

# MYSTICAL KINGDOM OF MONSTERS



**NORTHWINTER PRESS**

**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE





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# Table of Contents

Table of Contents.....	ii	Catirpel Scout (Bombyx).....	32
Introduction.....	1	Catirpel Sentry (Chilopoda).....	33
Enter the Monster Trainer... ..	1	Catirpel Queen (Lepitera).....	33
Challenge Rating vs. Hit Dice .....	1	Maverik's Chilopoda .....	34
Fast Play.....	2	Celedeen.....	35
What You Need .....	2	Celedeen's Return .....	36
Setup .....	2	Chaos Slasher (Craos).....	36
What the Monsters Can Do .....	2	Vs Craos and the Vargouille .....	37
Battling Alone .....	3	Cobra Flower Hero (Slytrap).....	38
Capturing Monsters in Fast Play .....	3	Companion Monsters.....	38
Growth in Fast Play .....	3	Carbuncle Companion (Quirkle).....	38
Heart .....	3	Carbuncle Hero (Carbuncle).....	39
Chapter 1: Character Options .....	4	Carbuncle Champion (Carmind).....	40
The Monster Trainer.....	5	Daniel's Carbuncle .....	40
Defining Monsters by Their Aura.....	5	Dream Imp Companion (Moggish).....	41
Play the Trainer, not the Monster.....	7	Dream Imp Hero (Moggles).....	42
Monsters Not Found Here.....	7	Dream Imp Champion (Moggwind).....	42
Trainer Perks .....	8	Jenna's Moggish .....	43
Monster Auror (Archetype).....	10	Earth Yeti Companion (Geoyeti).....	44
Monster Breeder (Archetype) .....	11	Earth Yeti Hero (Snowstone).....	44
Breeder Option: Templates .....	11	Earth Yeti Champion (Avalynche).....	45
Monster Gambler (Archetype) .....	12	Fire Bird Companion (Squit).....	46
Monster Performer (Archetype).....	12	Fire Bird Hero (Strigiflame) .....	46
Monster Researcher (Archetype).....	13	Fire Bird Champion (Godigeon).....	47
Monster Scout (Archetype) .....	13	Lightning Cat Companion (Catning).....	48
Trainer Spells.....	14	Lightning Cat Hero (Lychnis) .....	48
New Spells .....	18	Lightning Cat Champion (Lightnynx) .....	49
New Race: Monstorin .....	20	Root Snake Companion (Pesto).....	50
Racial Traits and Spell Lists .....	20	Root Snake Hero (Cloves) .....	50
Chapter 2: Monsters.....	22	Root Snake Champion (Basilesk).....	51
Ailuro.....	23	Water Dog Companion (Bawby).....	52
Ailuropoda.....	23	Water Dog Hero (Wabirri).....	52
Angels.....	24	Water Dog Champion (Dithango).....	53
Astral Faerie (Angerie).....	24	Crurotar .....	54
Astral Faerie Champion (Valoren).....	25	Demons .....	55
Trainer Spells on a Monster .....	25	Glabrezu.....	55
Behir.....	26	Shift Demon (Chlorite).....	56
Bulette.....	27	Shift Demon Champion (Cuclaur).....	57
Cactus Warrior Child (Cactyke).....	28	Shift Demon Champion (Cenkclaur) .....	58
Cactus Warrior (Cactombre).....	28	Shift Demon Champion (Synacl) .....	58
Capricor .....	29	Vrock.....	59
Castor .....	30	Devils.....	60
Castor Hero (Chordata) .....	30	Osyluth .....	60
Castor Champion (Chrystofur).....	31	Pit Fiend, Lesser (Asmoden) .....	61
Catirpel.....	32	Dragons .....	62



# Table of Contents

Ancestral Dragon Turtle (Aquario) .....	62	Stephen and the Render.....	91
Black Dragon Phase Spider (Arachnigon) .....	63	Hippogryph.....	92
Bronze Dragon Sky Hero (Thundergon) .....	64	Hippogryph Cub (Gryphcub).....	92
Red Dragon Siege Golem (Endergon) .....	65	Homunculi .....	93
Red Dragon Siege Whelp (Tridigon) .....	66	Homunculus, Cleric (Cleribelle).....	93
Red Dragon Thunder Lizard (Triceragon) .....	66	Homunculus, Fighter (Soldrite) .....	93
Red Dragon Tortoise Spawn (Tortoigon).....	67	Homunculus, Rogue (Scoundrite) .....	94
Shardragon Bulette Spawn (Shardrake).....	68	Homunculus, Sorcerer (Sorcerite) .....	94
Shardragon Raptor Spawn (Shraptor) .....	68	Hydra .....	95
Shardragon, Great Wyrms.....	69	Inevitables .....	96
Maverik's Shardragon .....	70	Arbiter .....	96
Elcu.....	70	Jubjub Bird.....	97
Elcu, Adult (Cucuy).....	71	Katnip .....	98
Elcu, Elder (Cucalon) .....	71	Khale .....	99
Elementals.....	72	Khale, Child (Raskhale).....	100
Elemental, Earth Champion (Harcrest).....	72	Water Monstorin .....	100
Elemental, Earth Hero (Harbrick) .....	73	Koaladin Warrior (Cinereus) .....	101
Elemental, Earth Warrior (Harcore) .....	73	Lagomorphs .....	102
Elemental, Earth Beetle (Coleoptera).....	74	Lagomorph Alpha (Lagomo) .....	102
Elemental, Earth Spider (Chitiner).....	74	Lagomorph Earth Rune (Kylva) .....	102
Elemental, Magma Ram (Aerisor) .....	75	Lagomorph Fire Rune (Kena) .....	103
Elemental, Storm Twins (Geminel).....	76	Lagomorph Ice Rune (Isa) .....	103
Faerie Dragon .....	77	Lagomorph Light Rune (Daga).....	104
Farrealms.....	78	Lagomorph Plant Rune (Lauka).....	104
Farrealm Life Concept (Divinispawn) .....	78	Lagomorph Water Rune (Laga) .....	105
Farrealm Mind Concept (Thoughtspawn).....	79	Levimur .....	105
Farrealmer Traits .....	79	Levimur, Elder (Lupice).....	106
Farrealm Strife Concept (Maimspawn) .....	80	Locan .....	107
Farrealm Warrior Concept (Warspawn) .....	80	Maelae .....	108
Farrealm Wrath Concept (Fleshspawn) .....	81	Maelae Youth (Maelbud) .....	108
The Seer and the Gambler .....	82	Mimic .....	109
Fel'Kraz .....	82	Minotaur .....	110
Fel'Kraz Warrior (Kytharion).....	83	Moncroak .....	110
Festrog.....	84	Nightwalker .....	111
Formites .....	85	Owlbear.....	112
Formite Soldier (Formite) .....	85	Pendula .....	113
Formite Hive Guard (Crysallis) .....	86	Time Travel in the Kingdom .....	114
Formite Wing Guard (Formisect).....	86	Phoenix Lightning Hatchling (Firebolt).....	114
Fourclaw .....	87	Phoenix Water Hatchling (Steambringer) .....	115
Golems .....	88	Two Birds and One Stone.....	115
Golem, Living Iron (Ironguard).....	88	Piskel .....	116
Construction.....	88	Pixie.....	117
Trapped with the Ironguards .....	89	Proginor.....	118
Golem, Living Adamantine (Towerguard).....	90	Pseudodragon.....	118
Gray Render .....	90	Raptur .....	119



# Table of Contents

Royciel .....	120	Trollspawn Experiment (Gnole) .....	140
The First Ancestral – Royciel .....	121	Trollspawn Beast (Trollhound) .....	140
Rust Monster .....	121	Origins of the Gnole .....	141
Sagitor .....	122	Unicorn .....	141
Satyr .....	123	Urbanel .....	142
Scamethyst .....	124	Vargouille Champion .....	143
The Second Ancestral – Scamethyst .....	124	Viriga .....	144
Siamange .....	125	Water Crab (Canceria) .....	144
Siyafrak .....	126	Xendaug .....	145
Skaldak .....	126	Chapter 3: Monster Training .....	146
Skaldak, True Form (Eyedolor) .....	127	New Feats .....	147
Steel Sentry (Firaels) .....	128	New Items .....	148
Steel Sentry Hero (Firadron) .....	128	Monster Enhancement .....	149
Steel Sentry Champion (Gladiafira) .....	129	Alternative Summoning Options .....	149
Swine, Armored (Suidae) .....	130	Eidolon Evolutions .....	154
Swine, Armored (Wildesau) .....	130	Monster Growth .....	155
Taurinor - Gorgon Ancestral .....	131	Chapter 4: The Kingdom .....	156
Tesoroo .....	132	Wild Encounters .....	157
Jenna’s Tesoroo .....	132	Eastern Regions .....	157
Timeslayer .....	133	Western Regions .....	160
Treant .....	134	INDEX: MONSTERS BY CR .....	164
Treant Cousin (Rastafern) .....	135	INDEX: MONSTERS BY SPELL GRANTED .....	165
Treant Cousin (Rastaflor) .....	135	INDEX: MONSTERS NOT FOUND HERE .....	175
Trisaber .....	136	Open Gaming License V1.0a .....	186
Trisaber Hero (Sevord) .....	136	Credits .....	188
Trisaber Champion (Swordbite) .....	137		
Troglodyte Magic User (Troglospell) .....	138		
Troglodyte Warrior (Troglo spear) .....	138		
Trollspawn .....	139		





# Introduction

The ability to summon creatures to do one's bidding is a powerful and useful tool. Spellcasters often dedicate their lives to learning the art of summoning monsters, animals, and creatures from beyond reality. While specialist Wizards pour over musty tomes to learn how to call upon the magic of Conjunction, Clerics and Witches reach out to their patrons for aid in the form of summoned companions. Druids and Sorcerers tap into ancient power to draw animals and other beings into the world even as Summoners construct and evolve their highly specialized eidolons for most situations.

## ENTER THE MONSTER TRAINER...

Monster trainers do not simply summon monsters into battle. There are no books or gods able to teach monster training. There are no bloodlines or rituals that allow the monster trainer to call upon creatures from unknown worlds. There is only the determination and the will of the trainer to hunt monsters and capture them for training.

There are many different varieties of monster trainer. Each possesses his or her own take on how to train monsters as they are captured. The pages that follow will focus on these different styles of monster training.

## CHAPTER 1: CHARACTER OPTIONS

This chapter introduces a new base class to Pathfinder: The monster trainer. Monster trainers draw magic from the monsters they capture in order to cast spells and battle enemies. Six archetypes of trainer are likewise defined; each with a different way to utilize monsters to benefit a party of adventurers.

The chapter continues with spell lists and new spells that offer a glance at what a trainer (or monstorin) is capable of with the right monster at his side.

Closing out chapter 1 is a new race: The monstorin. This otherwise generic race takes aspects of a specific monster and uses them to define itself.

## CHAPTER 2: MONSTERS

No book that calls itself a guide on monsters would be complete without including some of those very creatures. In Chapter 2, over 150 monsters are described. Most of the monsters found in the world many simply call The Kingdom are of a less fearsome variety. Young children (ages 10 and up) often seek these companions as part of an ongoing quest to become

## Challenge Rating vs. Hit Dice

Mystical: Kingdom of Monsters usually references the Challenge Rating of a Monster as opposed to its hit dice. This is noted as CR in the text.

renowned monster trainers. Not all monsters are so friendly, however. There are plenty of dangers to beware, including a man-made monstrosity that threatens the lives of even the Kingdom's bravest warriors.

Interspersed between these brand new monsters are several familiar faces that demonstrate the differences between a wild creature encountered in the world and a monster used by a trainer or as a monstorin.

## CHAPTER 3: MONSTER TRAINING

Monster training is more than a career; it's a lifestyle. Trainers gain access to new feats and equipment tailored to their abilities. Using the optional systems provided in this chapter, even non-trainers can gain limited access to the new and interesting monsters described in Chapter 2.

## CHAPTER 4: THE KINGDOM

This final chapter offers a glimpse at the world known only as the Kingdom. After years of living in peace, the human king has decided to wage war against the dwarves and elves of his realm. While he prepares his Purist followers for battle with engines of destruction, a guild of dangerous thieves plots to steal as many monstorin as they can in a bid to take over the Kingdom before anybody catches on to their plan. Stuck between these struggling powers are trainers, most of whom are still children.





# Fast Play

Have a younger group of players, or want to get straight to the action? The fast play rules give you that option!

In the fast play rules, gameplay resolves quickly without losing importance, leaving more time to roleplay and enjoy your monsters. The best part is, as your party becomes more familiar with the rules in the Pathfinder Roleplaying Game Core Rulebook, you can integrate them in part or whole along with the other rules here such as the trainer class, feats, and detailed use of spells.

Advanced players please take note: These are very simplified rules and are not meant to feel immediately compatible with the rest of Pathfinder. Explanations here assume those reading them are either new to the game or young enough that they will want a parent, older friend, or sibling to join them in playing.

## WHAT YOU NEED



2

- ◆ A set of 7 gaming dice (1d4, 1d6, 1d8, 1d10 single digits, 1d10 double digits, 1d12, and 1d20). Preferably one set for each player, but the dice can be shared.
- ◆ Some friends to join you as companions or rivals. You'll journey with your companions, challenging rivals to monster battles and seeking out new monsters to capture.
- ◆ Imagination. This is the most important thing in the Kingdom. It is how you bring your monsters to life and enjoy their company as some of your closest allies.

## SETUP

Each player begins with a Challenge Rating 1 (CR 1) companion monster of their choice. These monsters can be found [starting on page 38](#). The companion monsters are:

Bawby, Carbuncle, Catning, Geoyeti, Pesto, and Squit.

You can all have the same monster if you want; there are plenty to go around.

Once you have your monsters picked out, you're done setting up. Now you just need to know a little bit more about how to use your monsters.

## WHAT THE MONSTERS CAN DO

Each monster has some very important numbers to look for, but when using the fast play rules, you only need some of them (these will be circled or highlighted on any printed copies provided).

When looking at a monster, from top to bottom, you need to know:

**Init:** This number tells you if the monster goes first during

battle. When the battle starts, roll 1d20 and add this number. The monster with the highest roll goes first. If two monsters tie, they keep their original place, but roll again to break the tie.

**AC:** This number is the monster's defense. When other monsters attack it, they roll 1d20 + their attack and check if they hit your monster's AC. Unless stated otherwise, bonuses to AC also add to Touch and Flat-Footed (see below).

**Touch:** In fast play, a monster's touch is equal to 10 + its Ref. Monsters make spell attacks against touch by default, and some abilities can let monsters make regular attacks against it as well.

**Flat-Footed:** This number is a special defense that only matters when other monsters have an ability called Sneak Attack. If a monster with Sneak Attack comes after your monster, watch out, because they can hit your Flat-Footed and deal more damage to you! Thankfully, your companion monster may have a way to avoid the damage in its traits or special abilities (see below).

**HP:** Your monster's HP is how much damage it can take before getting knocked out. Once its HP is 0, the monster will be unable to continue battling.

**Fort, Ref, and Will:** Some monsters have special abilities that mention a Fortitude, Reflex, or Will save with a DC. When a monster uses one of these ability against you, roll 1d20 and add this number. If you meet or exceed the DC, the effect is weaker or doesn't happen at all. Each effect tells you what happens if you succeed. In fast play, ignore the DC on spell-like abilities and use them like AVAILABLE TRAINER SPELLS (see below).

**DR, Immune, Resist, and Weaknesses:** Your monster may be able to completely ignore some attacks or damage, but some will hurt it more. A monster with DR takes that much less damage from regular attacks. A monster with Resist takes that much less damage from spells that fit the description. A monster with a Weakness takes x2 damage from attacks and spells that fit the description.

**Offense:** You can use any melee, ranged, or special attack on your turn. Roll 1d20 and add the number next to the attack. If it meets or exceeds the other monster's AC, you hit! Deal the damage and do anything else written in the (parentheses). An attack with a number in front (2 slams) or a "/" (+13/+8) means you can roll more than once, but each roll uses up one of those numbers. For special attacks, unless they have rules under another attack or Special Abilities (see below), have fun and agree on what they do with your friends. Anything that is a number/day (for example 5/day) can only be used twice each battle (1/day can only be used once).

**Spell-Like Abilities:** Some monsters have more magic than others. They can use these spell-like abilities like special attacks. At will means they can use it every turn. Constant means that it happens all the time on its own. Anything more than 1/day can

only be used twice each battle. You can use the spell descriptions [starting on page 14](#) for an idea of what these abilities do, but just like the other powers your monster has, use your imagination!

**Statistics:** The most important statistic for fast play is Cha (short for Charisma). It is how your monster uses spells to hit other monsters. To hit another monster with a spell, roll 1d20 + the spell level + one-half your Cha (some use Int or Wis instead). If you meet or exceed the other monster's Touch, you hit.

**Skills:** Skills are important if you're telling a story while playing. You can use skills to do some things when not battling, such as talking to others (Bluff or Diplomacy), sneaking around (Stealth), or looking for somebody (Perception). Usually to do something you want to roll 1d20 and add your skill. If you meet or exceed 10 + your monster's CR, you do exactly what you want to. If you're trying to beat another monster at doing something make the same roll, but against 10 + the other monster's CR instead. This is good when you want to find something first or play games like hide and seek. Really big or really small monsters may have a harder time using some skills, so decide with your friends how you want that to work.

**AVAILABLE TRAINER SPELLS:** All monsters have spells you can use on your turn. If you look at the monsters you have, find the one with the highest CR and divide that by 2. That number is the highest spell level all of your monsters can cast if they have them. For example, if your best monster is CR 12, all of your monsters can use 6th-level spells (if they know them). You can use the spell descriptions [starting on page 14](#) for an idea of what these abilities do, but just like the other powers your monster has, use your imagination!

You can use your monster's spells as many times as you have them for a level. Each time you use a spell, you can mark that spell or another spell of the same level off. For example, a fire bird can only use Produce Flame once every battle, but it can use Fireball four times. Each time it uses Fireball, mark off either Fireball or another spell of the same level, like Daylight.

When you want to cast a spell at another monster, roll 1d20 + the spell level + one-half your Cha (some use Int or Wis instead). If you meet or exceed the other monster's Touch, you hit.

- ◆ If you can cast 1st through 3rd level spells, all damage from spells is 1d6 per spell level. 0-level spells deal 1d4 damage.
- ◆ If you can cast 4th through 6th level spells, all damage from spells is 1d8 per spell level. 0-level spells deal 1d6 damage.
- ◆ If you can cast 7th through 9th level spells, all damage from spells is 1d10 per spell level. 0-level spells deal 1d8 damage.

## BATTLING ALONE

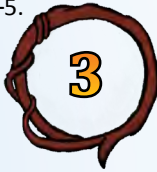
In fast play, you may decide to battle monsters alone in order to capture them without help. Your friends can still play by acting

as the wild monsters, or they can battle each other while you finish. If you decide to battle alone, take turns. Give everybody else a chance to do the same before you start another battle. This way, you can all still find and capture new monsters.

When battling as a group, you cannot switch monsters. If you're battling alone, though, you can switch your monsters around. On your turn, instead of attacking the other monster, you can switch your monster for a different one. You can only switch between up to 3 different monsters during each battle, so choose wisely. If one of your monsters is knocked out, you automatically start with one of your remaining monsters on your next turn.

## CAPTURING MONSTERS IN FAST PLAY

Before a Monster reaches 0 HP, you can try to capture it on your turn instead of attacking it. Roll 1d20. If your roll meets or exceeds the monster's CR +5, you capture it. If the other monster is weak (it has less than one-half its HP), or distracted in some way (being asleep, stunned, etc...) it doesn't get the +5. If the other monster is weak and distracted, you roll against its CR -5. If your monster has a higher CR, you get +5 to your roll. If the other monster has a higher CR, you get -5 to your roll. Other trainers' monsters can't be captured.



## GROWTH IN FAST PLAY

Some monsters you don't have to capture. Instead, you can help them grow into bigger monsters, like a bawby becoming a wabirri. To help your monster grow:

1. Capture another monster of the new CR or higher
2. Win 1 battle with the monster you want to help grow.

**Example:** For bawby to grow into a wabirri, capture a monster that is CR 5 or higher, then win a battle using bawby. Monsters only grow up to higher CR's, never to the same or lower CR's.

All monsters that can grow have similar names (like water dog, root snake, or lightning cat).

## HEART

Heart is a special rule for fast play to help your monsters last longer. If your monster is fighting a more powerful monster, add the difference in your CR to your d20 rolls, damage rolls, and AC. For example, if your catning (CR 1) is battling a CR 9 monster, it gets +8 on its d20 rolls and deals +8 damage with its attacks and spells. If the monster uses an attack, spell, or sneak attack, your catning gains +8 to its AC, touch, or flat-footed against the attack, respectively.

A list of Monsters by CR is [available on page 162](#). If you want to tell a story, read about the Kingdom [starting on page 155](#).



*Chapter 1: Character Options*





For ages, raising creatures as pets and companions has been a tradition held by druids, rangers, and, to a lesser degree, other divine and arcane spellcasters. Most acquire the services of domesticated animals, while some dedicate their time to more exotic beings. But, for all their knowledge; for all their skill in the art of handling animals and lesser beings, these groups still fail to understand the bond shared between a trainer and his monsters.

## THE MONSTER TRAINER

Monster trainers have learned how to tap into the natural well of arcane power that lives within all sentient beings. It is the same power from which sorcerers manifest their bloodlines and with which summoners bond to their strange, beautiful creations. This power grants trainers the unique ability to tether the essence of monsters to their souls.

In settings where a monster trainer can receive formal training, most begin as young men or women undergoing the same regiments as a ranger. This is because so much of being a member of that class involves tracking and understanding other creatures. The difference between a monster trainer and a ranger becomes apparent soon after the trainer picks up the basics such as the use of bows, tracking monsters, and favored enemies. It is around this time that the trainer's aura develops and he is chosen by a local researcher or scout for specialized education.



## Defining Monsters by Their Aura

To a monster trainer, a monster is any creature that does not have class levels. Most monsters' natural aura (as seen by classes with the ability to detect auras) is simple. This makes it easy for a trainer to blend their own essence with the monster's while capturing it. When this book refers to monster, it refers to the creatures a trainer can capture.

Monsters with a CR above the trainer's level, as well as those with class levels, have auras which are more complex. The *capture monster* spell is generally unable to manipulate such creatures. This distinction is why monsterin are a prominent race in the Kingdom and not just an odd collection of creatures for trainers to capture.

Each trainer is different because few trainers bond with the same creatures that others might. It is this perceived individuality that sets monster trainers apart, even from their own peers.

**Role:** Monster trainers are self-sufficient heroes who capture and use monsters to achieve greater success in all walks of life. How versatile a trainer can be depends on his choice of active monster. The trainer may use a powerful animal or magical beast that grants him few spells and instead offers him more physical options during battle. Or, he can call forth a tiny fey and use its spells to confuse his enemies while he fights them in closer quarters. At higher levels, it can be expected that a trainer will usually have some option available to him in any situation, even if that choice isn't the most optimal.

**Alignment:** Any; see trainer aura.

**Hit Die:** d8

**Starting Wealth:** 4d6 × 10 gp (average 140 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

### Class Skills

The monster trainer's class skills are Appraise (**Int**), Bluff (**Cha**), Craft (**Int**), Diplomacy (**Cha**), fly (**Dex**), Handle Animal (**Cha**), Heal (**Wis**), Intimidate (**Cha**), Knowledge (arcana, dungeoneering, geography, nature, religion) (**Int**), Perception (**Wis**), Perform (**Cha**), Profession (**Wis**), Ride (**Dex**), Sense Motive (**Wis**), Spellcraft (**Int**), and Survival (**Wis**).

**Skill Ranks per level:** 6 + **Int** modifier.

### Class Features

All of the following are class features of the monster trainer.

**Weapon and Armor Proficiency:** Monster trainers are proficient with all simple weapons, all bows and the whip. They are proficient with light armor, but not with shields. A trainer can cast trainer spells while wearing light armor without incurring





its trainer. The monster can then either finish its move action less the distance already moved by its trainer or use any other actions its trainer still has available for the round. On subsequent rounds, the trainer must use his own actions to direct his monster on a one-for-one basis.

When you call your active monster back into your essence, any damage it was dealt while active is transferred to you and the monster is healed. This works as the *heal* spell, but the monster's hit points are restored to full. If your monster is ever reduced to 0 hit points, it returns to your essence as a free action. Damage dealt to you in this way cannot reduce your hit points to less than -1. If you are ever reduced to 0 or fewer hit points while your monster is active it can continue to act until combat ends or it is reduced to 0 hit points, at which point it returns to your essence. If you die, your monsters remain bound to your soul, and only the strongest of spells (*miracle*, *wish*, etc...) can free them.

**Eschew Materials:** A monster trainer gains Eschew Materials as a bonus feat at 1st level.

**Trainer Aura:** The alignment displayed by the monster trainer's aura can be misleading because it is affected by the monsters he has captured. A creature observing the trainer's aura will see a muddled mix of alignments, though often one will stand out more prominently, such as when a trainer captures a majority of evil monsters. Anybody attempting to detect a trainer's alignment requires a number of additional rounds equal to one-half the trainer's level (minimum 1) to do so.

The trainer determines the exact visual nature of his aura. For example, the trainer's aura can appear to be a swirl of energy around his head or a pouch of orbs at his waist containing each monster he's captured. The trainer can make his aura visible, though it provides no mechanical benefit to do so.

**Favored Enemy:** After the monster trainer has captured a monster of a particular type (see ranger favored enemy types in the Pathfinder Roleplaying Game Core Rulebook), he gains a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks against creatures of that type. Likewise, he gets a +2 bonus on weapon attack and damage rolls against them. A trainer may make Knowledge skill checks untrained when attempting to identify these creatures. The monster trainer's favored enemy bonus never increases without a trainer perk or levels in another class that gains this feature.



## Play the Trainer, not the Monster

It may seem at first glance that a trainer is playing the monster and not the character during battle. With the tools available to the monster trainer, this need not always be the case.

A monster trainer can call upon a monster with little to no combat ability in order to access its spells (which are generally stronger than a battle-ready monster). He would then use the abilities he gains from it to battle his enemies using his own weapons and tactics. The monster may provide a flank for him, but it is otherwise a noncombatant.

Alternatively, the trainer (particularly scouts) might call upon a monster with more combat savvy and direct it during battle. With the right trainer perks and choice of feats, the trainer can even fight beside his monster in a limited fashion. A gray render, for example, provides the trainer with only a few spells, but is a powerhouse that he can use to great effect in a fight. In addition, by the time he gains the ability to capture one at 9th level, he'll also have 4 separate spells available through his spell familiarity class feature.

In the end, the play style offered by the monster trainer class is one of cooperation and support. The monster through which the trainer utilizes his spells and other class features becomes a part of his character without overshadowing him in every other way.

## Monsters Not Found Here

When capturing monsters not found in this or other Kingdom of Monsters books, you can always find an equivalent monster and use its spell list. For ease of reference, we have placed such a list starting on page 175 that you can check when playing as your monster trainer.

In addition, some monsters not presented in these texts can have abilities far surpassing those you should rightfully possess at a given level (at will invisibility at 2nd, wish at 9th, etc.) Check with your GM when capturing such a monster and consider using lesser spells/abilities (vanish instead of invisibility), reducing uses per day, or some combination therein.

Remember this. A monster cannot grant spells to a trainer unless the trainer is of a high enough level to learn them as a spell anyway. In the case of invisibility and wish, those are 2nd- and 9th-level spells, requiring the trainer to be 4th- and 18th-level, respectively, before he can use them in any way (spell, spell-like, supernatural, or extraordinary ability).

Finally, Capturing monsters, in or out of these books, should be easy enough. Just keep an eye out for outliers. Happy hunting!



# Trainer Perks

## Animal Companion

Because they offer few, if any spells, the trainer can manipulate his aura to improve the capabilities of animals he has captured.

This ability functions like the Druid *animal companion* ability (part of the *Nature Bond* class feature) except as noted here.

- ◆ The trainer's effective Druid level is equal to his trainer level –3 (minimum 1)
- ◆ A trainer who selects an animal companion can choose one animal he has captured that meets the requirements to be an animal companion for his effective Druid level. While active, that animal becomes the trainer's animal companion. They share the trainer's favored enemy and favored terrain bonuses (if any).
- ◆ When the trainer gains a new level in any class that gains an animal companion, he can update his animal companion or choose a new animal he has captured that meets the requirements to be an animal companion for a Druid of his effective level.

## Appraise Monster

As a move action on his turn, the trainer can make an appraise skill check or a monster lore knowledge skill check against a monster that he is aware of within 30 ft. to learn the current hit points of that monster, its CR, and whether it has any bonus to save if he tries to capture it. He gains his favored enemy bonus to appraise checks made in this way.

## Armored Companion

The trainer shares his armor and shield proficiencies with his active monster. This also applies to armor and shield proficiencies gained as feats.

## Evasion

### Requires 2nd level

If the trainer makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. *Evasion* can be used only if the trainer is wearing light armor or no armor. A helpless trainer does not gain the benefit of *evasion*.

## Evasion, Improved

### Requires 8th level and Evasion

This works like *evasion*, except that while the trainer still takes no damage on a successful Reflex saving throw against attacks, he henceforth takes only half damage on a failed save. A helpless trainer does not gain the benefit of *improved evasion*.

## Extended Calling

When the trainer calls upon his monster, it appears anywhere within 30 ft. of him.

**Monster Growth:** Starting at 2nd level, when he gains a new trainer level, the monster trainer can improve one of the monsters he has already captured. This process, called growth, allows the trainer to keep his monsters relevant for longer periods of time. Not every monster is able to grow in this way. See Chapter 3 for more information on *monster growth*.

**Spell Familiarity:** At 2nd level, 19th level, and every even trainer level between (4th, 6th, etc...), a monster trainer chooses one spell granted to him by a monster he has captured. He can now cast that spell regardless of the monster he has active. At the time he gains these new spells, the monster trainer can also swap a previous spell gained with *Spell Familiarity* for another of the same level.

**Empathy:** If a 3rd level monster trainer counts a particular monster type as a favored enemy, he can improve the initial attitude of other monsters of that kind. This ability functions just like a Diplomacy check to improve the attitude of a person (see the Pathfinder Roleplaying Game Core Rulebook). The trainer rolls 1d20 and adds his trainer level and his Charisma bonus to determine the empathy check result. Some monsters have a starting attitude of unfriendly, but most are hostile to the trainer at the start.

To use empathy, the trainer and the monster must be within 30 feet of one another under normal visibility conditions. Generally, influencing a monster in this way takes 1 minute, but, as with influencing people, it might take more or less time.

**Talented Trainer:** The trainer is able to use the special attacks, defenses, and abilities of his active monster, provided those abilities have an immediate effect on combat. Most afflictions, curses, diseases, and poisons are not gained with talented trainer.

At 3rd level, the trainer gains access to the spell-like abilities of his active monster. At 7th level, he can use its supernatural abilities as well. Finally, at 11th level, he gains the monster's extraordinary abilities.

The trainer and his monster share any limitations of abilities. For example, if the trainer uses his dragon's breath weapon, he and the monster must both wait 1d4 rounds before one of them can use it again. Self only abilities on a monster can only be used by the monster and only while it is active.

**Trainer Perk:** At 4th level, 19th level and every 4 levels between, the trainer gains a perk that he can use whenever he has any monster active. When the trainer gains a new perk, choose from the following list. Some perks are better while specific monsters are active, but all should be usable at any time.

**Shared Senses:** Starting at 5th level, the monster trainer and his active monster share their senses, including blindsight, darkvision, low-light vision, scent, and true seeing.

# Trainer Perks

## Extraordinary Channeler (Ex)

### Requires Talented Trainer (Extraordinary)

If the trainer has captured a monster with an extraordinary ability that the trainer could normally use while that monster is active, he gains that ability even while another monster is active. The ability is chosen when this perk is gained.

## Fast Movement (Ex)

The trainer and his active monster increase their base land speed by +10 feet. This benefit applies only when wearing no armor, light armor, or medium armor, and not carrying a heavy load. Apply this bonus before modifying speed because of any load carried or armor worn. This bonus stacks with any other bonuses to land speed.

## Favored Enemy, Improved

### Requires 8th level

The trainer chooses one monster type he has captured. His favored enemy bonus against that type of monster increases to +4.

## Inspiring Trainer (Su)

Once per round as a swift action, the trainer can aid his active monster in combat through encouraging shouts and cheerleading. This gives the monster a +2 bonus to attacks and damage for one round. The trainer can use this ability a number of times per day equal to 3 + the his Charisma modifier.

## Mettle

### Requires 2nd level

If the trainer makes a successful Fortitude or Will saving throw against an attack that normally deals damage or creates an effect on a successful save, he instead takes no damage and suffers no ill effect. A helpless trainer does not gain the benefit of *mettle*.

## Monster Summoning

The trainer learns the spells *Summon Monster* and *Summon Nature's Ally* for each spell level he can cast. He can only summon monsters he has captured that appear on those lists.

## Natural Armor

While wearing no armor, the trainer adds his active monster's natural armor bonus to his AC as his skin takes on an identical texture.

## Run With Me

When the trainer takes a move action, his active monster can also move up to half its speed as part of the same action and vice versa. This perk can be chosen twice, at which point the trainer or his monster can move at full speed instead.

## Side-By-Side

For each attack the trainer makes as part of a full attack action, his active monster can also make one attack and vice

versa. This does not allow the monster or the trainer to make more attacks than they normally could with a full attack action.

## Smite Monster

Once per day, the trainer or his active monster can Smite an enemy, as per the *Paladin's Smite Evil* ability. Instead of affecting creatures based on their alignment, *Smite Monster* only affects the trainer's favored enemies. The trainer can take this perk more than once and gain additional uses per day.

## Supernatural Channeler (Su)

### Requires Talented Trainer (Supernatural)

If the trainer has captured a monster with a supernatural ability that the trainer could normally use while that monster is active, he gains that ability even while another monster is active. The ability is chosen when the perk is gained.

## Tough Companion (Ex)

If the trainer's active monster has fewer hit dice than the trainer has levels, that monster gains extra hit points equal to 6 times the difference. For example, a 4th level trainer with a 1 hit die monster grants it +18 hit points. This ability does not increase the monster's actual hit dice.

## Trainer's Familiar

When one of the trainer's monsters begins to fall behind in its usefulness against more powerful foes, the trainer can adapt that monster to fill a new role.

This ability functions like the *Wizard familiar* ability (which is part of the *Arcane Bond* class feature) except as noted here.

- ◆ The trainer's effective Wizard level is equal to his trainer level -3 (minimum 1)
- ◆ A trainer who selects a familiar can choose one monster he has captured that meets the requirements to be a familiar for his effective Wizard level. While active, that monster becomes the trainer's familiar.
- ◆ When the trainer gains a new level in any class that gains a familiar, he can update his familiar or choose a new monster he has captured that meets the requirements to be a familiar for a Wizard of his effective level.

## Uncanny Dodge (Ex)

The trainer and his active monster each gain *Uncanny Dodge*, as the Monk ability of the same name.

## Uncanny Dodge, Improved (Ex)

### Requires Uncanny Dodge

The trainer and his active monster each gain *Improved Uncanny Dodge*, as the Monk ability of the same name.

## Warrior Companion (Ex)

The trainer shares his weapon proficiencies with his active monster. He can take this perk twice to share all combat feats he has with his active monster.



**Great Trainer:** A 9th level monster trainer gains a +2 bonus to capture monsters from his continued use of the spell.

**Temporary Control (Sp):** Beginning at 10th level, the monster trainer can cast *charm monster* as a spell-like ability a number of times per day equal to 3 + his Charisma modifier. The spell only works on creatures he can capture and lasts only up to 1 round per level. The trainer cannot have another monster active when using *temporary control*.

**Channel Monster:** In addition to the spells he can cast with *Spell Familiarity*, a 13th level monster trainer has mastered the ability to retain a small selection of spells even while he has no active monster. To use *Channel Monster*, the trainer must first rest for 8 hours. The same rules that apply to a Wizard preparing spells apply to the trainer in this regard.

After resting, the trainer can choose a single monster he has captured. He gains the ability to cast all spells that monster grants him, even if he has another monster active. The trainer cannot cast these spells through his active monster.

**Swap Monster (Ex):** Starting at 15th level, the monster trainer can exchange his active monster for another he has captured during battle. The active monster must be within 30 ft. of the trainer for him to use this ability.

The new monster appears within the trainer's usual range of 10 ft. (or 30 ft. with the right perk). The trainer then decides if he will suffer the damage dealt to his previous monster or apply it to his new active monster instead. For example, if the trainer calls a monster back that has been dealt 40 damage during battle, he can either take 40 damage or deal 40 damage to his new monster. This damage is dealt all at once and cannot be prevented, but it can be healed either naturally or with magic after the fact.

**Master Trainer (Ex):** When the monster trainer reaches 17th level, he learns a special secret that has eluded most trainers their entire lives. He can now capture a single monster without any saves or checks. He can do this once, and the monster must still be one he is able to capture.

Each time the trainer gains a new trainer level beyond 17th, he gains a new charge of master trainer. To use this charge, the trainer must first set free the monster he captured with the ability previously. He is then free to seek out another monster to capture instead. If able, the dismissed monster returns to the location from which it was captured, traversing planes to do so if it must. If it is unable to return, the monster instead appears in a space adjacent to the trainer and is free to do as it wishes.

Cunning monsters previously captured with master trainer may sometimes seek the trainer out once more in order to punish him for capturing them in the first place.

**The Monster Within (Ex):** Rather than summon a monster at 20th level, a monster trainer can transform himself into a version

of that monster instead. This ability works in all ways like the *Shapechange* spell, except as noted here.

- ◆ The trainer can only become a monster he has captured.
- ◆ The trainer counts as his own active monster for the purpose of available spells, other effects, and abilities.

The trainer can use this ability 3 times per day, and he cannot have a monster active while doing so.

## MONSTER AUROR (ARCHETYPE)

### Trainer Archetype

Monster aurors are the masters of essence; able to capture the magic created by monsters without the need to capture the monster itself. Often, an auror will only ever keep his initial monster and use it to its fullest potential rather than capture a variety of monsters as he levels up.

**Capture Essence (Ex):** Although they can capture monsters, aurors prefer to capture the spells and abilities those monsters would grant trainers instead. This allows aurors to gain access to spells other trainers have to wait for if a monster's CR is too high.

As a swift action when interacting with a monster that is able to grant him spells, the auror can roll 1d20 + his auror level + his Charisma modifier. If his check result is higher than 10 + the monster's CR, the auror randomly adds one of the monster's available spells to his spell list. If he succeeds by 5 or more, he can instead choose a spell to learn. If the monster is able to use the spell in any way (even as a supernatural or extraordinary ability) and targets the auror with it, he learns the spell automatically. The auror always knows when he's learned all of the spells a given monster can teach him.

The auror cannot cast a spell gained in this way through his active monster unless it could already cast the spell itself.

**Essence Training:** At 2nd level, and every even level thereafter, the auror can choose one spell from the trainer spell list and add that spell to his spells known. This spell is the result of training and conditioning the auror has done behind the scenes. When the auror gains a new spell from *essence training*, he can also trade one he already learned from this ability for another of the same spell level. This ability replaces spell familiarity.

**Trainer Perks:** The following trainer perks complement the auror archetype: Animal companion, evasion, improved evasion, mettle, trainer's familiar, uncanny dodge, and improved uncanny dodge.

**Essence Focus:** At 9th level, the auror gains a +2 bonus to his capture essence check. When he succeeds, he now gains up to two spells instead of one. This ability replaces great trainer.

**Master Auror:** Once per day, a 17th level auror can learn a monster's spell of his choice automatically. In addition, if he can



10

identify a spell being cast by a monster, the auror can then cast that spell without first learning it. The auror retains the spell for a number of hours equal to his level, at which point he must attempt to learn it as normal or lose it until he sees it cast again. This ability replaces master trainer.

**Essence Apotheosis (Ex):** At 20th level, the auror is always treated as being under the effects of a *mind blank* spell. Once per day, he can cast any spell he knows as an extraordinary ability. This ability replaces the monster within.

## MONSTER BREEDER (ARCHETYPE)

### Trainer Archetype

Monster breeders are able to change the very nature of their companions through the process of monster growth. By sacrificing some of the versatility given to other trainers, breeders can instead call upon more focused and powerful monsters over time.

**Breeder's Companion:** The breeder begins play with her choice of either an animal companion or a familiar. This feature functions in all ways as the class features granted to druids and wizards (respectively). The breeder uses her class level to determine the benefits granted to her companion. She does not also begin play with a monster at 1st level, but can call upon up to one captured monster that she controls like any trainer while her companion

acts independently. Her companion is not considered an active monster for the purpose of trainer class features such as talented trainer, but still grants the breeder spells if it would grant them to another trainer. Breeder's companion updates monster training and replaces spell familiarity and channel monster.

**Advanced Monster Growth:** Beginning at 2nd level, the breeder can enhance the monsters she calls upon. When her active monster has a CR lower than her breeder level, that monster gains a bonus to attacks equal to the difference between its CR and the breeder's level (minimum 1). It also gains a bonus to its damage and AC equal to half that difference, rounded down. The AC bonus is a deflection bonus

For example, a 6th-level breeder with a CR 1 monster grants that monster a +5 bonus to attacks, +2 to damage, and a +2 deflection bonus to AC.

Beginning at 9th level, the breeder also adds one-half the difference to her active monster's saving throws.

This ability updates monster growth and replaces great trainer.

**Trainer Perks:** The following trainer perks complement the breeder archetype: Appraise monster, fast movement, monster summoning, natural armor, and tough companion.



### Breeder Option: Templates

As an alternative to the *advanced monster growth* class feature above, the breeder might wish to apply templates to her monsters that bring their CR up to an acceptable value (breeder's level). Given the varying strengths of many templates, this is a potentially powerful option, but it does add flavor to the class and gives access to a piece of the Pathfinder game not often utilized by players.

Most breeders will use this option to apply simple templates, but if one wishes to seek out more complex templates, the Game Master has a few options for how to provide them. Many breeders, for example, keep journals of the various different templates they've encountered. Finding one of these journals is equivalent to finding a book of magic spells.

There are some exotic merchants and hidden treasure troves with scrolls describing techniques that will apply a template to a single monster. These scrolls are often valued at the Template's CR increase squared x 2,000 gold (or trainer currency found within the Kingdom, called TP/trainer points).

Some breeders are able to blend the essence of their monsters to produce new companions entirely. In cases such as this, they usually require a monster that has similar properties to the template they wish to apply. Using this technique, a breeder can apply the white half-dragon template to her monsters once she captures a white dragon or half-dragon.



## MONSTER GAMBLER (ARCHETYPE)

Monster gamblers enjoy the payoff of a little risk. They challenge other trainers with their unique way of thinking that makes them unpredictable in battle.

**Stack the Deck:** The gambler or his active monster can take up to a –5 penalty to a single d20 roll as a free action and grant it as a bonus to the other’s next attempt to perform the same action.

**Take the Advantage (Ex):** The gambler gains no bonus on weapon attack and damage rolls against his favored enemies. Instead, he gains sneak attack. The gambler’s sneak attack damage is 1d6 at 2nd level and increases by 1d6 at every even level thereafter. The gambler’s active monster can allow use sneak attack, and its effective level is equal to the gambler’s when overcoming uncanny dodge or similar abilities. This ability updates the gambler’s favored enemy and replaces spell familiarity.

**Play the Odds (Ex):** Once per day, a 9th level gambler or his active monster can reroll a single d20 before learning the outcome, but must keep the second result. This ability replaces great trainer.

**Trainer Perks:** The following trainer perks complement the gambler archetype: Appraise monster, evasion, improved evasion, improved uncanny dodge, fast movement, side-by-side, smite monster, and uncanny dodge.

## MONSTER PERFORMER (ARCHETYPE)

Monster performers are almost as varied as trainers because no one type of performance can appeal to everybody. Troupes of performers, equally skilled in battle and showmanship, will sometimes adventure together and have often proven as effective as any other party thanks to the versatility they possess and the monsters they raise.

**Spells per Day:** The performer’s spells per day are more limited than other trainers’. Refer to the table presented here when determining the performer’s spells per day.

**Trainer Perks:** Performers gain the Inspiring trainer perk at 1st level. At 4th level, the performer gains grand performance. This ability replaces the performer’s normal progression of trainer perks.

**Grand Performance (Ex):** This ability functions like the bard’s bardic performance ability except as noted here.

- ◆ The performer’s effective bard level is equal to his trainer level –3.
- ◆ The performer’s active monster can maintain the performance, if it meets the requirements to do so, in the event that the performer would be prevented from taking a free action to maintain it. If both the performer and his monster are prevented from maintaining the effect, it ends as expected.

12



Performer Spells per Day

Level	1st	2nd	3rd	4th	5th	6th
1st	1	—	—	—	—	—
2nd	2	—	—	—	—	—
3rd	3	—	—	—	—	—
4th	3	1	—	—	—	—
5th	4	2	—	—	—	—
6th	4	3	—	—	—	—
7th	4	3	1	—	—	—
8th	4	4	2	—	—	—
9th	5	4	3	—	—	—
10th	5	4	3	1	—	—
11th	5	4	4	2	—	—
12th	5	5	4	3	—	—
13th	5	5	4	3	1	—
14th	5	5	4	4	2	—
15th	5	5	5	4	3	—
16th	5	5	5	4	3	1
17th	5	5	5	4	4	2
18th	5	5	5	5	4	3
19th	5	5	5	5	5	4
20th	5	5	5	5	5	5

## MONSTER RESEARCHER (ARCHETYPE)

### Trainer Archetype

Monster researchers are dedicated students of monsters and their interactions with the world. They focus on the spellcasting aspects of monster training to tap into more potential than other trainers.

Researchers have very little time to commit to physical training. As a result, their talents in that area suffer, but they gain more esoteric knowledge of monsters and an increased pool of available spells.

**Hit Dice and Base Attack:** d6. The researcher's base attack bonus is equal to one-half his class level.

**Weapon and Armor Proficiency:** The researcher is not proficient with armor and suffers arcane spell failure in all armor types.

**Researcher's Knowledge (Ex):** A researcher adds half his class level (minimum 1) to all monster lore Knowledge skill checks and may make all Knowledge skill checks related to monsters untrained.

**Channel Monster:** The researcher gains channel monster at 2nd, 6th, 10th, 14th, and 18th level. This ability replaces spell familiarity at the stated levels and channel monster at 13th level.

**Bonus Feat:** At 13th level, the researcher gains one bonus feat from the following list: Augment Summoning, Extra Perk, Improved Familiar, or any item creation or metamagic feat.

**Trainer Perks:** The following trainer perks complement the researcher archetype: Appraise monster, extended calling, extraordinary channeler, monster summoning, supernatural channeler, and trainer's familiar.

## MONSTER SCOUT (ARCHETYPE)

### Trainer Archetype

Monster scouts are elite warriors with special training that allows them to fight alongside their monster in battle. A scout's monsters are typically more physical in nature than those raised by other trainers, but they lack the ability to cast more powerful spells.

Scouts are divided into two camps; reeves and sentinels. Reeves are sanctioned by the king to protect his lands. Most reeves wear the heavy armor all scouts are proficient with, and many of them worship one or more of the gods of their world. Sentinels are more commonly seen as mercenaries or sell swords. They put their faith in nature and wear light or medium armor to make the most use of their Dexterity.

**Hit Dice and Base Attack:** d10. The scout's base attack bonus is equal to his level.

**Weapon and Armor Proficiency:** The scout is proficient with all simple and martial weapons, with all types of armor and with shields (except tower shields). He suffers no arcane spell failure for casting spells while wearing armor or using a shield.

