air-breathing creatures). Slain creatures are digested by the strangle weed. The strangle weed is dark green and slightly slimy. Three to ten fronds, each about 10 feet long, protrude from its main body, though the strangle weed can easily hide them from potential prey.

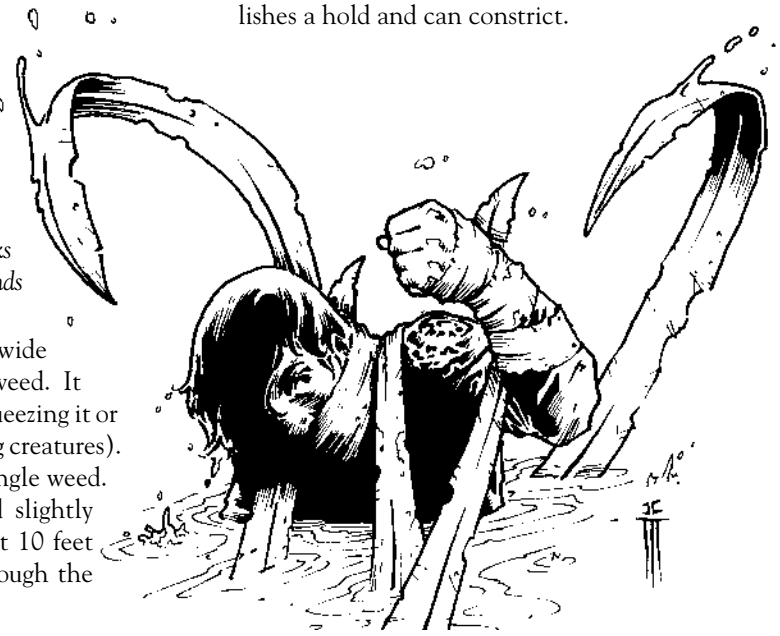
A subterranean version of the strangle weed is believed to exist, though encounters with it are very rare. It is dark blackish-green and is found in underground pools, stagnant water, and the like.

Combat

Strangle weed lies still until prey comes near. It then lashes out with its fronds, attempting to grapple its foes. Grappled foes are either squeezed until they die or held underwater until they drown.

Constrict (Ex): A strangle weed deals 1d6+6 points of damage with a successful grapple check.

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



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Blindsight (Ex): Strangle weeds have no visual organs but can ascertain all foes within 30 feet using sound, scent, and vibration.

Camouflage (Ex): Since a strangle weed looks like normal seaweed when at rest, it takes a DC 20 Spot check to notice it before it attacks. Anyone with ranks in Survival or Knowledge (nature) can use one of those skills instead of spot to notice the plant.

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Stunjelly

Large Ooze

Hit Dice:	4d10+24 (46 hp)
Initiative:	+0
Speed:	10 ft. (2 squares)
Armor Class:	14 (-1 size, +5 natural), touch 9, flat-footed 14
Base Attack/Grapple:	+3/+8
Attack:	Slam +3 melee (1d6+1 plus 1d6 acid plus paralysis)
Full Attack:	Slam +3 melee (1d6+1 plus 1d6 acid plus paralysis)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Acid, engulf, paralysis
Special Qualities:	Blindsight 60 ft., camouflage, immunity to electricity, ooze traits
Saves:	Fort +7, Ref +1, Will -4
Abilities:	Str 12, Dex 10, Con 22, Int —, Wis 1, Cha 1
Skills:	—
Feats:	—
Environment:	Underground
Organization:	Solitary
Challenge Rating:	3
Treasure:	1/10th coins; 50% goods (metal or stone only); 50% items (metal or stone only)
Alignment:	Always neutral
Advancement:	5-8 HD (Large); 9-12 HD (Huge)
Level Adjustment:	—

What appears to be a section of the wall comes to life, revealing a slightly translucent protoplasmic creature.

Stunjellies are distant relatives of the dungeon-dwelling gelatinous cube. It appears as a section of ordinary wall and covers an area of at least 10 square feet. A stunjelly is 2-1/2 to 5 feet thick. A stunjelly is gray in color and slightly translucent. It gives off a mild vinegar odor that can be detected at a range of 5 feet.

Combat

When a target moves within 5 feet of a stunjelly, it attacks with its slam attack. Any creature paralyzed by a stunjelly is engulfed and devoured.

Acid (Ex): A stunjelly's acid does not harm metal or stone.

Engulf (Ex): A stunjelly can attempt to pull a creature up to one size smaller than itself into its body as a standard action. The stunjelly attempts a grapple that does not provoke an attack of opportunity. If it wins the grapple check, it establishes a hold and surrounds the victim with its protoplasmic form.

Attacks that hit an engulfing stunjelly deal half their damage to the monster and half to the trapped victim. An engulfed victim is subjected to the monster's paralysis and acid each round it remains trapped.

Paralysis (Ex): A stunjelly secretes an anesthetizing slime. A target hit by a stunjelly's melee or engulf attack must succeed on a DC 18 Fortitude save or be paralyzed for 3d6 rounds. The stunjelly can automatically engulf a paralyzed opponent. The save DC is Constitution-based.

Camouflage (Ex): Since a stunjelly looks like normal stone when at rest, it takes a DC 20 Spot check to notice it before it attacks. Anyone with ranks in Survival or Knowledge (stonemasonry) can use one of those skills instead of Spot to notice the creature. Dwarves can use stonecunning to notice a stunjelly.

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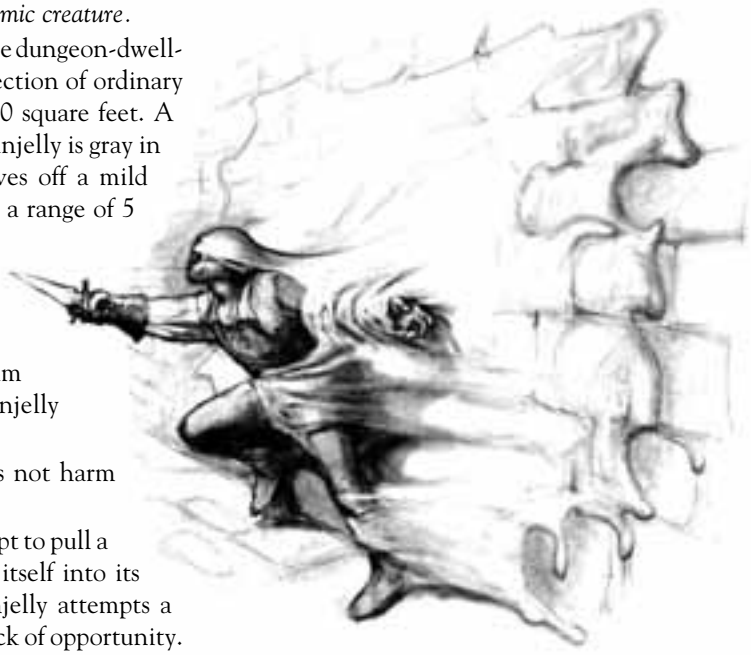

Jordan Bassett (order #48404)

Stymphalian Bird (Bronze Beak)

Medium Magical Beast

Hit Dice:	4d10+4 (26 hp)
Initiative:	+2
Speed:	40 ft. (8 squares), fly 70 ft. (average)
Armor Class:	16 (+2 Dex, +4 natural), touch 12, flat-footed 14
Base Attack/Grapple:	+4/+6
Attack:	Claw +6 melee (1d6+2, 19-20/x2) or 4 feathers + 6 ranged (1d4+2, 19-20/x2)
Full Attack:	2 claws +6 melee (1d6+2, 19-20/x2) and bite +1 melee (1d8+1, 19-20/x2) and 2 wing-slashes +1 melee (1d6+1, 19-20/x2); or 4 feathers +6 ranged (1d4+2, 19-20/x2)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Feathers, improved critical
Special Qualities:	Darkvision 60 ft., low-light vision
Saves:	Fort +5, Ref +6, Will +2
Abilities:	Str 14, Dex 14, Con 12, Int 6, Wis 12, Cha 2
Skills:	Listen +6, Spot +7
Feats:	Alertness, Flyby Attack[B], Weapon Focus (feathers)
Environment:	Temperate forests and hills
Organization:	Solitary or flock (2-5)
Challenge Rating:	4
Treasure:	None
Alignment:	Always neutral
Advancement:	5-9 HD (Medium); 10-12 HD (Large)
Level Adjustment:	—

This creature looks like a large crane with an unusually long beak and long, swift legs that end in razor-sharp talons. Its beak and claws are bronze-colored and its feathers are dark, changing to bronze near the tips.

Stymphalian birds are crane-like predators found in dense forests and lowland hills. They are voracious predators that sustain themselves on a diet of livestock, cattle, and the like. They are particularly fond of the flesh of humans and elves, so always attack them on sight.

A stymphalian bird stands 7 feet tall and has an ibis-like body. Unlike an ibis, however, the stymphalian bird's beak is long and straight rather than curved. Its feathers, talons, and beak are made of bronze.

Combat

A stymphalian bird attacks from the air by loosing a volley of bronze feathers at its opponents. It then swoops down and attacks with its beak and wings, flying out of range before its opponents can react. On the ground, a stymphalian bird slashes with its wings and stabs with its beak.

Feathers (Ex): A stymphalian bird can loose a volley of four feathers as a standard action when flying (make an attack roll for each feather). This attack has a range of 60 feet with no range increment. All targets must be within 30 feet of each other. The creature can launch only twelve feathers (3 volleys) in a single day.

Improved Critical (Ex): A stymphalian bird threatens a critical on a roll of 19 or 20 with its feathers, bite,wing-slash, and claws.

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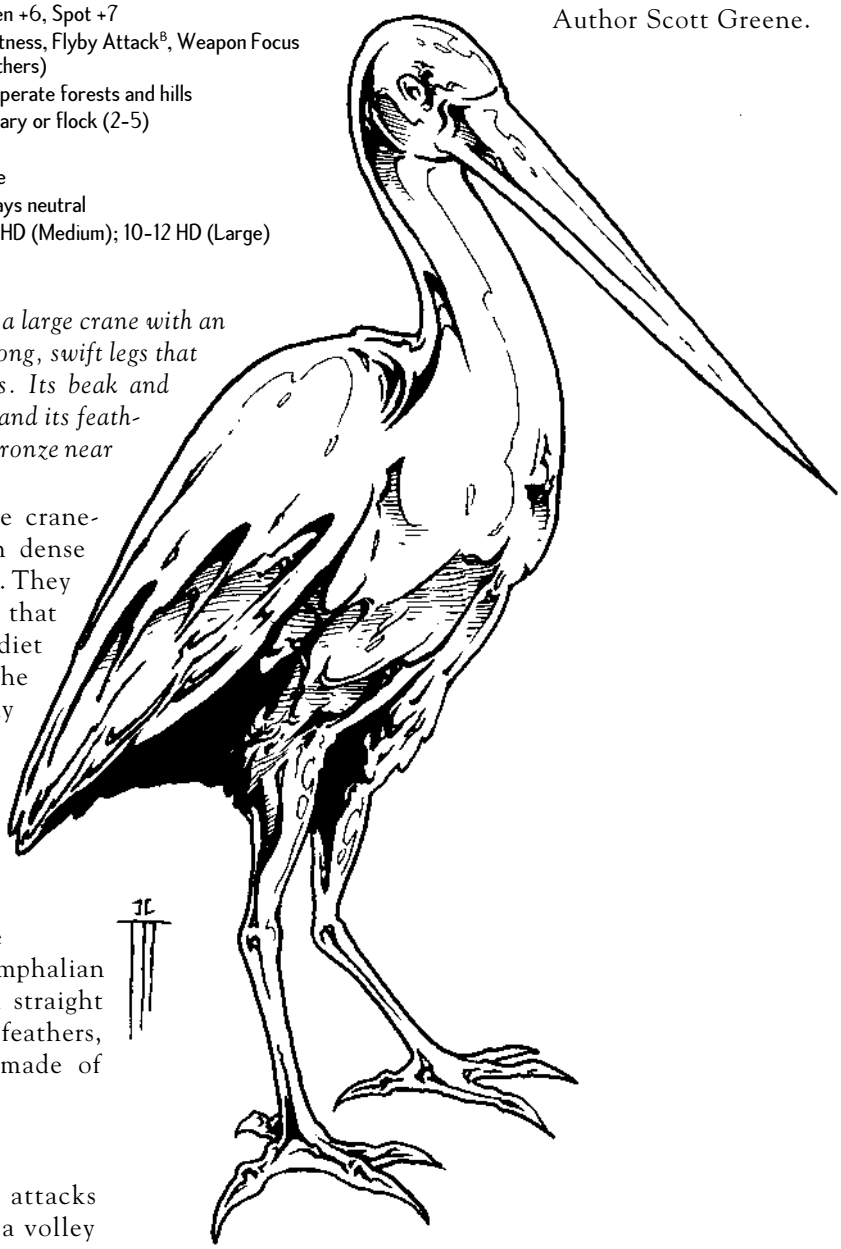

Jordan Bassett (order #48404)

Swarm, Scarlet Spider

Fine Vermin (Swarm)

Hit Dice:	3d8 (13 hp)
Initiative:	+2
Speed:	10 ft. (2 squares), climb 10 ft.
Armor Class:	20 (+8 size, +2 Dex), touch 20, flat-footed 18
Base Attack/Grapple:	+2/—
Attack:	Swarm (1d6 plus disease plus painful bite)
Full Attack:	Swarm (1d6 plus disease plus painful bite)
Space/Reach:	10 ft./0 ft.
Special Attacks:	Swarm, distraction, painful bite
Special Qualities:	Darkvision 60 ft., swarm traits, vermin traits
Saves:	Fort +2, Ref +2, Will +0
Abilities:	Str 1, Dex 15, Con 10, Int —, Wis 10, Cha 2
Skills:	Climb +10, Hide +22, Spot +4
Feats:	—
Environment:	Temperate forests
Organization:	Solitary, pack (2–4), or colony (5–10)
Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral
Advancement:	—
Level Adjustment:	—

A whirling storm of scarlet-banded spiders scuttles toward you.

Scarlet spiders dwell in temperate forests and make their homes in the hollows of trees, under fall trees, and in dense foliage.

Scarlet spiders are deadly, aggressive black spiders about 3 inches long. Their legs are long, thin, and covered in a thin layer of dark hair. Their bodies are solid black with horizontal bands of scarlet ringing them. Scarlet spiders are not web-spinning spiders; therefore, they do not possess the standard web ability of other spiders.

Combat

Scarlet spiders attack by swarming their prey.

Disease (Ex): A scarlet spider carries disease and attempts to infect any creature it bites. The save DC is Constitution-based.

Red Ache: Bite, Fortitude DC 11, incubation period 1d3 days; damage 1d6 Strength.

Distraction (Ex): Any living creature that begins its turn with a scarlet spider swarm in its space must succeed on a DC 11 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Painful Bite (Ex): The bite of a scarlet spider is extremely painful. A creature bitten takes a -1 circumstance penalty on attack rolls, weapon damage rolls, and ability and skill checks until cured. A *neutralize poison* or *remove disease* spell, or a DC 13 Heal check removes the penalty. The check DC is Constitution-based and includes a +2 racial bonus.

Skills: Scarlet spiders have a +4 racial bonus on Hide and Spot checks and a +8 racial bonus on Climb checks. It uses its Dexterity modifier instead of its Strength modifier on Climb checks. It can always choose to take 10 on a Climb check, even if rushed or threatened.

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Jordan Bassett (order #48404)

Tabaxi

Medium Humanoid (Tabaxi)

Hit Dice:	2d8+2 (11 hp)
Initiative:	+2
Speed:	40 ft. (8 squares), climb 20 ft.
Armor Class:	13 (+2 Dex, +1 natural), touch 12, flat-footed 11
Base Attack/Grapple:	+1/+2
Attack:	Claw +3 melee (1d4+1) or short sword +3 melee (1d6+1) or javelin +3 ranged (1d6+1)
Full Attack:	2 claws +3 melee (1d4+1) and bite -2 melee (1d3); or short sword+3 melee (1d6+1) and bite -2 melee (1d3); or javelin +3 ranged (1d6+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Improved grab, pounce, rake 1d4+1
Special Qualities:	Darkvision 60 ft., scent
Saves:	Fort +1, Ref +5, Will +1
Abilities:	Str 13, Dex 14, Con 12, Int 10, Wis 12, Cha 10
Skills:	Climb +9, Hide +7*, Listen +3, Move Silently +7, Spot +3
Feats:	Weapon Finesse
Environment:	Warm forests
Organization:	Solitary or pride (2-8)
Challenge Rating:	2
Treasure:	No coins; no goods; standard items
Alignment:	Usually chaotic neutral
Advancement:	By character class
Level Adjustment:	+2

This creature appears as a tall, thin feline-like humanoid with cinnamon fur striped black like that of a tiger. It wears no clothing or armor. Its eyes are a piercing yellow, and it has pointed ears and a long tail.

The tabaxi (called cat-people or tigerfolk by some) are a reclusive race of feline humanoids that dwell away from settled areas, making their home deep in the forests and jungles. They rarely engage in trade or dealings with other races, preferring to keep to themselves most of the time.

Tabaxis are very graceful and catlike in their movements. They resemble humanoids with feline-like characteristics most akin to a tiger. A typical tabaxi stands 6 feet tall and weighs about 150 pounds.

Tabaxis speak their own language and Common.

Combat

Tabaxis rely on their claws and bite in combat, though they have been known to employ weapons (usually javelins and short swords). They prefer to attack from ambush, using their natural coloration to their advantage.

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

Pounce (Ex): If a tabaxi charges a foe, it can make a full attack, including two rakes.

Rake (Ex): Attack bonus +3, damage 1d4.

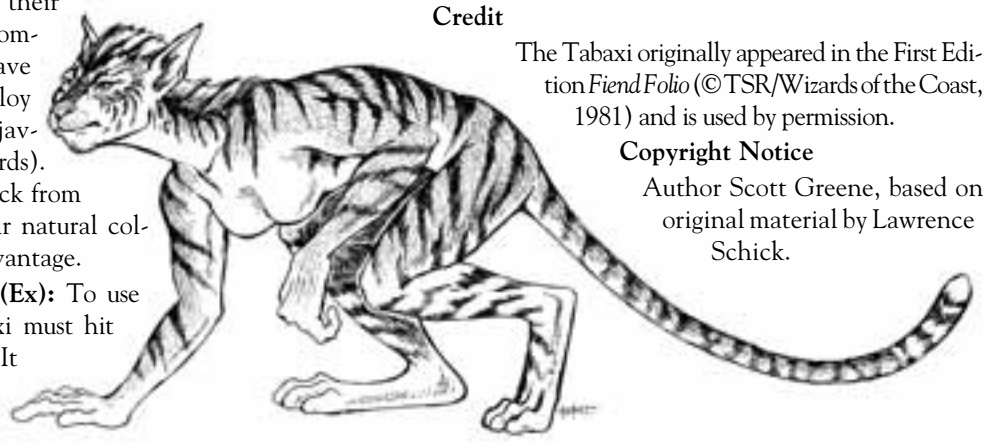
Skills: A tabaxi has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

Tabaxis have a +2 racial bonus on Hide and Move Silently checks. *In areas of tall grass or heavy undergrowth, the Hide bonus improves to +4.

Tabaxis as Characters

Tabaxi characters possess the following racial traits.

- +2 Strength, +4 Dexterity, +2 Constitution, +2 Wisdom.
- Medium size.
- A tabaxi's base land speed is 40 feet. A tabaxi's base climb speed is 20 feet.
- Racial Hit Dice: A tabaxi begins with two levels of humanoid, which provide 2d8 Hit Dice, a base attack bonus of +1, and base saving throw bonuses of Fort +0, Ref +3, and Will +0.
- Racial Skills: A tabaxi's humanoid levels give it skill points equal to 5 x (2 + Int modifier, minimum 1). Its class skills are Climb, Hide, Listen, Move Silently, and Spot. Tabaxi have a +2 racial bonus on Hide and Move Silently checks. *In areas of tall grass or heavy undergrowth, the Hide bonus improves to +4.
- Racial Feats: A tabaxi's humanoid levels give it one feat.
- Darkvision out to a range of 60 feet.
- +1 natural armor bonus.
- Natural Weapons: 2 claws (1d4) and bite (1d3).
- Special Attacks (see above): Improved grab, pounce, rake.
- Special Qualities (see above): Scent.
- Automatic Languages: Tabaxi, Common. Bonus Languages: Elven, Goblin, Gnome, Orc, Sylvan.
- Favored Class: Rogue.
- Level adjustment +2.



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Jordan Bassett (order #48404)

Taer

Medium Monstrous Humanoid (Cold)

Hit Dice:	3d8+6 (19 hp)
Initiative:	+2
Speed:	50 ft. (10 squares)
Armor Class:	17 (+2 Dex, +5 natural), touch 12, flat-footed 15
Base Attack/Grapple:	+3/+6
Attack:	Slam +6 melee (1d4+3) or shortspear +5 ranged (1d6+3)
Full Attack:	2 slams +6 melee (1d4+3) and bite +4 melee (1d4+1) or shortspear +5 ranged (1d6+3)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Stench
Special Qualities:	Darkvision 60 ft., immunity to cold, scent, vulnerability to fire
Saves:	Fort +3, Ref +5, Will +4
Abilities:	Str 16, Dex 15, Con 15, Int 6, Wis 12, Cha 6
Skills:	Climb +5, Move Silently +4, Listen +4, Spot +4
Feats:	Alertness, Multiattack
Environment:	Cold mountains
Organization:	Solitary, band (2–10), or clan (10–40)
Challenge Rating:	2
Treasure:	50% standard
Alignment:	Usually neutral
Advancement:	By character class
Level Adjustment:	+3

This hulking shaggy brute has a large sloping head, icy blue eyes, and an ape-like appearance. Its body is covered in thick snow-white fur and its hands end in powerful fists.

Taer are shaggy, primitive, naked humanoids that may be related to the yeti. They resemble prehistoric humans but are more bestial and ape-like. Their fur is coated with an oily, fatty substance excreted through the pores, which protects them from cold. Taer can see clearly even in heavy snowstorms due to a second transparent eyelid that protects the eye from blowing winds and heavy snow. Taer never wear clothing, although they do sometimes wear necklaces and bracelets of tooth and horn.

Taer communicate through grunts, hooting, and yelling, as well as a body language similar to that of apes.

Combat

Taer attack with their claws and bite, but occasionally use stone spears in combat. They are fierce creatures and very territorial, attacking any living creature that wanders into the area. Taer use their knowledge of the land to their advantage during combat by creating avalanches, burrowing under snow and attacking from surprise, and using snow-covered pits to trap their prey. They prefer to drive intruders off rather than kill them.

Stench (Ex): A taer's body secretes a foul-smelling oil that nearly every form of animal life finds offensive. All living creatures (except taers) within 10 feet of a taer 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 taer'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.

Jordan Bassett (order #48404)

Taer Society

Taers are nomadic creatures that band together in clans for protection, hunting, and social reasons. During the day, adults hunt for food, which consists of fruits, berries, nuts, insects, and game (goat, sheep, rodents, and the like). Though they do eat meat, taer do not hunt or eat humans or humanoids. Taer are extremely superstitious and fear metal and clothing and those that use and wear them. No taer ever wields or wears items of cloth or metal. Taer clans worship a snow-god to whom they offer sacrifices for protection and guidance. Each clan has a large stone idol of this snow god that is often located in the very heart of the clan or near the clan leader's cave.

Taers as Characters

Taer characters possess the following racial traits.

— +6 Strength, +4 Dexterity, +4 Constitution, –4 Intelligence (minimum 3), +2 Wisdom, –4 Charisma.

— Medium size.

— A taer's base land speed is 30 feet.

— Racial Hit Dice: A taer begins with three levels of monstrous humanoid, which provide 3d8 Hit Dice, a base attack bonus of +3, and base saving throw bonuses of Fort +1, Ref +3, and Will +3.

— Racial Skills: A taer's monstrous humanoid levels give it skill points equal to 6 x (2 + Int modifier, minimum 1). Its class skills are Climb, Listen, Move Silently, and Spot.

— Racial Feats: A taer's monstrous humanoid levels give it two feats.

— Darkvision out to a range of 60 feet.

— +5 natural armor bonus.

— Natural Weapon: Slam (1d4).

— Special Attacks (see above): Stench.

— Special Qualities (see above): Immunity to cold, scent, vulnerability to fire.

— Automatic Languages: Common, Taer. Bonus Languages: Draconic, Common, Goblin, Orc.

— Favored Class: Barbarian.

— Level adjustment +3.

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Tenebrous Worm

Medium Outsider (Extraplanar)

Hit Dice:	10d8+10 (55 hp)
Initiative:	+7
Speed:	20 ft. (4 squares)
Armor Class:	19 (+3 Dex, +6 natural), touch 13, flat-footed 16
Base Attack/Grapple:	+10/+12
Attack:	Bite +13 melee (2d6+2 plus 1d6 acid)
Full Attack:	Bite +13 melee (2d6+2 plus 1d6 acid) and bristles +7 melee (paralysis plus poison)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Acid, bristles
Special Qualities:	Darkvision 60 ft., outsider traits
Saves:	Fort +8, Ref +10, Will +7
Abilities:	Str 14, Dex 16, Con 12, Int 2, Wis 10, Cha 2
Skills:	Hide +16, Listen +15, Move Silently +16, Spot +15
Feats:	Alertness, Combat Reflexes, Improved Initiative, Weapon Focus (bite)
Environment:	Plane of Shadow
Organization:	Solitary
Challenge Rating:	8
Treasure:	None
Alignment:	Always neutral
Advancement:	11-16 HD (Medium); 17-30 HD (Large)
Level Adjustment:	—

This creature resembles a 6-foot long, sleek, gray caterpillar. The front half of its body, including its head, is covered in long, dull, black coarse bristles. Two large, multi-faceted eyes dot its head and two large, pearl white mandibles flank its mouth.

The tenebrous worm is native to the Plane of Shadow and is rarely encountered elsewhere. On occasion, a tear in the fabric of the planes allows the worm to slip through to other planes of existence. Tenebrous worms enjoy attacking and devouring living creatures, though they do not normally attack anything larger than themselves.

Its mandibles can be broken off or pried from a dead tenebrous worm and sold for 1d3 x 1,000 gp each. The tenebrous worm is the larvae stage of the gloomwing (see that entry).

Combat

The tenebrous worm is highly aggressive and attacks with its bite.

Acid (Ex): The tenebrous worm's mandibles drip a highly corrosive acid. Any bite attack deals acid damage.

Bristles (Ex): A tenebrous worm's head and upper body is covered in many small bristles. When biting, the creature thrashes about striking with them. An opponent hit by a tenebrous worm's bristles must succeed on a DC 16 Fortitude save or be paralyzed for 1d4 rounds. When the paralysis wears off, the opponent takes 3d6 points of Constitution damage (Fortitude DC 16 for half). A *neutralize poison* spell cast on the opponent before it attempts it second Fortitude save negates the

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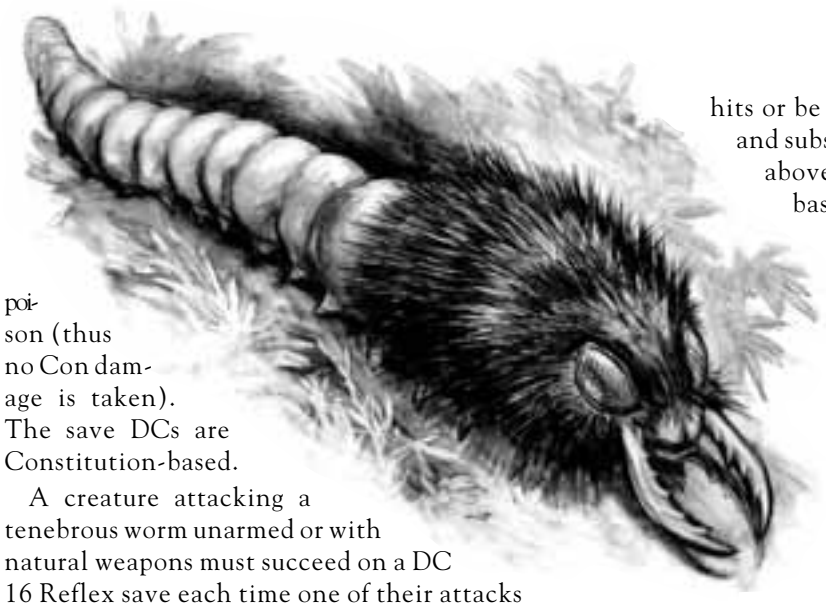

poison (thus no Con damage is taken). The save DCs are Constitution-based.

A creature attacking a tenebrous worm unarmed or with natural weapons must succeed on a DC 16 Reflex save each time one of their attacks hits or be subjected to the same paralysis and subsequent Constitution damage as above. The save DC is Constitution-based.

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Tentamort

Medium Aberration	
Hit Dice:	4d8+4 (22 hp)
Initiative:	+5
Speed:	5 ft. (1 square), climb 5 ft.
Armor Class:	19 (+1 Dex, +8 natural), touch 11, flat-footed 18
Base Attack/Grapple:	+3/+5
Attack:	Tentacle +5 melee (1d4+2)
Full Attack:	2 tentacles +5 melee (1d4+2)
Space/Reach:	5 ft./5 ft. (10 ft. with tentacle)
Special Attacks:	Improved grab, constrict 1d4+2, liquefy organs
Special Qualities:	Blindsight 60 ft.
Saves:	Fort +2, Ref +4, Will +4
Abilities:	Str 15, Dex 12, Con 12, Int 1, Wis 10, Cha 6
Skills:	Climb +11, Listen +1, Move Silently +6
Feats:	Improved Initiative, Lightning Reflexes
Environment:	Any marsh and underground
Organization:	Solitary or brood (2–5)
Challenge Rating:	4
Treasure:	None
Alignment:	Always neutral
Advancement:	5–7 HD (Medium); 8–12 HD (Large)
Level Adjustment:	—

This creature has a small spherical body of gray flesh. Two long tentacles protrude from the upper half of the sphere while eight smaller tentacles hang from the bottom of its spherical body. One tentacle ends in a squid-like appendage while the other ends in a needle-like barb.

Tentamorts are thought to have arrived on the Material Plane through a tear in the planar fabric. They are rarely encountered above ground, preferring the darkness of underground caverns and dungeons. The tentamort resembles a squid. Its body is a small, 3-foot diameter sphere of gray, hard flesh. Two 10-foot long tentacles protrude from the upper half of its body while eight 2-foot long tentacles hang from the bottom of its spherical body (it uses these for movement only). Of the two large tentacles, the left ends in a squid-like appendage and the right in a long, needle-sharp barb.

Combat

A tentamort uses its small tentacles to hold itself to ceilings and walls. When prey passes underneath, it drops on its opponent, grabbing it with its tentacles and injecting it with its deadly acid.

Constrict (Ex): On a successful grapple check, a tentamort deals 1d4+2 points of damage.

Improved Grab (Ex): To use this ability, a tentamort must hit an opponent up to one size larger 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 tentamort always attempts to grab a foe with its rightmost tentacle so it can stab the opponent with the needle-like barb on its left tentacle.

Liquefy Organs (Su): After grabbing a foe with its rightmost tentacle, a tentamort can insert the needle-like projection from its leftmost tentacle into the foe's body (requires a successful melee attack). Once inserted, the tentamort injects its acidic saliva through the hollow barb and liquefies the victim's internal organs, which the creature then draws through the tube and into its own body. This attack deals 1d4 points of Constitution damage each round the tube remains inserted in a foe and 1 point of Constitution damage for 1d2 rounds after the needle is removed.

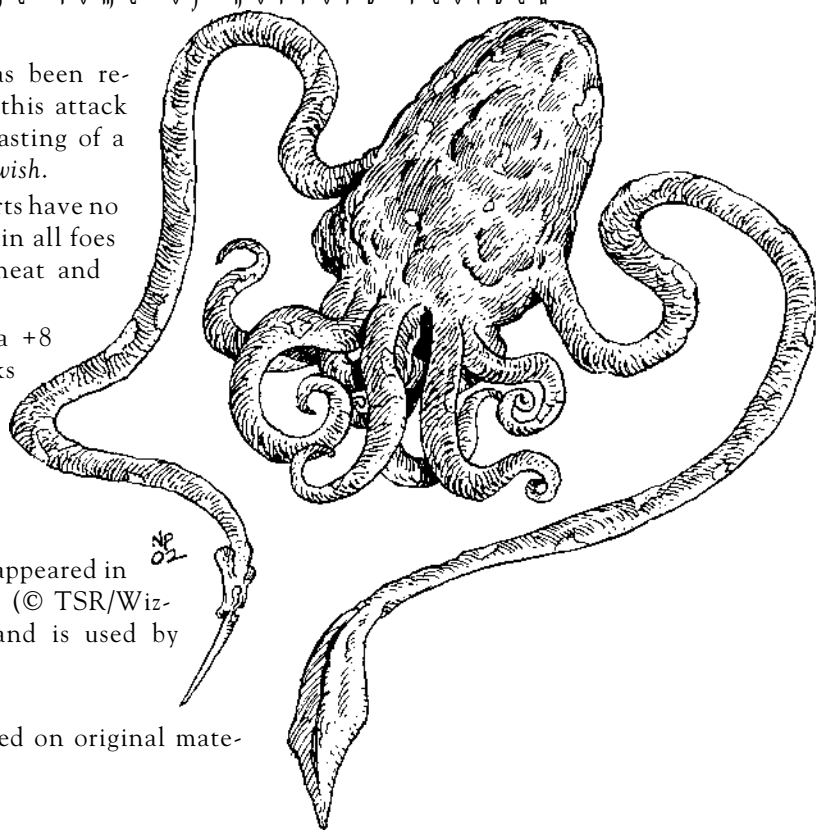
A *heal*, *lesser restoration*, *miracle*, *remove disease*, *restoration*, or *wish* spell halts the Constitution

Jordan Bassett (order #48404)

damage after the needle has been removed. A creature slain by this attack can only be raised by the casting of a *miracle*, *true resurrection*, or *wish*.

Blindsight (Ex): Tentamorts have no visual organs but can ascertain all foes within 30 feet using body heat and vibration.

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



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THORNY

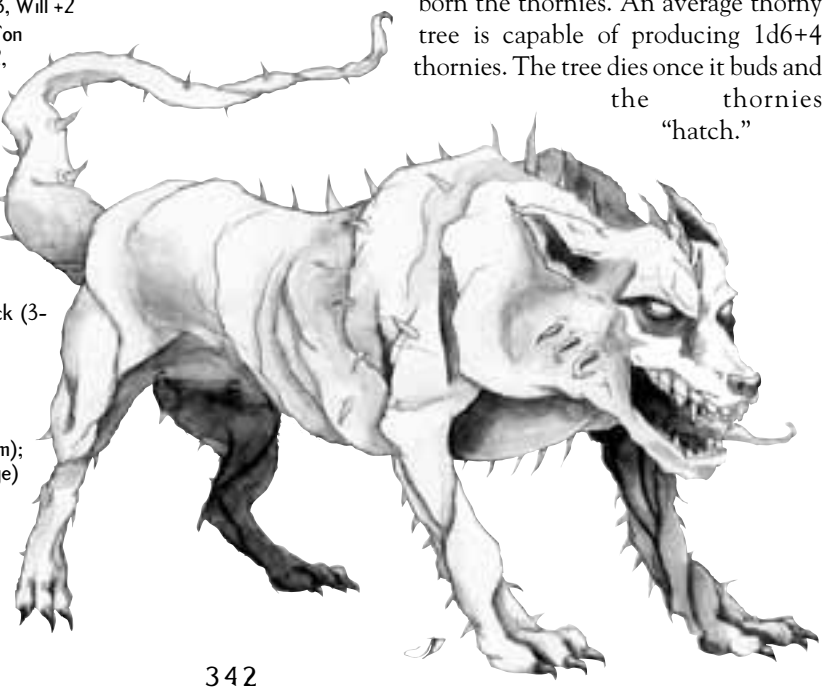
Medium Plant

Hit Dice:	4d8+8 (26 hp)
Initiative:	+2
Speed:	50 ft. (10 squares)
Armor Class:	17 (+2 Dex, +5 natural), touch 12, flat-footed 15
Base Attack/Grapple:	+3/+5
Attack:	Bite +5 melee (1d6+2)
Full Attack:	Bite +5 melee (1d6+2)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Thorns 1d4+2, trip
Special Qualities:	Low-light vision, plant traits
Saves:	Fort +6, Ref +3, Will +2
Abilities:	Str 14, Dex 15, Con 14, Int 2, Wis 12, Cha 6
Skills:	Hide +7*, Listen +9, Move Silently +8, Spot +9
Feats:	Alertness, Combat Reflexes
Environment:	Warm forests
Organization:	Solitary or pack (3-8)
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral
Advancement:	5-9 HD (Medium); 10-12 HD (Large)
Level Adjustment:	—

This creature resembles a hunting dog constructed of tangled briars, vines, leaves, and sticks. Its entire body is covered with small, sharp thorns.

Thornies are the pets and companions of the vegepygmies. They are rarely encountered outside of a vegepygmy tribe or hunting party. Vegepygmies often use them to hunt prey.

Thornies reproduce by planting egg-like seeds (that the female lays) in the ground. Three to six months later, a small tree sprouts, buds, and from these buds are born the thornies. An average thorny tree is capable of producing 1d6+4 thornies. The tree dies once it buds and the thornies "hatch."



Jordan Bassett (order #48404)

Combat

A thorny attacks with its bite, and if an opponent moves close enough, it attacks with its thorns.

Thorns (Ex): A thorny's body is covered with sharp wooden thorns. Any creature attacking a thorny unarmed, with a handheld weapon, or with natural attacks takes 1d4+2 points of piercing damage from the thorny's sharpened thorns. A creature that grapples with a thorny takes this same damage each round.

Trip (Ex): A thorny 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 thorny.

Skills: Thornies have a +4 racial bonus on Hide, Listen, Move Silently, and Spot checks. *The Hide bonus increases to +12 in swampy or forested areas.

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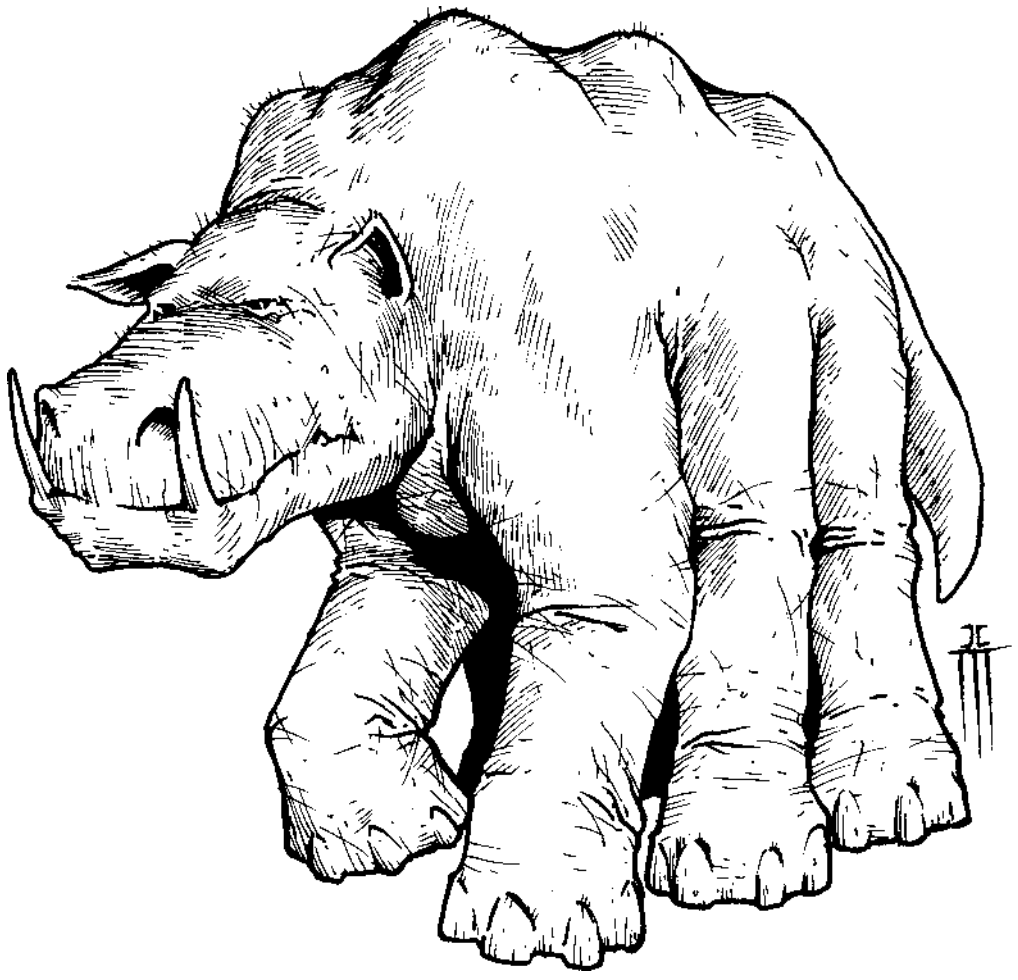
Thunder Beast

	Huge Magical Beast (Extraplanar)
Hit Dice:	6d10+20 (53 hp)
Initiative:	+0
Speed:	30 ft. (6 squares)
Armor Class:	14 (-2 size, +6 natural), touch 8, flat-footed 14
Base Attack/Grapple:	+6/+24
Attack:	Bite +14 melee (2d6+15)
Full Attack:	Bite +14 melee (2d6+15)
Space/Reach:	15 ft./10 ft.
Special Attacks:	Breath weapon, trample 2d6+15
Special Qualities:	Darkvision 60 ft., low-light vision, scent
Saves:	Fort +10, Ref +5, Will +3
Abilities:	Str 30, Dex 10, Con 21, Int 2, Wis 13, Cha 7
Skills:	Listen +7, Spot +8
Feats:	Alertness, Power Attack
Environment:	The Abyss
Organization:	Herd (5-20; 50% noncombatant young)
Challenge Rating:	5
Treasure:	None
Alignment:	Always neutral
Advancement:	7-9 (Huge); 10-12 (Gargantuan)
Level Adjustment:	—



Jordan Bassett (order #48404)

This huge beast has a hippo-like head with pointed pig-like ears. It has a large, wide mouth with small upright tusks jutting from its lower jaw. Its long body is thick and hunched. Six powerful legs aid the creature in locomotion.

Thunder beasts are herd animals that spend their time roaming the uncountable layers of the Abyss sustaining themselves on a diet of rotted plants, manes demons, and other inconsequential life forms.

A typical thunder beast is about 20 feet long. It is yellow-brown, ochre, or olive in color, mottled dark brown or black.

Combat

Thunder beasts breathe their foul breath on opponents while attacking with their vicious bite. If angry or frightened, a thunder beast bellows with a low, rumbling tone.

Breath Weapon (Ex): Every 1d4 rounds as a free action, a thunder beast can exhale a semi-noxious cloud of gas that spreads to fill an area 20 feet high in a 20-foot radius. Living creatures in the area must succeed on a DC 18 Fortitude save or sickened every round they remain in the area and for one round after leaving the area. The save DC is Constitution-based. 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.

The cloud lasts 1d4 rounds before dispersing. A strong wind (21+ mph) disperses the cloud in 1 round.

Trample (Ex): Reflex half DC 23. The save DC is Strength-based.

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Tick, Giant

Small Vermin

Hit Dice:	2d8 (9 hp)
Initiative:	+0
Speed:	10 ft. (2 squares)
Armor Class:	17 (+1 size, +6 natural), touch 11, flat-footed 17
Base Attack/Grapple:	+1/-3 (+1 when attached)
Attack:	Bite +2 melee (1d4)
Full Attack:	Bite +2 melee (1d4)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Attach, blood drain, disease
Special Qualities:	Darkvision 60 ft, scent, vermin traits
Saves:	Fort +3, Ref +0, Will +0
Abilities:	Str 11, Dex 10, Con 11, Int —, Wis 10, Cha 2
Skills:	Climb +4
Feats:	—
Environment:	Temperate forests
Organization:	Cluster (3-6) or nest (7-12)
Challenge Rating:	1
Treasure:	None
Alignment:	Always neutral
Advancement:	3-6 HD (Small)
Level Adjustment:	—

Giant ticks appear as 3-foot long ticks. They are otherwise similar to normal ticks.

Combat

Giant ticks attack by dropping on their prey from above and stabbing with a hollow mouth tube. If subjected to fire or immersed in water, a giant tick detaches from its victim.

Attach (Ex): If a giant tick hits with a bite attack, it uses it latches onto the opponent's body. An attached giant tick is effectively grappling its prey. The giant tick has an AC of 17, and holds on with great tenacity. Giant ticks have a +4 racial bonus on grapple checks (already figured into the Base Attack/Grapple entry above).

An attached giant tick can be struck with a weapon or grappled itself. To remove an attached giant tick through grappling, the opponent must achieve a pin against the giant tick.

Blood Drain (Ex): A giant tick drains blood, dealing 1d4 points of Constitution damage in any round when it begins its turn attached to a victim. Once it has dealt 8 points of Constitution damage, it detaches crawls off to digest the meal. If its victim dies before the giant tick's appetite has been sated, the giant tick detaches and seeks a new target.

Jordan Bassett (order #48404)

Disease (Ex): Fifty percent of all giant ticks carry and deliver red ache with a bite attack. Roll individually for each giant tick in the cluster or nest.

Red ache: Fortitude DC 11, incubation period 1d3 days, 1d6 Strength damage. The save DC is Constitution-based.

Skills: Giant ticks have a +4 racial bonus on Climb checks.

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TRANSPOSER

Medium Aberration

Hit Dice:	6d8+6 (33 hp)
Initiative:	+1
Speed:	30 ft. (6 squares)
Armor Class:	13 (+1 Dex, +2 natural), touch 11, flat-footed 12
Base Attack/Grapple:	+4/+5
Attack:	Slam +5 melee (1d6+1 plus transposition)
Full Attack:	2 slams +5 melee (1d6+1 plus transposition)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Transposition
Special Qualities:	Change self, darkvision 60 ft.
Saves:	Fort +3, Ref +3, Will +6
Abilities:	Str 12, Dex 13, Con 12, Int 8, Wis 12, Cha 12
Skills:	Bluff +3, Disguise +7*, Listen +5, Spot +5
Feats:	Alertness, Dodge, Skill Focus (Disguise)
Environment:	Any
Organization:	Solitary
Challenge Rating:	5
Treasure:	None
Alignment:	Always neutral
Advancement:	7–12 HD (Medium) or by character class
Level Adjustment:	+3

This creature looks like a featureless humanoid whose arms end in large sucker-like membranes.

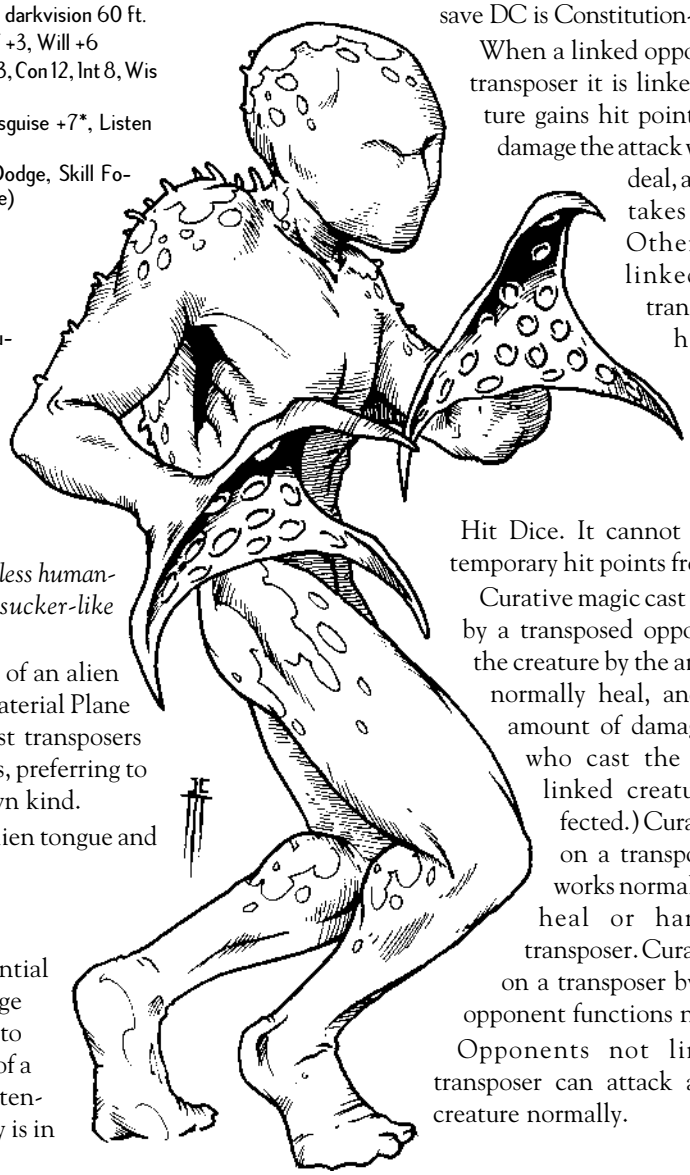
Transposers are thought to be of an alien culture; how they came to the Material Plane remains a mystery to sages. Most transposers avoid contact with sentient races, preferring to live in seclusion among their own kind.

Transposers speak their own alien tongue and some speak Common.

Combat

When it first encounters potential prey, a transposer uses its change self ability to lure its target into range. It usually takes the shape of a creature of the same race as its potential prey if possible. Once its prey is in range, the transposer lashes out with its arms. Once it transposes a target, it pummels it relentlessly with its arms.

Transposition (Su): An opponent hit by a transposer's slam attack becomes linked (transposed) to it by an invisible and undetectable field of energy for 1 hour if it fails a DC 14 Fortitude save. A transposer can have a number of opponents equal to its HD linked to it at one time. An opponent can be linked to more than one transposer (if it fails its save against each transposer's attack). The save DC is Constitution-based.



When a linked opponent attacks a transposer it is linked to, the creature gains hit points equal to the damage the attack would normally deal, and the attacker takes the damage. Other opponents linked to that transposer are unharmed. A transposer can gain up to the maximum hit points allowed by its Hit Dice. It cannot gain bonus or temporary hit points from this ability.