**Spells per Day:** The scout's spells per day are more limited than other trainers. Refer to the table presented here when determining the scout's spells per day. Scouts also do not receive a monster's cantrips like other trainers do.

**Monster Companion:** The scout gains Monster Companion as a bonus feat at 1st level.

**Detection (Su):** As a standard action, a scout can detect monsters. This ability functions as *detect animals or plants*, but with any creature that share a type with a monster he has captured.

**Smite Monster (Su):** At 2nd level, 19th level, and every 4 levels between, the scout gains the smite monster perk. This ability replaces Spell Familiarity at the stated levels.

**Trainer Perks:** The following trainer perks complement the scout archetype: Animal companion, armored companion, natural armor, run with me, side-by-side, tough companion, and warrior companion.

Scout Spells per Day				
Level	1st	2nd	3rd	4th
1st	—	—	—	—
2nd	—	—	—	—
3rd	—	—	—	—
4th	0	—	—	—
5th	1	—	—	—
6th	1	—	—	—
7th	1	0	—	—
8th	1	1	—	—
9th	2	1	—	—
10th	2	1	0	—
11th	2	1	1	—
12th	2	2	1	—
13th	3	2	1	0
14th	3	2	1	1
15th	3	2	2	1
16th	3	3	2	1
17th	4	3	2	1
18th	4	3	2	2
19th	4	3	3	2
20th	4	4	3	3





## TRAINER SPELLS

If a monster can cast a spell, whether as an actual spell or as a special ability, chances are a trainer can learn to cast it as well. This means there are some unique spells that only trainers (particularly those who have successfully captured a demon or devil) can cast. It also means that many of the spells a trainer can learn by capturing monsters can also be learned by one or more other classes. Regardless of what other class may learn these spells, the monster trainer always casts them as arcane spells.

To help keep tracking to a minimum, this section lists all spells granted by the monsters found in Chapter 3.

The Spell Index at the end of the book also lists these spells in alphabetical order with the monsters that provide them. Trainers with extra coin lying around will sometimes buy a tome with similar information and use it to find the monsters they want to capture during their career. Treat such tomes as spellbooks.

Some of these spells can be found in sources outside of the Pathfinder Roleplaying Game Core Rulebook. <sup>APG</sup> = Advanced Player's Guide, <sup>ARG</sup> = Advanced Race Guide, <sup>UC</sup> = Ultimate Campaign, and <sup>UM</sup> = Ultimate Magic. A Spell with \* after it is a new spell introduced at the end of the list.

14

### 0-Level Trainer Spells

- Bleed:** Cause a stabilized creature to resume dying.
- Capture Monster\*:** Capture monsters for use in training.
- Create Water:** Creates 2 gallons/level of pure water.
- Dancing Lights:** Creates torches or other lights.
- Daze:** Humanoid creature loses its next action.
- Detect Magic:** Detects spells and magic items within 60 ft.
- Detect Poison:** Detects poison in one creature or object.
- Flare:** Dazzles one creature (–1 penalty on attack rolls).
- Fury Guard\*:** Make attacks of opportunity as spellcaster.
- Ghost Sound:** Figment sounds.
- Guidance:** +1 on one attack roll, saving throw, or skill check.
- Light:** Object shines like a torch.
- Lullaby:** Makes subject drowsy.
- Mage Hand:** 5-pound telekinesis.
- Ray of Frost:** Ray deals 1d3 cold damage.
- Read Magic:** Read scrolls and spellbooks.
- Resistance:** Subject gains +1 bonus on saving throws.
- Stabilize:** Cause a dying creature to stabilize.
- That Which Was\*:** Replicate other spells
- Virtue:** Subject gains 1 temporary hp.

### 1st-Level Trainer Spells

- Ant Haul<sup>APG</sup>:** Triples carrying capacity of a creature.
- Blend<sup>ARG</sup>:** Make Stealth checks without cover or concealment.
- Blinding Dust\*:** Temporarily blind an enemy.

- Bristle<sup>APG</sup>:** Trade natural armor for bonus on natural attacks.
- Cause Fear:** One creature of 5 HD or less flees for 1d4 rounds.
- Charm Animal:** Makes one animal your friend.
- Charm Person:** Makes one person your friend.
- Chill Touch:** Touch deals damage and possibly 1 Str damage.
- Color Spray:** Affects weak creatures.
- Command:** One subject obeys selected command for 1 round.
- Cure Light Wounds:** Heals target. Damages undead.
- Detect Animals or Plants:** Detects kinds of animals or plants.
- Detect Chaos/Evil/Good/Law:** Reveals creatures, spells, or objects of selected alignment.
- Detect Undead:** Reveals undead within 60 ft.
- Disguise Self:** Changes your appearance.
- Ear-Piercing Scream<sup>UM</sup>:** Deal sonic damage and daze target.
- Enlarge Person:** Humanoid creature doubles in size.
- Entangle:** Plants entangle everyone in 40-ft. radius.
- Expeditious Retreat:** Your base speed increases by 30 ft.
- Faerie Fire:** Outlines subjects with light.
- Goodberry:** 2d4 berries each cure 1 hp (max 8 hp/24 hours).
- Hydraulic Push<sup>APG</sup>:** Wave of water bull rushes an enemy.
- Identify:** Gives +10 bonus to identify magic items.
- Inflict Light Wounds:** Touch deals damage. Heals undead.
- Ironbeard<sup>ARG</sup>:** Beard grants AC and can attack enemies.
- Jump:** Subject gets bonus on Acrobatics checks.
- Mage Armor:** Gives subject +4 armor bonus.
- Magic Fang:** One natural weapon gets +1 attack and damage.
- Magic Missile:** Deals damage with no attack or save.
- Magic Stone:** Three stones gain bonus attack and damage.
- Magic Weapon:** Weapon gains +1 bonus.
- Obscuring Mist:** Fog surrounds you.
- Produce Flame:** 1d6 damage + 1/level, touch or thrown.
- Protection from Chaos/Evil/Good/Law:** +2 to AC and saves, plus additional protection against selected alignment.
- Ray of Enfeeblement:** Ray causes Str penalty.
- Remove Fear:** Suppresses fear or gives +4 on saves against fear
- Sanctuary:** Opponents can't attack you, and you can't attack.
- Shadow Weapon<sup>UM</sup>:** Create a quasi-real masterwork weapon.
- Shield:** Invisible disc gives +4 to AC, blocks magic missiles.
- Shillelagh:** Cudgel or quarterstaff becomes +1 weapon.
- Shock Shield<sup>UC</sup>:** Shield of force deals electricity damage.
- Shocking Grasp:** Touch delivers electricity damage.
- Silent Image:** Creates minor illusion of your design.
- Sleep:** Puts 4 HD of creatures into magical slumber.
- Speak with Animals:** You can talk to animals.
- Stone Fist<sup>APG</sup>:** Your unarmed strikes become lethal.
- True Strike:** +20 on your next attack roll.
- Vanish<sup>APG</sup>:** As invisibility for 1 round/level (5 max).

## 2nd-Level Trainer Spells

**Acid Arrow:** Ranged touch attack deals acid damage.

**Aid:** Grants bonuses and temporary hp.

**Alter Self:** Assume form of a Small or Medium humanoid.

**Animal Aspect<sup>UC</sup>:** You gain some qualities of an animal.

**Arcane Lock:** Magically locks a portal or chest.

**Augury:** Learns whether an action will be good or bad.

**Barkskin:** Grants bonus to natural armor.

**Bear's Endurance:** Subject gains +4 to Con for 1 min./level.

**Binding Earth<sup>APG</sup>:** Earth and stone count as difficult terrain.

**Blindness/Deafness:** Makes subject blinded or deafened.

**Bloodhound<sup>APG</sup>:** Gives caster the scent special ability.

**Blur:** Attacks miss subject 20% of the time.

**Bull's Strength:** Subject gains +4 to Str for 1 min./level.

**Calm Emotions:** Calms creatures, negating emotion effects.

**Cat's Grace:** Subject gains +4 to Dex for 1 min./level.

**Certain Grip<sup>UC</sup>:** Improves Acrobatics, Climb, and CMD.

**Chill Metal:** Cold metal damages those who touch it.

**Continual Flame:** Makes a permanent, heatless light.

**Cure Moderate Wounds:** Heals target. Damages undead.

**Darkness:** 20-ft. radius of supernatural shadow.

**Daze Monster:** Living creature loses its next action.

**Detect Thoughts:** Allows "listening" to surface thoughts.

**Eagle's Splendor:** Subject gains +4 Cha for 1 min./level.

**Fog Cloud:** Fog obscures vision.

**Fox's Cunning:** Subject gains +4 to Int for 1 min./level.

**Frigid Touch<sup>UM</sup>:** Target takes cold damage and is staggered.

**Gallant Inspiration<sup>APG</sup>:** Bonus on failed attack roll or skill check.

**Glitterdust:** Blinds creatures, outlines invisible creatures.

**Heat Metal:** Makes metal so hot it damages others.

**Hideous Laughter:** Subject loses actions for 1 round/level.

**Inflict Moderate Wounds:** Deals damage. Heals undead.

**Instant Armor<sup>APG</sup>:** Summon armor temporarily.

**Invisibility:** Subject is invisible until it attacks.

**Knock:** Opens locked or magically sealed door.

**Levitate:** Subject moves up and down at your direction.

**Make Whole:** Repairs an object.

**Mimic Object\*:** Become an object temporarily.

**Minor Image:** As silent image, plus some sound.

**Mirror Image:** Creates decoy duplicates of you.

**Owl's Wisdom:** Subject gains +4 to Wis for 1 min./level.

**Pernicious Poison<sup>UM</sup>:** Target takes a -4 penalty against poison.

**Protection from Arrows:** Subject resists ranged attacks.

**Pyrotechnics:** Turns fire into blinding light or thick smoke.

**Resist Energy:** Ignores damage from specified energy type.

**Scare:** Frightens creatures of less than 6 HD.

**Scorching Ray:** Ranged touch attack deals fire damage.

**See Invisibility:** Reveals invisible creatures or objects.

**Shatter:** Sonic energy damages objects or crystalline creatures.

**Silence:** Negates sound in 20-ft. radius.

**Soften Earth and Stone:** Changes stone or dirt.

**Spectral Hand:** Disembodied hand delivers touch attacks.

**Spider Climb:** Grants ability to walk on walls and ceilings.

**Stone Call<sup>APG</sup>:** 2d6 damage to all creatures in area.

**Tree Shape:** You look exactly like a tree for 1 hour/level.

**Web:** Fills area with sticky spiderwebs that grab at foes.

**Wood Shape:** Reshapes wooden objects to suit you.

## 3rd-Level Trainer Spells

**Ablative Barrier<sup>UC</sup>:** Surrounds the target with layers of force.

**Aqueous Orb<sup>APG</sup>:** Creates rolling sphere of water.

**Arcane Sight:** Magical auras become visible to you.

**Battlefield Adept\*:** Use Dodge, Mobility and Spring Attack.

**Blink:** You randomly vanish and reappear for 1 round per level.

**Burrow<sup>UM</sup>:** Target gains a burrow speed of 15.

**Burst of Nettles<sup>UM</sup>:** Burst deals 3d6 damage and 1d6 acid.

**Call lightning:** Calls down lightning bolts from the sky.

**Cloak of Winds<sup>APG</sup>:** Creates screen of strong wind around you.

**Cure Serious Wounds:** Heals target. Damages undead.

**Daylight:** 60-ft. radius of bright light.

**Deep Slumber:** Puts 10 HD of creatures to sleep.

**Deeper Darkness:** Object sheds supernatural shadow.

**Dispel Magic:** Cancels one magical spell or effect.

**Displacement:** Attacks miss subject 50% of the time.

**Disrupting Roar\*:** A mighty roar disrupts magic.

**Fireball:** Deals fire damage in an area.

**Fly:** Subject flies at speed of 60 ft.

**Gaseous Form:** Gain insubstantial and fly slowly.

**Haste:** Creatures move faster.

**Heroism:** Gives +2 bonus on attack rolls, saves, skill checks.

**Hold Person:** Paralyzes one humanoid for 1 round/level.

**Hydraulic Torrent<sup>APG</sup>:** Torrent of water bull rushes creatures.

**Inflict Serious Wounds:** Deals damage. Heals undead.

**Invisibility Purge:** Dispels invisibility within 5 ft./level.

**Lightning Bolt:** Electricity deals 1d6/level damage.

**Magic Circle against Chaos/Evil/Good/Law:** As protection.

**Magic Fang, Greater:** One natural weapon gets +1/four levels.

**Magic Weapon, Greater:** Weapon gains +1 bonus/four levels.

**Major Image:** As silent image, plus additional effects.

**Monstrous Physique I<sup>UM</sup>:** Become a monstrous humanoid.

**Neutralize Poison:** Immunizes against/removes poison.

**Poison:** Touch deals 1d3 Con damage 1/round for 6 rounds.

**Protection from Energy:** Absorbs damage from energy.

**Quench:** Extinguishes fires.

**Rage:** Gives +2 to Str and Con, +1 on Will saves, -2 to AC.



**Resinous Skin<sup>UC</sup>:** You gain DR 5/piercing and +4 to CMD.  
**Sands of Time<sup>UM</sup>:** Target temporarily ages.  
**Shifting Sand<sup>APG</sup>:** Creates difficult terrain and erases tracks.  
**Sleet Storm:** Hampers vision and movement.  
**Slow:** Subjects take only one action/round.  
**Speak with Plants:** You can talk to plants and plant creatures.  
**Spike Growth:** Creatures in area take damage, may be slowed.  
**Spit Venom<sup>UM</sup>:** Spit blinding black adder venom.  
**Stinking Cloud:** Nauseating vapors, 1 round/level.  
**Suggestion:** Compelled subject follows stated course of action.  
**Thundering Drums<sup>APG</sup>:** 1d8 damage/level and knocked prone.  
**Tongues:** Speak and understand any language.  
**Vampiric Touch:** Deals damage, grants temporary HP.  
**Versatile Weapon<sup>APG</sup>:** Weapon bypasses some DR.  
**Water Breathing:** Subjects can breathe underwater.  
**Wind Wall:** Deflects arrows, smaller creatures, and gases.

#### 4th-Level Trainer Spells

**Air Walk:** Subject treads on air as if solid.  
**Animal Aspect, Greater<sup>UC</sup>:** Gain the qualities of animals.  
**Arboreal Hammer<sup>UM</sup>:** Tree branches attack opponents.  
**Arcane Eye:** Invisible floating eye moves 30 ft./round.  
**Atavism<sup>UM</sup>:** Animal gains Advanced simple template.  
**Ball Lightning<sup>APG</sup>:** Spheres deal electricity damage .  
**Bestow Curse:** Curses the target.  
**Black Tentacles:** Tentacles grapple creatures.  
**Chaos Hammer:** Harms and slows lawful creatures.  
**Charm Monster:** Makes monster believe it is your ally.  
**Cloud Shape<sup>ARG</sup>:** Subject becomes insubstantial and can fly.  
**Command Plants:** Sways the actions of plant creatures.  
**Confusion:** Subjects behave oddly for 1 round/level.  
**Cure Critical Wounds:** Heals target. Damages undead.  
**Daze, Mass<sup>UM</sup>:** As daze, but affecting multiple creatures.  
**Dimension Door:** Teleports you a short distance.  
**Dimensional Anchor:** Bars extradimensional movement.  
**Discern Lies:** Reveals deliberate falsehoods.  
**Discordant Blast<sup>APG</sup>:** Deals sonic damage, can also bull rush.  
**Dispel Chaos/Evil/Good/Law:** +4 bonus against attacks.  
**Dragon's Breath<sup>APG</sup>:** Gives you a dragon's breath weapon.  
**Earth Glide<sup>ARG</sup>:** Pass through stone, dirt and earth.  
**Elemental Body I:** Turns you into a Small elemental.  
**Enervation:** Subject gains 1d4 negative levels.  
**Enlarge Person, Mass:** Humanoids double in size.  
**Fear:** Subjects within cone flee for 1 round/level.  
**Fire Shield:** Creatures attacking you take fire damage  
**Flame Strike:** Smites foes with divine fire (1d6/level damage).  
**Freedom of Movement:** Subject always moves normally.  
**Globe of Invulnerability, Lesser:** Stops spell effects.

**Grove of Respite<sup>APG</sup>:** Creates trees and a small spring.  
**Holy Smite:** Harms and possibly blinds evil creatures.  
**Ice Storm:** Hail deals 5d6 damage in cylinder 40 ft. across.  
**Inflict Critical Wounds:** Deals damage. Heals undead.  
**Invisibility, Greater:** Subject can attack and stay invisible.  
**Locate Creature:** Indicates direction to familiar creature.  
**Minor Creation:** Creates one cloth or wood object.  
**Monstrous Physique II<sup>UM</sup>:** Become a monstrous humanoid.  
**Order's Wrath:** Harms and dazes chaotic creatures.  
**Rainbow Pattern:** Lights fascinate 24 HD of creatures.  
**Remove Curse:** Frees object or person from curse.  
**Resilient Sphere:** Force globe protects but traps one subject.  
**Ride the Waves<sup>UM</sup>:** Target can breathe water and swim.  
**Rusting Grasp:** Your touch corrodes iron and alloys.  
**Shadow Conjuration:** Mimics spells as illusions.  
**Shadow Projection<sup>APG</sup>:** Temporarily become a shadow.  
**Shout:** Deafens all within cone and deals 5d6 sonic damage.  
**Solid Fog:** Blocks vision and slows movement.  
**Spell Immunity:** Subject is immune to one spell per 4 levels.  
**Spike Stones:** Creatures in area take damage, may be slowed.  
**Stone Shape:** Sculpts stone into any shape.  
**Stoneskin:** Grants DR 10/adamantine.  
**Strong Jaw<sup>APG</sup>:** Natural attacks deal higher damage.  
**Thorn Body<sup>APG</sup>:** Your attackers take 1d6 +1 damage/level.  
**True Form<sup>APG</sup>:** Removes polymorph effects.  
**Unholy Blight:** Harms and sickens good creatures.  
**Wall of Fire:** Wall deals fire damage.  
**Wall of Ice:** Ice plane creates wall or hemisphere creates dome.  
**Wandering Star Motes<sup>APG</sup>:** Outlines subject and produces light.

#### 5th-Level Trainer Spells

**Absorb Toxicity<sup>UC</sup>:** You become immune to diseases and toxins.  
**Acidic Spray<sup>UM</sup>:** 1d6/level acid damage plus 1 round of acid.  
**Atonement:** Removes burden of misdeeds from subject.  
**Awaken:** Animal or tree gains human intellect.  
**Blight:** Withers one plant or deals damage to plant creature.  
**Break Enchantment:** Frees subjects from some effects.  
**Breath of Life:** Heal and restore life to recently slain creatures.  
**Call Lightning Storm:** Calls down strong lightning from the sky.  
**Cloudkill:** Dangerous cloud kills some people.  
**Command, Greater:** Command 1 subject/level for 1 round.  
**Commune with Nature:** Learn about terrain for 1 mile/level.  
**Cone of Cold:** 1d6/level cold damage.  
**Control Winds:** Changes wind direction and speed.  
**Cure Light Wounds, Mass:** Heals damage in an area.  
**Elemental Body II:** Turns you into a Medium elemental.  
**Fabricate:** Transforms raw materials into finished items.  
**Geysers<sup>APG</sup>:** Creates a geyser of boiling water.

**Hold Monster:** As hold person, but any creature.  
**Hostile Juxtaposition<sup>UC</sup>:** Switch places with unwilling target.  
**Icy Prison<sup>UM</sup>:** Thick ice holds and damages the target.  
**Inflict Light Wounds, Mass:** Deals 1d8 damage in an area.  
**Interposing Hand:** Hand provides cover against 1 opponent.  
**Lightning Arc<sup>UM</sup>:** Targets in a line take 1d6 electricity/level.  
**Major Creation:** As minor creation, plus stone and metal.  
**Mind Fog:** Subjects in fog get –10 to Wis and Will checks.  
**Persistent Image:** Creates illusion without concentration.  
**Polymorph:** Gives one willing subject a new form.  
**Prying Eyes:** 1d4 + 1/level floating eyes scout for you.  
**Shadow Evocation:** Mimics spells as illusions.  
**Snake Staff<sup>APG</sup>:** Transforms wood into snakes to fight for you.  
**Spell Resistance:** Subject gains SR 12 + level.  
**Symbol of Sleep:** Triggered rune puts creatures to sleep.  
**Telekinesis:** Moves objects or creatures.  
**Telepathic Bond:** Link lets allies communicate.  
**Transmute Mud to Rock:** Transforms mud to rock.  
**Transmute Rock to Mud:** Transforms rock to mud.  
**Wall of Force:** Wall is immune to damage.  
**Wall of Stone:** Creates a stone wall that can be shaped.  
**Wall of Thorns:** Thorns damage anyone who tries to pass.  
**Waves of Fatigue:** Several targets become fatigued.

## 6th-Level Trainer Spells

**Acid Fog:** Fog deals acid damage.  
**Analyze Dweomer:** Reveals magical aspects of subject.  
**Animate Objects:** Objects attack your foes.  
**Antimagic Field:** Negates magic within 10 ft.  
**Battlemind Link<sup>UM</sup>:** You and an ally gain attack and AC bonuses.  
**Bear's Endurance, Mass:** Subjects gain +4 Con for 1 min./level.  
**Blade Barrier:** Wall of blades deals 1d6/level damage.  
**Bull's Strength, Mass:** Subjects gain +4 Str for 1 min./level.  
**Cat's Grace, Mass:** As cat's grace, affects one subject/level.  
**Chain Lightning:** 1d6/level damage and 1 secondary bolt/level.  
**Chains of Fire<sup>ARG</sup>:** Fire damage and 1 secondary bolt/level.  
**Cloak of Dreams<sup>APG</sup>:** Creatures within 5 ft. fall asleep.  
**Cold Ice Strike<sup>UM</sup>:** Cone of ice slivers deals 1d6 cold/level.  
**Contingency:** Sets trigger condition for another spell.  
**Control Water:** Raises or lowers bodies of water.  
**Cure Moderate Wounds, Mass:** Heals damage in an area.  
**Dispel Magic, Greater:** Cancels magical spells or effects.  
**Eagle's Splendor, Mass:** Subjects gain +4 Cha for 1 min./level.  
**Elemental Body III:** Turns you into a Large elemental.  
**Eyebite:** Target becomes panicked, sickened, and comatose.  
**Flesh to Stone:** Turns subject creature into statue.  
**Fluid Form<sup>APG</sup>:** Transform into water.  
**Forceful Hand:** Hand pushes creatures away.

**Fox's Cunning, Mass:** Subjects gain +4 Int for 1 min./level.  
**Freezing Sphere:** Freezes water or deals cold damage.  
**Globe of Invulnerability:** Stops spell effects.  
**Heroism, Greater:** Gives bonus to actions and fear immunity.  
**Inflict Moderate Wounds, Mass:** Deals damage in an area.  
**Ironwood:** Magic wood is as strong as steel.  
**Major Curse:** As bestow curse, but harder to remove.  
**Mislead:** Turns you invisible and creates illusory double.  
**Move Earth:** Digs trenches and builds hills.  
**Owl's Wisdom, Mass:** Subjects gain +4 Wis for 1 min./level.  
**Path of the Winds<sup>ARG</sup>:** Winds clear area, become wind wall.  
**Programmed Image:** As major image, but triggered by event.  
**Repulsion:** Creatures can't approach you.  
**Shadow Walk:** Step into shadow to travel rapidly.  
**Spellstaff:** Stores one spell in wooden quarterstaff.  
**Suggestion, Mass:** Subjects follow commands.  
**Transformation:** You gain combat bonuses.  
**Transport via Plants:** Move from one plant to another.  
**True Seeing:** Lets you see all things as they really are.  
**Veil:** Changes appearance of a group of creatures.  
**Word of Recall:** Teleports you back to designated place.

## 7th-Level Trainer Spells

**Animate Plants:** One or more plants animate and fight for you.  
**Arcane Sight, Greater:** Magical auras become visible to you.  
**Blasphemy:** Affects non-evil targets.  
**Caustic Eruption<sup>UM</sup>:** Burst deals 1d6 acid/level and lingers.  
**Changestaff:** Your staff becomes a treant on command.  
**Control Weather:** Changes weather in local area.  
**Cure Serious Wounds, Mass:** Heals damage in an area.  
**Delayed Blast Fireball:** Deals fire damage in an area.  
**Dictum:** Kills, paralyzes, staggers, or deafens nonlawful targets.  
**Elemental Body IV:** Turns you into a Huge elemental.  
**Ethereal Jaunt:** You become ethereal for 1 round/level.  
**Fire Storm:** Deals 1d6/level fire damage.  
**Fly, Mass<sup>APG</sup>:** One creature/level gains ability to fly.  
**Forcecage:** Cube or cage of force imprisons all inside.  
**Hold Person, Mass:** As hold person, but all within 30 ft.  
**Holy Word:** Affects nongood subjects.  
**Hostile Juxtaposition, Greater<sup>UC</sup>:** Switch places with target.  
**Ice body<sup>UM</sup>:** Your body becomes living ice.  
**Inflict Serious Wounds, Mass:** Deals damage in an area.  
**Invisibility, Mass:** As invisibility, but affects all in range.  
**Plane Shift:** As many as eight subjects travel to another plane.  
**Prismatic Spray:** Rays hit subjects with variety of effects.  
**Project Image:** Illusory double can talk and cast spells.  
**Rampart<sup>APG</sup>:** Creates 5-ft.-thick earthen barrier.  
**Regenerate:** Subject's severed limbs grow back.



**Reverse Gravity:** Objects and creatures fall upward.  
**Scouring Winds<sup>UM</sup>:** Winds block vision and deal 3d6 damage.  
**Shadow Conjunction, Greater:** Mimics spells as illusions.  
**Siege of Trees<sup>UC</sup>:** Transforms trees into catapults.  
**Simulacrum:** Creates partially real double of a creature.  
**Spell Turning:** Reflect 1d4+6 spell levels back at caster.  
**Statue:** Subject can become a statue at will.  
**Sunbeam:** Beam blinds and deals 4d6 damage.  
**Symbol of Stunning:** Triggered rune stuns creatures.  
**Vortex<sup>APG</sup>:** Creates a whirlpool in water.  
**Word of Chaos:** Affects nonchaotic subjects.

## 8th-Level Trainer Spells

**Antipathy:** Object or location repels certain creatures.  
**Atavism, Mass<sup>UM</sup>:** One animal/level gains advanced template.  
**Cloak of Chaos:** Defends against lawful spells.  
**Cure Critical Wounds, Mass:** Heals damage in an area.  
**Earthquake:** Intense tremor shakes 80-ft.-radius.  
**Holy Aura:** Gain armor and resistance against evil.  
**Horrid Wilting:** Deals 1d6/level damage within 30 ft.  
**Inflict Critical Wounds, Mass:** Deals damage in an area.  
**Iron Body:** Your body becomes living iron.  
**Moment of Prescience:** Gain insight bonus on one action.  
**Polar Ray:** Ranged touch attack deals cold damage.  
**Power Word Stun:** Stuns creature with 150 hp or less.  
**Prismatic Wall:** Wall's colors have array of effects.  
**Protection from Spells:** Confers +8 resistance bonus.  
**Prying Eyes, Greater:** As prying eyes, but eyes have true seeing.  
**Scintillating Pattern:** Twisting colors affect the target.  
**Seamantle<sup>APG</sup>:** Sheathes you in protective water.  
**Shadow Evocation, Greater:** Mimics spells as illusions.  
**Shield of Law:** Defends against chaos spells.  
**Shout, Greater:** Devastating yell deals sonic damage  
**Spell Immunity, Greater:** Subject is immune to spells.  
**StormBolts<sup>APG</sup>:** 1d8 damage/level (max 20d8) to targets.  
**Sunburst:** Blinds all within 10 ft., deals 6d6 damage.  
**Sympathy:** Object or location attracts certain creatures.  
**Telekinetic Sphere:** As resilient sphere, but you move the sphere telekinetically.  
**Unholy Aura:** Defends against good spells.  
**Wall of Lava<sup>APG</sup>:** Wall damages foes that try to enter.  
**Whirlwind:** Cyclone deals damage and can pick up creatures.

## 9th-Level Trainer Spells

**Clashing Rocks<sup>APG</sup>:** 20d6 damage to target creature.  
**Elemental Swarm:** Summons multiple elementals.

**Energy Drain:** Subject gains 2d4 negative levels.  
**Etherealness:** Travel to Ethereal Plane with companions.  
**Fiery Body<sup>APG</sup>:** You gain various fire-related powers.  
**Foresight:** "Sixth sense" warns of impending danger.  
**Hold Monster, Mass:** As hold monster, but all within 30 ft.  
**Icy Prison, Mass<sup>UM</sup>:** As icy prison, but it affects 1 creature/level.  
**Mage's Disjunction:** Dispels magic, disenchant magic items.  
**Meteor Swarm:** Exploding spheres each deal 6d6 fire damage.  
**Power Word Kill:** Kills one creature with 100 hp or less.  
**Prismatic Sphere:** As prismatic wall, but surrounds on all sides.  
**Ride the Lightning<sup>UM</sup>:** Transform into electricity.  
**Shades:** Mimics spells as illusions.  
**Siege of Trees, Greater<sup>UC</sup>:** Transforms trees into catapults.  
**Storm of Vengeance:** Storm rains acid, lightning, and hail.  
**Symbol of Vulnerability<sup>UM</sup>:** Triggered rune gives penalties.  
**Time Stop:** You act freely for 1d4+1 rounds.  
**Tsunami<sup>APG</sup>:** Huge wave damages and sweeps up all in its path.  
**Wail of the Banshee:** Deals damage to 1 creature/level.  
**Winds of Vengeance<sup>APG</sup>:** Fly and attack with wind.  
**World Wave<sup>APG</sup>:** Move across distances using earth or water.

## NEW SPELLS

### *Battlefield Adept*

*With a dash of magic, your movements in battle become hard to predict.*

**School** abjuration; **Level** Bard 2, Ranger 2, Monster Trainer 3, Sorcerer/Wizard 3,

**Casting Time** 1 Standard Action

**Components** V, S

**Range:** Personal

**Duration:** 1 round per 2 levels (maximum 5 rounds)

**Description:** You gain the benefits of the Dodge, Mobility, and Spring Attack feats for the duration of this spell.

If you can cast Battlefield Adept without preparing it first, you can learn feats with Dodge, Mobility, or Spring Attack as a prerequisite. Those feats can only be used while the spell lasts.

### *Blinding Dust*

**School** conjuration (creation); **Level** Bard 1, Druid 1, Monster Trainer 1, Ranger 1, Sorcerer/Wizard 1

**Casting Time** 1 Swift Action

**Components** S

**Range:** 5 ft.

**Target:** One creature that relies on ordinary vision to see.

**Duration:** Instantaneous

**Saving Throw:** None; **Spell Resistance** no

**Description:** You create a small handful of sand that is then blown into the target's eyes. A successful touch attack renders the target blind until it can clear its eyes as a standard action. The target can also remove this effect by being doused in water or otherwise flushing its eyes in some fashion.

### Capture Monster

**School** universal; **Level** Monster Trainer 0

**Casting Time** 1 Standard Action

**Components** none

**Range:** close (25 ft. plus 5 ft. per 2 levels)

**Target:** One monster

**Duration:** Instantaneous

**Saving Throw:** Will negates, see text; **Spell Resistance** yes

**Description:** The target is captured and drawn into the trainer's aura. Its body is removed from combat until the trainer calls upon it again. The target gets a +5 bonus to its save while at or above half its total hit points. It gets a +2 bonus while at or above one-quarter of its total hit points. The trainer adds his Charisma bonus (if any) to beat the subject's Spell Resistance.

Monsters with a CR above the trainer's level, an already captured monster, and any creature with class levels cannot be captured in this way. Mindless (Int –) creatures are immune to Capture Monster and must be obtained by other means.

### Disrupting Roar

**School** evocation [sonic]; **Level** Bard 3, Druid 4, Monster Trainer 3, Sorcerer/Wizard 3

**Casting Time** 1 Standard Action

**Components** V

**Range:** 15 ft.

**Area:** Cone-shaped burst

**Duration:** Instantaneous

**Saving Throw:** Fortitude half; **Spell Resistance** yes

**Description:** Any creature in the area of the roar takes 1d6 points of sonic damage per 2 caster levels (maximum 5d6). In addition, a creature that fails its saving throw also loses any energy resistance and spell resistance it has for 1 round per level (maximum 5 rounds).

This spell can instead be used to counter or dispel any spell of equal or lower spell level that grants resistance or absorption.

### Fury Guard

**School** evocation; **Level** Druid 0, Ranger 1, Sorcerer/Wizard 0

**Casting Time** 1 Immediate Action

**Components** S

**Range:** Personal

**Target:** You

**Duration:** Instantaneous

**Saving Throw:** none; **Spell Resistance** no

**Description:** When an enemy within your reach would perform an action that normally draws attacks of opportunity, you gain a primary bite or slam (your choice) attack appropriate for your size (1d6/x2 for a medium creature) that you can use to make the attack of opportunity. You can use your Intelligence, Wisdom, or Charisma in place of Strength to determine the attack and damage.

When you know or have prepared *fury guard*, you can cast spells that would enhance natural attacks and target your *fury guard* attack.

### Mimic Object

**School** transmutation (polymorph); **Level** Bard 2, Monster Trainer 2, Sorcerer/Wizard 2

**Casting Time** 1 Standard Action

**Components** V, S, M (a piece of the object you plan to become)

**Range:** personal

**Target:** you

**Duration:** 1 min./level (D)

**Description:** You can assume the general shape of any Medium object, such as a massive chest, a stout bed, or a door. You feel like the object, but do not have its hardness, nor can you substantially alter your size or weight. You gain a +20 bonus on Disguise checks when imitating an object in this manner. When the spell ends, anything placed on or within your form falls to the ground around you, unharmed.





## That Which Was

**School** evocation; **Level** Sorcerer/Wizard 0, Trainer 0

**Description:** You can replicate the effect of 1 spell that was cast since the end of your last turn. The spell is copied in all ways, but you choose new targets (if any) or a new area in which it is cast. You must be able to supply all components of the spell. If the spell requires a divine focus, you can substitute a mirror as a focus instead.

When you prepare or cast this spell, it must be at a level in which you intend to use it, so if you are replicating a 3rd level spell, or intend to, you must prepare this spell in a 3rd level or higher spell slot. When replicating a spell not normally found on your class' spell list, the spell must be cast at one level higher.

Spontaneous spellcasters (such as Sorcerers) are better suited to cast this spell than spellcasters who prepare spells.

## NEW RACE: MONSTORIN

On some worlds, magic can seep into creatures and change them. Over time, some of these creatures experience an awakening similar to that which can be granted by Druids.

This change, however, is both physical and spiritual, transforming what was a monster into a different being entirely.

Sometimes, when a monster trainer dies, one of his loyal monsters will change its essence to honor that trainer, transforming into a new being; one with a history, a purpose, and perhaps even a grudge.

In forbidden tomes written by dangerous spellcasters of the past lie rituals for binding a mortal's soul to monstrous flesh. While most of these ancient rites are used to create deadly creatures, there are those which can be used for better deeds.

However they come into being, these new entities are called monstorin. Monstorin are instilled with a lust for adventuring akin to humans. With their new perspective of the world, many begin adventuring careers of their own as clerics, fighters, rogues, or even wizards. Once in a while these adventuring monstorin even become trainers themselves.

**Physical Description:** A monstorin looks like a hybrid of a more common race and a monster. In areas where dwarves are prevalent, for example, a monstorin (particularly one that started as an elemental or a bulette) may grow or shrink into a stocky half-breed. Elves might use naturalistic rituals to turn their warriors into bear or leopard monstorin. A carbuncle may take on the semblance of the unfortunate goblin who died protecting it in battle.

20

## Racial Traits and Spell Lists

Because every monstorin is different, each has its own racial traits and the spells it grants to trainers listed after its monster stat block in Chapter 3. This helps to keep the information related to that monster in one central location.

For monsters not described here, some general rules do apply.

**Ability Scores:** The monstorin gains a +2 bonus to the base monster's two highest Ability scores and a -2 penalty to its lowest Ability score. This is an approximation that should be worked with to make the monstorin best represent its species. For example, not all animal-based monstorin have a penalty to Intelligence just because they have 1 or 2 in that score. Such a penalty would usually only apply when each of the monster's other five scores are above 12. Similarly, A creature's Ability score bonuses or penalties for size should be ignored when determining its highest scores.

For example, an Earth Elemental monstorin gains a +2 bonus to Strength and Constitution and a -2 penalty to Intelligence because its Intelligence is usually a 4. A lion monstorin, on the other hand, would gain a +2 Dexterity and +2 Wisdom, but a -2 Charisma because its Intelligence is usually 2 (animal intelligence) and its Wisdom is higher than both Strength and Constitution when you ignore the size bonus to each.

**Size:** The monstorin is always either small or medium to start. A monstorin's actual size depends on personal preference, general size of the base monster, and the area in which the monstorin is found.

**Speed:** Typically 30 ft. (medium) or 20 ft. (small). If the base monster is known for being fast, the monstorin can start with faster speed than is typical for a creature of its size.

**Vision:** The monstorin starts with low-light vision or darkvision if the base monster has either. It does not start with any other special senses.

**Skills:** If the base monster gets any racial bonuses to skills, they apply to the monstorin. Size-related bonuses do not count.

**Type and Subtypes:** The monstorin is considered a humanoid (monstorin) with the subtypes of its base monster.

**Languages and Additional Traits:** The monstorin speaks Common and any language used by the base monster. If the monstorin feels weak, add one or more of its natural abilities, taking into consideration its 1 hit die, new size and Ability scores when doing so. Usually adding 1 or 2 extraordinary abilities will make the monstorin interesting enough to compete with other races.

Unlike monsters with the Human Personality feat, monstorin adventurers are no longer classified as the same type of creature they once were. They become humanoid (monstorin), but retain any other subtypes they had and are still affected by spells that target their original type.

The decision to change one's core being is not made lightly, and the transformation is most apparent to other monsters and monster trainers because the monstorin's essence changes and it can no longer be captured.

**Society:** Monstorin do not congregate with their own kind like most creatures. Some remain with the monsters from which they spawned; acting as the voice their species may not otherwise have. Others seek refuge in humanoid villages and cities, where they hope to become adventurers and learn more about the world.

Monstorin who become monster trainers rarely capture members of their own species, as they see such an act as unfair to their brethren.

**Relations:** In the Kingdom, monstorin live alongside other humanoids without a second thought. On other worlds, monstorin may be seen as abominations, dangerous, or evil; sometimes despite their best intentions. They could also be viewed as exotic cousins to races that are already fairly monstrous (such as lycanthropes or rakshasa).

**Alignment and Religion:** Monstorin can be of any alignment, though most retain the alignment of the monsters from which they spawned. This shift in personality may have been part of the change that made them monstorin in the first place.

Belief in the gods is sometimes lost on monstorin who came into their sentience through magic. Those who were already intelligent or previously acted as trainer companions might practice a religion similar to the races they were around most before transforming.

**Adventurers:** Monstorin largely view the world as a new opportunity and a multitude of possibilities. Where previously they may have been viewed as pets, companions, or threats, monstorin can now visit towns and share an ale with the local constable. Rather than play back up or villain to an adventuring party delving through catacombs, the monstorin can be one of those adventurers.







## *Chapter 2: Monsters*



Outlined in this chapter are the fascinating creatures found throughout the realms of Mystical: Kingdom of Monsters. Once you capture one of these monsters, you should be able to refer directly to its page when using it.

## AILURO

**CR 5** XP 1,600

**N Small magical beast**

**Init** +7; **Senses** darkvision 60 ft., see in darkness; **Perception** +5

### DEFENSE

**AC** 19, **touch** 14, **flat-footed** 16 (+3 **Dex**, +5 natural, +1 size)

**hp** 51 (6d10+18)

**Fort** +8, **Ref** +8, **Will** +3

**DR** 5/evil or silver; **Resist** cold 10, fire 10; **SR** 16

### OFFENSE

**Speed** 20 ft., **climb** 20 ft.

**Melee** 2 claws +10 (1d3+2, plus rend), bite +10 (1d4+2)

**Special Attacks** rend (2 claws, 1d3+3)

### STATISTICS

**Str** 15, **Dex** 17, **Con** 17, **Int** 6, **Wis** 12, **Cha** 10

**Base Atk** +6; **CMB** +8; **CMD** 21

**Feats** Improved Initiative, Power Attack, Weapon Finesse

**Skills** Climb +18 (+22 in forests), Perception +5, Stealth +11 (+15 in forests)

**Languages** understands Common and Elven

**SQ** tree shape (3/day)

### SPECIAL ABILITIES

**Tree Shape (Su):** Ailuro can assume the form of a Large living tree or shrub or a Large dead tree trunk with a small number of limbs up to 3 times per day, as per the Tree Shape spell.

### MONSTORIN TRAITS

**+2 Dex, +2 Wis, -2 Int:** Ailuro are quick and alert, but know little beyond what they must to survive.

**Small:** Ailuros are Small creatures and gain a +1 size bonus to their **AC**, a +1 size bonus on attack rolls, a -1 penalty to their **CMB** and **CMD**, and a +4 size bonus on Stealth checks.

**Slow Speed:** Ailuros have a base speed of 20 ft.

**Darkvision:** Ailuros gain darkvision out to 60 ft.

**Monstrous Humanoid:** Ailuros are monstrous humanoids.

**Tree Climber (Ex):** Ailuro's gain a climb speed of 20 ft. This also grants them a +8 racial bonus to climb checks.

**Resistances (Ex):** Ailuro monstori gain cold and fire resistance 5 and Spell Resistance up to 11 + their character level.



## AVAILABLE TRAINER SPELLS (ALL AILURO)

### Level Spells

**0** Fury Guard

**1st** Bristle, Magic Fang, Shillelagh, Stone Fist, True Strike

**2nd** Barkskin, Bear's Endurance, Tree Shape

**3rd** Greater Magic Fang

**4th** Arboreal Hammer, Grove of Respite, Thorn Body

**5th** Spell Resistance, Wall of Thorns

**6th** Ironwood, Mass Bear's Endurance, Transport via Plants

**7th** Siege of Trees

**8th** Iron Body

**9th** Greater Siege of Trees

**NEXT**



## AILUROPODA

**CR 12** XP 19,200

**N Large magical beast**

**Init** +5; **Senses** darkvision 60 ft., see in darkness; **Perception** +12

### DEFENSE

**AC** 19, **touch** 10, **flat-footed** 18 (+1 **Dex**, +9 natural, -1 size)

**hp** 138 (12d10+72)

**Fort** +14, **Ref** +9, **Will** +5

**DR** 10/evil or silver; **Resist** cold 15, fire 15; **SR** 23

### OFFENSE

**Speed** 30 ft., **climb** 30 ft. **Space** 10 ft.; **Reach** 10 ft. (bite, 5 ft.)

**Melee** 2 claws +10 (1d6+8, plus rend), bite +10 (1d8+8)

**Special Attacks** rend (2 claws, 1d6+12)

### STATISTICS

**Str** 27, **Dex** 13, **Con** 23, **Int** 6, **Wis** 12, **Cha** 10

**Base Atk** +12; **CMB** +21 (+23 bull rush); **CMD** 32 (34 vs. bull rush)

**Feats** Improved Initiative, Power Attack, Weapon Finesse, Improved Natural Attack (bite), Improved Critical (bite), Improved Bull Rush

**Skills** Climb +18 (+22 in forests), Perception +12, Stealth +11 (+15 in forests)

**Languages** understands Common and Elven

**SQ** tree shape (3/day, as ailuro)

Ailuroпода can be used as an exotic mount. It's bamboo harness can seat a medium or small creature.

23







## ANGELS

Angels have long battled with devils in the heavens and demons in the primordial lands beyond the Kingdom. When the first devils were summoned into the Kingdom to be captured, researchers opposed to the idea summoned an equal number of angels to keep the beasts in check. While their plan did not ultimately work, the angels have still become a useful means of countering most evil outsiders.

Angelic monstorin are have taken a mortal form to live with and around the humans of the Kingdom. They are devout heroes who seek justice and punish evildoers.

## ASTRAL FAERIE (ANGERIE)

CR 12

XP 19,200

**NG** Tiny outsider (angel, extraplanar, good)

**Init** +10; **Senses** darkvision 60 ft., low-light vision; **Perception** +26

**Aura** protective aura

### DEFENSE

**AC** 29, **touch** 16, **flat-footed** 23 (+6 **Dex**, +13 natural; +4 deflection vs. evil)

**hp** 172 (15d10+90)

**Fort** +15, **Ref** +15, **Will** +11; +4 vs. poison, +4 resistance vs. evil

**Defensive Abilities** uncanny dodge; **DR** 10/evil; **Immune** acid, cold, petrification; **Resist** electricity 10, fire 10; **SR** 25

### OFFENSE

**Speed** 30 ft., **fly** 60 ft. (good)

**Melee** slam +20 (1d4+6)

**Ranged** +2 composite longbow of endless ammunition +22/+17 (1d4+6)

**Space** 2-1/2 ft.; **Reach** 0 ft.

### SPELL-LIKE ABILITIES (CL 11TH)

5/day—aid, continual flame, detect evil, discern lies (DC 20), dispel evil (DC 21), dispel magic, holy smite (DC 20), plane shift (DC 23), protection from evil, remove curse, remove disease

3/day—cure light wounds, see invisibility

1/day—blade barrier (DC 22), mass cure moderate wounds

### STATISTICS

**Str** 18, **Dex** 23, **Con** 19, **Int** 18, **Wis** 18, **Cha** 23

**Base Atk** +15; **CMB** +17; **CMD** 33

**Feats** Alertness, Great Fortitude, Improved Initiative, Iron Will, Point Blank Shot, Rapid Shot Toughness, Weapon Focus (longbow)

**Skills** Acrobatics +24, Craft (any one) +22, Diplomacy +24, Fly +32, Intimidate +24, Knowledge (planes) +22, Knowledge (religion) +19, Perception +26, Sense Motive +26, Stealth +32

**Languages** Celestial, Draconic, Infernal; truespeech

## AVAILABLE TRAINER SPELLS (ALL ASTRAL FAERIES)

### Level Spells

<b>0</b>	Fury Guard
<b>1st</b>	Cure Light Wounds, Detect Evil, Protection from Evil, Remove Fear
<b>2nd</b>	Aid, Invisibility, See Invisibility
<b>3rd</b>	Continual Flame, Daylight, Dispel Magic
<b>4th</b>	Dimensional Anchor, Discern Lies, Holy Smite, Remove Curse
<b>5th</b>	Atonement, Dispel Evil, Plane Shift, Spell Resistance
<b>6th</b>	Blade Barrier, Mass Cure Moderate Wounds
<b>7th</b>	Holy Word
<b>8th</b>	Holy Aura
<b>9th</b>	Foresight

## MONSTORIN TRAITS

**+2 Wis, +2 Cha:** Angel monstorin are wise with a commanding presence.

**Medium:** Angels are medium creatures and have no bonuses or penalties due to their size.

**Normal Speed:** Angels have a base speed of 30 feet.

**Outsider (native) (Ex):** Angels count as outsiders with the native subtype for any effect related to race or creature type.

**Darkvision:** Angels gain darkvision out to 60 ft.

**Damage Reduction (Ex):** Angels gain DR 5/magic

**Resistances (Ex):** Angels gain acid and electricity resistance 5 and a bonus to saving throws against petrification effects equal to one-half their character level.



## ASTRAL FAERIE CHAMPION (VALOREN)

CR 20

XP 307,200

**NG Medium outsider (angel, extraplanar, good)**

**Init** +10; **Senses** darkvision 60 ft., low-light vision; **Perception** +26

**Aura protective aura**

### DEFENSE

**AC** 41, **touch** 16, **flat-footed** 35 (+6 **Dex**, +25 natural; +4 deflection vs. evil)

**hp** 217 (15d10+135)

**Fort** +20, **Ref** +11, **Will** +13; +4 vs. poison, +4 resistance vs. evil

**Defensive Abilities** medium fortification, uncanny dodge; **DR** 10/evil; **Immune** acid, cold, petrification; **Resist** fire 15; **SR** 25

### OFFENSE

**Speed** 50 ft., **fly** 100 ft. (good)

**Melee** slam +27 (1d8+18)

**Ranged** +2 composite longbow of endless ammunition +22/+17 (1d8+14)

### SPELL-LIKE ABILITIES (CL 19TH)

5/day—aid, continual flame, detect evil, discern lies (DC 23), dispel evil (DC 24), dispel magic, holy aura (DC 27), holy smite (DC 23), holy word (DC 26), invisibility (self only), plane shift (DC 24), protection from evil, remove curse, remove disease

3/day—cure light wounds, see invisibility

1/day—blade barrier (DC 25), mass cure moderate wounds

1/week—foresight

### STATISTICS

**Str** 34, **Dex** 23, **Con** 27, **Int** 22, **Wis** 22, **Cha** 29

**Base Atk** +15; **CMB** +27; **CMD** 43

**Feats** Alertness, Great Fortitude, Improved Initiative, Iron Will, Point Blank Shot, Rapid Shot Toughness, Weapon Focus (longbow)

**Skills** Acrobatics +24, Craft (any one) +24, Diplomacy +27, Fly +28, Intimidate +27, Knowledge (planes) +26, Knowledge (religion) +21, Perception +28, Sense Motive +28, Stealth +24, **swim** +8

**Languages** Celestial, Draconic, Infernal; truespeech

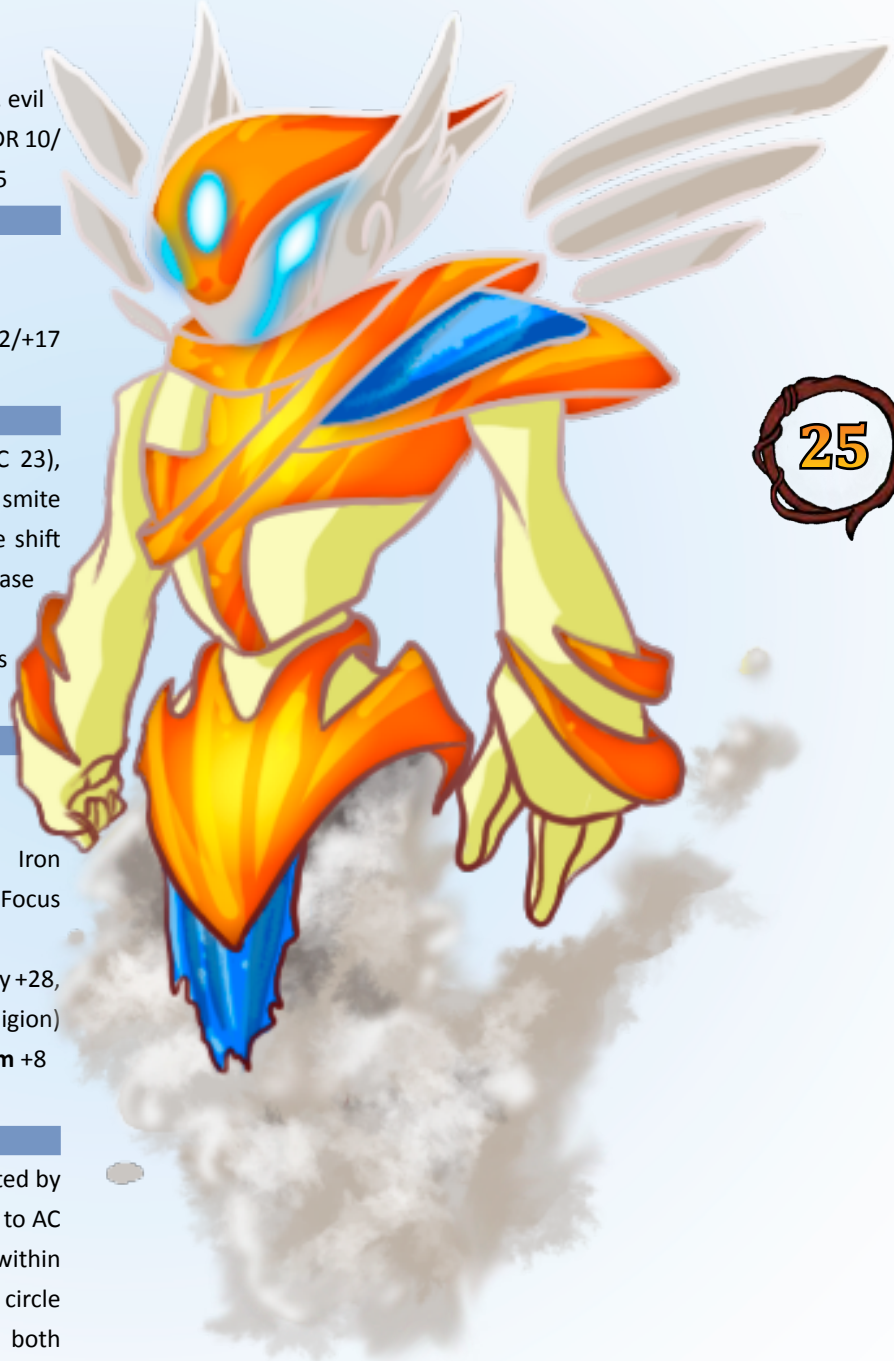
### SPECIAL ABILITIES

**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.

## Trainer Spells on a Monster

The trainer spells special quality found later in this chapter indicates that a monster can cast the spells on its trainer list up to the indicated caster level. Unless stated otherwise, monsters with this quality cast as a generic trainer of the indicated caster level. Monsters without this quality (such as the valoren) can only use spells and abilities listed on their stat block.

NEXT



25





# BEHIR

CR 8 XP 4,800

**N Huge magical beast**

**Init** +1; **Senses** darkvision 60 ft., low-light vision; **Perception** +8

## DEFENSE

**AC** 21, **touch** 9, **flat-footed** 20 (+1 **Dex**, +12 natural, -2 size)

**hp** 105 (10d10+50)

**Fort** +12, **Ref** +8, **Will** +5

**Immune** electricity

## OFFENSE

**Speed** 40 ft., **climb** 20 ft. **Space** 15 ft.; **Reach** 10 ft.

**Melee** bite +15 (2d6+9 plus grab)

**Special Attacks** breath weapon (20-foot line, 7d6 electricity damage, Reflex DC 20 for half, usable every 1d4 rounds), constrict (2d6+9), rake (6 claws +14, 1d4+6), swallow whole (2d8+9 bludgeoning damage, **AC** 16, 10 **hp**)

## STATISTICS

**Str** 23, **Dex** 12, **Con** 21, **Int** 7, **Wis** 14, **Cha** 12

**Base Atk** +10; **CMB** +18 (+22 grapple); **CMD** 29 (can't be tripped)

**Feats** Alertness, Cleave, Great Cleave, Power Attack, Weapon Focus (bite)

**Skills** Climb +14, Perception +8, Stealth +5

**Languages** understands Common

## SPECIAL ABILITIES

**Grab (Ex):** A behir's grab attack works against creatures of any size category. It can constrict the same round it establishes a hold. On any round that it maintains its hold, the behir can choose to rake the grappled target or swallow it whole.

## AVAILABLE TRAINER SPELLS

### Level Spells

- 0** Dancing Lights, Flare, Fury Guard, Light, Mage Hand
- 1st** Magic Missile, Magic Weapon, Shock Shield, Shocking Grasp, True Strike
- 2nd** Animal Aspect, Bloodhound, Heat Metal, Resist Energy (electricity only), Scare
- 3rd** Battlefield Adept, Greater Magic Weapon, Lightning Bolt, Thundering Drums
- 4th** Ball Lightning, Elemental Body I (air or water only), Greater Animal Aspect
- 5th** Break Enchantment, Elemental Body II (air or water only)
- 6th** Chain Lightning, Elemental Body IV (air or water only), Globe of Invulnerability
- 7th** Elemental Body IV (air or water only)
- 8th** Protection from Spells
- 9th** Ride the Lightning

## MONSTORIN TRAITS

**+2 Dex, +2 Wis, -2 Str:** Behir monstorin are quick and alert, but physically weak.

**Medium:** Behirs are medium creatures and have no bonuses or penalties due to their size.

**Fast Movement:** Even without their many legs, behirs are quick on their feet. They have a base speed of 40 feet.

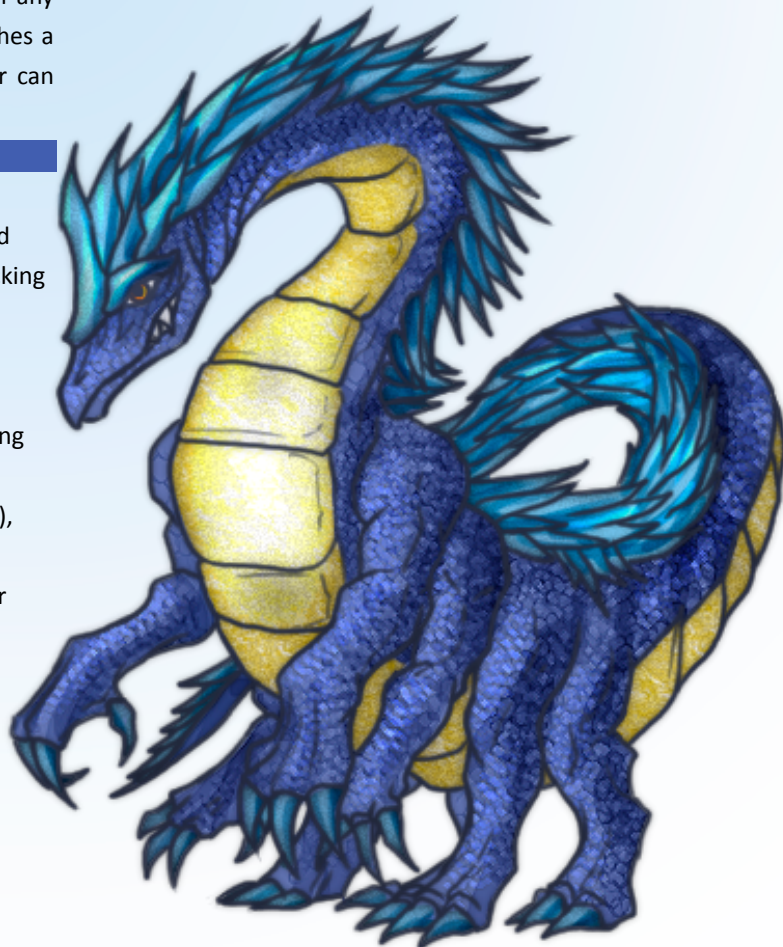
**Low-Light Vision:** Behirs can see twice as far as humans in conditions of dim light.

**Darkvision:** Behirs gain darkvision out to 60 ft.

**Monstrous Humanoid:** Behirs are considered monstrous humanoids.

**Lightning Breath (Su):** Twice per day, as a standard action, behirs can make a breath weapon attack that deals 3d6 points of electricity damage in a 20 ft. line. All creatures within the affected area must make a Reflex saving throw to avoid taking damage. The save DC is 10 + 1/2 the behir's character level + its **Con** modifier. Those who succeed take half damage from the attack.

**Lightning Resistance (Ex):** Behir monstorin gain electricity resistance 5.



# BULETTE

CR 7

XP 4,800

Stone-colored skin and a gaping maw complement this monster's squat form.

## N Huge magical beast

**Init** +6; **Senses** darkvision 60 ft., low-light vision, scent, tremorsense 60 ft.; **Perception** +11

## DEFENSE

**AC** 22, **touch** 10, **flat-footed** 20 (+2 **Dex**, +12 natural, -2 size)

**hp** 84 (8d10+40)

**Fort** +11, **Ref** +8, **Will** +5

## OFFENSE

**Speed** 40 ft., burrow 20 ft.

**Melee** bite +13 (2d8+9/19-20) and 2 claws +12 (2d6+6)

**Space** 15 ft.; **Reach** 10 ft.

**Special Attacks** leap, savage bite

## STATISTICS

**Str** 23, **Dex** 15, **Con** 20, **Int** 2, **Wis** 13, **Cha** 6

**Base Atk** +8; **CMB** +16; **CMD** 28 (32 vs. trip)

**Feats** Improved Initiative, Iron Will, Skill Focus (Perception), Weapon Focus (bite)

**Skills** Acrobatics +9 (+17 jumping), Perception +11; Racial Modifiers +4 on Acrobatics checks made to jump

## SPECIAL ABILITIES

**Leap (Ex):** A bulette can perform a special kind of pounce attack by jumping into combat. When a bulette charges, it can make a DC 20 Acrobatics check to jump into the air and land next to its enemies. If it makes the Acrobatics check, it can follow up with four claw attacks against foes in reach, but cannot make a bite attack.

**Savage Bite (Ex):** A bulette's bite is particularly dangerous. It applies 1-1/2 times its Strength modifier to damage inflicted with its bite attack, and threatens a critical hit on a 19-20.

## AVAILABLE TRAINER SPELLS

### Level Spells

**1st** Cause Fear, Enlarge Person, Jump, Magic Weapon, Sanctuary

**2nd** Acid Arrow, Soften Earth and Stone

**3rd** Burrow, Disrupting Roar, Greater Magic Weapon, Thundering Drums

**4th** Fear, Stone Shape, Stoneskin

## MONSTORIN TRAITS

**+2 Str, +2 Con, -2 Cha:** Bulette monstorin are physically strong, but can be short tempered.

**Medium:** Bulettes are medium creatures and have no bonuses or penalties due to their size.

**Normal Speed:** Bulettes have a base speed of 30 feet.

**Burrow (Ex):** Bulettes have a burrow speed of 20 feet.

**Low-Light Vision:** Bulettes can see twice as far as humans in conditions of dim light.

**Darkvision:** Bulettes gain darkvision out to 60 ft.

**Jumper (Ex):** Bulettes always count as having a running start when they jump.

**Bite (Ex):** Bulettes have a primary natural bite attack that deals 1d4 points of damage.







## CACTUS WARRIOR CHILD (CACTYKE)

CR 4

XP 1,200

**N Small plant**

**Init** +8; **Senses** darkvision 60 ft., low-light vision; **Perception** +14

### DEFENSE

**AC** 22, **touch** 15, **flat-footed** 18 (+4 **Dex**, +7 natural, +1 size)

**hp** 40 (9d8) **Fort** +6; **Ref** +7; **Will** +5

**Defensive Abilities** bleed; **DR** 5/slashing; **Immune** plant traits

### OFFENSE

**Speed** 20 ft.

**Melee** 2 slams +11 (1d3, plus bleed)

**Special Attacks** bleed (1 damage)

### STATISTICS

**Str** 11, **Dex** 19, **Con** 10, **Int** 13, **Wis** 15, **Cha** 14

**Base Atk** +6; **CMB** +5; **CMD** 19

**Feats** Combat Reflexes, Great Fortitude, Improved Initiative, Skill Focus (Perception), Weapon Finesse

**Skills** Acrobatics +13, Perception +14, Stealth +17 (+21 in desert terrain); Racial Modifiers +4 Stealth in desert terrain

**Languages** Common **SQ** desert stride

### SPECIAL ABILITIES (Cactus Child/Warrior)

**Bleed (Ex):** When a cactus warrior successfully attacks or is attacked by a creature in melee, that creature takes 1 bleed damage. This damage is cumulative, but all bleed damage from one cactus warrior can be healed by a single DC 15 Heal check. Magical healing stops the bleeding immediately.

**Desert Stride (Ex):** Cactus warriors can move through any sort of desert-related difficult terrain at their full movement rate without taking any penalties or suffering any damage. Magical enchantments designed to impede movement in such conditions still affect them.

### MONSTORIN TRAITS

**+2 Str, +2 Wis, -2 Dex:** Cactus Warrior monstorsin are strong and alert, but can be slow to react.

**Medium:** A cactus warrior's size gives no bonuses or penalties.

**Slow Movement:** Cactus warriors have a base speed of 20 feet, but their speed is never modified by armor or encumbrance.

**Low-Light Vision:** Cactus warriors can see twice as far as humans in conditions of dim light.

**Darkvision:** Cactus warriors gain darkvision out to 60 ft.

**Needles:** In light or no armor, a cactus warrior is always considered to have armor spikes. It is proficient in their use.

**Immunities:** Cactus Warriors are immune to magic sleep effects and gain a +2 racial saving throw bonus against enchantment spells and effects.

**Lightning Resistance (Ex):** Gains electricity resistance 5.

## CACTUS WARRIOR (CACTOMBRE)

CR 7

XP 3,200

**N Medium plant**

**Init** +2; **Senses** darkvision 60 ft., low-light vision; **Perception** +15

### DEFENSE

**AC** 21, **touch** 12, **flat-footed** 19 (+2 **Dex**, +9 natural)

**hp** 65 (10d8+20)

**Fort** +11; **Ref** +5; **Will** +5

**Defensive Abilities** bleed; **DR** 5/slashing; **Immune** plant traits

### OFFENSE

**Speed** 20 ft. **Melee** 2 slams +9 (1d6+2, plus bleed)

**Special Attacks** bleed (1 damage, see text)

### STATISTICS

**Str** 15, **Dex** 15, **Con** 14, **Int** 13, **Wis** 15, **Cha** 14

**Base Atk** +7; **CMB** +9; **CMD** 21

**Feats** Cleave, Great Fortitude, Improved Natural Attack (slam), Skill Focus (Perception), Power Attack

**Skills** Acrobatics +12, Perception +15, Stealth +12 (+16 in desert terrain); Racial Modifiers +4 Stealth in desert terrain

**Languages** Common **SQ** desert stride

### AVAILABLE TRAINER SPELLS

#### Level Spells

**0** Bleed, Create Water, Fury Guard

**1st** Blinding Dust, Bristle, Detect Animals or Plants, Expeditious Retreat, Goodberry

**2nd** Barkskin, Bloodhound, Certain Grip, Instant Armor, Resist Energy

**3rd** Burst of Nettles, Daylight, Shifting Sand, Spike Growth

**4th** Arboreal Hammer, Command Plants, Freedom of Movement, Thorn Body

**5th** Absorb Toxicity, Blight, Control Winds, Wall of Thorns

**6th** Blade Barrier, Path of the Winds, Repulsion

**7th** Animate Plants, Scouring Winds, Sunbeam

**8th** Iron Body, Sunburst, Whirlwind

**9th** Winds of Vengeance



# CAPRICOR

CR 15

XP 51,200

NG Large fey

Init +10; Senses low-light vision; Perception +19

## DEFENSE

AC 18, touch 15, flat-footed 12 (+6 Dex, +3 natural, -1 size)

hp 287 (25d6+200); fast healing 10

Fort +16, Ref +22, Will +17

Immune plant traits; Resist acid 5, cold 5, electricity 10

## OFFENSE

Speed 40 ft., climb 40 ft., fly 20 ft. (clumsy)

Melee slam +22 (1d8+11 plus daze), bite +22 (1d8+11), gore +22 (1d8+11), 2 hooves +17 (1d6+5)

Space 10 ft.; Reach 10 ft.

Special Attacks trample (2d8+22, DC 29)

## STATISTICS

Str 33, Dex 23, Con 26, Int 12, Wis 17, Cha 14

Base Atk +12; CMB +24; CMD 40

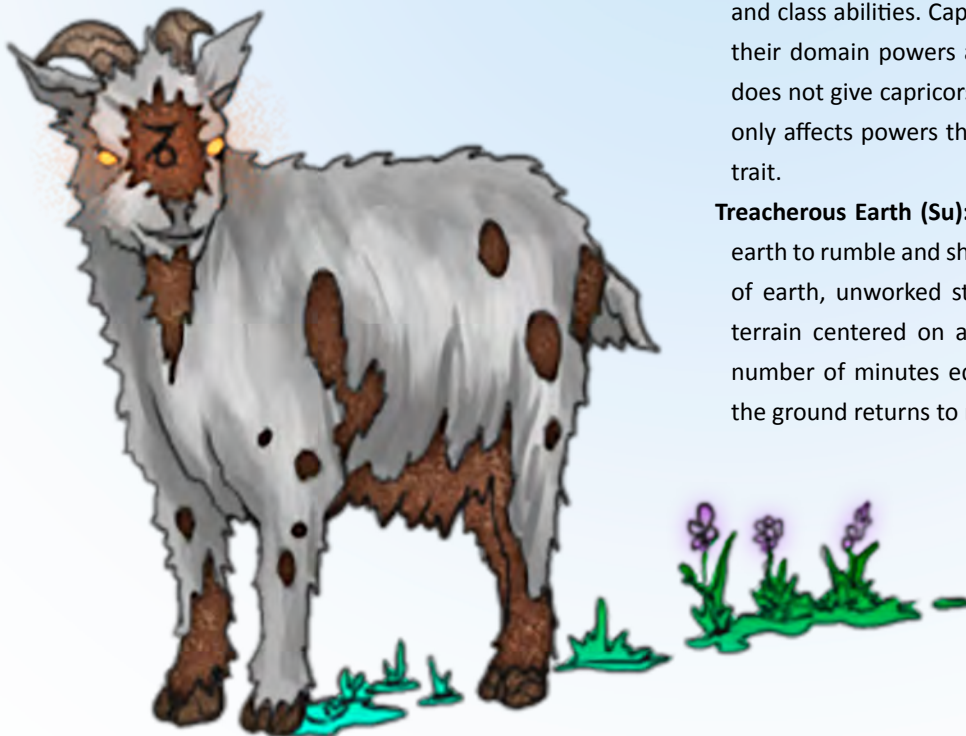
Feats Awesome Blow, Improved Bull Rush, Improved Natural Attack (slam), Improved Initiative, Improved Vital Strike, Lightning Reflexes, Power Attack

Skills Climb +47, Diplomacy +29, Fly +23, Heal +30, Perception +30, Sense Motive +30, Stealth +29 (+37 in heavy plant growth)

Languages Common

## SPECIAL ABILITIES

**Daze (Ex):** Any creature hit by a capricor's slam attack must succeed on a DC 29 Fortitude save or be dazed 1d2 rounds. The save DC is Strength-based.



## AVAILABLE TRAINER SPELLS

### Level Spells

0	Daze, Detect Magic, Detect Poison, Resistance, Stabilize, Virtue
1st	Entangle, Expeditious Retreat, Goodberry, Ironbeard, Jump
2nd	Barkskin, Binding Earth, Daze Monster, Soften Earth and Stone
3rd	Daylight, Speak with Plants, Stone Shape
4th	Atavism, Grove of Respite, Mass Daze, True Form
5th	Atonement, Awaken, Transmute Mud to Rock, Transmute Rock to Mud
6th	Move Earth
7th	Greater Arcane Sight, Rampart, Sunbeam
8th	Earthquake, Mass Atavism, Sunburst
9th	Antipathy, Sympathy

NEXT



## MONSTORIN TRAITS

**+2 Str, +2 Wis:** Capricor monstorin are strong and alert, but rough around the edges.

**Medium:** Capricors are medium creatures and have no bonuses or penalties due to their size.

**Base Speed:** Capricors have a base speed of 30 feet.

**Fey:** Capricor are treated as fey creatures for the purpose of spells and effects.

**Low-Light Vision:** Capricors can see twice as far as humans in conditions of dim light.

**Fertile Soil:** Capricor sorcerers with the verdant bloodline treat their Charisma score as 2 points higher for all sorcerer spells and class abilities. Capricor clerics with the Plant domain use their domain powers and spells at +1 caster level. This trait does not give capricors early access to level-based powers; it only affects powers that they could already use without this trait.

**Treacherous Earth (Su):** Once per day, a capricor can will the earth to rumble and shift, transforming a 10-foot-radius patch of earth, unworked stone, or sand into an area of difficult terrain centered on a square it can touch. This lasts for a number of minutes equal to its character level, after which the ground returns to normal.





**CASTOR**

CR 3

XP 800

**N** Tiny magical beast (aquatic)

Init +3; Senses blindsense 30 ft., low-light vision; Perception +8

**DEFENSE**

AC 20, touch 15, flat-footed 17 (+3 Dex, +5 natural, +2 size)

hp 26 (4d10+4)

Fort +5, Ref +7, Will +4

**OFFENSE**

Speed 20 ft., swim 40 ft.

Melee 2 claws +7 (1d2–1)

Space 2-1/2 ft.; Reach 0 ft.

Special Attacks spray

**STATISTICS**

Str 8, Dex 17, Con 13, Int 6, Wis 17, Cha 10

Base Atk +4; CMB +1; CMD 14

Feats Improved natural armor, Weapon Finesse

Skills Perception +8, Stealth +17 (+21 while underwater), swim +15; Racial Modifiers +4 Stealth while underwater

SQ amphibious

**SPECIAL ABILITIES**

**Spray (Su):** Each castor can forcefully spray water from its mouth in a line out to 20 feet. This spray is treated as a breath weapon and requires a Reflex save DC 13 for half damage. The first time a castor uses spray during battle, it deals 4d6 damage. Afterward, its spray deals 1d6 points of damage for each round the castor waits before using it again, to a maximum of 4d6 damage after 4 rounds. The save is Constitution-based.

**CASTOR HERO (CHORDATA)**

CR 5

XP 1,600

**N** Small magical beast (aquatic)

Init +2; Senses blindsense 30 ft., low-light vision; Perception +8

**DEFENSE**

AC 20, touch 13, flat-footed 18 (+2 Dex, +7 natural, +1 size)

hp 37 (6d10+4)

Fort +8, Ref +7, Will +5

Defensive Abilities Crystal Hide, Evasion

**OFFENSE**

Speed 30 ft., swim 30 ft.

Melee 2 claws +8 (1d4+1)

Special Attacks spray (30-ft. line, 6d6 damage, Reflex DC 16 for half, usable every 1d4 rounds)

**STATISTICS**

Str 13, Dex 15, Con 17, Int 6, Wis 17, Cha 10

Base Atk +6; CMB +6; CMD 18

Feats Improved natural armor, weapon focus (claw), improved natural weapon (claw)

Skills Perception +8, Stealth +11 (+15 while underwater), swim +14; Racial Modifiers +4 Stealth while underwater

SQ amphibious

**SPECIAL ABILITIES**

**Crystal Hide (Ex):** A chordata's fur is made up of tiny, crystalline filaments that more easily deflect attacks and spells. When a chordata fights defensively, it gains a +4 bonus to AC. When using the total defense action, it gains a +4 bonus to AC and Reflex saves.



# CASTOR CHAMPION (CHRYSTOFUR)

CR 7

XP 3,200

**N Medium magical beast**

**Init** +2; **Senses** blindsense 30 ft., low-light vision; **Perception** +9

## DEFENSE

**AC** 23, **touch** 13, **flat-footed** 20 (+3 **Dex**, +10 natural)

**hp** 92 (8d10+48)

**Fort** +12, **Ref** +9, **Will** +7

**Defensive Abilities** Crystal Hide, Evasion

## OFFENSE

**Speed** 30 ft.

**Melee** 2 claws +14 (1d6+5 plus rend)

**Special Attacks** rake (2 claws +14, 1d6+5 plus rend), rend (2 claws, 1d6+7)

## STATISTICS

**Str** 21, **Dex** 17, **Con** 23, **Int** 10, **Wis** 21, **Cha** 14

**Base Atk** +8; **CMB** +13 (+15 to grapple); **CMD** 26 (28 vs. grapple)

**Feats** Improved natural armor, weapon focus (claw), improved natural weapon (claw), power attack

**Skills** Perception +9, Stealth +10 (+14 while underwater), **swim** +16; **Racial Modifiers** +4 Stealth while underwater

**SQ** amphibious

## SPECIAL ABILITIES

**Crystal Hide (Ex):** A chrystofur's fur is made up of tiny, crystalline filaments that more easily deflect attacks and spells. When a chrystofur fights defensively, it gains a +4 bonus to **AC**. When using the total defense action, it gains a +4 bonus to **AC** and Reflex saves.

## AVAILABLE TRAINER SPELLS (ALL CASTORS)

### Level Spells

**0** Create Water

**1st** Magic Fang, Obscuring Mist, Stone Fist

**2nd** Bear's Endurance, Fog Cloud, Instant Armor

**3rd** Greater Magic Fang, Water Breathing

**4th** Control Water

**5th** Ice Storm

**6th** Cone of Cold, Mass Bear's Endurance

**7th** Elemental Body IV (water only)

**8th** Horrid Wilting

**9th** Elemental Swarm (earth or water only),  
World Wave

## MONSTORIN TRAITS

**+2 Con, +2 Wis, -2 Dex:** Castor monstorin are tough and attentive, but can be slow to react.

**Medium:** Castors are medium creatures and have no bonuses or penalties due to their size.

**Base Speed:** Castors have a base speed of 30 feet. They can swim at 30 ft. per round and gain a +8 racial bonus to swim checks.

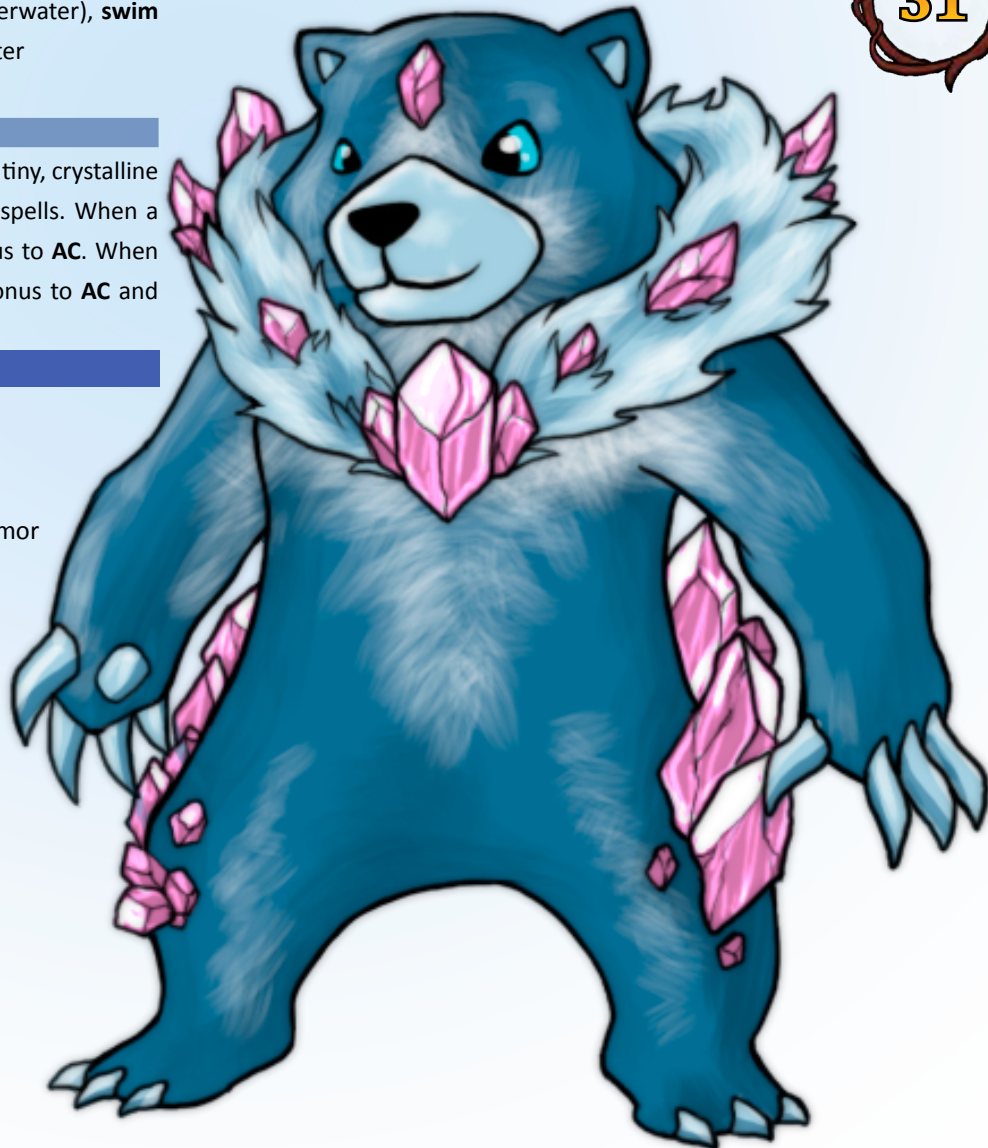
**Low-Light Vision:** Castors can see twice as far as humans in conditions of dim light.

**Amphibious:** Castors can breathe both air and water.

**Water Sense:** Castors can sense vibrations in water, granting them blindsense 30 feet against creatures that are touching the same body of water.

**Claws:** Castors gain 2 claw attacks that deal 1d4 + Strength modifier damage on a hit.

**NEXT**





### CATIRPEL



CR 3 XP 800

**N Medium magical beast**  
Init +9; Senses darkvision 60 ft.; Perception +8

#### DEFENSE

AC 20, touch 15, flat-footed 15 (+5 Dex, +5 natural)  
hp 34 (4d10+12)  
Fort +7, Ref +6, Will +5 (+4 vs. mind-affecting effects)

#### OFFENSE

Speed 30 ft., climb 30 ft.  
Melee 4 slams +7 (1d4+3 plus grab), bite +7 (1d6+3 plus poison)  
Special Attacks constrict (1d6+3), lunge

#### STATISTICS

Str 16, Dex 21, Con 16, Int 8, Wis 18, Cha 15  
Base Atk +4; CMB +7 (+11 grapple); CMD 22 (30 vs. trip)  
Feats Combat Reflexes, Improved Initiative  
Skills Climb +11, Perception +8, Stealth +5 (+17 in forests); Racial Modifiers +4 Perception, +4 Stealth (+12 in forests)

#### SPECIAL ABILITIES

**Lunge (Ex):** A catirpel's body is capable of reaching much farther than normal for a creature of its size. As a full-attack action, it can make a single slam attack at double its normal reach. When a catirpel attacks with slam in this manner, it gains a +4 bonus on its attack roll. A catirpel cannot make attacks of opportunity with its lunge.

**Poison (Ex):** Bite—injury; save Fort DC 18; frequency 1/round for 3 rounds; effect 1d3 Dex damage; cure 1 save. The save DC is Constitution-based and includes a +2 racial bonus.

### CATIRPEL SCOUT (BOMBYX)

CR 2 XP 600

**N Small magical beast**  
Init +11; Senses darkvision 60 ft.; Perception +8

#### DEFENSE

AC 14, touch 13, flat-footed 12 (+2 Dex, +1 natural, +1 size)  
hp 19 (3d10+3)  
Fort +4, Ref +5, Will +5 (+4 vs. mind-affecting effects)

#### OFFENSE

Speed 20 ft., climb 20 ft.  
Melee 2 slams +5 (1d3+1), bite +5 (1d4+1 plus poison)

#### STATISTICS

Str 12, Dex 15, Con 12, Int 8, Wis 18, Cha 15  
Base Atk +3; CMB +3 (+7 grapple); CMD 15 (19 vs. trip)  
Feats Combat Reflexes, Improved Initiative  
Skills Climb +9, Perception +8, Stealth +7 (+19 in forests); Racial Modifiers +4 Perception, +4 Stealth (+12 in forests)

#### SPECIAL ABILITIES

**Poison (Ex):** Bite—injury; save Fort DC 14; effect 1d3 Dex damage. The save DC is Constitution-based and includes a +2 racial bonus.

#### MONSTORIN TRAITS

**+2 Str, +2 Con:** Catirpel monstorin are strong and tough with no immediate flaws. Female catirpel (lepitera monstorin) gain +2 Dex, +2 Cha instead.

**Medium:** Catirpels are medium creatures and have no bonuses or penalties due to their size.

**Base Speed:** Catirpels have a base speed of 30 feet.

**Low-Light Vision:** Catirpels can see twice as far as humans in conditions of dim light.

**Multi-Armed:** Catirpels have four arms and can wield multiple weapons. When doing so, only one of those weapons is considered primary.



## CATIRPEL SENTRY (CHILOPODA)

CR 6

XP 2,400

**N Large magical beast**

**Init** +9; **Senses** darkvision 60 ft.; **Perception** +10

### DEFENSE

**AC** 21, **touch** 14, **flat-footed** 16 (+5 **Dex**, +7 natural, -1 size)

**hp** 87 (7d10+49)

**Fort** +11, **Ref** +9, **Will** +7 (+4 vs. mind-affecting effects)

### OFFENSE

**Speed** 40 ft., climb 40 ft.

**Melee** 6 slams +9 (1d8+11 plus grab), bite +9 (1d8+11 plus poison)

**Special Attacks** constrict (1d8+7), lunge

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

### STATISTICS

**Str** 24, **Dex** 21, **Con** 24, **Int** 12, **Wis** 22, **Cha** 19

**Base Atk** +5; **CMB** +13 (+17 grapple); **CMD** 28 (34 vs. trip)

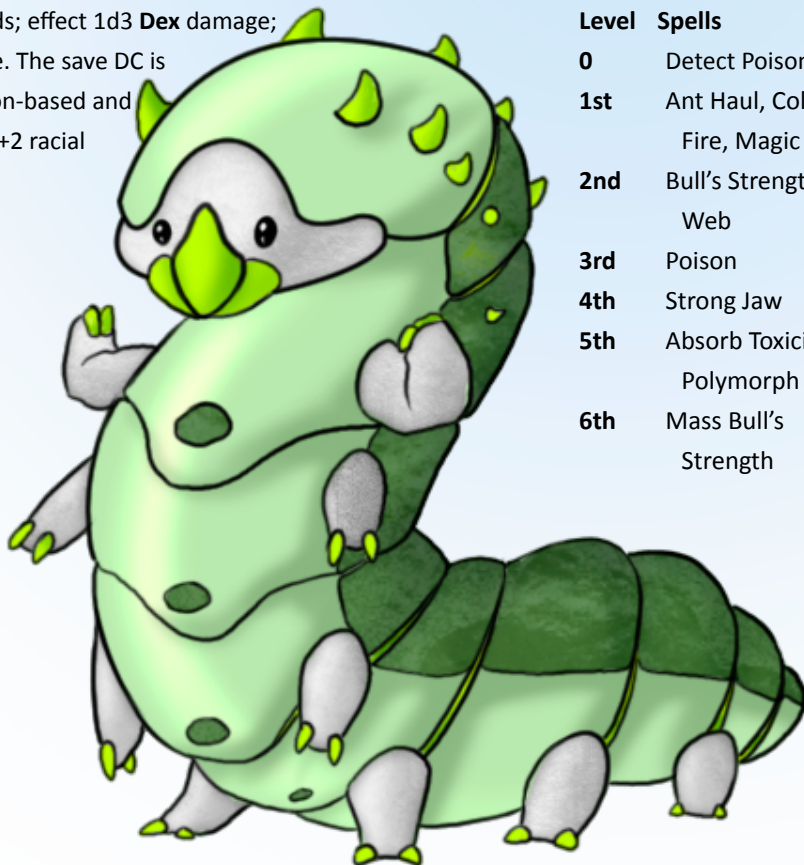
**Feats** Combat Reflexes, Improved Initiative, Improved Natural Attack (Slam), Power Attack (used)

**Skills** Climb +15, Perception +10, Stealth +9 (+21 in forests); Racial Modifiers +4 Perception, +4 Stealth (+12 in forests)

### SPECIAL ABILITIES

**Lunge (Ex):** As a full-attack action, a chilopoda can make a single slam attack at double its normal reach. When a chilopoda attacks with slam in this manner, it gains a +4 bonus on its attack roll. A chilopoda cannot make attacks of opportunity with its lunge.

**Poison (Ex):** Bite—injury; save **Fort** DC 22; frequency 1/round for 6 rounds; effect 1d3 **Dex** damage; cure 1 save. The save DC is Constitution-based and includes a +2 racial bonus.



## CATIRPEL QUEEN (LEPITERA)

CR 6

XP 2,400

**N Medium magical beast**

**Init** +11; **Senses** darkvision 60 ft.; **Perception** +10

### DEFENSE

**AC** 22, **touch** 17, **flat-footed** 15 (+7 **Dex**, +5 natural)

**hp** 70 (7d10+35)

**Fort** +9, **Ref** +10, **Will** +7 (+4 vs. mind-affecting effects)

### OFFENSE

**Speed** 15 ft., climb 15 ft., fly 30 ft. (perfect)

**Melee** 4 slams +10 (1d4+5), bite +10 (1d6+5 plus poison)

### SPELL-LIKE ABILITIES (CL 5th)

At will—Faerie Fire

3/day—Glitterdust (DC 16), Magic Missile (3 missiles)

### STATISTICS

**Str** 20, **Dex** 25, **Con** 20, **Int** 12, **Wis** 22, **Cha** 19

**Base Atk** +5; **CMB** +10 (+14 grapple); **CMD** 27 (cannot be tripped)

**Feats** Combat Reflexes, flyby Attack, Improved Initiative, Wingover

**Skills** Climb +13, Fly +18, Perception +10, Stealth +11 (+23 in forests); Racial Modifiers +4 Perception, +4 Stealth (+12 in forests)

### SPECIAL ABILITIES

**Poison (Ex):** Bite—injury; save **Fort** DC 20; frequency 1/round for 6 rounds; effect 1d3 **Dex** damage; cure 1 save. The save DC is Constitution-based and includes a +2 racial bonus.

### AVAILABLE TRAINER SPELLS (ALL CATIRPELS)

#### Level Spells

**0** Detect Poison

**1st** Ant Haul, Color Spray, Expeditious Retreat, Faerie Fire, Magic Missile

**2nd** Bull's Strength, Certain Grip, Glitterdust, Spider Climb, Web

**3rd** Poison

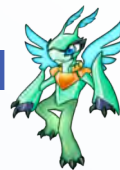
**4th** Strong Jaw

**5th** Absorb Toxicity, Polymorph

**6th** Mass Bull's Strength



NEXT



33





## Maverik's Chilopoda

Reaching into her pouch, Jenna withdrew a red-covered book that was considerably larger than it had any right to be when compared to the satchel's small size. Daniel laughed at the sight, while Maverik grew confused.

"How did you get that thing in there?"

Jenna smiled, "Oh, you mean my bag? It's enchanted to hold things larger than it is. I just can't put anything sharp in there or it would break."

Clearing her throat, the researcher opened her tome, "But that's neither here nor there. Let's get you two started."

The older man looked ready to ask another question, but one look from Jenna quieted him and he sat back again while she read from the entry to which she'd opened.

"Bombyx, also called the five inch monster, is a tiny insect native to the fields and forests of the Kingdom. The ease of capturing these beasts combined with their potential to grow into three different forms makes them a great choice for any trainer just starting out."

Jenna looked up to find Daniel leaning into her and almost stumbled back in surprise, "Ack! What are you doing so close?"

"I'm trying to see a picture," the younger boy replied. "Or does this musty old thing have none?"

"Of course it has pictures," Jenna scolded as she turned the page, "they're right... Hold on. Where'd Maverik disappear to?"

She looked around for a moment before hearing Maverik's whelp cry out through the tall brush. Turning to Daniel, Jenna put a finger to her lips.

"Follow me, but be quiet. I think Maverik's in danger."

With a nod from her companion, the two of them set off toward their ally.

After pushing through several yards of brush, Jenna and Daniel finally reached a small clearing where Maverik's monstorin was locked in battle with a full-grown chilopoda. Tridigon was already pretty beat up, but it had managed to injure the larger insect.

Careful to avoid the 6 ft. bug that loomed over the comparatively tiny dragonling, Jenna stalked over to Maverik, "What are you doing? You're not ready to face a monstorin of this strength. You could get yourself killed? Worse, you could get your companion badly hurt!"

Instead of giving her his attention, the other trainer ordered his tridigon to dodge the chilopoda's charge as the monstorin bore down on them all. The whelp hesitated, but moved at the last second, forcing Jenna and Maverik to both dive out of the way.

Helping Jenna up, Maverik stepped back over to get a good view of the battle as he flippantly replied, "I'm really more of a doer than a listener. We'll be fine, just tell me how to capture this thing again."

Jenna wasn't sure she'd just heard him correctly, "What?! There's no way you could capture that monster, let alone control it if you did. Get tridigon out of there and let's run back to the road before the chilopoda decides to..."

Her sentence was cut off as the monstorin did what she was about to warn against. Drawing in air, the chilopoda slammed itself onto the ground and grew to almost 10 feet long. Rather than be caught by its increased size, all three trainers and tridigon were forced to move out of the way.

"No time to argue," Maverik yelled from the other side of the monstorin. "Tell me what I'm doing!"

With an angry huff, Jenna directed the man, "Concentrate on it; picture your essence reaching out and wrapping around the monstorin. Like a blanket, not a rope! You have to hurry, before it attacks you and breaks your focus."

The chilopoda was immediately onto Maverik's plan and turned away from tridigon as it prepared to charge the trainer. Jenna watched the large monstorin rear back and slam itself down in her friend's direction.

Unable to watch, the researcher closed her eyes, but heard no screams of pain from being crushed under a giant worm. Cautiously, she looked up and found Maverik rubbing his gauntlet, out of which a slight blue glow was fading.

"That wasn't so hard," Maverik said with a broad smile as his tridigon made its way back to his side. Ignoring Jenna's shocked stare, he turned to Daniel. "You ready to take a stab at it, kid?"

# CELEDEEN

CR 17

XP 102,400

CG Small fey

Init +9; Senses low-light vision; Perception +39

## DEFENSE

AC 30, touch 30, flat-footed 11 (+8 Dex, +1 dodge, +10 insight, +1 size)

hp 143 (26d6+52)

Fort +11; Ref +25; Will +27

Defensive Abilities improved evasion, wisdom of ages; DR 15/epic; Immune electricity, plant traits; SR 32

## OFFENSE

Speed 20; fly 40 ft. (perfect)

Melee slam +22 (1d3 plus sands of time)

Special Attacks entangle

## SPELL-LIKE ABILITIES (CL 26th)

Constant—foresight

At will—blur, dimension door, dimensional anchor, haste, invisibility (self only), major image (DC 17), sands of time, slow

3/day—mass cure moderate wounds, sleep

1/day—time stop, word of recall

## STATISTICS

Str 10, Dex 26, Con 13, Int 22, Wis 30, Cha 20

Base Atk +13; CMB +12; CMD 31

Feats Cleave, Combat Expertise, Dodge, Flyby Attack, Great Fortitude, Improved Initiative, Improved Natural Attack (slam), Iron Will, Lightning Reflexes, Power Attack, Skill Focus (Perception), Toughness, Weapon Finesse

Skills Bluff +29, Diplomacy +29, Fly +38, Intimidate +29, Knowledge (arcana, history, local, planes) +33, Perception +39, Sense Motive +33, Stealth +28, Survival +33

Languages telepathy 100 ft.

## SPECIAL ABILITIES

**Entangle (Su):** A celedeen can use the entangle spell as a supernatural ability at will. The celedeen is immune to its own entangle. The celedeen's caster level is equal to its hit dice.

**Wisdom of Ages (Ex):** A celedeen adds its Wisdom modifier as an insight bonus to its AC. If the celedeen would lose its Dexterity to AC, it also loses this bonus.