Curative magic cast on a transposer by a transposed opponent damages the creature by the amount it would normally heal, and heals a like amount of damage on the one who cast the spell. (Other linked creatures are unaffected.) Curative magic cast on a transposed opponent works normally but does not heal or harm a linked transposer. Curative magic cast on a transposer by a non-linked opponent functions normally.

Opponents not linked to the transposer can attack and affect the creature normally.

Jordan Bassett (order #48404)

Change Self (Su): A transposer can use this ability at will as a standard action. It functions as the *disguise self* spell (caster level 6th). A creature interacting with the transposer can make a DC 14 Will save to recognize the illusion. The save DC is Charisma-based.

Skills: *If a transposer uses its change self ability to create a disguise, it gains a +10 circumstance bonus on its Disguise check.

Transposers as Characters

Transposer characters possess the following racial traits.

— +2 Strength, +2 Dexterity, +2 Constitution, –2 Intelligence (minimum 3), +2 Wisdom.
— Medium size.
— A transposer's base land speed is 30 feet.
— Darkvision out to 60 feet.
— Racial Hit Dice: A transposer begins with six levels of aberration, which provide 6d8 Hit Dice, a base attack bonus of +4, and base saving throw bonuses of Fort +2, Ref +2, and Will +5.
— Racial Skills: A transposer's aberration levels give it skill points equal to 9 x (2 + Int modifier, minimum 1). Its class skills are Intimidate, Bluff, Disguise, Listen, and Spot. If a transposer uses its change self ability to create a disguise, it gains a +10 circumstance bonus on its Disguise check.
— Racial Feats: A transposer's aberration levels give it three feats.
— +2 natural armor bonus.
— Natural Weapons: Slam (1d6).
— Special Attacks (see above): Transposition.
— Special Qualities (see above): Change self.
— Automatic Languages: Transposer. Bonus Languages: Common, Dwarven, Elven, Gnome, Goblin, Orc.
— Favored Class: Rogue.
— Level adjustment +3.

Credit

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Trapper

Huge Aberration

Hit Dice:	12d8+51 (105 hp)
Initiative:	+5
Speed:	10 ft. (2 squares)
Armor Class:	19 (–2 size, +1 Dex, +10 natural), touch 9, flat-footed 19
Base Attack/Grapple:	+9/+27
Attack:	Buffet +17 melee (1d8+15)
Full Attack:	Buffet +17 melee (1d8+15)
Space/Reach:	15 ft./10 ft.
Special Attacks:	Smother
Special Qualities:	Amorphous, damage reduction 10/slashing or piercing, darkvision 60 ft., resistance to cold 10 and fire 10, tremorsense 60 ft.
Saves:	Fort +8, Ref +5, Will +10
Abilities:	Str 30, Dex 12, Con 19, Int 14, Wis 15, Cha 14
Skills:	Hide +11*, Listen +19, Move Silently +16, Spot +19
Feats:	Alertness, Blind-Fight, Improved Initiative, Skill Focus (Hide), Toughness
Environment:	Underground
Organization:	Solitary
Challenge Rating:	8
Treasure:	Standard
Alignment:	Always neutral
Advancement:	13–22 HD (Huge); 23–36 HD (Gargantuan)
Level Adjustment:	—

This massive creature resembles a manta ray with brownish-gray flesh turning lighter on its underside. No discernible eyes or appendages can be seen.

Trappers are thought to be distant relatives of the lurker above (see that entry). Unlike their relatives, however, trappers mimic the floor of a building, dungeon, or other structure. By manipulating their body structure while covering the floor, trappers can form a box that resembles a small trunk or chest. This is usually enough to lure would-be-adventurers to their doom.

Combat

A trapper waits until its prey is almost centered on its body near the "trunk" or "chest" before it strikes. It then quickly folds and wraps its body around its unsuspecting prey attempting to smother and squeeze it until it is dead.

Smother (Ex): A trapper can try to wrap a creature up to one size smaller than itself in its body as a standard action. The trapper attempts a grapple that does not provoke an attack of opportunity. If it wins the grapple check, it establishes a hold and deals buffet damage each round the hold is maintained. Further, a grappled opponent must hold its breath or suffocate. A grabbed opponent can hold her breath for 2 rounds per point of Constitution. After this period of time, the character must make a DC 10 Constitution check in order to continue holding her breath. The save must be repeated each round, with the DC increasing by +1 for each previous success.

When the character fails one of these Constitution checks, she begins to suffocate. In the first round, she falls unconscious (0 hit points). In the following round, she drops to –1 hit points and is dying. In the third round, she suffocates.

Jordan Bassett (order #48404)

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

Amorphous (Ex): Trappers have no clear front or back; they cannot be flanked and are likewise immune to critical hits.

Skills: *Trappers have a +12 racial bonus on Hide checks in areas of natural or worked stone.

Credit

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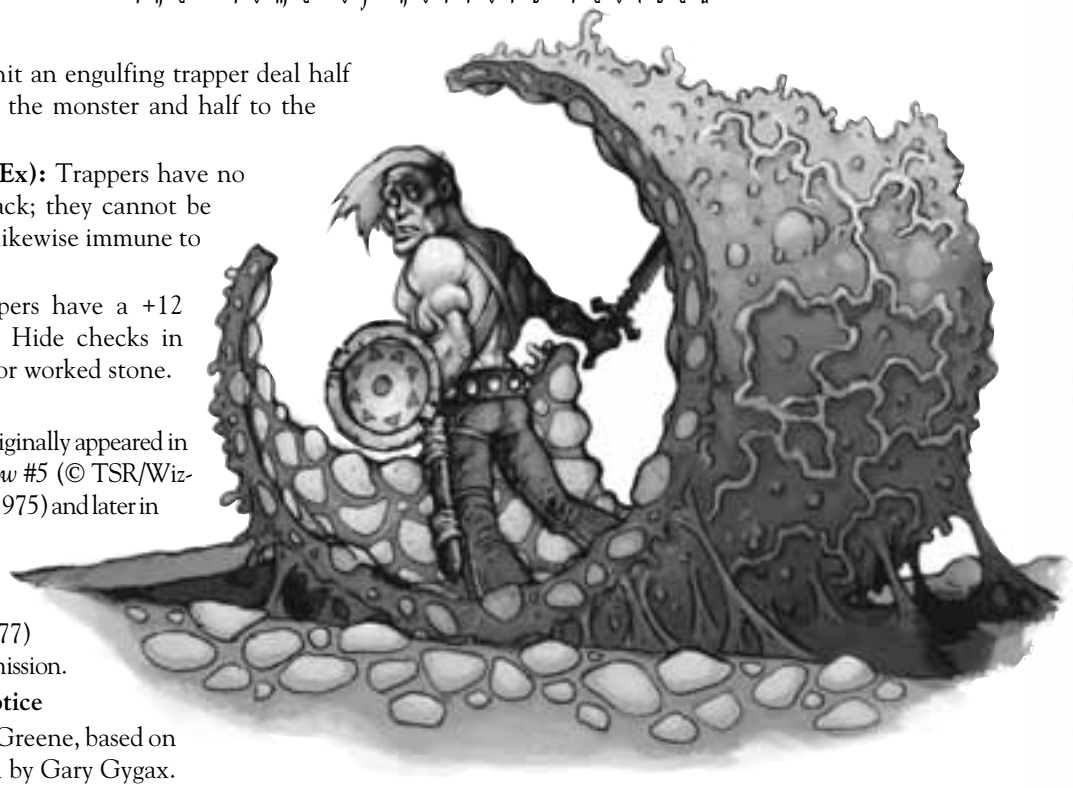
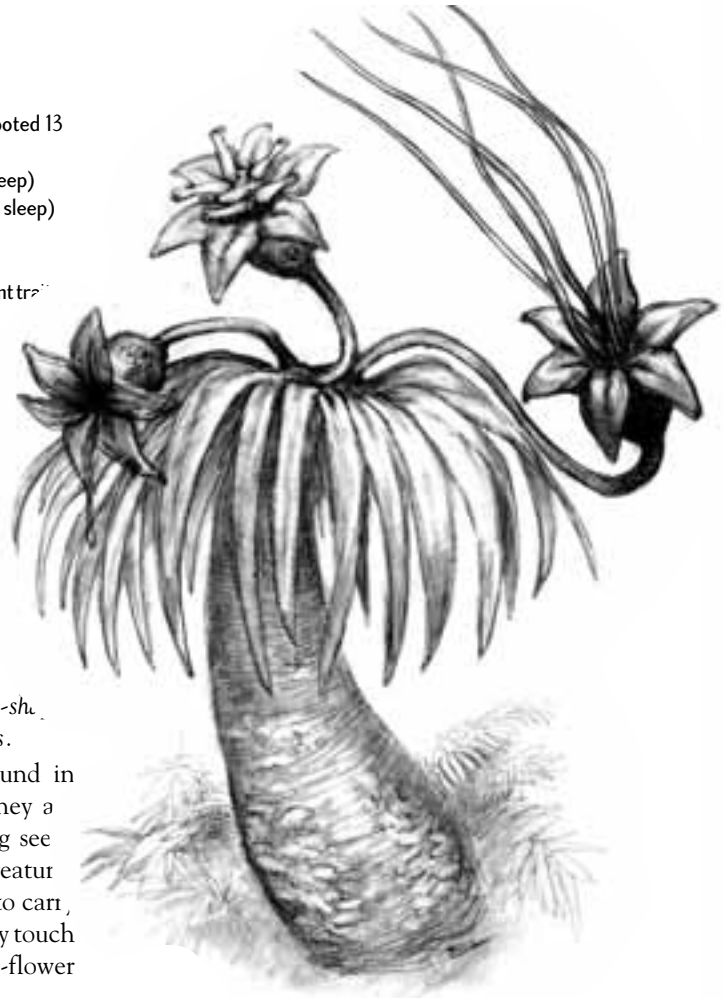


Tri-Flower Frond

Medium Plant

Hit Dice:	2d8+4 (13 hp)
Initiative:	+0
Speed:	0 ft. (immobile)
Armor Class:	13(+3 natural), touch 10, flat-footed 13
Base Attack/Grapple:	+1/+3
Attack:	Tendril +3 melee (1d2+2 plus sleep)
Full Attack:	4 tendrils +3 melee (1d2+2 plus sleep)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Acid, fluid drain, sleep
Special Qualities:	Blindsight 30 ft., camouflage, plant tra
Saves:	Fort +5, Ref +0, Will +1
Abilities:	Str 14, Dex 10, Con 14, Int —, Wis 13, Cha 9
Skills:	—
Feats:	—
Environment:	Warm forests
Organization:	Solitary, patch (2-5), or cluster (6-11)
Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral
Advancement:	3-4 (Medium); 5-6 HD (Large)
Level Adjustment:	—



This man-sized plant is deep green with trumpet-sh flowers of red, yellow, and orange topping its stalks.

Tri-flower fronds are carnivorous plants found in warm (and occasionally temperate) forests. They a immobile creatures that reproduce by releasing see into the air and allowing either the wind (or creatur who happen to come into contact with them) to carr them wherever they go. Seeds take root once they touch the ground, and within a few months, a new tri-flower frond appears.

Jordan Bassett (order #48404)

These creatures are generally most active during the day and dine on fresh meat, having no preference as to the source.

A tri-flower frond stands about 5 to 8 feet tall.

Combat

A tri-flower frond attacks by firing a number of tendrils from its orange flower. The creature has 4 tendrils, plus 1 per Hit Dice above 3.

If a tri-flower frond sleeps a victim, it pulls the opponent into a space adjacent to it and droops over it, allowing its yellow bloom to drip a shower of caustic acid on the sleeping victim while it inserts a needle-like tendril from its red bloom into the victim's body and drains fluids.

Acid (Ex): A tri-flower frond can tip its yellow bloom and drip a shower of acid onto a creature in any space adjacent to the frond. This acid deals 1d6 points of damage each round the foe remains in that space.

A tri-flower frond usually reserves this attack for a sleeping victim, but if molested, it doesn't hesitate to use it against a foe within range.

Fluid Drain (Ex): Against a sleeping or helpless foe, a tri-flower frond releases a needle-sharp tendril from its red bloom that pierces the opponent and drains its body fluids. This deals 1d4 points of Constitution damage each round and the foe is considered grappled.

Sleep (Su): A tri-flower frond can fire a tendril from its orange bloom that causes an opponent struck to fall into a deep, coma-like sleep if it fails a DC 13 Fortitude save. The save DC is Constitution-based. This effect is similar to a *sleep* spell, except it can affect a creature of any Hit Dice and slapping or attacking an affected creature does not wake it. A slept creature awakens on its own after 1d4 hours.

A *dispel magic* spell (against caster level 4th) or a DC 20 Heal check ends the sleep effect. The Heal check takes 1 minute of work.

Blindsight (Ex): Tri-flower fronds have no visual organs but can ascertain all foes within 30 feet using sound, scent, and vibration.

Camouflage (Ex): Since the tri-flower frond looks like a normal plant when at rest, it takes a successful DC 20 Spot check to notice it before it attacks. Anyone with ranks in Survival or Knowledge (nature) can use one of those skills instead of Spot to notice the plant.

Credit

The Tri-Flower Frond originally appeared in the First Edition module *S3 Expedition to the Barrier Peaks* (© TSR/Wizards of the Coast, 1980) and later in the First Edition *Monster Manual II* (© TSR/Wizards of the Coast, 1983) and is used by permission.

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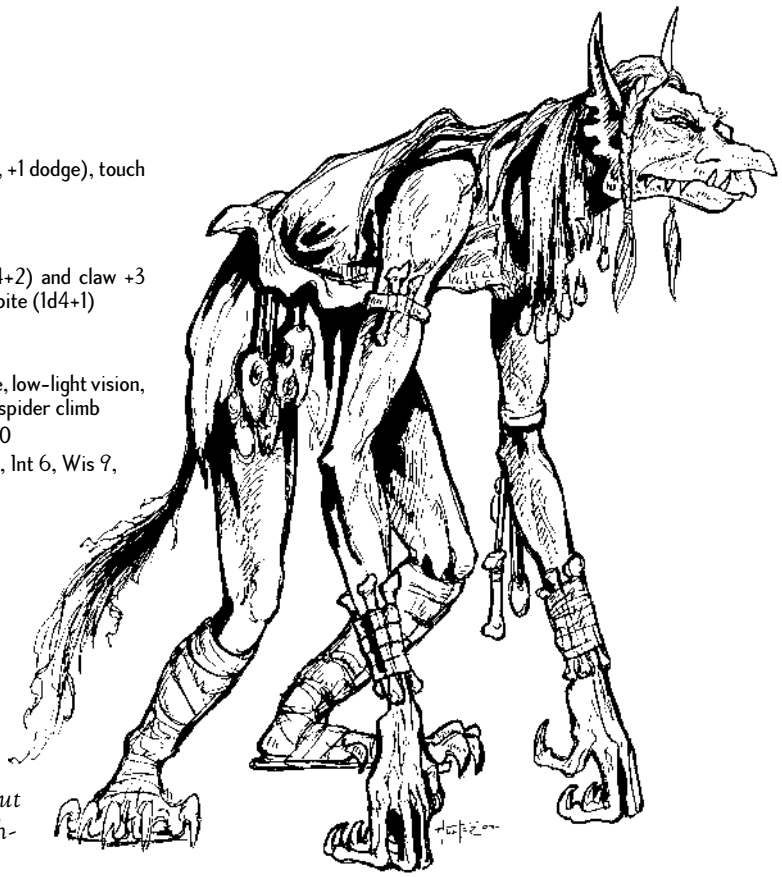
Troll, Cave

Medium Giant

Hit Dice:	4d8+20 (38 hp)
Initiative:	+6
Speed:	60 ft. (12 squares)
Armor Class:	22 (+6 Dex, +5 natural, +1 dodge), touch 17, flat-footed 15
Base Attack/Grapple:	+3/+5
Attack:	Claw +5 melee (1d4+2)
Full Attack:	2 claws +5 melee (1d4+2) and claw +3 melee (1d4+2) and +2 bite (1d4+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Rend 2d4+3
Special Qualities:	Darkvision 90 ft., haste, low-light vision, regeneration 3, scent, spider climb
Saves:	Fort +9, Ref +7, Will +0
Abilities:	Str 15, Dex 22, Con 20, Int 6, Wis 9, Cha 6
Skills:	Listen +4, Spot +5
Feats:	Alertness, Multiattack
Environment:	Underground
Organization:	Solitary or gang (2–4)
Challenge Rating:	4
Treasure:	Standard
Alignment:	Usually chaotic evil
Advancement:	By character class
Level Adjustment:	+4



This ugly humanoid appears to be about 6 feet tall. Its leathery skin is blackish-

Jordan Bassett (order #48404)

gray and its eyes are yellow. It has long, upright ears, almost elven in nature. Its arms and legs are long and slender and end in wicked-looking claws.

Cave trolls are smaller cousins of the normal troll and are found in all types of subterranean realms. They are as deadly, or more so, than their larger brethren. Cave trolls have the same voracious appetite of the normal troll and sustain themselves on whatever they can find in their Underdark realms. They rarely venture to the surface world, preferring the security and tranquility of the darkness they inhabit. If extremely hungry or if food is scarce, however, a cave troll ventures to the surface and attacks whatever it finds near its lair.

Cave trolls stand 6 feet tall and weigh 300 pounds. Cave trolls do not walk with the same hunched gait of their larger relatives. They stand upright and move with blinding speed.

Cave trolls speak Giant.

Combat

Cave trolls often use deception when they first encounter prey, especially intelligent prey. Their troll heritage often leads to the misconception that they are slow in combat, which they gladly allow their opponents to believe — until the cave troll strikes or moves. Only then is the ruse negated and the true nature of the troll revealed. Cave trolls attack by grabbing and rending an opponent.

Rend (Ex): If a cave troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d4+3 points of damage.

Haste (Su): A cave troll is affected by a permanent *haste* spell (caster level 8th). This grants the cave troll a +1 bonus on attack rolls, and a +1 dodge bonus to AC and Reflex saves (both already figured into the stat block above). Any condition that makes the cave troll lose its Dexterity bonus to AC also makes it lose its dodge bonus. This is an inherent bonus and cannot be dispelled or negated.

When making a full attack action, a cave troll can make one extra attack with any weapon it is holding or one extra claw attack (if using natural weapons). The extra attack is at the cave troll's full attack bonus.

Regeneration (Ex): Fire and acid deal normal damage to a cave troll. If a cave troll loses a limb or body part, the lost portion grows back in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

Spider Climb (Su): A cave troll can climb sheer surfaces as though by a *spider climb* spell (caster level 4th). This ability is always active, but can be negated or dispelled. The cave troll can restart it again on its next turn as a free action.

Cave Trolls as Characters

Cave troll characters possess the following racial traits.

— +4 Strength, +12 Dexterity, +10 Constitution, –4 Intelligence (minimum 3), –2 Wisdom, –4 Charisma.
— Medium size.
— Space/Reach: 5 feet/5 feet.
— A cave troll's base land speed is 80 feet.
— Darkvision out to 90 feet and low-light vision.
— Racial Hit Dice: A cave troll begins with four levels of giant, which provide 4d8 Hit Dice, a base attack bonus of +3, and base saving throw bonuses of Fort +4, Ref +1, and Will +1.
— Racial Skills: A cave troll's giant levels give it skill points equal to 7 x (2 + Int modifier, minimum 1). Its class skills are Listen and Spot.
— Racial Feats: A cave troll's giant levels give it two feats.
— +5 natural armor bonus.
— Natural Weapons: Claw (1d4) and bite (1d4).
— Special Attacks (see above): Rend, damage 2d4 + 1-1/2 times Str modifier.
— Special Qualities (see above): Haste, regeneration 3, scent, spider climb.
— Automatic Languages: Giant. Bonus Languages: Common, Orc.
— Favored Class: Fighter.
— Level adjustment +4.

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Jordan Bassett (order #48404)

Troll, Ice

Large Giant (Cold)

Hit Dice:	2d8+6 (15 hp)
Initiative:	+1
Speed:	30 ft. (6 squares)
Armor Class:	12 (-1 size, +1 Dex, +2 natural), touch 10, flat-footed 11
Base Attack/Grapple:	+1/+9
Attack:	Claw +4 melee (1d6+4)
Full Attack:	2 claws +4 melee (1d6+4)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Rend 2d6+6
Special Qualities:	Damage reduction 5/magic, darkvision 90 ft., immunity to cold, low-light vision, regeneration 3, vulnerability to fire, vulnerability to slashing weapons
Saves:	Fort +6, Ref +1, Will +0
Abilities:	Str 19, Dex 12, Con 16, Int 9, Wis 10, Cha 6
Skills:	Listen +4, Spot +5
Feats:	Alertness
Environment:	Cold mountains
Organization:	Solitary or band (3-6)
Challenge Rating:	3
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	By character class
Level Adjustment:	+4

This large, powerful creature has semitransparent flesh of light blue. Its body is completely hairless and its cold, piercing eyes are stark white.

Ice trolls are relatives of normal trolls, but are decidedly more cunning, ruthless, evil, and despicable. They make their homes in very cold climates, always near a pool of water (either natural or troll-made). The strongest (and sometimes most intelligent) member of a band is usually the leader.

Ice trolls savor the taste of human flesh and construct their lairs near civilized areas where humans are plentiful. Ice trolls often set traps for humans and either devours them immediately or captures them and carries them back to their lair. Captured humans are caged and fattened up before they are eaten.

An ice troll stands about 8 feet tall and weighs 450 pounds. Ice trolls do not possess any body hair.

Ice trolls speak Giant.

Combat

Ice trolls fight similar to their normal troll relatives, but being slightly more intelligent, do not rush headlong into battle. They attack the weakest opponents first. If combat goes against an ice troll, it does not hesitate to flee.

An ice troll's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Rend (Ex): If an ice troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+6 points of damage.

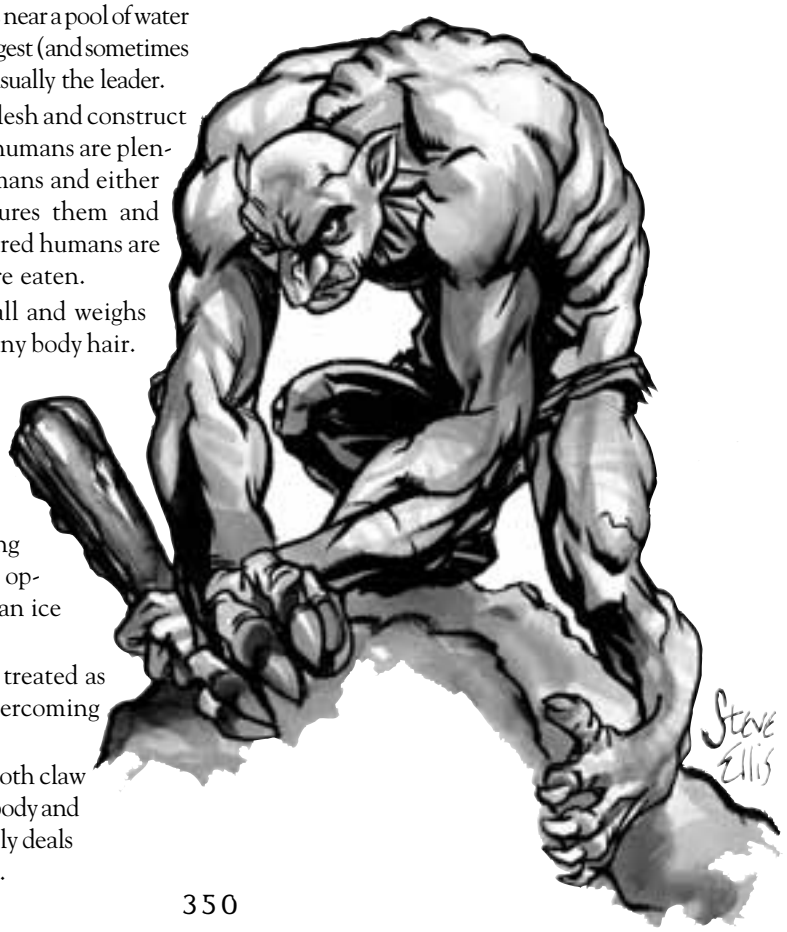
Vulnerability to Slashing Weapons (Ex): If an opponent rolls a natural 20 with a slashing weapon against an ice troll (and subsequently confirms the critical hit), the ice troll must succeed on a Fortitude save (DC 10 + damage taken) or lose a limb (roll 1d6: 1-3 arm, 4-6 leg; 50% chance of either right or left). An ice troll that loses a leg falls to the ground, but can continue moving at one-half speed. Severed limbs cannot attack but move at a speed of 30 feet toward the nearest source of water or ice.

Regeneration (Su): Fire and acid deal normal damage to an ice troll. If an ice troll loses a limb or body part, the lost portion grows back in 2d6 minutes so long as both the ice troll and lost body part are within 30 feet of each other and are both in contact with ice or water. The creature can reattach the severed member instantly by holding it to the stump, but only if the severed member has been in contact with ice or water for at least 1 round.

Ice Trolls as Characters

Ice troll characters possess the following racial traits.

- +8 Strength, +2 Dexterity, +6 Constitution, –2 Intelligence (minimum 3), –4 Charisma.
- Large size. –1 penalty to Armor Class, –1 penalty on attack rolls, –4 penalty on Hide checks, +4 bonus on grapple checks, lifting and carrying limits double those of Medium characters.
- Space/Reach: 10 feet/10 feet.
- An ice troll's base land speed is 30 feet.
- Darkvision out to 90 feet and low-light vision.



Jordan Bassett (order #48404)

— Racial Hit Dice: A ice troll begins with two levels of giant, which provide 2d8 Hit Dice, a base attack bonus of +1, and base saving throw bonuses of Fort +3, Ref +0, and Will +0.
— Racial Skills: An ice troll's giant levels give it skill points equal to 5 x (2 + Int modifier, minimum 1). Its class skills are Listen and Spot.
— Racial Feats: An ice troll's giant levels give it one feat.
— +2 natural armor bonus.
— Natural Weapons: Claw (1d6).
— Special Attacks (see above): Rend, damage 2d6 + 1-1/2 times Str modifier.
— Special Qualities (see above): Damage reduction 5/magic, darkvision 90 ft., immunity to cold, low-light vision, regeneration 3, vulnerability to slashing weapons, vulnerability to fire.
— Automatic Languages: Giant. Bonus Languages: Common, Orc.
— Favored Class: Fighter.
— Level adjustment +4.

Credit

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Troll, Rock

Large Giant (Earth)

Hit Dice:	8d8+56 (92 hp)
Initiative:	+1
Speed:	30 ft. (6 squares), burrow 20 ft.
Armor Class:	20 (-1 size, +1 Dex, +10 natural), touch 10, flat-footed 19
Base Attack/Grapple:	+6/+17
Attack:	Claw +12 melee (1d6+7)
Full Attack:	2 claws +12 melee (1d6+7) and bite +10 melee (1d6+3)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Rend 2d6+10
Special Qualities:	Darkvision 60 ft., fast healing 5, low-light vision, scent, vulnerability to sunlight
Saves:	Fort +13, Ref +3, Will +1
Abilities:	Str 25, Dex 12, Con 25, Int 4, Wis 9, Cha 6
Skills:	Listen +7, Spot +6
Feats:	Alertness, Multiattack, Power Attack
Environment:	Underground
Organization:	Solitary or gang (2-4)
Challenge Rating:	6
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	By character class
Level Adjustment:	+5

This giant creature stands nearly twice as tall as a normal man. Its hide is earth-colored and its hair is dark. Its eyes are deep brown. The creature's arms and legs are long and thin and end in sharpened talons. Its feet end in three-toed feet.

Rock trolls are relatives of the normal troll and make their lairs deep within the subterranean realms of the earth. Most underground creatures avoid rock trolls, as they are completely malign and evil, attacking any living creature, especially when hungry. They are quite fond of human and halfling flesh. Unlike common trolls, rock trolls cannot regenerate lost limbs (though they do possess the ability to quickly heal damage).

Rock trolls are 10 feet tall and weigh about 600 pounds. They resemble their smaller relatives in most respects. The rock troll's hide is stone gray or brown, its hair is black or brown, and its eyes are dull brown.

Rock trolls peak Giant.

Combat

Rock trolls attack any living thing that enters their territory, usually doing so for food. They have no strategy or organization in their attacks; a rock troll flails relentlessly at its foes with its powerful claws until either it or its opponent is dead.

Rend (Ex): If a rock troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+10 points of damage.

Fast Healing (Ex): A rock troll heals only if it is underground and touching dirt or earth.

Vulnerability to Sunlight (Ex): A rock troll exposed to sunlight (not merely a *daylight* spell) can only take a single move or attack action and is instantly turned to stone (as if by a *flesh to stone* spell) in the next round if its fails a DC 17 Fortitude save. This effect is permanent, but can be dispelled if the rock troll is removed from the source of the sunlight and *stone to flesh* is cast

Jordan Bassett (order #48404)

on it. A rock troll must make a new saving throw each round it remains in sunlight.

Rock Trolls as Characters

Rock troll characters possess the following racial traits.

— +14 Strength, +2 Dexterity, +14 Constitution, –6 Intelligence (minimum 3), –2 Wisdom, –4 Charisma.
— Large size. –1 penalty to Armor Class, –1 penalty on attack rolls, –4 penalty on Hide checks, +4 bonus on grapple checks, lifting and carrying limits double those of Medium characters.
— Space/Reach: 10 feet/10 feet.
— A rock troll's base land speed is 30 feet. Its burrow speed is 20 feet.
— Darkvision out to 60 feet and low-light vision.
— Racial Hit Dice: A rock troll begins with eight levels of giant, which provide 8d8 Hit Dice, a base attack bonus of +6, and base saving throw bonuses of Fort +6, Ref +2, and Will +2.
— Racial Skills: A rock troll's giant levels give it skill points equal to 11 x (2 + Int modifier, minimum 1). Its class skills are Listen and Spot.
— Racial Feats: A rock troll's giant levels give it three feats.
— +10 natural armor bonus.
— Natural Weapons: Claw (1d6) and bite (1d6).
— Special Attacks (see above): Rend, damage 2d6 + 1-1/2 times Str modifier.
— Special Qualities (see above): Fast healing 5, scent, vulnerability to sunlight.
— Automatic Languages: Giant. Bonus Languages: Common, Orc.
— Favored Class: Fighter.
— Level adjustment +5.

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Troll, Swamp

Large Giant

Hit Dice:	3d8+15 (28 hp)
Initiative:	+2
Speed:	30 ft. (6 squares)
Armor Class:	16 (-1 size, +2 Dex, +5 natural), touch 11, flat-footed 14
Base Attack/Grapple:	+2/+10
Attack:	Claw +5 melee (1d6+4)
Full Attack:	2 claws +5 melee (1d6+4) and bite +0 melee (1d8+2)
Space/Reach:	10 ft./10 ft.
Special Attacks:	—
Special Qualities:	Darkvision 60 ft., low-light vision, scent, swamp dependent
Saves:	Fort +8, Ref +3, Will +2
Abilities:	Str 18, Dex 14, Con 20, Int 6, Wis 9, Cha 4
Skills:	Hide +3*, Listen +2, Move Silently +8, Spot +2, Survival +0
Feats:	Alertness, Iron Will
Environment:	Temperate marshes
Organization:	Solitary or gang (2–4)
Challenge Rating:	3
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	By character class
Level Adjustment:	+3

This large hulking brute has long, thick arms and legs, both of which end in sharpened and filthy claws. Its body is covered with moss and fungus, and its hair is dark brownish-green. Large, upward-curving fangs jut from its lower jaw.

Swamp trolls are large, stocky, dark gray or brown hunched humanoids. Their flesh is slick and slimy like moss. Swamp trolls make their lairs deep in swampland and marshes away from more

Jordan Bassett (order #48404)

settled areas, but not far enough away where they cannot hunt humans if game and other food runs scarce in the swamps.

Swamp trolls are 7-foot tall hunched humanoids and weigh about 400 pounds. Swamp trolls speak Giant.

Combat

Swamp trolls are aggressive predators that attack living creatures on sight (especially when a swamp troll is hungry). When hunting, a swamp troll moves quietly along, easing closer to its prey and then finally striking with its claws and bite when within range. Swamp trolls rarely fight to the death unless threatened or hungry.

Swamp Dependent (Ex): Swamp trolls keep their bodies covered in a thick coating of mud and swamp water. Without such a coating, they eventually suffocate. They can survive away from their murky home for 1 hour per 2 points of Constitution. After that, see the suffocation rules in the *DMG*.

Skills: Swamp trolls have a +4 racial bonus on Hide and Move Silently checks. *The bonus to Hide checks increases to +8 in swampy or forested areas.

Swamp Trolls as Characters

Swamp troll characters possess the following racial traits.

— +8 Strength, +4 Dexterity, +10 Constitution, –4 Intelligence (minimum 3), –2 Wisdom, –6 Charisma.
— Large size. –1 penalty to Armor Class, –1 penalty on attack rolls, –4 penalty on Hide checks, +4 bonus on grapple checks, lifting and carrying limits double those of Medium characters.
— Space/Reach: 10 feet/10 feet.
— A swamp troll's base land speed is 30 feet.
— Darkvision out to 60 feet and low-light vision.
— Racial Hit Dice: A swamp troll begins with three levels of giant, which provide 3d8 Hit Dice, a base attack bonus of +2, and base saving throw bonuses of Fort +3, Ref +1, and Will +1.
— Racial Skills: A swamp troll's giant levels give it skill points equal to 6 x (2 + Int modifier, minimum 1). Its class skills are Hide, Listen, Move Silently, Spot, and Survival. Swamp trolls have a +4 racial bonus on Hide and Move Silently checks. *The bonus to Hide checks increases to +8 in swampy or forested areas.
— Racial Feats: A swamp troll's giant levels give it two feats. It gains Improved Natural Attack as a bonus feat.
— +5 natural armor bonus.
— Natural Weapons: 2 claws (1d6) and bite (1d8).
— Special Attacks (see above): Rend, damage 2d6 + 1-1/2 times Str modifier.
— Special Qualities (see above): Scent, swamp dependent.
— Automatic Languages: Giant. Bonus Languages: Common, Orc.
— Favored Class: Fighter.
— Level adjustment +3.

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Troll, Two-Headed

Large Giant

Hit Dice:	10d8+40 (85 hp)
Initiative:	+0
Speed:	30 ft. (6 squares)
Armor Class:	16 (–1 size, +7 natural), touch 9, flat-footed 16
Base Attack/Grapple:	+7/+17
Attack:	Longsword +12 melee (2d6+6) or claw +12 melee (1d6+6)
Full Attack:	2 longswords +12 melee (2d6+6) and bite +7 melee (1d6+3); or 2 claws +12 melee (1d6+6) and bite +7 melee (1d6+3)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Rend 2d6+9
Special Qualities:	Darkvision 90 ft., fast healing 1, low-light vision, scent, superior two-weapon fighting
Saves:	Fort +11, Ref +3, Will +5
Abilities:	Str 22, Dex 11, Con 19, Int 9, Wis 10, Cha 6
Skills:	Listen +8, Search +6, Spot +8
Feats:	Alertness, Cleave, Iron Will, Power Attack
Environment:	Underground
Organization:	Solitary, gang (2-4), or warband (1-2 two-headed trolls plus 2-4 trolls)
Challenge Rating:	6
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	By character class
Level Adjustment:	+5

The most discernible feature of this massive brute is its two heads. Its hide is mottled green-gray and covered in coarse, dark hair. Each head is identical: red eyes, drooping nose, and yellow fangs. Its arms and legs end in razor-sharpened claws.

The two-headed troll is thought to be the hideous offspring of an ettin and female troll. Sages contend that no other explanation is possible concerning this monster. Two-headed trolls prefer to make their lairs underground and away from civilization. Although believed to be the offspring of an ettin and troll, they do not associate with the former, but are often found leading the latter during raids or wars.

A two-headed troll stands about 10 feet tall and weighs about 2,000 pounds. Its hide is mottled green or gray, and its facial features resemble that of a standard troll. Two-

Jordan Bassett (order #48404)

headed trolls typically dress in rags or tattered clothes or even battered and rusted armor on occasion. Their legs end in three-toed feet, and their powerful arms end in sharpened claws. The two-headed troll has the slow moving gait of the normal troll, but does not walk hunched over.

Two-headed trolls speak Giant.

Combat

Two-headed trolls attack with two claws and two bites, though on occasion they have been known to wield longswords or clubs.

Rend (Ex): If a two-headed troll hits with both of its claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+9 points of damage.

Fast Healing (Ex): A two-headed troll heals 1 point of damage each round so long as it has at least 1 hit point.

Superior Two-Weapon Fighting (Ex): Because each of its two heads controls an arm, a two-headed troll does not take a penalty on attack or damage rolls for attacking with two weapons.

Skills: A two-headed troll's two heads give it a +2 racial bonus on Listen, Search, and Spot checks.

Two-Headed Trolls as Characters

Two-headed troll characters possess the following racial traits.

— +12 Strength, +8 Constitution, –2 Intelligence (minimum 3), –4 Charisma.

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

— Space/Reach: 10 feet/10 feet.

— A two-headed troll's base land speed is 30 feet.

— Darkvision out to 90 feet and low-light vision.

— Racial Hit Dice: A two-headed troll begins with ten levels of giant, which provide 10d8 Hit Dice, a base attack bonus of +7, and base saving throw bonuses of Fort +7, Ref +3, and Will +3.

— Racial Skills: A two-headed troll's giant levels give it skill points equal to 13 x (2 + Int modifier, minimum 1). Its class skills are Listen, Search, and Spot. A two-headed troll's two heads give it a +2 racial bonus on Listen, Search, and Spot checks.

— Racial Feats: A two-headed troll's giant levels give it four feats.

— +7 natural armor bonus.

— Natural Weapons: Claw (1d6) and bite (1d6).

— Special Attacks (see above): Rend, damage 2d6 + 1-1/2 times Str modifier.

— Special Qualities (see above): Fast healing 1, scent, superior two-weapon fighting.

— Automatic Languages: Giant. Bonus Languages: Common, Orc.

— Favored Class: Fighter.

— Level adjustment +5.

Credit

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Jordan Bassett (order #48404)

Tsathar

	Tsathar	Tsathar Scourge
	Medium Monstrous Humanoid	**Medium Monstrous Humanoid**
Hit Dice:	2d8+2 (11 hp)	4d8+8 (27 hp)
Initiative:	+6	+6
Speed:	30 ft. (6 squares), swim 30 ft.	30 ft. (6 squares), swim 30 ft.
Armor Class:	16 (+2 Dex, +4 natural), touch 12, flat-footed 14	16 (+2 Dex, +4 natural), touch 12, flat-footed 14
Base Attack/Grapple:	+2/+3	+4/+6
Attack:	Barbed shortspear +3 melee (1d6+1) or claw +3 melee (1d6+1)	Barbed shortspear +6 melee (1d6+2) or claw +6 melee (1d6+2)
Full Attack:	Shortspear +3 melee (1d6+1) and bite -2 melee (1d4); or 2 claws +3 melee (1d6+1) and bite -2 melee (1d4)	Shortspear +6 melee (1d6+2) and bite +4 melee (1d4+1); or 2 claws +6 melee (1d6+2) and bite +4 melee (1d4+1)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.
Special Attacks:	Leap, *summon hydrodaemon*	Leap
Special Qualities:	Amphibious, darkvision 90 ft., implant, light blindness, scent, slimy	Amphibious, darkvision 90 ft., implant, light blindness, scent, slimy
Saves:	Fort +1, Ref +5, Will +4	Fort +3, Ref +6, Will +6
Abilities:	Str 13, Dex 14, Con 12, Int 12, Wis 12, Cha 10	Str 14, Dex 14, Con 14, Int 12, Wis 14, Cha 12
Skills:	Climb +3, Escape Artist +16, Handle Animal +2, Hide +4, Jump +3, Listen +4, Search +2, Spot +4, Swim +11	Climb +4, Escape Artist +16, Handle Animal +6, Hide +4, Jump +4, Listen +6, Search +3, Spot +6, Swim +12
Feats:	Alertness[B], Improved Initiative	Alertness[B], Improved Initiative, Multiattack
Environment:	Underground and temperate marshes	Underground and temperate marshes
Organization:	Solitary, gang (2–5), or pack (6–10)	Solitary, gang (2–5), or pack (6–10)
Challenge Rating:	2	3
Treasure:	Standard	Standard
Alignment:	Always chaotic (usually chaotic evil)	Always chaotic (usually chaotic evil)
Advancement:	By character class	By character class
Level Adjustment:	+4	+4

This vile creature resembles an upright, humanoid frog with gray flesh and reddish-gold eyes. Its humanoid arms end in wicked claws.

Tsathar (pronounced "suh-Thar") have little contact with surface-dwelling races, preferring to make their lairs deep underground or in dark swamps. When they lair above ground, they are nocturnal. Some few surface-dwelling tsathar have joined cults of assassins. Though cults and gods vary in makeup and worship, nearly all tsathar worship the foul, slime-covered demon-god Tsathogga.

Tsathar scourges are special tsathar in charge of breeding the dangerous "killer" frogs. They wear a badge of station that indicates their control over the various beasts. All frogs bred by the tsathar obey scourges. Tsathar scourges never become priests and thus do not have the *summoning* ability of common tsathars.

Tsathar are sexless and reproduce by implanting an egg into a host, which can be any form of living creature. Normally, creatures are captured or bred to serve as hosts—dire rats and giant frogs being common hosts. It is said that priests must be born of an egg implanted into a humanoid or other creature of great intelligence.

A typical tsathar stands 6 feet tall and weighs about 300 pounds. Tsathar speak Tsathar (a strange guttural language) and Abyssal.

Combat

Tsathar prefer to use short, barbed spears and kukri-like daggers in combat. They sometimes employ nets as well. They charge into combat with maniacal fury, and rarely use elaborate tactics, unless a scourge or priest is present to control them. They favor leather armor crafted from the hides of the frogs they breed. Priests favor the wicked kukri in battle.

Scourges prefer to loose their servant frogs on opponents, allowing common tsathar soldiers to engage opponents hand-to-hand. This is not to say that they are not able fighters, for they certainly are. They favor barbed shortspears, twisted kukri-like daggers, and light armor such as leather or studded leather. They also often carry nets to snare their charges or foes. If their frogs are in danger, they leap in with their spears and attack.

Jordan Bassett (order #48404)

Leap (Ex): Tsathar can leap up to 30 feet horizontally (10 feet vertically) and make a full attack in the same round. Treat this as a charge attack. Tsathar wearing medium or heavier armor cannot use this ability.

Summon Hydrodaemon (Sp): A tsathar with at least five levels of cleric can, once per day, attempt to summon a hydrodaemon with a 40% chance of success. Tsathar scourges do not possess this ability. This ability is the equivalent of a 4th-level spell.

Amphibious (Ex): Tsathar can easily breathe underwater and can also survive indefinitely on land.

Implant (Ex): Tsathar are sexless, reproducing by injecting eggs into living hosts. An egg can be implanted only into an unconscious or restrained host. The host must be of at least Small size or larger. Giant frogs, bred for this very purpose, are the most common host. Accompanying the egg is an anaesthetizing poison that causes the host to fall unconscious for the two-week gestation period of the egg unless the host succeeds on a DC 20 Fortitude saving throw. If the save succeeds, the host remains conscious, but is violently ill (-10 penalty on attack rolls, saving throws, ability checks, and skill checks) 24 hours before the eggs hatch. When the eggs mature, the young tsathar emerge from the host, killing it in the process.

A *remove disease* spell or a DC 20 Heal check rids the victim of the eggs. If the check fails, the healer can try again, but each attempt (successful or not) deals 1d6 points of damage to the patient.

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds tsathars for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.

Slimy (Ex): Because tsathar continuously cover themselves with muck and slime, they are difficult to grapple. Webs, magic or otherwise, do not affect tsathar, and they usually can wriggle free from most other forms of confinement.

Skills: Due to the slimy secretions that cover their body, tsathars have a +12 racial bonus on Escape Artist checks.

Tsathars 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.

Tsathars as Characters

A tsathar's favored class is cleric; tsathar leaders are usually clerics or cleric/fighters. Tsathar clerics worship Tsathogga (the Frog God) and can choose two of the following domains: Chaos, Destruction, Evil, and Water.

Tsathar characters possess the following racial traits.

— +2 Strength, +4 Dexterity, +2 Constitution, +2 Intelligence, +2 Wisdom.
— Medium size.
— A tsathar's base land speed is 30 feet. Their base swim speed is 30 feet.
— Darkvision to a range of 90 feet.
— Racial Hit Dice: A tsathar begins with two levels of monstrous humanoid, which provide 2d8 Hit Dice, a base attack bonus of +2, and base saving throw bonuses of Fort +0, Ref +3, and Will +3.
— Racial Skills: A tsathar's monstrous humanoid levels give it skill points equal to 5 x (2 + Int modifier, minimum 1). Its class skills are Climb, Escape Artist, Handle Animal, Hide, Jump, Listen, Search, Spot, and Swim. Due to the slimy secretions that cover their body, tsathars have a +12 racial bonus on Escape Artist checks.
— Racial Feats: A tsathar's monstrous humanoid levels give it one feat.
— Weapon Proficiency: A tsathar is automatically proficient with the shortspear and kukri.
— +4 natural armor bonus.
— Natural Weapons: 2 claws (1d6) and bite (1d4).
— Special Attacks (see above): Leap, summon hydrodaemon.
— Special Qualities (see above): Amphibious, implant, light blindness, scent, slimy.
— Automatic Languages: Abyssal, Tsathar. Bonus Languages: Draconic, Common, Gnome, Terran, Undercommon.
— Favored Class: Cleric.
— Level adjustment +4.

Tsathars Scourges as Characters

Tsathar scourge characters possess the following racial traits.

Jordan Bassett (order #48404)

— +4 Strength, +4 Dexterity, +4 Constitution, +2 Intelligence, +4 Wisdom, +2 Charisma.
— Medium size.
— A tsathar scourge's base land speed is 30 feet. Their base swim speed is 30 feet.
— Darkvision to a range of 90 feet.
— Racial Hit Dice: A tsathar scourge begins with four levels of monstrous humanoid, which provide 4d8 Hit Dice, a base attack bonus of +4, and base saving throw bonuses of Fort +1, Ref +4, and Will +4.
— Racial Skills: A tsathar scourge's monstrous humanoid levels give it skill points equal to 7 x (2 + Int modifier, minimum 1). Its class skills are Climb, Escape Artist, Handle Animal, Hide, Jump, Listen, Search, Spot, and Swim. Due to the slimy secretions that cover their body, tsathars have a +12 racial bonus on Escape Artist checks.
— Racial Feats: A tsathar's monstrous humanoid levels give it two feats.
— Weapon Proficiency: A tsathar scourge is automatically proficient with the shortspear and kukri.
— +4 natural armor bonus.
— Natural Weapons: 2 claws (1d6) and bite (1d4).
— Special Attacks (see above): Leap.
— Special Qualities (see above): Amphibious, implant, light blindness, scent, slimy.
— Automatic Languages: Abyssal, Tsathar. Bonus Languages: Draconic, Common, Gnome, Terran, Undercommon.
— Favored Class: Cleric.
— Level adjustment +4.

Credit

The Tsathar first appeared in the **Necromancer Games** adventure **Tomb of Abysthor** (©2001, Clark Peterson, Necromancer Games, Inc.) as servants of the demonic frog god Tsathogga.

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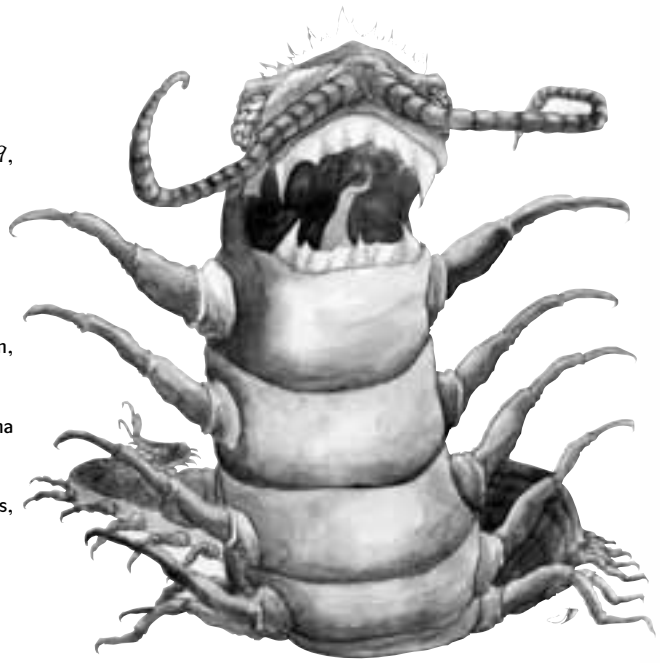
Authors Clark Peterson and Scott Greene.

Tunnel Worm

Huge Magical Beast

Hit Dice:	9d10+54 (103 hp)
Initiative:	+1
Speed:	20 ft. (4squares), burrow 20 ft.
Armor Class:	16 (-2 size, +1 Dex, +7 natural), touch 9, flat-footed 15
Base Attack/Grapple:	+9/+19
Attack:	Bite +14 melee (2d6+9)
Full Attack:	Bite +14 melee (2d6+9)
Space/Reach:	15 ft./10 ft.
Special Attacks:	Rend armor
Special Qualities:	Darkvision 60 ft., low-light vision, tremorsense 60 ft.
Saves:	Fort +12, Ref +9, Will +5
Abilities:	Str 22, Dex 13, Con 22, Int 1, Wis 10, Cha 6
Skills:	Listen +12, Spot +12
Feats:	Alertness, Iron Will, Lightning Reflexes, Weapon Focus (bite)
Environment:	Underground
Organization:	Solitary or cluster (2-5)
Challenge Rating:	7
Treasure:	Standard
Alignment:	Always neutral
Advancement:	10-13 HD (Huge); 14-27 HD (Gargantuan)
Level Adjustment:	—



This massive creature appears to be a 30-foot long sleek, black centipede with a long segmented body and many slender legs. Its huge mandibles are serrated and razor-sharp, and its eyes are multi-faceted. A ring of chitinous bone rings its oversized head.

The tunnel worm is a burrowing creature related to the monstrous centipede. It is a very aggressive predator and hunter, though it can sustain itself by scavenging. Its preferred food is fresh, raw meat.

A typical tunnel worm is 30 feet long, but can grow to a length of 60 feet.