## AVAILABLE TRAINER SPELLS

### Level Spells

0	Detect Magic, Flare, Read Magic
1st	Color Spray, Entangle, Faerie Fire, Silent Image, Sleep
2nd	Blur, Eagle's Splendor, Invisibility, Owl's Wisdom
3rd	Haste, Sands of Time, Slow, Speak with Plants
4th	Dimension Door, Dimensional Anchor, Remove Curse
5th	Spell Resistance, Telepathic Bond
6th	Cloak of Dreams, Contingency, Mass Cure Moderate Wounds, Mass Eagle's Splendor
7th	Greater Arcane Sight, Regenerate
8th	Antipathy, Moment of Prescience, Word of Recall
9th	Foresight, Time Stop

NEXT



## MONSTORIN TRAITS

**+2 Wis, +2 Cha:** Celedeen's status as a time walker gives it great insight and a profound understanding of people.

**Small:** Celedeen are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their CMB and CMD, and a +4 size bonus on Stealth checks..

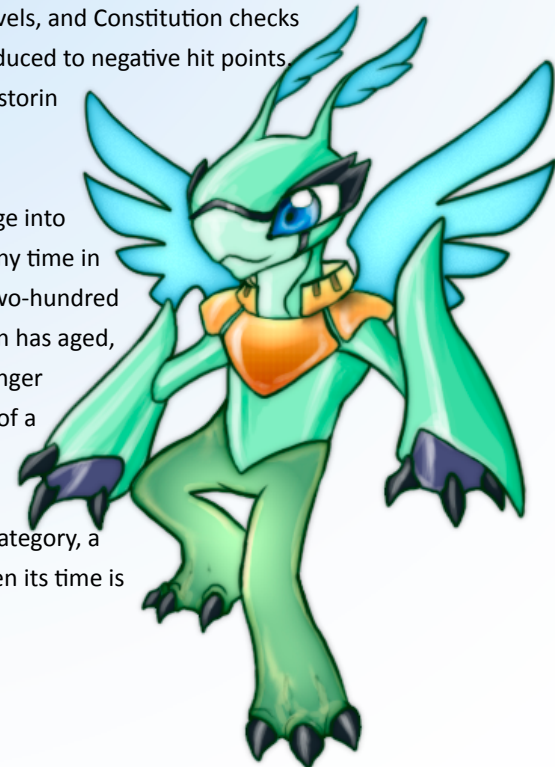
**Fast Movement:** Celedeen monstorin have a base speed of 30 feet. Their wings may not provide lift enough to fly, but they do allow them to move more quickly than other creatures their size.

**Low-Light Vision:** Celedeen can see twice as far as humans in conditions of dim light.

**Time Walker:** Celedeen are enigmatic beings who traverse time. As monstorin, they lose this ability, but retain a +2 racial bonus to saving throws against mind-affecting effects as well as all saving throws made to resist death effects, saving throws against negative energy effects, Fortitude saves made to remove negative levels, and Constitution checks made to stabilize if reduced to negative hit points.

**Ageless:** Celedeen monstorin do not age like other creatures. Instead, a celedeen can opt to age into an older category at any time in its lifespan of about two-hundred years. Once a celedeen has aged, it cannot become younger again without the aid of a limited wish or stronger spell. Regardless of its age category, a celedeen still dies when its time is up.

35







After twenty years as a trainer, and seven more as a coach for kids just getting into the game, he was ready to retire. It had been a good journey, and he'd finally earned enough money to settle down with his faithful companion.

*Maybe I'll reach out to some old friends,* the aging adventurer briefly considered before his thoughts turned to the one person he couldn't bring himself to see, or hurt, again. For years, she'd waited for him while he traveled the world, winning glory and fame. Finally, when he reached the height of his career, she, too, had come to a crossroads in hers. They spoke of leaving together, of giving it all up to be together, but the prospect of claiming his one last title had been too much.

When the tournament was over, he'd won the hearts of millions, but she was nowhere to be found. He looked her up one last time before moving on, even went so far as to visit the town she and her growing family moved into, but he couldn't bear to face her. So, he packed up and left back to the city, where he took his job as coach.

Clearing his thoughts, the trainer began the task of releasing the last of the monsters he'd captured over the years. He'd already given many of the beasts away to young and promising trainers eager to possess a piece of his legacy. The rest, his favorites, he wanted to reward for their faithfulness by giving them their freedom once more.

After saying goodbye to his former companions, the trainer turned to the last monster he was sure he'd ever keep, "Alright, let's go find us a place to call home, shall we?"

The little dragon engine joined him as he started walking to nowhere in particular. They traveled in relative silence for a while, with the whirring gears and occasional puffs of smoke that escaped the dragonling's frame breaking up the monotony.

As the sun began to set, dark storm clouds rolled in over the trainer and his companion, and together they ran for the cover of some trees to avoid the rain. Before they could reach the copse, however, a swirling vortex of green energy opened up, and a short monster with translucent wings flew out.

It was a little smaller than the trainer, and its skin was the same color as the vortex. It hovered just barely off the ground as it flitted about for a moment in confusion. Finally, the creature spotted him and flew over.

Recognizing newcomer as it approached, the trainer groaned, "You?! What are you doing here now?"

The last time he'd seen this particular monster, it dragged him to some kingdom to help show the people there how to train monsters. When he was done, the monster dumped him off where it took him before it disappeared, never to be seen or heard from again.

The monster's expression changed from confusion to shock as it recognized him too; to which he stood tall, "What? You expected me to be younger? I guess your powers didn't exactly work out the way you planned. It's been almost thirty years here. Where have you been?"

He knew it wouldn't answer, but it did start motioning him toward the portal.

"Oh no," he told the monster, "not again. I'm retired. Find somebody else to do your dirty work."

The creature started to sing a sad song in its own language, and images of the land he'd saved before danced in his head. It was in trouble again, and the monster wanted him to help. In exchange, it offered him a chance to rest afterward.

The trainer was about to turn down the offer, having wanted to rest already, but something inside him stirred and he found himself walking toward the portal; his companion by his side.

As he drew near, a new sense of wonder filled him and he smiled, "Alright, one more adventure wouldn't hurt, I guess."

## CHAOS SLASHER (CRAOS)

CR 12

XP 4,800

CN Large outsider (chaotic, extraplanar)

Init +8; Senses darkvision 60 ft.; Perception +19

### DEFENSE

AC 27, touch 12, flat-footed 17 (+4 Dex, +14 natural, -1 size)

hp 152 (16d10+64)

Fort +14, Ref +12, Will +7

Defensive Abilities Slick Skin (DC 13); DR 10/lawful; Immune chaos, color blind, polymorph; SR 22

### OFFENSE

**Speed** 40 ft.; climb 40 ft.    **Space** 10 ft.; **Reach** 10 ft.**Melee** 2 claws +21 (1d8+6/19-20 plus rend), bite +21 (1d8+6)**Special Attacks** rend (2 claws, 1d8+9), retaliate

### SPELL-LIKE ABILITIES (CL 12th)

**At Will**—battlemind link**3/day**—chaos hammer (DC 16), hold person (DC 14)**1/day**—hold monster (DC 17), telekinesis (DC 17)

### STATISTICS

Str 23, Dex 15, Con 19, Int 8, Wis 11, Cha 15

Base Atk +16; CMB +23; CMD 35 (45 vs. grapple)

Feats Great Cleave, Improved Bull Rush, Improved Critical (claw), Improved Initiative, Improved Natural Attack (claw), Iron Will, Power Attack

Skills Acrobatics +21, Climb +33, Intimidate +26, Perception +19, Stealth +21

Languages Common; SQ improved tracking

### SPECIAL ABILITIES

**Color Blind (Ex):** Slashers are naturally immune to

the following effects - color spray, prismatic sphere, prismatic spray, prismatic wall, scintillating pattern and any similar spell or effect.

**Retaliate (Ex):** A slasher can make a claw attack as an immediate action when it takes damage.

**Slick Skin (Su):** The slasher is naturally slick, as if having the grease spell cast on armor. A creature that strikes a slasher with a melee weapon must succeed at a Reflex save or drop the weapon.

#### AVAILABLE TRAINER SPELLS

##### Level Spells

<b>0</b>	Bleed, Daze, Detect Magic, Fury Guard
<b>1st</b>	Blend, Detect Law, Protection from Law
<b>2nd</b>	Daze Monster, Hold Person, Protection from Arrows
<b>3rd</b>	Arcane Sight, Disrupting Roar, Magic Circle against Law, Poison
<b>4th</b>	Chaos Hammer, Dimension Door, Mass Daze
<b>5th</b>	Dispel Law, Hold Monster, Polymorph, Telekinesis
<b>6th</b>	Analyze Dweomer, Battlemind Link

#### MONSTORIN TRAITS

**+2 Con, +2 Cha, -2 Int:** Slashers are tough and intimidating, but not very bright.

**Medium:** A slasher's size gives no bonuses or penalties.

**Base Speed:** Slashers have a base speed of 30 feet.

**Monstrous Humanoid:** As monstrous humanoids, slashers have darkvision out to 60 ft.

**Grease (Sp):** Once per day, a slasher can cast Grease as a spell-like ability.

**Claws (Ex):** Slashers have 2 natural claw attacks that deal 1d6 damage on a successful hit. These claw attacks can score a critical threat on a natural 19-20.



## Vs Craos and the Vargouille

Maverik and Daniel stood across from the boy who introduced himself as Kyle before challenging them to a two-on-two battle. Jenna stood off to the side, where she would act as referee. In front of the two friends, Tridigon and Stephen faced off against the two dangerous looking monsterin their opponent had called upon.

The kid adjusted his spectacles, which glared in the sunlight as he issued his first commands to his monsters, "Craos, go after them both with your claws. Vargouille, ready yourself to use Injure."

The large, reptilian creature flexed its arms as two wicked claws extended from each, then deftly stepped into Tridigon's space before the dragonling could react. Slicing at Maverik's companion, the monsterin didn't stop as it shifted across to Daniel's carbuncle and attacked it as well.

Daniel winced as Stephen cried out when struck, "That Craos is nuts. Stephen, try to confuse it."

"It's pretty strong," Maverik agreed as he considered what to do about the large monster. "Tridigon, get behind that thing and trip it."

While Tridigon moved into position, Stephen's gem glowed brightly for a moment, then went unexpectedly dark again.

Kyle laughed "I guess you don't know much about my monster. He resists your psychic powers. Vargouille, they've moved. strike at slasher, now!"

The winged head made a strange, gurgling noise as a bolt of energy shot out and struck the reptile, causing Maverik and Daniel to both gasp in shock and confusion as the brute became enraged and slashed out at their monsterin in quick succession before stepping out from between them.

NEXT







## COBRA FLOWER HERO (SLYTRAP)

CR 6

XP 2,400

N Large Plant

Init +3; Senses blindsight 30 ft., low-light vision; Perception +3

### DEFENSE

AC 18, touch 12, flat-footed 15 (+3 Dex, +6 natural, -1 size)

hp 66 (7d8+35)

Fort +10; Ref +5; Will +5; Immune plant traits

### OFFENSE

Speed 30 ft.; Climb 30 ft.

Melee bite +9 (1d8+7 plus 1d6 acid and grab)

Space 10 ft.; Reach 10 ft.

Special Attacks constrict (1d8+7 plus 1d6 acid)

### STATISTICS

Str 21, Dex 17, Con 20, Int 2, Wis 17, Cha 13

Base Atk +5; CMB +11 (+15 grapple); CMD 24 (can't be tripped)

Feats Combat Expertise, Power Attack, Skill Focus (stealth)

Skills Acrobatics +11, Climb +13, Stealth +13, Swim +13; Racial Modifiers +4 Acrobatics, +4 Climb, +4 Stealth, +4 Swim

38

### MONSTORIN TRAITS (SLYTRAP)

**+2 Str, +2 Cha:** Slytrap monstorin are strong and intimidating.**Medium:** Slytrap's size gives it no bonuses or penalties.**Base Movement:** Slytraps have a base speed of 30 feet.**Vision:** Slytraps have low-light vision and blindsense out to 30 feet.**Plant-Like:** Slytraps gain a +2 racial bonus to saving throws against mind-affecting effects. They are immune to paralysis and poison.**Racial Skills:** Slytraps gain a +2 racial bonus to Acrobatics checks and Stealth checks.

### AVAILABLE TRAINER SPELLS

#### Level Spells

Level	Spells
0	Bleed, Detect Poison, Lullaby
1st	Blend, Charm Animal, Command, Magic Fang, True Strike
2nd	Acid Arrow, Barkskin, Calm Emotions, Certain Grip, Pernicious Poison
3rd	Battlefield Adept, Greater Magic Fang, Poison, Spit Venom
4th	Charm Monster, Command Plants, Fear, Strong Jaw
5th	Acidic Spray, Hold Monster, Snake Staff, Waves of Fatigue
6th	Acid Fog, Ironwood, Transport Via Plants

### COMPANION MONSTERS

Companion Monsters are a subset of monster found within the Kingdom that are raised by breeders and given away to new trainers by researchers. Their growth and training focuses on a more defined role in battle. Some companions are better suited as warriors or spellcasters, while others excel at the tasks of sneaking around or keeping a party whole and healthy.

### CARBUNCLE COMPANION (QUIRKLE)

CR 1

XP 400

N Tiny magical beast

Init -2; Senses darkvision 60 ft., low-light vision Perception +6

### DEFENSE

AC 12, touch 10, flat-footed 12 (-2 Dex, +2 natural, +2 size)

hp 13 (2d10+2)

Fort +1, Ref +1, Will +4

### OFFENSE

Speed 20 ft.

Melee Bite +1 (1d3-3)

Space 2-1/2 ft.; Reach 0 ft.

Special Attacks fatal faker, specious suggestion

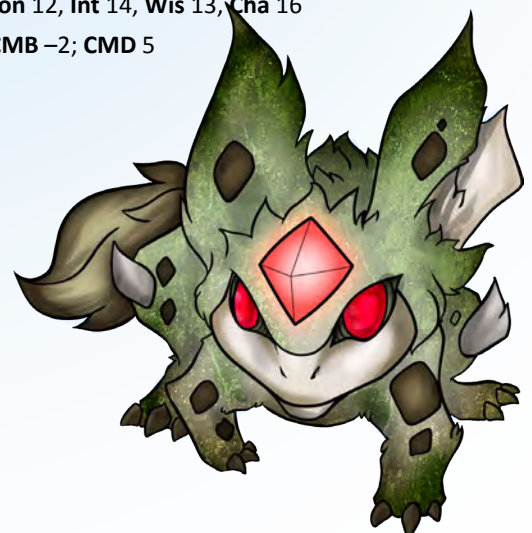
### STATISTICS

Str 5, Dex 7, Con 12, Int 14, Wis 13, Cha 16

Base Atk +2; CMB -2; CMD 5

(9 vs. trip)

Feats Iron Will



**Skills** Perception +6, Stealth +10 (+14 in grass or brush), Survival +2; Racial Modifiers +4 Stealth in grass or brush;

**Languages** understands Common; empath (30 ft.)

### SPECIAL ABILITIES

**Empath (Su):** Carbuncles possess a crude form of telepathy, allowing them to transmit mild impressions and remembered sensations to other creatures. A carbuncle can only relate simple information, such as a feeling of fear or the faint smell of leaves.

**Fatal Faker (Su):** As an immediate reaction once per day, when struck by an attack that would reduce it to 0 hit points or fewer, a carbuncle can teleport as per the spell dimension door, but only within a range of 30 feet. Upon teleporting, the carbuncle leaves behind a perfect replica of itself amid a colored flash and the sound of a reptilian choke. This replica duplicates the carbuncle in all ways, though it is obviously dead and the colorless stone in its head is reduced to worthless dust.

**Specious Suggestion (Su):** As a standard action three times per day, a carbuncle can concentrate intently on one creature within line of sight and attempt to impose its will upon the target. A Will save (DC 13) is enough to resist this compulsion. If the target fails to resist, roll 1d6 and see below. The save is Charisma-based. This is a mind-affecting effect.

**1–2** – The target gains a +2 insight bonus to AC for 1 minute.

**3–4** – The victim is affected as if by suggestion for 1 minute, and must follow a single (usually embarrassing, always harmless) suggestion.

**5–6** – The victim's thoughts become garbled, imposing a –2 penalty to the victim's Will saving throws for 1 minute.

### AVAILABLE TRAINER SPELLS

#### Level Spells

<b>0</b>	Daze, Detect Magic, Lullaby, Read Magic
<b>1st</b>	Cure Light Wounds, Vanish
<b>2nd</b>	Daze Monster, Eagle's Splendor, Cure Moderate Wounds
<b>3rd</b>	Arcane Sight, Cure Serious Wounds, Suggestion
<b>4th</b>	Confusion, Cure Critical Wounds, Dimension Door, Mass Daze
<b>5th</b>	Mass Cure Light Wounds
<b>6th</b>	Animate Objects, Mass Cure Moderate Wounds, Mass Eagle's Splendor
<b>7th</b>	Greater Arcane Sight, Mass Cure Serious Wounds
<b>8th</b>	Mass Cure Critical Wounds
<b>9th</b>	Foresight

## CARBUNCLE HERO (CARBUNCLE)

CR 5

XP 1,600

**N** Tiny magical beast

**Init** –2; **Senses** darkvision 60 ft., low-light vision **Perception** +6

### DEFENSE

**AC** 12, **touch** 10, **flat-footed** 12 (–2 **Dex**, +2 natural, +2 size)

**hp** 13 (6d10+6)

**Fort** +6, **Ref** +3, **Will** +6

### OFFENSE

**Speed** 20 ft.

**Melee** Bite +5 (1d3–3)

**Space** 2-1/2 ft.; **Reach** 0 ft.

**Special Attacks** fatal faker (2/day), specious suggestion (DC 16)

### SPELL-LIKE ABILITIES (CL 5TH; Concentration +8)

**3/day**—daze, jump, levitate (self only, up to 10 feet)

**1/day**—daze monster (DC 15)

### STATISTICS

**Str** 5, **Dex** 7, **Con** 12, **Int** 14, **Wis** 14, **Cha** 16

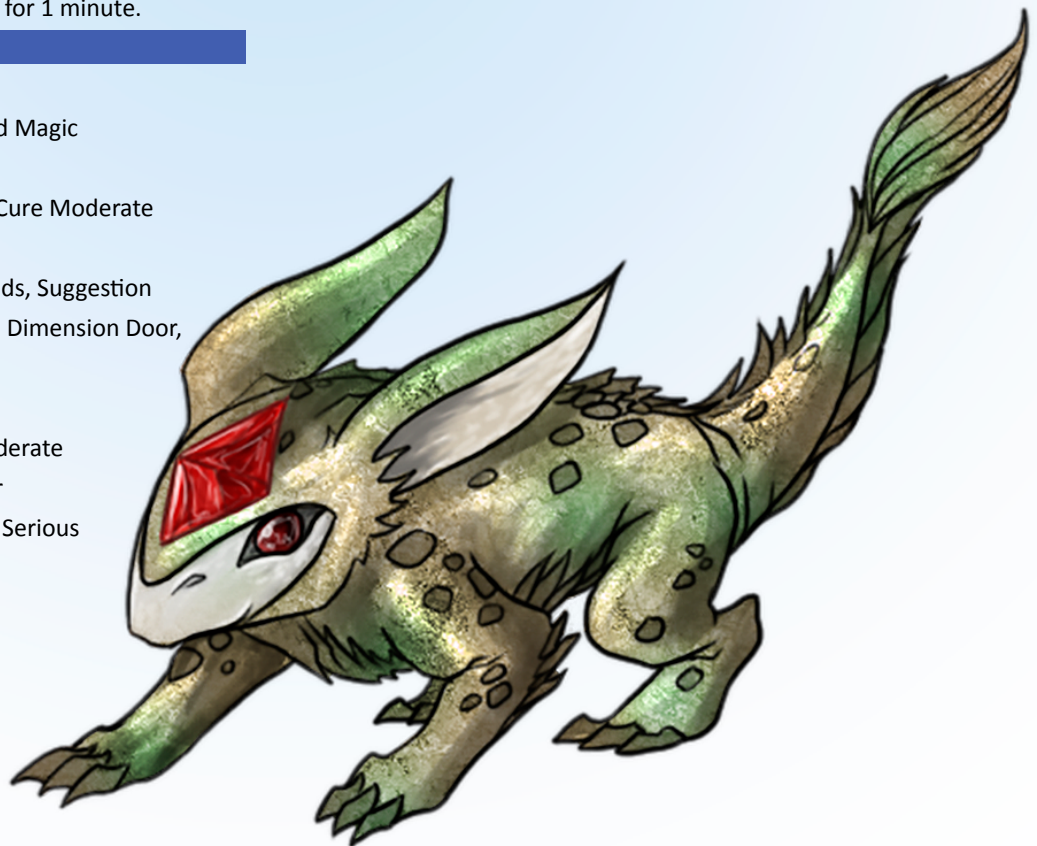
**Base Atk** +6; **CMB** +1; **CMD** 9 (13 vs. trip)

**Feats** Combat Casting, Iron Will, Spell Focus (enchantment)

**Skills** Bluff +12, Perception +11, Stealth +15 (+19 in grass or brush), Survival +11; Racial Modifiers +4 Stealth in grass or brush

**Languages** understands Common; empath (30 ft.)

**NEXT**





**PREVIOUS** **MONSTORIN TRAITS**



**+2 Dex, +2 Cha, -2 Str:** Carbuncle monstorin often become bards, rogues, or sorcerers.

**Small:** Carbuncles are Small creatures and gain a +1 size bonus to their **AC**, a +1 size bonus on attack rolls, a -1 penalty to their **CMB** and **CMD**, and a +4 size bonus on **Stealth** checks.

**Slow Speed:** Carbuncles have a base speed of 20 ft.

**Low-Light Vision:** Carbuncles can see twice as far as humans in conditions of dim light.

**Darkvision:** Carbuncles gain darkvision out to 60 ft.

**Carbuncle Traits (Su):** Carbuncles gain **Empath**, **Fatal Faker**, and **Specious Suggestion** (Will save DC 11 + **Cha** modifier), as the base monster.

**CARBUNCLE CHAMPION (CARMIND)**

**CR 10** **XP 9,600**

**N Small magical beast**

**Init** +3; **Senses** darkvision 60 ft., low-light vision **Perception** +2

**DEFENSE**

**AC** 14, **touch** 10, **flat-footed** 14 (-1 **Dex**, +4 natural, +1 size)  
**hp** 85 (10d10+30)  
**Fort** +10, **Ref** +8, **Will** +9

**OFFENSE**

**Speed** 20 ft.  
**Melee** Bite +12 (1d4+1)  
**Special Attacks** fatal faker (3/day), specious suggestion (DC 20)

**SPELL-LIKE ABILITIES (CL 10TH; Concentration +15)**

**5/day**—daze, jump, levitate (self only, up to 10 feet)  
**3/day**—daze monster (DC 17)  
**1/day**—greater command (DC 20)

**STATISTICS**

**Str** 13, **Dex** 9, **Con** 16, **Int** 18, **Wis** 18, **Cha** 20  
**Base Atk** +10; **CMB** +10; **CMD** 19 (23 vs. trip)  
**Feats** Combat Casting, Improved Initiative, Iron Will, Lightning Reflexes, Spell Focus (enchantment)  
**Skills** Bluff +16, Perception +15, Stealth +19 (+23 in grass or brush), Survival +15; Racial Modifiers +4 Stealth in grass or brush;  
**Languages** understands Common; empath (30 ft.)

**SPECIAL ABILITIES**

**Specious Suggestion (Su):** As a standard action, a carbuncle can expend one of its psi-like abilities and concentrate intently on one creature within line of sight and attempt to impose its will upon the target. A Will save (DC 20) is enough to resist this compulsion. If the target fails to resist, roll 1d6 and see below. The save DC is Charisma-based. This is a mind-affecting effect.

**1-2** – The target gains a +4 Insight bonus to **AC** for 1 minute.

**3-4** – The victim is affected as if by suggestion for 1 minute, and must follow at least 2 (usually embarrassing, always harmless) suggestions within that time period.

**5-6** – The victim’s thoughts become garbled, imposing a -3 penalty to the victim’s Will saving throws for 1 minute.

**Daniel’s Carbuncle**

Maverik knew Jenna was right. The boy was persistent about joining them. There would be no way to politely get rid of him any time soon.

The older man bent down on one knee to look his follower in the eye, “I’m Maverik, and this is Jenna. Do you have a name, or do we just call you boy?”

“Daniel,” the kid replied as a small vortex of energy opened next to him. Out of the pocket reality stepped one of the lizards Maverik had dealt with the night before. The stone protruding from this one’s head was smaller than the last, so the trainer could only conclude that it was younger.

“... and this is Stephen,” Daniel finished. “He’s my very first companion.”

“William doesn’t raise carbuncles,” Jenna cut in with curiosity. “How’d you manage to capture this one?”

Daniel blushed and replied sheepishly, “I didn’t, really. Stephen found me on my doorstep a week ago. I was sad because my father was being sent out on another mission and this carbuncle just came out of nowhere and cheered me up.

I know I shouldn’t have claimed him before Choosing Day, but it was really Stephen who chose me.”

Jenna scratched behind the carbuncle’s ear, “He’s cute. Why’d you name him Stephen?”

“I didn’t name him,” Daniel said with a smile. “He told me his name when I met him.”



## DREAM IMP COMPANION (MOGGISH)

CR 5

XP 1,600

NG Small dragon

Init +2; Senses dragon senses; Perception +11

### DEFENSE

AC 19, touch 13, flat-footed 17 (+2 Dex, +6 natural, +1 size)

hp 45 (6d12+6)

Fort +6, Ref +7, Will +7

Immune electricity, paralysis, sleep

### OFFENSE

Speed 20 ft.

Melee 2 claws +8 (1d4+1)

Special Attacks breath weapon (20 ft. cone, 3d8 electricity, DC 14, usable every 1d4 rounds)

### STATISTICS

Str 13, Dex 14, Con 13, Int 14, Wis 15, Cha 14

Base Atk +6; CMB +6; CMD 18

Feats Cooperative Crafting, Skill Focus [Knowledge (Arcana), Use Magic Device]

Skills Appraise +11, Craft (any one) +11, Heal +11, Knowledge (arcana) +14, Perception +11, Perform (any one) +11, Spellcraft +11, Use Magic Device +14

Languages Common, Draconic, Elven

SQ scavenge

### SPECIAL ABILITIES

**Breath Weapon (Su):** Every 1d4 rounds, a dream imp can breathe a 20 ft. cone of electricity. In addition to the damage dealt, any creature that fails its save while wearing metal armor or wielding a weapon made primarily of metal is slowed, as the spell, for 2 rounds.

**Scavenge (Ex):** A dream imp often collects scraps of leftover materials from crafting. Once per week, the dream imp can treat a failed craft check by 5 or more as a failure by 4 or less instead. It can provide this benefit to any creature it helps with cooperative crafting. A creature cannot benefit from scavenger more than once per week, even if it has help from multiple dreamimps.

### AVAILABLE TRAINER SPELLS (ALL DREAM IMP)

#### Level Spells

0 Detect Magic, Lullaby, Read Magic

1st Mage Armor, Magic Weapon, Sleep, Shillelagh

2nd Bear's Endurance, Fog Cloud, Glitterdust, Wood Shape

3rd Arcane Sight, Deep Slumber, Greater Magic Weapon

4th Minor Creation, Solid Fog, Stone Shape

5th Fabricate, Major Creation, Symbol of Sleep

6th Cloak of Dreams, Ironwood, Mass Bear's Endurance

7th Greater Arcane Sight, Reverse Gravity, Simulacrum

8th Moment of Prescience

9th Foresight, Mage's Disjunction

### MONSTORIN TRAITS

**+2 Int, +2 Cha:** Dream imp monstorin are smart and charismatic.

**Medium:** Dreamimps' size gives no bonuses or penalties.

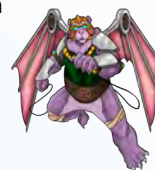
**Base Speed:** Dreamimps have a base speed of 30 feet.

**Dragon's Blood:** Dream Imps are immune to magic sleep effects and gain a +2 racial bonus on saving throws made against paralysis spells and effects. They are also treated as dragons for the purpose of spells and effects related to creature type.

**Low-Light Vision:** Dreamimps can see twice as far as humans in conditions of dim light.

**Artisan Nature:** Dreamimps gain a +2 racial bonus to Use Magic Device and one craft skill of their choice. In addition, dreamimps gain cooperative crafting as a bonus feat.

NEXT



41







### DREAM IMP HERO (MOGGLES)

CR 9 XP 6,400

NG Medium dragon  
Init +3; Senses dragon senses; Perception +17

#### DEFENSE

AC 24, touch 14, flat-footed 20 (+3 Dex, +1 dodge, +10 natural)  
hp 106 (10d12+40)  
Fort +11, Ref +10, Will +11; Immune electricity, paralysis, sleep

#### OFFENSE

Speed 30 ft., fly 60 ft. (good)  
Melee 2 claws +15 (1d6+5)  
Special Attacks breath weapon (40 ft. cone, 6d8 electricity, DC 19, usable every 1d4 rounds)

#### STATISTICS

Str 21, Dex 16, Con 19, Int 18, Wis 19, Cha 18  
Base Atk +10; CMB +15; CMD 29  
Feats Cooperative Crafting, Dodge, Hover, Skill Focus [Knowledge (Arcana), Use Magic Device]  
Skills Acrobatics +16, Appraise +17, Craft (any one) +17, Fly +20, Heal +17, Knowledge (arcana) +23, Perception +17, Perform (any one) +17, Spellcraft +17, Use Magic Device +23  
Languages Common, Draconic, Elven; SQ scavenge



### DREAM IMP CHAMPION (MOGGWIND)

CR 13 XP 9,600

NG Medium dragon  
Init +7; Senses dragon senses; Perception +24

#### DEFENSE

AC 22, touch 14, flat-footed 18 (+3 Dex, +1 dodge, +8 natural)  
hp 178 (17d12+68)  
Fort +14, Ref +15, Will +14; Defensive Abilities wing guard; Immune electricity, paralysis, sleep

#### OFFENSE

Speed 30 ft., fly 60 ft. (perfect)  
Melee 2 claws +23 (1d8+6), 2 wings +23 (1d8+12)  
Special Attacks breath weapon (40 ft. cone, 13d8 electricity, DC 22, usable every 1d4 rounds), wing slam

#### STATISTICS

Str 22, Dex 16, Con 19, Int 19, Wis 19, Cha 18  
Base Atk +17; CMB +23; CMD 36  
Feats Cooperative Crafting, Dodge, Flyby Attack, Improved Initiative, Improved Natural Attack (claw, wing), Lightning Reflexes, Skill Focus [Knowledge (Arcana), Use Magic Device]  
Skills Acrobatics +23, Appraise +24, Craft (any one) +24, Fly +27, Heal +24, Knowledge (arcana) +33, Perception +24, Perform (any one) +24, Spellcraft +24, Use Magic Device +33  
Languages Common, Draconic, Elven; SQ scavenge

#### SPECIAL ABILITIES

**Breath Weapon (Su):** Every 1d4 rounds, a dream imp champion can breathe a 40 ft. cone of electricity. In addition to the damage dealt, any creature that fails its save while wearing metal armor or wielding a weapon made primarily of metal is slowed, as the spell, for 3 rounds.  
**Wing Guard (Ex):** While not flying, a dream imp champion is able to use its wings as a +2 adamantite tower shield. It gains a +6 shield bonus to AC and DR 2/–, and its armor check penalty is only –5 because of the craftsmanship.  
**Wing Slam (Ex):** A dream imp champion’s wings are crafted, enhancing them more than its natural wings. It applies twice its Strength modifier to its wing damage.

## Jenna's Moggish

*There you are, little one.*

Jenna had been searching for a moggish for going on two days, and she was about to give up and head back to town to try and get back the money she paid for a "hot tip" when she heard a shuffling noise that was too small to be one of the many other, larger monstorin who occupied this neck of the woods.

*I have to be sure, though,* she thought to herself as she poked her head around a large oak to find a fuzzy purple monstorin with tiny bat-like wings on its arms. The moggish had its back to her while it collected several branches and threw them into a pile with some other scraps it was probably hoarding to build tools with.

Thinking for a moment about how she wanted to approach this, the trainer briefly considered calling upon her catning to battle the monster, but it just didn't seem right to defeat such a young and cute little beast that way.

*No,* she told herself, *there will be plenty of time to battle later. For now, I just want to talk to it. Maybe I can convince it to come with me willingly.*

Some harsh words behind her drew Jenna's attention, and she leaned back to see that Maverik and Daniel were still arguing about who could locate one of the little fantasies first. They had made a friendly wager before leaving the last town, and now Jenna wished she'd left them there while she came out here to look for this monstorin.

"Can you two please be quiet for once, please? I finally found one and I don't want to scare it away."

The researcher's friends ceased their squabble and looked at her expectantly. With a nod, she smiled and stepped around the tree only to catch her goggles on a low-hanging branch. The lenses tore away from the trainer's head and fell to the ground.

"Ow," Jenna griped when the wood scraped across her scalp and caught in her pig tails. Untangling her multicolored hair from the branch, she briefly considered breaking it out of spite, but decided it was her own fault for being overeager. Ignoring her fallen headgear, she turned back around and realized the moggish had disappeared. "Aw, come on!"

Frustrated with herself now, the girl stamped her foot on the ground. Her wrath spent, she spun on her heels, leaned down, and almost fell over backward in surprise.

There, staring up at her was the monstorin she was sure had run off while she was sparring with the oak. It had picked up her goggles and was trying them on when it noticed Jenna watching it. With a smile, the little beast tried to lift itself off the ground using its tiny wings, but fell right back down. It was too rotund to properly fly at this age, but that didn't stop it from trying again.

Pulling the goggles over its eyes, the moggish hopped back several feet before running in Jenna's direction and jumping right into her arms.

"Whoa little one," Jenna laughed as she helped the creature stand up. "I don't think you're quite ready to do that. Here, try this."

She adjusted the lenses so the moggish could see. When she was done, it chortled excitedly and ran over to several of the sticks it was picking up when she found it. Digging through the twigs for a moment, the moggish finally picked one up that it liked and brought it over to Jenna.

The researcher accepted the gift, "For me?"

The monstorin chirped happily and did a small, adorable little dance.

"Hey," Jenna stood up as she remembered what she was here for in the first place. "What do you think about coming with me? I could help you learn to fly."

Even as she spoke the words, the trainer wrapped her essence around the monstorin, who flapped its wings proudly as it let her capture it. When the moggish was drawn into her essence, Jenna's goggles fell to the ground, and she put them back on.

"We'll get you a pair soon enough."

**NEXT**







### EARTH YETI COMPANION (GEYETI)

CR 1

XP 400

N Small monstrous humanoid (cold, earth, giant)

Init +1; Senses darkvision 60 ft., scent, tremorsense 20 ft.; Perception +6

#### DEFENSE

AC 12, touch 13, flat-footed 11 (+1 Dex, +1 Size)

hp 15 (2d10+4); Fort +2, Ref +4, Will +4

Defensive Abilities Elemental Body; Immune cold

#### OFFENSE

Speed 20 ft., burrow 20 ft., climb 20 ft.

Melee slam +4 (1d3+4 plus 1d6 cold); +1 when on the ground

#### STATISTICS

Str 15, Dex 13, Con 14, Int 7, Wis 12, Cha 6

Base Atk +2; CMB +3 (+6 when grappling); CMD 15

Feats Intimidating Prowess, Power Attack (used)

Skills Climb +14, Intimidate +4, Perception +6, Stealth +9 (+17 in ice and snow); Racial Modifiers +8 Stealth in ice and snow

Languages Common; SQ cold to the touch, oversized grip

#### SPECIAL ABILITIES (ALL EARTH YETIS)

**Cold to the Touch (Su):** An earth yeti's body generates intense cold, dealing 1d6 points of cold damage to any creature that contacts it with a natural attack or unarmed strike, or whenever it hits a foe with its claws or rend attack.

**Elemental Body (Ex):** Each time an earth yeti is exposed to a poison, paralysis, sleep, or stunning effect, it has a 25% chance to avoid it. In addition, there is a 25% chance that a sneak attack or critical hit deals no extra damage.

**Oversized Grip (Ex):** An earth yeti's hands are larger than normal, allowing it to grapple bigger creatures. It counts as one size larger when grappling and gains a +2 racial bonus to grapple checks. An earth yeti that wields a weapon can use any weapon up to one size category larger without penalty, but it must wield that weapon as intended.



### EARTH YETI HERO (SNOWSTONE)

CR 6

XP 2,400

N Medium monstrous humanoid (cold, earth, giant)

Init +1; Senses darkvision 60 ft., scent, tremorsense 20 ft.; Perception +17

#### DEFENSE

AC 18, touch 11, flat-footed 17 (+1 Dex, +7 natural)

hp 68 (8d10+24); Fort +5, Ref +7, Will +8

Defensive Abilities Elemental Body; Immune cold

#### OFFENSE

Speed 30 ft., burrow 30 ft., climb 30 ft.

Melee 2 slams +12 (1d4+4 plus 1d6 cold and rend); +1 when on the ground

Special Attacks frightful gaze (DC 12), rend (2 slams, 1d4+6 plus 1d6 cold)

#### STATISTICS

Str 19, Dex 12, Con 16, Int 7, Wis 13, Cha 6

Base Atk +8; CMB +12 (+15 when grappling); CMD 23

Feats Cleave, Combat Reflexes, Intimidating Prowess, Power Attack

Skills Climb +16, Intimidate +12, Perception +11, Stealth +5 (+13 in ice and snow); Racial Modifiers +8 Stealth in ice and snow

Languages Common; SQ cold to the touch (1d6), oversized grip

#### SPECIAL ABILITIES

**Frightful Gaze (Su):** Any creature within 30 feet that meets an earth yeti's gaze and fails its save stands paralyzed in fear for 1 round. This is a mind-affecting fear paralysis effect. A creature that successfully saves cannot be affected again by the frightful gaze of that earth yeti for 1 day. The save DC is Charisma-based.



# EARTH YETI CHAMPION (AVALYNCHÉ)

CR 12

XP 19,200

**N Large monstrous humanoid (cold, earth, giant)**

**Init** +6; **Senses** darkvision 60 ft., scent, tremorsense 20 ft.;

**Perception** +20

## DEFENSE

**AC** 27, **touch** 15, **flat-footed** 21 (+6 **Dex**, +12 natural, -1 size)

**hp** 162 (13d10+91)

**Fort** +11, **Ref** +10, **Will** +12

**Defensive Abilities** Elemental Body; **Immune** cold

## OFFENSE

**Speed** 30 ft., burrow 30 ft., **climb** 30 ft.

**Melee** 2 slams +23 (1d6+10 plus 1d6 cold and rend); +1 when on the ground

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

**Special Attacks** breath weapon (60-ft. cone, 12d8 cold damage, Reflex DC 23 half, every 1d4 rounds), frightful gaze (DC 16), rend (2 slams, 1d6+15 plus 1d6 cold)

## STATISTICS

**Str** 31, **Dex** 14, **Con** 24, **Int** 11, **Wis** 18, **Cha** 10

**Base Atk** +13; **CMB** +34 (+38 when grappling); **CMD** 48

**Feats** Cleave, Combat Reflexes, Improved Initiative, Intimidating Prowess, Power Attack, Stand Still, Weapon Focus (slam)

**Skills** Climb +34, Intimidate +26, Perception +20, Stealth +14 (+29 in ice and snow); **Racial Modifiers** +8 Stealth in ice and snow

**Languages** Common; **SQ** cold to the touch (1d6), oversized grip

## MONSTORIN TRAITS

**+2 Str, +2 Con, -2 Int:** Earth yeti monstorin are well known for their strength and toughness.

**Medium:** Earth yetis have no bonuses or penalties due to their size.

**Base Speed:** Earth yetis have a base speed of 30 feet.

**Monstrous Humanoid:** Earth yetis are monstrous humanoids with the giant subtype.

**Low-Light Vision:** Earth yetis can see twice as far as humans in conditions of dim light.

**Darkvision:** Earth yetis gain darkvision out to 60 ft.

**Tremorsense:** Earth yetis can pinpoint the location of creatures touching the ground within 20 feet.

**Cold to the Touch (Su):** A creature that strikes an earth yeti with a natural or unarmed melee attack takes 1d6 cold damage. The earth yeti can suppress or resume this ability at will as a free action.

## AVAILABLE TRAINER SPELLS (ALL EARTH YETIS)

### Level Spells

**0** Ray of Frost

**1st** Enlarge Person, Ironbeard, Magic Fang, Stone Fist

**2nd** Chill Metal, Frigid Touch, Resist Energy (cold or fire only)

**3rd** Disrupting Roar, Greater Magic Fang, Protection from Energy (cold or fire only)

**4th** Earth Glide, Elemental Body I (earth only), Stoneskin, Wall of Ice

**5th** Cone of Cold, Elemental Body II (earth only), Icy Prison, Wall of Stone

**6th** Cold Ice Strike, Elemental Body III (earth only), Freezing Sphere, Move Earth

**7th** Elemental Body IV (earth only), Ice Body, Rampart

**8th** Iron Body, Moment of Prescience, Polar Ray

**9th** Clashing Rocks, Mass Icy Prison, World Wave

**NEXT**



45





## FIRE BIRD COMPANION (SQUIT)

CR 1

XP 400

**N** Tiny magical beast (fire)

**Init** +3; **Senses** darkvision 60 ft.; **Perception** +5

### DEFENSE

**AC** 15, **touch** 15, **flat-footed** 12 (+3 Dex, +2 size)

**hp** 11 (2d10); **fast healing** 2

**Fort** +3, **Ref** +3, **Will** +3; **Defensive Abilities** Elemental Body;

**Immune** fire; **Weaknesses** vulnerability to cold

### OFFENSE

**Speed** 20 ft.; **firewalk**

**Melee** bite +3 (1d3–1), 2 talons +3 (1d2–1)

**Space** 2-1/2 ft.; **Reach** 0 ft.

**Special Attacks** breath weapon (10-foot cone, 2d6 fire, DC 11 half, usable every 1d4 rounds; at 4 rounds, deals 2d8 fire instead)

### SPELL-LIKE ABILITIES (CL 2ND; Concentration +4)

At Will—**flare** (DC 12), **light** (self only), **produce flame**

1/day—**heat metal** (DC 14); **scorching ray**

### STATISTICS

**Str** 9, **Dex** 17, **Con** 11, **Int** 11, **Wis** 11, **Cha** 14

**Base Atk** +2; **CMB** +3; **CMD** 12

**Feats** **Combat Casting**

**Skills** **Bluff** +7, **Perception** +5, **Stealth** +11

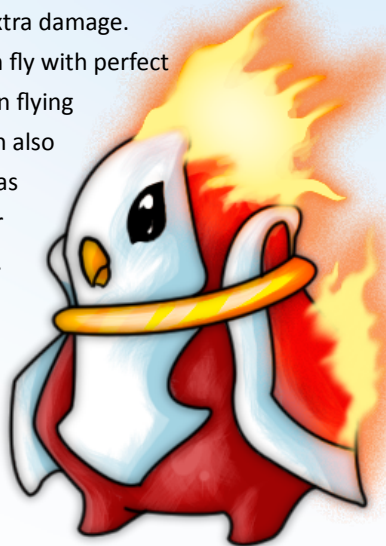
**Languages** understands **Common**; **SQ** **firewalk**

### SPECIAL ABILITIES

**Breath Weapon (Su):** Each fire bird can breathe fire from its beak in a cone out to 10 feet. Creatures caught in the cone require a Reflex save DC 11 for half damage. The first time a fire bird uses its breath weapon during battle, it deals 2d8 damage. Afterward, its breath weapon deals 2d6 points of damage unless it waits at least 4 rounds to use it again. The save is Constitution-based.

**Elemental Body (Ex):** Each time a fire bird is exposed to a poison, paralysis, sleep, or stunning effect, it has a 25% chance to avoid it. In addition, there is a 25% chance that a sneak attack or critical hit deals no extra damage.

**Firewalk:** Fire birds can fly with perfect maneuverability when flying through fire. They can also walk through flames as though walking on air via the *Air Walk* spell.



## FIRE BIRD HERO (STRIGIFLAME)

CR 4

XP 600

**N** Small magical beast (fire)

**Init** +7; **Senses** darkvision 60 ft.; **Perception** +9

### DEFENSE

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

**hp** 39 (6d10+6); **fast healing** 2

**Fort** +6, **Ref** +5, **Will** +5; **Defensive Abilities** Elemental Body;

**DR** 5/magic; **Immune** fire; **Weaknesses** vulnerability to cold

### OFFENSE

**Speed** 30 ft., **fly** 60 ft. (average); **firewalk**

**Melee** bite +7 (1d4 plus 1d6 fire), 2 talons +7 (1d3 plus 1d6 fire)

**Special Attacks** **breath weapon** (20-foot cone, 4d6 fire, DC 14 half, usable every 1d4 rounds; at 4 rounds, deals 4d8 fire instead)

### SPELL-LIKE ABILITIES (CL 4TH; Concentration +7)

At Will—**flare** (DC 13), **light** (self only), **produce flame**

3/day—**scorching ray**

1/day—**heat metal** (DC 15)

### STATISTICS

**Str** 11, **Dex** 17, **Con** 13, **Int** 15, **Wis** 11, **Cha** 16

**Base Atk** +6; **CMB** +2; **CMD** 16

**Feats** **Combat Casting**, **Improved Initiative**, **Lightning Reflexes**

**Skills** **Bluff** +12, **Fly** +16, **Perception** +9, **Stealth** +16

**Languages** understands **Common**; **SQ** **firewalk**



# FIRE BIRD CHAMPION (GODIGEON)

CR 10

XP 9,600

**N Medium magical beast (fire)**

**Init** +7; **Senses** darkvision 60 ft.; **Perception** +10

## DEFENSE

**AC** 21, **touch** 14, **flat-footed** 17 (+3 Dex, +1 dodge, +7 natural)

**hp** 84 (13d10+13); **fast healing** 2

**Fort** +9, **Ref** +9, **Will** +10; **Defensive Abilities** Elemental Body; **DR** 10/magic; **Immune** fire; **Weaknesses** vulnerability to cold

## OFFENSE

**Speed** 40 ft., **fly** 80 ft. (average)

**Melee** bite +15 (1d6+2 plus 1d6 fire), 2 talons +15 (1d4+2 plus 1d6 fire), 2 wings +13 (1d4+1 plus 1d6 fire)

**Special Attacks** breath weapon (30-foot cone, 10d6 fire, DC 17 half, usable every 1d4 rounds; at 4 rounds, deals 10d8 fire instead)

## SPELL-LIKE ABILITIES (CL 10TH; Concentration +13)

At Will—flare (DC 13), light (self only), produce flame

5/day—scorching ray (2 rays); heat metal (DC 15)

3/day—Wall of Fire

## STATISTICS

**Str** 15, **Dex** 16, **Con** 13, **Int** 16, **Wis** 11, **Cha** 16

**Base Atk** +13; **CMB** +11; **CMD** 25

**Feats** Combat Casting, Dodge, Improved Initiative, Iron Will, Lightning Reflexes, Mobility, Multiattack

**Skills** Bluff +19, Fly +19, Perception +16,

Sense Motive +16, Stealth +19

## Languages

understands

Common

**SQ** firewalk



## AVAILABLE TRAINER SPELLS (ALL FIRE BIRDS)

### Level Spells

**0** Dancing Lights, Flare, Light

**1st** Produce Flame

**2nd** Heat Metal, Resist Energy (cold or fire only), Scorching Ray, Owl's Wisdom

**3rd** Continual Flame, Daylight, Fireball, Protection from Energy (cold or fire only)

**4th** Air Walk, Elemental Body I (fire only), Wall of Fire

**5th** Elemental Body II (fire only)

**6th** Chains of Fire, Elemental Body III (fire only),

**7th** Delayed Blast Fireball, Elemental Body IV (fire only)

**8th** Sunburst, Wall of Lava

**9th** Meteor Swarm

**NEXT**



## MONSTORIN TRAITS (ALL FIRE BIRDS)

**+2 Dex, +2 Int, -2 Wis:** Fire birds are quick, smart, and brash.

**Medium:** Fire bird monstorin have no bonuses or penalties due to their size.

**Base Speed:** Fire birds have a base speed of 30 feet.

**Outsider (fire, native):** Fire birds are native outsiders with the fire subtype. They gain low-light vision and darkvision out to 60 feet.

**Fire in the Blood:** Fire birds gain fast healing 2 for 1 round anytime they take fire damage. They can heal up to 2 hit points per level per day.

**Born in Flame:** Fire birds are immune to light-based blindness and dazzle effects. They are treated as +1 level higher when casting light-based spells and spells with the fire descriptor or using light-based or fire-based class features. If a fire bird has an Intelligence score of 11 or higher, it also gains the following spell-like abilities (the caster level is equal to the user's character level): **At Will**—light, **1/day**—flare, produce flame







### LIGHTNING CAT COMPANION (CATNING)

CR 1 XP 400

N Tiny magical beast  
Init +9; Senses low-light vision, darkvision 60 ft.; Perception +4

#### DEFENSE

AC 20, touch 17, flat-footed 15 (+5 Dex, +3 natural, +2 size)  
hp 11 (2d10); fast healing 2  
Fort +0, Ref +8, Will +3  
Defensive Abilities Elemental Body; Immune electricity

#### OFFENSE

Speed 20 ft., stormwalk  
Melee bite +8 (1d3-2), 2 claws +8 (1d2-2)  
Space 2-1/2 ft.; Reach 0 ft.

#### SPELL-LIKE ABILITIES (CL 2nd)

At Will—flare (DC 12), light (self only)  
1/hour—hold person (DC 14)  
3/day—magic missile

#### STATISTICS

Str 6, Dex 21, Con 10, Int 10, Wis 11, Cha 15  
Base Atk +2; CMB +5; CMD 13  
Feats Improved Initiative

Skills Escape Artist +10, Fly +9 (+17 with stormwalk), Intimidate +6, Perception +4, Stealth +13

Languages understands Common

#### SPECIAL ABILITIES

**Elemental Body (Ex):** Each time a lightning cat is exposed to a poison, paralysis, sleep, or stunning effect, it has a 25% chance to avoid it. In addition, there is a 25% chance that a sneak attack or critical hit deals no extra damage.

**Stormwalk:** lightning cats can fly with perfect maneuverability when flying through rain or lightning. They can also walk on air as though via the *Air Walk* spell during a rainstorm,.



### LIGHTNING CAT HERO (LYCHNIS)

CR 3 XP 800

N Small magical beast  
Init +8; Senses low-light vision, darkvision 60 ft.; Perception +5

#### DEFENSE

AC 20, touch 15, flat-footed 16 (+4 Dex, +5 natural, +1 size)  
hp 16 (3d10); fast healing 2  
Fort +1, Ref +7, Will +3  
Defensive Abilities Elemental Body; Immune electricity

#### OFFENSE

Speed 30 ft., stormwalk  
Melee bite +7 (1d4 plus 1d6 electricity), 2 claws +7 (1d3 plus 1d6 electricity)

Special Attacks pounce

#### SPELL-LIKE ABILITIES (CL 3rd)

At Will—flare (DC 12), light (self only)  
1/hour—hold person (DC 14)  
3/day—magic missile

#### STATISTICS

Str 10, Dex 19, Con 10, Int 10, Wis 11, Cha 15  
Base Atk +3; CMB +2; CMD 16

Feats Improved Initiative, Weapon Finesse

Skills Escape Artist +10, Fly +7 (+15 with stormwalk), Intimidate +6, Perception +5, Stealth +8

Languages understands Common



# LIGHTNING CAT CHAMPION (LIGHTNYNX)

CR 6

XP 2,400

**N** Medium magical beast

Init +10; Senses low-light vision, darkvision 60 ft.; Perception +9

## DEFENSE

AC 25, touch 16, flat-footed 19 (+6 Dex, +9 natural)

hp 34 (4d10+12); fast healing 2

Fort +4, Ref +10, Will +8

Defensive Abilities Elemental Body; Immune electricity

## OFFENSE

Speed 30 ft., stormwalk

Melee bite +10 (1d6+4 plus 1d6 electricity), 2 claws +10 (1d4+4 plus 1d6 electricity and rend)

Special Attacks pounce, rend (2 claws, 1d4+6 plus 1d6 electricity)

## SPELL-LIKE ABILITIES (CL 4th)

At Will—flare (DC 14), light (self only)

1/hour—hold person (DC 16)

3/day—magic missile, lightning bolt (DC 17)

## STATISTICS

Str 18, Dex 22, Con 16, Int 14, Wis 15, Cha 19

Base Atk +4; CMB +8; CMD 24

Feats Improved Initiative, Weapon Finesse

Skills Escape Artist +13, Fly +6 (+13 with stormwalk), Intimidate +11, Perception +9, Stealth +13

Languages understands Common



## AVAILABLE TRAINER SPELLS (ALL LIGHTNING CATS)

NEXT

### Level Spells

0	Dancing Lights, Flare, Light
1st	Ironbeard, Magic Fang, Magic Missile, Shield, Shock Shield
2nd	Cat's Grace, Heat Metal, Resist Energy (electricity only)
3rd	Call lightning, Greater Magic Fang, Lightning Bolt, Hold Person
4th	Air Walk, Ball Lightning, Resilient Sphere, Shout
5th	Call Lightning Storm, Hold Monster, Lightning Arc, Wall of Force
6th	Antimagic Field, Chain Lightning, Mass Cat's Grace, Repulsion
7th	Forcecage, Mass Hold Person
8th	Greater Shout, Stormbolts, Sunburst
9th	Mage's Disjunction, Mass Hold Monster



## MONSTORIN TRAITS

**+2 Dex, +2 Cha:** Lightning cats are agile and well liked.

**Medium:** Lightning cat monstorin have no bonuses or penalties due to their size.

**Fast movement:** Lightning cats have a base speed of 40 feet.

**Storm in the Blood:** Lightning cats gain fast healing 2 for 1 round anytime they take electricity damage. They can heal up to 2 hit points per level per day.

**Lightning Born:** Lightning cats are immune to light-based blindness and dazzle effects. They are treated as +1 level higher when casting light-based spells and spells with the electricity descriptor or using light-based or electricity-based class features. In addition, once per day as a swift action, lightning cats can deal 1d6 electricity damage with melee attacks. This lasts for up to 1 round per character level, and the lightning cat can end its effect as a free action.







## ROOT SNAKE COMPANION (PESTO)

**CR 1** XP 400

**N** Tiny magical beast  
**Init** +3; **Senses** low-light vision, darkvision 60 ft.; **Perception** +5

### DEFENSE

**AC** 18, **touch** 15, **flat-footed** 15 (+3 Dex, +3 natural, +2 size)  
**hp** 16 (2d10+5)  
**Fort** +4, **Ref** +3, **Will** +3; **Defensive Abilities** Elemental Body;  
**Resist acid** 5, electricity 5

### OFFENSE

**Speed** 15 ft.; woodland stride  
**Melee** bite +3 (1d3–1), 2 vines –1 (2d6)  
**Space** 2-1/2 ft.; **Reach** 0 ft. (5 ft. with vines)

### SPELL-LIKE ABILITIES (CL 2nd)

**At Will**— barkskin, bleed (DC 13), detect poison  
 1/hour— entangle (DC 14), goodberry  
 3/day— inflict light wounds (DC 14), magic stone, shillelagh (self only, 1 used)

### STATISTICS

**Str** 8, **Dex** 17, **Con** 13, **Int** 17, **Wis** 11, **Cha** 15  
**Base Atk** +2; **CMB** +5; **CMD** 13

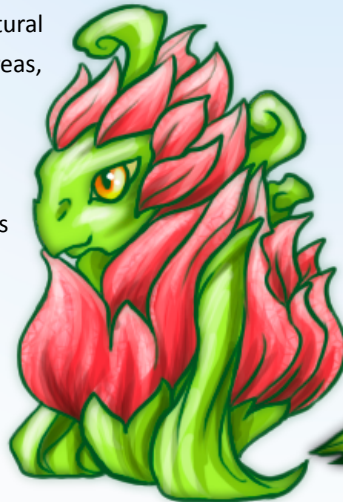
**Feats** Combat Casting, Toughness  
**Skills** Diplomacy +7, Heal +5, Intimidate +7, Knowledge (nature) +8, Perception +5, Survival +5, Stealth +11 (+15 in forests)  
**Languages** understands Common

### SPECIAL ABILITIES (ALL ROOT SNAKES)

**Elemental Body (Ex):** Each time a root snake is exposed to a poison, paralysis, sleep, or stunning effect, it has a 25% chance to avoid it. In addition, there is a 25% chance that a sneak attack or critical hit deals no extra damage.

**Shillelagh (Sp):** Root snakes can cast shillelagh on their own vines, granting themselves +1 to attacks and damage and increasing their vine damage to 2d6 for up to 4 minutes.

**Woodland Stride (Ex):** Root snakes may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at their normal speed and without taking damage or suffering any other impairment. Areas that have been magically manipulated to impede motion, however, still affect them.



## ROOT SNAKE HERO (CLOVES)

**CR 4** XP 1,200

**N** Small magical beast  
**Init** +2; **Senses** low-light vision, darkvision 60 ft.; **Perception** +6

### DEFENSE

**AC** 18, **touch** 13, **flat-footed** 16 (+2 Dex, +5 natural, +1 size)  
**hp** 25 (3d10+9)  
**Fort** +5, **Ref** +3, **Will** +5  
**Defensive Abilities** Elemental Body; DR 5/magic; **Resist acid** 5, electricity 5

### OFFENSE

**Speed** 20 ft.; woodland stride  
**Melee** bite +5 (1d4+1), 2 vines +1 (2d6+2)  
**Space** 5 ft.; **Reach** 5 ft. (10 ft. with vines)

### SPELL-LIKE ABILITIES (CL 3rd)

**At Will**— barkskin, bleed (DC 13), detect poison  
 1/hour— entangle (DC 14), goodberry  
 3/day— inflict light wounds (DC 14), magic stone, shillelagh (self only, 1 used)

### STATISTICS

**Str** 12, **Dex** 15, **Con** 15, **Int** 17, **Wis** 11, **Cha** 15  
**Base Atk** +3; **CMB** +4; **CMD** 16

**Feats** Combat Casting, Iron Will, Toughness  
**Skills** Diplomacy +8, Heal +6, Intimidate +8, Knowledge (nature) +9, Perception +6, Survival +6, Stealth +6 (+10 in forests)  
**Languages** understands Common



# ROOT SNAKE CHAMPION (BASILESK)

CR 9

XP 6,400

**N Medium magical beast**

**Init** +3; **Senses** low-light vision, darkvision 60 ft.; **Perception** +11

## DEFENSE

**AC** 22, **touch** 13, **flat-footed** 19 (+3 Dex, +9 natural)

**hp** 75 (6d10+42)

**Fort** +11, **Ref** +5, **Will** +9

**Defensive Abilities** Elemental Body; DR 5/magic; **Immune** acid; **Resist** electricity 10

## OFFENSE

**Speed** 30 ft.; woodland stride

**Melee** bite +11 (1d6+5), 2 vines +7 (2d6+6)

**Space** 5 ft.; **Reach** 5 ft. (10 ft. with vines)

## SPELL-LIKE ABILITIES (CL 6th)

**At Will**—barkskin, detect poison, inflict light wounds (DC 16)

1/hour—entangle (DC 16), goodberry

3/day—inflict moderate wounds (DC 17), magic stone, shillelagh (self only, 1 used)

## STATISTICS

**Str** 20, **Dex** 17, **Con** 22, **Int** 21, **Wis** 15, **Cha** 19

**Base Atk** +6; **CMB** +9; **CMD** 20

**Feats** Combat Casting, Combat Expertise, Iron Will, Toughness

**Skills** Diplomacy +13, Heal +11, Intimidate +13, Knowledge (nature) +14, Perception +11, Survival +11, Stealth +3 (+7 in forests);

**Languages** understands Common



## AVAILABLE TRAINER SPELLS (ALL ROOT SNAKES)

**NEXT**

### Level Spells

<b>0</b>	Bleed, Detect Poison, Lullaby
<b>1st</b>	Cure/Inflict Light Wounds, Entangle, Goodberry, Magic Stone, Shillelagh
<b>2nd</b>	Barkskin, Blend, Cure/Inflict Moderate Wounds
<b>3rd</b>	Neutralize Poison, Poison, Resinous Skin, Spit Venom
<b>4th</b>	Blight, Command Plants, Grove of Respite, Thorn Body
<b>5th</b>	Mass Cure/Inflict Light Wounds, Snake Staff, Wall of Thorns
<b>6th</b>	Ironwood, Mass Cure/Inflict Moderate Wounds, Spellstaff
<b>7th</b>	Changestaff, Siege of Trees
<b>8th</b>	Horrid Wilting, Scintillating Pattern
<b>9th</b>	Greater Siege of Trees



## MONSTORIN TRAITS

**+4 Con, +2 Int, +2 Wis, +2 Cha, -2 Dex:** Root snakes are very resilient and take well to magic in all its forms..

**Medium:** Root snake monstorin have no bonuses or penalties due to their size.

**Base Speed:** Root snakes have a base speed of 30 feet.

**Monstrous Humanoid:** As monstrous humanoids, root snakes gain darkvision out to 60 feet.

**Woodland Stride:** Root snakes may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at her normal speed and without taking damage or suffering any other impairment. Areas that have been magically manipulated to impede motion, however, still affect them.

**Healthy:** Root snakes gain a +4 bonus on Fortitude saves against disease and poison, including magical diseases.

51





## WATER DOG COMPANION (BAWBY)

CR 1

XP 400

N Small magical beast (water)

Init +3; Senses Scent; Perception +1 (+9 to detect a scent)

### DEFENSE

AC 12, touch 11, flat-footed 11 (–1 Dex, +1 +1 natural, +1 size)

hp 16 (2d10+5); fast healing 2 (works only while underwater)

Fort +6, Ref –1, Will +1

### OFFENSE

Speed 20 ft., swim 20 ft.

Melee bite +3 (1d4), 2 claws +3 (1d3)

Ranged waterball +2 (20 ft., 1d6 nonlethal damage)

Special Attacks breath weapon (15-foot cone, 1d8 acid, DC 12 half, usable every 4 rounds), waterball

### STATISTICS

Str 11, Dex 9, Con 12, Int 3, Wis 9, Cha 8

Base Atk +2; CMB +1; CMD 10

Feats Great Fortitude, Improved Initiative, Toughness

Skills Perception +1 (+9 to detect a scent), Stealth +3, swim +17; Racial Modifiers +2 Perception, +4 Swim

Languages understands Common

SQ water breathing 1/day (CL 2nd)

### SPECIAL ABILITIES (ALL WATER DOGS)

**Elemental Body (Ex):** Each time a water dog is exposed to a poison, paralysis, sleep, or stunning effect, it has a 25% chance to avoid it. In addition, there is a 25% chance that a sneak attack or critical hit deals no extra damage.

**Waterball (Su):** A water dog can create a cohesive ball of water and throw it at a distant target as a ranged attack. Waterballs can be thrown underwater or through a border between air and water with no penalties to range or on the attack roll. A waterball can be used to snuff out a non-magical fire the size of a torch instead of attacking a creature. To use it in this way, the water dog must succeed on a ranged touch attack against the source of the fire. Waterballs do not retain their cohesiveness when not grasped or thrown by a creature with this ability.

**Water Breathing (Su):** Once per day, a water dog can use water breathing, as the spell.



## WATER DOG HERO (WABIRRI)

CR 5

XP 1,600

N Medium magical beast (water)

Init +4; Senses Scent; Perception +3 (+11 to detect a scent)

### DEFENSE

AC 15, touch 10, flat-footed 15 (+0 Dex, +5 natural)

hp 31 (3d10+15); fast healing 2 (works only while underwater)

Fort +9, Ref +1, Will +3; DR 5/magic

### OFFENSE

Speed 30 ft., swim 30 ft.

Melee bite +7 (1d6+4), 2 claws +7 (1d4+4)

Ranged waterball +3 (20 ft., 1d8+4 nonlethal damage)

Special Attacks breath weapon (15-foot cone, 1d8 acid, DC 15 half, usable every 4 rounds), waterball

### SPELL-LIKE ABILITIES (CL 3rd)

**At Will**—create water, detect poison, resistance, stabilize, virtue 1/hour— hydraulic push (DC 12)

3/day— acid arrow (DC 13), quench

### STATISTICS

Str 19, Dex 11, Con 18, Int 3, Wis 13, Cha 12

Base Atk +3; CMB +7; CMD 17

Feats Great Fortitude, Improved Initiative, Toughness

Skills Perception +3 (+11 to detect a scent), swim +22; Racial Modifiers +2 Perception, +4 Swim

Languages understands Common

SQ water breathing 1/day (CL 3rd)



## WATER DOG CHAMPION (DITHANGO)

CR 11

XP 12,800

**N Medium magical beast (water)**

**Init +6; Senses Scent; Perception +5 (+13 to detect a scent)**

### DEFENSE

**AC 20, touch 13, flat-footed 17 (+2 Dex, +1 dodge, +7 natural)**

**hp 100 (8d10+56); fast healing 2**

**Fort +14, Ref +5, Will +8; DR 10/magic**

### OFFENSE

**Speed** 30 ft., **swim** 30 ft.

**Melee** bite +15 (1d6+7), 2 claws +15 (1d4+7)

**Ranged** waterball +10 (20 ft., 1d8+7 nonlethal damage)

**Special Attacks** breath weapon (30-foot cone, 4d6 acid, DC 20 half, usable every 1d4 rounds), waterball

### SPELL-LIKE ABILITIES (CL 8th)

**At Will**—create water, detect poison, resistance, stabilize, virtue 1/hour—hydraulic push (DC 14)

3/day—control water, empowered acid arrow (DC 15), quench

### STATISTICS

**Str 25, Dex 15, Con 22, Int 7, Wis 17, Cha 16**

**Base Atk +8; CMB +15; CMD 28**

**Feats** Dodge, Empower Spell-Like Ability, Great Fortitude, Improved Initiative, Power Attack, Toughness

**Skills** Perception +5 (+13 to detect a scent), **swim** +30; Racial Modifiers +2 Perception, +4 Swim

**Languages** understands Common

**SQ** water breathing 3/day (CL 8th)

### MONSTORIN TRAITS

**+2 Str, +2 Con, -2 Int:** Water dogs are equal parts strength and endurance.

**Medium:** Water dog monstorin have no bonuses or penalties due to their size.

**Base Speed:** Water dogs have a base speed of 30 feet. They also have a swim speed of 30 feet.

**Hydrated Vitality:** Water dogs gain fast healing 2 for 1 round anytime they submerge completely within a body of natural salt water, fresh water, or brackish water. Stagnant, poisoned, or trapped water (such as water within an artificial pit or a bag of holding) does not activate this ability. A water dog can heal up to 2 hit points per level per day with this ability, after which it ceases to function.

**Scent (Ex):** Water dogs gain scent.

**Water Child:** Water dogs gain a +4 racial bonus on Swim checks, can always take 10 while swimming, and may choose Aquan as a bonus language.

### AVAILABLE TRAINER SPELLS (ALL WATER DOGS)

#### Level Spells

<b>0</b>	Create Water, Detect Poison, Lullaby, Resistance, Stabilize, Virtue
<b>1st</b>	Cure Light Wounds, Hydraulic Push, Magic Fang
<b>2nd</b>	Acid Arrow, Bloodhound, Cure Moderate Wounds
<b>3rd</b>	Aqueous Orb, Greater Magic Fang, Hydraulic Torrent, Water Breathing
<b>4th</b>	Elemental Body I (water only), Freedom of Movement, Resilient Sphere, Ride the Waves
<b>5th</b>	Elemental Body II (water only), Geyser, Transmute Mud to Rock, Transmute Rock to Mud
<b>6th</b>	Control Water, Elemental Body III (water only), Fluid Form
<b>7th</b>	Elemental Body IV (water only), Ice Body, Vortex
<b>8th</b>	Iron Body, Moment of Prescience, Seamantle
<b>9th</b>	Foresight, Tsunami

**NEXT**



53






**CRUROTAR**

CR 9

XP 6,400

**N Huge magical beast**

Init +4; Senses low-light vision; Perception +23

**DEFENSE**

AC 19, touch 8, flat-footed 19 (+11 natural, -2 size)

hp 150 (12d10+84)

Fort +15, Ref +8, Will +8; DR 5/adamantine; Immune polymorph (see bleed); SR 23

**OFFENSE**

Speed 20 ft., swim 30 ft.; sprint

Melee bite +19 (2d6+13/19-20 plus grab) and tail slap +14 (2d10+4)

Space 15 ft.; Reach 15 ft.

Special Attacks bleed (1d6), death roll (2d6+13 plus trip), swallow whole (2d6+9/19-20, AC 15, 14 hp)

**STATISTICS**

Str 29, Dex 10, Con 21, Int 7, Wis 14, Cha 11

Base Atk +12; CMB +23 (+27 grapple); CMD 33 (37 vs. trip)

Feats Improved Critical (bite), Improved Initiative, Iron Will, Run, Skill Focus (Perception, Stealth)

Skills Perception +23, Stealth +15 (+23 in water), swim +32; Racial Modifiers +8 Stealth in water

Languages understands Common

SQ hold breath

**SPECIAL ABILITIES**

**Bleed (Ex):** A crurotar's scales are razor sharp. Any creature that contacts it with a natural attack or unarmed strike takes 1d6 bleed damage. Polymorph effects that modify a creature's flesh (examples: barkskin, flesh to stone, stoneskin) increase the bleed damage to 2d6 for 3 rounds.

**Death Roll (Ex):** When grappling a foe of its size or smaller, a crurotar can perform a death roll upon making a successful grapple check. As it clings to its foe, it tucks in its legs and rolls rapidly, twisting and wrenching its victim. The crurotar inflicts its bite damage and knocks the creature prone. If successful, the crurotar maintains its grapple.

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

**Sprint (Ex):** Once per minute a crurotar may sprint, increasing its land speed to 40 feet for 1 round.

**AVAILABLE TRAINER SPELLS****Level Spells**

<b>0</b>	Bleed, Resistance
<b>1st</b>	Bristle, Command, Magic Fang
<b>2nd</b>	Barkskin
<b>3rd</b>	Greater Magic Fang, Resinous Skin
<b>4th</b>	Lesser Globe of Invulnerability, Strong Jaw, Thorn Body
<b>5th</b>	Greater Command, Spell Resistance, Stoneskin
<b>6th</b>	Flesh to Stone, Globe of Invulnerability
<b>7th</b>	Spell Turning, Statue
<b>8th</b>	Iron Body, Protection from Spells
<b>9th</b>	Regenerate

**MONSTORIN TRAITS**

**+2 Str, +2 Cha:** Crurotar monstorin are naturally imposing.

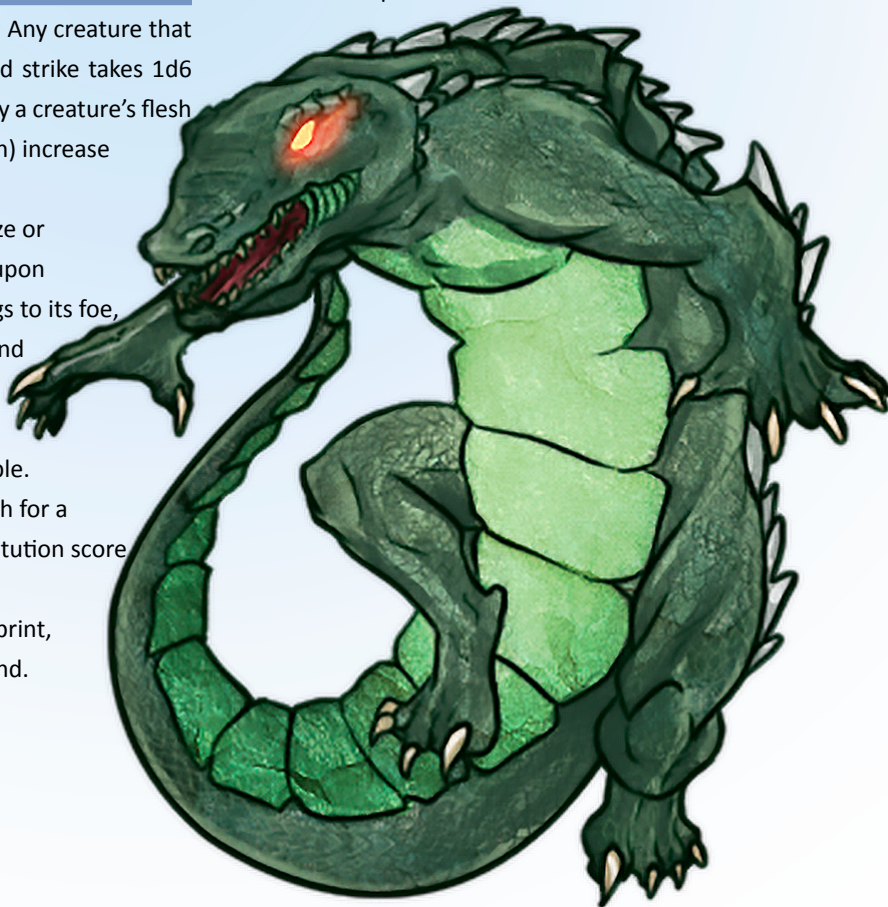
**Medium:** Crurotar monstorin have no bonuses or penalties due to their size.

**Base Speed:** Crurotars have a base speed of 20 feet, but gain a +10 foot racial bonus to their speed when using the charge, run, or withdraw actions. In addition, once per minute, a crurotar can sprint, increasing its land speed to 40 feet for 1 round.

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

**Naturally Resistant:** Crurotars gain +1 natural armor and spell resistance equal to 11 + their character level.

54



## DEMONS

Demons make potent companions for monster trainers, but they can be difficult to capture. Powerful trainers in search of demons will usually scour entire countrysides before stumbling upon some cult that has made the mistake of calling one into reality. A few trainers have even gone so far as to attempt to do so themselves; often to terrible success. Some animals, magical beasts, and monstrous humanoids can occasionally grow into demons.

Demonic monsterin are often on the run from their kin. Many go against their nature in hopes that they can remove the stigma of their heritage.

## GLABREZU

CR 13

XP 25,600

**CE Huge outsider (chaotic, demon, evil, extraplanar)**

**Init +0; Senses darkvision 60 ft., true seeing; Perception +26**

### DEFENSE

**AC 28, touch 8, flat-footed 28 (+20 natural, -2 size)**

**hp 186 (12d10+120)**

**Fort +18, Ref +4, Will +11**

**DR 10/good; Immune** electricity, poison; **Resist acid 10, cold 10, fire 10; SR 24**

### OFFENSE

**Speed 40 ft.**

**Melee** 2 pincers +20 (2d8+10/19-20 plus rend), 2 claws +20 (1d6+10), bite +20 (1d8+10)

Space 15 ft.; Reach 15 ft.

**Special Attacks** rend (2 pincers, 2d8+15)

### SPELL-LIKE ABILITIES (CL 14th)

Constant—true seeing

5/day—chaos hammer (DC 19), confusion (DC 19), dimension door, dispel magic, mirror image, reverse gravity (DC 22), unholy blight

1/day—power word stun, summon (level 4, 1 glabrezu 20% or 1d2 vrocks 50%)

1/month—Wish (granted to a mortal humanoid only)

### STATISTICS

**Str 31, Dex 11, Con 31, Int 16, Wis 16, Cha 20**

**Base Atk +12; CMB +24; CMD 34**

**Feats** Cleave, Great Cleave, Improved Critical (pincer), Persuasive, Power Attack, Vital Strike

**Skills** Bluff +28, Diplomacy +22, Intimidate +22, Knowledge (history) +18, Knowledge (local) +18, Perception +26, Sense Motive +18, Stealth +7, Use Magic Device +17; **Racial Modifiers** +8 Bluff, +8 Perception

**Languages** Abyssal, Celestial, Draconic; telepathy 100 ft.

### AVAILABLE TRAINER SPELLS

#### Level Spells

<b>0</b>	Bleed, Detect Magic, Flare, Read Magic
<b>1st</b>	Bristle, Magic Fang
<b>2nd</b>	Mirror Image
<b>3rd</b>	Dispel Magic, Greater Magic Fang
<b>4th</b>	Chaos Hammer, Confusion, Dimension Door, Unholy Blight
<b>5th</b>	Spell Resistance
<b>6th</b>	True Seeing, Greater Dispel Magic, Veil
<b>7th</b>	Reverse Gravity, Spell Turning
<b>8th</b>	Cloak of Chaos, Power Word Stun
<b>9th</b>	Foresight

### MONSTORIN TRAITS

**+2 Str, +2 Cha, -2 Dex:** Glabrezu monsterin are strong with a commanding presence.

**Medium:** Glabrezu are medium creatures and have no bonuses or penalties due to their size.

**Normal Speed:** Glabrezu have a base speed of 30 feet.

**Outsider (native) (Ex):** Glabrezu count as outsiders with the native subtype for any effect related to race or creature type.

**Darkvision:** Glabrezu gain darkvision out to 60 ft.

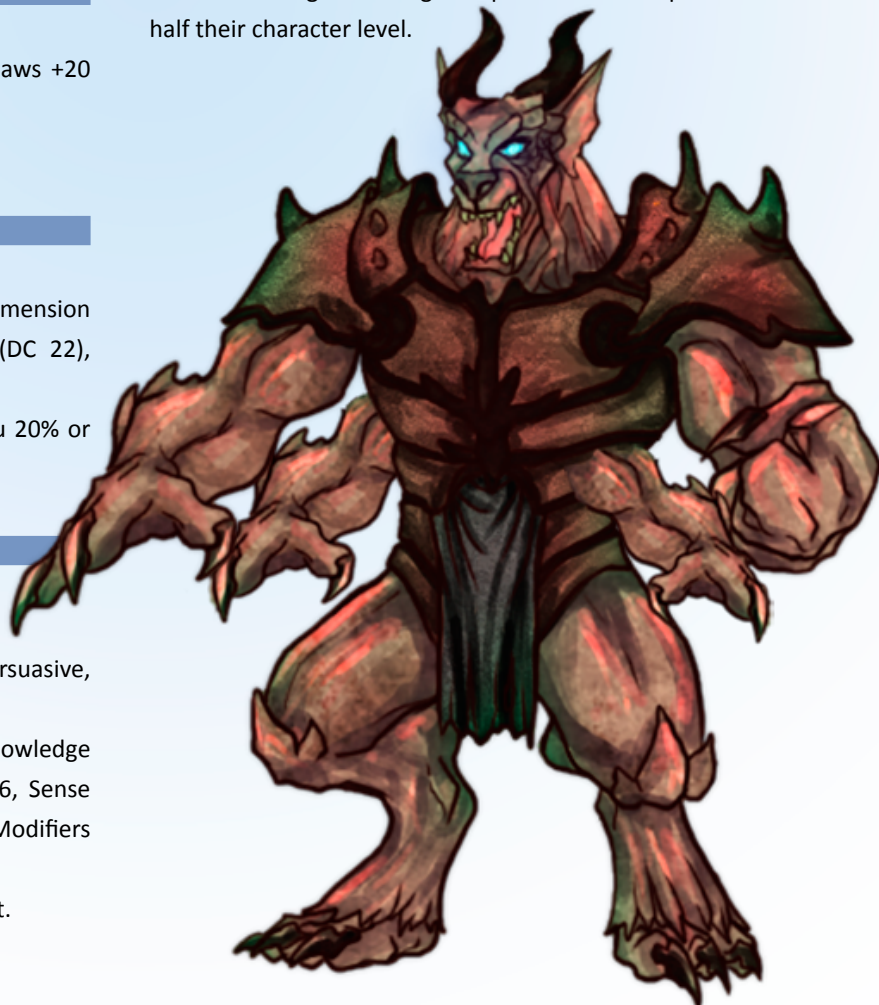
**Damage Reduction (Ex):** Glabrezu gain DR 5/magic

**Resistances (Ex):** Glabrezu gain electricity resistance 5 and a bonus to saving throws against poison effects equal to one-half their character level.

NEXT



55







## SHIFT DEMON (CHLORITE)

CR 12

XP 19,200

**CE** Tiny outsider (chaotic, demon, evil, extraplanar)

Init +10; Senses darkvision 60 ft.; Perception +39

**Aura confusion** (5 ft., DC 23)

### DEFENSE

**AC** 27, **touch** 18, **flat-footed** 21 (+6 Dex, +9 natural, +2 size)

**hp** 171 (18d10+72)

**Fort** +17, **Ref** +17, **Will** +9

**DR** 5/cold iron and good; **Immune** electricity, poison, polymorph; Resist acid 5, cold 5, fire 5; **SR** 23

### OFFENSE

**Speed** 15 ft.

**Melee** slam +27 (1d4–1), 2 claws +26 (1d2–1)

**Space** 2–1/2 ft.; **Reach** 0 ft.

**Special Attacks** breath weapon (15-ft. cone, 9d6 damage, **Fort** DC 23 half, usable every 1d4 rounds)

### SPELL-LIKE ABILITIES (CL 12TH)

At will—cause fear (DC 15), dimension door

3/day—chaos hammer (DC 18), unholy aura (DC 22), unholy blight (DC 18)

1/day—summon (level 3, 1 chlorite 50%)

### STATISTICS

**Str** 9, **Dex** 23, **Con** 18, **Int** 12, **Wis** 14, **Cha** 18

**Base Atk** +18; **CMB** +22; **CMD** 31

**Feats** Great Fortitude, Improved Initiative, Improved Natural Attack (slam), Iron Will, Skill Focus (Perception), Weapon Focus (slam)

**Skills** Bluff +25, **climb** +27, Escape Artist +27, Intimidate +25, Perception +37, Sense Motive +23, Survival +20; Racial Modifiers +8 Perception

**Languages** Abyssal, Celestial, Common; telepathy 100 ft.

### SPECIAL ABILITIES

**Aura of Confusion (Su):** As the spell (CL 12th). A creature that successfully saves cannot be affected again by that chlorite's aura of confusion for one day. Other demons are immune to the chlorite's aura of confusion. The save DC is Charisma-based.

**Breath Weapon (Su):** Once every 1d4 rounds, a chlorite can breathe forth a cone of bluish gas in a 40-foot cone. The gas lingers in the area for 1d2 rounds before dispersing. The save DC is Constitution-based.

### AVAILABLE TRAINER SPELLS (ALL SHIFT DEMONS)

#### Level Spells

<b>0</b>	Bleed, Detect Magic, Flare, Light, Read Magic
<b>1st</b>	Cause Fear, Inflict Light Wounds, Detect Good
<b>2nd</b>	Blindness/Deafness, Darkness, Invisibility, Produce Flame, See Invisibility
<b>3rd</b>	Continual Flame, Dispel Magic, Gaseous Form, Magic Circle against Law
<b>4th</b>	Bestow Curse, Chaos Hammer, Dimension Door, Unholy Blight
<b>5th</b>	Dispel Good, Plane Shift
<b>6th</b>	Blade Barrier, Mass Inflict Moderate Wounds, True Seeing
<b>7th</b>	Fire Storm, Word of Chaos
<b>8th</b>	Cloak of Chaos, Unholy Aura
<b>9th</b>	Power Word Kill

### MONSTORIN TRAITS

**+2 Int, +2 Cha:** Shift Demon monstors are cunning and cruel.

**Medium:** Shift demons are medium creatures and have no bonuses or penalties due to their size.

**Normal Speed:** Shift demons have a base speed of 30 feet.

**Outsider (native) (Ex):** Shift demons count as outsiders with the native subtype for any effect related to race or creature type.

**Darkvision:** Shift demons gain darkvision out to 60 ft.

**Damage Reduction (Ex):** Shift demons gain DR 5/magic

**Resistances (Ex):** Shift demons gain acid and electricity resistance 5 and a bonus to saving throws against poison effects equal to one-half their character level.

56



## SHIFT DEMON CHAMPION (CUCLAUR)

CR 19

XP 204,800

**CE** Huge outsider (chaotic, demon, evil, extraplanar)

**Init** +8; **Senses** darkvision 60 ft.; **Perception** +41

**Aura confusion** (10 ft., DC 26)

### DEFENSE

**AC** 36, **touch** 12, **flat-footed** 32 (+4 **Dex**, +24 natural, -2 size)

**hp** 330 (20d10+220)

**Fort** +25, **Ref** +16, **Will** +12

**DR** 10/cold iron and good; **Immune** electricity, poison, polymorph; **Resist** acid 10, cold 10, fire 10; **SR** 29

### OFFENSE

**Speed** 40 ft.

**Melee** 2 slams +32 (2d6+13 plus daze), Gore +31 (2d6+13)

**Space** 15 ft.; **Reach** 15 ft.

**Special Attacks** breath weapon (40-ft. cone, 10d6 damage, Fort DC 31 half, usable every 1d4 rounds), daze (slam, Fort DC 33 negates, dazed 1d3 rounds)

### SPELL-LIKE ABILITIES (CL 19TH)

At will—cause fear (DC 17), dimension door, true seeing

3/day—chaos hammer (DC 20), unholy aura (DC 24), unholy blight (DC 20)

1/day—word of chaos (DC 23), summon (level 5, 1 Cuclaur, 1d4 glabrezu, or 2d4 rocks 35%)

### STATISTICS

**Str** 37, **Dex** 19, **Con** 33, **Int** 16, **Wis** 18, **Cha** 22

**Base Atk** +20; **CMB** +35; **CMD** 47

**Feats** Awesome Blow, Cleave, Great Fortitude, Improved Bull Rush, Improved Initiative, Improved Natural Attack (slam), Iron Will, Power Attack, Skill Focus (Perception), Weapon Focus (slam)

**Skills** Bluff +29, climb +36, Escape Artist +27, Intimidate +29, Perception +41, Sense Motive +26, Survival +24; **Racial Modifiers** +8 Perception

**Languages** Abyssal, Celestial, Common; telepathy 100 ft.

**SQ** change shape (Cuclaur, Cenkclaur, and Synacl; polymorph)

### SPECIAL ABILITIES

**Aura of Confusion (Su):** As the spell (CL 19th). A creature that successfully saves cannot be affected again by that chlorite's aura of confusion for one day. Other demons are immune to the chlorite's aura of confusion. The save DC is Charisma-based.

**Breath Weapon (Su):** Once every 1d4 rounds, a cuclaur can breathe forth a cone of bluish gas in a 40-foot cone. The gas lingers in the area for 1d2 rounds before dispersing. A creature killed by a chlorite's breath weapon is entirely destroyed. Creatures killed in this manner can only be restored to life by a miracle, wish, or true resurrection spell. The save DC is Constitution-based.

**Change Shape (Ex):** Once per round, as a swift action, a shift demon champion can change its form between each of the listed forms. Each form has its own special attacks and abilities as described in its entry.







### SHIFT DEMON CHAMPION (CENKCLAUR)

CR 19

XP 204,800

As a Cenkclaur, the shift demon champion keeps its abilities and statistics, except as described here. It can change form 1/round as a swift action. If slowed, it can change as part of a move action instead. This is a polymorph effect.

#### OFFENSE

**Speed** 40 ft.; fly 40 ft. (clumsy)

**Melee** 2 claws +31 (2d6+13 plus burn), slam +32 (2d6+13 plus burn)

Space 15 ft.; Reach 15 ft.

**Special Attacks** burn (2d6, DC 31), powerful charge (slam, 4d6+26 plus burn), pounce



### SHIFT DEMON CHAMPION (SYNACL)

CR 19

XP 204,800

As a Synacl, the shift demon champion keeps its abilities and statistics, except as described here. It can change form 1/round as a swift action. If slowed, it can change as part of a move action instead. This is a polymorph effect.

#### OFFENSE

**Speed** 50 ft.; climb 25 ft., swim 50 ft.

**Melee** bite +31 (2d6+13 plus burn and grab), 2 claws +31 (2d6+13 plus rend)

Space 15 ft.; Reach 15 ft.

**Special Attacks** burn (2d6, DC 31), rake (2 claws +31, 2d6+13 plus rend), rend (2 claws, 2d6+19)



# VROCK

CR 9

XP 6,400

**CE Large outsider (chaotic, demon, evil, extraplanar)**

**Init +6; Senses darkvision 60 ft.; Perception +23**

## DEFENSE

**AC 22, touch 11, flat-footed 20 (+2 Dex, +11 natural, -1 size)**

**hp 112 (9d10+63)**

**Fort +13, Ref +10, Will +6**

**DR 10/good; Immune** electricity, poison; **Resist acid 10, cold 10, fire 10; SR 20**

## OFFENSE

**Speed 30 ft., fly 50 ft. (average)**

**Melee** 2 claws +13 (2d6+5), bite +13 (1d8+5), 2 talons +13 (1d6+5)

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

**Special Attacks** dance of ruin, spores, stunning screech

## SPELL-LIKE ABILITIES (CL 12th)

At will—dimension door

1/day—heroism, mirror image, summon (level 3, 1 vrock 35%)

## STATISTICS

**Str 21, Dex 15, Con 25, Int 14, Wis 16, Cha 16**

**Base Atk +9; CMB +15; CMD 27**

**Feats** Cleave, Combat Reflexes, Improved Initiative, Lightning Reflexes, Power Attack

**Skills** Fly +12, Intimidate +15, Knowledge (planes) +14, Perception +23, Sense Motive +15, Spellcraft +14, Stealth +10, Survival +15; **Racial Modifiers** +8 Perception

**Languages** Abyssal, Celestial, Common; telepathy 100 ft.

## SPECIAL ABILITIES

**Dance of Ruin (Su):** A vrock can dance and chant as a full-round action—at the end of 3 rounds, a crackling wave of energy explodes from the vrock, dealing 5d6 points of electricity damage to all creatures within 100 feet. A DC 17 Reflex save halves this damage. For each additional vrock that joins in the dance, the damage increases by 5d6 and the DC to avoid the effect increases by +1, to a maximum of 20d6 when four or more vocks are dancing (the DC continues to increase with additional vocks, but the damage does not). The dance immediately ends and must be started anew if any of the participating vocks is slain, stunned, or otherwise prevented from dancing. The save DC is Charisma-based.

**Spores (Ex):** A vrock can release a cloud of spores from its body once every 3 rounds as a free action. Adjacent creatures take 1d8 points of damage from the spores, plus 1d4 points of damage per round for 10 rounds as the spores grow into thick green vines. Although ugly, the vines are harmless and wither away in 1d4 days if not shaved off before then. The spores can

be destroyed by casting *bleed* on the affected creatures or by **NEXT** sprinkling them with holy water. This attack can also be halted by effects that remove or provide immunity to disease.

**Stunning Screech (Su):** Once per hour, a vrock can emit a shrill screech. All creatures except demons within a 30-foot-radius spread must succeed on a DC 21 Fortitude save or be stunned for 1 round. The save DC is Constitution-based.

## AVAILABLE TRAINER SPELLS

### Level Spells

<b>1st</b>	Entangle
<b>2nd</b>	Mirror Image
<b>3rd</b>	Dispel Magic, Heroism
<b>4th</b>	Dimension Door, Shout
<b>5th</b>	Polymorph, Spell Resistance, Telekinesis
<b>6th</b>	True Seeing, Greater Dispel Magic, Veil
<b>7th</b>	Scouring Winds, Word of Chaos
<b>8th</b>	Greater Shout, Power Word Stun
<b>9th</b>	Wail of the Banshee

## MONSTORIN TRAITS

**+2 Con, +2 Cha, -2 Str:** Vrock monstorin are tough and cunning.

**Medium:** Vocks are medium creatures and have no bonuses or penalties due to their size.

**Normal Speed:** Vocks have a base speed of 30 feet.

**Gliding Wings (Ex):** Vocks take no damage from falling. While in midair, a vrock can move up to 5 feet in any horizontal direction for every 1 foot it falls, at a speed of 60 feet per round. If subjected to a strong wind or any other effect that causes a creature to rise, it can take advantage of the updraft to increase the distance it can glide.

**Outsider (native) (Ex):** Vocks count as outsiders with the native subtype for any effect related to race or creature type.

**Darkvision:** Vocks gain darkvision out to 60 ft.

**Resistances (Ex):** Vrock gain electricity resistance 5 and a bonus to saving throws against poison effects equal to their character level.







### DEVILS

Like demons, trainers find that devils are difficult monsters to come by. Most often, those who allow themselves to be captured are outcasts or nearing the end of their lifespan and seeking a soul to corrupt. Devil companions can grow into different devils when the trainer is of a high enough level.



Devil monstorin are tortured beings who wish to set right their wrongs or to prevent the further empowering of evil.



### OSYLUTH

**CR 9** XP 6,400

**LE Large outsider (devil, evil, extraplanar, lawful)**

**Init +9; Senses darkvision 60 ft.; Perception +19**

**Aura fear (5 ft., DC 19, 1d6 rounds)**

#### DEFENSE

**AC 25, touch 14, flat-footed 20 (+5 Dex, +11 natural, -1 size)**

**hp 105 (10d10+50); Fort +12, Ref +12, Will +7**

**DR 10/good; Immune fire, poison; Resist acid 10, cold 10; SR 20**

#### OFFENSE

**Speed 40 ft., fly 60 ft. (good)**

**Melee bite +14 melee (1d8+5), 2 claws +14 melee (1d6+5), sting +14 melee (3d4+5 plus poison)**

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

#### SPELL-LIKE ABILITIES (CL 12th)

**Constant—fly**

**At will—dimension door, invisibility (self only)**

**5/day—major image (DC 17), wall of ice**

**3/day—quicken invisibility (self only)**

**1/day—summon (level 4, 1 bone devil, 35%)**

#### STATISTICS

**Str 21, Dex 21, Con 20, Int 16, Wis 15, Cha 18**

**Base Atk +10; CMB +16; CMD 31**

**Feats Alertness, Combat Reflexes, Improved Initiative, Iron Will, Quicken Spell-Like Ability (invisibility)**

**Skills Bluff +17, Diplomacy +17, Fly +21, Intimidate +17, Knowledge (planes) +16, Perception +19, Sense Motive +19, Spellcraft +16, Stealth +14**

**Languages Celestial, Common, Draconic, Infernal; telepathy 100 ft.**

#### SPECIAL ABILITIES

**Sting—injury; save Fort DC 20; frequency 1/round**

**for 6 rounds; effect 1d3 Str damage; cure 2 consecutive saves. The save DC is Constitution-based.**

#### AVAILABLE TRAINER SPELLS

##### Level Spells

- 0** Bleed, Daze, Detect Magic, Ghost Sound, Read Magic
- 1st** Cause Fear, Disguise Self, Ray of Enfeeblement, Silent Image, Vanish
- 2nd** Alter Self, Hideous Laughter, Invisibility, Pernicious Poison, Scare
- 3rd** Fly, Major Image, Poison, Suggestion
- 4th** Dimension Door, Fear, Greater Invisibility, True Form
- 5th** Hostile Juxtaposition, Persistent Image, Polymorph, Spell Resistance
- 6th** Mislead, Programmed Image, Veil
- 7th** Blasphemy, Ethereal Jaunt, Project Image
- 8th** Antipathy, Protection from Spells, Sympathy
- 9th** Etherealness, Foresight, Winds of Vengeance

#### MONSTORIN TRAITS

**+2 Dex, +2 Cha, -2 Wis:** Osyluth monstorin are quick and silver tongued, but can sometimes come off as rash or unthinking.