Combat

Tunnel worms are very aggressive and attack anything that enters their territory. They usually wait beneath the surface of the ground and then burrow out to surprise and attack their opponents (treat this attack as a charge attack). A tunnel worm that has taken more than half its hit points in damage retreats to its lair unless it is cornered, in which case it fights to the death.

Rend Armor (Ex): If a tunnel worm hits with its bite attack, it pulls apart any armor worn by its foe. This attack deals 4d6+12 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

Jordan Bassett (order #48404)

destroyed. Damaged armor may be repaired with a successful Craft (armorsmithing) check.

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

Skills: Tunnel worms receive a +4 racial bonus to Listen and Spot checks.

Credit

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Ubue

Large Giant

Hit Dice:	3d8+6 (19 hp)
Initiative:	-1
Speed:	20 ft. (4 squares)
Armor Class:	17 (-1 size, -1 Dex, +6 natural, +3 hide), touch 8, flat-footed 17
Base Attack/Grapple:	+2/+9
Attack:	Club +5 melee (1d8+3) or slam +4 melee (1d6+3)
Full Attack:	Club +1 melee (1d8+3) and 2 clubs +1 melee (1d8+3) or 3 slams +4 melee (1d6+3)
Space/Reach:	10 ft./10 ft.
Special Attacks:	—
Special Qualities:	Low-light vision, multiple personalities
Saves:	Fort +2, Ref -1, Will +0
Abilities:	Str 16, Dex 9, Con 15, Int 8, Wis 10, Cha 12
Skills:	Climb +4, Hide -3, Listen +5, Search +5, Spot +5
Feats:	Multiweapon Fighting[B], Power Attack, Weapon Focus (club)
Environment:	Temperate hills and mountains
Organization:	Solitary or clan (3-30)
Challenge Rating:	2
Treasure:	Standard
Alignment:	Any chaotic
Advancement:	By character class
Level Adjustment:	+2

The creature looks like an ashen-skinned homely giant dressed in ragged animal hides. It has three heads, three arms, and three legs. Its mouths are filled with broken and rotten teeth.

Ubues are a bizarre race that is among the rarest of intelligent races. They are so rare, in fact, that most people believe their existence to be only legend. At first sight, many adventurers assume that ubues are a race of three-headed ettins or trolls. Adventurers who have actually seen these strange creatures claim that the middle head of an ubue is a different sex from the other two. This is not true, however, and is in fact merely a side effect of the bizarre biology of these creatures. Ubues are very primitive and clothe themselves in unfinished animal hides, weave bones and sticks into their hair, and utilize only the crudest of tools and weapons.

Ubue speak Giant.

Combat

Ubues attack with savage brutality as if in an animalistic rage.

Multiple Personalities (Ex): The three heads of an ubue rarely get along with each other. Due to this division of personalities, there is a 15% chance in any given situation (usually once per encounter) that the heads get into an argument. An ubue engaged in an argument with itself takes a –2 circumstance penalty on attack rolls, Reflex saves, and to AC.

In a non-combat situation, an opponent can coerce an ubue into a self-argument by making a Charisma check opposed by the ubue's Wisdom check. If the ubue wins the opposed check, the character cannot attempt to coerce that ubue again for one day.

Skills: Because of its multiple heads, an ubue gets a +4 racial bonus on Listen, Search, and Spot checks. An ubue cannot be flanked.

Ubue Society

Ubues have a very primitive social system: simply put, the strongest male of any ubue tribe is the leader. Any adult male ubue has the right to challenge the tribal leader in a non-lethal ritual combat — usually a wrestling match or other test of strength. If the challenger loses, he is banished from the tribe for a period of one full year. His immediate family is also banished with him: ubues cannot tolerate weakness. Should the leader be deposed, he becomes an elder of the tribe and acts as an advisor to the new leader.

Female ubues usually give birth to only a single child. If twins are born to an ubue couple, this is seen as an ill omen: thus, one child is slain by the tribal shaman as a sacrifice to their god. The shaman casts bones or sticks to determine which child is to be the sacrifice. Because ubue society is strongly male-dominated, if one twin is male and the other female, it will always be the female child that is sacrificed.

Ubues as Characters

The favored class of an ubue is barbarian, and all ubue chieftains are barbarians. Female ubues have

Jordan Bassett (order #48404)

been known to become adepts, but this is rare; nearly all classed members of both sexes of this unusual race are barbarians.

Ubue characters possess the following racial traits.

— +6 Strength, –2 Dexterity, +4 Constitution, –2 Intelligence, +2 Charisma.
— Large size. –1 penalty to Armor Class, –1 penalty on attack rolls, –4 penalty on Hide checks, +4 bonus on grapple checks, lifting and carrying limits double those of Medium characters.
— Space/Reach: 10 feet/10 feet.
— An ubue's base land speed is 20 feet.
— Low-light vision.
— Racial Hit Dice: An ubue begins with three levels of giant, which provide 3d8 Hit Dice, a base attack bonus of +2, and base saving throw bonuses of Fort +3, Ref +1, and Will +1.
— Racial Skills: An ubue's giant levels give it skill points equal to 6 x (2 + Int modifier). Its class skills are Climb, Hide, Listen, Search, and Spot.
— Racial Feats: An ubue's giant levels give it two feats. Ubues gain Multiweapon Fighting as a bonus feat.
— +6 natural armor bonus.
— Natural Weapons: 3 slams (1d6).
— Special Qualities (see above): Multiple personalities.
— Weapon and Armor Proficiency: An ubue is automatically proficient with simple weapons, martial weapons, light and medium armor, and shields.
— Automatic Languages: Giant. Bonus Languages: Common, Draconic, Elven, Goblin, Orc.
— Favored Class: Barbarian.
— Level adjustment +2.

Credit

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Jordan Bassett (order #48404)

Vampire Rose

Small Plant

Hit Dice:	4d8+12 (30 hp)
Initiative:	+0
Speed:	5 ft. (1 square)
Armor Class:	15 (+1 size, +4 natural), touch 11, flat-footed 15
Base Attack/Grapple:	+3/+5
Attack:	Stalk +6 melee (1d4+3)
Full Attack:	Stalk +6 melee (1d4+3)
Space/Reach:	5 ft./5 ft. (10 ft. with stalk)
Special Attacks:	Blood drain, improved grab
Special Qualities:	Blindsight 30 ft., camouflage, plant traits
Saves:	Fort +7, Ref +1, Will +2
Abilities:	Str 14, Dex 10, Con 16, Int –, Wis 13, Cha 8
Skills:	—
Feats:	—
Environment:	Temperate forests
Organization:	Solitary or patch (2–4)
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral
Advancement:	5–9 HD (Small); 10–12 HD (Medium)
Level Adjustment:	—

This bush has many flowering white bulbs and petals, green stems lined with tiny thorns, and many small branches of greenish-brown.

Vampire roses look like normal white rose bushes and are often mistaken for such. The typical vampire rose bush stands about 3 feet tall.

Combat

A vampire rose stands motionless until its prey moves within range, when it strikes with a thorny stalk. Opponents are grabbed and drained of blood. When fully sated with blood, a vampire rose's petals flush red.

Blood Drain (Ex): A vampire rose can suck blood from a living victim with its thorns by making a successful grapple check. If it gets a hold, it drains blood, dealing 1d4 points of Constitution damage each round the hold is maintained.

Improved Grab (Ex): To use this ability, a vampire rose must hit an opponent up to one size larger with a stalk 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 vampire rose can drain blood.

Blindsight (Ex): Vampire roses have no visual organs but can ascertain all foes within 30 feet using sound, scent, and vibration.

Camouflage (Ex): Since a vampire rose looks like a normal white rose bush when at rest, it takes a DC 20 Spot check to notice it before it attacks. Anyone with ranks in Survival or Knowledge (nature) can use one of those skills instead of Spot to notice the plant. Dwarves can use stonecunning to notice the subterranean version.

Credit

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Jordan Bassett (order #48404)

Vegepygmy

	Commoner	Worker	Guard
	Small Plant	**Small Plant**	**Small Plant**
Hit Dice:	1d8 (4 hp)	2d8+2 (11 hp)	3d8+6 (19 hp)
Initiative:	+2	+2	+2
Speed:	30 ft. (6 squares)	30 ft. (6 squares)	30 ft. (6 squares)
Armor Class:	16 (+1 size, +2 Dex, +3 natural), touch 13, flat-footed 14	16 (+1 size, +2 Dex, +3 natural), touch 13, flat-footed 14	16 (+1 size, +2 Dex, +3 natural), touch 13, flat-footed 14
Base Attack/Grapple:	+0/-4	+1/-3	+2/-1
Attack:	Claw +1 melee (1d4) or longspear +1 melee (1d6, crit x3)	Claw +2 melee (1d4) or longspear +2 melee (1d6, crit x3)	Claw +4 melee (1d4+1) or longspear +4 melee (1d6+1, crit x3)
Full Attack:	2 claws +1 melee (1d4) or longspear +1 melee (1d6, crit x3)	2 claws +2 melee (1d4) or longspear +2 melee (1d6, crit x3)	2 claws +4 melee (1d4+1) or longspear +4 melee (1d6+1, crit x3)
Space/Reach:	5 ft./5 ft. (10 ft. with longspear)	5 ft./5 ft. (10 ft. with longspear)	5 ft./5 ft. (10 ft. with longspear)
Special Attacks:	—	—	—
Special Qualities:	Damage reduction 5/slashing or bludgeoning, immunity to electricity, low-light vision, plant traits	Damage reduction 5/slashing or bludgeoning, immunity to electricity, low-light vision, plant traits	Damage reduction 5/slashing or bludgeoning, immunity to electricity, low-light vision, plant traits
Saves:	Fort +2, Ref +2, Will +0	Fort +4, Ref +2, Will +0	Fort +4, Ref +3, Will +2
Abilities:	Str 11, Dex 14, Con 11, Int 6, Wis 10, Cha 10	Str 11, Dex 14, Con 12, Int 8, Wis 11, Cha 10	Str 12, Dex 14, Con 13, Int 10, Wis 12, Cha 11
Skills:	Hide +11*, Listen +3, Move Silently +7, Spot +3	Hide +12*, Listen +3, Move Silently +7, Spot +3	Hide +13*, Listen +6, Move Silently +9, Spot +6
Feats:	Alertness	Alertness	Alertness, Toughness
Environment:	Underground	Underground	Underground
Organization:	Gang (2-5) or work force (4-7)	Gang (2-5) or work force (4-7)	Solitary, pair, gang (2-5), or patrol (3-6)
Challenge Rating:	1/2	1	2
Treasure:	Standard	Standard	Standard
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	—	—	—
Level Adjustment:	—	—	—

Jordan Bassett (order #48404)

	Bodyguard	Subchief	Chief
	Small Plant	**Medium Plant**	**Medium Plant**
Hit Dice:	4d8+11 (29 hp)	5d8+10 (32 hp)	6d8+21 (48 hp)
Initiative:	+2	+1	+1
Speed:	30 ft. (6 squares)	30 ft. (6 squares)	30 ft. (6 squares)
Armor Class:	16 (+1 size, +2 Dex, +3 natural), touch 13, flat-footed 14	16 (+1 Dex, +5 natural), touch 11, flat-footed 15	17 (+1 Dex, +6 natural), touch 11, flat-footed 16
Base Attack/Grapple:	+3/+1	+3/+6	+4/+8
Attack:	Claw +6 melee (1d4+2) or longspear +6 melee (1d6+3, crit x3)	Claw +6 melee (1d6+3) or longspear +7 melee (1d8+4, crit x3)	Claw +8 melee (1d6+4) or longspear +9 melee (1d8+6, crit x3)
Full Attack:	2 claws +6 melee (1d4+2) or longspear +6 melee (1d6+3, crit x3)	2 claws +6 melee (1d6+3) or longspear +7 melee (1d8+4, crit x3)	2 claws +8 melee (1d6+4) or longspear +9 melee (1d8+6, crit x3)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft. (10 ft. with longspear)	5 ft./5 ft. (10 ft. with longspear)
Special Attacks:	—	—	Spores
Special Qualities:	Damage reduction 5/slashing or bludgeoning, immunity to electricity, low-light vision, plant traits	Damage reduction 5/slashing or bludgeoning, immunity to electricity, low-light vision, plant traits	Damage reduction 5/slashing or bludgeoning, immunity to electricity, low-light vision, plant traits
Saves:	Fort +6, Ref +3, Will +2	Fort +6, Ref +2, Will +3	Fort +8, Ref +3, Will +4
Abilities:	Str 14, Dex 14, Con 14, Int 10, Wis 13, Cha 12	Str 16, Dex 12, Con 15, Int 11, Wis 14, Cha 14	Str 18, Dex 12, Con 16, Int 12, Wis 15, Cha 16
Skills:	Hide +14*, Listen +6, Move Silently +10, Spot +6	Hide +9*, Listen +6, Move Silently +9, Spot +6	Hide +11*, Listen +11, Move Silently +12, Spot +11
Feats:	Alertness, Toughness	Alertness, Weapon Focus (longspear)	Alertness, Toughness, Weapon Focus (longspear)
Environment:	Underground	Underground	Underground
Organization:	Solitary, pair, gang (2-5), or patrol (4-7)	Solitary, gang (1 plus 2-4 bodyguards), or band (1 plus 2 bodyguards, 2-5 guards, 4-7 workers, and 6-11 commoners), or war band (1 plus 2-8 bodyguards, 6-11 guards, 20-40 workers, 1-4 thornies)	Band (1 plus one subchief, 2-8 bodyguards, 4-7 guards, 6-10 workers), or tribe (30-300 commoners plus 2-8 guards, 2-8 bodyguards, 1 subchief per 50 commoners, 1 chief per 100 commoners, 10-24 thornies, 1-4 patches of russet mold, 1-3 shriekers)
Challenge Rating:	3	4	5
Treasure:	Standard	Standard	Standard
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	—	—	—
Level Adjustment:	—	—	—

This creature resembles a humanoid with green vegetable-like skin and razor-sharp claws. Its head sports two large yellow eyes, a wide mouth, inset nose, and a topknot of dark brown leaves. Leafy tendrils protrude from its shoulders, midsection, arms, and legs.

When a living creature is slain by russet mold (see that entry), it rises as a 1 HD vegepygmy. Vegepygmies are low-intelligence plants that make their home deep in the forests or underground away from most settled areas. They are hunters and scavengers, and carnivorous, preying on living creatures weaker than themselves.

A vegepygmy ranges from 2 feet to 4-1/2 feet tall. Though they do not seem to have ears, it is well known that vegepygmies can hear.

Vegepygmies do not speak, but communicate with others of their kind by thumping their chest or rapping their spears on rocks, earth, or some other solid surface. It is not known if or how they communicate with other creatures.

Combat

Vegepygmies attack using either their claws or weapons; usually a longspear or club. They prefer to ambush opponents, using their coloration to blend with their natural surroundings.

Spores (Ex): The chief is the only vegepygmy with a spore attack. As a standard action, a chief vegepygmy can release a cloud of spores in a 40-foot spread. A living creature caught within the cloud must succeed on a DC 16 Fortitude save (DC 16) or be paralyzed for 2d6 rounds. After the paralysis wears off, the character must succeed on another DC 16 Fortitude save or take 3d6 points of Constitution damage. The save DCs are Constitution-based.

At Constitution 0 a creature dies, and rises as a 4 HD vegepygmy bodyguard in one day. If a *remove disease* spell is cast on a paralyzed victim before the paralysis wears off, he does not have to attempt the second Fortitude save and takes no Constitution damage.

Skills: Vegepygmies have a +4 racial bonus on Hide and Move Silently checks. *The bonus to Hide checks increases to +12 in swampy or forested areas.

Credit

The Vegepygmy originally appeared in the First Edition module *S3 Expedition to the Barrier Peaks* (© TSR/

Jordan Bassett (order #48404)

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Vilstrak (Tunnel Thug)

Medium Aberration

Hit Dice:	1d8+1 (5 hp)
Initiative:	+0
Speed:	30 ft. (6 squares)
Armor Class:	18 (+8 natural), touch 10, flat-footed 18
Base Attack/Grapple:	+0/+2
Attack:	Slam +2 melee (1d4+2)
Full Attack:	2 slams +2 melee (1d4+2)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Darkvision 60 ft., merge with earth
Saves:	Fort +1, Ref +0, Will +2
Abilities:	Str 14, Dex 11, Con 12, Int 6, Wis 10, Cha 8
Skills:	Hide +2*, Listen +3, Spot +3
Feats:	Alertness
Environment:	Underground
Organization:	Gang (2-5) or band (6-20)
Challenge Rating:	1/2
Treasure:	Standard
Alignment:	Usually neutral (evil tendencies)
Advancement:	2-3 HD (Medium)
Level Adjustment:	—

This creature is a bipedal man-sized semi-humanoid seemingly carved of stone. It has an insect-like head, long, large arms, and thick, trunk-like legs that end in hoof-like feet.

Vilstraks (or tunnel thugs) dwell underground, away from the surface world. Though they have no allergy or reaction to sunlight, they disdain its existence, preferring the cold, damp blackness of their underground world. A vilstrak's lair is a "pocket" formed deep inside the earth. These pockets have no exits or entrances and are only reachable by those who can pass through stone or earth.

A typical vilstrak stands 6 feet tall and weighs about 200 pounds. Its arms have an extra joint between the elbow and wrist, and its arms end in large, powerful fists of stone. Vilstraks are gray or brown.

Vilstraks speak Terran.

Combat

Vilstraks are peaceful creatures who avoid combat if possible. They do take great joy and pride in robbing those that invade their territory. A favored tactic of the vilstrak is to hide inside the wall of a dungeon corridor and spring out when prey passes nearby.

Merge with Earth (Su): A vilstrak can merge with earth or stone at will as a standard action. This ability is similar to a *meld into stone* spell (caster level 12th), except that a vilstrak can see what goes on outside and it can remain merged as long as it desires.

Skills: *Vilstraks have a +8 racial bonus on Hide checks when in rocky surroundings.

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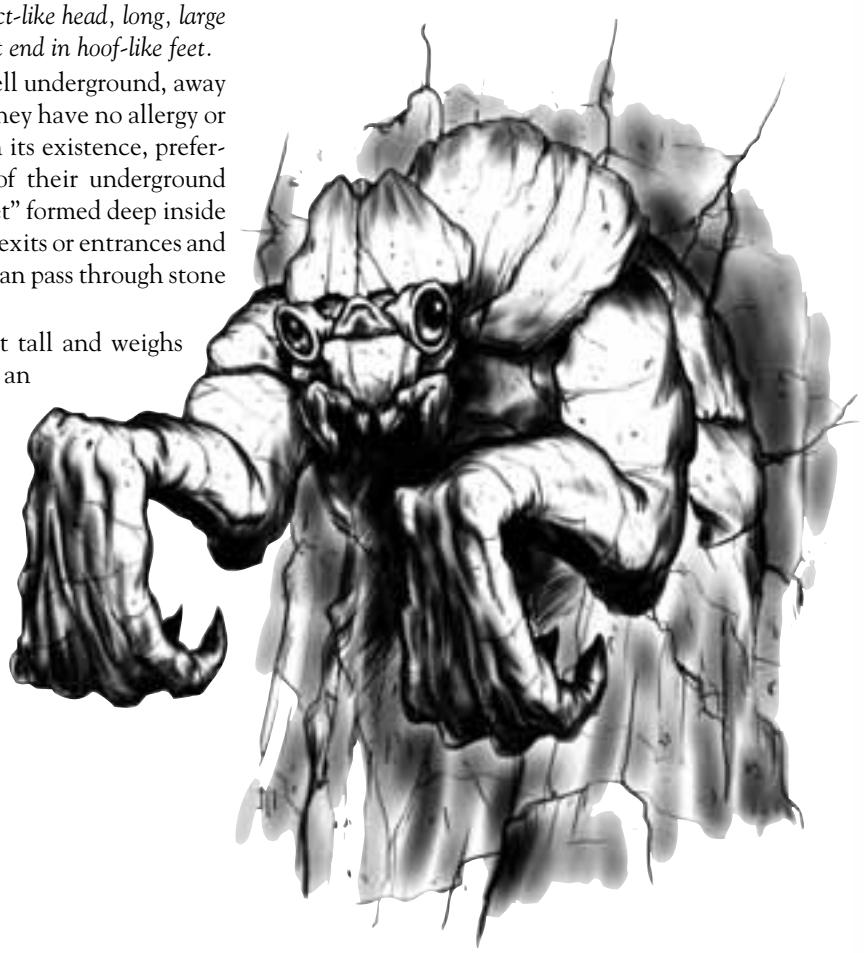

Jordan Bassett (order #48404)

Volt

Small Aberration (Electricity)

Hit Dice:	2d8+2 (11 hp)
Initiative:	+3
Speed:	Fly 30 ft. (good) (6 squares)
Armor Class:	16 (+1 size, +3 Dex, +2 natural), touch 14, flat-footed 13
Base Attack/Grapple:	+1/-3 (+5 when attached)
Attack:	Bite +5 melee (1d4 plus blood drain) or tail slap +5 melee (2d4 nonlethal)
Full Attack:	Bite +5 melee (1d4 plus blood drain) and tail slap +0 melee (2d4 nonlethal)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Attach, blood drain, shock
Special Qualities:	Darkvision 60 ft., immunity to electricity
Saves:	Fort +1, Ref +2, Will +4
Abilities:	Str 10, Dex 16, Con 12, Int 2, Wis 12, Cha 6
Skills:	Listen +3, Spot +4
Feats:	Weapon Finesse
Environment:	Underground
Organization:	Gang (2-4), mob (6-11), or swarm (12-20)
Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral
Advancement:	3-4 HD (Small); 5-6 HD (Medium)
Level Adjustment:	—

This abominable creature appears to be a small spherical beast with a long, sinewy tail trailing it. Its body is covered with thick gray bristles. Two large eyes resembling those of a fly dominate its head. Small horns protrude above these from its head.

The origin of the volt is unknown and has eluded even the most learned of scholars. Once thought to be from another plane or planet, evidence of late suggests they are in fact of this world. Other than that bit of information, the volt remains much of a mystery.

Volts inhabit underground caverns and caves, preferring to lair in areas dampened by water. A typical grouping consists of up to 20 creatures, though it's anyone's guess which are male and which are female (if such a thing among volts actually exists).

A volt's spheroid body is about 3 feet across. Its tail is nearly 3 feet long and formed of semi-hardened tissue. Its mouth, unseen at first by those viewing it, is located near the underside of its body and is filled with rows of needle-like teeth.

Combat

Volts are very aggressive and attack by latching onto a foe and draining its blood. An attached volt strikes with its tail and maintains its hold until either it or its opponent is dead.

Attach (Ex): If a volt hits with a bite attack, it latches onto the opponent's body. An attached volt is effectively grappling its prey. The volt loses its Dexterity bonus to AC and has an AC of 13, but holds on with great tenacity. Volts have a +8 racial bonus on grapple checks (already figured into the Base Attack/Grapple entry above).

An attached volt can be struck with a weapon or grappled itself. To remove an attached volt through grappling, the opponent must achieve a pin against the volt.

Blood Drain (Ex): A volt drains blood, dealing 1d4 points of Constitution damage in any round when it begins its turn attached to a victim. Once it has dealt 8 points of Constitution damage, it detaches and flies off to digest the meal. If its victim dies before the volt's appetite has been sated, the volt detaches and seeks a new target.

Shock (Su): A volt delivers an electrical charge with its tail slap that deals 2d4 points of nonlethal damage. An attached volt can attack the grappled opponent with its tail slap with a +4 bonus in the same round.

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Jordan Bassett (order #48404)

Vulchling

Medium Magical Beast

Hit Dice:	1d10 (5 hp)
Initiative:	+2
Speed:	20 ft. (4 squares), fly 10 ft. (average)
Armor Class:	13 (+2 Dex, +1 natural), touch 12, flat-footed 11
Base Attack/Grapple:	+1/+1
Attack:	Bite +3 melee (1d6)
Full Attack:	Bite +3 melee (1d6) and 2 claws -2 melee (1d4)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Darkvision 60 ft., low-light vision, scent
Saves:	Fort +2, Ref +4, Will +0
Abilities:	Str 10, Dex 14, Con 10, Int 7, Wis 11, Cha 10
Skills:	Hide +3, Listen +1, Move Silently +3, Spot +1*
Feats:	Dodge[B], Weapon Finesse
Environment:	Underground
Organization:	Solitary or flock (2-16)
Challenge Rating:	1/2
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	2-3 HD (Medium)
Level Adjustment:	—

This creature looks like a man-sized vulture with inky black feathers, a gray beak, and dark brownish-black talons.

Vulchlings are a malevolent race of avian creatures akin to the vulture. Their faces, though bird-like, seem to have an almost human quality to them. Vulchlings are not only scavengers but also predators, feeding on living prey as well as carrion. Vulchlings can occasionally be found in the company of harpies or vrocks, but most of their time is spent in their lairs—usually large nests found deep within the earth.

Vulchlings speak their own language. Some speak Abyssal or Common as well.

Combat

Vulchlings prefer to attack from secret or ambush by lying in wait for their prey and then swooping in to attack with their razor-sharp talons and beak. Slain opponents are carried back to the vulchlings' lair and fed to the young vulchlings.

Skills: *Vulchlings have a +8 racial bonus on Spot checks when flying in daylight.

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Wind Walker

Large Elemental (Air, Extraplanar)

Hit Dice:	6d8+15 (42 hp)
Initiative:	+8
Speed:	40 ft. (8 squares), fly 60 ft. (perfect)
Armor Class:	17 (-1 size, +4 Dex, +4 natural), touch 13, flat-footed 13
Base Attack/Grapple:	+4/+12
Attack:	Wind blast +7 melee (2d6+6, see text)
Full Attack:	Wind blast +7 melee (2d6+6, see text)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Wind blast 2d6+6
Special Qualities:	Damage reduction 5/magic, darkvision 60 ft., detect thoughts, elemental traits, immunity to magic, telepathy 100 ft.
Saves:	Fort +4, Ref +9, Will +3
Abilities:	Str 18, Dex 18, Con 14, Int 12, Wis 13, Cha 11
Skills:	Listen +7, Move Silently +11, Search +9, Spot +7
Feats:	Combat Reflexes, Improved Initiative, Toughness
Environment:	Elemental Plane of Air
Organization:	Solitary or gang (2-4)
Challenge Rating:	5
Treasure:	Standard
Alignment:	Usually neutral
Advancement:	7-10 HD (Large); 11-18 HD (Huge)
Level Adjustment:	—

A roaring cyclone at least twice as tall as a human bears down on you, spinning dirt and earth into the air as it moves.

Wind walkers are creatures from the Elemental Plane of Air. They are often summoned to the Material Plane

Jordan Bassett (order #48404)

by wizards or clerics who employ them as guards. On occasion, a wind walker is encountered in the service of a cloud giant, storm giant, efreet, djinn, or other such creature.

A wind walker's natural form is that of a roaring and whistling column of wind about 12 feet tall. No discernable features can be seen in the wind walker.

Combat

A wind walker attacks by using the surrounding air to pummel its foes.

A wind walker's natural weapons are considered magic weapons for the purpose of overcoming damage reduction.

Wind Blast (Ex): A wind walker attacks using the air surrounding it, transforming it into a forceful blast that deals 2d6+6 points of damage to all creatures within reach (10 feet). The wind walker makes a single attack roll at its full attack bonus against each opponent within reach. It can use this ability as a standard action.

Detect Thoughts (Su): A wind walker can continuously *detect thoughts* as the spell (DC 13), except it has a range of 100 feet. It can suppress or resume this ability as a free action. The save DC is Charisma-based.

If two wind walkers are present, they can link their minds together to increase the range to 200 feet. If three or more wind walkers are present, they can link their minds to increase the range to 300 feet. All wind walkers that are mind linked gain this range boost.

Immunity to Magic (Ex): A wind walker is immune to any spell or spell-like ability that allows spell resistance (except those that summon or call it). In addition, certain spells and effects function differently against the creature as noted below.

Mind-affecting spells and effects (charms, compulsions, phantasms, patterns, and morale effects) function normally against a wind walker. Psionics likewise affect a wind walker normally.

A *control weather* spell instantly slays a wind walker if it fails a Fortitude save (DC 17 + caster's ability score modifier).

A *haste* spell deals 1d6 points of damage per two caster levels (maximum 5d6) to a wind walker. A Reflex save (DC 13 + caster's ability score modifier) halves the damage. In addition, a *haste* spell increases the damage the wind walker deals with its wind blast attack by +1d6 for one round.

An *ice storm* spell deals no damage to a wind walker, but affects it as if by a *fear* spell.

A *slow* spell deals 1d6 points of damage per caster level (maximum 10d6) to a wind walker. A Reflex save (DC 13 + caster's ability score modifier) halves the damage.

A summoned or called wind walker is affected normally by magical barriers that restrict or inhibit called or summoned creatures (such as *antimagic field*).

Telepathy (Su): A wind walker can communicate telepathically with any creature within 100 feet that has a language.

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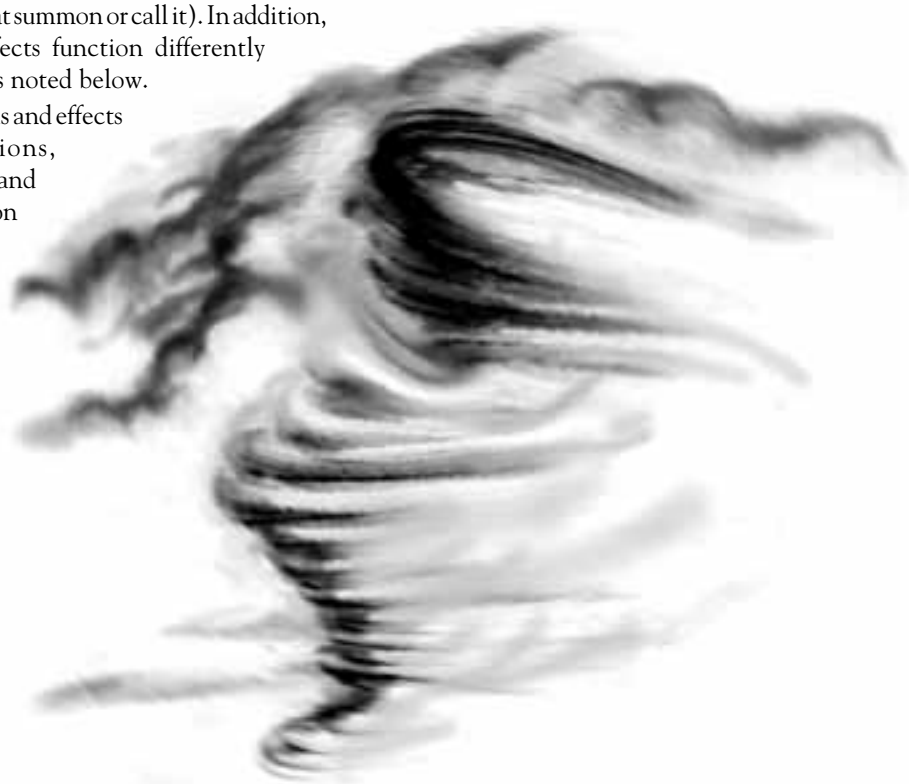

Jordan Bassett (order #48404)

WITHERSTENCH

Small Magical Beast

Hit Dice:	2d10+2 (13 hp)
Initiative:	+2
Speed:	20 ft. (4 squares)
Armor Class:	14 (+1 size, +2 Dex, +1 natural), touch 13, flat-footed 12
Base Attack/Grapple:	+2/-3
Attack:	Claw +5 melee (1d4-1)
Full Attack:	2 claws +5 melee (1d4-1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Stench
Special Qualities:	Darkvision 60 ft., low-light vision
Saves:	Fort +4, Ref +5, Will +0
Abilities:	Str 8, Dex 14, Con 12, Int 2, Wis 10, Cha 4
Skills:	Listen +3, Spot +2
Feats:	Weapon Finesse
Environment:	Temperate forests
Organization:	Pack (3-12)
Challenge Rating:	1
Treasure:	Standard
Alignment:	Always neutral
Advancement:	3-6 HD (Small)
Level Adjustment:	—

This creature resembles a putrid yellow skunk with very little fur and whose body is splotched with tiny purple spots. Patches of darker fur are sprinkled about its body.

A witherstench (also called skunk beast) is a mutated relative of the common skunk. It is about 4 feet long and weighs around 50 pounds. Its diet consists of carrion, and the creature is always found in areas where such "food" is plentiful.

Combat

Witherstenches shuns combat, but attacks if cornered, raking at their opponents with their filthy claws.

Stench (Ex): A witherstench constantly emits a putrid stench that nearly every form of animal life finds offensive. All living creatures (except witherstenches) within 30 feet of a witherstench must succeed on a DC 12 Fortitude save or be nauseated (unable to attack, cast spells, concentrate on spells, or do anything else requiring attention; can only take a single move action per turn) for as long as they remain within 30 feet of the creature. Moving out of the affected area leaves the character sickened (-2 penalty on attack rolls, weapon damage rolls, saves, skill checks, and ability checks) for 1 round after which time he recovers immediately. The save DC is Constitution-based.

Creatures that successfully save cannot be affected by the same witherstench'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.

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Jordan Bassett (order #48404)

Witherweed

Large Plant

Hit Dice:	5d8+15 (37 hp)
Initiative:	+0
Speed:	0 ft. (immobile)
Armor Class:	13 (-1 size, +4 natural), touch 9, flat-footed 13
Base Attack/Grapple:	+3/+10
Attack:	Frond +5 melee (1d4+3 plus 1d4 Dex)
Full Attack:	5 fronds +5 melee (1d4+3 plus 1d4 Dex)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Death smoke, dexterity damage
Special Qualities:	Blindsight 30 ft., camouflage, plant traits
Saves:	Fort +7, Ref +1, Will +2
Abilities:	Str 16, Dex 10, Con 16, Int —, Wis 13, Cha 9
Skills:	—
Feats:	—
Environment:	Temperate forests
Organization:	Solitary
Challenge Rating:	4
Treasure:	None
Alignment:	Always neutral
Advancement:	6-8 HD (Large); 9-15 HD (Huge)
Level Adjustment:	—

A large patch of brown and dull green grass and weeds covers the area ahead.

Witherweeds resemble large patches of dry grass and weeds and are most often found in areas where their natural makeup allows them to blend in with their surroundings. A subterranean version of this monster exists and makes its lair in desolate caves and caverns.

Hidden among the creature's body are many long, sinewy strands that it uses to trap its foes. The average witherweed covers an area of 20-square feet, though specimens as large as 60-square feet have been encountered by a few dungeon delvers.

Combat

A witherweed attacks any living creature that comes within 10 feet of it, slashing and striking with its fronds. Slain creatures are devoured as the witherweed releases enzymes to break down its food and absorbs the nutrients.

A witherweed has one frond for each HD it possesses (thus, the typical 5 HD witherweed has 5 fronds while a 10 HD witherweed has 10 fronds).

Death Smoke (Ex): A witherweed that takes at least 1 point of damage from a fire effect releases a cloud of deadly smoke that billows forth and quickly fills a 20-foot radius surrounding it. Creatures within the area must succeed on a DC 15 Fortitude save or take 1d6 points of Constitution damage. One minute later, another Fortitude save (same DC) must be made to avoid another 2d6 points of Constitution damage. The save DCs are Constitution-based.

The cloud remains for 1 round per HD of the witherweed but a strong wind (21+ mph) disperses the cloud in 1 round.

Dexterity Damage (Su): An opponent struck by a witherweed's frond takes 1d4 points of Dexterity damage. A DC 13 Reflex save reduces the damage by half. The save DC is Constitution-based.

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

Camouflage (Ex): Since a witherweed looks like normal grass and weeds when at rest, it takes a DC 20 Spot check to notice it before it attacks. Anyone with ranks in Survival or Knowledge (nature) can use one of those skills instead of Spot to notice the plant. Dwarves can use stonecunning to notice the subterranean version.

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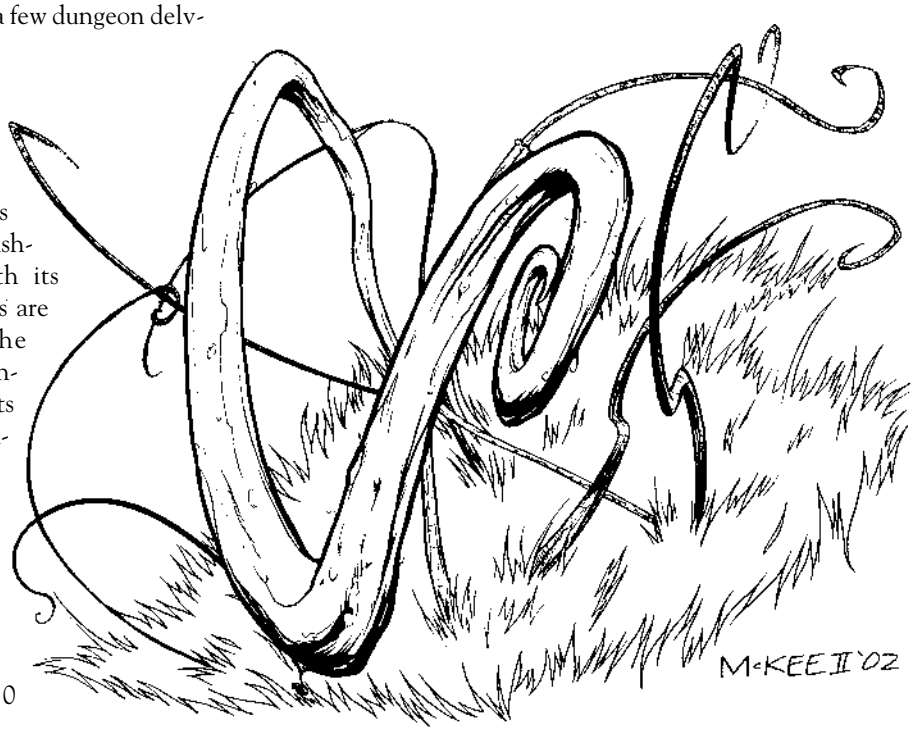
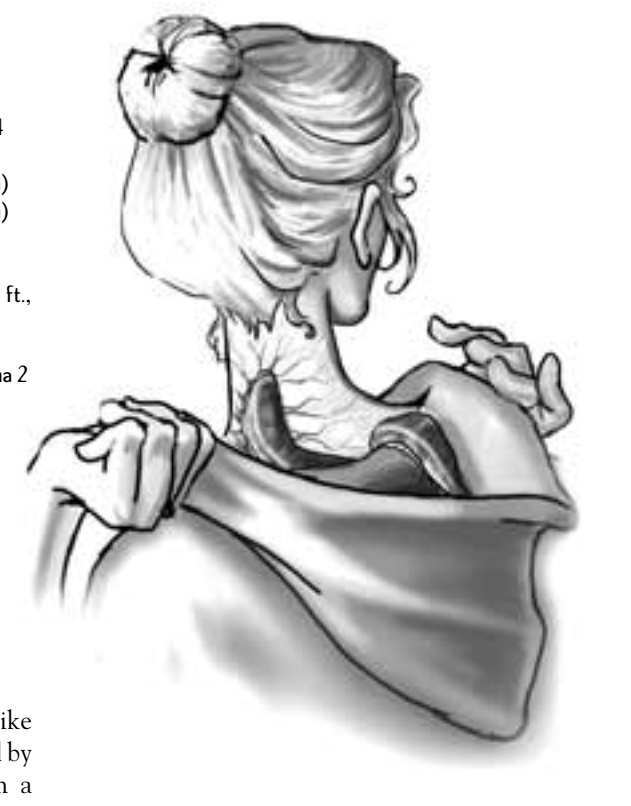


Jordan Bassett (order #48404)

Wizard's Shackle

Diminutive Magical Beast

Hit Dice:	1/2d10 (2 hp)
Initiative:	+0
Speed:	5 ft. (1 square)
Armor Class:	14 (+4 size), touch 14, flat-footed 14
Base Attack/Grapple:	+1/-16 (+4 when attached)
Attack:	Bite +5 melee (1d2-5 plus spell drain)
Full Attack:	Bite +5 melee (1d2-5 plus spell drain)
Space/Reach:	1 ft./0 ft.
Special Attacks:	Attach, spell drain
Special Qualities:	Arcanesense 30 ft., blindsight 10 ft., sealed mind
Saves:	Fort +2, Ref +2, Will +0
Abilities:	Str 1, Dex 10, Con 11, Int 1, Wis 11, Cha 2
Skills:	Hide +15, Listen +1
Feats:	Weapon Finesse
Environment:	Any
Organization:	Colony (2-5) or swarm (6-11)
Challenge Rating:	1/8
Treasure:	None
Alignment:	Always neutral
Advancement:	—
Level Adjustment:	—



This tiny creature appears to be a gray-green leech.

The wizard's shackle is a 6-inch long, leech-like creature. Though it is small in size, it is greatly feared by spellcasters, for its bite drains arcane magic from a caster's mind. In some rare instances, evil spellcasters have harvested these monsters and set them loose in an enemy spellcaster's tower or laboratory.

Combat

A wizard's shackle attacks from ambush. It favors hiding on ledges, bookshelves, doors, and other such places where it can drop on spellcasters that pass underneath it. A wizard's shackle injects an anesthetic when it bites, so it is possible that its bite goes unnoticed (DC 12 Intelligence check to notice).

Attach (Ex): If a wizard's shackle hits with a bite attack, it latches onto the opponent's body. An attached wizard's shackle is effectively grappling its prey. The wizard's shackle loses its Dexterity bonus to AC and has an AC of 14, but holds on with great tenacity. Wizard's shackles have a +20 racial bonus on grapple checks (already figured into the Base Attack/Grapple entry above).

An attached wizard's shackle can be struck with a weapon or grappled itself. To remove an attached wizard's shackle through grappling, the opponent must achieve a pin against the wizard's shackle.

Spell Drain (Su): A wizard's shackle drains spells when attached to an arcane spellcaster. Each round the wizard's shackle remains attached, it drains 1d6 levels of prepared spells or unused slots, beginning with the highest level spell or slot available. For example, on a roll of 4 against a 5th-level wizard, a wizard's shackle drains four levels of prepared spells. The wizard currently has one 3rd-level spell, two 2nd-level spells, and three 1st-level spells prepared. The wizard's shackle drains the 3rd-level spell and one of the 1st-level spells (determined randomly).

A creature drained of spells or slots can attempt a DC 12 Intelligence check with a +2 bonus to notice that something is wrong (though unless he searches his body, he might still overlook the wizard's shackle). Once a wizard's shackle has drained at least 4 spell levels, it detaches and crawls away to digest its meal. Lost spells or slots can be regained normally.

Arcanesense (Su): A wizard's shackle can automatically detect the location of any arcane spellcaster within 30 feet. This functions as a *detect evil* spell but there is no chance the wizard's shackle is stunned and it is not blocked by stone, lead, or other material.

Blindsight (Ex): Wizard's shackles have no visual organs but can ascertain all foes within 10 feet using scent and vibration.

Sealed Mind (Ex): Immune to mind-influencing spells and effects.

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Jordan Bassett (order #48404)

Wolf, Ghoul

	Ghoul Wolf	Dire Ghoul Wolf
	Medium Undead	**Large Undead**
Hit Dice:	4d12 (26 hp)	12d12+3 (81 hp)
Initiative:	+2	+2
Speed:	50 ft. (10 squares)	50 ft. (10 squares)
Armor Class:	14 (+2 Dex, +2 natural), touch 12, flat-footed 12	19 (-1 size, +2 Dex, +8 natural), touch 11, flat-footed 17
Base Attack/Grapple:	+2/+5	+6/+18
Attack:	Bite +6 melee (1d6+4 plus paralysis)	Bite +14 melee (2d6+12 plus paralysis)
Full Attack:	Bite +6 melee (1d6+4 plus paralysis)	Bite +14 melee (2d6+12 plus paralysis)
Space/Reach:	5 ft./5 ft.	10 ft./5 ft.
Special Attacks:	Paralysis, trip	Paralysis, trip
Special Qualities:	Darkvision 60 ft., scent, undead traits, +2 turn resistance	Darkvision 60 ft., scent, undead traits, +4 turn resistance
Saves:	Fort +1, Ref +3, Will +6	Fort +4, Ref +6, Will +10
Abilities:	Str 17, Dex 15, Con —, Int 6, Wis 14, Cha 10	Str 27, Dex 15, Con —, Int 6, Wis 14, Cha 14
Skills:	Hide +4, Listen +10, Move Silently +4, Spot +10, Survival +4*	Hide +6, Listen +11, Move Silently +10 Spot +11, Survival +10*
Feats:	Alertness, Weapon Focus (bite)	Alertness, Improved Natural Attack (bite), Run, Toughness, Track[B], Weapon Focus (bite)
Environment:	Any	Any
Organization:	Solitary or pack (7-16)	Solitary, pack (5-8), or mob (2-4 dire ghoul wolves and 4-8 ghoul wolves)
Challenge Rating:	2	6
Treasure:	None	None
Alignment:	Always neutral evil	Always neutral evil
Advancement:	5-12 HD (Medium)	13-26 HD (Large)
Level Adjustment:	—	—

This creature resembles a wolf with matted dark fur torn away in places. Its flesh is sickly gray where its fur is torn away. Its eyes are stark white.

Ghoul wolves are carnivorous undead wolves that delight in hunting living creatures, catching them, and tearing them to shreds. These creatures are most often found haunting desolate moors and marshes.

Combat

Ghoul wolves hunt in packs, surrounding their prey and circling as they move in for the kill.

Paralysis (Ex): Those hit by a ghoul wolf's bite must succeed on a DC 12 Fortitude save or be paralyzed for 1d4+2 rounds. Elves are immune to this paralysis. The save DC is Charisma-based.

Trip (Ex): A ghoul wolf that hits with a bite attack can attempt to trip its opponent (+3 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the ghoul wolf.

Skills: Ghoul wolves have a +2 racial bonus on Hide, Listen, Move Silently, and Spot checks. *Ghoul wolves have a +4 racial bonus on Survival checks when tracking by scent.

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Dire Ghoul Wolf

Dire ghoul wolves resemble their lesser kin, but are much larger.

Combat

Paralysis (Ex): Those hit by a dire ghoul wolf's bite must succeed on a DC 18 Fortitude save or be paralyzed for 1d4+2 rounds. Even elves can be affected by a dire ghoul wolf's paralysis. The save DC is Charisma-based.

Trip (Ex): A dire ghoul wolf that hits with a bite attack can attempt to trip its 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 dire ghoul wolf.

Skills: Dire ghoul wolves have a +2 racial bonus on Hide, Listen, Move Silently, and Spot checks. *Ghoul wolves have a +4 racial bonus on Survival checks when tracking by scent.

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Wolf, Shadow

Medium Undead (Incorporeal)

Hit Dice:	4d12 (26 hp)
Initiative:	+6
Speed:	50 ft. (10 squares)
Armor Class:	13 (+2 Dex, +1 deflection), touch 13, flat-footed 11
Base Attack/Grapple:	+2/—
Attack:	Incorporeal bite +4 melee (1d4 Str)
Full Attack:	Incorporeal bite +4 melee (1d4 Str)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Strength damage, trip
Special Qualities:	Darkvision 60 ft., incorporeal traits, scent, shadow blend, undead traits
Saves:	Fort +1, Ref +3, Will +5
Abilities:	Str —, Dex 15, Con —, Int 4, Wis 12, Cha 13
Skills:	Listen +6, Spot +6, Survival +2
Feats:	Alertness, Improved Initiative
Environment:	Any
Organization:	Solitary, pair, or pack (5–12)
Challenge Rating:	3
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	5–6 HD (Medium); 7–12 HD (Large)
Level Adjustment:	—

This creature appears as a large black hound formed of darkness. Its eyes burn with a crimson fire.

Shadow wolves are nocturnal hunters and hate all living creatures. Their eyes flash with a crimson fire when prey is sighted.

Combat

Shadow wolves prefer to attack from ambush, using the shadows and darkness to their advantage. When prey wanders nearby, a shadow wolf leaps to the attack. A shadow wolf pack leads its prey into an ambush and then strikes when opponents are completely unaware.

Strength Damage (Su): The bite of a shadow wolf deals 1d4 points of Strength damage to a living foe. A creature reduced to Strength 0 dies.

Trip (Ex): A shadow wolf can assume a corporeal form as a free action and bite (as a standard action) a foe in an attempt to trip the opponent. A shadow wolf that hits with its bite attack can attempt to trip the opponent (+2 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the shadow wolf. Shadow wolves use their Dexterity modifier on trip attacks.

The shadow wolf remains corporeal (i.e., it loses its incorporeal traits) for the entire round in which it attempts to trip an opponent. It can assume its incorporeal form on its next turn as a free action.

Shadow Blend (Ex): In any condition of illumination other than full daylight, a shadow wolf can disappear into the shadows, giving it total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability. A *daylight* spell, however, will.

Skills: *A shadow wolf has a +4 racial bonus on Survival checks when tracking by scent.

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Jordan Bassett (order #48404)

Wolf-In-Sheep's-Clothing

Medium Aberration

Hit Dice:	9d8+18 (58 hp)
Initiative:	+4
Speed:	5 ft. (1 square)
Armor Class:	15 (+5 natural), touch 10, flat-footed 15
Base Attack/Grapple:	+6/+9
Attack:	Tentacle +10 melee (1d4+3) or bite +9 melee (2d4+3)
Full Attack:	7 tentacles +10 melee (1d4+3) and bite +4 melee (2d4+1)
Space/Reach:	5 ft./5 ft. (10 ft. with tentacle)
Special Attacks:	Constrict 1d4+3, improved grab
Special Qualities:	All-around vision, darkvision 60 ft., lure-growth
Saves:	Fort +5, Ref +5, Will +8
Abilities:	Str 17, Dex 10, Con 15, Int 6, Wis 14, Cha 8
Skills:	Hide +4*, Listen +6, Search +4, Spot +12
Feats:	Alertness, Lightning Reflexes, Improved Initiative, Weapon Focus (tentacle)
Environment:	Temperate forests
Organization:	Solitary
Challenge Rating:	8
Treasure:	None
Alignment:	Always neutral
Advancement:	10-16 HD (Medium); 17-27 HD (Large)
Level Adjustment:	—

Before you stands a grayish-brown tree stump about 3-4 feet in diameter. Sitting atop the tree stump is a small white-furred rabbit.