**Medium:** Osyluths are medium creatures and have no bonuses or penalties due to their size.

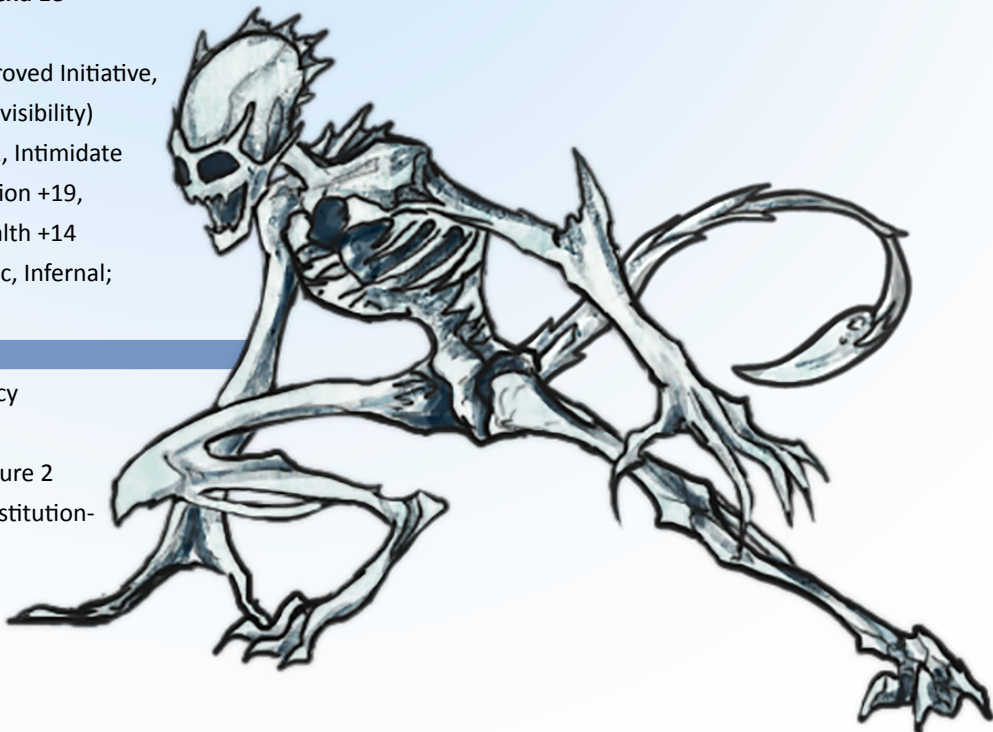
**Normal Speed:** Osyluths have a base speed of 30 feet.

**Outsider (native) (Ex):** Osyluths count as outsiders with the native subtype for any effect related to race or creature type.

**Darkvision:** Osyluths gain darkvision out to 60 ft.

**Tail Slap (Ex):** Osyluths have a natural tail attack that does 1d8 points of damage plus their **Str** modifier. This also grants them a +2 racial bonus to Acrobatics checks made to balance.

**Resistances (Ex):** Osyluths gain .spell resistance equal to 6 + their character level and a bonus to saving throws against poison effects equal to their character level.



**PIT FIEND, LESSER (ASMODEN)**

CR 19

XP 204,800

**LE** Large outsider (devil, evil, extraplanar, lawful)**Init** +13; **Senses** darkvision 60 ft., see in darkness; **Perception** +32**Aura** fear (20 ft., DC 23)**DEFENSE****AC** 38, **touch** 18, **flat-footed** 29 (+9 **Dex**, +20 natural, -1 size)**hp** 333 (19d10+228); regeneration 5 (good weapons, good spells)**Fort** +23, **Ref** +20, **Will** +18**DR** 15/good and silver; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 31**OFFENSE****Speed** 40 ft., **fly** 60 ft. (average)**Melee** 2 claws +31 (2d8+13), 2 wings +29 (2d6+6), bite +31 (4d6+13 plus poison), tail slap +29 (2d8+6 plus grab)**Space** 10 ft., **Reach** 10 ft.**Special Attacks** constrict 2d8+19**SPELL-LIKE ABILITIES (CL 17th)**

At will—dimension door, invisibility

5/day—blasphemy (DC 25), create undead, fireball (DC 21), greater dispel magic, magic circle against good, mass hold monster (DC 27), persistent image (DC 23), power word stun, scorching ray, trap the soul (DC 26), unholy aura (DC 26), wall of fire

3/day—quicken fireball (DC 21)

1/day—meteor swarm, summon (level 9, any 1 CR 19 or lower devil, 50%)

**STATISTICS****Str** 36, **Dex** 29, **Con** 35, **Int** 26, **Wis** 30, **Cha** 26**Base Atk** +19; **CMB** +33 (+37 grapple); **CMD** 52**Feats** Cleave, Great Cleave, Improved Initiative, Improved Iron Will, Improved Vital Strike, Iron Will, Multiattack, Power Attack, Quicken Spell-Like Ability (fireball), Vital Strike**Skills** Appraise +16, Bluff +30, Diplomacy +30, Disguise +26, Fly +29, Intimidate +30, Knowledge (arcana) +27, Knowledge (planes) +30, Knowledge (religion) +30, Perception +32, Sense Motive +32, Spellcraft +30, Stealth +27, Survival +21, Use Magic Device +27**Languages** Celestial, Common, Draconic, Infernal; telepathy 100 ft.**SPECIAL ABILITIES****Poison (Ex):** Bite—injury; save **Fort** DC 31; frequency 1/round for 10 rounds; effect 1d6 **Con** damage; cure 3 consecutive saves. The save DC is Constitution-based.**AVAILABLE TRAINER SPELLS (ALL PIT FIENDS)****Level** **Spells****0** Bleed, Daze, Detect Magic, Flare, Light, Read Magic**1st** Protection from Good, Silent Image**2nd** Invisibility, Scorching Ray**3rd** Fireball, Hold Person, Magic Circle Against Good, Poison**4th** Dimension Door, Dimensional Anchor, Greater Invisibility, Wall of Fire**5th** Hold Monster, Persistent Image, Spell Resistance**6th** Greater Dispel Magic**7th** Blasphemy, Dictum, Mass Hold Person**8th** Power Word Stun, Unholy Aura**9th** Mass Hold Monster, Meteor Swarm**MONSTORIN TRAITS****+2 Str, +2 Int:** Pit fiend monstorin are strong, smart, and lacking in imperfections.**Medium:** Pit fiends are medium creatures and have no bonuses or penalties due to their size.**Normal Speed:** Pit fiends have a base speed of 30 feet.**Outsider (native) (Ex):** Pit fiends count as outsiders with the native subtype for any effect related to race or creature type.**Darkvision:** Pit fiends gain darkvision out to 60 ft.**Flame Touch (Su):** Pit fiends can treat any weapons they wield as though they had the flaming weapon property. Nonmagical weapons take 1d6 points of fire damage per round when used in this way.**Resistances (Ex):** Pit fiends gain DR 5/magic and spell resistance equal to 6 + their character level.

61





## DRAGONS



Dragons are fierce, sentient creatures that roam the Kingdom, challenging and defeating the most cunning of trainers. So powerful are dragons that even the reeves avoid conflict with them when possible.

Unlike other monsters, every dragon is an individual that does not grow in the same way other monsters can. Instead, a dragon ages, much as it would when free from the influence of its trainer. A trainer cannot capture a red dragon siege whelp at 6th level and change it into a red dragon tortoise spawn at 13th, nor can it become a red dragon siege golem at 20th level.

## ANCESTRAL DRAGON TURTLE (AQUARIO)

CR 11

XP 12,800

NG Huge dragon (air, aquatic)

Init +4; Senses low-light vision, darkvision 60 ft., scent; Perception +16

### DEFENSE

AC 23, touch 8, flat-footed 23 (+15 natural, –2 size)

hp 126 (12d12+48) Fort +12, Ref +10, Will +9

Immune fire, sleep, paralysis

### OFFENSE

Speed 20 ft., swim 30 ft., fly 30 ft. (perfect)

Melee bite +16 (3d6+6), 2 claws +16 (2d6+6)

Space 15 ft.; Reach 10 ft.; Special Attacks breath weapon, capsiz

### STATISTICS

Str 23, Dex 14, Con 17, Int 10, Wis 15, Cha 14

Base Atk +12; CMB +20; CMD 32 (36 vs. trip)

Feats Awesome Blow, Blind-Fight, Cleave, Improved Bull Rush, Improved Initiative, Lightning Reflexes, Power Attack

Skills Diplomacy +17, Fly +6, Intimidate +17, Perception +17, Sense Motive +17, Stealth +17, Survival +17, swim +29; Racial Modifiers +8 Stealth

Languages Auran, Aquan, Common, Draconic

SQ air born, gaseous form (CL 12), shell, trainer spells (as scout, CL 12th)

### SPECIAL ABILITIES

**Air Born (Ex):** When in flight, an aquario gains a +1 morale bonus on attack and damage rolls with ranged attacks.**Breath Weapon (Su):** Cloud of steam 20 feet high, 25 feet wide, and 50 feet long, once every 1d4 rounds, 12d6 fire damage, Reflex DC 20 half; effective both on the surface and underwater. The save DC is Constitution-based.**Capsize (Ex):** An aquario can attempt to capsize a boat or ship by ramming it as a charge attack and making a CMB check. The DC of this check is 25, or the result of the boat captain's Profession (sailor) check, whichever is higher.

For each size category larger than the aquario's size, it takes a cumulative –10 penalty on this CMB check.

**Gaseous Form (Su):** An aquario can use gaseous form, as the spell, on itself once per day.**Shell (Su):** As a move action, an aquario can pull its extremities and head into its shell. It cannot move or attack as long as it remains in this state, but its armor bonus from natural armor increases by +4 as long as it does.

### AVAILABLE TRAINER SPELLS

#### Level Spells

1st Mage Armor, Shield

2nd Fog Cloud, Protection from Arrows, Resist Energy

3rd Gaseous Form, Protection from Energy

4th Cloud Shape, Dimensional Anchor, Solid Fog, Wandering Star Motes

### MONSTORIN TRAITS

**+2 Con, +2 Cha:** Aquario monstorin are tough, but considerate.**Medium:** Aquarios are medium creatures and have no bonuses or penalties due to their size.**Slow Movement:** Aquarios have a base speed of 20 feet, but their speed is never modified by armor or encumbrance.**Natural Armor:** An aquario gains +1 natural armor. When using total defense, this bonus rises to +4.**Fog Cloud (Sp):** An aquario can cast Fog Cloud once per day. Its caster level is equal to its character level.**Translucent:** Because their skin tone naturally blends with the surrounding area, aquarios gain a +4 racial bonus to Stealth checks. They can also attempt to hide while being observed, but they must still have something to hide behind.

## BLACK DRAGON PHASE SPIDER (ARACHNIGON)

CR 10

XP 9,600

NE Large dragon

Init +7; Senses darkvision 60 ft., low-light vision; Perception +14

### DEFENSE

AC 21, touch 12, flat-footed 18 (+3 Dex, +9 natural, -1 size)

hp 115 (10d10+60)

Fort +13, Ref +10, Will +4; **Defensive Abilities** ethereal jaunt; Immune acid, sleep, paralysis

### OFFENSE

Speed 40 ft., climb 40 ft.

**Melee** bite +18 (2d6+13 plus poison and grab), 2 claws +18 (1d6+9)

Space 10 ft.; Reach 10 ft.

**Special Attacks** breath weapon (60-ft. line, 5d8 acid damage, Reflex DC 21 for half, usable every 1d4 rounds), ethereal ambush

### STATISTICS

Str 29, Dex 17, Con 22, Int 9, Wis 13, Cha 12

Base Atk +10; CMB +20 (+24 grapple); CMD 33 (41 vs. trip)

**Feats** Ability Focus (poison), Improved Initiative, Improved Natural Attack (bite), Power Attack, Skill Focus (Stealth)

**Skills** Climb +30, Perception +14, Stealth +12

**Languages** Common, Draconic; **SQ** trainer spells (CL 10th)

### SPECIAL ABILITIES

**Ethereal Ambush (Ex):** A dragon spider that attacks foes on the Material Plane in a surprise round can take a full round of actions if it begins the combat by phasing into the Material Plane from the Ethereal Plane.

**Ethereal Jaunt (Su):** A dragon spider can shift from the Ethereal Plane to the Material Plane as a free action, and shift back again as a move action (or as part of a move action). The ability is otherwise identical to ethereal jaunt (CL 10th).

**Poison (Ex):** Bite—injury; save Fort DC 23; frequency 1/round for 8 rounds; effect 1d2 Constitution damage; cure 2 consecutive saves. The save DC is Constitution-based.

### AVAILABLE TRAINER SPELLS

Level Spells

0 Detect Magic, Light, Mage Hand, Read Magic, Resistance

1st Cause Fear, Mage Armor, Magic Missile, Obscuring Mist, True Strike

2nd Blur, Darkness, Scare, Spider Climb, Web

3rd Blink, Hold Person, Poison, Slow

4th Arcane Eye, Black Tentacles, Dimension Door, Elevation

5th Absorb Toxicity, Cone of Cold, Shadow Evocation, Wall of Force

6th Acid Fog, Contingency

7th Ethereal Jaunt, Forcecage, Greater Arcane Sight

8th Horrid Wilting, Moment of Prescience

9th Ethereality

NEXT



### MONSTORIN TRAITS

+2 Str, +2 Dex, +2 Con, +4 Cha, -2 Int

**Medium:** Arachnigons are medium creatures and have no bonuses or penalties due to their size.

**Normal Speed:** Arachnigons have a base speed of 30 feet and a climb speed of 30 feet which grants them a +8 bonus to climb checks.

**Dragon's Blood:** Arachnigons count as dragons when affected by spells or abilities. They gain darkvision out to 60 feet and low-light vision. They are also immune to magical sleep effects and paralysis effects.

63







# BRONZE DRAGON SKY HERO (THUNDERGON)

CR 18 XP 153,600

NG Gargantuan dragon (air)  
Init +5; Senses dragon senses; Perception +36  
Aura electricity aura (5 ft., 1d6 electricity), frightful presence (270 ft., DC 28)

### DEFENSE

AC 36, touch 7, flat-footed 34 (+1 Dex, +29 natural, -4 size)  
hp 253 (22d12+110)  
Fort +18, Ref +16, Will +20  
DR 15/magic; Immune electricity, paralysis, sleep; SR 28

### OFFENSE

Speed 40 ft., fly 250 ft. (perfect); swim 60 ft.  
Melee bite +27 (4d6+13/19–20), 2 claws +27 (2d8+9), tail slap +25 (2d8+13), 2 wings +25 (2d6+4)  
Space 20 ft.; Reach 15 ft. (20 ft. with bite)  
Special Attacks air current (60-ft. cone, DC 26, 9d6 damage and bull rush 45 ft.), breath weapon (120-ft. line, DC 26, 18d6 electricity), crush (4d6+16, DC 26), tail sweep (2d6+16, DC 26)



### SPELL-LIKE ABILITIES (CL 12th)

At will—create water, detect thoughts (DC 18), fog cloud 5/day —shocking grasp 3/day—call lightning storm

### STATISTICS

Str 29, Dex 12, Con 21, Int 20, Wis 25, Cha 24  
Base Atk +22; CMB +35; CMD 46 (50 vs. trip)  
Feats Alertness, Cleave, flyby Attack, Great Cleave, Hover, Improved Critical (bite), Improved Initiative, Improved Vital Strike, Lightning Reflexes, Multiattack, Power Attack, Vital Strike  
Skills Diplomacy +32, Fly +36, Handle Animal +29, Intimidate +32, Knowledge (arcana, geography, history) +30, Perception +36, Sense Motive +36, Spellcraft +30, Stealth +14, swim +34; Racial Modifiers +8 Fly  
Languages Auran, Common, Draconic, Elven, Gnome, 2 more  
SQ change shape (animal or humanoid, polymorph), trainer spells (CL 12th), wind mastery (90 min)

### SPECIAL ABILITIES

**Air Born (Ex):** When in flight, a thundergon gains a +1 morale bonus on attack and damage rolls with ranged attacks.  
**Air Current (Su):** Instead of a line of electricity, a thundergon can use its breath weapon to blow enemies in a 60 foot cone away. Targets must make a Reflex save or take 9d6 points of damage and be pushed up to 45 feet as though with bull rush. A creature that strikes a solid surface, such as an unyielding wall, takes additional falling damage equal to the remaining distance it would be pushed and falls prone. A successful save

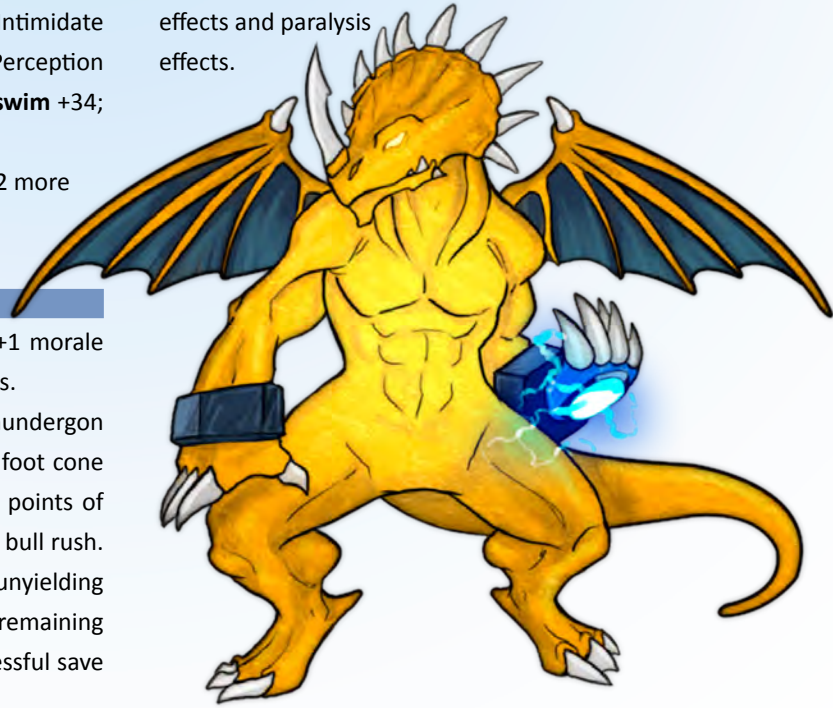
negates the bull rush and halves the initial damage.  
**Electricity Aura (Su):** A thundergon is surrounded by an aura of electricity. Creatures within 5 feet take 1d6 points of electricity damage at the beginning of the dragon's turn.  
**Wind Mastery (Su):** For up to 90 minutes per day, a thundergon, along with creatures or vessels within 50 feet, can move at twice its normal speed outside of combat.

### AVAILABLE TRAINER SPELLS

Level	Spells
0	Create Water, Detect Magic, Light, Mage Hand, Read Magic
1st	Mage Armor, Obscuring Mist, Shock Shield, Shocking Grasp, True Strike
2nd	Blur, Detect Thoughts, Fog Cloud, Invisibility, Mirror Image
3rd	Arcane Sight, Dispel Magic, Lightning Bolt, Heroism
4th	Dimension Door, Ice Storm, Solid Fog, Stoneskin
5th	Call Lightning Storm, Interposing Hand, Mind Fog
6th	Mass Suggestion, Mislead, Path of the Winds
7th	Greater Arcane Sight, Spell Turning, Statue
8th	Antipathy, Moment of Prescience, Stormbolts
9th	Foresight, Tsunami

### MONSTORIN TRAITS

**+2 Dex, +2 Wis, -2 Str:** Thundergon monstorin sacrifice power for agility and insight.  
**Medium:** Thundergons' gives no bonuses or penalties.  
**Fast Movement:** Thundergons have a base speed of 40 feet. While moving, they can glide up to 40 feet in a single round. If a thundergon doesn't end its turn on the ground, it falls.  
**Dragon's Blood:** As dragons, thundergons gain darkvision out to 60 feet, low-light vision, and immunity to magical sleep effects and paralysis effects.



# RED DRAGON SIEGE GOLEM (ENDERGON)

CR 20

XP 307,200

**CE Gargantuan construct (augmented dragon, fire)**

**Init** +2; **Senses** dragon senses, smoke vision; **Perception** +35

**Aura** smog (10 ft., 2d6 fire plus poison), frightful presence (330 ft., DC 29)

## DEFENSE

**AC** 40, **touch** 4, **flat-footed** 40 (-2 **Dex**, +36 natural, -4 size)

**hp** 219 (29d10+60); fast healing 10

**Fort** +9, **Ref** +7, **Will** +16

**Defensive Abilities** indestructible; **DR** 15/epic; **Immune** construct traits, fire; **Resist** all except cold 15; **SR** 35

## OFFENSE

**Speed** 40 ft., **fly** 250 ft. (clumsy)

**Melee** bite +40 (4d6+22/19-20), 2 claws +40 (2d8+15), 2 wings +40 (2d6+7), tail slap +40 (2d8+22)

**Space** 20 ft.; **Reach** 15 ft. (20 ft. with bite)

**Special Attacks** breath weapon (60-ft. cone, 22d10 fire, DC 24, usable every 1d4 rounds), crush (Medium creatures, 4d6+22, DC 24), melt stone, tail sweep (Small creatures, 2d6+22, DC 24)

## SPELL-LIKE ABILITIES (CL 20th)

At will—detect magic, pyrotechnics (DC 17), wall of fire

## STATISTICS

**Str** 41, **Dex** 6, **Con** —, **Int** 20, **Wis** 21, **Cha** 20

**Base Atk** +29; **CMB** +48; **CMD** 56 (60 vs. trip)

**Feats** Cleave, Critical Focus, Greater Vital Strike, Improved Critical (bite), Improved Initiative, Improved Iron Will, Improved Vital Strike, Iron Will, Multiattack, Power Attack, Quicken Spell, Stunning Critical, Vital Strike, Wingover

**Skills** Appraise +35, Bluff +35, Diplomacy +35, Fly +14, Intimidate +35, Knowledge (arcana) +35, Knowledge (history) +35, Perception +35, Sense Motive +35, Spellcraft +35, Stealth +16

**Languages** Common, Draconic; **SQ** trainer spells (CL 20th)

## SPECIAL ABILITIES

**Indestructible (Ex):** Endergon is nearly impossible to destroy.

Even if reduced below 0 hit points, its fast healing continues to restore hit points, though the golem is helpless unless above 0 hit points. It can only be permanently destroyed if reduced to negative hit points and then decapitated using an adamantine

vorpall weapon—alternatively, miracle or wish can be used to slay it while it is at negative hit points. **NEXT**

**Smog Aura (Ex):** Endergon is surrounded by an aura of intense heat and noxious gas. All creatures within 10 feet take 2d6 points of fire damage at the beginning of its turn and risks being poisoned.

**Smog** – inhaled; save **Fort** 24; frequency 1/round for 4 rounds; effect 1d4 Constitution damage; cure 2 saves.

**Melt Stone (Su):** Endergon can use its breath weapon to melt rock at a range of 100 feet, affecting a 55-foot-radius area. The area becomes lava to a depth of 1 foot. Any creature in contact with the lava takes 20d6 points of fire damage on the first round, 10d6 on the second, and none thereafter as the lava hardens and cools. If used on a wall or ceiling, treat this ability as an avalanche that deals fire damage.

**Smoke Vision (Ex):** Endergon can see perfectly in smoky conditions (such as those created by pyrotechnics).







## RED DRAGON SIEGE WHELP (TRIDIGON)

CR 6

XP 2,400

**N Small construct (augmented dragon, fire)**

**Init** +6; **Senses** dragon senses; **Perception** +10

### DEFENSE

**AC** 19, **touch** 13, **flat-footed** 17 (+2 **Dex**, +6 natural, +1 size)

**hp** 54 (8d10+10) **Fort** +2, **Ref** +4, **Will** +4

**DR** 5/adamantine; **Immune** construct traits, fire

**Weaknesses** Vulnerability to cold

### OFFENSE

**Speed** 40 ft., **fly** 150 ft. (average)

**Melee** bite +13 (1d6+6), 2 claws +13 (1d4+4)

**Special Attacks** breath weapon (20-ft. cone, DC 13, 2d10 fire, usable every 1d4 rounds)

### STATISTICS

**Str** 18, **Dex** 14, **Con** –, **Int** 10, **Wis** 11, **Cha** 10

**Base Atk** +8; **CMB** +11; **CMD** 23 (27 vs. trip)

**Feats** Improved Initiative, Iron Will, Power Attack, Vital Strike

**Skills** Bluff +11, Fly +15, Intimidate +11, Perception +11, Sense Motive +11, Stealth +17

**Languages** Understands Common and Draconic

### MONSTORIN TRAITS

**+2 Str, +2 Int:** Red dragon monstorin powerful with a keen intellect.

**Medium:** Red dragons are medium creatures and have no bonuses or penalties due to their size.

**Base Speed:** Red dragons have a base speed of 30 feet. Tortoigons have 20 ft. speed, but don't reduce their speed for armor or encumbrance.

**Fiery Hide:** Red dragons gain +1 natural armor and may choose to deal fire damage equal to 1 + 1/4 their character level (maximum 5) when hit with natural or unarmed attacks. Endergon monstorin can forego the fire damage and gain +3 natural armor instead.

**Dragon's Blood:** Red dragon monstorin are dragons.

They gain darkvision out to 60 feet and low-light vision. They are also immune to magical sleep effects and paralysis effects.



## RED DRAGON THUNDER LIZARD (TRICERAGON)

CR 15

XP 25,600

**N Huge dragon (augmented magical beast, fire)**

**Init** +2; **Senses** low-light vision, tremorsense 20 ft.; **Perception** +21

### DEFENSE

**AC** 30, **touch** 10, **flat-footed** 30 (+2 **Dex**, +20 natural, –2 size)

**hp** 162 (12d10+96); fast healing 2 (cold negates)

**Fort** +18, **Ref** +10, **Will** +7; **Defensive Abilities** fire healing

### OFFENSE

**Speed** 30 ft.

**Melee** gore +22 (2d10+19), bite +21 (2d8+13 plus burn)

**Space** 15 ft.; **Reach** 15 ft.

**Special Attacks** breath weapon (50-ft. cone, 11d10 fire, DC 24, usable every 1d4 rounds), burn (2d6, DC 24), lava puddle, powerful charge (gore, 4d10+38), trample (1d8+19, DC 29)

### STATISTICS

**Str** 36, **Dex** 15, **Con** 27, **Int** 12, **Wis** 12, **Cha** 15

**Base Atk** +10; **CMB** +20; **CMD** 29 (33 vs. trip)

**Feats** Great Fortitude, Improved Bull Rush, Improved Critical, Iron Will, Power Attack, Run, Skill Focus (Perception), Weapon Focus (gore)

**Skills** Perception +24

### SPECIAL ABILITIES

**Fire Healing (Ex):** When struck by a magical fire effect, the triceragon heals 1 point of damage per 10 points of damage that the fire effect would have dealt.

**Lava Puddle (Su):** Once per day as a full-round action, a triceragon can vomit forth a puddle of lava that fills its space to a depth of 2–3 inches and counts as difficult terrain. Any creature that moves through this puddle of lava takes 2d6 points of fire damage. This damage continues for 1d3 rounds after the creature leaves the lava pool, although then it only inflicts 1d6 points of fire damage per round. The lava puddle solidifies and is safe to touch after 12 rounds. At the GM's discretion, this puddle of lava could start secondary fires.



# RED DRAGON TORTOISE SPAWN (TORTOIGON)

CR 13

XP 25,600

**N Huge dragon (augmented magical beast, earth, fire)**

**Init +2; Senses low-light vision, scent; Perception +21**

## DEFENSE

**AC 31, touch 8, flat-footed 31** (+23 natural, -2 size)

**hp 148** (11d10+88); fast healing 2 (cold negates)

**Fort +15, Ref +7, Will +7**

**Immune** fire, see superheated; **SR 17**

## OFFENSE

**Speed** 20 ft., burrow 20 ft.

**Melee** bite +23 (4d6+21/19-20 plus 1d6 fire and grab), 2 claws +22 (2d6+14 plus 1d6 fire), Tail Slap +17 (2d8+7 plus 1d6 fire and trip)

Space 15 ft.; Reach 15 ft.

**Special Attacks** scorching ray (3 rays, 4d6 fire, usable every 1d4 rounds), swallow whole (2d8+14, **AC 25, 22 hp**)

## STATISTICS

**Str 38, Dex 10, Con 27, Int 9, Wis 15, Cha 10**

**Base Atk +8; CMB +23** (+27 grapple); **CMD 31** (35 vs. trip)

**Feats** Great Fortitude, Improved Initiative, Improved Natural Weapon (bite), Iron Will, Lunge, Skill Focus (Perception), Toughness, Weapon Focus (bite)

**Skills** Perception +21

**SQ** armored stomach, hold breath, shell

## SPECIAL ABILITIES

### Armored Stomach (Ex):

A tortoigon's body is difficult to cut through—its stomach gains a +4 bonus to its **AC** and has double the normal hit points when determining the success of a creature attempting to cut its way free.

**Scorching Ray (Su):** Tortoigons lack the ability to breath fire like other dragons. Instead, they can launch scorching rays, as the spell, from their mouths every 1d4 rounds.

**Shell (Su):** As a move action, a tortoigon can pull its extremities and head into its shell. It cannot move or attack as long as it remains in this state, but its armor bonus from natural armor increases by +4 as long as it does.

**Superheated (Su):** Tortoigons are immune to attacks made with wooden weapons, including ranged attacks with common arrows or spears. A non-magical, wooden weapon that strikes a tortoigon is immediately destroyed (no save). Magical wooden weapons and wooden creatures that attack a tortoigon take 3d6+8 fire damage (Fortitude DC 23 half).

## AVAILABLE TRAINER SPELLS (ALL RED DRAGONS)

### Level Spells

<b>0</b>	Bleed, Detect Magic, Light, Mage Hand, Read Magic
<b>1st</b>	Bristle, Magic Missile, Produce Flame, Shield, True Strike
<b>2nd</b>	Alter Self, Detect Thoughts, Pyrotechnics, Resist Energy, See Invisibility
<b>3rd</b>	Dispel Magic, Displacement, Haste, Tongues
<b>4th</b>	Dimension Door, Fear, Fire Shield, Wall of Fire
<b>5th</b>	Polymorph, Spell Resistance, Telekinesis, Wall of Force
<b>6th</b>	Antimagic Field, Contingency, Greater Dispel Magic
<b>7th</b>	Mass Hold Person, Spell Turning
<b>8th</b>	Greater Shout, Moment of Prescience, Prismatic Wall
<b>9th</b>	Foresight

**NEXT**





**SHARDRAGON BULETTE SPAWN (SHARDRAKE)**

CR 6

XP 2,400

N Small Dragon (augmented magical beast, earth)

Init +9; Senses darkvision 60 ft., low-light vision, scent, tremorsense 60 ft.; Perception +15

**DEFENSE**

AC 27, touch 16, flat-footed 22 (+5 Dex, +11 natural, +1 size)

hp 68 (8d10+24)

Fort +6, Ref +11, Will +5

Immune electricity, sleep, paralysis

**OFFENSE**

Speed 40 ft., burrow 40 ft.

Melee bite +12 (1d6+3/19–20) and 2 claws +11 (1d4+2)

Special Attacks lightning bolt (120-ft. line, DC 14, 8d6 electricity, usable every 1d4 rounds), leap, savage bite

**STATISTICS**

Str 14, Dex 21, Con 16, Int 4, Wis 13, Cha 13

Base Atk +8; CMB +9; CMD 24 (28 vs. trip)

Feats Improved Initiative, Iron Will, Skill Focus (Perception), Weapon Focus (bite)

Skills Acrobatics +13 (+21 jumping), climb +13, Perception +15, Stealth +9; Racial Modifiers +4 on Acrobatics checks made to jump

Languages understands Common; Draconic

**SPECIAL ABILITIES**

**Leap (Ex):** A shardragon can perform a special kind of pounce attack by jumping into combat. When it charges, the shardragon can make a DC 20 Acrobatics check to jump into the air and land next to its enemies. If it makes the Acrobatics check, it can follow up with four claw attacks against foes in reach, but cannot make a bite attack.

**Lightning Bolt (Su):** As the spell, usable every 1d4 rounds.

**Savage Bite (Ex):** A shardragon's bite is particularly dangerous. It applies 1-1/2 times its Strength modifier to damage inflicted with its bite attack, and threatens a critical hit on a 19–20.

**SHARDRAGON RAPTOR SPAWN (SHRAPTOR)**

CR 12

XP 19,200

N Large Dragon (augmented magical beast, earth)

Init +6; Senses darkvision 60 ft., low-light vision, scent, tremorsense 60 ft.; Perception +28

**DEFENSE**

AC 25, touch 11, flat-footed 22 (+2 Dex, +13 natural, –1 size)

hp 161 (17d10+68)

Fort +14, Ref +12, Will +9

Immune electricity, sleep, paralysis

**OFFENSE**

Speed 60 ft., burrow 60 ft.

Melee bite +26 (2d6+13/17–20 plus grab) and 2 claws +25 (1d8+9)

Space 10 ft.; Reach 10 ft.

Special Attacks empowered lightning bolt (120-ft. line, DC 16, 15d6 electricity, usable every 1d4 rounds), pounce, savage bite, swallow whole (2d6+9, AC 16, hp 16)

**STATISTICS**

Str 28, Dex 15, Con 19, Int 4, Wis 15, Cha 16

Base Atk +17; CMB +27 (+31 grapple); CMD 39

Feats Bleeding Critical, Critical Focus, Diehard, Endurance, Improved Critical (bite), Improved Initiative, Iron Will, Run, Skill Focus (Perception), Weapon Focus (bite)

Skills Acrobatics +22 (+30 jumping), climb +29, Perception +28, Stealth –2; Racial Modifiers +4 on Acrobatics checks made to jump

Languages understands Common; Draconic

**SPECIAL ABILITIES**

**Empowered Lightning Bolt (Su):** As the spell, usable every 1d4 rounds.



# SHARDRAGON, GREAT WYRM

CR 18

XP 153,600

**N** Gargantuan dragon (earth)

Init +3; Senses dragon senses; Perception +29

Aura electricity (10ft., 1d6 electricity), frightful presence (270 ft., DC 25)

## DEFENSE

AC 36, touch 5, flat-footed 36 (−1 Dex, +31 natural, −4 size)

hp 310 (21d12+159)

Fort +19, Ref +11, Will +17

DR 15/magic; Immune electricity, paralysis, sleep; SR 27

## OFFENSE

Speed 40 ft., burrow 40 ft., fly 250 ft. (clumsy)

Melee bite +33 (4d6+19/17-20), 2 claws +32 (2d8+13), 2 wings +28 (2d6+6), tail slap +28 (2d8+19)

Space 20 ft.; Reach 15 ft. (20 ft. with bite)

Special Attacks chain lightning (within 1,200 feet, DC 20, 20d6 electricity, usable every 1d4 rounds), crush (Medium creatures, DC 31, 4d6+19), savage bite, tail sweep (Small creatures, DC 31, 2d6+19)

## SPELL-LIKE ABILITIES (CL 18th)

At will—ghost sound (DC 14), dragon's breath (DC 18, acid or electricity only), minor image (DC 16), ventriloquism (DC 15)

## STATISTICS

Str 37, Dex 6, Con 25, Int 16, Wis 21, Cha 19

Base Atk +23; CMB +40; CMD 48 (50 vs. trip)

Feats Combat Casting, Dazzling Display, Deadly Stroke, Extend Spell, Hover, Improved Critical (bite), Improved Initiative, Multiattack, Quicken Spell, Shatter Defenses, Weapon Focus (bite)

Skills Bluff +26, Fly +9, Intimidate +26, Knowledge (arcana, geography, local) +27, Perception +29, Spellcraft +27, Stealth +11, Survival +29

Languages Auran, Common, Draconic, Giant, Terran

SQ sound imitation, trainer spells (CL 18th)

## SPECIAL ABILITIES

**Chain Lightning (Su):** Shardragons lack the ability to breathe electricity like other dragons. Instead, they can cast chain lightning, as the spell, from their mouths every 1d4 rounds.

**Electricity Aura (Su):** A shardragon is surrounded by an aura of electricity. Creatures within 10 feet take 1d6 points of electricity damage at the beginning of the dragon's turn.

## AVAILABLE TRAINER SPELLS (ALL SHARDRAGONS)

NEXT

### Level Spells

0	Bleed, Detect Magic, Flare, Fury Guard, Ghost Sound, Light, Read Magic, Resistance
1st	Blinding Dust, Identify, Jump, Mage Armor, Shock Shield
2nd	Arcane Lock, Knock, Resist Energy, Shatter, Stone Call
3rd	Arcane Sight, Burrow, Disrupting Roar, Lightning Bolt
4th	Dragon's Breath, Stoneskin
5th	Hold Monster, Spell Resistance
6th	Chain Lightning, Mass Hold Person
7th	Greater Arcane Sight, Reverse Gravity, Simulacrum
8th	Iron Body, Moment of Prescience, Stormbolts
9th	Clashing Rocks, Ride the Lightning



## MONSTORIN TRAITS

**+2 Str, +2 Dex, +2 Con, −2 Int, −2 Wis:** Shardragon monstors are physically adept, but lack in cognitive and reasoning skills.

**Medium:** Shardragons are medium creatures and have no bonuses or penalties due to their size.

**Fast Movement:** Shardragons have a base speed of 40 feet and a +4 racial bonus to Acrobatics checks made to jump.

**Dragon's Blood:** Shardragons count as dragons when affected by spells or abilities. They gain darkvision out to 60 feet and low-light vision. They are also immune to magical sleep effects and paralysis effects.

69





## Maverik's Shardragon

"I don't understand your obsession with always capturing the elder stages of a monstorin family," Jenna complained as she followed Maverik up the slope of the mountain. "There were plenty of acceptable shardrakes, and even some shraptors, down there, but you just have to get yourself a shardragon. Why?"

Maverick stopped his ascent and turned back to the researcher with a smile on his weathered face, "When you've been training monsters as long as I have, you eventually realize that there is less time to devote to training a single, or even a handful of new companions through all of their stages."

He winked, "Besides, you know as well as I do that it's more thrilling this way. Otherwise you wouldn't have joined us. Right, Daniel?"

"Right," the younger trainer agreed as he passed Jenna and joined their friend. "Come on, Jenna. If we're lucky, we may even find a thundergon up there with them. That would be a great find for your research."

The girl was inclined to agree with them both, "Alright, but you take that one if we find it, Daniel. I already have lychnis and Maverik's about to capture his own lightning-type monstorin. How much further?"

She looked up as she asked her question and watched a shadow block the sun briefly when one of the huge, winged monstorin flew by.

"There she is," Maverik said as his gauntleted hand followed the earth scales monster. Pointing a little further up the incline, he added, "And that would be her nest. Let's go."

70

### ELCU

CR 5

XP 1,600

CN Small outsider (native, incorporeal)

Init +8; Senses darkvision 60 ft.; Perception +9

#### DEFENSE

AC 19, touch 19, flat-footed 15 (+4 Dex, +4 deflection, +1 size)

hp 39 (6d10+6)

Fort +5; Ref +9; Will +5; Defensive Abilities incorporeal

#### OFFENSE

Speed 20 ft., fly 20 ft. (perfect)

Melee incorporeal touch +11 (1d4 plus spine tingler)

Special Attacks spine tingler (DC 18)

#### SPELL-LIKE ABILITIES (CL 5th)

Constant—light (self only)

At will—flare (DC 14), scare (DC 16), shatter (DC 16)

3/day—gaseous form, that which was

#### STATISTICS

Str —, Dex 18, Con 12, Int 12, Wis 10, Cha 19

Base Atk +6; CMB +9; CMD 19 (can't be tripped)

Feats Ability Focus (spine tingler), Great Fortitude, Improved Initiative

Skills Bluff +13, Intimidate +13, Knowledge (the planes) +10, Perception +9, Sense Motive +9, Stealth +17, Survival +9

Languages Common

SQ ghostly games (large), that which was (CL 5th, CR 5, 3rd-level spells, DC 15)

#### SPECIAL ABILITIES

**Ghostly Games (Sp):** As a full round action, an elcu can take possession of an unattended large or smaller object. This turns the elcu into an animated object of the appropriate size for up to one round per hit dice of the elcu. Once the duration is up, the object is destroyed, or the elcu otherwise leaves the object, it can escape on its next turn, taking half the damage dealt to the object it possessed in the process.

**Spine Tingler (Su):** A living creature touched by an elcu must make a DC 18 Fortitude save or immediately drops anything it is holding and fall prone, shivering for 1 round. It is not helpless but is unable to make any actions during this round. The save DC is Constitution-based and includes a +2 racial bonus.

**That Which Was (Su):** As a standard action, an elcu can imitate any spell of 3rd level or lower or spell-like ability of a CR 5 or lower creature used within 30 feet of it since the end of its last turn. The elcu has a caster level of 5th. The save DC (if any) to resist an imitated spell or spell-like ability is 10 + one-half the elcu's hit dice + the elcu's Charisma modifier.

In addition, any spell or spell-like ability meeting the same requirements that directly targets an elcu is reflected back on the attacker with full effect (caster level and save DC equal to that of the original caster). The spell does still affect the elcu as well.



## ELCU, ADULT (CUCUY)

CR 11

XP 12,800

CN Medium outsider (native, incorporeal)

Init +7; Senses darkvision 60 ft.; Perception +16

### DEFENSE

AC 18, touch 18, flat-footed 13 (+3 Dex, +5 deflection)

hp 97 (13d10+26)

Fort +8; Ref +11; Will +8; Defensive Abilities incorporeal

### OFFENSE

Speed 30 ft., fly 30 ft. (perfect)

Melee incorporeal touch +16 (1d4 plus spine tingler)

Special Attacks spine tingler (DC 22)

### SPELL-LIKE ABILITIES (CL 11th)

Constant—light (self only)

At will—flare (DC 15), major image (DC 20), scare (DC 17), shatter (DC 17)

3/day—gaseous form, shadow conjuration (DC 21)/evocation (DC 22), that which was

### STATISTICS

Str —, Dex 16, Con 14, Int 12, Wis 10, Cha 21

Base Atk +13; CMB +9; CMD 19 (can't be tripped)

Feats Alertness, Ability Focus (spine tingler), Combat Casting, Great Fortitude, Improved Initiative, Improved Spell Focus

Skills Bluff +21, Intimidate +21, Knowledge (the planes) +17, Perception +20, Sense Motive +20, Stealth +19, Survival +16

Languages Common; SQ ghostly games (huge), that which was (CL 11th, CR 11, 6th-level spells, DC 21)

### MONSTORIN TRAITS

**+2 Dex, +2 Cha, –2 Str:** Elcu monstorin are quick with words and action, but have trouble with physical interaction.

**Medium:** Elcus are medium creatures and have no bonuses or penalties due to their size.

**Base Speed:** Elcus have a base speed of 30 feet.

**Outsider:** Elcus are native outsiders. They have darkvision out to 60 feet.

**Lesser Incorporeality:** Elcus can become incorporeal as a move action for a number of rounds per day equal to their character level. This ability does not allow them to pass through objects such as walls or gates, but has all other benefits of incorporeality.

The rounds need not be consecutive.

**Spell Resistance:**

Elcus have Spell Resistance equal to 6 + their level.



## ELCU, ELDER (CUCALON)

CR 17

XP 102,400

CN Medium outsider (native, incorporeal)

Init +7; Senses darkvision 60 ft.; Perception +9

### DEFENSE

AC 22, touch 22, flat-footed 17 (+5 Dex, +7 deflection)

hp 150 (20d10+40)

Fort +12; Ref +17; Will +14

Defensive Abilities incorporeal

### OFFENSE

Speed 30 ft., fly 30 ft. (perfect)

Melee incorporeal touch +25 (1d4 plus spine tingler)

Special Attacks spine tingler (DC 28)

### SPELL-LIKE ABILITIES (CL 17th)

Constant—light (self only)

At will—flare (DC 17), major image (DC 22), scare (DC 19), shatter (DC 19), shadow conjuration (DC 23)/evocation (DC 24)

3/day—gaseous form, greater shadow conjuration (DC 26)/evocation (DC 27), programmed image (DC 25), shades (DC 28), that which was, vanish

### STATISTICS

Str —, Dex 20, Con 18, Int 16, Wis 14, Cha 25

Base Atk +20; CMB +25; CMD 35 (can't be tripped)

Feats Alertness, Ability Focus (spine tingler), Combat Casting, Great Fortitude, Improved Initiative, Improved Spell Focus, Lightning Reflexes, Skill Focus (bluff, stealth)

Skills Bluff +36, Intimidate +30, Knowledge (the planes) +26, Perception +29, Sense Motive +29, Stealth +34, Survival +25

Languages Common

SQ ghostly games (gargantuan), that which was (CL 17th, CR 17, 9th-level spells, DC 27)

### AVAILABLE TRAINER SPELLS

Elcu trainers learn all of cucalon's spell-like abilities as spells of their appropriate level.



NEXT





## ELEMENTALS

Elementals are amongst the most common monsters captured in the Kingdom because they can be found with some ease and often have little willpower of their own. In addition, their natural growth into larger and more varied forms makes them a favorite companion of trainers who are just learning to raise monsters.

When a trainer reaches a level at which he can call upon the next available elemental, he can choose to simply increase CR of the elemental he's calling or turn it into another elemental that shares a type with the original. For example, a trainer with a small earth elemental companion can change it into a medium magma elemental when he reaches 4th level. At 6th level, when his companion grows again, he can keep it as a magma elemental or change it into either a fire or earth elemental.

### ELEMENTAL, EARTH CHAMPION (HARCREST)

CR 5

XP 1,600

N Large outsider (earth, elemental, extraplanar)

**Init** -1; **Senses** darkvision 60 ft., tremorsense 60 ft.;  
**Perception** +11

#### DEFENSE

AC 18, **touch** 8, **flat-footed** 18 (-1 Dex, +10 natural, -1 size)**hp** 68 (8d10+24)**Fort** +9, **Ref** +1, **Will** +6DR 5/—; **Immune** elemental traits, trip

#### OFFENSE

**Speed** 20 ft., burrow 20 ft., earth glide**Melee** 2 slams +14 (2d6+7)

Space 10 ft.; Reach 10 ft.

**Special Attacks** stone shards

#### STATISTICS

**Str** 24, **Dex** 8, **Con** 17, **Int** 6, **Wis** 11, **Cha** 11**Base Atk** +8; **CMB** +16; **CMD** 25**Feats** Cleave, Greater Bull Rush, Improved Bull Rush, Improved Overrun, Power Attack**Skills** Appraise +6, **climb** +15, Knowledge (dungeoneering) +3, Knowledge (planes) +6, Perception +11, Stealth +5**Languages** understands Common; Terran

#### SPECIAL ABILITIES

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

**Stone Shards (Ex):** As a standard action up to 8 times per day, the harcrest can blast enemies within 45 feet with heavy shards of stone. It may launch up to two shards at a time. Each shard requires a ranged touch attack to hit and deals 4d6 points of piercing and bludgeoning damage. The shards may be launched at the same or different targets, but all shards must be aimed at targets within 30 feet of each other and launched simultaneously. Damage reduction can reduce this damage.

#### AVAILABLE TRAINER SPELLS (ALL EARTH ELEMENTALS)

##### Level Spells

<b>0</b>	Daze, Fury Guard
<b>1st</b>	Blinding Dust, Magic Stone, Sanctuary, Shield, Stone Fist
<b>2nd</b>	Acid Arrow, Daze Monster, Soften Earth and Stone
<b>3rd</b>	Burrow, Spike Growth, Thundering Drums
<b>4th</b>	Mass Daze, Spike Stones, Stone Shape, Stoneskin
<b>5th</b>	Spell Resistance, Transmute Rock to Mud
<b>6th</b>	Transformation
<b>7th</b>	Regenerate
<b>8th</b>	Iron Body
<b>9th</b>	Clashing Rocks

#### MONSTORIN TRAITS

**+2 Str, +2 Con, -2 Dex:** Earth elemental monstorin make up for their lack of speed with a strong, tough exterior.

**Medium:** An earth elemental's size gives no bonus or penalty.

**Slow Speed:** Earth elementals have a base speed of 20 feet. Their speed is never modified by armor or encumbrance.

**Stability:** Earth elementals gain a +4 racial bonus to their Combat Maneuver Defense when resisting a bull rush or trip attempt while standing on the ground.