The wolf-in-sheep's clothing is perhaps the single strangest monster sages have cataloged to date. It appears as a gray-brown tree stump about 3-4 feet in diameter. Two 10-foot long eyestalks protrude from the creature's base. Each eyestalk is brownish-green in color and is topped by a violet flower-like eye. Seven to ten root tentacles, black-brown in color, give the monster its means of locomotion. Its mouth is located on its trunk-like body and appears to be nothing more than a deep scar, except when the creature opens it. The mouth is lined with razor-sharp and jagged greenish-white teeth. Its strangest and perhaps deadliest characteristic is its ability to "sprout" a growth on its top that resembles a small furry animal (such as a rabbit or squirrel). The wolf-in-sheep's clothing uses this ability to lure in its prey, when it strikes with deadly force and aim.

Combat

The wolf-in-sheep's-clothing uses its lure-growth ability to draw in prey. When a creature moves within 10 feet of the wolf-in-sheep's-clothing, it lashes out with a tentacle. If it hits, it drags the prey to its mouth and bites until the creature dies.

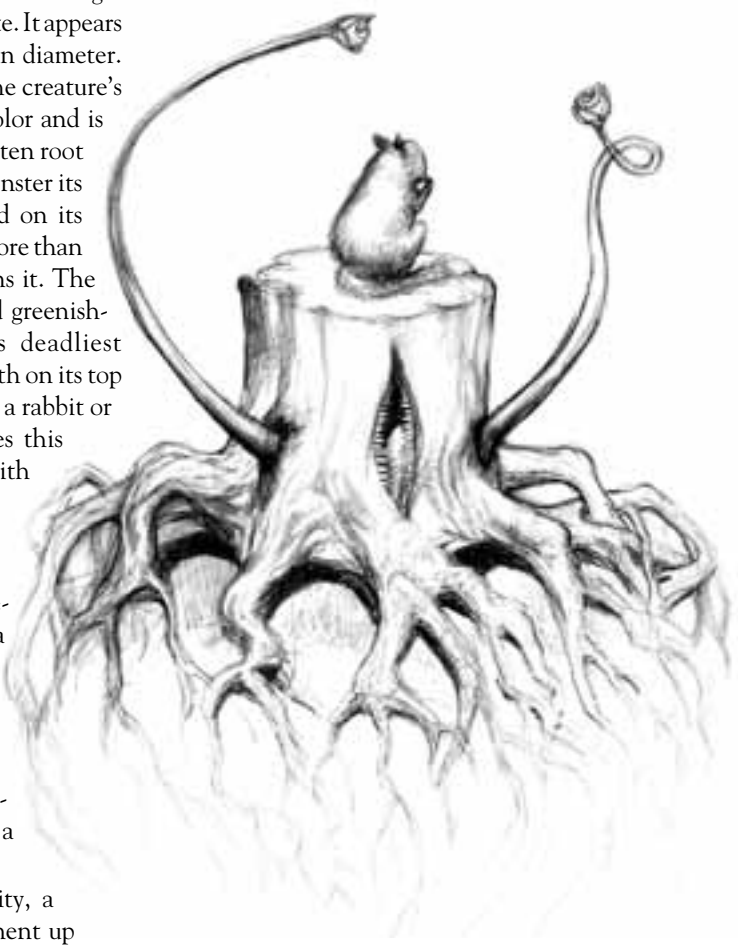
Constrict (Ex): A wolf-in-sheep's-clothing deals 1d4+3 points of damage with a successful grapple check.

Improved Grab (Ex): To use this ability, a wolf-in-sheep's-clothing must hit an opponent up to one size larger 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 or pulls its opponent in for a bite attack.

A tentacle has 10 hit points and can be attacked by making a successful sunder attempt. However, attacking a wolf-in-sheep's-clothing's tentacle does not provoke an attack of opportunity. If the tentacle is currently attached to a target, the wolf-in-sheep's-clothing takes a –4 penalty on its opposed attack roll to resist the sunder attempt. Severing a tentacle deals no damage to a wolf-in-sheep's-clothing. Severed tentacles grow back in 1d4 weeks.

All-Around Vision (Ex): The wolf-in-sheep's-clothing's 7-foot long eyestalks allow it to look in any direction, thereby granting it a +4 racial bonus on Search and Spot checks. A wolf-in-sheep's-clothing cannot be flanked.

Lure-Growth (Ex): A wolf-in-sheep's-clothing can sprout a small furry animal from its stump as a free action. It uses this ability to lure potential prey into range where it then attacks with its tentacles. A creature viewing the lure-growth must succeed on a DC 16 Wisdom check to detect the deception. The check DC is Constitutuon-based.



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Skills: *A wolf-in-sheep's-clothing has a +8 racial bonus on Hide checks when in forested surroundings.

Credit

The Wolf-in-Sheep's-Clothing originally appeared in the First Edition module *S3 Expedition to the Barrier Peaks* (© TSR/Wizards of the Coast, 1980) and later in the First Edition *Monster Manual II* (© TSR/Wizards of the Coast, 1983) and is used by permission.

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Wolf-Spider

Large Magical Beast

Hit Dice:	6d10+12 (45 hp)
Initiative:	+7
Speed:	40 ft. (8 squares), climb 20 ft.
Armor Class:	15 (-1 size, +3 Dex, +3 natural), touch 12, flat-footed 12
Base Attack/Grapple:	+6/+12
Attack:	Bite +8 melee (1d8+3 plus poison)
Full Attack:	Bite +8 melee (1d8+3 plus poison)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Poison, web, trip
Special Qualities:	Darkvision 60 ft., low-light vision, scent
Saves:	Fort +7, Ref +8, Will +2
Abilities:	Str 15, Dex 17, Con 14, Int 8, Wis 10, Cha 2
Skills:	Climb +11, Hide +4*, Jump +7, Listen +4, Move Silently +4*, Spot +8, Survival +1*
Feats:	Alertness, Improved Initiative, Weapon Finesse
Environment:	Temperate forests
Organization:	Solitary or colony (2-5)
Challenge Rating:	4
Treasure:	Standard
Alignment:	Always neutral evil
Advancement:	7-14 HD (Large); 15-18 HD (Huge)
Level Adjustment:	—

This creature appears as a large monstrous spider with the head of a wolf. Its eyes are multifaceted like a spider's, and its fangs are complimented by a set of spider-like mandibles.

Wolf-spiders are very territorial creatures and hunt their prey, kill it, and drag it back to their web lair. Wolf-spiders speak Common and Goblin.

Combat

Wolf-spiders often attack from surprise, dropping from trees to ambush their foes.

Poison (Ex): A wolf-spider delivers a debilitating poison with a successful bite attack.

Wolf-Spider Poison: Injury, Fortitude DC 15, initial damage 1d6 Strength, secondary damage 1d6 Strength. The save DC is Constitution-based.

Web (Ex): Wolf-spiders can throw a web eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size category larger than the wolf-spider. An entangled creature can escape with a successful DC 15 Escape Artist check or burst it with a DC 19 Strength check. Both are standard actions. The check DCs are Constitution-based, and the Strength check DC includes a +4 racial bonus.

Wolf-spiders often create sheets of sticky webbing up to 30 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/—.

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

Trip (Ex): A wolf-spider that hits with a bite attack can attempt to trip the opponent (+6 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf-spider.

Skills: Wolf-spiders have a +4 racial bonus on Hide, Jump, and Spot checks. *They have a +4 racial bonus on Survival checks when tracking by scent. *They have a +8 racial bonus on Hide and Move Silently checks when using their webs.

Wolf-spiders have a +8 racial bonus on Climb checks and they can always choose to take 10 on Climb checks, even if rushed or threatened.

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Jordan Bassett (order #48404)

Yellow Musk Creeper

Large Plant

Hit Dice:	3d8+9 (22 hp)
Initiative:	+2
Speed:	5 ft. (1 square)
Armor Class:	15 (–1 size, +2 Dex, +4 natural), touch 11, flat-footed 13
Base Attack/Grapple:	+2/+11
Attack:	Pollen spray +3 ranged touch (pollen spray) or tendril +6 melee (1d8+5)
Full Attack:	Pollen spray +3 ranged touch (pollen spray) or 2 tendrils +6 melee (1d8+5)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Create yellow musk zombie, intelligence damage, pollen spray
Special Qualities:	Blindsight 30 ft., plant traits, rejuvenation
Saves:	Fort +6, Ref +3, Will +1
Abilities:	Str 20, Dex 15, Con 17, Int —, Wis 11, Cha 9
Skills:	—
Feats:	—
Environment:	Temperate and warm forests and underground
Organization:	Patch (yellow musk creeper plus 1–6 yellow musk zombies)
Challenge Rating:	2
Treasure:	Standard
Alignment:	Always neutral
Advancement:	4–6 HD (Large); 7–9 HD (Huge)
Level Adjustment:	—

This plant is a large green clinging vine with ivy-like leaves of dark green. Small dark green bulbs and bright yellow flowers mottled with purple adorn the plant.

The yellow musk creeper is a slow-moving plant that attacks living creatures and feeds on their Intelligence, eventually turning such creatures into yellow musk zombies. Creepers can be found in moderate to warm climates or underground, and are rarely encountered elsewhere.

The actual root of the plant is a large bulbous, brown sac that lies beneath the surface of the ground where the yellow musk creeper grows.

Combat

Yellow musk creepers lie silent until prey approaches within 10 feet. The small flowers of the creeper then puff a musky-smelling fine powder at a single target, attempting to entrance the target. If attacked, a yellow musk creeper lashes out with its tendrils.

Yellow musk creepers are never encountered alone. They always have a retinue of yellow musk zombies with them. These zombies will defend the creeper against all attacks.

Create Yellow Musk Zombie (Su): A victim reduced to Intelligence 0 becomes a yellow musk zombie in 1 hour under the control of the creeper that created it. If the yellow musk creeper is slain before the yellow musk zombie rises, the transformation can be prevented by the casting of *neutralize poison* followed by *heal* or *restoration* spell.

Intelligence Damage (Ex): As a free action, a yellow musk creeper can insert hundreds of tiny roots into the head of an entranced foe within any space occupied by the creeper. An entranced foe does not resist this attack and does not receive a saving throw to break free of its entranced state. This attack deals 1d4 points of Intelligence damage each round. A victim reduced to Intelligence 0 becomes a yellow musk zombie in 1 hour (see that entry in this book).

Pollen Spray (Ex): A yellow musk creeper can spray a tiny cloud of hypnotic pollen at a single creature within 30 feet. An opponent hit by the cloud must succeed on a DC 14 Fortitude save or be entranced for 1d4 minutes (as by a *charm monster* spell). Entranced creatures can take no action other than to move at their normal speed into a space occupied by the yellow musk creeper. An entranced creature resists any attempt to halt its progress. A victim within a space occupied by the yellow musk creeper stands there and offers no resistance to the monster's attacks. The save DC is Constitution-based.

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

Rejuvenation (Ex): A yellow musk creeper can be killed only if its root is dug up, then burned, hacked apart, or otherwise destroyed. Reducing the creeper to 0 or less hit points puts it out of commission, allowing excavation of its roots. The main root is a Small object with a hardness of 3 and 10 hit points. The root can be affected by spells or effects that affect an area or targeted by spells that affect an individual target.

As long as the root remains intact, a yellow musk creeper regrows in about 2 weeks.

Credit

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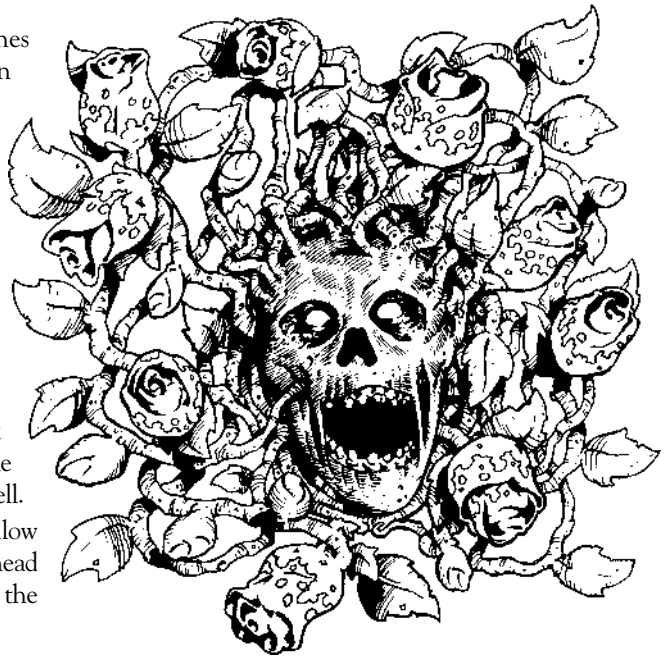

Jordan Bassett (order #48404)

Yeti

Large Monstrous Humanoid (Cold)

Hit Dice:	4d8+8 (26 hp)
Initiative:	+1
Speed:	40 ft. (8 squares)
Armor Class:	14 (-1 size, +1 Dex, +4 natural), touch 10, flat-footed 13
Base Attack/Grapple:	+4/+12
Attack:	Claw +7 melee (1d6+4)
Full Attack:	2 claws +7 melee (1d6+4)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Cold, frightful gaze, improved grab, squeeze 2d6+6
Special Qualities:	Darkvision 60 ft., immunity to cold, scent, vulnerability to fire
Saves:	Fort +5, Ref +5, Will +5
Abilities:	Str 19, Dex 12, Con 14, Int 9, Wis 12, Cha 10
Skills:	Hide -1*, Listen +7, Move Silently +3, Spot +6
Feats:	Great Fortitude, Power Attack
Environment:	Cold hills and mountains
Organization:	Solitary or gang (2-4)
Challenge Rating:	4
Treasure:	Standard
Alignment:	Always neutral
Advancement:	By character class
Level Adjustment:	+3

This large, hulking humanoid is covered in white, shaggy fur. Its hands end in filthy and razor-sharp claws. The creature's head is large and sports a large round mouth filled with fangs.

Yetis make their lairs in remote mountains and hills. They are fierce predators with ravenous appetites, dining on mountain goats, sheep, polar bears, and humanoids. They are particularly fond of human and elf flesh.

The typical yeti stands 9 feet tall and weighs 600 or more pounds.

Yetis speak Common.

Combat

A yeti attacks with its claws, attempting to grab an opponent and squeeze it against its frigid body.

Cold (Ex): A yeti's body generates intense cold, dealing 1d6 points of damage to those that contact it for at least one round.

Frightful Gaze (Su): Creatures within 30 feet that meet the eyes of a yeti must succeed on a DC 12 Will save or stand paralyzed in fear (treat as a *hold person* spell) for 3 rounds. The save DC is Charisma-based. An affected creature does not receive a saving throw each round to break the effects. This is a mind-affecting compulsion effect. A creature that successfully saves cannot be affected again by the frightful gaze of that yeti for one day.

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

Jordan Bassett (order #48404)

it wins the grapple check, the yeti establishes a hold and can squeeze.

Squeeze (Ex): A yeti that makes a successful grapple check against a Medium or smaller opponent pulls the opponent against its body and squeezes it with both arms, dealing 2d6+6 points of damage and 1d6 points of cold damage each round.

Skills: Yetis have a +4 racial bonus on Listen and Spot checks. *Due to their coloration, they have a +12 racial bonus on Hide checks made in snow-covered terrain.

Yetis as Characters

Yeti characters possess the following racial traits.

— +8 Strength, +2 Dexterity, +4 Constitution, -2 Intelligence, +2 Wisdom.
— Large size. –1 penalty to Armor Class, –1 penalty on attack rolls, –4 penalty on Hide checks, +4 bonus on grapple checks, lifting and carrying limits double those of Medium characters.
— Space/Reach: 10 feet/10 feet.
— A yeti's base land speed is 40 feet.
— Racial Hit Dice: A yeti begins with four levels of monstrous humanoid, which provide 4d8 Hit Dice, a base attack bonus of +4, and base saving throw bonuses of Fort +1, Ref +4, and Will +4.
— Racial Skills: A yeti's monstrous humanoid levels give it skill points equal to 7 x (2 + Int modifier, minimum 1). Its class skills are Hide, Listen, Move Silently, and Spot. Yetis have a +4 racial bonus on Listen and Spot checks. *Due to their coloration, they have a +12 racial bonus on Hide checks made in snow-covered terrain.
— Racial Feats: A yeti's monstrous humanoid levels give it two feats.
— Darkvision out to a range of 60 feet.
— +4 natural armor bonus.
— Natural Weapons: 2 claws (1d6).
— Special Attacks (see above): Cold, constrict, frightful gaze, improved grab.
— Special Qualities (see above): Immunity to cold, scent, vulnerability to fire.
— Automatic Languages: Common. Bonus Languages: Elven, Goblin, Gnome, Orc, Sylvan.
— Favored Class: Fighter.
— Level adjustment +3.

Credit

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Zombie, Brine

Medium Undead (Aquatic)

Hit Dice:	4d12+3 (29 hp)
Initiative:	-1
Speed:	30 ft. (6 squares; can't run), swim 30 ft.
Armor Class:	13 (-1 Dex, +4 natural), touch 9, flat-footed 13
Base Attack/Grapple:	+2/+4
Attack:	Cutlass +4 melee (1d6+2) or slam +4 melee (1d6+3)
Full Attack:	Cutlass +4 melee (1d6+2) or slam +4 melee (1d6+3)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Damage reduction 5/slashing, darkvision 60 ft., resistance to fire 10, single actions only, undead traits
Saves:	Fort +1, Ref +0, Will +4
Abilities:	Str 14, Dex 8, Con —, Int —, Wis 10, Cha 1
Skills:	Swim +10
Feats:	Toughness
Environment:	Any aquatic
Organization:	Gang (2-4) or crew (6-11)
Challenge Rating:	1
Treasure:	None
Alignment:	Always neutral evil
Advancement:	5-8 HD (Medium)
Level Adjustment:	—

This creature appears as a rotting humanoid dressed in tattered and ragged clothing. Its semi-bloated body glistens from the slimy mixture of water and seaweed that hangs from its form. The creature's rotting flesh is blue-green in color. No semblance of life burns in its eyes.

Brine zombies are the remnants of a ship's crew that has perished at sea. They are mindless creatures, not very pleasant to look at, and relentless in their attacks on the living. The spark of evil that brought them back from the ocean depths drives them to seek the living so they may join them in their watery graves. Brine zombies appear much as they did in life.

Combat

Brine zombies attack an opponent with their cutlasses or fists in melee. If a brine zombie suc-

New Weapon

Cutlass: Martial weapon, one-handed melee weapon, cost 15 gp, damage 1d4 (S)/1d6 (M), critical 19-20/x2, weight 3 lb., slashing.

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cessfully grabs an opponent, it dives overboard and attempts to drown the victim by pinning him/her underwater.

Single Actions Only (Ex): Brine zombies have poor reflexes and can take only a single move action or attack action each round. A brine zombie can move up to its speed and attack in the same round, but only if it attempts to charge.

Skills: A brine zombie 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.

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appendix a: templates

Jordan Bassett (order #48404)

Abomination

Abominations (often called hybrids) are fusions of two normal creatures that are just as often intelligent as they are rampaging beasts. No one knows how abominations come to be: perhaps the result of experimentation by a mad wizard or druid, a *wish* or *miracle* gone awry, or the wrath a deity. The end result that fuses two creatures together often destroys the mind of the hapless beings, forcing them into madness and evil. Druids almost universally view evil abominations as profane violations of nature that must be eliminated wherever they are found. The most well known examples of abominations are hippogriffs, griffons, gorilla-bears, and the terrible owlbear.

Creating an Abomination

"Abomination" is an acquired template that can be applied to any animal, vermin, or humanoid (hereafter referred to as the "base creature.") The base creature is usually assumed to be the larger of the two animals to be hybridized. The abomination uses the statistics and special abilities (or an average of the two) of both base creatures.

Size and Type: A hybrid of animals or vermin becomes a magical beast; a hybrid that includes a humanoid becomes a monstrous humanoid. The abomination's size is the same as the larger of the two base creatures.

Hit Dice: If both base creatures are of the same size category, add the HD of both and divide by two. Otherwise, use the higher of the two HD totals –1. Magical beasts convert all current and future HD to d10s.

Initiative: Recalculate based on new Dexterity score.

Speed: Average the speeds of the base creatures to be hybridized (round up); if the smaller base creature can fly, there is a 75% chance that the ability to fly is lost if the size of the abomination is more than one category above that of the smaller creature.

Armor Class: Natural armor bonus, if any, is equal to the higher of the two base creatures.

Base Attack: An abomination has a base attack bonus equal to its Hit Dice.

Attacks: If both base creatures have the same attack forms, the abomination has them as well. For an attack possessed by only one of the base creatures, there is a 50% chance the abomination has it. If both base creatures have two different attack forms on the same limb, such as a claw and a slam, the abomination has a 50% chance of having either attack form, but never both.

Damage: The highest damage die of the two base creatures, modified for possible change in Strength. The attack forms of a smaller base creature are increased in die type using the size increase rules in the MM.

Space/Reach: Equal to that of the larger creature.

Special Attacks: If both base creatures have the same special attacks, the abomination has them as well. For a special attack possessed by only one of the base creatures, there is a 50% chance the abomination has it. Save DCs to special attacks are adjusted for any change in ability scores.

Special Qualities: If both base creatures have the same special qualities, the abomination has them as well. For a special quality possessed by only one of the base creatures, there is a 50% chance the abomination has it.

Saves: Base save bonuses for magical beasts are Fort 1/2 HD + 2, Ref 1/2 HD + 2, and Will 1/3 HD; base save bonuses for monstrous humanoids are Fort 1/3 HD, Ref 1/2 HD + 2, Will 1/2 HD + 2.

Abilities: The abomination's ability scores are modified or determined as follows:

Strength: Add the Strength scores of both base creatures together and divide by two. Modify the result as follows:

If both base creatures are of the same size category, do nothing.

If one base creature is smaller but within two sizes of the larger base creature, subtract 2 from the Strength score.

If one base creature is three or four sizes smaller than the larger of the base creatures, subtract 4 from the Strength score.

If one base creature is five or more sizes smaller than the larger of the base creatures, subtract 6 from the Strength score.

Dexterity: Add the Dexterity scores of both base creatures together and divide by two. Modify the result as follows:

If both base creatures are of the same size category, do nothing.

If one base creature is larger but within two sizes of the smaller base creature, subtract 2 from the Dexterity score.

If one base creature is three or four sizes larger than the smaller of the base creatures, subtract 4 from the Dexterity score.

If one base creature is five or more sizes larger than the smaller of the base creatures, subtract 6 from the Dexterity score.

Constitution: Average the Constitution of two like-sized creatures, or take the highest Constitution score if the creatures are of different sizes.

Intelligence, Wisdom, and Charisma: These abilities are rerolled for the abomination as follows: Intelligence is rolled using 1d4+2, Wisdom is rolled using 2d6, and Charisma is rolled using 2d6.

Skills: Abominations lose all current skill points and recalculate as follows: (2 + Int modifier, minimum 1) x (HD + 3) skill points. Any skill possessed by either base creature is considered a class skill. Abominations retain any bonuses to skills and checks possessed by either base creature. Identical bonus types to the same skill or skill check do not stack (they overlap).

Jordan Bassett (order #48404)

Feats: Abominations retain all feats of the base creatures. If this gives the abomination more feats than it would normally have based on its Hit Dice, the additional feats are considered bonus feats.

Environment: 50% chance of either base creature.

Organization: Solitary, pair, or pack (5-8).

Challenge Rating: Equal to the higher of the two base creatures +1.

Treasure: None.

Alignment: Usually neutral.

Advancement: The abomination can advance to three times its current HD if it's a magical beast. Monstrous humanoids advance by character class.

Level Adjustment: —

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Owlephant

Huge Magical Beast

Hit Dice:	10d10+50 (105 hp)
Initiative:	+1
Speed:	30 ft. (6 squares)
Armor Class:	15 (-2 size, +7 natural), touch 8, flat-footed 15
Base Attack/Grapple:	+10/+26
Attack:	Claw+16 melee (1d8+8) or gore +16 melee (2d8+12)
Full Attack:	Slam +16 melee (2d6+8) and 2 claws +11 melee (1d8+4); or gore +16 melee (2d8+12)
Space/Reach:	15 ft./10 ft.
Special Attacks:	Trample 2d8+12
Special Qualities:	Scent
Saves:	Fort +12, Ref +8, Will +4
Abilities:	Str 26, Dex 13, Con 21, Int 5, Wis 12, Cha 10
Skills:	Listen +12, Spot +9
Feats:	Alertness, Endurance, Iron Will, Skill Focus (Listen)
Environment:	Warm forests
Organization:	Solitary or pair
Challenge Rating:	8
Treasure:	None
Alignment:	Always neutral
Advancement:	11-20 HD (Huge)
Level Adjustment:	—

This massive creature looks like an elephant with the head of a giant owl. Beneath its tusks, two clawed arms protrude from its body, one to each side of its elephantine trunk. Its feathered owl head is dark brown, fading to gray as it blends into its elephant-like body.

Combat

An owlephant attacks by raking with its claws and goring with its tusks.

Trample (Ex): Reflex half DC 23. The save DC is Strength-based.

Jordan Bassett (order #48404)

Tigrilla

Large Magical Beast

Hit Dice:	5d10+15 (42 hp)
Initiative:	+2
Speed:	40 ft. (8 squares), climb 20 ft.
Armor Class:	14 (-1 size, +2 Dex, +3 natural)
Base Attack/Grapple:	+5/+15
Attack:	Claw +10 melee (1d8+6)
Damage:	2 claws +10 melee (1d8+6) and bite +5 melee (2d6+3)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Improved grab, pounce, rake 1d8+3
Special Qualities:	Scent
Saves:	Fort +7, Ref +6, Will +2
Abilities:	Str 22, Dex 15, Con 17, Int 5, Wis 12, Cha 10
Skills:	Balance +6, Climb +14, Hide +4, Listen +5, Move Silently +6, Spot +5
Environment:	Temperate forests
Organization:	Solitary or pair
Challenge Rating:	4
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	6-10 HD (Large); 11-15 HD (Huge)
Level Adjustment:	—

This creature looks like a gorilla with the head of a tiger. Its arms end in sharpened claws and its fur is orange-brown. Its head is striped like that of a normal tiger.

Combat

A tigrilla attacks by raking with its claws and biting with its fangs. Given the chance, it pounces on an opponent and rips it to shreds with its claws and teeth.

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

Rake (Ex): Attack bonus +10 melee, damage 1d8+3.

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

Jordan Bassett (order #48404)

Beast of Chaos

A beast of chaos is a creature that has been warped when the demonic forces of the Abyss reach into the Material Plane. A beast of chaos vaguely resembles the animal it once was. Its skin and fur become leprous and patchy; its color fades to a dull sheen; its teeth become razor-sharp and more pronounced; its eyes turn to a bright golden yellow.

Creating a Beast of Chaos

"Beast of Chaos" is an inherited or acquired template that can be added to any normal or dire animal (referred to hereafter 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. Size is unchanged. Do not recalculate base attack bonus, saves, or skill points.

Hit Dice: Increase current and future Hit Dice to d10s.

Armor Class: Natural armor improves by +4 (this stacks with any natural armor bonus the base creature has).

Special Attacks: A beast of chaos retains all the special attacks of the base creature and also gains the following special abilities.

Frightful Presence (Ex): When a beast of chaos growls, roars, hisses, or makes any other sound common to its animal type, all creatures within 30 feet that hear it and those with fewer HD than the beast of chaos must succeed on a Will save (DC 10 + 1/2 the beast of chaos' HD + the beast of chaos' Charisma modifier) or become shaken for 5d6 rounds.

Rage (Ex): In the presence of bright light (a *daylight* spell, *continual flame*, but not actual sunlight), a beast of chaos flies into a berserk rage, attacking until either it or its opponent is dead. It gains +4 Strength and -4 AC while enraged. It cannot end its rage voluntarily. If the source of light is removed, the creature's rage ends 1d4 rounds later. The beast is fatigued (-2 to Strength and Dexterity) for the remainder of the encounter.

Special Qualities: A beast of chaos retains all the special qualitiess of the base creature and also gains the following special qualities.

Immunities (Ex): Immune to *confusion*, *fear*, *hold animal, hold monster*, *slow*, and *haste*.

Scent (Ex): The beast can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet.

Spell Resistance (Ex): Beasts of chaos have spell resistance 10 + HD (maximum 25).

Darkvision (Ex): Darkvision with a range of 60 feet.

Abilities: Increase from the base creature as follows: Str +2, Cha +4.

Skills: Beasts of chaos have a +8 racial bonus on Listen checks.

Organization: Solitary, gang (2-5), or pack (6-11).

Challenge Rating: Same as base creature +2.

Treasure: None.

Alignment: Always chaotic neutral.

Level Adjustment: —

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Jordan Bassett (order #48404)

Lion Beast of Chaos

Large Magical Beast (Augmented Animal)

Hit Dice:	5d10+10 (37 hp)
Initiative:	+3
Speed:	40 ft. (8 squares)
Armor Class:	19 (-1 size, +3 Dex, +7 natural), touch 12, flat-footed 16
Base Attack/Grapple:	+3/+13
Attack:	Claw +8 melee (1d4+6)
Full Attack:	2 claws +8 melee (1d4+6) and bite +3 melee (1d8+3)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Pounce, improved grab, rake 1d4+3, frightful presence, rage
Special Qualities:	Low-light vision, scent, darkvision 60 ft., immunities, SR 15
Saves:	Fort +6, Ref +7, Will +2
Abilities:	Str 23, Dex 17, Con 15, Int 2, Wis 12, Cha 10
Skills:	Balance +7, Hide +3*, Listen +13, Move Silently +11, Spot +5
Feats:	Alertness, Run
Environment:	Warm plains
Organization:	Solitary, gang (2-5), or pack (6-11)
Challenge Rating:	5
Treasure:	None
Alignment:	Always chaotic neutral
Advancement:	6-8 HD (Large)
Level Adjustment:	—

This creature resembles a lion with dark, blackened fur, razor-sharp fangs, and oversized paws that wield sharpened claws.

Bleeding Horror

Created by the *axe of blood,* these foul creatures drip with the blood they were so willing to sacrifice to the hungry blade. Though undead, bleeding horrors are not intrinsically evil and retain the alignment they had in life. They are, however, filled with the unquenchable desire for blood to feed the weapon that created them. Bleeding horrors appear as skeletons or sunken corpses covered in and continuously dripping thick red blood. Their eyes glow with a desire for blood. They may wear armor and wield weapons.

Creating a Bleeding Horror

"Bleeding horror" is an acquired template that can be added to any humanoid, monstrous humanoid, giant, magical beast, or outsider (hereafter referred to as the "base creature") that dies as a result of feeding the *axe of blood* (see the sidebar).

A bleeding horror uses all the base creature's statistics and special abilities except as noted here.

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

Hit Dice: Increase all current and future HD to d12s.

Armor Class: The base creature's natural armor bonus improves by +5. Additionally, a bleeding horror has a +2 deflection bonus to AC due to the slippery and bloody nature of its body.

Attack: A bleeding horror retains all the attacks of the base creature and gains 2 claw attacks if it did not already have them. The base creature retains the ability to use weapons (including natural weapons). A bleeding horror fighting without weapons uses either its claw attack or primary natural weapon (if it has any). A bleeding horror armed with a weapon uses its claw or a weapon, as it desires.

Full Attack: A bleeding horror fighting without weapons uses either its claw attacks (see above) or its natural weapons (if it has any). If armed with a weapon, it usually uses the weapon as its primary attack along with a claw or other natural weapon as a secondary attack.

Damage: Bleeding horrors have claw attacks. If the base creature does not have this attack form, use the appropriate damage value from the table below according to the bleeding horror's size. Creatures that have other kinds of natural weapons retain their old damage values or use the appropriate value from the table below, whichever is better.

Size	Damage
Fine	1
Diminutive	1d2
Tiny	1d3
Small	1d4
Medium	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	4d6

Special Attacks: A bleeding horror retains all the special attacks of the base creature and gains those described below. Saves have a DC of 10 + 1/2 bleeding horror's HD + bleeding horror's Cha modifier unless noted otherwise.

Bloodstorm (Sp): Bleeding horrors can cast *bloodstorm* up to three times per day as an 8th-level cleric. See *Relics & Rituals* by **Sword & Sorcery Studios**.

Blood Consumption (Su): When a bleeding horror successfully hits a living opponent with a claw attack, it heals a number of hit points equal to the damage dealt. However, it can't gain more than the subject's current hit points +10, which is enough to kill the subject. A bleeding horror can't gain more hit points than the maximum hit points allowed by its Hit Dice. For example, a 12 HD bleeding horror may not have more than 144 hit points.

If a bleeding horror hits an opponent with both claw attacks in a single round, that opponent suffers catastrophic blood expulsion, taking 1d4+2 points of Constitution damage. A successful Fortitude save reduces the damage by half.

Jordan Bassett (order #48404)

Minor Artifact: The Axe of Blood

Description: Legend holds that the *axe of blood* was lost on a quest to another plane of existence. The axe itself is rather nondescript, being made of dull iron. Only the large, strange rune carved into the side of its double-bladed head gives any immediate indication that the axe may be more than it seems. The rune is one of lesser life stealing, carved on it long ago by a sect of evil sorcerers. This is, in fact, the only remaining copy of that particular rune, thus making the axe a valuable item. Further inspection reveals another strange characteristic: the entire length of the axe's long haft of darkwood is wrapped in a thick leather thong stained black from years of being soaked in blood and sticky to the touch. When held, the axe feels strangely heavy but well balanced, and it possesses a keenly sharp blade.

Powers: At first blush, the axe appears to be no more than a *keen battleaxe*. Until activated, the axe is just a *keen battleaxe*. The wielder must consult *legend lore* or some other similar source of information to learn the ritual required to feed the axe. Despite the gruesome ritual required to power the axe, the weapon is not evil but is instead neutral. Bound inside it is a rather savage earth spirit.

The axe draws power from its wielder in order to become a mighty magic weapon. Each day, the wielder of the axe can choose to "feed" the axe, sacrificing some of his blood in a strange ritual. This ritual takes 30 minutes and must be done at dawn.

Using the axe, the wielder opens a wound on his person (dealing 1d6 points of damage) and feeds the axe with his own blood. In this ritual, the wielder sacrifices Constitution to the axe. For each point of Constitution sacrificed, the wielder gains a +1 bonus on attack rolls and weapon damage rolls (maximum of +5 on each) with the axe. Constitution points sacrificed to the axe cannot be healed magically, but heal at the rate of 1 point per day. Similarly, the damage caused by the opening of the wound may not be healed by any means until the sacrificed Constitution is regained. Note that the axe retains its *keen* quality when powered.

If the axe is powered to an amount less than the full +5 during the morning ritual and the wielder subsequently wishes that day to power the axe further, he may again wound himself (a full-round action dealing 1d6 points of damage) to sacrifice additional Constitution. In this instance where such a "second feeding" is done, the wielder must sacrifice 2 points of Constitution per additional +1 on attack rolls and weapon damage rolls (up to the same maximum of +5).

There is a chance that the Constitution sacrificed to the axe is lost permanently. If the wielder always skips a day in between powering the axe and always powers the axe with the morning ritual, there is no chance of permanent loss. If, however, the axe is fed on consecutive days or powered in a second feeding, there is a 1% chance plus a 1% cumulative chance per consecutive day the axe is powered that Constitution sacrificed to the axe on that day is actually permanent ability drain. This check must be made for each point of Constitution sacrificed to the axe that day.

If reduced to Con 0 as a result of feeding the axe, the wielder becomes a bleeding horror.

Strong necromancy; CL 20th; Weight 6 lb.

Note: An undead creature can use its Charisma ability score (since it doesn't have a Con score) to power the axe. Charisma damage heals at the rate of 1 point per day. An undead that reduces its Cha to 0 is destroyed.

For each point of Constitution damage dealt, a bleeding horror gains 5 temporary hit points.

Create Spawn (Ex): Any creature slain by the blood consumption attack of a bleeding horror becomes a bleeding horror in 1d4 minutes under the command of its creator.

Find Target (Sp): If the axe of blood is taken from a bleeding horror before the creature is destroyed, it can find it unerringly, as though guided by *discern location*.

Horrific Appearance (Su): A living creature within 60 feet that views a bleeding horror must succeed on a Fortitude save or take 1d6 points of Strength damage. This damage cannot reduce a victim's Strength below 0, but anyone reduced to Strength 0 is helpless. Creatures affected by this power or those that successfully save against it cannot be affected again by the same bleeding horror's horrific appearance for one day. The save DC is Charisma-based.

Special Qualities: A bleeding horror retains all the special qualities of the base creature and gains those described below.

Turn Resistance (Ex): A bleeding horror has +4 turn resistance.

Spell Resistance: A bleeding horror has spell resistance equal to its HD.

Damage Reduction: A bleeding horror has damage reduction based on its Hit Dice: those with 5 or less HD, damage reduction 5/magic; 6-10 HD, damage reduction 10/magic; 11 or more HD, damage reduction 15/magic.

A bleeding horror's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Abilities: Increase from the base creature as follows: Cha +2. Being undead, a bleeding horror has no Constitution score.

Environment: Any.

Organization: Solitary or gang (2–4)

Jordan Bassett (order #48404)

Challenge Rating: Same as the base creature +3.

Treasure: Standard.

Alignment: Same as the base creature.

Advancement: Bleeding horrors can advance to three times their normal Hit Dice or by character class.

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Bleeding Horror Minotaur

Large Undead (Augmented Monstrous Humanoid)

Hit Dice:	6d12 (39 hp)
Initiative:	+0
Speed:	30 ft. (6 squares)
Armor Class:	21 (–1 size, +10 natural, +2 deflection), touch 9, flat-footed — (see text)
Base Attack/Grapple:	+6/+14
Attack:	Greataxe +9 melee (3d6+6/x3) or gore +9 melee (1d8+4) or claw +9 melee (1d8+4)
Full Attack:	Greataxe +9/+4 melee (3d6+6/x3) and gore +4 melee (1d8+2) or 2 claws +9 melee (1d8+4)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Bloodstorm, blood consumption, horrific appearance, Powerful charge 4d6+6
Special Qualities:	Damage reduction 10/magic, darkvision 60 ft., natural cunning, scent, SR 6
Saves:	Fort +6, Ref +5, Will +5
Abilities:	Str 19, Dex 10, Con —, Int 7, Wis 10, Cha 10
Skills:	Intimidate +2, Listen +7, Search +2, Spot +7
Feats:	Great Fortitude, Power Attack, Track
Environment:	Underground
Organization:	Solitary or gang (2–4)
Challenge Rating:	7
Treasure:	Standard
Alignment:	Usually chaotic evil
Advancement:	By character class
Level Adjustment:	—

This creature appears as a hulking bull-headed humanoid whose body constantly drips and oozes thick blood. Its eyes are small pinpoints of red light and shine with evil. It wields a massive axe in its clawed hands.

A bleeding horror minotaur stands more than 7 feet tall and weighs about 700 pounds.

Combat

Bleeding horror minotaurs prefer melee combat, where their great strength serves them well.

A bleeding horror minotaur's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Blood Consumption (Su): Fortitude DC 18.

Horrific Appearance (Su): Fortitude DC 13.

Powerful Charge (Ex): A bleeding horror minotaur typically begins a battle by charging at an opponent, lowering its head to bring its mighty horns into play. In addition to the normal benefits and hazards of a charge, this allows the beast to make a single gore attack with a +9 attack bonus that deals 4d6+6 points of damage.

Natural Cunning (Ex): Although bleeding horror minotaurs are not especially intelligent, they possess innate cunning and logical ability. This gives them immunity to *maze* spells, prevents them from ever becoming lost, and enables them to track enemies. Further, they are never caught flat-footed.

Skills: Bleeding horror minotaurs have a +4 racial bonus on Search, Spot, and Listen checks.

Jordan Bassett (order #48404)

Dire Animal

Dire animals are large, feral looking animals. They are not just bigger versions of normal animals, however. On the whole, dire animals are bigger, stronger, faster, and more aggressive than their normal counterparts.

No one is certain what causes a dire animal to be born. Some druids maintain that Nature creates dire animals as a direct response to some environmental threat, or as an adaptation to the magic and monsters that share the world with her creations. Others insist that, rather than an evolutionary step forward, dire animals are a regression to more savage and prehistoric days. The majority of druids are not in the habit of questioning or explaining Nature's motives, however, and simply state that dire animals exist and that is all that need be known.

Creating a Dire Animal

"Dire" is an inherited template that can be added to any animal that is not already Dire (referred to hereafter as the "base animal"). The animal's type does not change, and it gains the Dire subtype. It uses all the base animal's statistics and abilities except as noted here.

Size and Type: If the base animal is Tiny or smaller, increase its size to Small. Otherwise, increase its size by one size category. The dire animal gains all the benefits and detriments that arise from increased size (see the MM).

A dire animal has the dire subtype, which provides the ability scores and saving throw benefits of this template. Rangers can choose Animal (Dire) specifically as a favored enemy.

Hit Dice: If the dire animal is Small, it has 1 HD or the HD of the base animal +1, whichever is greater.

If the dire animal is Medium or larger, its HD is equal to the minimum listed value for its size category in the base animal's advancement +2.

If a Small or larger base animal has no advancement or its size normally does not increase with advancement, the dire animal's HD is equal to the maximum HD given for the base animal +2.

Speed: Same as the base animal +10 ft.

Armor Class: Natural armor increases by +2. If the base animal has no natural armor bonus, it gains a natural armor bonus of +2. This bonus stacks with the bonus gained from the increase in size.

Special Attacks: A dire animal retains all the base animal's special attacks. The damage of its special attacks is adjusted upwards for the increased size and ability scores, where applicable.

Special Qualities A dire animal retains all the base animal's special qualities. These special qualities are adjusted upwards for the increased size and ability scores, where applicable.

Saves: All saves are good for a dire animal. The base value for each save is equal to (1/2 HD) + 2.

Abilities: Dire animals gain the following ability score increases: Str +4, Dex +2, and Con +2. These bonuses stack with any bonuses or penalties gained from a size increase (see the MM).

Skills: A dire animal receives skill points equal to (2 + Intelligence bonus [minimum 1]) + HD +3. Any skill given in the statistics block of the base animal is a class skill for the dire animal.

Feats: Same as base animal, with additional feats gained through the usual means from the increase in HD. If the base animal has Weapon Finesse and the feat would become useless after its increase in HD and Strength, then it may trade Weapon Finesse for Weapon Focus with one of its natural attacks.

Challenge Rating: Follow the CR adjustment rules for an increase in a creature's size in the MM, and add +1 to the result.

Advancement: Dire animals can advance to three times their new HD.

Level Adjustment: —.

Dire Bison

Huge Animal (Dire)

Hit Dice:	9d8+54 (94 hp)
Initiative:	+0
Speed:	50 ft. (10 squares)
Armor Class:	17 (-2 size, +9 natural), touch 8, flat-footed 17
Base Attack/Grapple:	+6/+24
Attack:	Butt +14 melee (2d6+15)
Full Attack:	Butt +14 melee (2d6+15)
Space/Reach:	15 ft./10 ft.
Special Attacks:	Stampede, trample 2d6+15
Special Qualities:	Low-light vision, scent
Saves:	Fort +14, Ref +6, Will +6
Abilities:	Str 30, Dex 10, Con 22, Int 2, Wis 11, Cha 5
Skills:	Listen +8, Spot +8
Feats:	Alertness, Endurance, Great Fortitude, Power Attack
Environment:	Temperate plains
Organization:	Solitary or herd (3-10)
Challenge Rating:	6
Treasure:	None
Alignment:	Always neutral
Advancement:	10-18 HD (Huge); 19-27 HD (Gargantuan)
Level Adjustment:	—

This giant bison is as long as at least three humans are tall. Its fur is black and unkempt. Long up-curving horns jut from its head.

Dire bison resemble their smaller normal-sized relatives. They can grow to a length of 20 feet and weigh up to 6,000 pounds.

Humanoids often hunt dire bison for the value of their pelts as well as the copious amounts of meat they can provide. A single dire bison can feed a village for weeks.

Jordan Bassett (order #48404)

Combat

Dire bison are herbivores, and unlike their smaller relatives, rarely run when confronted.

Stampede (Ex): A frightened herd of dire bison flees as a group in a random direction (but always away from the perceived source of danger). They literally run over anything of Huge size or smaller that gets in their way, dealing 2d12 points of damage per each 5 dire bison in the herd (Reflex save DC 24 half). The save DC is Strength based.

Trample (Ex): Reflex half DC 24. The save DC is Strength based.

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Dire Goat

Medium Animal (Dire)

Hit Dice:	3d8+9 (22 hp)
Initiative:	+1
Speed:	50 ft. (10 squares)
Armor Class:	13 (+1 Dex, +2 natural), touch 11, flat-footed 12
Base Attack/Grapple:	+2/+6
Attack:	Head butt +6 melee (1d6+6)
Full Attack:	Head butt +6 melee (1d6+6)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Trample 1d6+4
Special Qualities:	Low-light vision, scent
Saves:	Fort +8, Ref +4, Will +4
Abilities:	Str 18, Dex 12, Con 16, Int 2, Wis 12, Cha 6
Skills:	Listen +6, Spot +5
Feats:	Alertness, Great Fortitude
Environment:	Temperate plains
Organization:	Solitary, pack (2-5), or herd (6-11)
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral
Advancement:	4-6 HD (Medium); 7-9 HD (Large)
Level Adjustment:	—

This giant goat stands as tall as a halfling at the shoulder Its fur is whitish-brown and its horns are yellowish-brown

Dire goats stand 3 feet tall at the shoulder and resemble their smaller cousins.

Although they are normally wild, domesticated dire goats are not unheard of. They are domesticated their meat as well as the amounts of milk they can produce.

Combat

Dire goats are non-aggressive unless threatened or provoked. A dire goat rams opponents with its head, or tries to run them over.

Trample (Ex): Reflex DC 15 half. The save DC is Strength-based.

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Jordan Bassett (order #48404)

Dire Hippopotamus (Behemoth)

Huge Animal (Dire)
Hit Dice: 13d8+81 (139 hp)
Initiative: +0
Speed: 40 ft. (8 squares)
Armor Class: 18 (-2 size, +10 natural), touch 8, flat-footed 18
Base Attack/Grapple: +9/+27
Attack: Bite +18 melee (3d6+15)
Full Attack: Bite +18 melee (3d6+15)
Space/Reach: 15 ft./10 ft.
Special Attacks: Capsize, trample 3d6+15
Special Qualities: Hold breath, scent
Saves: Fort +16, Ref +8, Will +9
Abilities: Str 31, Dex 10, Con 22, Int 2, Wis 12, Cha 6
Skills: Listen +11, Spot +11
Feats: Alertness, Endurance, Great Fortitude, Toughness, Weapon Focus (bite)
Environment: Warm plains and aquatic
Organization: Solitary or herd (2-5)
Challenge Rating: 10
Treasure: None
Alignment: Always neutral
Advancement: 14-26 HD (Huge); 27-39 HD (Gargantuan)
Level Adjustment: —

This immense hippopotamus is as long as four humans are tall. Its hide is a brownish-gray color and its tusks are whitish-gray.

Dire hippos resemble their smaller cousins and grow up to 20 feet long and can weigh up to 10,000 pounds.

Dire hippos gave rise to the legends of the behemoth, a massive beast that can drink entire rivers, and make the earth tremble when it walks. Although they can't quite drink it all, dire hippos are the undisputed masters of the river in which they reside. All predators give them a wide berth.

Combat

A dire hippo attacks with its bite, and can sink ships much larger than itself.

Capsize (Ex): A submerged dire hippo 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 20-60 feet long and a 20% chance to capsize a vessel over 60 feet long.

Trample (Ex): Reflex half DC 26. The save DC is Strength-based.

Hold Breath (Ex): A dire hippo can hold its breath for a number of rounds equal to 5 + its Constitution score before it risks drowning.

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Dire Porcupine

Small Animal (Dire)
Hit Dice: 1d8+2 (6 hp)
Initiative: +0
Speed: 30 ft. (6 squares)
Armor Class: 14 (+1 size, +3 natural), touch 11, flat-footed 14
Base Attack/Grapple: +0/-2
Attack: 1d6 quills +4 melee (1d3+2)
Full Attack: 1d6 quills +4 melee (1d3+2) and bite -2 melee (1d3+2)
Space/Reach: 5 ft./5 ft.
Special Attacks: Quills
Special Qualities: Low-light vision, scent
Saves: Fort +4, Ref +2, Will +3
Abilities: Str 14, Dex 10, Con 14, Int 2, Wis 12, Cha 11
Skills: Hide +6, Listen +6
Feats: Weapon Focus (quills)
Environment: Temperate forests
Organization: Solitary or pack (2-5)
Challenge Rating: 1
Treasure: None
Alignment: Always neutral
Advancement: 2-3 HD (Medium)
Level Adjustment: —

This enormous porcupine has a golden brown body and is covered in many oversized quills.

The dire porcupine ranges in size from 3 to 4 feet in height and can weigh up to 80 pounds. When the porcupine is relaxed, the hair and quills lie flat and point toward the rear of its body. When threatened, it draws up the skin of the back to expose quills facing all directions.

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Combat

Dire porcupines are passive until threatened. When faced with possible combat, the dire porcupine raises the quills on its body and spins around, smashing an opponent with its quill-covered tail. If it bites an opponent, 1d4 quills break off from its body and lodge in the opponent.

Quills (Ex): When the dire porcupine strikes with its tail, it dislodges 1d6 quills that automatically break off and lodge in the opponent's flesh. A lodged quill imposes a -1 circumstance penalty to attacks, saves, and checks. Each 1 minute thereafter, the quill moves deeper into the opponent's flesh, dealing 1d2 additional points of damage. Removing the quill takes 1 full round and deals 1d4 additional points of damage. If the quill has been embedded for more than 10 rounds, a Strength check at DC 10 is needed to remove the quill. For every minute after that, the DC to remove a lodged quill increases by +1. An unarmed or melee touch attack against a dire porcupine causes 1d4 quills to break off and lodge in the attacker.

Skills: Dire porcupines have a +4 racial bonus on Listen checks.

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Dire Ram

Large Animal (Dire)

Hit Dice:	5d8+20 (42 hp)
Initiative:	+1
Speed:	50 ft. (10 squares)
Armor Class:	16 (-1 size, +1 Dex, +6 natural), touch 10, flat-footed 16
Base Attack/Grapple:	+3/+14
Attack:	Butt +9 melee (1d8+10)
Full Attack:	Butt +9 melee (1d8+10)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Ferocity
Special Qualities:	Low-light vision, scent
Saves:	Fort +8, Ref +5, Will +4
Abilities:	Str 24, Dex 13, Con 18, Int 2, Wis 11, Cha 5
Skills:	Listen +5, Spot +6
Feats:	Alertness, Diehard[B], Endurance
Environment:	Temperate mountains, hills, and plains
Organization:	Solitary
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral
Advancement:	6-9 HD (Large); 10-15 HD (Huge)
Level Adjustment:	—

This giant, feral ram is nearly as long as two humans are tall. Its coat is whitish-brown and its horns are dark brown.

Dire rams are larger, meaner cousins of normal rams. They can grow to a length of 10 feet and weigh as much as 1,000 pounds.

Dire rams are the majestic lords of their domain, and tolerate not incursion by predators.

Combat

A dire ram charges its opponents, trying to butt with its horns.

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

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Jordan Bassett (order #48404)

Dire Sloth

Medium Animal (Dire)

Hit Dice:	3d8+6 (19 hp)
Initiative:	+0
Speed:	10 ft. (2 squares), climb 40 ft.
Armor Class:	12 (+2 natural), touch 10, flat-footed 12
Base Attack/Grapple:	+2/+6
Attack:	Claw +6 melee (1d4+4)
Full Attack:	2 claws +6 melee (1d4+4) and bite +1 melee (1d6+2)
Space/Reach:	5 ft. /5 ft.
Special Attacks:	Rend 1d4+6
Special Qualities:	Low-light vision, scent, single actions only
Saves:	Fort +7, Ref +3, Will +4
Abilities:	Str 18, Dex 10, Con 14, Int 2, Wis 12, Cha 10
Skills:	Climb +12, Hide +7*, Swim +11
Feats:	Great Fortitude, Power Attack
Environment:	Warm forest
Organization:	Solitary or pair
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral
Advancement:	4-6 HD (Medium); 7-9 HD (Large)
Level Adjustment:	—

This massive sloth is brownish-black, and its fur has a greenish tint to it. Its eyes are white.

Dire sloths grow up to be 7 feet long and weigh up to 250 pounds. The fur of a dire sloth is stained green by algae.

Combat

A dire sloth attacks by biting and rending its opponent with its claws.

Rend (Ex): A dire sloth that hits with both claw attacks latches onto the opponent's body and tears the flesh. This automatically deals an additional 1d4+6 points of damage.

Single Actions Only (Ex): A dire sloth has poor reflexes and can perform only a single move action or attack action each round. A dire sloth can move up to its speed and attack in the same round, but only if it attempts a charge.

Skills: Dire sloths have a +4 racial bonus on Hide and Swim checks. *In areas of dense undergrowth, the Hide bonus improves to +8. A dire sloth has a +8 racial bonus on Climb and can always choose to take 10 on a Climb check, even if rushed or threatened.

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Foo Creature

Foo creatures are extraplanar creatures that serve as guardians to those of good alignments. They are rarely encountered on the Material Plane, but when they are, they are always in the employ of a good-aligned creature, acting as either a companion or guardian. A foo creature never associates with creatures of evil alignment. It tolerates those of neutral alignments.

A foo creature appears as a normal animal of its type with large bulging eyes. Most foo creatures range in color from black to deep gold, though a few have been encountered that were white in color. A foo creature speaks Celestial and a number of additional languages equal to its Intelligence modifier.

Creating a Foo Creature

"Foo Creature" is an inherited template that can be added to any normal animal, known hereafter as the "base creature." It uses all the base creature's statistics and abilities except as noted here.

Size and Type: The base creature's type changes to magical beast. It gains the extraplanar subtype. It does not gain the augmented subtype. Creatures who are Small or smaller increase their size to Medium; otherwise size does not change.

Hit Dice: Increase all current and future Hit Dice to d10s. Additionally, increase the base creature's Hit Dice by +6. Recalculate its saves, skill points, feats, and base attack bonus based on its new type and increased Hit Dice.

Armor Class: The base creature's natural armor improves by +4 (this stacks with any existing natural armor bonus the base creature has).

Special Attacks: A foo creature retains all the base creature's special attacks and also gains those listed below.

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Strike Evil (Su): Foo creatures have a +2 morale bonus on attack and damage rolls when fighting evil-aligned creatures. This ability is always active and cannot be negated or dispelled.

Summon Foo Creatures (Sp): Once per day, by barking, roaring, or making any other sound common to its type, a foo creature can summon 1d4 additional foo creatures of its same type with a 25% chance of success. This ability is the equivalent of a 6th-level spell.

Special Qualities: A foo creature retains all the base creature's special qualities and gains those listed below.

Darkvision (Ex): Foo creatures have darkvision to a range of 60 feet.

Aura of Goodness (Su): A foo creature is protected by an aura of goodness. An evil-aligned creature that attacks a foo creature takes a –1 penalty on attack and damage rolls. This supernatural ability is always active but can be dispelled. A foo creature can restart it as a free action on its next turn.

Invisibility (Su): A foo creature can become *invisible* at will. This ability functions as the spell of the same name with a caster level equal to the foo creature's HD + 3.

Ethereal Jaunt (Su): A foo creature can shift from the Ethereal to the Material Plane as a free action and shift back again as a move action. The ability is otherwise similar to the spell of the same name.

Plane Shift (Sp): A foo creature can enter the Astral Plane or the Material Plane. This ability transports the foo creature and up to six other creatures, provided they are all within 5 feet of the foo creature. It is otherwise similar to the spell of the same name.

Spell Resistance: A foo creature has spell resistance equal to 10 + its HD (maximum 25).

Saves: Recalculate the foo creature's skill points based on its increased HD.

Abilities: Increase from the base creature as follows: Str +4, Dex +2, Con +2, Int +4 (minimum 10), Wis +2, Cha +4.

Skills: A foo creature gains skill points as a magical beast and has skill points equal to (2 + Int modifier) x (HD +3).

Feats: A foo creature gains two feats because of its increase in Hit Dice.

Environment: Any good-aligned outer plane.

Challenge Rating: As the base creature +5 (this includes the adjustment for the base creature's increased HD).

Alignment: Always good (usually chaotic).

Advancement: Foo creatures can advance to three times their new Hit Dice.

Level Adjustment: —

Credit

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Jordan Bassett (order #48404)

Foo Dog

Medium Magical Beast (Extraplanar)

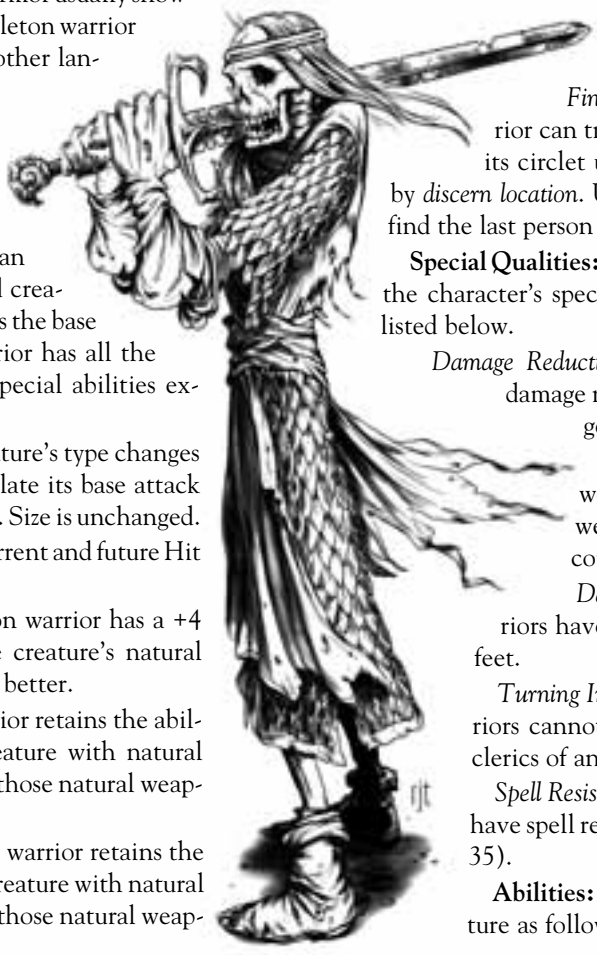
Hit Dice:	7d10+21 (59 hp)
Initiative:	+4
Speed:	40 ft. (8 squares)
Armor Class:	19 (+4 Dex, +5 natural), touch 14, flat-footed 15
Base Attack/Grapple:	+7/+10
Attack:	Bite +11 melee (1d6+4)
Full Attack:	Bite +11 melee (1d6+4)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Strike evil, summon foo creatures
Special Qualities:	Aura of goodness, darkvision 60 ft., ethereal jaunt, invisibility, low-light vision, plane shift, SR 17
Saves:	Fort +8, Ref +9, Will +4
Abilities:	Str 17, Dex 19, Con 17, Int 10, Wis 14, Cha 10
Skills:	Jump +11, Listen +8, Spot +8, Survival +6*
Feats:	Alertness, Power Attack, Weapon Focus (bite), Track[B]
Environment:	Any good-aligned outer plane
Organization:	Solitary or pack (5–12)
Challenge Rating:	5
Treasure:	None
Alignment:	Always good (usually chaotic)
Advancement:	8-21 HD (Medium)
Level Adjustment:	—

This man-sized dog has a slightly oversized head and large, bulbous eyes. Its paws end in sharp claws. Its fur is golden fading to crimson on the underside.

Skeleton Warrior

The skeleton warrior is a lich-like undead that was once a powerful fighter of at least 8th level. Legend says that the skeleton warriors were forced into their undead state by a powerful demon prince who trapped each of their souls in a golden circlet. A skeleton warrior's only purpose is to search for and regain the circlet containing its soul.

A skeleton warrior appears as a lich-like creature dressed in the same type of armor and clothes worn during life. Its clothes and armor usually show signs of wear and age. A skeleton warrior speaks Common and any other languages it knew in life.



Creating a Skeleton Warrior

"Skeleton Warrior" is an acquired template that can be added to any humanoid creature (referred to hereafter as the base creature). A skeleton warrior has all the character's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to undead. Do not recalculate its base attack bonus, saves, or skill points. Size is unchanged.

Hit Dice: Increase all current and future Hit Dice to d12s.

Armor Class: A skeleton warrior has a +4 natural armor or the base creature's natural armor bonus, whichever is better.

Attack: A skeleton warrior retains the ability to use weapons. A creature with natural weapons retains the use of those natural weapons.

Full Attack: A skeleton warrior retains the ability to use weapons. A creature with natural weapons retains the use of those natural weapons.

Special Attacks: A skeleton warrior retains all the character's special attacks and also gains those listed below. Saves have a DC of 10 + 1/2 the skeleton warrior's HD + the skeleton warrior's Charisma modifier, unless noted otherwise.

Fear Aura (Su): Skeleton warriors are shrouded in an aura of fear. Creatures with less than 5 HD and in a 30-foot radius must succeed on a Will save or be affected as though by *fear* cast by a sorcerer of the skeleton warrior's level.

Find Target (Sp): A skeleton warrior can track and find the possessor of its circlet unerringly, as though guided by *discern location*. Using this ability, it can also find the last person to possess its circlet.

Special Qualities: A skeleton warrior retains all the character's special qualities and gains those listed below.

Damage Reduction: Skeleton warriors have damage reduction 10/magic and bludgeoning.

A skeleton warrior's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Darkvision (Ex): Skeleton warriors have darkvision to a range of 60 feet.

Turning Immunity (Ex): Skeleton warriors cannot be turned or controlled by clerics of any level or alignment.

Spell Resistance (Su): Skeleton warriors have spell resistance 15 + HD (maximum 35).

Abilities: Increase from the base creature as follows: Str +4, Wis +2, and Cha

Jordan Bassett (order #48404)

The Skeleton Warrior's Circlet

The transformation into a skeleton warrior traps the character's soul in a golden circlet. Anyone possessing one of these circlets may exude control over the skeleton warrior (whose soul is trapped therein).

In order to establish or maintain control, the controller must be within 300 feet of the skeleton warrior and must wear the circlet on his head and spend one full round concentrating on the skeleton warrior. If the controller is interrupted during this time, he must succeed on a DC 20 Concentration check to establish control. If the check fails, the controller can try again. While wearing the circlet, the controller cannot wear any other item on his head. Doing so causes the circlet to cease functioning until the other headgear is removed. (A skeleton warrior can still detect the location of its circlet even if the controller wears something on his head to nullify the circlet's powers.)

While wearing the circlet and within 300 feet of the skeleton warrior, the controller can see through the skeleton warrior's eyes and force it to act (attack, search, and so forth). This is called "active" mode. While the skeleton warrior is in active mode, the controller himself cannot take any action other than a 5-foot step.

Alternately, the controller can place the skeleton warrior in "passive" mode. In this mode, the skeleton warrior stands motionless and inert. The controller cannot see through the skeleton warrior's eyes but he himself is free to act. If the controller moves more than 300 feet away from the skeleton warrior or if the circlet is removed from the controller's head, the skeleton warrior automatically enters passive mode.

The controller can switch the skeleton warrior between active and passive mode as a free action. Should the controller ever lose the circlet (through accident, theft, or simply by discarding it), the skeleton warrior instantly stops what it is doing and moves as quickly as possible toward the former controller and attempts to destroy him (or her). If a skeleton warrior ever gains control of the circlet that contains its soul, it places the circlet on its head and "dies", vanishing in a flash of light. The circlet falls to the ground and crumbles to dust.

+2. Being undead, a skeleton warrior has no Constitution score.

Skills: Skeleton warriors have a +8 racial bonus on Intimidate checks and a +6 racial bonus on Sense Motive and Spot checks. Otherwise same as the base creature.

Environment: Any.

Organization: Solitary.

Challenge Rating: Same as the creature +2.

Treasure: Standard.

Alignment: Any evil.

Advancement: By character class.

Level Adjustment: Same as the base creature +3.

Credit

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Skeleton Warrior

Medium Undead (Augmented Humanoid [human])

Hit Dice:	12d12 (78 hp)
Initiative:	+5
Speed:	20 ft. (4 squares) with armor; base speed 30 ft.
Armor Class:	25 (+1 Dex, +4 natural, +10 full plate), touch 11, flat-footed 24
Base Attack/Grapple:	+12/+17
Attack:	*+2 bastard sword* +20 melee (1d10+9)
Full Attack:	*+2 bastard sword* +20/+15/+10 melee (1d10+9)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Fear aura, find target
Special Qualities:	Damage reduction 10/magic and bludgeoning, darkvision 60 ft., turning immunity, SR 27, undead traits
Saves:	Fort +13*, Ref +9*, Will +8*
Abilities:	Str 21, Dex 13, Con —, Int 12, Wis 15, Cha 14
Skills:	Climb +12, Intimidate +18, Jump +12, Listen +4, Ride +10, Sense Motive +6, Spot +10, Swim +6
Feats:	Alertness, Blind-Fight, Cleave, Great Cleave, Improved Initiative, Improved Sunder, Lightning Reflexes, Power Attack, Quick Draw, Run, Track, Weapon Focus (bastard sword), Weapon Specialization (bastard sword)
Environment:	Any
Organization:	Solitary
Challenge Rating:	14
Treasure:	Standard
Alignment:	Always neutral evil
Advancement:	By character class
Level Adjustment:	+3

This skeletal figure is arrayed with weapons and cloaked in plate armor. A noble cape of purple and gold flows around its shoulders and down its back.

Jordan Bassett (order #48404)

Combat

A skeleton warrior's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Magic Items Carried: *+2 full plate armor, +2 bastard sword, cloak of resistance +2, boots of speed.*

Saves: * Its saves include a +2 resistance bonus from its cloak.

Slime Zombie

Slime zombies (or olive slime creatures) are created when a living creature is slain by a patch of olive slime (see that entry). The slime zombie's sole purpose for existence is to capture or kill new prey for its master (i.e., the olive slime that created it).

A slime zombie resembles a humanoid blob, olive drab in color. The creature bears no distinguishing marks or facial features. It can speak to others of its kind through telepathy, but otherwise makes no sound or noise.

Creating a Slime Zombie

"Slime Zombie" is an acquired template that can be added to any corporeal creature except undead, constructs, and elementals (referred to hereafter as the "base creature").

Size and Type: The creature's type changes to plant. It loses any subtypes it has, such as alignment subtypes (such as good) and subtypes that indicate kind (such as goblinoid or reptilian). It does not gain the augmented subtype. It uses the base creature's statistics and special abilities except as noted here.

Hit Dice: Drop any Hit Dice from class levels (to a minimum of 1), double the number of Hit Dice left, and convert them to d8s.

Speed: The base creature's speed decreases by 10 feet (to a minimum of 20 ft.). If the creature had a swim speed it remains the same. All other types of movement are lost.

Armor Class: Natural armor bonus increases by a number based on the slime zombie's size:

Size	Natural AC Bonus
Tiny or smaller	+1
Small	+2
Medium	+3
Large	+4
Huge	+5
Gargantuan	+6
Colossal	+8

Base Attack: A slime zombie has a base attack bonus equal to 3/4 its Hit Dice.

Attacks: A slime zombie loses all the attacks of the base creature and gains a slam attack if it did not already have one.

Damage: A slam attack deals damage depending on the slime zombie's size. (Use the base creature's slam damage if it's better.)

Size	Damage
Fine	1
Diminutive	1d2
Tiny	1d3
Small	1d4
Medium	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	4d6

Special Attacks: The slime zombie loses all the special attacks of the base creature, but gains the following:

Infestation (Ex): Any creature hit by the slime zombie's slam attack must succeed on a Fortitude save (DC 10 + 1/2 the slime zombie's HD + the slime zombie's Constitution modifier) or be infested with olive slime. This infestation works as described in the olive slime entry. The save DC is Constitution-based.

Special Qualities: The slime zombie loses all of the special qualities of the base creature, but gains the following:

Damage Reduction (Ex): Because of its ooze-like body, a slime zombie is hard to damage with weapons. It gains damage reduction based on its Hit Dice: damage reduction 5/— (if 5 or less HD); damage reduction 10/— (if 6 to 10 HD); damage reduction 15/— (if 11 or more HD).

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Darkvision (Ex): A slime zombie gains darkvision out to a range of 60 feet.

Death Throes (Ex): When a slime zombie is brought to 0 hit points, its structure collapses and it transforms in a single round as a pool of olive slime (see that entry in this book).

Mind Link (Ex): A slime zombie is linked symbiotically with the patch of olive slime that created it. This link has a maximum range of 200 miles. Both the slime zombie and olive slime must be on the same plane of existence.

Telepathic Bond (Ex): Olive slime zombies have a telepathic bond with each other to a range of 100 feet if they were created by the same olive slime. This bond allows them rudimentary communication with one another.

Immunity to Electricity (Ex): Slime zombies are immune to electricity attacks and effects.

Vulnerability to Green Slime (Ex): A slime zombie takes 2d6 points of damage per round it touches green slime. If brought to 0 hit points, the slime zombie does not transform into a patch of olive slime.

Saves: Base save bonuses are Fort +1/2 HD +2, Ref + 1/3 HD, and Will + 1/3 HD.

Abilities: A slime zombie's Strength increases by +2, its Dexterity decreases by 2. It Intelligence becomes 2, its Wisdom changes to 10, and its Charisma changes to 1.

Skills: A slime zombie loses all skills but gains Spot and Listen. It can never possess any skills other than these two. It has skill points equal to 2 + Intelligence modifier (minimum 1) x (HD + 3).

Feats: A slime zombie retains all of the base creature's feats (but may not be able to use a feat if it loses the prerequisites).

Environment: Temperate marshes or underground.

Organization: Solitary, patch (2-5), or colony (6-20).

Challenge Rating: Depends on Hit Dice, as follows:

Hit Dice	Challenge Rating
Up to 1	1
2-3	2
4-6	3
7-8	4
9-11	5
12-15	6
16-17	7
18-19	8
20	10

Treasure: None.

Alignment: Always neutral.

Advancement: —.

Level Adjustment: —.

Credit

The Olive Slime Creature originally appeared in the First Edition module *S4 Lost Caverns of Tsojcanth* (© TSR/Wizards of the Coast, 1982) and later in the First Edition *Monster Manual II* (© TSR/Wizards of the Coast, 1983) and is used by permission.

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Slime Zombie

Medium Plant

Hit Dice:	3d8+3 (16 hp)
Initiative:	+0
Speed:	20 ft. (4 squares)
Armor Class:	16 (+6 natural), touch 10, flat-footed 16
Base Attack/Grapple:	+2/+5
Attack:	Slam +5 melee (1d6+4 plus infestation)
Full Attack:	Slam +5 melee (1d6+4 plus infestation)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Infestation
Special Qualities:	Damage reduction 5/—, darkvision 60 ft., death throes, mind link, telepathic bond, immunity to electricity, vulnerability to green slime
Saves:	Fort +4, Ref +1, Will +1
Abilities:	Str 17, Dex 10, Con 13, Int 2, Wis 10, Cha 1
Skills:	Listen +5, Spot +5
Feats:	Alertness, Weapon Focus (morningstar)
Environment:	Temperate marshes and underground
Organization:	Solitary, patch (2-5), or colony (6-20).
Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral
Advancement:	—
Level Adjustment:	—

A vaguely humanoid creature of bubbling and oozing slime shambles toward you. Its drab green form sports no immediately recognizable characteristics. Two semi-humanoid arms end in fists.

Combat

The olive slime zombie attacks by pummeling its opponent with its fists.

Infestation (Ex): Fortitude DC 12. The save DC is Constitution-based.

Jordan Bassett (order #48404)

Spectral Troll

Spectral trolls resemble normal trolls but are jet-black in color. They are undead and detest all living creatures, including other trolls.

Creating a Spectral Troll

"Spectral troll" is an inherited template that can be added to any troll (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 undead. Do not recalculate the creature's base attack bonus, saves, or skill points. It gains the incorporeal subtype. Size is unchanged.

Hit Dice: All current and future Hit Dice become d12s.

Speed: Spectral trolls have a fly speed of 30 feet, unless the base creature has a higher fly speed, with perfect maneuverability.

Armor Class: Natural armor is the same as the base creature but applies only to ethereal encounters. When the spectral troll manifests (see below), its natural armor bonus is +0, but it gains a deflection bonus equal to its Charisma modifier or +1, whichever is higher.

Attack: A spectral troll retains all the attacks of the base creature, although those relying on physical contact do not affect creatures that are not ethereal.

Full Attack: A spectral troll retains all the attacks of the base creature, although those relying on physical contact do not affect creatures that are not ethereal.

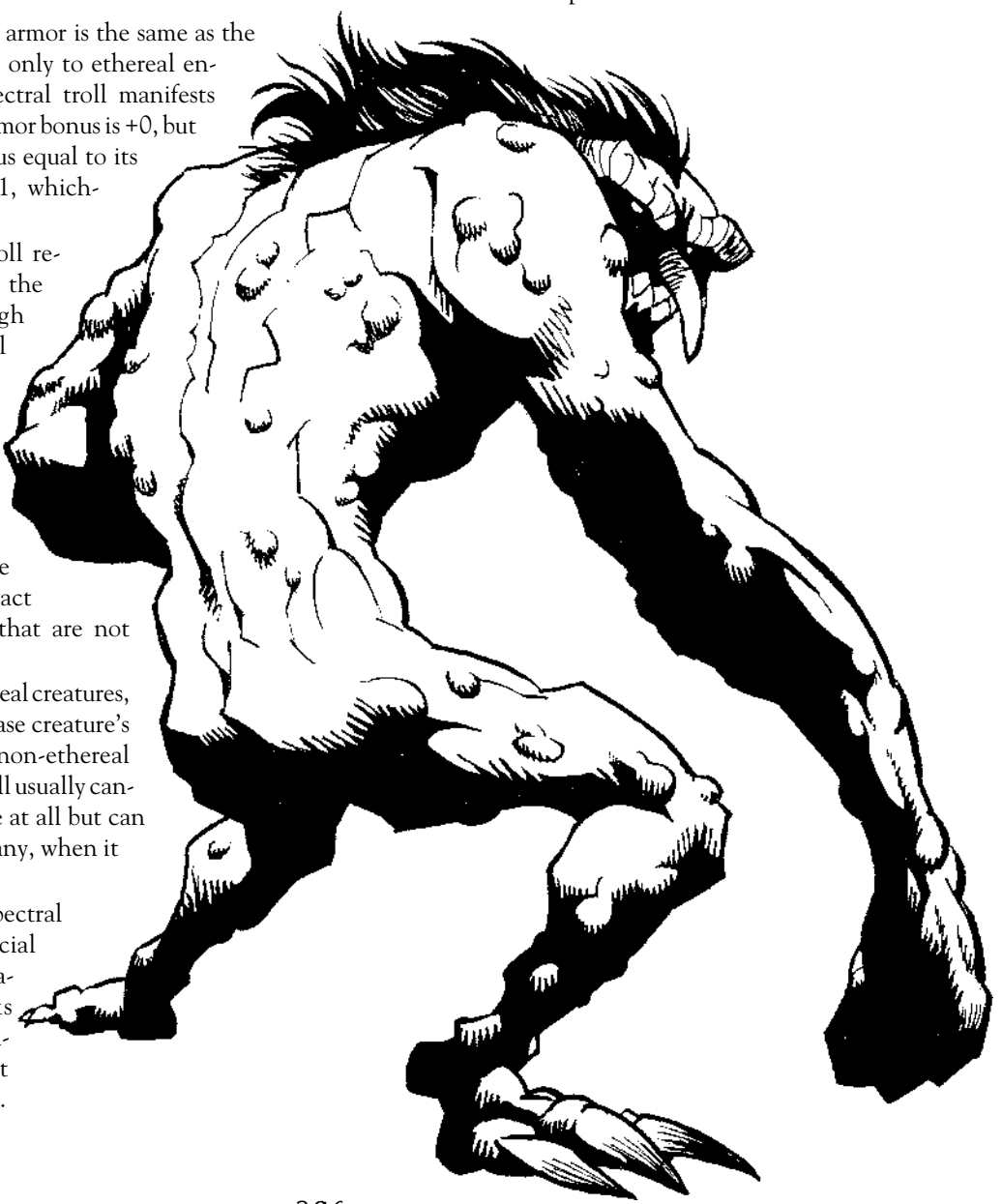
Damage: Against ethereal creatures, a spectral troll uses the base creature's damage ratings. Against non-ethereal creatures, the spectral troll usually cannot deal physical damage at all but can use its special attacks, if any, when it manifests (see below).

Special Attacks: A spectral troll retains all the special attacks of the base creature, although attacks relying on physical contact do not affect non-ethereal creatures. The spectral troll also gains a manifestation ability and corrupting touch.

Corrupting Touch (Su): A spectral troll that hits a living target with its incorporeal bite or an incorporeal claw attack deals 1d6 points of damage. Against ethereal opponents, it adds its Strength modifier to attack and damage rolls. Against non-ethereal opponents, it adds its Dexterity modifier to attack rolls only.

Create Spawn (Su): Any humanoid killed by a spectral troll rises 1d3 days later as a free-willed spectre unless a cleric of the victim's religion casts *bless* on the corpse before such time.

Manifestation (Su): Every spectral troll has this ability. A spectral troll dwells on the Ethereal Plane and, as an ethereal creature, it cannot affect or be affected by anything in the material world. When a spectral troll manifests, it partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. A



Jordan Bassett (order #48404)

manifested spectral troll can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested spectral troll can pass through solid objects at will, and its own attacks pass through armor. A manifested spectral troll always moves silently. A manifested spectral troll can strike with its incorporeal attacks or with a ghost touch weapon. A manifested spectral troll remains partially on the Ethereal Plane, where is it not incorporeal. A manifested spectral troll can be attacked by opponents on either the Material Plane or the Ethereal Plane. The spectral troll's incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal Plane.

When a spellcasting spectral troll is not manifested and is on the Ethereal Plane, its spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When a spellcasting spectral troll manifests, its spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on touch. A manifested spectral troll's touch spells don't work on non-ethereal targets.

A spectral troll has two home planes, the Material Plane and the Ethereal Plane. It is not considered extraplanar when on either of these planes.

Special Qualities: A spectral troll has all the special abilities of the base creature, except regeneration, as well as those described below.

Rejuvenation (Su): In most cases, it's difficult to destroy a spectral troll through simple combat: The "destroyed" spirit will often restore itself in 2d4 days. Even the most powerful spells are usually only temporary solutions. A spectral troll that would otherwise be destroyed returns to its old haunts with a successful level check (1d20 + ghost's HD) against DC 16. As a rule, the only way to get rid of a spectral troll for sure is to determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each spirit and may require a good deal of research.

Turn Resistance (Ex): A spectral troll has +4 turn resistance.

Vanish (Su): Spectral trolls vanish in direct sunlight. They are not harmed by it, nor does it cause them any discomfort: they simply do not appear in sunlight. Spectral trolls that are *held*, restrained, confined, or imprisoned (including magical means such as *temporal stasis*) vanish in direct sunlight. Once night has fallen, a spectral troll reappears. (If the spectral troll was magically held or restrained, the magic does not resume when it reappears.)

Abilities: Same as the base creature, except that the spectral troll has no Constitution score, and its Charisma score increases by +4.

Skills: Spectral trolls have a +8 racial bonus on Hide, Listen, Search, and Spot checks. Otherwise same as the base creature.

Environment: Any.

Challenge Rating: Same as base creature +2.

Advancement: Spectral trolls can advance to three times its Hit Dice.

Level Adjustment: Same as the base creature +3.

Credit

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Spectral Troll

Large Undead (Augmented Giant) (Incorporeal)

Hit Dice:	6d12 (39 hp)
Initiative:	+2
Speed:	30 ft. (6 squares), fly 30 ft. (perfect)
Armor Class:	12 (–1 size, +2 Dex, +1 deflection), touch 12, flat-footed 10 or +16 (–1 size, +2 Dex, +5 natural), touch 11, flat-footed 14
Base Attack/Grapple:	+4/+14
Attack:	Incorporeal claw +5 melee or +9 melee against ethereal foes (1d6 or 1d6+6 against ethereal foes)
Full Attack:	2 incorporeal claws +5 melee or +9 melee against ethereal foes (1d6 or 1d6+6 against ethereal foes) and bite +0 melee or +4 melee against ethereal foes (1d6 or 1d6+3 against ethereal foes)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Corrupting touch, create spawn, manifestation, rend 2d6+9
Special Qualities:	Darkvision 90 ft., incorporeal traits, low-light vision, regeneration 5, scent, undead traits
Saves:	Fort +11, Ref +4, Will +3
Abilities:	Str 23, Dex 14, Con —, Int 6, Wis 9, Cha 10
Skills:	Hide +6, Listen +13, Search +6, Spot +14
Feats:	Alertness, Iron Will, Track
Environment:	Any
Organization:	Solitary or gang (2–4)
Challenge Rating:	7
Treasure:	Standard
Alignment:	Usually chaotic evil
Advancement:	7–18 HD (Large)
Level Adjustment:	+8

This humanoid creature stands nearly twice as tall as a human. Its arms are long and gangly and its nose is droopy and slightly oversized. Its arms end in powerful claws. Filthy black, matted hair streams down from its head.

Jordan Bassett (order #48404)

Therianthrope

Therianthropes (sometimes called anthromorphs or weretherions) are animals that can assume a human or hybrid form (the latter combining traits of both their human and animal forms). They are akin to lycanthropes (in that they are shapechangers), but therianthropes are not lycanthropes and do not carry or induce lycanthropy. All therianthropes in human form have slightly feral characteristics.

Creating a Therianthrope

"Therianthrope" is an inherited template that can be added to any animal (referred to hereafter as the "base animal").

A therianthrope uses all the base animal's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to magical beast and it gains the "shapechanger" subtype. Do not recalculate its base attack and saves. Size is unchanged in animal form. In human form, size is always Medium. In hybrid form, size is Medium or the base animal's size, whichever is larger.

Hit Dice: Same as the base animal, but all therianthropes have at least 3 HD. If the base animal's HD is less than 3, advance it to 3 HD (even if the animal normally does not advance) before applying this template.

Speed: Same as the base animal in animal form. In human or hybrid form the creature has a land speed of 30 feet. If the base animal has a fly speed, it loses this movement mode in human form.

Armor Class: The base animal's natural armor bonus improves by +2 in all forms. In hybrid form, it retains the natural armor bonus of the base animal.

Attack: Same as the base animal in animal and hybrid form. Natural attacks are lost when the creature is in human form. The creature can use and manipulate melee and ranged weapons in hybrid or human form.

Damage: Same as the base animal in animal or hybrid form. Natural attacks are lost when the creature is in human form.

Space/Reach: Same as the base animal, but Large creatures have 10 ft./10 ft. in hybrid form; Huge, 15 ft./15 ft. in hybrid form; Gargantuan, 20 ft./20 ft. in hybrid form; Colossal, 30 ft./30 ft. in hybrid form.

Special Attacks: A therianthrope retains all the special attacks of the base animal and gains one of the following special attacks chosen from the groups below.

A therianthrope's Hit Dice determines which Group it selects its special attack from: 3 to 5 HD, Group A; 6 to 10 HD, Group B; and 11 or more HD, Group C. If desired, you can substitute two choices from a lesser group for its special attack (for example, a 6 HD lionwere can select one special attack from Group B or instead, it can select two special attacks from Group A). Multiple selections of the same special attack do not stack (unless noted otherwise).

Each special attack can be used in any form (unless noted otherwise). Saving throws have a DC of 10 + 1/2 therianthrope's HD + the therianthrope's Cha modifier, unless noted otherwise.

Group A

— *Charming Gaze (Su):* Any creature within 30 feet that meets the creature's gaze must make a Will save or be affected as by a *charm monster* spell (caster level = therianthrope's HD).

— *Confusion (Su):* This special attack functions only when the therianthrope is in animal or hybrid form.

The therianthrope can, by making a loud sound appropriate to its natural animal form (roaring, barking, braying, or the like), cause confusion (as the spell) in all creatures within 30 feet that hear it. Affected creatures must succeed on a Will save to negate the effects. On a failed save, a creature is affected as by a confusion spell (caster level equals the therianthrope's HD) for 1d4 rounds, + 1 round per HD of the therianthrope (maximum +6). This is a sonic, mind-affecting effect. A creature that successfully saves cannot be affected again by the same therianthrope's confusion ability for one day. A therianthrope is immune to its own confusion and the confusion of other therianthropes of the same base animal type.

— *Disease (Ex):* The therianthrope delivers either filth fever or red ache (the disease is chosen when the therianthrope is created and can never be changed). A therianthrope is immune to the same disease it delivers with its bite attack. This special attack functions only when the therianthrope is in animal or hybrid form. A therianthrope selects which natural attack to apply this to (and once it's chosen it can never be changed). The save DC is 10 + 1/2 therianthrope's HD + its Con modifier.

— *Lethargy (Su):* By speaking or singing (or making a sound normal to its base animal form), the therianthrope can *slow* all creatures within 60 feet that hear it if they fail a Will save. The *slow* effects last 1d4 rounds, + 1 round per HD of the therianthrope (maximum +6). A bard's countersong ability allows the creature to attempt a new Will save. This is a sonic mind-affecting effect. A creature that successfully saves cannot be affected again by the same therianthrope's lethargy ability for one day. A therianthrope is immune to its own lethargy and the lethargy of other therianthropes of the same base animal type.

— *Poison (Ex):* The therianthrope's bite is poisonous and deals 1d6 points of Dexterity damage. A successful Fortitude saving throw negates the damage. One minute later, another save must be made (same DC) to avoid another 1d6 points of Dexter-

Jordan Bassett (order #48404)

ity damage. This special attack functions only when the therianthrope is in animal or hybrid form. The save DC is 10 + 1/2 therianthrope's HD + its Con modifier.

— *Sickness Gaze (Su):* A creature within 30 feet that meets the creature's gaze is sickened for a number of rounds equal to 3 + the therianthrope's HD (maximum 10 rounds). Affected creatures can attempt a Fortitude save to avoid the effects. Creatures that successfully save cannot be affected by that therianthrope's gaze for one day. A *delay poison* or *neutralize poison* spell removes the effects from the sickened creature. Creatures that are immune to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throw. A therianthrope is immune to its own sickness gaze and the sickness gaze of other therianthropes of the same base animal type.

— *Sleep Gaze (Su):* Any creature within 30 feet that meets the creature's gaze falls asleep for a number of minutes equal to the creature's HD if it fails a Will save. This ability functions as the *sleep* spell (caster level = therianthrope's HD), but it can affect creatures of any Hit Dice. A therianthrope is immune to its own sleep gaze and the sleep gaze of other therianthropes of the same base animal type.

Group B

— *Battle Frenzy (Ex):* This special attack functions only when the therianthrope is in animal or hybrid form. It does not stack with any other rage or battle frenzy ability the base animal may possess.

Once per day, the therianthrope can work itself into a battle frenzy similar to the barbarian's rage (+4 Str, +4 Con, +2 morale bonus on Will saves, -2 AC penalty). The frenzy lasts for a number of rounds equal to the therianthrope's HD, and the therianthrope suffers no ill effects afterwards.

— *Beguile (Sp):* By speaking or singing (or making a sound normal to its base animal form), the creature can beguile all within 60 feet that hear it if they fail a Will save. A beguiled victim walks toward the therianthrope, taking the most direct route possible. If the path leads into a dangerous area (through flame, off a cliff, or the like), that creature gets a second saving throw. Beguiled creatures can take no actions other than to defend themselves. A victim within 5 feet of the therianthrope stands there and offers no resistance to the monster's attacks. The effect continues for as long as the therianthrope speaks or sings and for 1 round thereafter. A bard's countersong ability allows the beguiled creature to attempt a new Will save. This is a sonic mind-affecting charm effect. A creature that successfully saves cannot be affected again by the same therianthrope's beguiling ability for one day. A therianthrope is immune to its own beguiling ability and the beguiling ability of other therianthropes of the same base animal type.

— *Blinding Strike (Ex):* A therianthrope that rolls a natural 20 with one natural attack, and confirms the critical hit, destroys the opponent's eyes. An affected creature is permanently blinded (as the spell). A *remove blindness* or *restoration* spell restores the victim's eyesight. A therianthrope selects which natural attack to apply this to (and once it's chosen it can never be changed). This special attack functions only when the therianthrope is in animal or hybrid form.

— *Fear (Su):* This special attack functions only when the therianthrope is in animal or hybrid form.

The therianthrope can, by making a loud sound appropriate to its natural animal form (roaring, barking, braying, or the like), unleash a frightening blast of sound. All creatures within 30 feet that hear it must succeed on a Will save or become panicked for 2d4 rounds. Creatures further away but within 200 feet must succeed on a Will save or become frightened for 2d4 rounds. This is a sonic, mind-affecting fear effect. A creature that successfully saves cannot be affected again by the same therianthrope's fear for one day. A therianthrope is immune to its own fear effect and the fear effect of other therianthropes of the same base animal type.

— *Summon Animals (Sp):* Once per day, the therianthrope can summon a number of animals of its same type whose total Hit Dice do not exceed twice its Hit Dice (for example, a 3 HD wolfwere could summon 6 HD worth of wolves or 1 dire wolf once per day).

— *Weakness Gaze (Su):* Any creature within 30 feet that meets the creature's gaze takes 1d4+1 points of Strength or Dexterity damage (the ability damage type is chosen when the therianthrope is created and can never be changed). A successful Fortitude save negates the damage. This ability can be used twice per day and one more time per day per 5 HD of the therianthrope. A therianthrope is immune to its own weakness gaze and the weakness gaze of other therianthropes of the same base animal type.

Group C

— *Ability Damage (Su):* This special attack functions only when the therianthrope is in animal or hybrid form.

The therianthrope can, by making a loud sound appropriate to its natural animal form (roaring, barking, braying, or the like), deal 1d4+1 points of Intelligence, Wisdom, or Charisma damage to all creatures within 30 feet that hear it. The ability damage type is chosen when the therianthrope is created and can never be changed. This ability can be used once per day and then one additional time per day per 5 HD of the therianthrope.

Jordan Bassett (order #48404)

A successful Will save negates the ability damage. This is a sonic, mind-affecting effect. A creature that successfully saves cannot be affected again by the same therianthrope's ability damaging attack for one day. A therianthrope is immune to its own ability damage effect and the ability damage effect of other therianthropes of the same base animal type.

— *Despair (Su):* This special attack functions only when the therianthrope is in animal or hybrid form.

The therianthrope can, by making a loud noise appropriate to its natural form (roaring, barking, braying, or the like), instill despair in all creatures within 30 feet. Affected creatures must succeed on a Will save or be paralyzed with fear for a number of rounds equal to 3 + the therianthrope's HD (maximum 10 rounds). This is a sonic, mind-affecting fear effect. Whether or not the save is successful, a creature cannot be affected again by the same therianthrope's despair ability for one day. A therianthrope is immune to its own despair ability and the despair ability of other therianthropes of the same base animal type.

— *Gaze of Ruin (Su):* Any creature within 30 feet that meets the creature's gaze takes 1d6 points of damage per HD of the therianthrope (maximum 20d6). Affected creatures can attempt a Will save for half. A creature that successfully saves cannot be affected by that therianthrope's gaze of ruin again for one day. A therianthrope is immune to its own gaze of ruin and the gaze of ruin of other therianthropes of the same base animal type.

— *Improved Summon Animals (Sp):* Once per day, the therianthrope can summon a number of animals of its same type whose total Hit Dice do not exceed three times its Hit Dice (for example, an 11 HD elephantwere could summon up to 33 HD worth of elephants or 1 dire elephant).

— *Petrifying Gaze (Su):* Any creature within 30 feet that meets the creature's gaze turns permanently to stone unless it succeeds on a Fortitude saving throw. A therianthrope is immune to its own petrifying gaze and the petrifying gaze of other therianthropes of the same base animal type.

Special Qualities: A therianthrope retains all the special qualities of the base animal and gains those listed below. It retains all of these regardless of its form (unless noted otherwise).

Alternate Form (Su): A therianthrope's natural form is that of the base animal. It can shift into two other forms as though using the *polymorph* spell on itself, though it does not regain hit points for changing forms, and only a specific human form or hybrid form can be assumed. Equipment carried by the therianthrope in human or hybrid form shifts with it and is absorbed into its animal form. Magic items do not function while in this form. When a therianthrope shifts back into human or hybrid form, equipment (including magic items) returns to normal and function normally.

A therianthrope's first form is that of a human. A therianthrope always assumes the same appearance and traits in human form. In this form, it cannot use its natural weapons or any extraordinary special attacks. It can wield weapons and wear armor however.

Its second form is a bipedal hybrid form with prehensile hands and animalistic features. The therianthrope retains its natural attacks and extraordinary special attacks in this form, and can also wield weapons or wear armor.

Changing forms is a standard action. A slain therianthrope reverts to its animal form, although it remains dead. Separated body parts retain their human or hybrid form, however.

Damage Reduction (Ex): A therianthrope gains damage reduction based on its HD: up to 5 HD, damage reduction 5/cold iron; 6 or more HD, damage reduction 10/cold iron.

Darkvision (Ex): A therianthrope gains darkvision to a range of 60 feet.

Shapechanger Traits (Ex): Proficient with simple weapons, and with at least one martial or exotic weapon; proficient with light armor and shields. See the MM Glossary for more on the shapechanger subtype.

Abilities: Adjust from the base animal as follows: Str increases to 10 unless its already 10 or higher, Int 10 + 1d4, Wisdom changes to 10 unless it's already 10 or higher, Cha 10 + 1d6. The therianthrope's ability scores remain the same, regardless of its size and form.

Skills: A therianthrope has (2 + Int modifier, minimum 1) x (HD + 3) skill points. Skills possessed by the base animal are considered class skills; all others are cross-classed skills. Disguise is a class skill.

In animal form, therianthropes have a +8 racial bonus on Disguise checks (as they are nearly indistinguishable from a normal animal of their type). In any form, a therianthrope also has any racial skill bonuses of the base animal, although conditional skill bonuses, such as a tiger's camouflage bonus on Hide checks when in tall grass, only apply in animal or hybrid form.

Feats: A therianthrope retains all of the base animal's feats. Therianthropes advanced to 3 HD (see Hit Dice above) gain one additional feat.

Environment: Same as the base animal and underground.

Organization: Solitary, gang (2-5), or pack (1, plus 5-8 normal animals of its type).

Challenge Rating: HD 5 or less, base animal's CR +1 (minimum CR 2); HD 6 to 10, base animal's CR +2; HD 11 or more, base animal's CR +3.

Treasure: Standard.

Alignment: Any evil.

Advancement: By character class.

Level Adjustment: +2.

Jordan Bassett (order #48404)

Asswere

Medium Magical Beast (Shapechanger)

Hit Dice:	3d8+3 (16 hp)
Initiative:	+1
Speed:	30 ft. (6 squares)
Armor Class:	15 (+1 Dex, +4 natural), touch 11, flat-footed 14 as donkey or hybrid; 13 (+1 Dex, +2 natural), touch 11, flat-footed 12 as human
Base Attack/Grapple:	+2/+2
Attack:	Bite +2 melee (1d2) as donkey; longspear +2 melee (1d8) as hybrid or human
Full Attack:	Bite +2 melee (1d2) as donkey; longspear +2 melee (1d8) and bite -3 melee (1d2) as hybrid; longspear +2 melee (1d8) as human
Space/Reach:	5 ft./5 ft.
Special Attacks:	Bray
Special Qualities:	Alternate form, damage reduction 5/cold iron, darkvision 60 ft., low-light vision, scent
Saves:	Fort +4, Ref +4, Will +1
Abilities:	Str 10, Dex 13, Con 12, Int 12, Wis 11, Cha 11
Skills:	Balance +9, Listen +8, Spot +8
Feats:	Alertness, Endurance
Environment:	Temperate deserts and underground
Organization:	Solitary, gang (2-5), or pack (1, plus 5-8 donkeys).
Challenge Rating:	2
Treasure:	Standard
Alignment:	Always lawful evil
Advancement:	By character class
Level Adjustment:	+2

This donkey-headed humanoid is covered in blackish-gray fur and stands 6 feet tall.

Assweres in humanoid form are indistinguishable from other humanoids.

Combat

The asswere usually changes into its humanoid form when it detects the approach of living creatures. It will disguise itself as a merchant, peasant, or similar humanoid in order to lure its prey in. When ready to attack, the asswere changes into its hybrid form. It almost always assumes this shape when engaged in combat, as it gains the ability to use a weapon (preferring to use a longspear), as well as utilizing its bite. If attacked in its full humanoid form, an asswere seeks to escape long enough to assume its hybrid form.

Bray (Su): An asswere can loose a loud bray as a standard action. All creatures within 30 feet that hear it must succeed on a DC 12 Will save or be affected as by a *confusion* spell for 1d4+3 rounds (caster level 3rd). This is a sonic, mind-affecting effect. A creature that successfully saves cannot be affected again by the same asswere's confusion ability for one day. The save DC is Charisma-based.

Skills: An asswere has a +2 racial bonus on Balance checks.

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Jordan Bassett (order #48404)

Foxwere

Small/Medium Magical Beast (Shapechanger)

Hit Dice:	3d8 (13 hp)
Initiative:	+3
Speed:	40 ft. (8 squares) as fox; 30 ft. (6 squares) as human or hybrid
Armor Class:	17 (+1 size, +3 Dex, +3 natural), touch 14, flat-footed 14 as fox; 16 (+3 Dex, +3 natural), touch 13, flat-footed 13 as hybrid; 15 (+3 Dex, +2 natural), touch 13, flat-footed 12 as human
Base Attack/Grapple:	+2/-2 (+2 as human or hybrid)
Attack:	Bite +6 melee (1d4) as fox; short sword +5 melee (1d6, 19-20/x2) as human or hybrid
Full Attack:	Bite +6 melee (1d4) as fox; short sword +5 melee (1d6, 19-20/x2) and bite +0 melee (1d4) as hybrid; short sword +5 melee (1d6, 19-20/x2) as human
Space/Reach:	5 ft./5 ft.
Special Attacks:	Charming gaze
Special Qualities:	Alternate form, damage reduction 5/cold iron, darkvision 60 ft., low-light vision, scent
Saves:	Fort +3, Ref +6, Will +2
Abilities:	Str 10, Dex 17, Con 10, Int 12, Wis 12, Cha 14
Skills:	Hide +13 (+9 as human or hybrid)*, Jump +6, Listen +13, Spot +9, Survival +5*
Feats:	Alertness, Track[B], Weapon Finesse
Environment:	Temperate and cold forests and underground
Organization:	Solitary, gang (2-5), or pack (1, plus 5-8 foxes)
Challenge Rating:	2
Treasure:	Standard
Alignment:	Always neutral evil
Advancement:	By character class
Level Adjustment:	+2

This fox-headed humanoid stands 5 feet tall and is covered in reddish fur. A sleek, white stripe runs the length of its back.

Foxweres in humanoid form are indistinguishable from normal humanoids, though most have reddish-colored hair.

Combat

Foxweres are very aggressive creatures and usually attack on sight. If alerted to their prey, they assume humanoid form so as to draw the prey closer. Once within range, they assume hybrid or animal form and attack.

Charming Gaze (Su): Any creature within 30 feet that meets the creature's gaze must succeed on a DC 13 Will save or be affected as by a *charm monster* spell (caster level 3rd). The save DC is Charisma-based.

Skills: Foxweres have a +4 racial bonus on Hide and Listen checks and a +2 racial bonus on Jump checks.

*Foxweres have a +4 racial bonus on Survival checks when tracking by scent (in animal or hybrid form).