**Outsider (native) (Ex):** Earth Elementals count as outsiders with the native subtype for effects related to creature type.

**Darkvision:** Earth elementals gain darkvision out to 60 ft.

**Acid-Carved (Ex):** Earth elementals gain acid resistance 5. Any time an earth elemental takes acid damage, it gains fast healing 2 for 1 round. It can only regain up to 2 hit points per level per day from this ability.



## ELEMENTAL, EARTH HERO (HARBRICK)

CR 3

XP 800

N Medium outsider (earth, elemental, extraplanar)

Init -1; Senses darkvision 60 ft., tremorsense 60 ft.; Perception +7

### DEFENSE

AC 18, touch 9, flat-footed 18 (-1 Dex, +9 natural)

hp 34 (4d10+12)

Fort +7, Ref +0, Will +4

Immune elemental traits

### OFFENSE

Speed 20 ft., burrow 20 ft., earth glide

Melee slam +9 (1d8+7)

Special Attacks earthen reach

### STATISTICS

Str 20, Dex 8, Con 17, Int 4, Wis 11, Cha 11

Base Atk +4; CMB +9; CMD 18

Feats Cleave, Improved Bull Rush, Power Attack

Skills Appraise +1, climb +10, Knowledge (dungeoneering) +2, Knowledge (planes) +2, Perception +7, Stealth +3

Languages understands Common; Terran

### SPECIAL ABILITIES

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

**Earthen Reach (Ex):** If the harbrick can sense an opponent with its tremorsense, it can take a -2 penalty to its attack and reach through the earth, striking at that opponent from any distance.



## ELEMENTAL, EARTH WARRIOR (HARCORE)

CR 1

XP 400

N Small outsider (earth, elemental, extraplanar)

Init -1; Senses darkvision 60 ft., tremorsense 60 ft.; Perception +4

### DEFENSE

AC 17, touch 10, flat-footed 17 (-1 Dex, +7 natural, +1 size)

hp 13 (2d10+2)

Fort +4, Ref -1, Will +3

Immune elemental traits

### OFFENSE

Speed 20 ft., burrow 20 ft., earth glide

Melee slam +6 (1d6+4)

Special Attacks earth strike

### STATISTICS

Str 16, Dex 8, Con 13, Int 4, Wis 11, Cha 11

Base Atk +2; CMB +4; CMD 13

Feats Improved Bull Rush, Power Attack

Skills Appraise +1, climb +7, Knowledge (dungeoneering) +1, Knowledge (planes) +1, Perception +4, Stealth +7

Languages understands Common; Terran

### SPECIAL ABILITIES

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

**Earth Strike (Ex):** When a harcocre is reduced to 0 hit points, it explodes in a burst of elemental energy, dealing 2d6 damage to all creatures within 20 feet. A creature that makes a successful DC 14 Reflex save takes only half damage. This save DC is Constitution-based.



NEXT



73



**ELEMENTAL, EARTH BEETLE (COLEOPTERA)**

CR 5

XP 1,600

CE Large outsider (earth, elemental, extraplanar)

**Init** +0; **Senses** darkvision 60 ft., tremorsense 60 ft.; **Perception** +11**DEFENSE****AC** 18, **touch** 9, **flat-footed** 18 (+9 natural, -1 size)**hp** 68 (8d10+24)**Fort** +9, **Ref** +2, **Will** +6; **DR** 5/—; **Immune** elemental traits**OFFENSE****Speed** 40 ft., burrow 40 ft., **climb** 40 ft.**Melee** bite +12 (1d8+7 plus grab and poison), slam +13 (2d6+5)

Space 10 ft.; Reach 5 ft.

**Special Attacks** heedless assault, powerful charge (slam, 4d6+10)**STATISTICS****Str** 20, **Dex** 10, **Con** 17, **Int** 6, **Wis** 11, **Cha** 11**Base Atk** +8; **CMB** +14 (+18 when grappling); **CMD** 24 (28 vs. grapple or trip)**Feats** Greater Bull Rush, Improved Bull Rush, Improved Overrun, Power Attack, Weapon Focus (Slam)**Skills** Climb +24, Knowledge (dungeoneering) +9, Knowledge (planes) +9, Perception +11, Stealth -8**Languages** understands Common; Terran**SPECIAL ABILITIES****Heedless Assault (Ex):** A coleoptera can still use slam and powerful charge against other targets while it has a creature grappled, and it can continue to bite the grappled target.**Poison (Ex):** Stonemaker—injury; save **Fort** DC 17; frequency 1/round for 4 rounds; effect 1d2 Dexterity damage; cure 1 save. The save DC is Constitution-based.**MONSTORIN TRAITS AND Trainer Spells**

Coleoptera and Chitinera have the same traits as other earth elementals except as follows. They trade Thundering Drums for Poison as a 3rd-level spell.

**+2 Str, +2 Con:** They do not receive a penalty to their Dexterity.**Base Speed:** 30 feet. Their speed is never modified by armor or encumbrance.**Acid-Carved:** They do not receive this trait.**ELEMENTAL, EARTH SPIDER (CHITINERA)**

CR 9

XP 6,400

CE Huge outsider (earth, elemental, extraplanar)

**Init** +6; **Senses** darkvision 60 ft., tremorsense 60 ft.; **Perception** +15**DEFENSE****AC** 23, **touch** 10, **flat-footed** 21 (+2 **Dex**, +13 natural, -2 size)**hp** 125 (10d10+70)**Fort** +14, **Ref** +5, **Will** +9; **DR** 5/—; **Immune** elemental traits**OFFENSE****Speed** 40 ft., burrow 40 ft., **climb** 40 ft.**Melee** bite +17 (2d6+9 plus poison), slam +17 (2d8+9), 2 claws +13 (1d8+4)

Space 15 ft.; Reach 10 ft. (claw 5 ft.)

**Special Attacks** crush (Small creatures, 2d8+13, DC 22), trample (2d8+13, DC 26)**STATISTICS****Str** 28, **Dex** 14, **Con** 25, **Int** 10, **Wis** 15, **Cha** 15**Base Atk** +10; **CMB** +21 (+25 with crush); **CMD** 33 (41 vs. trip)**Feats** Greater Bull Rush, Improved Initiative, Improved Overrun, Power Attack, Weapon Focus (Slam)**Skills** Climb +30, Knowledge (dungeoneering) +13, Knowledge (planes) +13, Perception +15, Stealth +7**Languages** understands Common; Terran**SPECIAL ABILITIES****Trample (Ex):** Chitineras gain a +2 racial bonus to the DC of trample because of their many legs.**Poison (Ex):** Stonemaker—injury; save **Fort** DC 22; frequency 1/round for 4 rounds; effect 1d2 Dexterity damage; cure 1 save. The save DC is Constitution-based.

## ELEMENTAL, MAGMA RAM (AERISOR)

CR 14

XP 38,400

**N Huge outsider (earth, elemental, extraplanar, fire)**

**Init +3; Senses darkvision 60 ft.; Perception +11**

### DEFENSE

**AC 19, touch 7, flat-footed 19** (–1 Dex, +11 natural, –2 size)

**hp 190** (19d10+95)

**Fort +16, Ref +10, Will +6**

DR 5/—; **Immune** fire, elemental traits

Weaknesses vulnerability to cold

### OFFENSE

**Speed** 30 ft., burrow 20 ft.; earth glide

**Melee** gore +20 (2d6+8), 2 hooves +15 (1d10+4 plus burn)

Space 15 ft.; Reach 10 ft.

**Special Attacks** burn (1d6, DC 16), lava puddle, powerful charge (gore, 4d6+16)

### STATISTICS

**Str 26, Dex 8, Con 20, Int 6, Wis 11, Cha 11**

**Base Atk +19; CMB +29; CMD 38**

**Feats** Great Cleave, Greater Bull Rush, Improved Initiative, Power Attack, Weapon Focus (gore), Improved Natural Weapon (hoof), Greater Overrun

**Skills** Climb +16 (+20 in mountains), Perception +11

**Languages** understands Common; Ignan

**SQ** earth glide

### SPECIAL ABILITIES

**Burn (Ex):** An aerisor's burn DC includes a –2 racial penalty, as their fires don't burn quite as hot as true elemental flames.

**Earth Glide (Ex):** A burrowing aerisor can pass through stone, dirt, lava, or almost any other sort of earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple, though the area it passes through feels warm for 1 round afterward and often retains a strangely smooth texture, as if the stone had been polished. A move earth spell cast on an area containing a burrowing aerisor flings it back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

**Lava Puddle (Su):** Once per day as a full-round action, an aerisor can vomit forth a puddle of lava that fills its space to a depth of 2–3 inches and counts as difficult terrain. Any creature that moves through this puddle of lava takes 2d6 points of fire damage. This damage continues for 1d3 rounds after the creature leaves the lava pool, although then it only inflicts 1d6 points of fire damage per round. The lava puddle solidifies and is safe to touch after a number of rounds equal to the aerisor's Hit Dice. At the GM's discretion, this puddle of lava could start secondary fires.

### AVAILABLE TRAINER SPELLS

Level Spells

**0** Flare, Light

**1st** Blinding Dust, Produce Flame, Sanctuary, Shield

**2nd** Scorching Ray, Soften Earth and Stone

**3rd** Burrow, Continual Flame, Fireball, Thundering Drums

**4th** Stone Shape, Stoneskin, Wall of Fire

**5th** Spell Resistance

**6th** Chains of Fire, Transformation

**7th** Delayed Blast Fireball, Caustic Eruption

**8th** Wall of Lava

**9th** Fiery Body

### MONSTORIN TRAITS

**+2 Str, +2 Con, –2 Int:** Magma elemental monstorin are brutish and stubborn.

**Medium:** Magma elementals are medium creatures and have no bonuses or penalties due to their size.

**Normal Speed:** Magma elementals have a base speed of 30 feet. When it moves, a magma elemental leaves behind smoldering flames for 1 round that deal 1d4 points of fire damage to creatures passing over them.

**Flame Charge:** Magma elementals gain a +10 foot racial bonus to their speed when using the charge, run, or withdraw actions.

**Outsider (native) (Ex):** Magma Elementals count as outsiders with the native subtype for effects related to creature type.

**Darkvision:** Magma elementals gain darkvision out to 60 ft.

**Flame-Carved (Ex):** Magma elementals gain .fire resistance 5. Any time a magma elemental takes fire damage, it gains fast healing 2 for 1 round. It can only regain up to 2 hit points per level per day from this ability.

**NEXT**



75







## ELEMENTAL, STORM TWINS (GEMINEL)

CR 12

XP 19,200

**N Huge outsider (air, elemental, extraplanar, water)**

**Init +16; Senses darkvision 60 ft.; Perception +19**

### DEFENSE

**AC 27, touch 21, flat-footed 14** (+12 **Dex**, +1 **dodge**, +6 **natural**, –2 **size**)

**hp 162** (13d10+65)

**Fort +15, Ref +20, Will +9**

**DR 10/—; Immune** electricity, elemental traits

### OFFENSE

**Speed** fly 100 ft. (perfect), **swim** 100 ft.

**Melee** 2 slams +23 (2d6+3 plus 2d6 electricity)

**Ranged** waterball 20 ft., +23 (2d6+3)

**Space** 15 ft.; **Reach** 15 ft.

**Special Attacks** metal mastery, spark leap

### SPELL-LIKE ABILITIES (CL 13th)

**At will**—aqueous orb (DC 18), create water, fog cloud

**3/day**—quench, call lightning (DC 20)

### STATISTICS

**Str 16, Dex 35, Con 24, Int 8, Wis 17, Cha 21**

**Base Atk +13; CMB +18; CMD 41**

**Feats** Blind-Fight, Dodge, Greater Spell Focus (evocation), Improved Initiative, Iron Will, Mobility, Weapon Finesse

**Skills** Acrobatics +28, Escape Artist +28, Fly +16, Intimidate +17, Knowledge (planes) +15, Perception +19

**Language** Auran

**SQ** alter size, trainer spells (CL 13th)

### SPECIAL ABILITIES

**Alter Size (Su):** Geminels are naturally tiny creatures, but they can change their size, growing up to huge size at will as a move action (like drawing a weapon). This also allows a geminel to squeeze past any opening through which air can pass. At small and tiny, a geminel's size bonus to attacks and **AC** becomes 1 and 2, respectively, but it takes an equal penalty to **CMB** and **CMD**. There is no bonus at medium size, a –1 at large and a –2 at huge. The geminel's **CMB** and **CMD** gain an equal bonus at large and huge to compensate. Unlike most creatures that change size, a geminel's attacks never deal more or less damage.

**Metal Mastery (Ex):** A geminel gains a +3 bonus on attack rolls if its opponent is wearing metal armor, is wielding a metal weapon, or is made of metal (such as an iron golem).

**Spark Leap (Ex):** A geminel gains a +10 bonus on bull rush, disarm, overrun, and trip attacks when it charges a creature against whom its metal mastery ability applies.

### MONSTORIN TRAITS

**+2 Dex, +2 Con, –2 Int:** Storm elemental monstorin are quick and tough with a child-like demeanor.

**Medium:** Storm elementals are medium creatures and have no bonuses or penalties due to their size.

**Base Speed:** Storm elementals have a base speed of 30 feet. While moving, they can glide up to 30 feet in a single round. If a storm elemental doesn't end its turn on the ground, it falls.

**Outsider (native) (Ex):** Storm Elementals count as outsiders with the native subtype for effects related to creature type.

**Darkvision:** Storm elementals gain darkvision out to 60 ft.

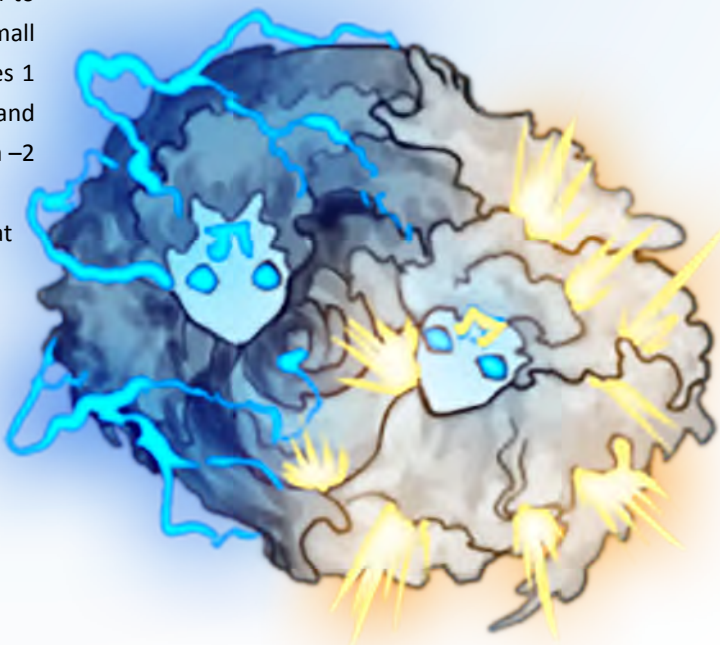
**Storm-Born (Ex):** Storm elementals gain .electricity resistance 5. Any time a storm elemental takes electricity damage, it gains fast healing 2 for 1 round. It can only regain up to 2 hit points per level per day from this ability.

### AVAILABLE TRAINER SPELLS

#### Level Spells

<b>0</b>	Create Water
<b>1st</b>	Obscuring Mist
<b>2nd</b>	Fog Cloud
<b>3rd</b>	Call Lightning, Cloak of Winds, Sleet Storm, Wind Wall
<b>4th</b>	Ball Lightning, Cloud Shape, Ice Storm, True Form
<b>5th</b>	Call Lightning Storm, Control Winds
<b>6th</b>	Path of the Winds
<b>7th</b>	Control Weather, Scouring Winds, Sunbeam
<b>8th</b>	Stormbolts, Sunburst, Whirlwind
<b>9th</b>	Storm of Vengeance, Winds of Vengeance

76



# FAERIE DRAGON

CR 2

XP 600

CG Tiny dragon

Init +3; Senses darkvision 60 ft., low-light vision; Perception +8

## DEFENSE

AC 18, touch 16, flat-footed 14 (+3 Dex, +1 dodge, +2 natural, +2 size)

hp 22 (3d12+3)

Fort +4, Ref +6, Will +5

Immune paralysis, sleep; SR 13

## OFFENSE

Speed 10 ft., fly 60 ft. (perfect), swim 30 ft.

Melee bite +4 (1d3-1)

Space 2-1/2 ft.; Reach 0 ft.

Special Attacks breath weapon (5-ft. cone, euphoria, Fort DC 12 negates, usable every 1d4 rounds)

## SPELL-LIKE ABILITIES (CL 3rd)

3/day—greater invisibility (self only)

## STATISTICS

Str 9, Dex 17, Con 13, Int 16, Wis 14, Cha 16

Base Atk +3; CMB +4; CMD 14 (18 vs. trip)

Feats Acrobatic, Dodge

Skills Acrobatics +9, Bluff +9, Diplomacy +9, Fly +21, Perception +8, Sense Motive +8, Stealth +17, swim +9, Use Magic Device +9

Languages Draconic, Elven, Sylvan; understands Common; telepathy 100 ft.

SQ alter size, trainer spells (CL 3rd)

## SPECIAL ABILITIES

**Breath Weapon (Su):** 5-foot cone, euphoria for 1d6 rounds, DC 12 Fort negates. Creatures affected by euphoria are staggered, sickened, and immune to fear effects for the duration. A faerie dragon can use this breath weapon once every 1d4 rounds. The save DC is Constitution-based.

## AVAILABLE TRAINER SPELLS

### Level Spells

0	Create Water, Daze, Flare, Ghost Sound, Mage Hand
1st	Color Spray, Faerie Fire, Silent Image, Sleep
2nd	Daze Monster, Invisibility, Minor Image, See Invisibility
3rd	Aqueous Orb, Deep Slumber, Hold Person, Major Image
4th	Greater Invisibility, Mass Daze, Rainbow Pattern, Wandering Star Motes
5th	Break Enchantment, Hold Monster, Persistent Image, Symbol of Sleep
6th	Cloak of Dreams, Fluid Form, Greater Heroism, Programmed Image
7th	Mass Hold Person, Project Image, Symbol of Stunning
8th	Moment of Prescience, Prismatic Wall, Scintillating Pattern
9th	Foresight, Prismatic Sphere

## MONSTORIN TRAITS

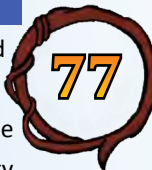
**+2 Con, +2 Cha:** Faerie dragon monstorin are tough and likeable.

**Small:** Faerie dragons are small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their CMB and CMD, and a +4 size bonus on Stealth checks.

**Slow Speed:** Faerie dragons' speed is 20 ft.

**Dragon's Blood:** Faerie dragons count as dragons when affected by spells or abilities. They gain darkvision out to 60 feet and low-light vision. They are also immune to magical sleep effects and paralysis effects.

NEXT





## FARREALMERS

The plane on which the Kingdom exists sits closer than many to the edge of reality known by researchers as the Dreamlands. It is this chaotic place through which monsters travel into existence after leaving the Astral Realm. It is also from the Dreamlands that the original farrealms were called into reality.

When they manifest in the world, farrealms take on aspects of abstract concepts such as life, the mind, and wrath. Born directly from the manifestation of dreams, they are naturally chaotic, but many researchers are of the notion that the guidance of strong trainers can keep the farrealms under control.

An unfortunate side effect of the farrealms' presence is the change they bring upon some trainers. Over time, these poor individuals find themselves changing, becoming more chaotic in their own nature. Without caution, some have even become farrealms themselves.

### FARREALM LIFE CONCEPT (DIVINISPAWN)

CR 11

XP 12,800

CN Medium **outsider** (chaotic, extraplanar, farrealmer)

Init +7; Senses Darkvision 60 ft.; Perception +8

#### DEFENSE

AC 23, **touch** 12, **flat-footed** 23 (+4 deflection, +11 natural, -2 fury of the abyss)**hp** 85 (10d10+30)**Fort** +9, **Ref** +10, **Will** +11; **Immune** farrealmer traits; Resist varies

#### OFFENSE

**Speed** 20 ft.**Melee** quarterstaff +22/+17 (1d6+12/19–20) or quarterstaff +20/+15 (1d6+10/19–20) and quarterstaff +20/+15 (1d6+8/19–20) or 2 slams +16 (1d8+4)**Special Attacks** channel chaotic energy 4/day (DC 14, 6d6), fury of the Abyss (+6, 7/day, 1 used)

#### STATISTICS

**Str** 18, **Dex** 17, **Con** 14, **Int** 12, **Wis** 18, **Cha** 8**Base Atk** +10; **CMB** +14; **CMD** 27**Feats** Combat Casting, Improved Critical (quarterstaff), Improved Initiative, Improved Two-Weapon Fighting, Toughness, Weapon Focus (quarterstaff)**Skills** Diplomacy +8, Knowledge (history) +6, Knowledge (planes) +6, Knowledge (religion) +14, Perception +8, Sense Motive +13, Spellcraft +10, **swim** +12**Languages** Common;**SQ** trainer spells (CL 10th, uses Wisdom), Restorative Touch (7/day)

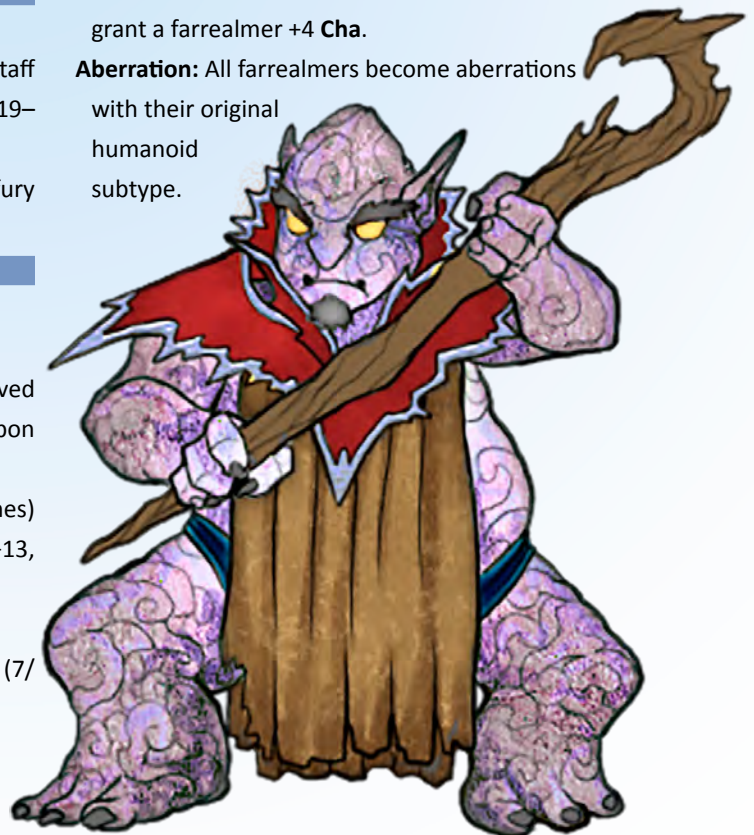
#### SPECIAL ABILITIES

**Caster Level (Ex):** The divinispawn is considered a cleric of its caster level for the purpose of referenced spells and abilities.**Channel Chaotic Energy (Su):** A divinispawn can channel energy in a manner similar to a cleric, but its ability to heal or harm is unstable. It can choose to heal all chaotic creatures in its area or harm all lawful creatures. When the divinispawn channels energy either way, there is a 50% chance that neutral creatures in the area are also affected.**Fury of the Abyss (Su):** As a swift action, a divinispawn can give itself a +6 enhancement bonus on melee attacks, melee damage rolls, and combat maneuver checks for 1 round. During this round, it takes a -2 penalty to **AC**. The divinispawn can use this ability 7 times per day (This is already applied here).**Restorative Touch (Su):** A divinispawn can touch a creature, letting healing power flow through it to relieve the creature of a minor condition. Its touch can remove the dazed, fatigued, shaken, sickened, or staggered condition. The divinispawn chooses which condition is removed. It can use this ability 7 times per day.

#### MONSTORIN TRAITS

Farrealmer monstorin use the base statistics of other humanoids, but they switch one ability score bonus with a penalty of equal value. For example a farrealmer gnome can have +2 **Str**, +2 **Con**, -2 **Cha** or +2 **Str**, +2 **Cha**, -2 **Con**. Humanoids without both an equal bonus and penalty to their ability scores (example: goblins and humans) gain +2 **Cha**, -2 **Wis** in addition to their other bonuses. This cannot be used to grant a farrealmer +4 **Cha**.

**Aberration:** All farrealms become aberrations with their original humanoid subtype.



## FARREALM MIND CONCEPT (THOUGHTSPAWN)

CR 9

XP 6,400

CN Small aberration (extraplanar, farrealmer, gnome)

Init +6; Senses darkvision 60 ft., low-light vision; Perception +8

### DEFENSE

AC 23, touch 18, flat-footed 20 (+4 deflection, +2 Dex, +1 dodge, +5 natural, +1 size); (+4 dodge vs. giants)

hp 119 (14d8+56)

Fort +12, Ref +13, Will +11; +2 vs. illusions

Immune farrealmer traits; Resist varies

### OFFENSE

Speed 20 ft.

Melee dagger +8 (1d3–2/19–20)

Ranged dagger +10 (1d3–2/19–20)

Special Attacks blinding ray (7/day); +1 on attack rolls against goblinoid and reptilian humanoids

### SPELL-LIKE ABILITIES (CL 10th)

At will—mage armor

5/day—shadow evocation (DC 20)

1/day—ghost sound, silent image

### STATISTICS

Str 6, Dex 14, Con 16, Int 18, Wis 14, Cha 12

Base Atk +10; CMB +7; CMD 20

Feats Combat Casting, Dodge, Empower Spell, Greater Spell Focus (illusion), Lightning Reflexes, Improved Initiative, Toughness

Skills Acrobatics +17, Appraise +19, Craft (any one) +19, Knowledge (arcana, geography, local, nature, planes) +19, Perception +8, Perform (oratory) +5, Spellcraft +19, Stealth +21

Languages Common, Draconic, Dwarven, Elven, Gnome, Sylvan

SQ trainer spells (CL 10, uses Intelligence), extended illusions (+5 rounds), invisibility field (10 rounds)

### SPECIAL ABILITIES

**Caster Level (Ex):** The thoughtspawn is considered a wizard of its caster level for the purpose of referenced spells and abilities.

**Blinding Ray (Sp):** As a standard action, a thoughtspawn can fire a shimmering ray at any foe within 30 feet as a ranged touch attack. The ray causes creatures to be blinded for 1 round. Creatures with more Hit Dice than the thoughtspawn's wizard level are dazzled for 1 round instead. It can use this ability a number of times per day equal to 3 + its Intelligence modifier.

**Extended Illusions (Su):** Any illusion spell a thoughtspawn casts with a duration of "concentration" lasts a number of additional rounds equal to 1/2 its wizard level after it stops maintaining concentration (minimum +1 round).

**Invisibility Field (Sp):** A thoughtspawn can make itself Invisible as a swift action for a number of rounds per day equal to its wizard level. These rounds need not be consecutive. This otherwise functions as greater invisibility.

### Farrealmer Traits

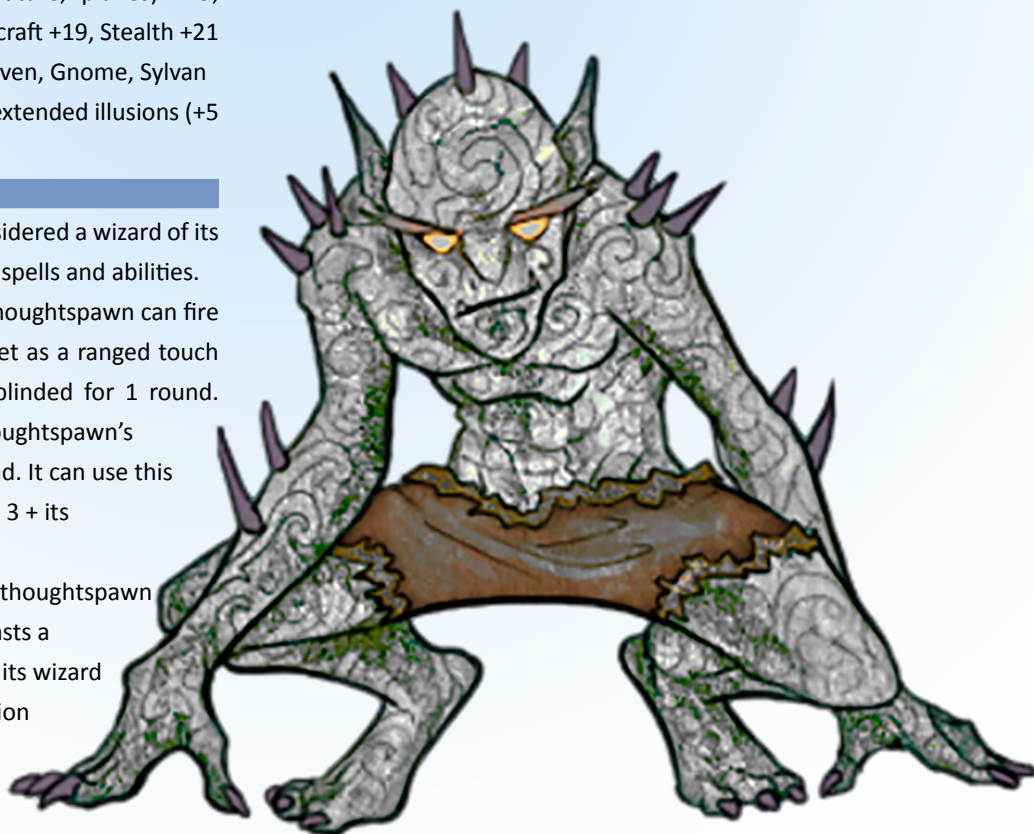
Farrealmers are chaotic outsiders that call the Dreamlands their home. Only the toughest of farrealmers ever survive on the material plane.

Traits: Farrealmers possess a particular suite of traits (unless otherwise noted in a creature's entry) as summarized here.

- Immunity to mind-affecting effects.
- When a farrealmer is dealt damage, it gains resistance and/or damage reduction against similar attacks for 1 round. The resistance equals the farrealmer's hit dice.
- Farrealmers gain Toughness as a bonus feat. For every 5 hit dice a farrealmer possesses, it gains a +2 deflection bonus to AC.
- Farrealmers have good Fortitude, Reflex, and Will saves.
- Except where otherwise noted, farrealmers speak Common. Farrealmer aberrations speak the original languages of their race.
- A farrealmer's natural weapons, as well as any weapons it wields, are treated as chaotic for the purpose of resolving damage reduction.



79







## FARREALM STRIFE CONCEPT (MAIMSPAWN)

CR 3

XP 800

CN Medium aberration (extraplanar, farrealmer, human)

Init +3; Senses Perception +8

### DEFENSE

AC 16, touch 12, flat-footed 14 (+2 Dex, +4 natural)

hp 22 (4d8+4)

Fort +3, Ref +6, Will +4

Defensive Abilities evasion, uncanny dodge; Immune farrealmer traits; Resist varies

### OFFENSE

Speed 30 ft.

Melee 4 shortswords +4/+4/+4/+4 (1d6/19–20) or 4 slams +6 (1d4)

Special Attacks sneak attack +2d6

### SPELL-LIKE ABILITIES (CL 4th)

3/day—daze

2/day—disguise self

### STATISTICS

Str 11, Dex 16, Con 10, Int 13, Wis 12, Cha 18

Base Atk +3; CMB +3; CMD 15

Feats Improved Feint, Multiweapon Fighting, Toughness, Weapon Finesse

Skills Bluff +11, Diplomacy +11, Disguise +11, Perception +8, Sense Motive +8, Sleight of Hand +9, Stealth +9

Languages Common, Elven

## FARREALM WARRIOR CONCEPT (WARSPAWN)

CR 17

XP 51,200

CN Medium outsider (extraplanar, farrealmer)

Init +7; Senses Perception +25

### DEFENSE

AC 36, touch 23, flat-footed 29(+6 deflection, +7 Dex, +13 natural)

hp 264 (23d10+138); loses 46 hit points when not transformed

Fort +23, Ref +20, Will +12

Immune farrealmer traits; Resist varies

### OFFENSE

Speed 35 ft.

Melee scimitar +28/+23/+18/+13 (1d6+4/15–20) or 2 slams +24 (1d4+4)

Special Attacks farrealm warrior

### SPELL-LIKE ABILITIES (CL 20th)

1/day—quicken transformation (represented here)

### STATISTICS

Str 19, Dex 24, Con 20, Int 10, Wis 8, Cha 12

Base Atk +23; CMB +20; CMD 43

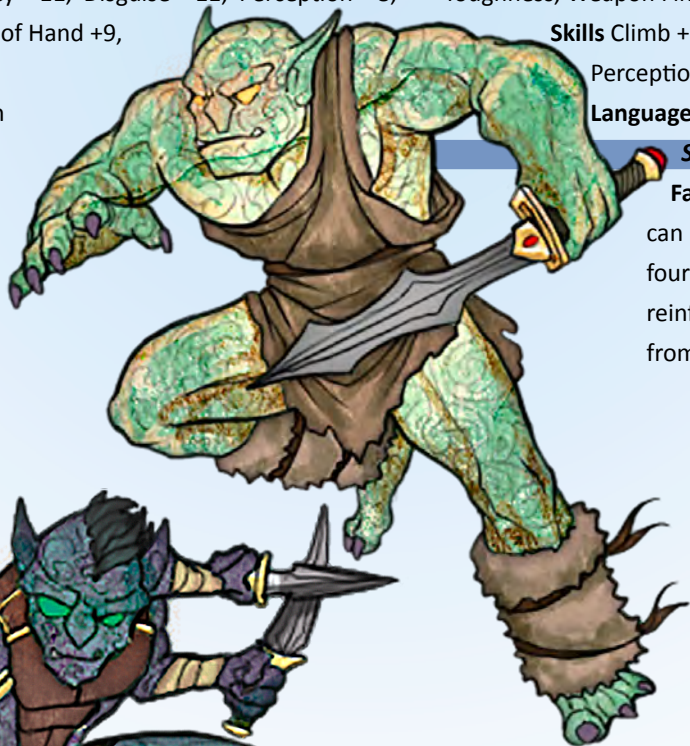
Feats Bleeding Critical, Combat Reflexes, Critical Focus, Fleet, Improved Critical (scimitar), Iron Will, Power Attack, Quicken Spell-Like Ability (Transformation), Skill Focus (Acrobatics), Toughness, Weapon Finesse, Weapon Focus (scimitar)

Skills Climb +30, Acrobatics +37, Intimidate +27, Perception +25, Sense Motive +25, swim +30

Languages Common

### SPECIAL ABILITIES

**Farrealm Warrior (Ex):** A warspawn can take a –4 penalty to its AC and deal four times its weapon damage (4d6) as it reinforces the weapon with twisted energy from the farrealm.



## FARREALM WRATH CONCEPT (FLESHSPAWN)

CR 15

XP 51,200

CN Large outsider (extraplanar, farrealmer)

Init +1; Senses darkvision 60 ft.; Perception +20

### DEFENSE

AC 30, touch 14, flat-footed 29 (+6 deflection, +1 Dex, +16 natural, -2 enrage, -1 size)

hp 216 (16d10+128); loses 80 hit points when not enraged

Fort +17, Ref +11, Will +14; +6 vs. spells and supernatural or spell-like abilities, +4 vs. enchantments

Immune farrealmer traits, frightened, nauseated, shaken, sickened; Resist varies

### OFFENSE

Speed 30 ft.

Melee heavy flail +24/+19/+14/+9 (2d8+16/17-20) or 2 slams +24 (1d8+16/17-20 plus grab)

Space 10 ft.; Reach 10 ft.

Special Attacks enrage (38 rounds/day)

### STATISTICS

Str 26, Dex 12, Con 24, Int 14, Wis 12, Cha 8

Base Atk +16; CMB +25; CMD 36

Feats Critical Focus, Exhausting Critical, Improved Critical (slam), Improved Natural Attack (slam), Tiring Critical, Power Attack, Toughness, Weapon Focus (flail, slam)

Skills Acrobatics +20, climb +27, Intimidate +18, Knowledge (planes) +18, Perception +20, Stealth +13

Languages Common

### SPECIAL ABILITIES

**Enrage (Ex):** The fleshspawn can enter a greater barbarian rage as the class feature for up to 38 rounds per day. While enraged, it grows one size category larger, the critical threat range of its attacks doubles, and it deals double its strength damage with attacks (already represented). A fleshspawn does not become fatigued if its enrage is dispelled and may enrage again on its next turn if conscious and able to do so.

### AVAILABLE TRAINER SPELLS (ALL FARREALMERS)

#### Level Spells

0	Daze, Detect Magic, Ghost Sound, Guidance, Mage Hand, Resistance
1st	Color Spray, Disguise Self, Mage Armor, Protection From Law, Silent Image
2nd	Daze Monster, Detect Thoughts, Hold Person, Mirror Image, Silence
3rd	Blindness/Deafness, Cure Serious Wounds, Major Image, Rage
4th	Chaos Hammer, Greater Invisibility, Mass Daze, Thorn Body
5th	Break Enchantment, Cloudkill, Persistent Image, Shadow Evocation
6th	Blade Barrier, Programmed Image, Transformation
7th	Project Image, Regenerate
8th	Cloak of Chaos, Greater Shadow Evocation, Mass Cure Critical Wounds
9th	Foresight

NEXT



81





## The Seer and the Gambler



“You realize I can’t just let you walk away,” the eerie man pointed out as he took off his top hat and tipped it toward the ground. The top of the crumpled and torn headpiece folded out as two balls of energy dropped onto the mausoleum’s stone floor. When they landed, each of the orbs turned into a wild-looking monstorin with sickly green skin and swirls of energy that moved in patterns around its body. One of the monsters wielded a staff and wore familiar vestments that Daniel couldn’t place at the moment. The other creature wore nothing more than ripped shorts, but small spikes dotted the creature’s body here and there, and its under bite was prominent when it smiled viciously at the young trainer.

Behind Daniel, Jenna gasped and put her effort back into opening the door that had shut tight behind them. Without Maverik around to help, the boy was sure they could only leave if they defeated the gambler and made him let them out. It made sense to him, anyway, since their captor had appeared right after the heavy stone portal slammed closed unexpectedly.

The man’s wicked smile was as creepy as his monstorin’s, “You probably don’t recognize my two companions, so allow me to explain. These are foulspawn. Men and women who come in contact with the Void are sometimes transformed into creatures just like the thoughtspawn and the divinispawn you see before you now.”

“Oh no,” Daniel groaned sadly as he recognized the seer’s garments now. “Friar, what has he done to you?”

Growing angry, Daniel pointed at the gambler as he called upon his render. With Jenna preoccupied, he had no choice but to try and use Stephen as well. He still wasn’t technically very good at it, but given the circumstances, felt he had no choice.

When his monsters appeared in the space between him and his opponent, Daniel yelled out, “Let the friar go and change him back, you monster!”

“Oh, good call,” the man said while still smiling, “even if you didn’t mean that literally.”

He took off his coat and revealed that he was, in fact, one of the spiked monstorin as well, “Let’s make a wager, shall we? If you can beat my companions, I’ll let you, the friar, and the girl go free; no harm, no foul.”

He laughed at his own pun before continuing, “If I win, I’m going to capture you.”

## FEL’KRAZ

CR 4

XP 1,200

**N Tiny aberration (incorporeal, shapechanger)**

**Init +1; Senses darkvision 60 ft.; Perception +9**

**Aura frightful presence (60 ft., DC 15)**

### DEFENSE

**AC 17, touch 17, flat-footed 15** (+3 deflection, +1 **Dex**, +1 dodge, +2 size)

**hp 26** (4d8+8)

**Fort +4, Ref +2, Will +6**

**Defensive Abilities** incorporeal; **Immune** charm, sleep

### OFFENSE

**Speed** 30 ft. **Space** 2-1/2 ft.; **Reach** 0 ft.

**Melee** bite +6 (1d3)

### SPELL-LIKE ABILITIES (CL 18th)

At will—detect thoughts (DC 15)

### STATISTICS

**Str** – (18 while corporeal), **Dex 13, Con 14, Int 13, Wis 14, Cha 17**

**Base Atk +3; CMB +2; CMD 13** (17 while corporeal)

**Feats** Dodge, Great Fortitude

**Skills** Bluff +14 (+18 while using change shape ability), Diplomacy +9, Disguise +14 (+34 while using change shape ability), Perception +9, Sense Motive +9, Stealth +13; **Racial Modifiers** +4 Bluff, +4 Disguise

**Languages** Empath (60 ft.) or Common when able to speak.

**SQ** change shape (see text), perfect copy, mimicry

### SPECIAL ABILITIES

**Change Shape (Su):** A fel’kraz uses its ability to detect thoughts to learn the fears of other creatures. When threatened, it tries to become something that represents those fears. A fel’kraz can use its change shape to mimic any polymorph spell of 4th level or lower. The fel’kraz loses its incorporeal trait if it takes the form of a corporeal creature.

**Empath (Su):** Fel’kraz possess a crude form of telepathy, allowing them to transmit mild impressions and remembered sensations to other creatures. A fel’kraz can relate a feeling of fear or the faint smell of leaves, but cannot directly harm an enemy, warn an ally of a monster, or tell of a treasure under a dirt mound.

**Mimicry (Ex):** A fel’kraz is proficient in all weapons, armor, and shields. In addition, a fel’kraz that takes an appropriate form (has limbs, is able to speak, etc...) can use any spell trigger or spell completion item as if the spells were on its spell list. Its caster level is 4.

**Perfect Copy (Ex):** When a fel’kraz uses change shape, it can assume the appearance of specific individuals.

# FEL'KRAZ WARRIOR (KYTHARION)

CR 8

XP 4,800

**N Medium monstrous humanoid**

**Init +1; Senses darkvision 60 ft.; Perception +9**

**Aura frightful presence (60 ft., DC 16)**

## DEFENSE

**AC 21, touch 10, flat-footed 20** (–1 Dex, +1 dodge, +11 natural)

**hp 69** (6d10+36)

**Fort +10, Ref +4, Will +7**

**Defensive Abilities** blur; **Immune** charm, polymorph, sleep

## OFFENSE

**Speed** 30 ft.

**Melee** bite +14 (1d8+10/19–20), 4 claws +14 (1d6+8)

**Space** 5 ft.; **Reach** 5 ft. (10 ft. with 2 claws)

**Special Attacks** displaced, savage bite

## SPELL-LIKE ABILITIES (CL 18th)

At will—mage hand, spectral hand

1/day—greater magic fang/weapon (+4, used)

## STATISTICS

**Str 18, Dex 9, Con 22, Int 13, Wis 14, Cha 17**

**Base Atk +6; CMB +10; CMD 20** (22 vs. Trip)

**Feats** Combat Expertise, Dodge, Great Fortitude

**Skills** Climb +12, Bluff +12, Diplomacy +11, Intimidate +16, Perception +11, Sense Motive +11, Racial Modifiers +4 Climb, +4 Intimidate

**Languages** Common, Empath (60 ft.); **SQ** mimicry

## SPECIAL ABILITIES

**Displaced (Su):** When hit by a magic, corporeal attack or spell, a kytharion has a 50% chance to take half damage. When attacking an incorporeal creature, it only has a 50% chance to deal half damage. Antimagic fields make a kytharion incorporeal.

**Mimicry (Ex):** A kytharion is proficient in all weapons, armor, and shields. In addition, it can use any spell trigger or spell completion item as if the spells were on its spell list.

Its caster level is 6.

**Savage Bite (Ex):** A kytharion's bite applies 1-1/2 times its Strength modifier to damage inflicted with its bite attack, and threatens a critical hit on a 19–20.



## AVAILABLE TRAINER SPELLS

In addition to the spells below, all fel'kraz grant their trainers access to every polymorph spell with a target of you at the appropriate levels.

### Level Spells

**0** Detect Magic, Ghost Sound, Mage Hand, Read Magic

**1st** Cause Fear, Magic Fang/Weapon, Shadow Weapon

**2nd** Blur, Detect Thoughts, Scare, Spectral Hand

**3rd** Displacement, Gaseous Form, Greater Magic Fang/Weapon

**4th** Dimensional Anchor, Fear, Shadow Projection, True Form

**5th** Fabricate, Interposing Hand, Polymorph, Telepathic Bond

**6th** Forceful Hand, Shadow Walk, Transformation

## MONSTORIN TRAITS (IMPERFECT KYTHARION)

**+2 Con, +2 Cha, –2 Dex:** Kytharion monstorin are fearsome and intimidating, but their physical form is awkward.

**Medium:** Kytharia are medium creatures and have no bonuses or penalties due to their size.

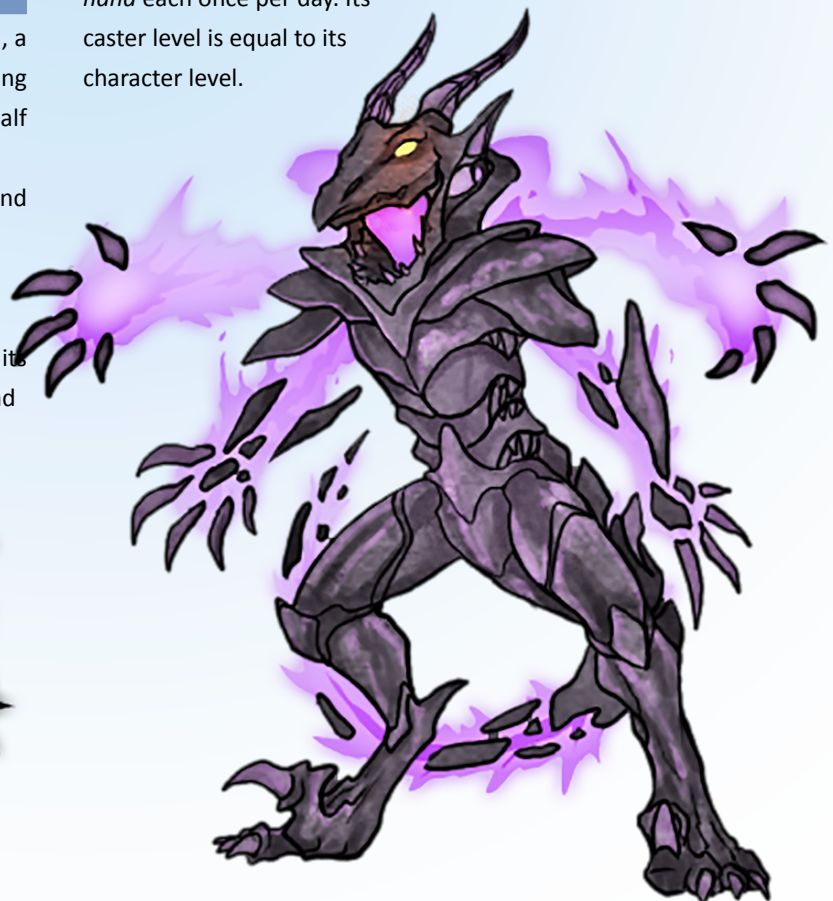
**Base Speed:** Kytharia have a base speed of 30 feet.