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Jordan Bassett (order #48404)

Jackalwere

Medium Magical Beast (Shapechanger)

Hit Dice:	3d8+6 (19 hp)
Initiative:	+3
Speed:	40 ft. (8 squares) as jackal; 30 ft. (6 squares) as human or hybrid
Armor Class:	16 (+3 Dex, +3 natural), touch 13, flat-footed 13 as jackal or hybrid; 15 (+3 Dex, +2 natural), touch 13, flat-footed 12 as human
Base Attack/Grapple:	+2/+3
Attack:	Bite +4 melee (1d6+1) as jackal; longsword +3 melee (1d8+1, 19-20/x2) as human or hybrid
Full Attack:	Bite +4 melee (1d6+1) as jackal; longsword +3 melee (1d8+1, 19-20/x2) and bite -1 melee (1d6) as hybrid; longsword +3 melee (1d8+1, 19-20/x2) as human
Space/Reach:	5 ft./5 ft.
Special Attacks:	Sleep gaze
Special Qualities:	Alternate form, damage reduction 5/cold iron, darkvision 60 ft., low-light vision, scent
Saves:	Fort +5, Ref +6, Will +2
Abilities:	Str 13, Dex 17, Con 15, Int 12, Wis 12, Cha 12
Skills:	Jump +9, Listen +8, Spot +8, Survival +5*
Feats:	Alertness, Track[B], Weapon Focus (bite)
Environment:	Temperate plains and underground
Organization:	Solitary, gang (2-5), or pack (1, plus 5-8 jackals)
Challenge Rating:	2
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	By character class
Level Adjustment:	+2

This creature appears as a jackal-headed humanoid with dark fur and dark eyes.

Jackalweres in humanoid form usually have dark eyes and dark skin, but are otherwise indistinguishable from other humanoids.

Combat

A jackalwere in hybrid form attacks with its longsword and vicious bite.

Sleep Gaze (Su): Any creature within 30 feet that meets the creature's gaze falls asleep for 3 minutes if it fails a DC 12 Will save. This ability functions as the *sleep* spell (caster level 3rd), but there is no HD limit to the number of creatures it can affect. The save DC is Charisma-based.

Skills: A jackalwere has a +4 racial bonus on Jump checks. *It has a +4 racial bonus on Survival checks when tracking by scent (in hybrid or jackal form).

Credit

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Jordan Bassett (order #48404)

Lionwere

Medium/Large Magical Beast (Shapechanger)

Hit Dice:	6d8+12 (39 hp)
Initiative:	+3
Speed:	40 ft. (8 squares) as lion; 30 ft. (6 squares) as human or hybrid
Armor Class:	17 (–1 size, +3 Dex, +5 natural), touch 12, flat-footed 14 as lion or hybrid; 15 (+3 Dex, +2 natural), touch 13, flat-footed 12 as human
Base Attack/Grapple:	+4/+13 (+9 as human)
Attack:	Claw +8 melee (1d4+5) as lion or hybrid; longsword +9 melee (1d8+5, 19-20/x2) as human
Full Attack:	2 claws +8 melee (1d4+5) and bite +4 melee (1d8+2) as lion; longsword +8 melee (1d8+5, 19-20/x2) and bite +4 melee (1d8+2) as hybrid; longsword +9 melee (1d8+5, 19-20/x2) as human
Space/Reach:	10 ft./5 ft. as lion; 10 ft./10 ft. as hybrid; 5 ft./5 ft. as human
Special Attacks:	Weakness gaze in all forms; pounce, improved grab, rake 1d4+2 as lion or hybrid
Special Qualities:	Alternate form, damage reduction 10/cold iron, darkvision 60 ft., low-light vision, scent
Saves:	Fort +7, Ref +8, Will +3
Abilities:	Str 21, Dex 17, Con 15, Int 12, Wis 12, Cha 15
Skills:	Balance +11, Hide +8 (+12 as human)*, Jump +9, Listen +8, Move Silently +11, Spot +8
Feats:	Alertness, Run, Weapon Focus (bite)
Environment:	Warm plains and underground
Organization:	Solitary, gang (2-5), or pack (1, plus 5-8 lions)
Challenge Rating:	4
Treasure:	Standard
Alignment:	Usually chaotic evil
Advancement:	By character class
Level Adjustment:	+2

This powerful creature appears as a lion-headed humanoid with a large golden mane. Its body is covered in golden brown fur and its eyes are greenish-gray.

Lionweres appear as normal humanoids when in humanoid form, though most are stocky and muscular.

Combat

A lionwere usually changes into its humanoid form when it detects the approach of living creatures. It will disguise itself as a merchant, peasant, or similar humanoid in order to lure its prey in. When ready to attack, the lionwere changes shape into its hybrid form. It will almost always assume this shape when engaged in combat, as it gains the ability to use a weapon as well as its bite and claws. If attacked in its humanoid form, a lionwere seeks to escape long enough to assume its hybrid form.

Improved Grab (Ex): To use this ability, a lionwere must hit with its bite attack. It can then attempt to start a grapple as a free action that does not provoke an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

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

Rake (Ex): Attack bonus +8, damage 1d4+2.

Weakness Gaze (Su): Any creature within 30 feet that meets the creature's gaze takes 1d4+1 points of Strength damage. A successful DC 15 Fortitude save negates the damage. The save DC is Charisma-based. A lionwere can use this ability twice per day.

Skills: Lionweres have a +4 racial bonus on Balance, Hide, and Move Silently checks. *In areas of tall grass or heavy undergrowth, the Hide bonus improves to +12 (in hybrid or lion form).

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Jordan Bassett (order #48404)

Owlwere

Small/Medium Magical Beast (Shapechanger)

Hit Dice: 3d8 (13 hp)
Initiative: +6
Speed: 10 ft. (2 squares), fly 40 ft. (average) as owl; 30 ft. (6 squares), fly 40 ft. (average) as hybrid; 30 ft. (6 squares) as human
Armor Class: 17 (+1 size, +2 Dex, +4 natural), touch 13, flat-footed 15 as owl; 16 (+2 Dex, +4 natural), touch 12, flat-footed 14 as hybrid; 14 (+2 Dex, +2 natural), touch 12, flat-footed 12 as human
Base Attack/Grapple: +2/–2 (+2 as hybrid or human)
Attack: Talons +5 melee (1d4 plus disease) as owl; light mace +4 melee (1d6) as hybrid or human
Full Attack: Talons +5 melee (1d4 plus disease) as owl; light mace +4 melee (1d6) and talon -1 melee (1d4 plus disease) as hybrid; light mace +4 melee (1d6) as human
Space/Reach: 5 ft./5 ft.
Special Attacks: Disease
Special Qualities: Alternate form, damage reduction 5/cold iron, darkvision 60 ft., low-light vision
Saves: Fort +3, Ref +5, Will +3
Abilities: Str 10, Dex 15, Con 10, Int 12, Wis 14, Cha 12
Skills: Listen +16, Move Silently +22, Spot +8*
Feats: Improved Initiative, Weapon Finesse
Environment: Temperate forests and underground
Organization: Solitary, gang (2-5), or pack (1, plus 5-8 owls)
Challenge Rating: 2
Treasure: Standard
Alignment: Usually chaotic evil
Advancement: By character class
Level Adjustment: +2

This creature appears as a lithe and small owl-headed humanoid with brownish-yellow feathers and white eyes.

Owlweres appear as normal humanoids in humanoid form, often timid and shy.

Combat

An owlwere usually changes into its humanoid form when it detects the approach of living creatures. It will disguise itself as a merchant, peasant, or similar humanoid in order to lure its prey in. When ready to attack, the owlwere changes shape into its hybrid form. It will almost always assume this shape when engaged in combat, as it gains the ability to use a weapon as well as its claws. If attacked in its humanoid form, an owlwere seeks to escape long enough to assume its hybrid form.

Disease (Ex): Red ache—talons, Fort DC 11, incubation 1d3 days, 1d6 Str. The save DC is Constittuion-based.

Skills: Owlweres have a +8 racial bonus on Listen checks and a +14 bonus on Move Silently checks. *They have a +8 racial bonus on Spot checks in areas of shadowy illumination (in owl or hybrid form).

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Jordan Bassett (order #48404)

Wolfwere

Medium Magical Beast (Shapechanger)

Hit Dice:	3d8+6 (19 hp)
Initiative:	+2
Speed:	50 ft. (10 squares) as wolf; 30 ft. (6 squares) as human or hybrid
Armor Class:	16 (+2 Dex, +4 natural), touch 12, flat-footed 14 as wolf or hybrid; 14 (+2 Dex, +2 natural), touch 12, flat-footed 12 as human
Base Attack/Grapple:	+2/+3
Attack:	Bite +4 melee (1d6+1) as wolf; bastard sword +3 melee (1d10+1) as human or hybrid
Full Attack:	Bite +4 melee (1d6+1) as wolf; bastard sword +3 melee (1d10+1) and bite -1 melee (1d6) as hybrid; bastard sword +3 melee (1d10+1) as human
Space/Reach:	5 ft./5 ft.
Special Attacks:	Lethargy in all forms; trip as wolf or hybrid
Special Qualities:	Alternate form, damage reduction 5/cold iron, darkvision 60 ft., low-light vision, scent
Saves:	Fort +5, Ref +5, Will +2
Abilities:	Str 13, Dex 15, Con 15, Int 12, Wis 12, Cha 12
Skills:	Hide +5, Listen +5, Move Silently +6, Spot +5, Survival +4*
Feats:	Blind-Fight, Track[B], Weapon Focus (bite)
Environment:	Temperate forests and underground
Organization:	Solitary, gang (2-5), or pack (1, plus 5-8 wolves)
Challenge Rating:	2
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	By character class
Level Adjustment:	+2

This humanoid has a wolf's head and its body is covered in short gray fur. Its hands end in sharpened claws.

In humanoid form, a wolfwere appears as a normal humanoid, often with grayish hair.

Combat

The wolfwere usually changes into its humanoid form when it detects the approach of living creatures. It will disguise itself as a merchant, peasant, or similar humanoid in order to lure its prey in. When ready to attack, the wolfwere changes shape into its hybrid form. It will almost always assume this shape when engaged in combat, as it gains the ability to use a weapon as well as its bite. If attacked in its humanoid form, a wolfwere seeks to escape long enough to assume its hybrid form.

Song of Lethargy (Ex): By speaking or singing, a wolfwere can *slow* all creatures within 60 feet that hear it if they fail a DC 12 Will save. The *slow* effects last 1d4+3 rounds. A bard's countersong ability allows the creature to attempt a new Will save. This is a sonic mind-affecting effect. A creature that successfully saves cannot be affected again by the same wolfwere's lethargy ability for one day. The save DC is Charisma-based.

Credit

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Jordan Bassett (order #48404)

Thessalmonster

Thessalmonsters are nocturnal predators that resemble a cross between an eight-headed hydra and another monster. The true origin of the thessalmonster lies shrouded in mystery, but many sages speculate the creature is the result of an arcane experiment gone awry involving an ancient thessalhydra and other monsters.

Thessalmonsters are a combination of a thessalhydra and another creature. Thessalmonsters resemble hydras, complete with reptilian torso and eight serpentine heads around its central front. Some thessalmonsters retain the base creature's head while others lose it and have it replaced with a central maw filled with serrated teeth.

Creating a Thessalmonster

"Thessalmonster" is an inherited template that can be added to any magical beast (referred to hereafter as the "base creature") with 5 or more HD except a hydra.

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

Size and Type: The base creature's type changes to Aberration. Its size increases to Large (if the base creature is Medium or smaller) or it increases by one category (if the base creature is Large or larger). Do not recalculate base attack bonus, skill points, or saves.

Hit Dice: Its die type remains unchanged.

Speed: Same as the base creature or 40 feet, whichever is better. If the base creature can fly, it loses this ability. The base creature retains all other modes of movement.

Armor Class: Same as the base creature, plus any adjustment for size increase (see the MM).

Attack: A thessalmonster retains all the attacks of the base creature and gains eight bite attacks with its serpentine heads. Additionally, it gains a bite attack with its primary head (if it didn't already have one) or central maw.

Further, 50% of thessalmonsters have a pincer-like tail and gain a tail slash attack.

Each of a thessalmonster's eight heads has hit points equal to the creature's full normal hit point total, divided by eight. Losing a head deals damage to the body equal to half the head's full normal hit points. A natural reflex seals the neck shut to prevent further blood loss. A thessalmonster can no longer attack with a severed head but takes no other penalties.

To sever a head, an opponent must make a successful sunder attempt with a slashing weapon. (The player should declare where the attack is aimed before making the attack roll.) Making a sunder attempt provokes an attack of opportunity unless the foe has the Improved Sunder feat. An opponent can strike at a thessalmonster's heads from any position in which he could strike at the thessalmonster itself, because the thessalmonster's serpentine heads writhe and whip about in combat. An opponent can ready an action to attempt to sunder a thessalmonster's head when the creature bites at him.

Damage: A thessalmonster has bite attacks (and possibly a tail slash) in addition to the attacks of the base creature. Damage for its bite attacks and tail slash are based on the thessalmonster's size from the table below. Creatures that have other kinds of natural weapons retain their old damage values or use the ones below, whichever is better.

Size	Damage
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	4d6

Space/Reach: Large thessalmonsters have 10 ft/5 ft.; Huge 15 ft./10 ft.; Gargantuan 20 ft./15 ft.; and Colossal 30 ft./20 ft.

Special Attacks: A thessalmonster retains all the special attacks of the base creature, and also gains those described below. Saves have a DC of 10 + 1/2 thessalmonster's HD + thessalmonster's Con modifier unless noted otherwise.

Acid (Ex): Each of a thessalmonster's serpentine heads drips corrosive acid. Any bite attack deals 1d6 points of acid damage (in addition to normal bite damage).

Further, 50% of thessalmonsters deal acid damage with any other bite attack the base creature has (acid damage equal to the damage shown on the table above). A thessalmonster whose primary head is replaced with a central maw automatically deals acid damage with a bite from its maw.

Constrict (Ex): A thessalmonster with a tail gains a constrict attack. It deals damage as shown on the table above (under Attacks) plus its Str bonus with a successful grapple check.

Improved Grab (Ex): A thessalmonster with a tail can grab an opponent up to one size smaller with a successful tail slash attack. It can then attempt a grapple check as a free action without provoking an attack of opportunity. If it wins the grapple check, the thessalmonster establishes a hold and can constrict.

Spit Acid (Ex): A thessalmonster that does not already possess a breath weapon or spit type special attack can spit a stream of acid in a 40-foot line that deals 4d6 points of acid damage. A successful Reflex save reduces the damage by half. This acid originates from the thessalmonster's primary head or central maw and can be used once per day.

Special Qualities: A thessalmonster retains all the special qualities of the base creature, and also gain those described below.

Fast Healing (Ex): A thessalmonster gains fast healing 5. It heals 5 points of damage each round so long as it has at least 1 hit point. If the base creature already has fast healing, it uses its original value or this one, whichever is better.

Jordan Bassett (order #48404)

Immunity to Acid (Ex): A thessalmonster is immune to acid.

Abilities: Adjust the creature's ability scores based on its size increase. A thessalmonster has a Dexterity of at least 10.

Skills: Thessalmonsters have a +2 racial bonus on Listen and Spot checks.

Feats: Thessalmonsters gain Combat Reflexes as a bonus feat. This allows it to use all its heads for attacks of opportunity.

Organization: Solitary.

Challenge Rating: Same as the base creature +3.

Level Adjustment: —

Credit

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Thessalhydra

Gargantuan Aberration

Hit Dice:	12d10+87 (153 hp)
Initiative:	+1
Speed:	40 ft. (10 squares), swim 20 ft.
Armor Class:	20 (–4 size, +1 Dex, +13 natural), touch 7, flat-footed 19
Base Attack/Grapple:	+12/+32
Attack:	8 serpentine bites +17 melee (3d8+8 plus 1d6 acid)
Full Attack:	8 serpentine bites +17 melee (3d8+8 plus 1d6 acid) and bite +12 melee (3d8+4 plus 2d8 acid) and tail slash +12 melee (2d8+4)
Space/Reach:	20 ft./15 ft.
Special Attacks:	Acid, constrict 2d8+7, improved grab, spit acid
Special Qualities:	Darkvision 60 ft., fast healing 18, immunity to acid, low-light vision, scent
Saves:	Fort +15, Ref +9, Will +6
Abilities:	Str 27, Dex 12, Con 24, Int 2, Wis 10, Cha 9
Skills:	Listen +11, Spot +12, Swim +14
Feats:	Blind-Fight, Combat Reflexes[B], Improved Natural Attack (bite), Iron Will, Toughness, Weapon Focus (bite)
Environment:	Temperate marshes
Organization:	Solitary
Challenge Rating:	10
Treasure:	1/10 coins; 50% goods; 50% items
Alignment:	Usually neutral
Advancement:	13–24 HD (Gargantuan); 25–36 HD (Colossal)
Level Adjustment:	—

This creature is a massive reptilian beast with four stump-like legs and a multitude of heads surrounding a central maw filled with oversized teeth. Its body is reddish-gold and scaled. A long serpentine tail extends from its body and ends in a pincer-like claw.

A typical thessalhydra stands almost 20 feet tall and measures 30 feet from front to tail. It weighs about 15,000 pounds.

Combat

A thessalhydra bites with all its heads and slashes with its tail. A grabbed opponent is drawn in and bitten by as many heads as the thessalhydra can use.

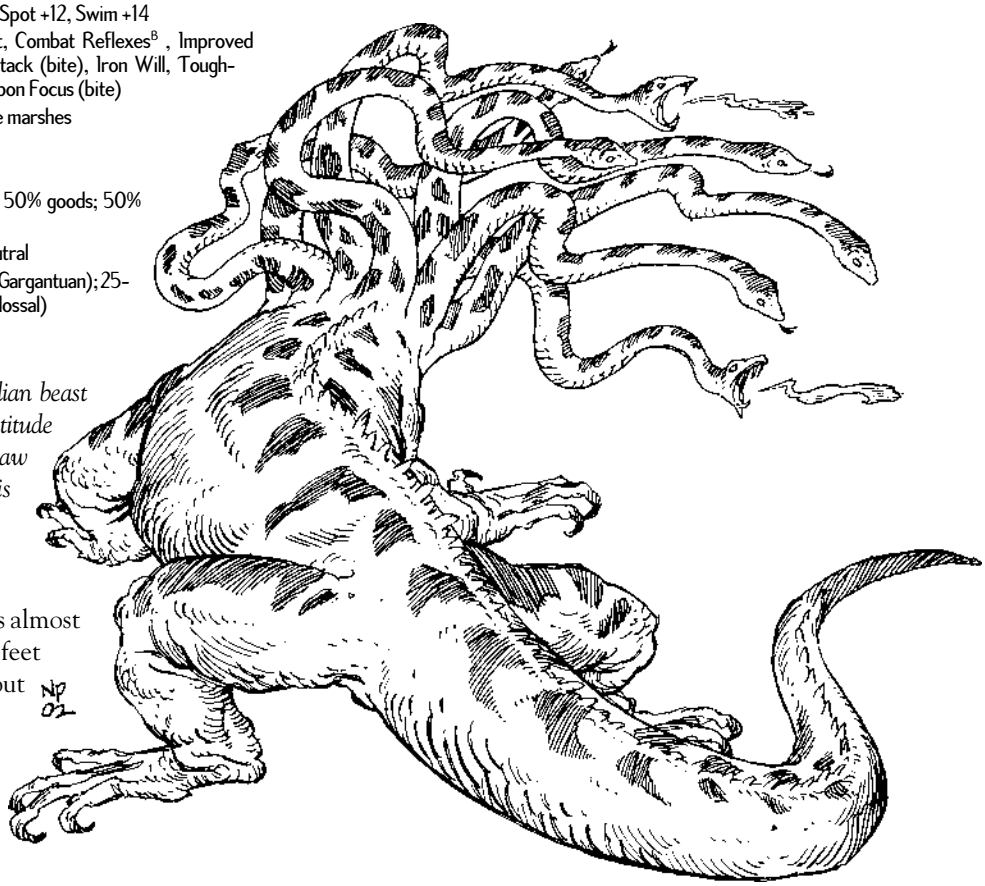
Each of a thessalhydra's eight heads has 19 hit points.

Acid (Ex): A thessalhydra deals 1d6 points of acid damage with a serpentine bite and 2d8 points of acid damage with a bite from its primary head.

Constrict (Ex): A thessalhydra deals 2d8+7 points of damage with a successful grapple check.

Improved Grab (Ex): To use this ability, a thessalhydra must hit with its tail slash. 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 thessalhydra establishes a hold and can constrict.

Spit Acid (Ex): Once per day, 40-ft. line, 4d6 acid, DC 23 Reflex half. The save DC is Constitution-based.



Jordan Bassett (order #48404)

THESSALGORGON

Huge Aberration

Hit Dice:	8d10+56 (100 hp)
Initiative:	+4
Speed:	40 ft. (8 squares)
Armor Class:	22 (–2 size, +14 natural), touch 8, flat-footed 22
Base Attack/Grapple:	+8/+25
Attack:	8 serpentine bites +15 melee (2d6+9 plus 1d6 acid)
Full Attack:	8 serpentine bites +15 melee (2d6+9 plus 1d6 acid) and bite +10 melee (2d6+4 plus 2d6 acid); or 8 serpentine bites +15 melee (2d6+9 plus 1d6 acid) and gore +10 melee (2d6+4 plus 2d6 acid)
Space/Reach:	15 ft./10 ft.
Special Attacks:	Acid, breath weapon, trample 2d6+9
Special Qualities:	Darkvision 60 ft., fast healing 5, immunity to acid, lowlight vision, scent
Saves:	Fort +13, Ref +6, Will +5
Abilities:	Str 29, Dex 10, Con 25, Int 2, Wis 12, Cha 9
Skills:	Listen +9, Spot +8
Feats:	Alertness, Combat Reflexes[B], Improved Initiative, Iron Will
Environment:	Temperate plains
Organization:	Solitary
Challenge Rating:	11
Treasure:	None
Alignment:	Always neutral
Advancement:	9–15 HD (Huge); 16–24 HD (Gargantuan)
Level Adjustment:	—

This creature stands at least twice as tall as a normal human. A large central bull-like head is ringed by eight snake-like heads, each spitting and hissing. Its entire body is covered in thick, metallic scales of coppery-green.

A typical thessalgorgon stands over 12 feet tall at the shoulder and measures 24 feet from snout to tail. It weighs about 8,000 pounds.

Thessalgorgons are a cross between a gorgon and a thessalhydra. They attack intruders on sight, attempting to trample, gore, or petrify them. There is no way to calm these furious creatures, and they are impossible to domesticate.

Combat

A thessalgorgon begins combat by charging at its opponents. It then bites relentlessly with all heads until its opponents are dead or flee.

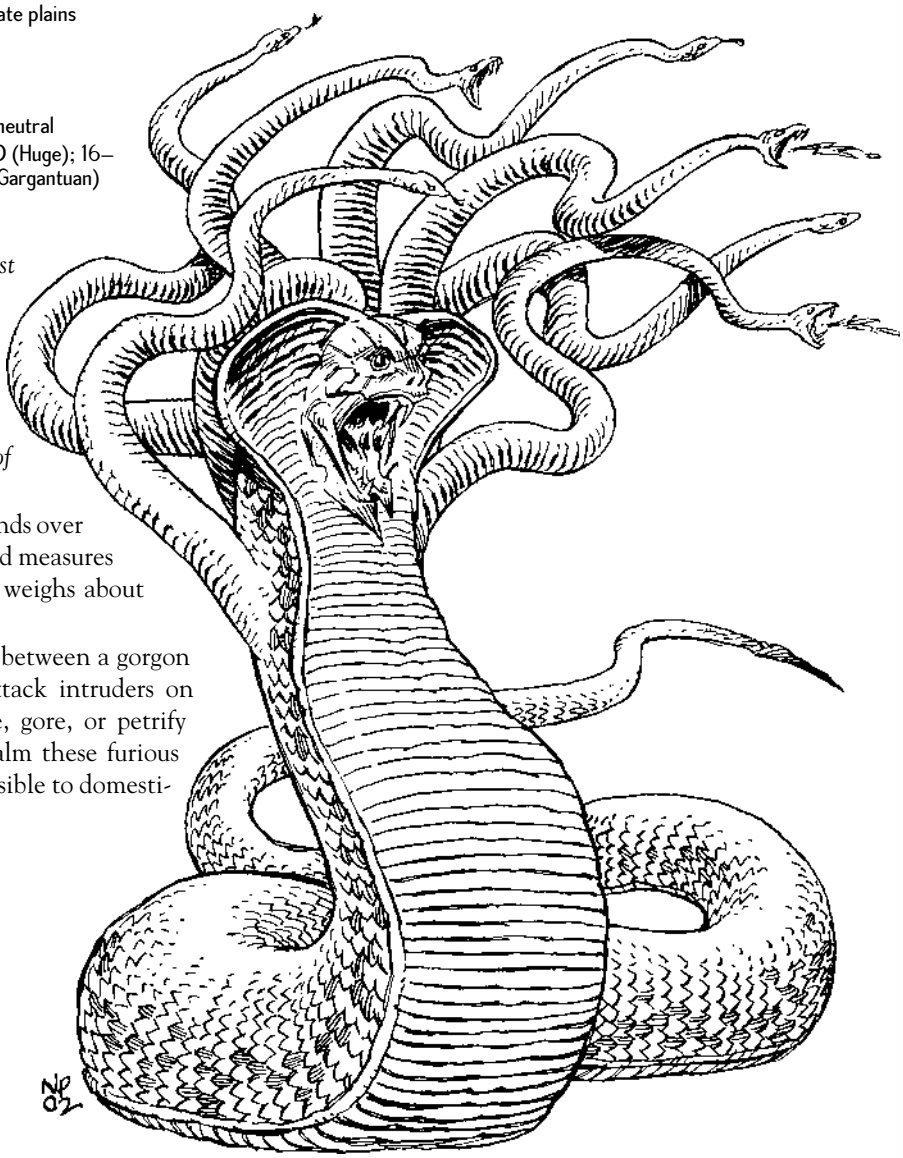
Each of a thessalgorgon's eight heads has 12 hit points.

Acid (Ex): A thessalgorgon deals 1d6 points of acid damage with a serpentine bite and 2d6 points of acid damage with a bite from its primary head.

Breath Weapon (Su): 60-foot cone, once every 1d4 rounds (but no more than five times per day), turn to stone permanently, Fortitude DC 21 negates. The save DC is Constitution-based.

Spit Acid (Ex): Once per day, 40-ft. line, 4d6 acid, DC 21 Reflex half. The save DC is Constitution-based.

Trample (Ex): Reflex DC 23 half. The save DC is Strength-based.



Jordan Bassett (order #48404)

Thessalisk

Large Aberration

Hit Dice:	6d10+24 (57 hp)
Initiative:	+0
Speed:	40 ft. (8 squares)
Armor Class:	18 (-1 size, +9 natural), touch 9, flat-footed 18
Base Attack/Grapple:	+6/+16
Attack:	8 serpentine bites +11 melee (1d8+6 plus 1d6 acid)
Full Attack:	8 serpentine bites +11 melee (1d8+6 plus 1d6 acid) and bite +6 melee (1d8+3 plus 1d8 acid) and tail slash +6 melee (1d8+3)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Acid 1d6/1d8, constrict 1d8+6, improved grab, petrifying gaze, spit acid
Special Qualities:	Darkvision 60 ft., fast healing 5, immunity to acid, low-light vision
Saves:	Fort +11, Ref +5, Will +3
Abilities:	Str 23, Dex 10, Con 19, Int 2, Wis 12, Cha 11
Skills:	Hide -3*, Listen +9, Spot +9
Feats:	Alertness, Blind-Fight, Combat Reflexes[B], Great Fortitude
Environment:	Warm deserts
Organization:	Solitary
Challenge Rating:	8
Treasure:	None
Alignment:	Always neutral
Advancement:	7–10 HD (Large); 11–18 HD (Huge)
Level Adjustment:	—

This reptilian monster has eight, short legs, a short, powerful tail that ends in a pincer-like claw and a thick, barrel-like body. A large reptilian head with emerald green eyes is encircled by eight serpentine heads.

A thessalisk is a cross between a basilisk and a thessalhydra. Its body grows to about 12 feet long, not including its tail, which can reach an additional length of 10 to 20 feet. The creature weighs about 800 pounds.

Combat

A thessalisk relies on its gaze attack, biting when opponents come within reach. Intruders who flee a thessalisk rather than fight can expect the monster to pursue.

Each of a thessalisk's eight heads has 7 hit points.

Acid (Ex): A thessalisk deals 1d6 points of acid damage with a serpentine bite and 1d8 points of acid damage with a bite from its primary head.

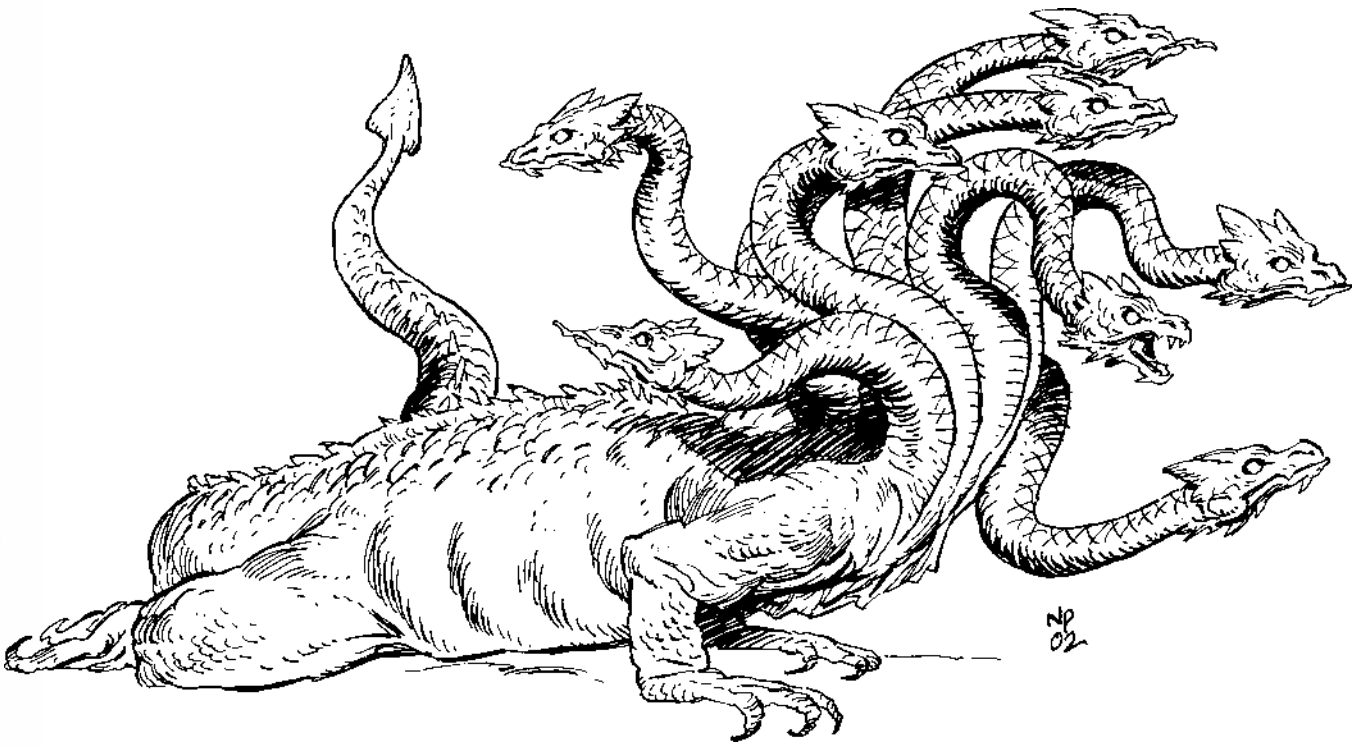
Constrict (Ex): A thessalisk deals 1d8+6 points of damage with a successful grapple check.

Improved Grab (Ex): To use this ability, a thessalisk must hit with its tail slash. 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 thessalisk establishes a hold and can constrict.

Petrifying Gaze (Su): Turn to stone permanently, range 30 feet; Fortitude DC 13 negates. The save DC is Charisma-based.

Spit Acid (Ex): Once per day, 40-ft. line, 4d6 acid, DC 17 Reflex half. The save DC is Constitution-based.

Skills: *The thessalisk's dull coloration and its ability to remain motionless for long periods of time grant it a +4 racial bonus on Hide checks in natural settings.



Jordan Bassett (order #48404)

Zombie, Juju

Juju zombies' hatred of living creatures and the magic that created them are what hold them to the world of the living. When a humanoid or monstrous humanoid is slain by an *energy drain*, *enervation*, or similar spell or spell-like ability, it may rise as a juju zombie.

Juju zombies are hideous humanoid-shaped creatures. Their bodies are decayed, gray in color, and have the feel of hardened leather. Their clothes are the same as they wore at the time of their death, but hang in rags about their body. A juju zombie's eyes are small pinpoints of crimson fire. Juju zombies exude a strong odor of death.

Creating a Juju Zombie

"Juju zombie" is an acquired template that can be added to any humanoid or monstrous humanoid (referred to hereafter as the base creature). A juju zombie uses all of the base creature's statistics and abilities except as noted here.

Size and Type: The creature's type changes to undead. It retains any subtypes except alignment subtypes and subtypes that indicate kind. It does not gain the augmented subtype. It uses all the base creature's statistics and special abilities except as noted here.

Hit Dice: Increase all current and future Hit Dice to d12s. Juju zombies cannot be made using the *animate dead* spell (as their origins lie with energy draining spells and effects).

Speed: If the base creature can fly, its maneuverability rating drops to clumsy.

Armor Class: Natural armor bonus increases by a number based on the zombie's size:

Size	Natural AC Bonus
Tiny or smaller	+1
Small	+2
Medium	+3
Large	+4
Huge	+5
Gargantuan	+8
Colossal	+12

Base Attack: A juju zombie has a base attack bonus equal to 1/2 its Hit Dice.

Attacks: A juju zombie retains all the natural weapons, manufactured weapon attacks, and weapon proficiencies of the base creature. A juju zombie also gains a slam attack if it did not already have one.

Damage: Natural and manufactured weapons deal damage normally. A slam attack deals damage depending on the juju zombie's size. (Use the base creature's slam damage if it's better.)

Size	Damage
Fine	1
Diminutive	1d2
Tiny	1d3
Small	1d4
Medium	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	4d6

Special Attacks: A juju zombie loses all of the base creature's special attacks. It retains any extraordinary special attacks that improve its melee or ranged attacks.

Special Qualities: A juju zombie loses most special qualities of the base creature. It retains any extraordinary special qualities that improve its melee or ranged attacks. A juju zombie gains the following special qualities.

Damage Reduction (Ex): A juju zombie has damage reduction 5/magic and slashing (if HD 10 or less) or 10/magic and slashing (if HD 11 or more). A juju zombie's natural weapons are treated as magic weapons for the purposes of overcoming damage reduction.

Immunities (Ex): Juju zombies are immune to cold and electricity.

Immunity to Magic Missile (Ex): Juju zombies are immune to the *magic missile* spell (including any spell-like ability that mimics the spell).

Resistance to Fire (Ex): Juju zombies have resistance to fire 10.

Turn Resistance (Ex): A juju zombie has +4 turn resistance.

Saves: Base save bonuses are Fort +1/3 HD, Ref +1/3 HD, and Will +1/2 HD + 2.

Abilities: A juju zombie's Strength increases by +4, its Dexterity increases by +2, it has no Constitution, its Intelligence changes to 4, its Wisdom changes to 10, and its Charisma changes to 10.

Skills: Juju zombies retain all the skills of the base creature (adjusted for its modified ability scores) and gain a +8 racial bonus on Climb checks.

Feats: A juju zombie retains all the feats of the base creature and gains Improved Initiative and Toughness as bonus feats.

Environment: Any.

Organization: Any.

Challenge Rating: HD 5 or less, as base creature; HD 6 to 10, as base creature +1; HD 11 or more, as base creature +2.

Treasure: None.

Alignment: Any evil (usually neutral or lawful).

Advancement: —.

Level Adjustment: —.

Jordan Bassett (order #48404)

Credit

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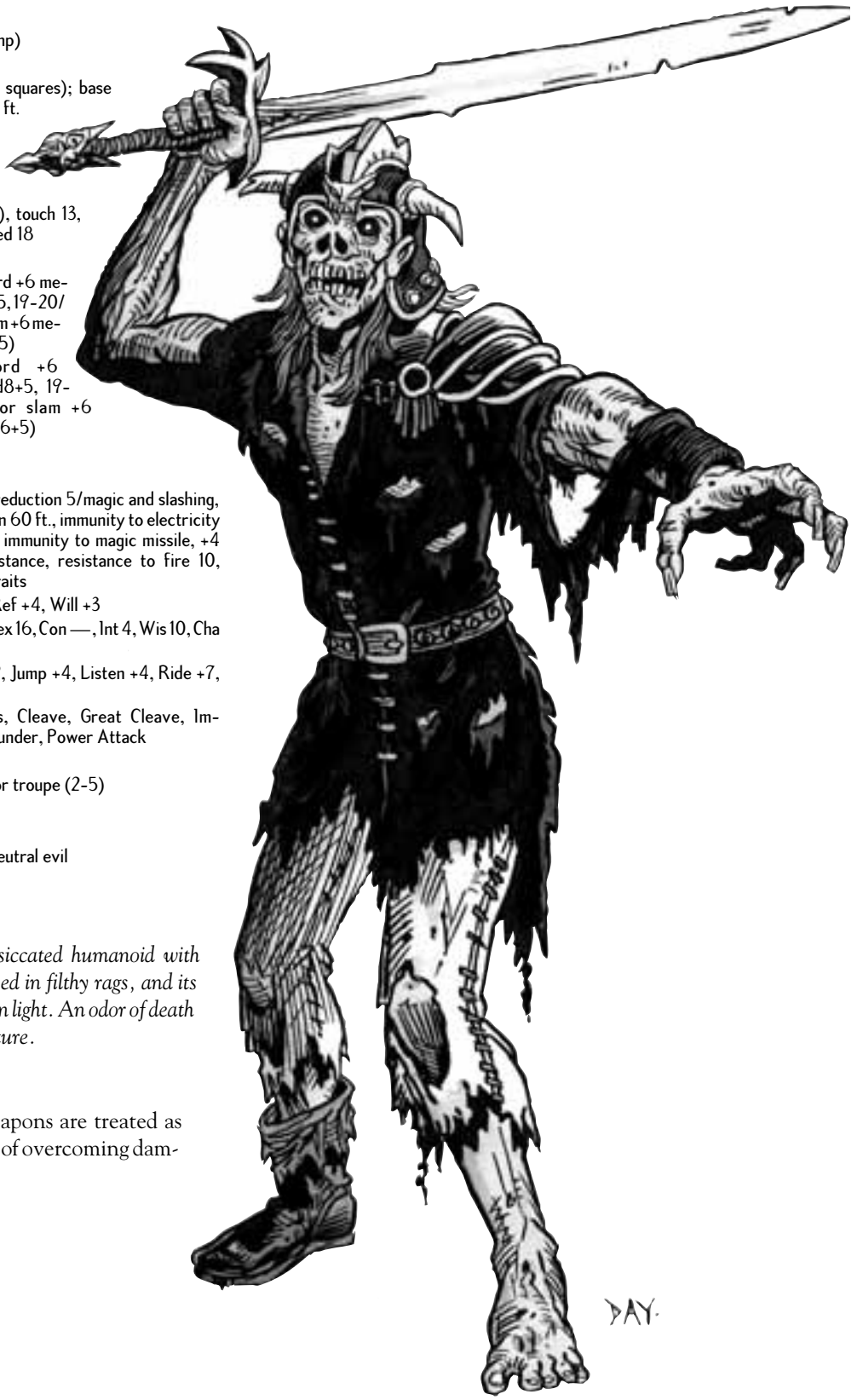
Juju Zombie

Medium Undead

Hit Dice:	3d12 (19 hp)
Initiative:	+3
Speed:	20 ft. (6 squares); base speed 30 ft.
Armor Class:	21 (+3 Dex, +3 natural, + 5 chainmail), touch 13, flat-footed 18
Base Attack/Grapple:	+1/+6
Attack:	Longsword +6 melee (1d8+5, 19-20/x2) or slam +6 melee (1d6+5)
Full Attack:	Longsword +6 melee (1d8+5, 19-20/x2) or slam +6 melee (1d6+5)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Damage reduction 5/magic and slashing, darkvision 60 ft., immunity to electricity and cold, immunity to magic missile, +4 turn resistance, resistance to fire 10, undead traits
Saves:	Fort +1, Ref +4, Will +3
Abilities:	Str 20, Dex 16, Con —, Int 4, Wis 10, Cha 10
Skills:	Climb +12, Jump +4, Listen +4, Ride +7, Spot +3
Feats:	Alertness, Cleave, Great Cleave, Improved Sunder, Power Attack
Environment:	Any
Organization:	Solitary or troupe (2-5)
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral evil
Advancement:	—
Level Adjustment:	—



This creature looks like a desiccated humanoid with grayish, leathery flesh. It is dressed in filthy rags, and its eyes are small pinpoints of crimson light. An odor of death hangs in the air around the creature.

Combat

A juju zombie's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Jordan Bassett (order #48404)

Zombie, Yellow Musk

Yellow musk zombies are creatures that have been transformed into their current state by a yellow musk creeper (see that entry). The yellow musk zombie appears much as it did in life, wearing the same clothes and carrying the same weapons it had at the time of its creation. Yellow musk zombies have pale yellow skin and stark white eyes.

Creating a Yellow Musk Zombie

"Yellow Musk Zombie" is an acquired template that can be added to any corporeal humanoid, monstrous humanoid, or aberration (referred to hereafter as the "base creature") that has an Intelligence score of 1 or higher.

The yellow musk zombie uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to Plant. It loses all type and alignment modifiers (such as Fire, Aquatic, or Good). Do not recalculate base attack bonus, saves, or skill points. It does not gain the augmented subtype.

Hit Dice: Change all current and future HD to d8s.

Speed: Same as the base creature. If the base creature's speed is less than 20 feet, increase it to 20 feet.

Armor Class: Natural armor bonus increases by a number based on the zombie's size:

Size	Natural AC Bonus
Tiny or smaller	+0
Small	+1
Medium	+2
Large	+3
Huge	+4
Gargantuan	+7
Colossal	+11

Attack: A yellow musk zombie retains all the attacks of the base creature and gains a slam attack if it didn't already have one. If the base creature can use weapons, the yellow musk zombie retains this ability. A creature with natural weapons retains those natural weapons. A yellow musk zombie fighting without weapons uses either its slam attack or its primary natural weapon (if it has any). A yellow musk zombie armed with a weapon uses its slam or a weapon, as it desires.

Full Attack: A yellow musk zombie fighting without weapons uses either its slam attack (see above) or its natural weapons (if it has any). If armed with a weapon, it usually uses the weapon as its primary attack along with a slam or other natural weapon as a natural secondary attack.

Damage: If the base creature does not have a slam attack, use the damage values below. Otherwise, use the values below or the base creature's damage, whichever is higher.

Special Attacks: A yellow musk zombie retains none of the base creature's special attacks.

Special Qualities: A yellow musk zombie retains none of the base creature's special qualities, but gains those listed below.

Size	Damage
Fine	1
Diminutive	1d2
Tiny	1d3
Small	1d4
Medium	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	4d6

Darkvision (Ex): A yellow musk zombie gains darkvision out to a range of 60 feet.

Link to Creator (Ex): A yellow musk zombie is linked to the yellow musk creeper that created it and can never move more than 200 feet from it.

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Sprout New Creeper (Ex): After about 2 months of service to a yellow musk creeper, the yellow musk zombie wanders up to 1 mile away from its creator (the link to creator is broken) and dies. Where it falls, new yellow musk seedlings sprout from its head and the corpse, take root, and within one hour, a new fully grown yellow musk creeper blossoms.

Abilities: Adjust from the base creature as follows: Dex -4 (minimum 8), Int changes to 2, Wis changes to 10, Cha changes to 1.

Skills: A yellow musk zombie has no skills.

Feats: A yellow musk zombie has no feats.

Environment: Temperate land and underground.

Organization: Solitary or patch (2–5 yellow musk zombies and 1 yellow musk creeper).

Challenge Rating: Same as the base creature.

Treasure: None.

Alignment: Always neutral evil.

Advancement: None.

Level Adjustment: —

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Yellow Musk Zombie

Medium Plant

Hit Dice:	2d8+4 (13 hp)
Initiative:	-1
Speed:	30 ft. (4 squares); base speed 30 ft.
Armor Class:	16 (-1 Dex, +2 natural, +5 chainmail), touch 10, flat-footed 16
Base Attack/Grapple:	+2/+5
Attack:	Longsword +5 melee (1d8+3, 19-20/x2) or slam +5 melee (1d6+3)
Full Attack:	Longsword +5 melee (1d8+3, 19-20/x2) or slam +5 melee (1d6+3)
Special Attacks:	—
Special Qualities:	Darkvision 60 ft., link to creator, plant traits, sprout new creeper
Space/Reach:	5 ft./5 ft.
Saves:	Fort +5, Ref -1, Will +0
Abilities:	Str 16, Dex 8, Con 14, Int 2, Wis 10, Cha 1
Skills:	—
Feats:	—
Environment:	Temperate land and underground
Organization:	Solitary or patch (2-5 yellow musk zombies plus 1 yellow musk creeper)
Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral
Advancement:	—
Level Adjustment:	—

This shambling corpse has pale yellow skin and stark white eyes. Its clothes hang in tatters around its decaying form.

Jordan Bassett (order #48404)

appendix b: HAZARDS

Jordan Bassett (order #48404)

Bookworm

Hazard (CR 1/10)

The bookworm is a tiny, 1-inch long, gray, seemingly normal worm. This miniscule creature is the bane of scholars, wizards, and sages, for its primary source of food is the paper, wood, and leather that make up books.

Bookworms cannot harm living creatures, but they burrow through wood, leather, rope, and paper very quickly. They ignore the hardness of such materials, and a burrowing bookworm deals 3 points of damage per round to dead wood, rope, paper, or leather. Bookworms are quick and agile (moving at 20 feet per round) and seek to avoid being seen. To this end, they can alter their body color to match that of their surroundings. (It takes a successful DC 20 Spot check to notice a bookworm that has changed its color.)

Scrolls are destroyed in a single round and any spells contained on it are destroyed as well. A spellbook loses one spell level per round that a bookworm spends burrowing into it. For example, a spellbook has 100 pages and can hold a maximum of 100 total spell levels (a spell takes up one page per spell level). Thus, it takes the bookworm 100 rounds (10 minutes) to completely destroy a full spellbook. If the same spellbook only had 20 spell levels in it (say five 1st-level spells, four 2nd-level spells, one 3rd-level spell, and one 4th-level spell), the bookworm would destroy the spellbook in 20 rounds (2 minutes). Multiple bookworms can destroy a spellbook much faster. Each bookworm burrowing through a book destroys one spell level per round. So, a full spellbook (100 spell levels) is completely destroyed by two

A typical lair (or brood) contains 10-40 bookworms. They are easily killed by attacks that deal damage over an area (such as fire or cold). Consider one worm killed for each point of damage dealt.

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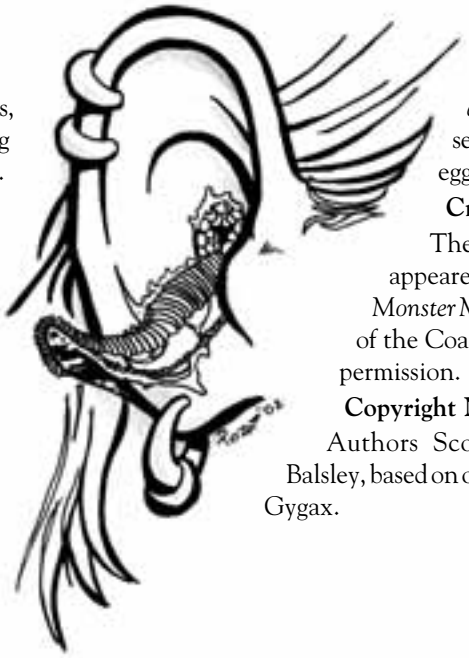
Ear Seeker

Hazard (CR 5)

Ear seekers are small maggot-like creatures, white or brown in color. They are found lairing in rotting wood or similar organic materials. When first encountered, a DC 15 Spot check can be made to avoid them entirely. If the check fails, the ear seekers have contacted the creature and move toward any warm place on the creature (favoring places such as the ears) in which to lay their eggs. Once an ear seeker enters a warm place, it lays 2d8 eggs before dying. In 4d6 hours, the eggs hatch and the larvae devour the surrounding flesh, dealing 2d6 points of Constitution damage to the host each round thereafter. At Constitution 0, the host dies and the ear seekers crawl out to find a new host. A *remove disease* spell kills all ear seekers and any unhatched eggs.



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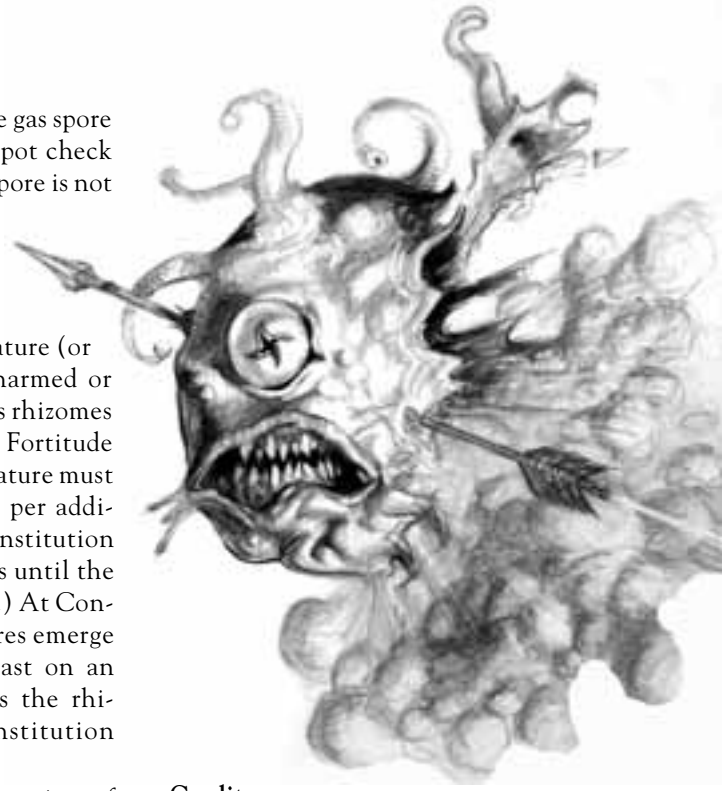
Gas Spore

Hazard (CR 4)

From a distance greater than 10 feet, the gas spore is likely to be mistaken for a beholder (Spot check DC 30 to notice the difference). The gas spore is not related to the beholder, but uses its mimicry to lure would-be victims to their doom. The gas spore has a fly speed of 10 feet with average maneuverability.



When a gas spore contacts a living creature (or a living creature touches a gas spore unarmed or with natural attacks), it injects poisonous rhizomes into the foe if that opponent fails a DC 15 Fortitude save. Each day thereafter, an infected creature must succeed on a Fortitude save (DC 12, +1 per additional day) or take 1d6 points of Constitution damage. (Constitution damage continues until the victim dies or the rhizomes are destroyed.) At Constitution 0, a victim dies and 2d4 gas spores emerge from its body. A *remove disease* spell cast on an affected creature before it dies destroys the rhizomes and prevents any further Constitution damage.

If a gas spore is struck for a single point of damage (by a weapon, natural attack, spell, or effect), it explodes in a violent blast of gas that deals 6d6 points of damage to all creatures within a 30-foot radius. A successful DC 15 Reflex save reduces the damage by half.

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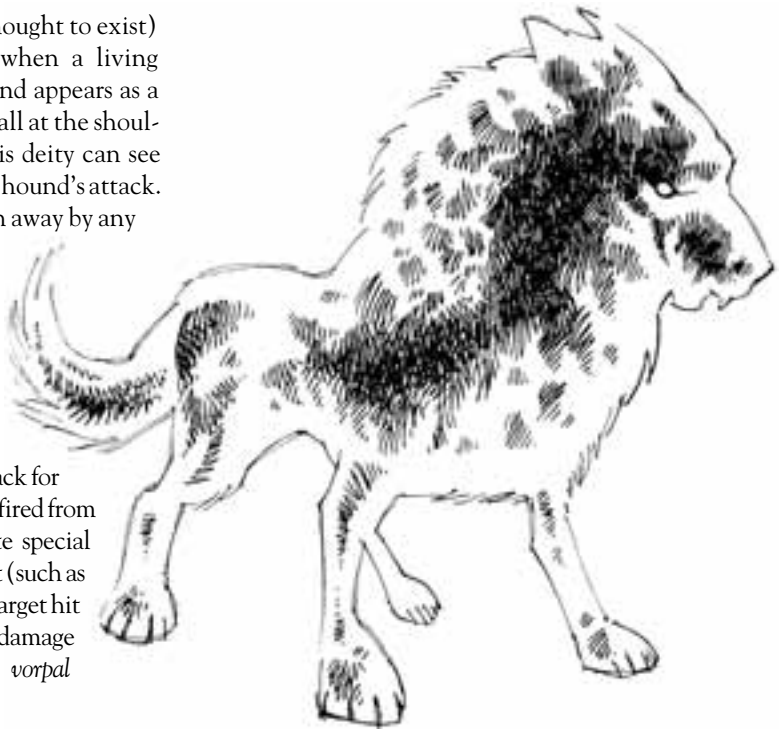
Hound of Ill Omen

Hazard (CR 6)

The hound of ill omen (only one is thought to exist) is a legendary monster that appears when a living creature offends his/her deity. The hound appears as a shadowy, translucent wolf about 5 feet tall at the shoulder. Only the creature that offended his deity can see the hound, and only he is affected by the hound's attack. The hound cannot be attacked or driven away by any known means.



The hound of ill omen unleashes a booming howl (audible only to its intended target) that curses the target. This curse causes the next 1d10 wounds the target takes to automatically be confirmed as critical hits (thus a cursed target would take double damage from a longsword attack for example and triple damage from an arrow fired from a longbow). This curse does not activate special abilities or qualities relying on a critical hit (such as the *vorpal* special quality). Thus, a cursed target hit by a *vorpal longsword* would take double damage but would not suffer the effects of the *vorpal* special quality.

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Until the target suffers the requisite number of wounds, no form of natural healing cures any damage the target takes. Likewise, any caster attempting to cast a conjuration (healing) spell on cursed target must succeed on a DC 20 caster level check, or the spell has no effect on the cursed creature.

The victim receives no save to avoid the howl's effects and it cannot be removed by any means short of a god's magic, but if *remove curse* is cast on the target within 10 minutes after the howl, the effects of the curse are halved (i.e., only 1-5 wounds automatically confirm as critical hits).

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Memory Moss

Hazard (CR 5)

Memory moss appears as a 1-foot square patch of black moss. It grows in temperate or warm climates and is sometimes encountered in subterranean realms (though not often). Memory moss cannot abide the cold or the arid clime of the desert and is never encountered in such environments.

When a living creature moves within 60 feet of a patch of memory moss, it attacks by attempting to steal that creature's memories. It can target a single creature each round. A targeted creature must succeed on a DC 16 Will save or lose all memories from the last 24 hours. This is particularly nasty to spellcasters, who lose all spells prepared within the last 24 hours. (Only those spells actually prepared in the last 24 hours are lost; spells prepared longer than 24 hours ago are not lost.)

Once a memory moss steals a creature's memories, it sinks back down and does not attack again for one day. Any creature who loses its memories to the memory moss acts as if affected by a *confusion* spell (caster level 8th) for the next 1d4 hours. Lost memories can be regained by eating the memory moss that absorbed them. Doing so requires a DC 13 Fortitude save, with failure resulting in the creature being nauseated for 1d6 minutes and suffering 1d4 points of Constitution damage.

A creature that eats the memory moss temporarily gains the memories currently stored therein (even if they are not the creature's own memories). Such creatures can even cast spells if the memory moss has stolen these from a spellcasting creature. Any non-spellcaster that attempts to cast a spell gained in this way must succeed on a Concentration check (DC 10 + spell level) or the spell fizzles away. After 24 hours, the memories fade (including any spells not yet cast). Creatures eating the memory moss to regain their own lost memories do not lose them after 24 hours. Fire and cold kills a single patch of memory moss.

When first encountered, there is a 25% chance that the memory moss has eaten within the last day and does not attack by stealing memories. In such a case, the moss contains 2d4 spells determined randomly (use the arcane or divine spell scroll tables in the *DMG*). When a living creature moves within 60 feet of a sated memory moss, it assumes a vaguely humanoid form and casts the stolen spells at its targets. The moss casts these spells as a sorcerer of the minimum level necessary to cast the stolen spell (save DC 10 + spell level).

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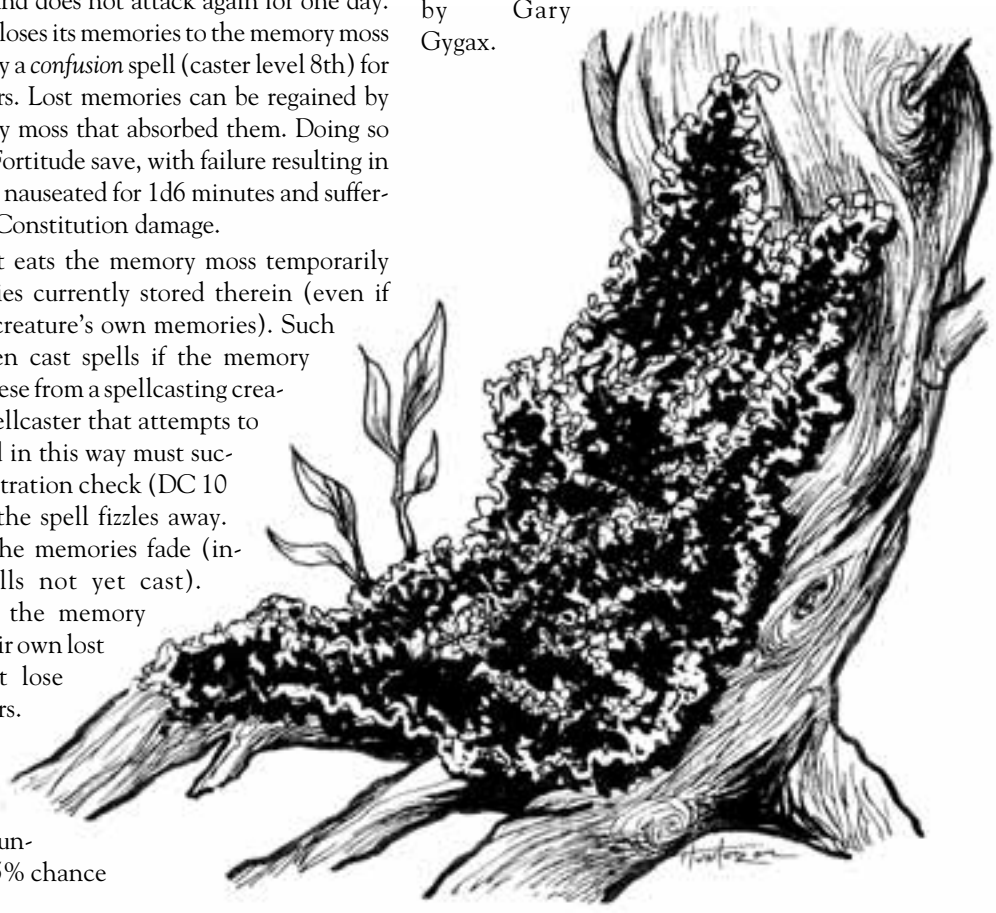


Jordan Bassett (order #48404)

Olive Slime

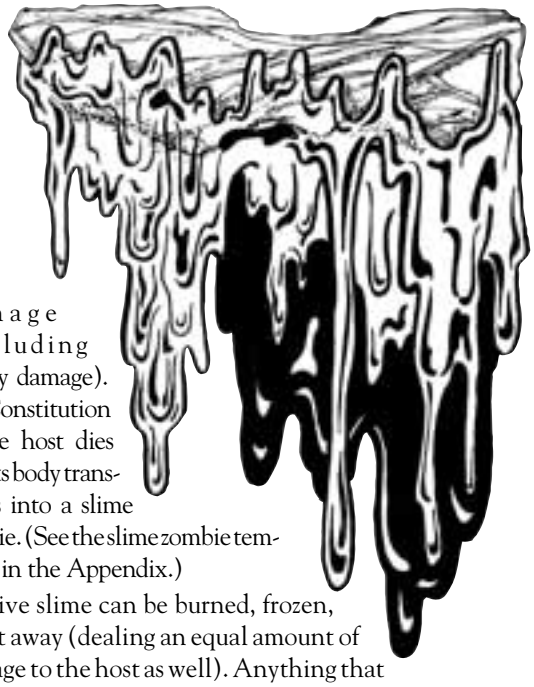
Hazard (CR 4)

Olive slime is a plantlike growth found in dark, damp underground areas. It is sticky, wet, and olive drab in color. It clings to walls, ceilings, and floors and consumes any organic matter it contacts. Olive slime can detect prey by vibration to a range of 30 feet and drops from ceilings and walls when it detects movement underneath it.

When a patch of olive slime drops and attaches to a foe (the host), it secretes a numbing poison that makes its presence go almost unnoticed (DC 18 Wisdom check to notice). A creature viewing the host can successfully notice the olive slime if it succeeds on a DC 15 Wisdom check. Within 5 feet of the host, the olive slime is easily noticed.

An olive slime that has attached itself affects the thinking pattern of its host so the host's main concern becomes how to feed and protect the olive slime (including keeping the creature hidden from any adventuring companions). This effect is similar to a *charm monster* spell (caster level 6th). If a creature attempts to remove the olive slime from the host, the host either attacks that creature or attempts to flee the area. The only way to successfully break the brain link is to destroy the olive slime, destroy the host, or remove the olive slime from the host.

A single patch of olive slime deals 1d6 points of Constitution damage each day as it devours flesh, replacing skin and muscle tissue. Additionally, the host must double its normal food intake each day or sustain an additional 1 point of Constitution damage each day. On days the host does not eat twice its normal food intake it does not naturally heal any damage (including ability damage). At Constitution 0, the host dies and its body transforms into a slime zombie. (See the slime zombie template in the Appendix.)



Olive slime can be burned, frozen, or cut away (dealing an equal amount of damage to the host as well). Anything that deals acid, cold or fire damage, or a *remove disease* spell destroys a patch of olive slime.

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Phantom

Hazard (CR 3)

Phantoms are translucent spirits of creatures that died a particularly violent death. A phantom appears much as it did in life, though its form is clearly translucent and incorporeal. Phantoms have no attack form other than causing fear. A phantom causes fear (by gaze) to any living creature within 30 feet of it (DC 15 Will save negates). Affected creatures flee in terror for 1d6 rounds. If the save is successful, that creature cannot be affected again by that phantom's fear for one day.

A phantom is immune to all attack forms but can be destroyed through the casting of a *dismissal* or *banishment* spell.

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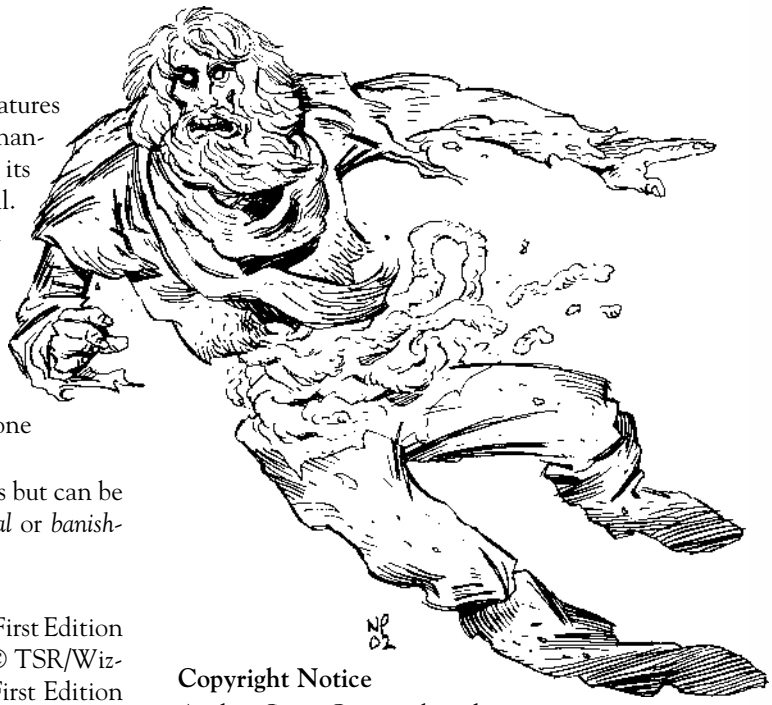

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Jordan Bassett (order #48404)

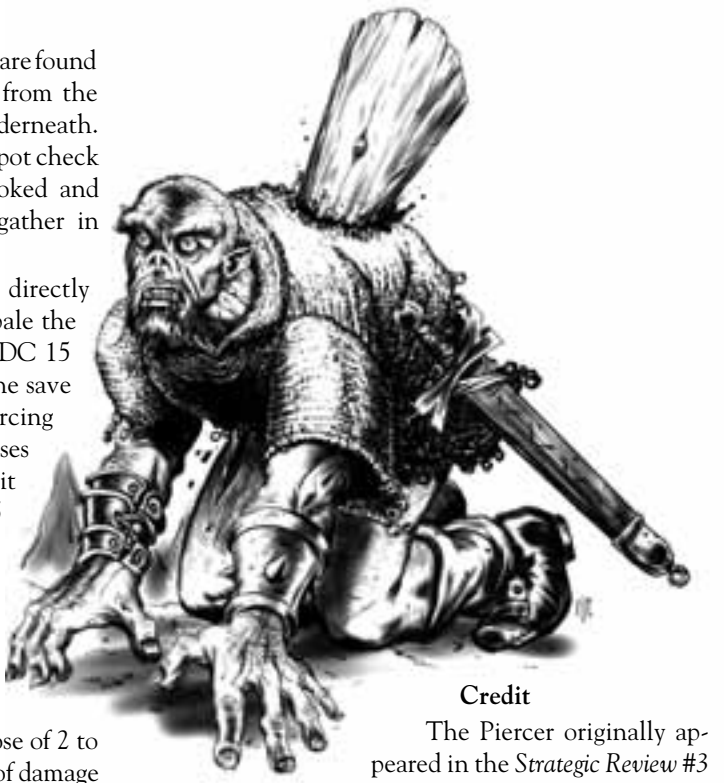
Piercer

Hazard (CR 1/4)

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 DC 20 Spot check 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 DC 15 Reflex save 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.



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Purple Moss

Hazard (CR 2)

This plant is a distant cousin of yellow mold. It feeds on moisture, so any area in which it grows is always extremely dry. Purple moss emits a sweet smell to a range of 10 feet that has the same effect as a *sleep* spell (DC 12 Fortitude save). A victim that falls asleep is quickly covered by the moss. It takes 1 full round to cover a creature of Diminutive or smaller size and one additional round for each size larger than Diminutive. A creature so covered takes suffocation damage (see the "Suffocation" sidebar in the *DMG*). Slain victims are digested in 1d2 hours by acidic secretions from the moss. Purple moss can be destroyed by fire.

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Rot Grub

Hazard (CR 4)

These diminutive vermin crawl off carrion and infest living hosts. They cause a fatal illness unless cured or killed. When first encountered, a DC 15 Spot check can be made to avoid them entirely. If this check is failed, the grubs have contacted the victim and penetrated the skin. Once this occurs, the victim may make a DC 15 Wisdom check. If successful, he notices strange burrowing below the surface of his skin. Each round thereafter, a DC 17 Fortitude save must be made. If failed, the victim sustains 2d6 points of Constitution damage. At Constitution 0, the victim dies. The grubs then look for a new host. During the first two rounds, the grubs can be killed by applying flame to or by cutting open the affected skin. The flame or cutting does 2d6 points of damage to the victim. If a DC 15 Heal check is successful, cutting damage can be reduced to 1d6. After the second round, only a *remove disease* spell can save the victim.

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Russet Mold

Hazard (CR 6)

Russet mold is found in dark, wet areas. At a distance of 30 feet or more, it is likely to be mistaken for ordinary rust (DC 25 Spot check to see it for what it truly is). A patch of russet mold is about 5 to 7 feet in diameter. When a living creature comes within 5 feet of a patch of russet mold, it releases a cloud of spores in a 5-foot radius. All in the area must succeed on a DC 15 Fortitude save or take 2d6 points of Constitution damage. Another DC 15 Fortitude save is required 1 minute later—even by those who succeeded at the first save—to avoid taking another 2d6 points of Constitution damage.

A creature killed by russet mold rises as a vegepygmy (see that entry) in 24 hours, unless *antiplant shell* is cast within one hour. *Antiplant shell* does not actually prevent the creature from becoming a vegepygmy, but it does delay the process for the spell's duration. After that, only a *wish* or *miracle* can prevent the creature from rising as a vegepygmy.

Russet mold is immune to fire and cold. Acid-based effects, alcohol (at least 1 gallon per foot diameter of mold), *continual flame*, or *remove disease* instantly destroys russet mold.

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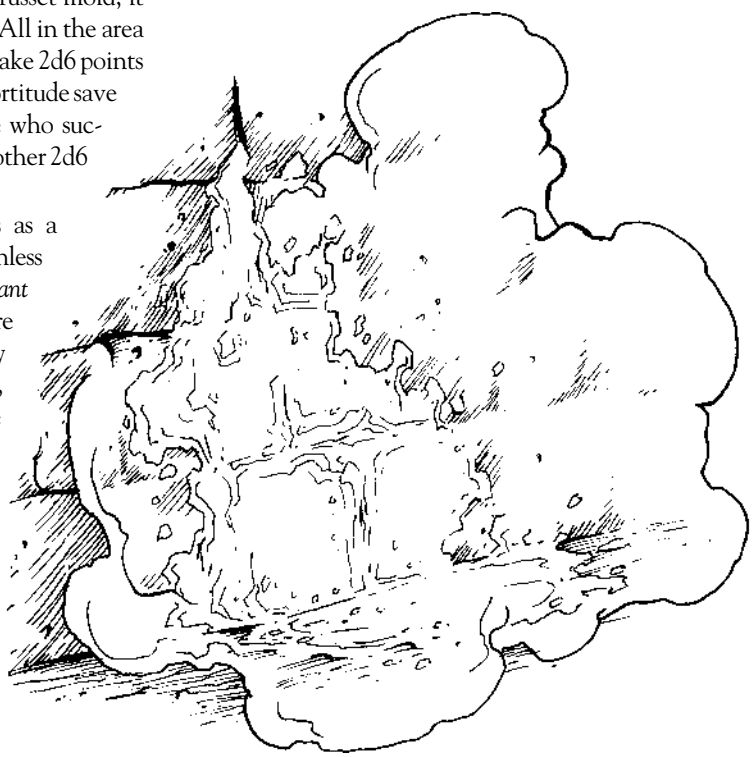

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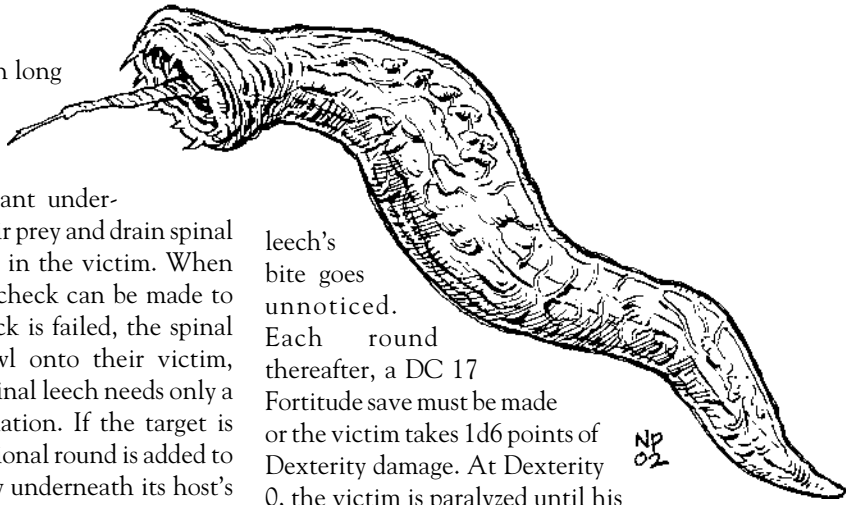
Spinal Leech

Hazard (CR 2)



These vermin appear as 3-inch long transparent leeches. A typical encounter is with a swarm of 10-20 leeches. They are found in swamps, marshes, and stagnant underground pools. They attach to their prey and drain spinal fluid, thereby inducing paralysis in the victim. When first encountered, a DC 15 pot check can be made to avoid them entirely. If this check is failed, the spinal leeches go unnoticed and crawl onto their victim, moving quickly to its spine. A spinal leech needs only a single round to reach its destination. If the target is wearing medium armor, an additional round is added to the time as the leech finds a way underneath its host's armor; 2 rounds are added if the victim is wearing heavy armor.

When a leech attaches itself, the victim may attempt a DC 15 Wisdom check. If successful, he feels a strange sensation run down his spine; otherwise, the spinal leech's bite goes unnoticed. Each round thereafter, a DC 17 Fortitude save must be made or the victim takes 1d6 points of Dexterity damage. At Dexterity 0, the victim is paralyzed until his Dexterity score is brought to 1.

An application of fire or salt instantly kills all leeches. They can also be pulled from a host with no ill effects.

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Symbiotic Jelly

Hazard (CR 4)

The symbiotic jelly is a small, sickly yellow blob of slimy ooze about 3 inches in diameter. It is found in subterranean realms, caverns, and damp, dark caves. The symbiotic jelly possesses several mental abilities that it uses to assail its foes.

When a living creature moves within 30 feet, the jelly attempts to charm it (as if by the *charm monster* spell, caster level 6th). The victim must succeed on a DC 15 Will save to resist the effects. If successful, the victim feels a tingling sensation but nothing more. The jelly then lets the creature pass unharmed, as it can only attempt its charm ability on the same creature once per day. If the save fails, however, the creature has fallen under the symbiotic jelly's sway.

The jelly telepathically orders the victim to remain in its lair and attack the next living creature that ventures into the area. The jelly uses its innate illusion powers to make the host appear to be a much weaker monster or an entirely different monster all together. It also generates an illusionary treasure horde in which to draw potential prey into its lair. A creature can see through either illusion by succeeding on a DC 15 Will save.

When the jelly's symbiotic link kills a trespasser, the jelly draws sustenance as the charmed monster feeds. If the symbiotic jelly's host is slain, it attempts to charm the creature that killed it and use it to replace its former host. The symbiotic jelly, if it can be found, is easily killed by an application of fire, cold, or acid.

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Jordan Bassett (order #48404)

Throat Leech

Hazard (CR 4)

The throat leech is a 1-inch long grey leech that lairs in fresh streams, pools, underground springs, and the like. When a living creature consumes liquid containing a throat leech, the leech attaches itself to the back of the victim's throat and begins draining blood. This deals 1d3 points of Constitution damage each round. Once the leech has drained 6 points of Constitution, it ceases draining (but does not detach).

Additionally, when a throat leech has sated itself, its body swells thereby suffocating the host. A character who has no air to breathe can hold her breath for 2 rounds per point of Constitution. After this period of time, the character must make a DC 10 Constitution check in order to continue holding her breath. The save must be repeated each round, with the DC increasing by +1 for each previous success.

When the character fails one of these Constitution checks, she begins to suffocate. In the first round, she falls unconscious (0 hit points). In the following round, she drops to –1 hit points and is dying. In the third round, she suffocates.

A *remove disease* spell kills a throat leech as does an application of fire that deals at least one point of fire damage.

Credit

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Twilight Mushrooms

Hazard (CR 7)

Twilight mushrooms are purplish-black mushrooms about 4 to 6 inches in height. They grow in patches of 5-10 mushrooms and are only found in damp, dark underground areas. Twilight mushrooms sense vibrations and burst forth a cloud of noxious and choking dust when a living creature comes within 10 feet of a patch. Creatures within the area must succeed on a DC 15 Fortitude save or take 2d6 points of Constitution damage. One minute later another Fortitude save (same DC) must be made—even by those who succeeded on the first one—to avoid another 1d6 points of Constitution damage. Whether or not the saves are successful, a creature is disabled for 2d4 rounds from fits of choking and coughing. Such a creature can take no action other than to defend itself.

Sunlight renders twilight mushrooms dormant, and cold instantly destroys them.

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appendix c: snakes

Jordan Bassett (order #48404)

Here's a different way to handle snakes. This allows you, the DM, to make your snakes a bit more unique and varied rather than using the "generic" poisonous and snake entries in the MM.

Poisonous Snakes

Think of each variation below as a template. Use the poisonous snake entry in the MM as the base creature. Any one of the "templates" below can be added to any poisonous snake in the MM.

Reading the Table

The table below lists various types of snakes, the adjustments you need to make to the viper in the MM and the effects of each snake's poison. The characteristics of each "template" are detailed below.

Type: This lists the type of snake.

DC: The bonus (if any) added to the Difficulty Class of the Fortitude saving throw to resist the poison's effects.

CR: The adjustment (if any) made to the viper's Challenge Rating as listed in the MM.

Damage: Damage is listed as "x/y" where "x" is initial damage and "y" is secondary damage. This replaces the standard 1d6 Con/1d6 Con dealt by vipers in the MM.

Additional Effects: Some poisons have additional effects, most notably necrosis (tissue death) and suffocation (respiratory paralysis brought on by the venom). Additional effects, and when they occur are listed below. If a template lists no additional effects, you can ignore this section.

— *Blindness:* Only two snakes below cause blindness with their poison, the spitting cobra and the rinkhals; and even then, only when they spit. A spitting snake gains the following special attack.

Spit Venom (Ex): A spitting snake fires a stream of poison in a line 10 feet long per Hit Dice. This requires a ranged touch attack. If successful, a creature is affected normally (if it fails its initial Fortitude save, and one minute later fails its Fortitude save against secondary damage). A creature that fails its initial Fortitude save is blinded for 2d6 minutes. The blindness can be healed by magic or by making a successful Heal check (DC = poison's DC).

— *Nauseated:* Some poisons (especially if an extremely high dosage is injected) result in nausea. Whenever a character rolls a natural 1 on his saving throw it is nauseated for 2d6 minutes. The nausea can be cured by magic or by making a successful Heal check (DC = poison's DC).

— *Necrosis:* When a victim character takes ability damage from the poison, he must succeed on another Fortitude saving throw (same DC) or 1 point of damage is actually permanent ability drain instead. This occurs only once per bite (regardless of whether the initial and secondary saves are successful or failed).

— *Suffocation:* Whenever a victim's Strength score is reduced to 0 as the result of that snake's venom, he must immediately make a Constitution check (DC = the snake's poison DC). The check must be repeated each round, with the DC increasing by +1 for each previous check.

When the character fails one of these Constitution checks, he begins to suffocate. In the first round, he falls unconscious (0 hit points). In the second round, he is dying (-1 hit points). In the third round, he suffocates.

The victim must continue making checks until at least 1 point of Strength is restored, the poison is negated or cured, or he suffocates. A *delay poison* spell halts the Constitution checks for the duration of the spell.

A successful Heal check (DC = poison's DC + 4) made before a character suffocates negates any further need for Constitution checks.

Snakes

Type	DC	CR	Initial	Secondary	Additional Effects
Adder, Death	+5	+1	2d4 Str	1d4 Str	Suffocation
Adder, Night	+0	+0	1d4 Str	1d4 Str	Suffocation
Adder, Puff	+3	+0	1d6 Con	1d8 Con	—
Black Snake (Redbellied)	+4	+0	1d6 Con	1d6 Con	—
Black Snake, Spotted	+2	+0	1d6 Con	1d6 Con	—
Boomslang	+5	+1	2d6 Con	1d6 Con	Nauseated
Brown Snake	+3	+1	2d4 Str	1d6 Str	Suffocation
Brown Snake, King	+4	+1	1d6 Con	2d6 Con	—
Bushmaster	+3	+0	1d6 Con	1d6 Con	—
Cobra, Black Tree (Hoodless)	+2	+0	1d4 Str	1d4 Str	Suffocation
Cobra, Common	+3	+0	2d4 Con	1d4 Str	Necrosis, Suffocation
Cobra, Desert	+3	+0	2d4 Str	1d4 Str	Suffocation
Cobra, Forest	+3	+0	2d4 Str	1d4 Str	Suffocation
Cobra, King	+6	+1	2d4 Str	1d4 Str	Suffocation
Cobra, Egyptian (Asp)	+5	+0	2d4 Str	1d4 Str	Suffocation
Cobra, Rinkhals	+3	+0	2d4 Str	1d4 Str	Blindness, Suffocation
Cobra, Snouted	+3	+0	2d4 Str	1d3 Str	Suffocation

Jordan Bassett (order #48404)

Cobra, Spitting	+3	+0	2d4 Str	1d4 Str	Blindness, Suffocation
Cobra, Water	+3	+0	2d4 Str	1d4 Str	Suffocation
Cobra, Yellow	+5	+1	2d4 Str	2d4 Str	Suffocation
Copperhead	+0	+0	1d4 Con	1d4 Con	—
Coral Snake	+5	+0	1d6 Str	1d6 Str	Suffocation
Cottonmouth	+0	+0	1d6 Con	1d6 Con	Necrosis
Fer-de-Lance	+3	+0	1d6 Con	1d6 Con	
Krait, Banded	+6	+1	2d6 Str	1d6 Str	Suffocation
Krait, Blue	+5	+1	2d4 Str	1d6 Str	Suffocation
Mamba, Black	+6	+1	2d4 Str	1d6 Str	Suffocation
Mamba, Green	+5	+1	2d4 Str	1d4 Str	Suffocation
Rattlesnake, Desert	+4	+0	1d6 Con	1d6 Con	Necrosis
Rattlesnake, Diamondback	+0	+0	1d6 Con	1d6 Con	Necrosis
Rattlesnake, Rock	+0	+0	1d6 Con	1d6 Con	Necrosis
Rattlesnake, Tiger	+2	+0	1d6 Con	1d6 Con	Necrosis
Rattlesnake, Sidewinder	+0	+0	1d6 Con	1d6 Con	Necrosis
Sea Snake, Beaked	+5	+0	1d4 Str	1d4 Str	Suffocation
Taipan, Coastal	+5	+1	2d4 Str	1d4 Str	Suffocation
Taipan,Western	+6	+1	2d6 Str	1d6 Str	Suffocation
Tic-polonga	+4	+0	1d8 Con	1d8 Con	Nauseated
Tiger Snake	+5	+1	2d6 Str	1d6 Str	Suffocation
Viper, Desert	+0	+0	1d6 Con	1d6 Con	Necrosis
Viper, Gaboon	+4	+0	2d4 Con	1d4 Con	Necrosis
Viper, Mountain	+0	+0	1d6 Con	1d6 Con	Necrosis
Viper, Pit	+2	+0	1d6 Con	1d6 Con	Necrosis
Viper, Rhinoceros	+4	+0	1d6 Con	1d6 Con	Necrosis
Viper, Sand	+0	+0	1d6 Con	1d6 Con	Necrosis
Viper, Saw-scaled	+5	+1	2d6 Con	1d6 Con	Necrosis
Viper, Sharp-nosed	+4	+0	1d6 Con	1d4 Con	Necrosis
Viper, Tree	+0	+0	1d6 Con	1d4 Con	Necrosis

Jordan Bassett (order #48404)

appendix d: ANIMALS

Jordan Bassett (order #48404)

Barracuda

	Small	Medium	Large
	Small Animal (Aquatic)	**Medium Animal (Aquatic)**	**Large Animal (Aquatic)**
Hit Dice:	1d8 (4 hp)	4d8 (18 hp)	7d8+7 (38 hp)
Initiative:	+3	+3	+2
Speed:	Swim 70 ft. (14 squares)	Swim 70 ft. (14 squares)	Swim 70 ft. (14 squares)
Armor Class:	14 (+1 size, +3 Dex), touch 14, flat-footed 11	14 (+3 Dex, +1 natural), touch 13, flat-footed 11	14 (-1 size, +2 Dex, +3 natural), touch 11, flat-footed 12
Base Attack/Grapple:	+0/-5	+3/+4	+5/+11
Attack:	Bite +4 melee (1d4-1)	Bite +6 melee (1d6+1)	Bite +7 melee (1d8+3)
Full Attack:	Bite +4 melee (1d4-1)	Bite +6 melee (1d6+1)	Bite +7 melee (1d8+3)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.	10 ft./5 ft.
Special Attacks:	—	—	—
Special Qualities:	Low-light vision, scent	Low-light vision, scent	Low-light vision, scent
Saves:	Fort +2, Ref +5, Will +1	Fort +4, Ref +7, Will +2	Fort +6, Ref +7, Will +3
Abilities:	Str 8, Dex 16, Con 11, Int 1, Wis 12, Cha 2	Str 12, Dex 16, Con 11, Int 1, Wis 12, Cha 2	Str 15, Dex 14, Con 13, Int 1, Wis 12, Cha 2
Skills:	Listen +3, Spot +3, Swim +11	Listen +6, Spot +7, Swim +11	Listen +8, Spot +8, Swim +10
Feats:	Alertness, Weapon Finesse[B]	Alertness, Weapon Finesse	Alertness, Power Attack, Weapon Focus (bite)
Environment:	Any aquatic	Any aquatic	Any aquatic
Organization:	Pair, pack (2-5), or school (6-11)	Pair, pack (2-5), or school (6-11)	Pair, pack (2-5), or school (6-11)
Challenge Rating:	1/4	1	2
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	2-3 HD (Small)	5-6 HD (Medium)	8-9 HD (Large)
Level Adjustment:	—	—	—

The barracuda is a predatory fish that averages about 2 feet long and weighs 10-15 pounds. Its body is bluish-gray near the front changing to silver mottled with black spots in the rear. Its mouth is filled with razor-sharp teeth. Medium barracudas are about 6 feet long and weigh 30-45 pounds. Large barracudas are about 10 feet long and weigh 50-80 pounds.

Combat

The barracuda strikes quickly in combat. Slain prey is devoured immediately.

Skills: Barracudas have 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. Barracudas use either their Strength or Dexterity modifier for Swim checks, whichever is higher.

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Caribe, Giant

Medium Animal (Aquatic)	
Hit Dice:	3d8 (13 hp)
Initiative:	+2
Speed:	Swim 40 ft. (8 squares)
Armor Class:	14 (+2 Dex, +2 natural), touch 12, flat-footed 12
Base Attack/Grapple:	+2/+3
Attack:	Bite +4 melee (1d6+1)
Full Attack:	Bite +4 melee (1d6+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Frenzy
Special Qualities:	Keen scent, low-light vision
Saves:	Fort +3, Ref +5, Will +2
Abilities:	Str 12, Dex 15, Con 10, Int 1, Wis 12, Cha 2
Skills:	Listen +6, Spot +6, Swim +10
Feats:	Alertness, Weapon Finesse
Environment:	Any aquatic
Organization:	School (5-30)
Challenge Rating:	1
Treasure:	None
Alignment:	Always neutral
Advancement:	4-6 HD (Medium)
Level Adjustment:	—

The giant caribe is a rare form of giant saltwater piranha. They are pale bluish-green in color and about 6 feet long, though larger specimens have been encountered.

Combat

Giant caribes attack by swarming an opponent and biting with their razor-sharp teeth. Once blood is drawn, the entire pack goes into a frenzy, attacking twice each round.

Frenzy (Ex): A giant caribe that detects blood in the water goes into a killing frenzy, as do all

Jordan Bassett (order #48404)

other giant caribes within a 90-foot radius. Frenzied giant caribes attack until either they or their opponents are dead.

A frenzied giant caribe can make one extra attack when making a full attack action. The attack is made using the creature's full base attack. Additionally, it gains a +1 bonus on attack rolls and a +1 dodge bonus to AC and Reflex saves (none of which are included in the statistic block above). A frenzied giant caribe's swim speed increases by 10 feet (to 50 feet). This frenzy lasts for 1 minute (10 rounds) and can only be used once per encounter.

Keen Scent (Ex): A giant caribe can notice creatures by scent in a 90-foot radius and detect blood in the water at ranges of up to 500 feet.

Skills: A giant caribe 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 caribes use their Strength modifier or Dexterity modifier for Swim checks, whichever is higher.

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Deer

Medium Animal

Hit Dice:	2d8+2 (11 hp)
Initiative:	+2
Speed:	40 ft. (8 squares)
Armor Class:	13 (+2 Dex, +1 natural), touch 12, flat-footed 11
Base Attack/Grapple:	+1/+2
Attack:	Hoof +2 melee (1d4+1) or gore +2 melee (1d6+1)
Full Attack:	2 hooves +2 melee (1d4+1) or gore +2 melee (1d6+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Scent
Saves:	Fort +1, Ref +5, Will +2
Abilities:	Str 12, Dex 15, Con 12, Int 2, Wis 14, Cha 6
Skills:	Hide +7, Listen +8, Move Silently +8, Spot +3, Swim +5
Feats:	Dodge[B], Mobility[B], Run
Environment:	Temperate forests
Organization:	Solitary or herd (mated pair)
Challenge Rating:	1/4
Treasure:	None
Alignment:	Always neutral
Advancement:	3-4 HD (Large)
Level Adjustment:	—

Shy and wary, deer range from the arctic to the tropics. They are very flexible creatures, adapting easily to their climate and able to survive in all but the harshest of temperatures. Deer are very flexible in their diets as well, able to exist on plants, insects, fish, and even dead birds. Deer are excellent swimmers and have been known to swim to a distance of five miles in the water. These statistics represent the typical white-tailed deer; they can also be used to represent other deer-like animals such as caribou and antelope.

Combat

Deer attack with their hooves or antlers. Antelopes, when defending their herd, attack by charging an opponent and butting with their horns (gore). The gore attack only applies to bucks with antlers.

Skills: Deer have a +4 racial bonus on Hide, Move Silently, Swim, and Listen checks. *In forested areas, the Hide bonus increases to +8.

Black-Tailed Deer

The statistics above can be used to represent the average black-tailed deer as well, with a few minor changes. The black-tailed deer prefers plains, hills, and other open ground as its habitat. It has a +4 racial bonus on Jump checks. In combat, a black-tailed deer jumps about in an effort to confuse its attackers before stotting (hopping) away.

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Eel, Electric

Large Animal (Aquatic)

Hit Dice:	3d8+3 (16 hp)
Initiative:	+3
Speed:	Swim 40 ft. (8 squares)
Armor Class:	14 (-1 size, +3 Dex, +2 natural), touch 12, flat-footed 11
Base Attack/Grapple:	+2/+6
Attack:	Bite +5 melee (1d6)
Full Attack:	Bite +5 melee (1d6)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Electricity
Special Qualities:	Immunity to electricity, low-light vision, scent
Saves:	Fort +4, Ref +6, Will +2
Abilities:	Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 2
Skills:	Listen +3, Spot +3, Swim +13
Feats:	Weapon Finesse, Weapon Focus (bite)
Environment:	Temperate and warm aquatic
Organization:	Solitary or pair
Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral
Advancement:	4-6 (Large); 7-9 HD (Huge)
Level Adjustment:	—

Electric eels resemble snakes ranging from 9 to 20 feet long and weighing 50 to 120 pounds. Its body is grayish-brown and lightens near the head. Small yellow splotches can be seen near the mouth. The electric eel is slimy to the touch and has no scales (the electric eel is not a true eel, but a fish).

Jordan Bassett (order #48404)

Combat

An electric eel prefers to discharge its electricity when it first enters combat. Those slain or rendered unconscious by the shock are devoured. Should any opponents survive the attack, the eel either flees (if outnumbered) or attacks its remaining foes with its bite.

Electricity (Ex): Once per hour, an electric eel can produce a jolt of electricity (about 800 volts at 1 ampere current) in a 10-foot radius centered on its body. Creatures within 5 feet take 3d8 points of electricity damage. Those further away than 5 feet but within 10 feet take 2d8 points of electricity damage. Affected creatures can make a DC 11 Fortitude save to reduce the damage by half. Electric eels are immune to their own electrical attacks and that of other electric eels. The save DC is Constitution-based.

Skills: An electric eel 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. Electric eels use their Strength or Dexterity modifier on Swim checks, whichever is higher.

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Fox

Small Animal

Hit Dice:	1d8 (4 hp)
Initiative:	+3
Speed:	40 ft. (8 squares)
Armor Class:	15 (+1 size, +3 Dex, +1 natural), touch 14, flat-footed 12
Base Attack/Grapple:	+0/-5
Attack:	Bite +4 melee (1d4-1)
Full Attack:	Bite +4 melee (1d4-1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Low-light vision, scent
Saves:	Fort +2, Ref +5, Will +1
Abilities:	Str 8, Dex 17, Con 10, Int 2, Wis 12, Cha 6
Skills:	Hide +11*, Jump +7, Listen +6, Spot +2, Survival +1*
Feats:	Track, Weapon Finesse[B]
Environment:	Temperate and cold forests and plains
Organization:	Solitary
Challenge Rating:	1/3
Treasure:	None
Alignment:	Always neutral
Advancement:	—
Level Adjustment:	—

Foxes are opportunistic eaters with a diet that consists of mice and voles, rabbits, birds, eggs, amphibians and small reptiles, fish, mollusks, earthworms, carrion, and plants. Foxes are also known to scour garbage and refuse in settled areas. The statistics above describe the common red fox, but can be used for other foxes such as the grey fox or arctic fox.

Combat

The fox is a very territorial creature and spends about one-third of its day hunting for food (most hunting is performed at night). Foxes are excellent hunters and have even been known to bring down prey much larger than themselves. When prey is encountered, the fox leaps at it and dispatches it with a series of quick bites.

Skills: Foxes have a +4 racial bonus on Hide and Listen checks and a +2 racial bonus on Jump checks.

*Foxes have a +4 racial bonus on Survival checks when tracking by scent.

*Arctic foxes gain an additional +4 racial bonus on Hide checks when in snowy surroundings.

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Hamster, Giant

Large Animal

Hit Dice:	4d8+12 (30 hp)
Initiative:	+1
Speed:	20 ft. (4 squares), burrow 10 ft.
Armor Class:	13 (-1 size, +1 Dex, +3 natural), touch 10, flat-footed 12
Base Attack/Grapple:	+3/+11
Attack:	Bite +6 melee (1d8+6)
Full Attack:	Bite +6 melee (1d8+6)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Cheek pouch, improved grab
Special Qualities:	Immunity to disease, low-light vision
Saves:	Fort +7, Ref +5, Will +1
Abilities:	Str 19, Dex 13, Con 16, Int 1, Wis 12, Cha 6
Skills:	Climb +7, Listen +5, Spot +5
Feats:	Alertness, Endurance
Environment:	Temperate hills
Organization:	Small pack (1d4 adults, encounters of 2 or less will both be female, encounters of 3 will be two females and one male, while encounters of 4 will be two males and two females, 20% per adult female that 1d4 young are present, and 20% per adult female that 1d4 juveniles are present)
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral
Advancement:	5-8 HD (Large); 9-12 HD (Huge)
Level Adjustment:	—

Giant hamsters are larger, slightly more aggressive relatives of the normal hamster. Like their smaller cousins, they come in a variety of colors, shapes, and sizes. Giant hamsters are omnivorous, but prefer to feast on a diet of grains, berries, nuts, and water. On occasion, they indulge in and eat meat, usually insects and the like. Also like its smaller cousin, the giant hamster can store food in its cheek pouches. The average giant hamster can store about 200 pounds of food at any given time.

Jordan Bassett (order #48404)

Combat

Giant hamsters normally shun combat, but if cornered or extremely hungry they may attack. Note that even domesticated giant hamsters attack if their young are threatened. The giant hamster attacks by biting with its long, sharp teeth.

Cheek Pouch (Ex): A giant hamster can try to stuff a grabbed opponent of two sizes smaller than itself into its cheek pouch by making a successful grapple check. A creature stuffed into the giant hamster's cheek pouch takes no damage, and can escape by making a successful DC 16 Strength check or can cut its way out by using a light slashing or piercing weapon to deal 10 points of damage to the cheek (AC 11). Once the creature exits, muscular action closes the hole; another trapped opponent must cut its own way out.

A Large hamster's cheek can hold 1 Small, 2 Tiny, or 8 Diminutive or smaller opponents. The check DC is Strength-based.

Improved Grab (Ex): To use this ability, a giant hamster must 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 creature establishes a hold and deals bite damage each round. Alternately, it can stuff a grappled foe of two or more sizes smaller than itself into its cheek pouch on its next action.

Immunity to Disease (Ex): Giant hamsters are immune to all diseases (magical and otherwise).

Credit

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Hippopotamus

Large Animal
Hit Dice: 6d8+24 (51 hp)
Initiative: +0
Speed: 30 ft. (6 squares), swim 30 ft.
Armor Class: 14 (-1 size, +5 natural), touch 9, flat-footed 14
Base Attack/Grapple: +4/+12
Attack: Bite +7 melee (1d8+6)
Full Attack: Bite +7 melee (1d8+6)
Space/Reach: 10 ft./5 ft.
Special Attacks: Capsize, trample 1d8+6
Special Qualities: Hold breath, low-light vision, scent
Saves: Fort +8, Ref +5, Will +2
Abilities: Str 19, Dex 10, Con 16, Int 2, Wis 12, Cha 4
Skills: Listen +8, Spot +7, Swim +12
Feats: Alertness, Toughness (x2)
Environment: Warm plains and aquatic
Organization: Solitary or herd (2-12)
Challenge Rating: 4
Treasure: None
Alignment: Always neutral
Advancement: 7-10 HD (Large); 11-18 HD (Huge)
Level Adjustment: —

The hippo is a peaceful creature, but will defend its lair and young if provoked. They are found dwelling near rivers and lakes. Hippos in the water move by running along the bottom of lakes and rivers, surfacing occasionally to gulp air.

Combat

Hippos attack by trampling and biting their foes.

Capsize (Ex): A submerged hippo that surfaces under a boat or ship less than 10 feet long capsizes the vessel 95% of the time. It has a 50% chance to capsize a vessel from 10-20 feet long. Huge hippos have a 20% chance to capsize a vessel over 30 feet long. Large hippos cannot capsize vessels over 20 feet long.

Trample (Ex): Reflex half DC 17. The save DC is Strength-based.

Hold Breath (Ex): A hippo can hold its breath for a number of rounds equal to 5 x its Constitution score before it risks drowning.

Skills: A hippopotamus 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.

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Lizard, Giant Rock-Horned (Blood Lizard)

Medium Animal
Hit Dice: 4d8+12 (30 hp)
Initiative: +2
Speed: 30 ft. (6 squares), swim 20 ft.
Armor Class: 18 (+2 Dex, +6 natural), touch 12, flat-footed 16
Base Attack/Grapple: +3/+7
Attack: Bite +8 melee (1d8+6)
Full Attack: Bite +8 melee (1d8+6)
Space/Reach: 5 ft./5 ft.
Special Attacks: Spit blood
Saves: Fort +7, Ref +6, Will +2
Abilities: Str 18, Dex 14, Con 17, Int 2, Wis 12, Cha 2
Skills: Climb +9, Hide +6*, Listen +4, Move Silently +5, Spot +4, Swim +12
Feats: Alertness, Weapon Focus (bite)
Environment: Warm forests
Organization: Solitary
Challenge Rating: 3

Jordan Bassett (order #48404)

Treasure: None
Alignment: Always neutral
Advancement: 5-6 HD (Medium)
Level Adjustment: —

The rock-horned lizard is commonly referred to as the blood lizard because of its ability to shoot a stream of blood from its eyes when threatened. The rock-horned lizard grows to a length of 8 feet. Its head is wedge-shaped, and small horns protrude from the sides and top of its head. Its scales are dark reddish-brown or gold in color.

Combat

The rock-horned lizard fires a stream of blood at its foes before rushing in to attack with its bite.

Spit Blood (Ex): Once per hour, a rock-horned lizard can fire a stream of caustic blood from its eyes in a 20-foot line (no range increment) that deals 2d8 points of acid damage to a single target within range (Reflex DC 15 for half). The save DC is Constitution-based.

Skills: Blood lizards have a +4 racial bonus on Climb, Hide and Move Silently checks. *In forested areas or overgrown areas, the Hide bonus improves to +8.

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

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Marmoset, Giant

Medium Animal
Hit Dice: 3d8+3 (16 hp)
Initiative: +2
Speed: 40 ft. (8 squares), climb 30 ft.
Armor Class: 15 (+2 Dex, +3 natural), touch 12, flat-footed 13
Base Attack/Grapple: +2/+2
Attack: Claw +4 melee (1d6)
Full Attack: 2 claws +4 melee (1d6) and bite -1 melee (1d8) or 2 claws +4 melee (1d6) and tail -1 melee (1d4)
Space/Reach: 5 ft./5 ft.
Special Attacks: —
Special Qualities: Low-light vision, scent
Saves: Fort +4, Ref +5, Will +1
Abilities: Str 11, Dex 15, Con 13, Int 3, Wis 11, Cha 11
Skills: Climb +10, Hide +3, Listen +3, Move Silently +4, Spot +7
Feats: Alertness, Weapon Finesse
Environment: Warm forests
Organization: Pack (2-5) or family (6-11)
Challenge Rating: 1
Treasure: Standard
Alignment: Always neutral
Advancement: 4-9 HD (Medium)
Level Adjustment: —

Giant marmosets are larger, more aggressive relatives of the smaller marmoset. Their fur is gray or black, with black fur predominant over the back and neck. Their tails reach a length of 5 feet and are colored in alternating bands of black and pale gray. They sustain themselves on a diet of tree saps and gums (using their sharp teeth to gnaw holes in the bark), small animals, and various fruits and nuts. Giant marmosets make their homes among the trees, rarely touching the ground unless hunting living prey. They are, on occasion, tamed by wild tribes of halflings and used as mounts in times of war.

Combat

Giant marmosets prefer to attack from surprise, tossing large stones from the sides of cliffs at their prey, hanging from branches by their tail and swinging down to surprise their prey, or dropping from the trees on their unaware foes. They attack using their claws and bite or claws and a tail slap.

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

Giant marmosets have a +8 racial bonus on Climb checks, and can always choose to take 10 on Climb checks, even when rushed or threatened. They use their Dexterity modifier instead of their Strength modifier for Climb checks.

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Moose

Large Animal
Hit Dice: 5d8+15 (37 hp)
Initiative: +1
Speed: 30 ft. (6 squares)
Armor Class: 14 (-1 size, +1 Dex, +4 natural), touch 10, flat-footed 13
Base Attack/Grapple: +3/+11
Attack: Butt +6 melee (1d8+4) or hoof +6 melee (1d6+4)
Full Attack: Butt +6 melee (1d8+4) or 2 hooves +6 melee (1d6+4)
Space/Reach: 10 ft./5 ft.
Special Attack: —
Special Qualities: Low-light vision, scent
Saves: Fort +7, Ref +5, Will +1
Abilities: Str 18, Dex 12, Con 16, Int 2, Wis 11, Cha 6
Skills: Hide +1*, Listen +3, Move Silently +4, Swim +10

Jordan Bassett (order #48404)

Feats:	Alertness, Endurance
Environment:	Cold and temperate forest, plains, and hills
Organization:	Solitary
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral
Advancement:	6-7 HD (Large)
Level Adjustment:	—

Moose are the largest members of the elk family, ranging in size from 4 1/2 feet to over 8 feet tall at the shoulder and weighing from 440 to over 1,000 pounds. Males have broad, flat antlers that can reach a length of 5 feet or more. These antlers are shed each year after mating season. The moose's fur ranges from brown to black, changing to a dull gray in the winter months. They are excellent swimmers, often swimming into deep water to feed on aquatic plants.

Combat

Generally non-aggressive if left alone, moose can become quite aggressive if approached. They have poor eyesight, but excellent hearing, and tend to flee rather than fight as soon as would-be attackers are detected. If forced into combat, a moose attacks with its antlers or hooves.

Skills: Moose have a +2 racial bonus on Hide and Move Silently checks and a +4 racial bonus on Swim checks. *In forested areas, the Hide bonus increases to +4.

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QUIPPER

Fine Animal (Aquatic)	
Hit Dice:	1/2d8 (1 hp)
Initiative:	+2
Speed:	Swim 30 ft. (6 squares)
Armor Class:	20 (+8 size, +2 Dex), touch 20, flat-footed 18
Base Attack/Grapple:	+0/-18
Attack:	Bite +10 melee (1d2-2)
Full Attack:	Bite +10 melee (1d2-2)
Space/Reach:	1/2 ft./0 ft.
Special Attacks:	Frenzy
Special Qualities:	Keen scent, low-light vision
Saves:	Fort +0, Ref +2, Will +1
Abilities:	Str 6, Dex 15, Con 10, Int 1, Wis 12, Cha 2
Skills:	Listen +5, Spot +5, Swim +10
Feats:	Alertness, Weapon Finesse[B]
Environment:	Temperate and cold aquatic
Organization:	Shoal (5-50) or school (50-100)
Challenge Rating:	1/8
Treasure:	None
Alignment:	Always neutral
Advancement:	—
Level Adjustment:	—

The quipper is a rare form of cold-water piranha. They are dark green in color and are found in freshwater lakes and stream.

Combat

Quippers attack by swarming an opponent and biting with their razor-sharp teeth. Once blood is drawn, the entire pack goes into a frenzy, attacking twice each round.

Frenzy (Ex): A quipper that detects blood in the water goes into a killing frenzy, as do all other quippers within a 90-foot radius. Frenzied quippers attacks until either they or their opponents are dead.

A frenzied quipper can make one extra attack when making a full attack action. The attack is made using the creature's full base attack. Additionally, it gains a +1 bonus on attack rolls and a +1 dodge bonus to AC and Reflex saves (none of which are included in the statistic block above). A frenzied quipper's swim speed increases by 10 feet (to 40 feet). This frenzy lasts for 1 minute (10 rounds) and can only be used once per encounter.

Keen Scent (Ex): A quipper can notice creatures by scent in a 90-foot radius and detect blood in the water at ranges of up to 500 feet.

Skills: A quipper 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. Quippers use their Dexterity modifier on Swim checks.

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Jordan Bassett (order #48404)

Sheep

	Sheep	Ram
	Medium Animal	**Medium Animal**
Hit Dice:	2d8+2 (11 hp)	3d8+6 (19 hp)
Initiative:	+1	+1
Speed:	30 ft. (6 squares)	40 ft. (8 squares)
Armor Class:	13 (+1 Dex, +2 natural), touch 11, flat-footed 12	13 (+1 Dex, +2 natural), touch 11, flat-footed 12
Base Attack/Grapple:	+1/+1	+2/+3
Attack:	Bite +1 melee (1d4)	Gore +3 melee (1d6+1)
Full Attack:	Bite +1 melee (1d4)	Gore +3 melee (1d6+1)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.
Saves:	Fort +4, Ref +4, Will +0	Fort +4, Ref +4, Will +1
Abilities:	Str 10, Dex 13, Con 12, Int 1, Wis 11, Cha 4	Str 12, Dex 13, Con 12, Int 1, Wis 11, Cha 4
Skills:	Listen +4, Spot +5	Listen +5, Spot +5
Feats:	Alertness	Alertness, Toughness
Environment:	Temperate mountains, hills, and plains	Temperate mountains, hills, and plains
Organization:	Flock (10-100 plus 1 ram per 10 adults and 50% noncombatant lambs)	Flock (10-100 plus 1 ram per 10 adults and 50% noncombatant lambs)
Challenge Rating:	1/4	1
Treasure:	None	None
Alignment:	Always neutral	Always neutral
Advancement:	—	—
Level Adjustment:	—	—

The statistics here describe the common sheep and ram.

Combat

Sheep generally flee from danger and avoid combat if possible. If cornered, they attack by biting.

Ram

Rams are male sheep and are usually encountered leading a flock. Rams attack using their horns. They become aggressive if the flock is threatened.

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Skunk

Tiny Animal	
Hit Dice:	1/2d8 (2 hp)
Initiative:	+1
Speed:	30 ft. (6 squares)
Armor Class:	13 (+2 size, +1 Dex), touch 13, flat-footed 12
Base Attack/Grapple:	+0/-12
Attack:	Bite +3 melee (1d3-4)
Full Attack:	Bite +3 melee (1d3-4)
Space/Reach:	2-1/2 ft./0 ft.
Special Attacks:	Musk
Special Qualities:	Scent
Saves:	Fort +2, Ref +3, Will +1
Abilities:	Str 2, Dex 13, Con 10, Int 2, Wis 12, Cha 2
Skills:	Hide +10, Listen +4, Move Silently +2, Spot +4
Feats:	Alertness, Weapon Finesse[B]
Environment:	Temperate forest and hills
Organization:	Solitary or family (2-5)
Challenge Rating:	1/8
Treasure:	None
Alignment:	Always neutral
Advancement:	—
Level Adjustment:	—

The stats here describe the common nonaggressive skunk.

Combat

Skunks squirt their musk at potential predators in hopes of forcing the predator to flee. If this fails, the skunk looks for the quickest route possible for itself to escape. If cornered, a skunk bites its opponents.

Musk (Ex): Once per round, and no more than 5 times per day, a skunk can release a cloud of stinking musk that quickly fills a 5-foot area in front of it. A creature within or entering the area must succeed on a DC 10 Fortitude save or be sickened for 1d4 rounds. One round later a second Fortitude save must be made (whether the first one succeeded or not) or the affected creature is blinded for 1d4 rounds. The save DCs are Constitution-based.

A *delay poison* or *neutralize poison* spell removes the effect from the sickened creature, but does not remove the blindness. Creatures with immunity to poison are unaffected by the sickened effect but can still be blinded if they fail their save, and creatures resistant to poison receive their normal bonus on both saving throws.

The stench is highly potent, and short of magical means of cleaning, all cloth and such material continue to reek for

Jordan Bassett (order #48404)

1d6 months. The odor is so strong that it doubles all chances for wandering monster encounters and imposes a -12 circumstance penalty on Hide checks attempted while wearing clothing contaminated with a skunk's musk. Flesh, leather goods, metal goods (weapons, armor, and the like) must be washed in a concentrated mixture of vinegar for a period of 1d3 days. Otherwise, the stench clings to them for at least 1 week, imposing the same modifiers to wandering monster encounters and Hide checks.

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Tiger Barb, Giant

Large Animal (Aquatic)

Hit Dice:	5d8+5 (27 hp)
Initiative:	+2
Speed:	Swim 50 ft. (10 squares)
Armor Class:	13 (-1 size, +2 Dex, +2 natural), touch 11, flat-footed 11
Base Attack/Grapple:	+3/+9
Attack:	Bite +5 melee (1d6+3)
Full Attack:	Bite +5 melee (1d6+3)
Space/Reach:	10 ft./5 ft.
Special Attacks:	—
Special Qualities:	Scent
Saves:	Fort +5, Ref +6, Will +2
Abilities:	Str 14, Dex 15, Con 13, Int 1, Wis 12, Cha 2
Skills:	Listen +7, Spot +7
Feats:	Alertness, Weapon Focus (bite)
Environment:	Temperate and warm aquatic
Organization:	Pack (2-5) or school (6-11)
Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral
Advancement:	6-10 HD (Large)
Level Adjustment:	—

The giant tiger barb is peach with black-striped gills that resemble the stripes of a tiger. It is 10 to 15 feet long and weighs about 50 pounds.

Combat

Tiger barbs sustain themselves on a diet of plants, but eat any sort of food if hungry. They are very territorial and attack anything that enters their domain.

Skills: A giant tiger barb 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.

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Turtle, Giant Snapping

Gargantuan Animal (Aquatic)

Hit Dice:	12d8+87 (141 hp)
Initiative:	+2
Speed:	10 ft. (2 squares), swim 20 ft.
Armor Class:	20 (-4 size, -2 Dex, +16 natural), touch 4, flat-footed 20
Base Attack/Grapple:	+9/+32
Attack:	Bite +16 melee (2d8+16)
Full Attack:	Bite +16 melee (2d8+16)
Space/Reach:	20 ft./15 ft.
Special Attacks:	Improved grab, swallow whole
Special Qualities:	Amphibious, low-light vision, scent
Saves:	Fort +15, Ref +6, Will +7
Abilities:	Str 32, Dex 6, Con 25, Int 2, Wis 12, Cha 6
Skills:	Listen +7, Spot +7, Swim +26
Feats:	Alertness, Endurance, Improved Initiative, Iron Will, Toughness
Environment:	Any aquatic
Organization:	Solitary or band (2-4)
Challenge Rating:	9
Treasure:	None
Alignment:	Always neutral
Advancement:	13-20 HD (Gargantuan); 21-36 HD (Colossal)
Level Adjustment:	—

Giant snapping turtles are very large and very aggressive versions of their smaller cousins. They are found in large lakes, rivers, and inland seas. The average giant snapping turtle is 40 feet in diameter, but they can grow to a diameter of 75 feet.

Combat

A giant snapping turtle lurks near the shore or on the bottom of a body of water, where it remains motionless and hidden in its shell. When prey passes near, it shoots its neck out and bites.

Improved Grab (Ex): To use this ability, a giant snapping turtle 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 can swallow its prey on its next turn.

Swallow Whole (Ex): A giant snapping turtle can try to swallow a grabbed opponent of a smaller size than itself by making a successful grapple check. Once inside, the opponent takes 2d8+11 points of crushing damage plus 8 points of acid damage per round from the turtle's stomach. A swallowed creature can cut its way out by

Jordan Bassett (order #48404)

using a light slashing or piercing weapon to deal 25 points of damage to the stomach (AC 18). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

A Gargantuan turtle's interior can hold 1 Huge, 2 Large, 8 Medium, 32 Small, 128 Tiny, or 512 Diminutive or smaller opponents.

Amphibious (Ex): Giant snapping turtles can breathe both air and water.

Skills: A giant snapping 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.

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Jordan Bassett (order #48404)

appendix e

Jordan Bassett (order #48404)

Aberration Type: An aberration has a bizarre anatomy, strange abilities, an alien mindset, or any combination of the three.

Features: An aberration has the following features.

— d8 Hit Dice.
— Base attack bonus equal to 3/4 total Hit Dice (as cleric).
— Good Will saves.
— Skill points equal to (2 + Int modifier, minimum 1) per Hit Die, with quadruple skill points for the first Hit Die.
— *Traits:* An aberration possesses the following traits (unless otherwise noted in a creature's entry).
— Darkvision out to 60 feet.
— Proficient with its natural weapons. If generally humanoid in form, proficient with all simple weapons and any weapon it is described as using.
— Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing, as well as all lighter types. Aberrations not indicated as wearing armor are not proficient with armor. Aberrations are proficient with shields if they are proficient with any form of armor.
— Aberrations eat, sleep, and breathe.

Air Subtype: This subtype usually is used for elementals and outsiders with a connection to the Elemental Plane Air. Air creatures always have fly speeds and usually have perfect maneuverability.

Angel Subtype: Angels are a race of celestials, or good outsiders, native to the good-aligned Outer Planes.

Traits: An angel possesses the following traits (unless otherwise noted in a creature's entry).

— Darkvision out to 60 feet and low-light vision.
— Immunity to acid, cold, and petrification.
— Resistance to electricity 10 and fire 10.
— +4 racial bonus on saves against poison.
— Protective Aura (Su): Against attacks made or effects created by evil creatures, this ability provides a +4 deflection bonus to AC and a +4 resistance bonus on saving throws to anyone within 20 feet of the angel. Otherwise, it functions as a *magic circle against evil* effect and a *lesser globe of invulnerability*, both with a radius of 20 feet (caster level equals angel's HD). (The defensive benefits from the circle are not included in an angel's statistics block.)
— Tongues (Su): All angels can speak with any creature that has a language, as though using a *tongues* spell (caster level equal to angel's Hit Dice). This ability is always active.

Animal Type: An animal is a living, nonhuman creature, usually a vertebrate with no magical abilities and no innate capacity for language or culture.

Features: An animal has the following features (unless otherwise noted in a creature's entry).

— d8 Hit Dice.
— Base attack bonus equal to 3/4 total Hit Dice (as cleric).
— Good Fortitude and Reflex saves (certain animals have different good saves).
— Skill points equal to (2 + Int modifier, minimum 1) per Hit Die, with quadruple skill points for the first Hit Die.

Traits: An animal possesses the following traits (unless otherwise noted in a creature's entry).

— Intelligence score of 1 or 2 (no creature with an Intelligence score of 3 or higher can be an animal).
— Low-light vision.
— Alignment: Always neutral.
— Treasure: None.
— Proficient with its natural weapons only. A noncombative herbivore uses its natural weapons as a secondary attack. Such attacks are made with a –5 penalty on the creature's attack rolls, and the animal receives only 1/2 its Strength modifier as a damage adjustment.
— Proficient with no armor unless trained for war.
— Animals eat, sleep, and breathe.

Aquatic Subtype: These creatures always have swim speeds and thus can move in water without making Swim checks. An aquatic creature can breathe underwater. It cannot also breathe air unless it has the amphibious special quality.

Augmented Subtype: A creature receives this subtype whenever something happens to change its original type. Some creatures (those with an inherited template) are born with this subtype; others acquire it when they take on an acquired template. The augmented subtype is always paired with the creature's original type. A creature with the augmented subtype usually has the traits of its current type, but the features of its original type.

Chaotic Subtype: A subtype usually applied only to outsiders native to the chaotic-aligned Outer Planes. Most creatures that have this subtype also have chaotic alignments; however, if their alignments change they still retain the subtype. Any effect that depends on alignment affects a creature with this subtype as if the creature has a chaotic alignment, no matter what its alignment actually is. The creature also suffers effects according to its actual alignment. A creature with the chaotic subtype overcomes damage reduction as if its natural weapons and any weapons it wields were chaotic-aligned (see Damage Reduction, below).

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).

Jordan Bassett (order #48404)

— 10-sided Hit Dice.
— Base attack bonus equal to 3/4 total Hit Dice (as cleric).
— No good saving throws.
— Skill points equal to (2 + Int modifier, minimum 1) per Hit Die, with quadruple skill points for the first Hit Die, if the construct has an Intelligence score. However, most constructs are mindless and gain no skill points or feats.

Traits: A construct possesses the following traits (unless otherwise noted in a creature's entry).

— No Constitution score.
— Low-light vision.
— Darkvision out to 60 feet.
— Immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).
— Immunity to poison, sleep effects, paralysis, stunning, disease , death effects, and necromancy effects.
— Cannot heal damage on their own, but often can be repaired by exposing them to a certain kind of effect (see the creature's description for details) or through the use of the Craft Construct feat. A construct with the fast healing special quality still benefits from that quality.
— Not subject to critical hits, nonlethal 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 (Sp):* Daemons can communicate telepathically with any creature within 100 feet that has a language.
— Unique daemons (such as Charon) get a profane bonus to AC equal to their Cha modifier (minimum +1).
— Arch daemons (such as the Oinodaemon) get an insight bonus to AC equal to their Wis modifier (minimum +1)

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 (Sp):* Demons can communicate telepathically with any creature within 100 feet that has a language.
— Unique demon dukes, princes, and lords get a profane bonus to AC equal to their Cha modifier (minimum +1).
— Demon lords and princes get an insight bonus to AC equal to their Wis modifier (minimum +1)

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 (Sp):* Devils can communicate telepathically with any creature within 100 feet that has a language.
— Unique devils (dukes, arch devils) get a profane bonus to AC equal to their Cha modifier (minimum +1).
— Arch devils get an insight bonus to AC equal to their Wis modifier (minimum +1)

Dragon Type: A dragon is a reptilelike creature, usually winged, with magical or unusual abilities.

Features: A dragon has the following features.

— 12-sided Hit Dice.
— Base attack bonus equal to total Hit Dice (as fighter).
— Good Fortitude, Reflex, and Will saves.
— Skill points equal to (6 + Int modifier, minimum 1) per Hit Die, with quadruple skill points for the first Hit Die.

Jordan Bassett (order #48404)

Traits: A dragon possesses the following traits (unless otherwise noted in the description of a particular kind).

— Darkvision out to 60 feet and low-light vision.
— Immunity to magic sleep effects and paralysis effects.
— Proficient with its natural weapons only unless humanoid in form (or capable of assuming humanoid form), in which case proficient with all simple weapons and any weapons mentioned in its entry.
— Proficient with no armor.
— Dragons eat, sleep, and breathe.

Earth Subtype: This subtype usually is used for elementals and outsiders with a connection to the Elemental Plane of Earth. Earth creatures usually have burrow speeds, and most earth creatures can burrow through solid rock.

Elemental Type: An elemental is a being composed of one of the four classical elements: air, earth, fire, or water.

Features: An elemental has the following features.

— 8-sided Hit Dice.
— Base attack bonus equal to 3/4 total Hit Dice (as cleric).
— Good saves depend on the element: Fortitude (earth, water) or Reflex (air, fire).
— Skill points equal to (2 + Int modifier, minimum 1) per Hit Die, with quadruple skill points for the first Hit Die.

Traits: An elemental possesses the following traits (unless otherwise noted in a creature's entry).

— Darkvision out to 60 feet.
— Immunity to poison, sleep effects, paralysis, and stunning.
— Not subject to critical hits or flanking.
— Unlike most other living creatures, an elemental does not have a dual nature—its soul and body form one unit. When an elemental is slain, no soul is set loose. Spells that restore souls to their bodies, such as *raise dead*, *reincarnate*, and *resurrection*, don't work on an elemental. It takes a different magical effect, such as *limited wish*, *wish*, *miracle*, or *true resurrection*, to restore it to life.
— Proficient with natural weapons only, unless generally humanoid in form, in which case proficient with all simple weapons and any weapons mentioned in its entry.
— Proficient with whatever type of armor (light, medium, or heavy) that it is described as wearing, as well as all lighter types. Elementals not indicated as wearing armor are not proficient with armor. Elementals are proficient with shields if they are proficient with any form of armor.
— Elementals do not eat, sleep, or breathe.

Evil Subtype: A subtype usually applied only to outsiders native to the evil-aligned Outer Planes. Evil outsiders are also called fiends. Most creatures that have this subtype also have evil alignments; however, if their alignments change, they still retain the subtype. Any effect that depends on alignment affects a creature with this subtype as if the creature has an evil alignment, no matter what its alignment actually is. The creature also suffers effects according to its actual alignment. A creature with the evil subtype overcomes damage reduction as if its natural weapons and any weapons it wields were evil-aligned (see Damage Reduction, above).

Extraplanar Subtype: A subtype applied to any creature when it is on a plane other than its native plane. A creature that travels the planes can gain or lose this subtype as it goes from plane to plane. Monster entries assume that encounters with creatures take place on the Material Plane, and every creature whose native plane is not the Material Plane has the extraplanar subtype (but would not have when on its home plane). Every extraplanar creature in this book has a home plane mentioned in its description. Creatures not labeled as extraplanar are natives of the Material Plane, and they gain the extraplanar subtype if they leave the Material Plane. No creature has the extraplanar subtype when it is on a transitive plane, such as the Astral Plane, the Ethereal Plane, and the Plane of Shadow.

Fey Type: A fey is a creature with supernatural abilities and connections to nature or to some other force or place. Fey are usually human-shaped.

Features: A fey has the following features.

— 6-sided Hit Dice.
— Base attack bonus equal to 1/2 total Hit Dice (as wizard).
— Good Reflex and Will saves.
— Skill points equal to (6 + Int modifier, minimum 1) per Hit Die, with quadruple skill points for the first Hit Die.

Traits: A fey possesses the following traits (unless otherwise noted in a creature's entry).

— Low-light vision.
— Proficient with all simple weapons and any weapons mentioned in its entry.
— Proficient with whatever type of armor (light, medium, or heavy) that it is described as wearing, as well as all lighter types. Fey not indicated as wearing armor are not proficient with armor. Fey are proficient with shields if they are proficient with any form of armor.
— Fey eat, sleep, and breathe.

Fire Subtype: A creature with the fire subtype has immunity to fire. It has vulnerability to cold, which means it takes half again as much (+50%) damage as normal from cold, regardless of whether a saving throw is allowed, or if the save is a success or failure.

Giant Type: A giant is a humanoid-shaped creature of great strength, usually of at least Large size.

Jordan Bassett (order #48404)

Features: A giant has the following features.

— 8-sided Hit Dice.
— Base attack bonus equal to 3/4 total Hit Dice (as cleric).
— Good Fortitude saves.
— Skill points equal to (2 + Int modifier, minimum 1) per Hit Die, with quadruple skill points for the first Hit Die.

Traits: A giant possesses the following traits (unless otherwise noted in a creature's entry).

— Low-light vision.
— Proficient with all simple and martial weapons, as well as any natural weapons.
— Proficient with whatever type of armor (light, medium or heavy) it is described as wearing, as well as all lighter types. Giants not described as wearing armor are not proficient with armor. Giants are proficient with shields if they are proficient with any form of armor.
— Giants eat, sleep, and breathe.

Goblinoid Subtype: Goblinoids are stealthy humanoids who live by hunting and raiding and who all speak Goblin.

Good Subtype: A subtype usually applied only to outsiders native to the good-aligned Outer Planes. Most creatures that have this subtype also have good alignments; however, if their alignments change, they still retain the subtype. Any effect that depends on alignment affects a creature with this subtype as if the creature has a good alignment, no matter what its alignment actually is. The creature also suffers effects according to its actual alignment. A creature with the good subtype overcomes damage reduction as if its natural weapons and any weapons it wields were good-aligned (see Damage Reduction, above).

Humanoid Type: A humanoid usually has two arms, two legs, and one head, or a humanlike torso, arms, and a head. Humanoids have few or no supernatural or extraordinary abilities, but most can speak and usually have well-developed societies. They usually are Small or Medium. Every humanoid creature also has a subtype.

Humanoids with 1 Hit Die exchange the features of their humanoid Hit Die for the class features of a PC or NPC class. Humanoids of this sort are presented as 1st-level warriors, which means that they have average combat ability and poor saving throws.

Humanoids with more than 1 Hit Die are the only humanoids who make use of the features of the humanoid type.

Features: A humanoid has the following features (unless otherwise noted in a creature's entry).

— 8-sided Hit Dice, or by character class.
— Base attack bonus equal to 3/4 total Hit Dice (as cleric).
— Good Reflex saves (usually; a humanoid's good save varies).
— Skill points equal to (2 + Int modifier, minimum 1) per Hit Die, with quadruple skill points for the first Hit Die, or by character class.

Traits: A humanoid possesses the following traits (unless otherwise noted in a creature's entry).

— Proficient with all simple weapons, or by character class.
— Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing, or by character class. If a humanoid does not have a class and wears armor, it is proficient with that type of armor and all lighter types. Humanoids not indicated as wearing armor are not proficient with armor. Humanoids are proficient with shields if they are proficient with any form of armor.
— Humanoids breathe, eat, and sleep.

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.

Magical Beast Type: Magical beasts are similar to animals but can have Intelligence scores higher than 2. Magical beasts usually have supernatural or extraordinary abilities, but sometimes are merely bizarre in appearance or habits.

Features: A magical beast has the following features.

— 10-sided Hit Dice.
— Base attack bonus equal to total Hit Dice (as fighter).
— Good Fortitude and Reflex saves.
— Skill points equal to (2 + Int modifier, minimum 1) per Hit Die, with quadruple skill points for the first Hit Die.

Traits: A magical beast possesses the following traits (unless otherwise noted in a creature's entry).

— Darkvision out to 60 feet and low-light vision.
— Proficient with its natural weapons only.
— Proficient with no armor.
— Magical beasts eat, sleep, and breathe.

Monstrous Humanoid Type: Monstrous humanoids are similar to humanoids, but with monstrous or animalistic features. They often have magical abilities as well.

Features: A monstrous humanoid has the following features.

— 8-sided Hit Dice.

Jordan Bassett (order #48404)

— Base attack bonus equal to total Hit Dice (as fighter).
— Good Reflex and Will saves.
— Skill points equal to (2 + Int modifier, minimum 1) per Hit Die, with quadruple skill points for the first Hit Die.

Traits: A monstrous humanoid possesses the following traits (unless otherwise noted in a creature's entry).
— Darkvision out to 60 feet.
— Proficient with all simple weapons and any weapons mentioned in its entry.
— Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing, as well as all lighter types. Monstrous humanoids not indicated as wearing armor are not proficient with armor. Monstrous humanoids are proficient with shields if they are proficient with any form of armor.
— Monstrous humanoids eat, sleep, and breathe.

Native Subtype: A subtype applied only to outsiders. These creatures have mortal ancestors or a strong connection to the Material Plane and can be raised, reincarnated, or resurrected just as other living creatures can be. Creatures with this subtype are native to the Material Plane (hence the subtype's name). Unlike true outsiders, native outsiders need to eat and sleep.

Ooze Type: An ooze is an amorphous or mutable creature, usually mindless.

Features: An ooze has the following features.
— 10-sided Hit Dice.
— Base attack bonus equal to 3/4 total Hit Dice (as cleric).
— No good saving throws.
— Skill points equal to (2 + Int modifier, minimum 1) per Hit Die, with quadruple skill points for the first Hit Die, if the ooze has an Intelligence score. However, most oozes are mindless and gain no skill points or feats.

Traits: An ooze possesses the following traits (unless otherwise noted in a creature's entry).
— Mindless: No Intelligence score, and immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).
— Blind (but have the blindsight special quality), with immunity to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.
— Immunity to poison, sleep effects, paralysis, polymorph, and stunning.
— Some oozes have the ability to deal acid damage to objects. In such a case, the amount of damage is equal to 10 + 1/2 ooze's HD + ooze's Con modifier per full round of contact.
— Not subject to critical hits or flanking.
— Proficient with its natural weapons only.
— Proficient with no armor.
— Oozes eat and breathe, but do not sleep.

Outsider Type: An outsider is at least partially composed of the essence (but not necessarily the material) of some plane other than the Material Plane. Some creatures start out as some other type and become outsiders when they attain a higher (or lower) state of spiritual existence.

Features: An outsider has the following features.
— 8-sided Hit Dice.
— Base attack bonus equal to total Hit Dice (as fighter).
— Good Fortitude, Reflex, and Will saves.
— Skill points equal to (8 + Int modifier, minimum 1) per Hit Die, with quadruple skill points for the first Hit Die.

Traits: An outsider possesses the following traits (unless otherwise noted in a creature's entry).
— Darkvision out to 60 feet.
— Unlike most other living creatures, an outsider does not have a dual nature—its soul and body form one unit. When an outsider is slain, no soul is set loose. Spells that restore souls to their bodies, such as *raise dead*, *reincarnate*, and *resurrection*, don't work on an outsider. It takes a different magical effect, such as *limited wish*, *wish*, *miracle*, or *true resurrection* to restore it to life. An outsider with the native subtype can be raised, reincarnated, or resurrected just as other living creatures can be.
— Proficient with all simple and martial weapons and any weapons mentioned in its entry.
— Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing, as well as all lighter types. Outsiders not indicated as wearing armor are not proficient with armor. Outsiders are proficient with shields if they are proficient with any form of armor.
— Outsiders breathe, but do not need to eat or sleep (although they can do so if they wish). Native outsiders breathe, eat, and sleep.

Planar Omniscience: Several power unique outsiders, such as demon lords and princes, arch devils, and the Oinodaemon have several special abilities that set them above and beyond other such powerful entities. These abilities function only when the creature is on his home plane (defined as any plane or planar layer the creature holds dominion over).
— *All-Knowing (Su):* When a living creature enters any layer controlled by the entity, that outsider knows immediately where the creature is. This ability functions similar to a *discern location* spell (caster level is the same as that of the outsider's spell-like abilities) except the entity is not required to have seen the creature or have some item that once belonged to it. He is not required to have touched an object if it is the target of this ability.

Jordan Bassett (order #48404)

— *All-Sensing (Su):* By concentrating for one minute, the entity can extend its senses (hearing and vision for example, including darkvision) from its present location out to a radius of 1 mile per 5 Hit Dice. The sensing power can penetrate any barrier except a divine shield (described in Salient Divine Abilities in *DDG*) or an area otherwise blocked by an entity of equal or higher Hit Dice or a deity of rank 6 or higher. All-sensing is not fooled by *misdirection* or *nondetection* or similar spells, and it does not create a magical sensor that other creatures can detect. An entity can extend its senses to one location at a time and still sense what's going on nearby.

Once an entity chooses a remote location to sense, it automatically receives sensory information from that location until it chooses a new location to sense (as a standard action), or until it can't sense the location.

— *Block Sensing (Su):* As a standard action, the entity can block the sensing ability of other entities of its Hit Dice or lower (including deities of rank 5 or lower). This power extends for a radius of one mile per 5 Hit Dice of the entity. The creature can block the area within one mile of itself while blocking a remote location. The blockage lasts 1 hour per 5 Hit Dice.

— *Planar Knowledge (Ex):* These powerful entities are attuned to their home plane. They always treat any location as familiar for the purpose of spells and effects such as *teleport*.

Plant Type: This type comprises vegetable creatures. Note that regular plants, such as one finds growing in gardens and fields, lack Wisdom and Charisma scores (see Nonabilities, above) and are not creatures, but objects, even though they are alive.

Features: A plant creature has the following features.

— 8-sided Hit Dice.

— Base attack bonus equal to 3/4 total Hit Dice (as cleric).

— Good Fortitude saves.

— Skill points equal to (2 + Int modifier, minimum 1) per Hit Die, with quadruple skill points for the first Hit Die, if the plant creature has an Intelligence score. However, some plant creatures are mindless and gain no skill points or feats.

Traits: A plant creature possesses the following traits (unless otherwise noted in a creature's entry).

— Low-light vision.

— Immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).

— Immunity to poison, sleep effects, paralysis, polymorph, and stunning.

— Not subject to critical hits.

— Proficient with its natural weapons only.

— Proficient with no armor.

— Plants breathe and eat, but do not sleep.

Reptilian Subtype: These creatures are scaly and usually coldblooded. The reptilian subtype is only used to describe a set of humanoid races, not all animals and monsters that are truly reptiles.

Resistance to Energy (Ex): A creature with this special quality ignores some damage of the indicated type each time it takes damage of that kind (commonly acid, cold, fire, or electricity). The entry indicates the amount and type of damage ignored.

Shapechanger Subtype: A shapechanger has the supernatural ability to assume one or more alternate forms. Many magical effects allow some kind of shape shifting, and not every creature that can change shapes has the shapechanger subtype.

Traits: A shapechanger possesses the following traits (unless otherwise noted in a creature's entry).

— Proficient with its natural weapons, with simple weapons, and with any weapons mentioned in the creature's description.

— Proficient with any armor mentioned in the creature's description, as well as all lighter forms. If no form of armor is mentioned, the shapechanger is not proficient with armor. A shapechanger is proficient with shields if it is proficient with any type of armor.

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 Type: Undead are once-living creatures animated by spiritual or supernatural forces.

Features: An undead creature has the following features.

— 12-sided Hit Dice.

— Base attack bonus equal to 1/2 total Hit Dice (as wizard).

Jordan Bassett (order #48404)

— Good Will saves.
— Skill points equal to (4 + Int modifier, minimum 1) per Hit Die, with quadruple skill points for the first Hit Die, if the undead creature has an Intelligence score. However, many undead are mindless and gain no skill points or feats.

Traits: An undead creature possesses the following traits (unless otherwise noted in a creature's entry).
— No Constitution score.
— Darkvision out to 60 feet.
— Immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).
— Immunity to poison, sleep effects, paralysis, stunning, disease, and death effects.
— Not subject to critical hits, nonlethal damage, ability drain, or energy drain. Immune to damage to its physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects.
— Cannot heal damage on its own if it has no Intelligence score, although it can be healed. Negative energy (such as an *inflict* spell) can heal undead creatures. The fast healing special quality works regardless of the creature's Intelligence score.
— Immunity to any effect that requires a Fortitude save (unless the effect also works on objects or is harmless).
— Uses its Charisma modifier for Concentration checks.
— Not at risk of death from massive damage, but when reduced to 0 hit points or less, it is immediately destroyed.
— Not affected by *raise dead* and *reincarnate* spells or abilities. *Resurrection* and *true resurrection* can affect undead creatures. These spells turn undead creatures back into the living creatures they were before becoming undead.
— Proficient with its natural weapons, all simple weapons, and any weapons mentioned in its entry.
— Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing, as well as all lighter types. Undead not indicated as wearing armor are not proficient with armor. Undead are proficient with shields if they are proficient with any form of armor.
— Undead do not breathe, eat, or sleep.

Vermin Type: This type includes insects, arachnids, other arthropods, worms, and similar invertebrates.

Features: Vermin have the following features.
— 8-sided Hit Dice.
— Base attack bonus equal to 3/4 total Hit Dice (as cleric).
— Good Fortitude saves.
— Skill points equal to (2 + Int modifier, minimum 1) per Hit Die, with quadruple skill points for the first Hit Die, if the vermin has an Intelligence score. However, most vermin are mindless and gain no skill points or feats.

Traits: Vermin possess the following traits (unless otherwise noted in a creature's entry).
— Mindless: No Intelligence score, and immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).
— Darkvision out to 60 feet.
— Proficient with their natural weapons only.
— Proficient with no armor.
— Vermin breathe, eat, and sleep.

Vulnerability to Energy: Some creatures have vulnerability to a certain kind of energy effect (typically either cold or fire). Such a creature takes half again as much (+50%) damage as normal from the effect, regardless of whether a saving throw is allowed, or if the save is a success or failure.

Water Subtype: This subtype usually is used for elementals and outsiders with a connection to the Elemental Plane of Water. Creatures with the water subtype always have swim speeds and can move in water without making Swim checks. A water creature can breathe underwater and usually can breathe air as well.

Jordan Bassett (order #48404)

Floating Eye	1/10
Hazard, Bookworm	1/10
Clockwork, Drone	1/8
Quipper	1/8
Skunk	1/8
Wizard's Shackle	1/8
Killmouolis	1/6
Barracuda, Small	1/4
Deer	1/4
Hazard, Piercer	1/4
Mite, Common	1/4
Mite, Pestie	1/4
Muckdweller	1/4
Sheep	1/4
Skull Spider	1/4
Fox	1/3
Blood Hawk	1/2
Carbuncle	1/2
Cave Cricket	1/2
Clockwork, Scout	1/2
Grippli	1/2
Jaculi	1/2
Mantari	1/2
Rat, Brain	1/2
Rat, Shadow, Common	1/2
Shadow, Lesser	1/2
Vegepygmy, Common	1/2
Vilstrak	1/2
Vulchling	1/2
Al-mi'raj	1
Atomie	1
Baric	1
Barracuda, Medium	1
Brownie	1
Caribe, Giant	1
Clockwork, Overseer	1
Dakon	1
Devil, Nupperibo	1
Dire Corby	1
Dire Porcupine	1
Dire Skunk	1
False Spider, Pedipalp	1
Fire Snake	1
Flind	1
Flumph	1
Frog, Killer	1
Frog, Poisonous	1
Gorbel	1
Gryph	1
Land Lamprey	1
Mandragora	1
Marmoset, Giant	1
Mongrelman	1
Mudman	1
Nilbog	1
Ogre, Half	1
Ogrillon	1
Orog	1
Rat, Shadow, Dire	1
Sheep, Ram	1
Skulk	1
Slime Crawler	1
Sprite	1
Stormwarden	1
Tick, Giant	1
Vegepygmy, Worker	1
Witherstench	1
Zombie, Brine	1
Al-mi'raj, Psionic	2
Archer Bush	2
Axe Beak	2
Barracuda, Large	2
Blindheim	2
Buckawn	2
Cave Fisher	2
Cave Moray	2
Clam, Giant	2
Clockwork, Parasite	2
Clubnek	2
Cooshee	2
Crab, Monstrous	2
Crabman	2
Dark Creeper	2
Death Dog	2
Diger	2
Dragon, Faerie	2
Dragonfish	2
Eel, Electric	2
Elemental, Psionic, Small	2
Executioner's Hood	2
False Spider, Pedipalp Poisonous	2
Fly, Giant	2
Forlarren	2
Frog, Giant	2
Frost Man	2
Hazard, Purple Moss	2
Hazard, Spinal Leech	2
Hoar Fox	2
Huecuva	2
Iron Cobra	2
Jellyfish, Monstrous	2
Kampfult	2
Leech, Giant	2
Marble Snake	2
Mulewere	2
Poltergeist	2
Rat, Ethereal	2
Sandling	2
Screaming Devilkin	2
Slime Zombie	2
Soul Nibbler	2
Swarm, Scarlet Spider	2
Tabaxi	2
Taer	2
Therianthrope, Asswere	2
Therianthrope, Foxwere	2
Therianthrope, Jackalwere	2
Therianthrope, Mulewere	2
Therianthrope, Owlwere	2
Therianthrope, Wolfwere	2
Tiger Barb, Giant	2
Tri-Flower Frond	2
Tsathar	2
Ubue	2
Vegepygmy, Guard	2
Volt	2
Wolf, Ghoul	2
Yellow Musk Creeper	2
Zombie, Yellow Musk	2
Adherer	3
Babbler	3
Banderlog	3
Bat, Mobat	3
Beetle, Giant Boring	3
Belabra	3
Bonesnapper	3
Carytid Column	3
Clockwork, Brain Gear	3
Clockwork, Swarm	3
Clockwork, Warrior	3
Coffer Corpse	3
Crayfish, Monstrous	3
Dark Stalker	3
Decapus	3
Demon, Corrupter (Barizou)	3
Devil Dog	3
Dire Deer	3
Dire Dog	3
Dire Goat	3
Dire Ram	3
Dire Sloth	3
Disenchanter	3
Eblis	3
False Spider, Solifugid	3
Flail Snail	3
Gambado	3
Ghoul-Stirge	3
Hamster, Giant	3
Hazard, Phantom	3
Hippocampus	3
Inphidian, Common	3
Jack-O-Lantern	3
Jupiter Bloodsucker	3
Kech	3
Lava Child	3
Lizard, Giant Rock-Horned	3
Moose	3
Necrophidius	3
Pech	3
Quasi-Elemental, Lightning, Small	3
Quickling	3
Sandman	3
Skulleton	3
Slithering Tracker	3
Spriggan	3
Stench Kow	3
Strangle Weed	3
Stunjelly	3
Thorny	3
Troll, Ice	3
Troll, Swamp	3
Tsathar Scourge	3
Vampire Rose	3
Vegepygmy, Bodyguard	3
Wolf, Shadow	3
Zombie, Juju	3
Abomination, Tigrilla	4
Algoid	4
Amphisbaena	4

Jordan Bassett (order #48404)

Barrow Wight	4
Bat, Doombat	4
Beetle, Giant Slicer	4
Bloody Bones	4
Boalisk	4
Bone Cobbler	4
Bunyip	4
Caterwaul	4
Chrystone	4
Clockwork, Titan	4
Cobra Flower	4
Demon, Corrupter (Azizou)	4
Dragonfly, Giant	4
Drake, Fire	4
Drake, Ice	4
Draug	4
Dust Digger	4
Eel, Giant Moray	4
Elemental, Psionic, Medium	4
Eye Killer	4
Fire Nymph	4
Frog, Giant Dire	4
Gargoyle, 4-Armed	4
Gargoyle, Green Guardian	4
Gloomwing	4
Golem, Stone Guardian	4
Gorilla Bear	4
Haunt	4
Hazard, Gas Spore	4
Hazard, Olive Slime	4
Hazard, Rot Grub	4
Hazard, Symbiotic Jelly	4
Hazard, Throat Leech	4
Hippopotamus	4
Kamadan	4
Kelpie	4
Khargra	4
Korred	4
Leprechaun	4
Mummy of The Deep	4
Nereid	4
Ooze, Crystal	4
Ooze, Mercury	4
Phantom Stalker	4
Phycomid	4
Pyrolisk	4
Rock Reptile	4
Scarecrow	4
Stymphalian Bird	4
Therianthrope, Lionwere	4
Tentamort	4
Troll, Cave	4
Vegepygymy, Subchief	4
Witherweed	4
Wolf-Spider	4
Yeti	4
Ascomoid	5
Basidirond	5
Beast Of Chaos, Lion	5
Bog Beast	5
Carrion Moth	5
Crypt Thing	5
Crystalline Horror	5
Demon, Alu-	5
Demon, Corrupter (Geruzou)	5
Drelb	5
Eye Killer, Umbral	5
Fen Witch	5
Foo Dog	5
Forester's Bane	5
Frog, Abyssal Dire	5
Gargoyle, Margoyle	5
Giant, Wood	5
Golem, Blood	5
Golem, Ice	5
Hazard, Ear Seeker	5
Hazard, Memory Moss	5
Magnesium Spirit	5
Stegocentipede	5
Thunder Beast	5
Transposer	5
Vegepygmy, Chief	5
Wind Walker	5
Ant Lion	6
Astral Shark	6
Beetle, Giant Death Watch	6
Bhuta	6
Bog Mummy	6
Darnoc	6
Death Worm	6
Demiurge	6
Demon, Cambion	6
Dire Bison	6
Dire Moose	6
Dragonnel	6
Elemental, Psionic, Large	6
Fogwarden	6
Golem, Wood	6
Hazard, Hound of Ill Omen	6
Hazard, Russet Mold	6
Hell Moth	6
Livestone	6
Midnight Peddler	6
Mihstu	6
Oliphant	6
Ooze, Undead	6
Pudding, White	6
Quasi-Elemental, Lightning, Medium	6
Scythe Tree	6
Stone Roper	6
Troll, Two-Headed	6
Troll, Rock	6
Wolf, Dire Ghoul	6
Apparition	7
Basilisk, Greater	7
Beetle, Giant Rhinoceros	7
Bleeding Horror Minotaur	7
Boggart	7
Bonesucker	7
Daemon, Hydro-	7
Demon, Nabasu (Demonling)	7
Demon, Shadow	7
Devil, Tormentor	7
Firefiend	7
Groaning Spirit	7
Guardian Daemon	7
Hangman Tree	7
Hazard, Twilight Mushrooms	7
Lurker Above	7
Mustard Jelly	7
Ooze, Magma	7
Protector	7
Pudding, Brown	7
Pudding, Dun	7
Shedu	7
Skeleton, Lead	7
Soul Eater	7
Spectral Troll	7
Tunnel Worm	7
Abomination, Owlephant	8
Elemental, Time, Common	8
Eye of The Deep	8
Fire Lizard	8
Golem, Tallow	8
Gorgimera	8
Kelp Devil	8
Medusa, Greater	8
Ooze, Vampiric	8
Quickwood	8
Slug, Giant	8
Tenebrous Worm	8
Thessalisk	8
Trapper	8
Wolf-In-Sheep's-Clothing	8
Aurumvorax	9
Daemon, Charonadaemon	9
Demon, Nerizo	9
Dracolisk	9
Dragon Horse	9
Drake, Salt	9
Moon Dog	9
Obsidian Minotaur	9
Quasi-Elemental, Lightning, Large	9
Squealer	9
Turtle, Giant Snapping	9
Angel, Movanic Deva	10
Daemon, Dergho-	10
Daemon, Pisco-	10
Demodand, Tarry	10
Demon, Nabasu (Mature)	10
Demon, Stirge	10
Demonic Knight	10
Dire Hippopotamus	10
Elemental, Psionic, Huge	10
Shedu, Greater	10
Thessalhydra	10
Aerial Servant	11
Demon, Aeshma	11
Thessalgorgon	11
Angel, Monadic Deva	12
Daemon, Caco-	12
Demon, Daraka	12
Elemental, Psionic, Greater	12
Animal Lord, Mouse Lord	13
Demodand, Slime	13
Froghemoth	13
Demon, Gharros	14
Dire Elephant	14

Jordan Bassett (order #48404)

Elemental, Psionic, Elder 14
Elemental, Time, Noble 14
Giant, Sand 14
Skeleton Warrior 14

Animal Lord, Cat Lord 15
Demodand, Shaggy 15
Demon, Beluri 15

Devil, Ghaddar 16

Elemental, Time, Royal 17

Elemental Dragon, Air 18
Elemental Dragon, Water 18

Devil, Titivilus 20
Elemental Dragon, Earth 20
Gorgon, True (Sthenno) 20
Demon, Maphistal 21
Demon, Sonechard 21
Devil, Baaphel 21

Devil, Bael 22
Devil, Gorson 22
Devil, Hutijin 22
Elemental Dragon, Fire 22
Gorgon, True (Euryale) 22

Cerberus 23
Daemon, Charon 23
Demon, Jubilex 23
Demon, Kostchtchie 23

Demon, Baphomet 25
Devil, Amon 25

Devil, Moloch 26
Demon, Dagon 27
Slaad Lord of The Insane 27

Demon, Pazuzu 28
Devil, Geryon 28

Demon, Fraz-Urb'luu 29
Slaad Lord of Entropy 29

Demon, Tsathogga 30

Demon, Orcus 35

Daemon, The Oinodaemon 37

Devil, Lucifer 39

Jordan Bassett (order #48404)

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Now we have the basics out of the way. To use Open Game Content from this book, you must take *our* Section 15 Copyright Notice information and put it in the Section 15 Copyright Notice of *your* book. So now let's take a look at our Section 15 Copyright Notice for this book. It reads:

"[Insert the name of monster used — incorporated here by this reference — in place of this bracketed text, with each monster used requiring a separate entry in Section 15] from the ***Tome of Horrors****, Copyright 2002, Necromancer Games, Inc.; [see the individual monster entry or entries for additional Section 15 information and insert that information here — incorporated here by this reference — in place of this bracketed text when reusing]."*

What does that mean? Simple. To construct the copyright notice for your product based on Open Game Content from this book, just follow the directions in the bracketed text. Doing so, you go to the specific monster page that you are using and get the monster name from the top of the page and the rest of the information there from the Copyright Notice section at the bottom of the page and put it in place of the bracketed text. It couldn't be easier. Just in case, let's do a few examples.

Example

Let's say you wanted to use the kamadan in your new d20 product. Here is how you would cite it. You know its name, the kamadan, so you plug that into the first part of bracketed text, so that it now reads:

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Using Multiple Monsters

The monsters in this book are so cool that we are sure you will want to use several of them in your products. Does that mean you should do a whole new entry in your Section 15 for *every* monster you use? Unfortunately, yes. That is a side effect of our desire to credit each author and the original source material properly and accurately. We thought it was so important to give proper credit that we are sure subsequent publishers will not mind this slight inconvenience. We just couldn't find another way to do it.

Yet we will give you an example of how to do it.

Let's say you want to use the dark creeper, the pech, the mobat, and the shadow demon in your product. You go to the respective monster pages, and you compile the names of the monsters and the respective Copyright Notice information for each of the monsters:

- Dark Creeper, Author Scott Greene, based on original material by Rik Shepard.
- Pech, Author Scott Greene, based on original material by Gary Gygax.

Jordan Bassett (order #48404)

- Mobat, Author Scott Greene and Clark Peterson, based on original material by Gary Gygax.
- Shadow Demon, Author Scott Greene, based on original material by Neville White.

You would need to make four entries in your Section 15 reflecting each monster you use. Taking the above four monsters, you would need to add the following entries to your Section 15:

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Conclusion

There you have it! Not only a ton of Open Game Content, but instructions on how to use it properly, too!

If you have any questions about how to use the Open Game Content contained in this book, please email Clark Peterson at *www.necromancergames.com*.

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