**Skills:** kytharia gain a +2 bonus to Climb and Intimidate checks.

**Monstrous Humanoid:** As monstrous humanoids, Kytharia gain darkvision out to 60 feet and empathy out to 60 ft.

**Lesser Mimicry:** A Kytharion monstorin gains proficiency in 1 armor, shield, or weapon of its choice.

**Spectral Hands:** A Kytharion can use *mage hand* and *spectral hand* each once per day. Its caster level is equal to its character level.



**NEXT**



**83**



# FESTROG

CR 1

XP 400

NE Medium undead

Init +1; Senses darkvision 60 ft., scent; Perception +6

## DEFENSE

AC 14, touch 11, flat-footed 13 (+1 Dex, +3 natural)  
hp 9 (2d8)

Fort +0, Ref +1, Will +4

Immune undead traits

## OFFENSE

Speed 30 ft.; four-footed run

Melee bite +4 (1d6+3 plus feed), 2 claws +5 (1d4+3)

Special Attacks charging trip, diseased pustules, feed

## STATISTICS

Str 17, Dex 13, Con —, Int 10, Wis 12, Cha 11

Base Atk +1; CMB +4; CMD 15 (19 vs. trip)

Feats Weapon Focus (claw)

Skills Climb +8, Perception +6, Stealth +6, Survival +3

Languages Common

## SPECIAL ABILITIES

**Charging Trip (Ex):** A festrog that hits with its bite after making a charge attack on all fours can attempt to trip its opponent (+4 bonus). This trip does not provoke attacks of opportunity.

**Diseased Pustules (Ex):** When a festrog takes damage from a piercing or slashing weapon, some of its boils rupture, squirting the attacker with puslike fluids. The noxious secretions act as Stinking Cloud, except they only target that creature. The effect lasts 1d4+1 rounds.



**Feed (Su):** Every time a festrog makes a successful bite attack, it feeds on its opponent's flesh and gains 5 temporary hit points. The festrog cannot have more than 5 temporary hit points gained by this ability at one time.

**Four-Footed Run (Ex):** A festrog can run on all fours at a speed of 50 feet if it doesn't hold or carry anything in its hands. When running on all fours, it is treated as if it had the Run feat.

## AVAILABLE TRAINER SPELLS

### Level Spells

Level	Spells
0	Bleed, Guidance, Resistance
1st	Chill Touch, Detect Undead, Inflict Light Wounds, Magic Fang, True Strike
2nd	Bloodhound, Inflict Moderate Wounds, Spectral Hand
3rd	Greater Magic Fang, Inflict Serious Wounds, Stinking Cloud, Vampiric Touch
4th	Bestow Curse, Dragon's Breath, Fear, Inflict Critical Wounds
5th	Cloudkill, Mass Inflict Light Wounds, Slay Living
6th	Mass Inflict Moderate Wounds
7th	Mass Inflict Serious Wounds, Regenerate
8th	Mass Inflict Critical Wounds
9th	Energy Drain

## MONSTORIN TRAITS

**+2 Str, +2 Wis, -2 Cha:** Festrog monstorin are strong and attentive, but not well liked.

**Medium:** Festrogs are medium creatures and have no bonuses or penalties due to their size.

**Fast Movement:** Festrogs have a base speed of 40 feet.

**Four-Footed Run (Ex):** Festrogs can run on all fours at a speed of 50 feet if they don't hold or carry anything in their hands. When running on all fours, Festrogs are treated as if they have the Run feat.

**Half-Undead (Ex):** Festrogs count as undead for effects related to creature type. Spells that heal the living harm festrogs, while spells that harm the living heal festrogs. They also take no penalties from energy-draining effects, though they can still be killed if they accrue more negative levels than they have Hit Dice. After 24 hours, any negative levels they've gained are removed without any additional saving throws.

**Darkvision:** Festrogs gain darkvision out to 60 ft.

**Resistances(Ex):** Festrogs gain a +2 racial bonus on saving throws against disease and mind-affecting effects.

**Bite (Ex):** Festrogs gain a natural bite attack that deals 1d4 points of damage plus 1-1/2 times their Str modifier. When they charge, festrogs attempt to trip an opponent with a successful bite attack. They gain a +4 racial bonus to do so.

## FORMITES

Formites are what remains of a failed attempt to bring a sentient race of insects into the Kingdom and turn them into slaves and monsters suitable for capturing. While the remnants of that race have long since died off or left back to their plane of origin, these lesser creatures exist as a reminder of that time.

Though not inherently sentient on their own, formites still possess a rudimentary hive mind that allows them to communicate with each other and warn of danger should unprepared trainers find themselves in a nest.

As monstorin, formites resemble their ancient brethren, but trade their hive mind for simplistic intellect and a grasp of humanoid society.

## FORMITE SOLDIER (FORMITE)

CR 4

XP 1,200

LN Tiny magical beast

Init +9; Senses darkvision 60 ft., hive mind 50 ft.; Perception +12

### DEFENSE

AC 18, touch 17, flat-footed 13 (+5 Dex, +1 natural, +2 Size)

hp 42 (5d10+15)

Fort +7, Ref +9, Will +4

Immune cold, poison, petrification; Resist electricity 10, fire 10, sonic 10; SR 11

### OFFENSE

Speed 20 ft.; burrow 5 ft., climb 20 ft.

Melee bite +12 (1d4+1 plus poison), 2 claws +12 (1d4+1)

Space 2-1/2 ft.; Reach 0 ft.

### SPELL-LIKE ABILITIES (CL 4th)

At will—detect chaos, detect thoughts (DC 14)

### STATISTICS

Str 13, Dex 20, Con 16, Int 14, Wis 16, Cha 15

Base Atk +5; CMB +8; CMD 19 (23 vs. trip)

Feats Alertness, Improved Initiative, Improved Natural Weapon (claw)

Skills Acrobatics +13, Climb +9, Sense Motive +10, Stealth +15, Perception +10; SQ hive mind

### SPECIAL ABILITIES

**Hive Mind (Ex):** While 2 or more formites are within 50 ft. of each other they are in constant communication. If one is aware of danger, they all are. They cannot be flanked or caught flat-footed while their hive mind is active.

**Poison (Ex):** Bite—injury; save Fort DC 15; frequency 1/round for 6 rounds; effect 1d2 Str damage; cure 1 save. The save DC is Constitution-based.

### AVAILABLE TRAINER SPELLS

0	Detect Poison, Resistance
1st	Ant Haul, Detect Chaos, Protection from Chaos
2nd	Bull's Strength, Certain Grip, Detect Thoughts, Spider Climb
3rd	Burrow, Haste, Magic Circle Against Chaos, Poison
4th	Charm Monster, Confusion, Dimension Door, Order's Wrath
5th	Cone of Cold, Hold Monster, Wall of Force
6th	Mass Bull's Strength, True Seeing
7th	Dictum, Ice Body
8th	Prismatic Wall, Shield of Law
9th	Clashing Rocks

### MONSTORIN TRAITS

**+2 Str, +2 Dex, -2 Int:** Formites are strong and quick, but without their hive mind can become misguided and confused.

**Small:** Formites are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their CMB and CMD, and a +4 size bonus on Stealth checks.

**Fast Movement:** Formites have a base speed of 30 feet. They are never encumbered by armor or a heavy load.

**Skills:** Formites gain a +2 bonus to Acrobatics and Climb checks.

**Monstrous Humanoid:** Formites count as monstrous humanoids when affected by spells or abilities. They gain darkvision out to 60 feet.

**Latent Hive Mind:** Allied formites within 50 ft. of each other gain a +3 bonus to the aid another action instead of +2. They cannot be flanked unless they are all flanked.

NEXT







### FORMITE HIVE GUARD (CRYSALLIS)

CR 12 XP 19,200

LN Tiny magical beast  
Init +9; Senses darkvision 60 ft., hive mind 50 ft.; Perception +32

#### DEFENSE

AC 27, touch 17, flat-footed 27 (+5 deflection, +10 natural, +2 size)  
hp 150 (20d10+40); fast healing 2  
Fort +13, Ref +11, Will +17  
Immune cold, poison, petrification; Resist electricity 10, fire 10, sonic 10; SR 26

#### OFFENSE

Speed —; fly 20 ft. (perfect)  
Melee Slam +20 (1d4–2)  
Space 2-1/2 ft.; Reach 0 ft.

#### SPELL-LIKE ABILITIES (CL 17th)

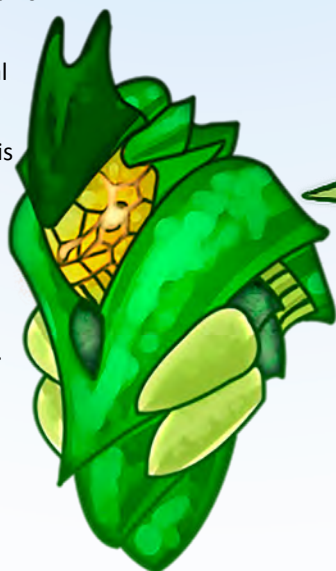
Constant—detect chaos, detect thoughts (DC 17), true seeing  
5/day—calm emotions (DC 17), charm monster (DC 19)  
3/day—dimension door, hold monster (DC 20), magic circle against chaos, order's wrath (DC 19)  
1/day—dictum (DC 22), shield of law (DC 23)

#### STATISTICS

Str 6, Dex —, Con 14, Int 20, Wis 20, Cha 21  
Base Atk +20; CMB +16; CMD 34 (can't be tripped)  
Feats Alertness, Arcane Strike, Eschew Materials, Great Fortitude, Greater Spell Focus (enchantment), Improved Counterspell, Improved Initiative, Lightning Reflexes, Magical Aptitude  
Skills Appraise +25, Bluff +28, Diplomacy +25, Fly +21 Intimidate +25, Perception +32, Sense Motive +32, Spellcraft +32, Stealth +13  
Languages telepathy 100 ft.; SQ hive mind, psionic nature, trainer spells (CL 12th, uses Intelligence)

#### SPECIAL ABILITIES

**Psionic Nature (Su):** Without a Dexterity score, a crysallis must rely on its psionic nature to survive. It gains a deflection bonus to AC equal to its Intelligence bonus and a Fly speed equal to its Intelligence score with perfect maneuverability. In addition, the crysallis can apply its Intelligence modifier to Initiative and Dexterity checks as well as Acrobatics, Escape Artist, Fly, and Stealth checks. It is incapable of using Disable Device, Ride, or Sleight of Hand. The crysallis loses these abilities in an antimagic field, but gains them again immediately upon leaving it.



### FORMITE WING GUARD (FORMISECT)

CR 9 XP 6,400

LN Small magical beast  
Init +8; Senses darkvision 60 ft., hive mind 50 ft.; Perception +18

#### DEFENSE

AC 24, touch 20, flat-footed 15 (+8 Dex, +1 dodge, +4 natural, +1 size)  
hp 102 (12d10+36); fast healing 2  
Fort +11, Ref +12, Will +9  
Immune cold, poison, petrification; Resist electricity 10, fire 10, sonic 10; SR 18

#### OFFENSE

Speed 10 ft.; fly 40 ft. (good)  
Melee sting +15 (1d6+16 plus poison), 2 claws +15 (1d4+11)  
Ranged stinger 20 ft., +15 (1d6+11 plus poison)

#### SPELL-LIKE ABILITIES (CL 12th)

Constant—detect chaos, detect thoughts (DC 17)  
3/day—dimension door, hold monster (DC 18), magic circle against chaos  
1/day—absorb toxicity (DC 18), order's wrath (DC 17)

#### STATISTICS

Str 13, Dex 26, Con 16, Int 20, Wis 20, Cha 17  
Base Atk +12; CMB +12, CMD 31 (cannot be tripped)  
Feats Dodge, Mobility, Flyby Attack, Power Attack (used), Wind Stance, Weapon Finesse  
Skills Acrobatics +23, Climb +16, Intimidate +20, Perception +20, Sense Motive +20, Stealth +27, Survival +20  
Languages —; SQ hive mind

#### SPECIAL ABILITIES

**Poison (Ex):** Sting—injury; save Fort DC 19; frequency 1/round for 6 rounds; effect 1d3 Str damage; cure 2 saves. The save DC is Constitution-based.



## FOURCLAW

CR 18

XP 153,600

**CE Large outsider (chaotic, evil, extraplanar)**

**Init +9; Senses darkvision 60 ft., low-light vision, scent; Perception +33**

### DEFENSE

AC 32, touch 14, flat-footed 27 (+5 Dex, +18 natural, -1 size)  
hp 262 (25d10+175)

Fort +15, Ref +19, Will +19

DR 15/cold iron and slashing

### OFFENSE

Speed 50 ft.; climb 20 ft., swim 20 ft.

Melee bite +36 (2d8+11/19-20), 4 claws +36 (3d6+11)

Space 10 ft.; Reach 10 ft. (15 ft. with lunge)

**Special Attacks** pounce, rend (2 claws, 3d6+16)

### SPELL-LIKE ABILITIES (CL 20th)

Constant—detect law, tongues

At will—dimension door, vanish

5/day—battlefield adept, dispel law, ear-piercing scream (DC 18), poison (DC 20), rage, shatter (DC 19)

3/day—true seeing

### STATISTICS

Str 33, Dex 21, Con 24, Int 12, Wis 20, Cha 25

Base Atk +25; CMB +37 (+39 bull rush); CMD 52 (54 vs. bull rush, 54 vs. trip)

Feats Awesome Blow, Blind-Fight, Cleave, Combat

Reflexes, Great Cleave, Improved

Bull Rush, Improved Critical

(bite), Improved Initiative, Improved

Vital Strike, Power Attack, Vital Strike, Weapon Focus (bite),

Weapon Focus (claw)

Skills Acrobatics +21, Bluff +22, Climb +19, Intimidate +32,

Knowledge (arcana) +29, Knowledge (planes) +29,

Perception +33, Sense Motive +33, Stealth +25, Swim +19

Languages Common; tongues

### AVAILABLE TRAINER SPELLS

#### Level Spells

<b>1st</b>	Detect Law, Ear-Piercing Scream, Inflict Light Wounds, Magic Fang, Vanish
<b>2nd</b>	Bloodhound, Inflict Moderate Wounds, Shatter
<b>3rd</b>	Battlefield Adept, Greater Magic Fang, Inflict Serious Wounds, Rage
<b>4th</b>	Dimension Door, Dimensional Anchor, Fear, Inflict Critical Wounds

### MONSTORIN TRAITS

**+2 Str, +2 Cha, -2 Dex, -4 Wis:** Fourclaw monstorin are naturally intimidating, but lack sense and mobility.

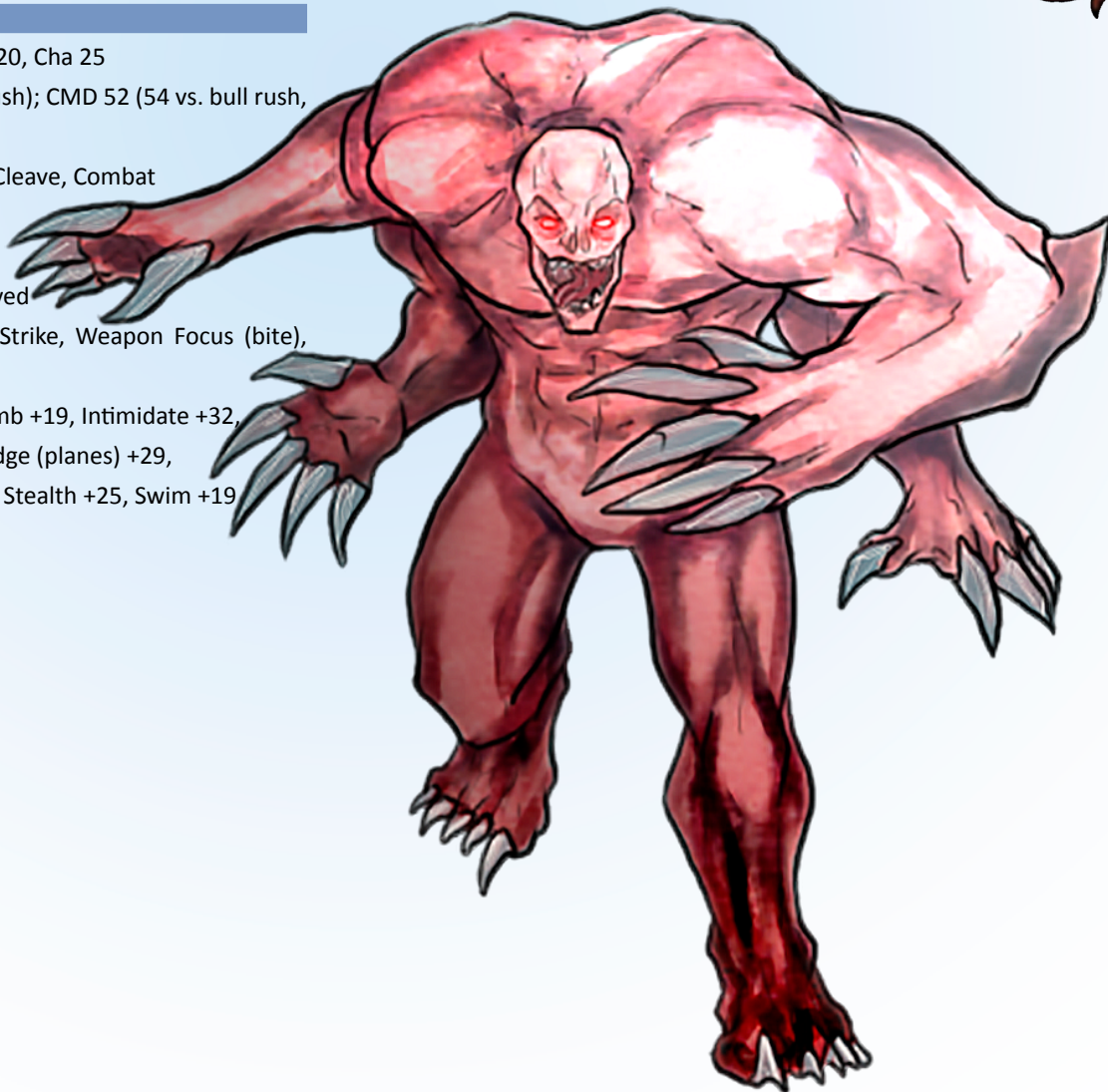
**Medium:** Fourclaws' size gives no bonuses or penalties.

**Base Speed:** Fourclaws have a base speed of 30 feet.

**Four-Armed (Ex):** Fourclaws have 4 arms they can use to wield multiple weapons. When doing so, only one weapon is considered the fourclaw's primary, while the others are all off hand weapons.

**Claws (Ex):** When first adventuring, fourclaw monstorin do not start out as adept as their monstrous cousins. They gain 2 natural claw attacks. These are primary attacks that deal 1d4

**NEXT**



87





# GOLEMS



In a world of fantastic monsters, few can believe that there are those who would prefer the company of soulless creatures such as golems. Over the years since the current King took his thrown, these unquestioning warriors have shown up in place of sentient guards on more and more frequent occasion.

The King’s goal was simple: Create perfect war machines with which to challenge the dwarves and the elves in their own lands. The men and women who disagreed with this and left their homes, traveling east. Eventually, the automatons followed. Away from the influence of their masters, some became monsters of their own. Others are bartered or sold for a good price since they cannot be captured by ordinary means.

## GOLEM, LIVING IRON (IRONGUARD)

CR 13 XP 25,600

N Large construct (living golem)

Init +3; Senses darkvision 60 ft., low-light vision; Perception +24

### DEFENSE

AC 28, touch 8, flat-footed 28 (-1 Dex, +18 natural, +2 shield, -1 size)

hp 181 (18d10+72)

Fort +19, Ref +10, Will +13

DR 15/adamantine; Immune bleed, paralysis, poison, sleep; Resist all 15; SR 24

### OFFENSE

Speed 20 ft.

Melee bastard sword +23/+18/+13/+8 (2d8+23/17-20) or shield bash +22/+17/+12/+7 (1d8+29/19-20)

Space 10 ft.; Reach 10 ft.;

Special Attacks breath weapon, poison, powerful blows

### STATISTICS

Str 32, Dex 9, Con 18, Int 3, Wis 11, Cha 1

Base Atk +18; CMB +30; CMD 39 (cannot be disarmed)

## Construction

Crafting ironguards and towerguards requires the same materials and most of the same spells as iron golems and adamantine golems, respectively. The most significant difference is the use of awakening or legend lore cast as a monster trainer spell in place of geas/quest.

In addition, as a monster within the Kingdom, an ironguard fitted with the appropriate additional material can grow into a towerguard. This process requires the ability to cast wish, a visit to the elemental plane of earth, and half (rounded down) of the materials usually required to construct an adamantine golem.

Feats cleave, critical focus (bastard sword), great cleave, great fortitude, improved initiative, iron will, improved critical (bastard sword), power attack (used), skill focus (perception), weapon focus (bastard sword)

Skills perception +24

### SPECIAL ABILITIES

**Breath Weapon (Ex):** As a swift action once every 1d4+1 rounds, an ironguard can exhale a 10-foot cube of poisonous gas. This gas cloud persists for 1 round; any creature within the area when the golem creates it (as well as any creature that passes through the cloud during the remainder of that round) is exposed to the cloud’s poisonous effects. This poison is magically created each time the golem uses this power.

**Poison (Ex):** Breath weapon—inhaled; save Fort 19; frequency 1/round for 4 rounds; effect 1d4 Constitution damage; cure 2 saves. The save DC is Constitution-based.

**Powerful Blows (Ex):** Shield bash deals one and a half times the ironguard’s Str modifier damage and crits on a 19–20.

### AVAILABLE TRAINER SPELLS (ALL LIVING GOLEMS)

#### Level Spells

- 1st Identify, Magic Weapon, Sanctuary, Shield, True Strike
- 2nd Certain Grip, Instant Armor, Pernicious Poison, Protection from Arrows, Resist Energy
- 3rd Dispel Magic, Greater Magic Weapon, Poison, Spit Venom
- 4th Dragon’s Breath (acid only), Lesser Globe of Invulnerability, Spell Immunity, Stoneskin

### MONSTORIN TRAITS (ALL LIVING GOLEMS)

**+2 Con, +2 Cha, -2 Dex:** Living Golem monstors are tough and respected by others, but rigid in their motions.

**Medium:** A living golem’s size grants no bonuses or penalties.

**Slow Speed:** A living golem’s base speed is 20 feet. Wearing armor or carrying a heavy load doesn’t encumber them.

**Armored Body:** A living golem begins play with a suit of masterwork full plate armor that it cannot remove. The golem is proficient with this armor and can safely sleep in it.

**Half-Life:** It takes twice as long for a living golem to drown, starve, succumb to fatigue, or suffer from any similar effect. When reduced to 0 or fewer hit points, the golem is rendered entirely helpless and must be restored to full hit points before it regains consciousness. If left in this state for a full day, the golem dies.

**Hardy:** +2 racial bonus on saving throws against poison, spells, and spell-like abilities. Becomes +4 against illusions.



## Trapped with the Ironguards

As Jenna closed the hatch and started down the ladder, a whistle somewhere within the factory blew and the entire place came to life. Her two friends had insisted on coming down first and now the youngest member of their group took a deep breath before once again broaching the subject from before.

The boy stretched up as tall as he was able, though he still only stood almost a foot and a half shorter than Maverik, “Gods, man! You said you’ve seen these ironguard things before. What are they?”

He had been yelling at the older trainer for almost a minute after the three of them snuck down below the mastersmith’s shop on the castle grounds. Maverik, meanwhile, still hadn’t fully recovered from what happened in Temperance, so he offered no response to his companion’s attempts to get a rise out of him.

Ignoring them both, Jenna stared down into the factory from where she had sat down to catch her breath. She was still thinking about that day as well, and tears began to brim in her eyes. Lifting her goggles to wipe them, the dry heat of the surrounding room stung something fierce, which only made her eyes water more.

After wiping out the lenses, the researcher placed them back over her burning eyes and slapped the man and the boy on their legs, “Not now, look!”

Pointing downward, Jenna recalled what she’d read in her book about the monsters that were working below them. Firaels, with their slatted railway wheels, ran large conveyor belts upon which stood what looked like empty suits of armor crafted to resemble the monsters’ second stage of growth, firadron. Actual firadrons stood to either side of the line, tasked with polishing, and fusing the armor with the blistering fire they could create through the grills on their faceplates. When they were done, it would be impossible to pry the armor open.

The boy must have caught onto what Jenna was seeing too because he coughed in disgust, “They’re slaving away to make replica statues? That’s ridiculous.”

“It’s more than that,” Maverik finally broke his silence. Jenna noted that it was the first time he’d spoken all day and hoped that meant he was ready to take lead again. Being forced to guide them on this particular endeavor had taught the girl a lot, but she was already growing as weary as her older companion often was after an adventure; and she’d only been in charge for less than two days. The atrocities they’d all witnessed since leaving the eastern half of the Kingdom were draining them all.

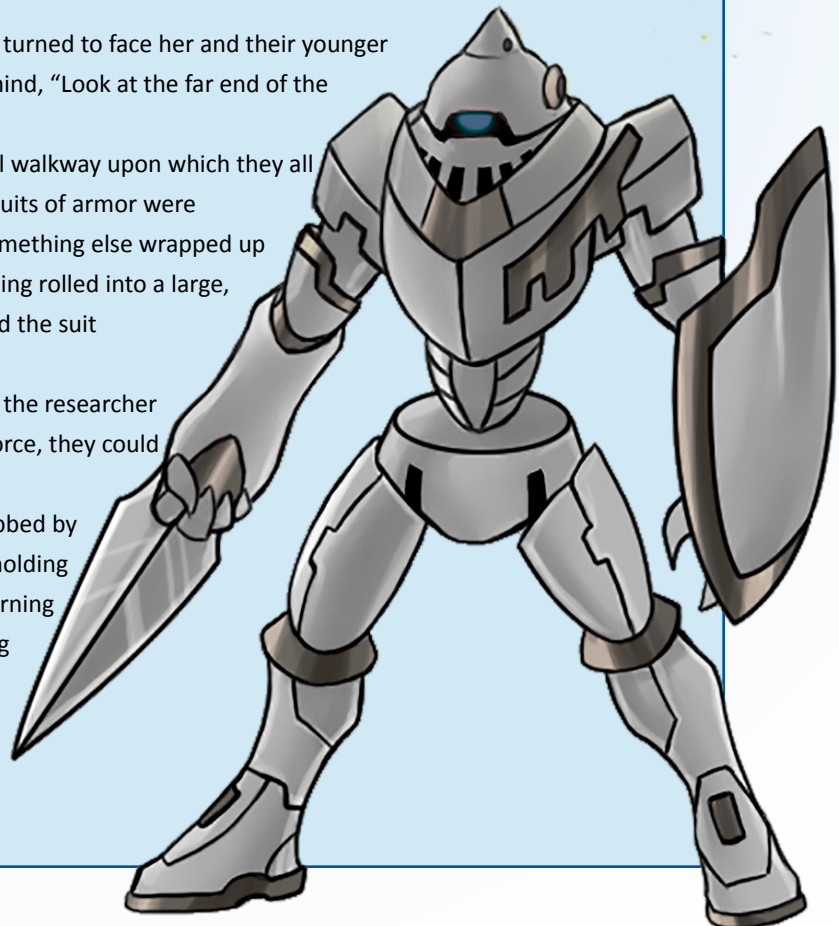
*I’ll stick to what I’m good at, Jenna reassured herself. Let him take point again so I can get back to what I like to do. Leadership never suited me very well anyway.*

Unfortunately, the haunted look in Maverik’s eyes when he turned to face her and their younger friend made it obvious that he still wasn’t in a good state of mind, “Look at the far end of the line.”

Jenna did as instructed, stretching herself beyond the metal walkway upon which they all stood to get a better view. On the far side of the factory, the suits of armor were transported onto another track, where they stopped while something else wrapped up further down. Following the path, she could see the armor being rolled into a large, metal box. An arc of lightning was shot in through the top, and the suit eventually walked itself out of the other side.

“They’re mass producing an army of monstorin constructs,” the researcher mumbled to herself. “With the right materials and this workforce, they could build almost 20 a day. But wait, there’s something else.”

Gasping, Jenna almost lost her grip on the rail, but was grabbed by the boy, who hugged her as tightly as she knew she must be holding him. They had both seen it, she knew, and so had Maverik. Turning her gaze back toward the metal box, Jenna’s eyes were tearing up again as she watched the lightning cascade into the entry point and through Maverik’s mechanical whelp. They were stealing his monster’s essence to create ironguards.



NEXT



89





## GOLEM, LIVING ADAMANTINE (TOWERGUARD)

CR 19

XP 204,800

N Huge construct

Init +3; Senses darkvision 60 ft., low-light vision; Perception +38

### DEFENSE

AC 33, touch 12, **flat-footed** 29 (+4 Dex, +21 natural, –2 size)

hp 294 (28d10+140); fast healing 10

Fort +21, Ref +18, Will +16

**Defensive Abilities** indestructible; **DR** 15/epic; **Immune** bleed, paralysis, poison, sleep; **Resist** all 15; **SR** 34

### OFFENSE

Speed 30 ft.

**Melee** adamantine bastard sword +31/+26/+21/+16 (3d8+13/17–20), shield bash +30/+25/+20 (1d8+6/19–20 plus daze)

Space 15 ft.; Reach 15 ft.

**Special Attacks** daze, destructive, trample (6d10+19, DC 37)

### STATISTICS

Str 36, Dex 19, Con 20, Int 3, Wis 11, Cha 1

Base Atk +30; CMB +45; CMD 59 (cannot be disarmed)

**Feats** alertness, cleave, critical focus (bastard sword), double slice, great cleave, great fortitude, greater two-weapon fighting, improved initiative, iron will, improved critical (bastard sword), power attack (used), skill focus (perception), weapon focus (bastard sword)

Skills perception +38

### SPECIAL ABILITIES

**Destructive (Ex):** A towerguard's shield bash attacks threaten a critical hit on a 19 or 20. In addition, whenever a towerguard scores a critical hit with any attack, it deals 6d10+13 damage to

the target's armor or shield in addition to the normal damage, as if it had also made a successful sunder combat maneuver.

**Indestructible (Ex):** A towerguard is nearly impossible to destroy. Even if reduced below 0 hit points, its fast healing continues to restore hit points, though the golem is helpless unless above 0 hit points. It can only be permanently destroyed if reduced to negative hit points and then decapitated using an adamantine vorpal weapon—alternatively, miracle or wish can be used to slay it while it is at negative hit points.

## GRAY RENDER

CR 8

XP 4,800

N Large magical beast

Init +1; Senses darkvision 60 ft., low-light vision, scent; Perception +13

### DEFENSE

AC 21, touch 10, **flat-footed** 20 (+1 Dex, +11 natural, –1 size)

hp 100 (8d10+56)

Fort +13, Ref +7, Will +4

### OFFENSE

Speed 30 ft.

**Melee** bite +14 (2d6+7), 2 claws +15 (1d8+7 plus grab and rend)

Space 10 ft.; Reach 10 ft.

**Special Attacks** rend (2 claws, 1d8+10)

### STATISTICS

Str 25, Dex 13, Con 24, Int 3, Wis 14, Cha 8

Base Atk +8; CMB +16 (+20 grapple); CMD 27

**Feats** awesome blow, improved bull rush, power attack, weapon focus (claw)

**Skills** Perception +13, Survival +6; **Racial Modifiers** +4 Perception  
**SQ** double damage against objects

**Languages** understands Common; Giant

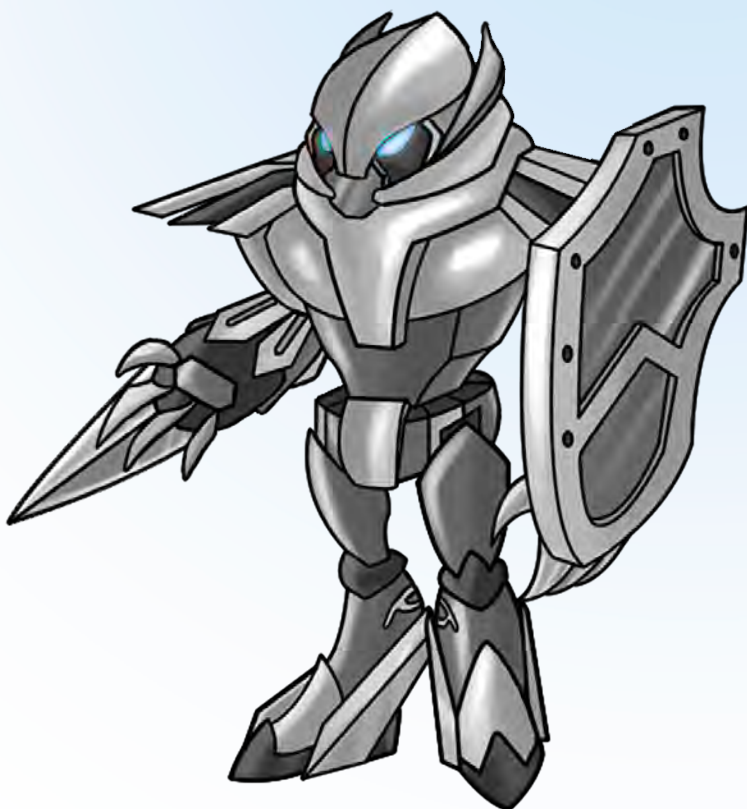
### SPECIAL ABILITIES

**Double Damage Against Objects (Ex):** A gray render that makes a full attack against an object or structure deals double damage.

### AVAILABLE TRAINER SPELLS

#### Level Spells

1st	Enlarge Person, Expeditious Retreat, Sanctuary, Shield, Stone Fist
2nd	Bloodhound, Bull's Strength, Knock
3rd	Monstrous Physique I, Rage
4th	Monstrous Physique II, Stoneskin



## MONSTORIN TRAITS

**+2 Con, +2 Wis, -2 Cha:** Gray render monstorin are tough and attentive, but not well liked.

**Medium:** Gray renders are medium creatures and have no bonuses or penalties due to their size.

**Normal Speed:** Gray renders have a base speed of 30 feet.

**Natural Armor (Ex):** Gray renders gain a +3 natural armor bonus.

**Double Damage Against Objects (Ex):** Gray renders that make a full attack against an object or structure using their claws deal double damage.

**Low-Light vision:** Gray renders can see twice as far as humans in conditions of dim light.

**Claws (Ex):** Gray renders gain two claw attacks that each deal 1d4 points of damage. If a gray render hits a creature with both claws, it deals an extra 1d4 points of damage plus its **Str** modifier.

## Stephen and the Render

Jenna and Maverik were almost done heating their food for dinner when Daniel stepped out of the fog with a nervous look on his face, "Have either of you seen Stephen?"

The two trainers shook their heads, to which the boy explained, "He wandered off just as we were making camp and I haven't seen him since. We've never been in a swamp before. You don't think he's hurt, do you?"

Instead of offering a sympathetic ear to the boy's plight, Maverik made himself more comfortable on his log. Somewhere in the shrouded bog, he could hear a family of moncroak whoop and holler as they played their games.

"I told you before we left the forest that you should actually capture your carbuncle so this kind of thing doesn't happen."

After another trainer tried to capture Stephen while they were still in the Painted Forest, Daniel finally admitted to Maverik and Jenna that he'd never truly bound the carbuncle to his aura. The young man had been walking around with his wild monster since before they met.

Daniel's face contorted in prideful anger at Maverik's remark, and Jenna punched the older trainer in his arm, "That was unnecessary."

"But it's true," the man exclaimed defensively. "If he'd done as I suggested, his monster would stop wandering off."

He turned back to the boy, "Honestly, I'm surprised it's stayed with you for this long. From what I've been reading in Jenna's book, carbuncles are flighty to begin with. Maybe he finally got bored and went to find something else to occupy

his time."

Daniel shook his head in defiance, "No. Stephen wouldn't do that to me. We have a bond. I may not have captured him, but that's because we trust each other enough without it."

His brave words rang hollow in his ears, and the young trainer worried that his friend might be right.

Before Daniel could say anything more, something large snapped and splintered behind the way they came and he remembered the fallen tree they had to step past to reach this drier ground so they could make camp.

Out of the fog appeared a massive, grayish-brown snout followed by six, predatory eyes. When the monster stepped into full view, all three trainers could see that it was almost twice as tall as Daniel, and built like Maverik. On the render's shoulder sat Stephen, whose gem glowed happily when he saw his boy.

Daniel winced as the render reached up and cupped Stephen in its hand, then breathed a sigh of relief when it gently brought its arm down and set the carbuncle back in his arms. With a noise that sounded almost like a purr, the render ran its hand across Stephen's head, petting him.

Maverik walked over and joined Daniel as the trainer stood in awe of what the giant monster was doing, "I think your companion's made a new friend."

**NEXT**







## HIPPOGRYPH

CR 2

XP 600

**N** Large magical beast

**Init** +2; **Senses** darkvision 60 ft., low-light vision, scent; Perception +9

### DEFENSE

**AC** 14, **touch** 12, **flat-footed** 11 (+2 **Dex**, +1 **dodge**, +2 **natural**, -1 **size**)

**hp** 22 (3d10+6)

**Fort** +5, **Ref** +5, **Will** +2

### OFFENSE

**Speed** 40 ft., **fly** 100 ft. (average)

**Melee** bite +4 (1d6+2), 2 **claws** +4 (1d4+2)

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

### STATISTICS

**Str** 15, **Dex** 15, **Con** 14, **Int** 2, **Wis** 12, **Cha** 9

**Base Atk** +3; **CMB** +6; **CMD** 20

**Feats** *dodge*, *wingover*

**Skills** *Fly* +7, *Perception* +9; **Racial Modifiers** +4 *Perception*

### AVAILABLE TRAINER SPELLS

**Level** **Spells**

**0** *Guidance*

**1st** *Command*, *Mage Armor*, *Magic Weapon*, *Shield*, *True Strike*

**2nd** *Eagle's Splendor*, *Levitate*, *Mirror Image*, *Wind Wall*

**3rd** *Battlefield Adept*, *Fly*, *Greater Magic Weapon*

**4th** *Fear*, *Remove Curse*, *Resilient Sphere*, *Stoneskin*

**5th** *Greater Command*, *Hostile Juxtaposition*, *Spell Resistance*

**6th** *Battlemind Link*, *Forceful Hand*, *Mass Eagle's Splendor*

**7th** *Greater Hostile Juxtaposition*, *Mass Fly*, *Spell Turning*

**8th** *Iron Body*, *Whirlwind*

**9th** *Foresight*

## HIPPOGRYPH CUB (GRYPHCUB)

CR 1/2

XP 200

**N** Small magical beast

**Init** +4; **Senses** darkvision 60 ft., low-light vision, scent; Perception +9

### DEFENSE

**AC** 16, **touch** 16, **flat-footed** 11 (+4 **Dex**, +1 **dodge**, +1 **Size**)

**hp** 5 (1d10)

**Fort** +2, **Ref** +6, **Will** +1

### OFFENSE

**Speed** 20 ft., **fly** 50 ft. (average)

**Melee** *bite* +2 (1d3), 2 *claws* +2 (1d2)

### STATISTICS

**Str** 11, **Dex** 19, **Con** 10, **Int** 2, **Wis** 12, **Cha** 9

**Base Atk** +1; **CMB** +0; **CMD** 15

**Feats** *dodge*

**Skills** *Fly* +4, *Perception* +9; **Racial Modifiers** +4 *Perception*

### MONSTORIN TRAITS

**+2 Dex, +2 Wis:** Hippogryph monstorin are wise guardians.

**Medium:** Hippogryphs are medium creatures and have no bonuses or penalties due to their size.

**Normal Speed:** Hippogryphs have a base speed of 30 feet.

**Gliding Wings (Ex):** Hippogryphs take no damage from falling. While in midair, a hippogryph can move up to 5 feet in any horizontal direction for every 1 foot it falls, at a speed of 60 feet per round. If subjected to a strong wind or any other effect that causes a creature to rise, it can take advantage of the updraft to increase the distance it can glide.

**Darkvision:** Hippogryphs gain darkvision out to 60 ft.

**Skilled (Ex):** Hippogryphs gain an extra skill rank at 1st level and one additional skill rank whenever they gain a level.



## HOMUNCULI

The Kingdom's homunculi are often created from coalesced magic left over after a battle. Newly risen homunculus can take one of several forms.

### HOMUNCULUS, CLERIC (CLERIBELLE)

CR 1 XP 400

**N Tiny construct (living golem)**

**Init** +2; **Senses** darkvision 60 ft., low-light vision; **Perception** +6

#### DEFENSE

AC 14, touch 14, flat-footed 12 (+2 Dex, +2 size)  
hp 15 (2d10+4); Fort +2, Ref +4, Will +2 (+5 vs. mind-affecting)  
Immune bleed, paralysis, poison, sleep

#### OFFENSE

Speed 20 ft., fly 50 ft. (good)  
Melee 1 slam +6 (1d4-1)  
Space 2-1/2 ft.; Reach 0 ft.

#### STATISTICS

Str 8, Dex 15, Con 14, Int 10, Wis 14, Cha 7  
Base Atk +2; CMB +2; CMD 11

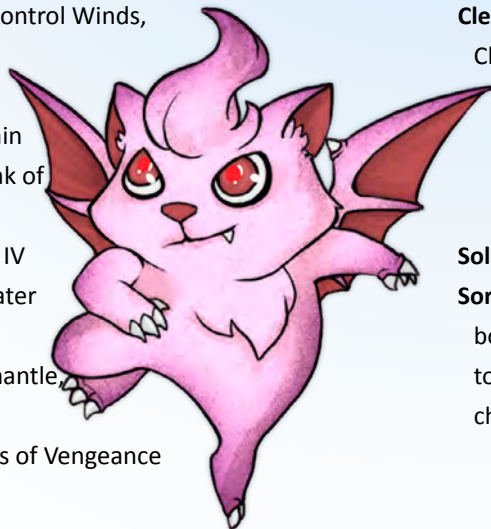
**Feats** Lightning Reflexes

**Skills** Fly +10, Heal +6, Perception +6  
**Languages** Common; SQ trainer spells (CL 2nd)

#### AVAILABLE TRAINER SPELLS (CLERIBELLE)

##### Level Spells

<b>0</b>	Create Water, Detect Magic, Detect Poison, Guidance, Light, Read Magic, Resistance, Stabilize, Virtue
<b>1st</b>	Cure Light Wounds, Charm Person, Obscuring Mist, Remove Fear, Sanctuary
<b>2nd</b>	Aid, Calm Emotions, Cure Moderate Wounds, Silence, Wind Wall
<b>3rd</b>	Arcane Sight, Cure Serious Wounds, Invisibility Purge, Suggestion
<b>4th</b>	Air Walk, Charm Monster, Cure Critical Wounds, Heroism, Remove Curse
<b>5th</b>	Breath of Life, Control Winds, True Seeing
<b>6th</b>	Analyze Dweomer, Chain Lightning, Cloak of Dreams
<b>7th</b>	Elemental Body IV (air only), Greater Arcane Sight
<b>8th</b>	Iron Body, Seamantle, Whirlwind
<b>9th</b>	Foresight, Winds of Vengeance



### HOMUNCULUS, FIGHTER (SOLDRITE)

CR 1/2 XP 200

**N Tiny construct (living golem)**

**Init** +0; **Senses** darkvision 60 ft., low-light vision; **Perception** +5

#### DEFENSE

AC 12, touch 11, flat-footed 12 (-1 Dex, +1 natural, +2 size)  
hp 11 (1d10+6)  
Fort +3, Ref +0, Will +3 (+1 vs. fear, +5 vs. mind-affecting)  
Immune bleed, paralysis, poison, sleep

#### OFFENSE

Speed 20 ft.  
Melee longsword +4 (1d4+4/19-20)  
Space 2-1/2 ft.; Reach 0 ft.

#### STATISTICS

Str 15, Dex 10, Con 16, Int 8, Wis 12, Cha 7  
Base Atk +1; CMB +1; CMD 11  
**Feats** iron will, toughness, power attack (used)  
**Skills** Perception +5  
**Languages** Common

#### AVAILABLE TRAINER SPELLS (SOLDRITE)

##### Level Spells

<b>0</b>	Daze, Fury Guard, Guidance, Resistance
<b>1st</b>	Command, Mage Armor, Magic Weapon, Shield, True Strike
<b>2nd</b>	Aid, Bull's Strength, Daze Monster, Gallant Inspiration, Bear's Endurance
<b>3rd</b>	Battlefield Adept, Greater Magic Weapon, Heroism
<b>4th</b>	Stoneskin
<b>5th</b>	Greater Command
<b>6th</b>	Antimagic Field, Battlemind Link, Transformation
<b>7th</b>	Spell Turning
<b>8th</b>	Iron Body, Moment of Prescience
<b>9th</b>	Foresight

#### MONSTORIN TRAITS (HOMUNCULI)

**Cleribelles** are small living golems with +2 Wis instead of +2 Cha.

**Scoundrites** are small living golems with scale mail instead of plate armor. They suffer no penalty to skills from their armor. Their ability bonuses are **+2 Dex**, **+2 Con** and they gain a +2 racial bonus to Stealth.

**Soldrites** are small living golems with +2 Str instead of +2 Con.

**Sorcerites** are small living golems. They lose the armored body trait but can cast mage armor as a spell-like ability up to 3 times per day. The sorcerite's caster level is equal to its character level.

NEXT



93





## HOMUNCULUS, ROGUE (SCOUNDRITE)

CR 1/2

XP 200

**N** Tiny construct (living golem)

**Init** +3; **Senses** darkvision 60 ft., low-light vision; **Perception** +5

### DEFENSE

AC 15, touch 15, flat-footed 12 (+3 Dex, +2 size)  
hp 6 (1d10+1)

**Fort** +1, **Ref** +3, **Will** +1 (+5 vs. mind-affecting)

Immune bleed, paralysis, poison, sleep

### OFFENSE

Speed 20 ft.

**Melee** shortsword +4 (1d3/19–20), dagger +4 (1d2/19–20)

**Ranged** dagger +6 (1d2/ 19–20)

**Special Attacks** sneak attack (1d6)

**Space** 2-1/2 ft.; **Reach** 0 ft

### STATISTICS

Str 11, Dex 16, Con 12, Int 13, Wis 12, Cha 17

Base Atk +1; CMB +2; CMD 12

**Feats** two-weapon fighting

**Skills** Perception +5, Stealth +15

**Languages** Common

### AVAILABLE TRAINER SPELLS (SCOUNDRITE)

#### Level Spells

**0** Bleed, Daze, Lullaby

**1st** Magic Weapon, Sleep, True Strike

**2nd** Daze Monster, Invisibility, Knock, Make Whole, Silence

**3rd** Battlefield Adept, Deep Slumber, Greater Magic Weapon, Heroism

**4th** Greater Invisibility, Shadow Projection

**5th** Persistent Image

**6th** Cloak of Dreams

**7th** Project Image

**8th** Moment of Prescience

**9th** Foresight

## HOMUNCULUS, SORCERER (SORCERITE)

CR 1

XP 200

**N** Tiny construct (living golem)

**Init** +3; **Senses** darkvision 60 ft., low-light vision; **Perception** +5

### DEFENSE

AC 15, touch 15, flat-footed 12 (+3 Dex, +2 size)

hp 15 (2d10+4); **Fort** +2, **Ref** +0, **Will** +1 (+5 vs. mind-affecting)

Immune bleed, paralysis, poison, sleep

### OFFENSE

Speed 20 ft.

**Melee** dagger +4 (1d2/19–20)

**Space** 2-1/2 ft.; **Reach** 0 ft

**Special Attacks** burning hands (Su, CL 2nd, 3/day, DC 16), flare (Su, CL 2nd, at will, DC 15)

### STATISTICS

Str 6, Dex 10, Con 14, Int 13, Wis 12, Cha 21

Base Atk +1; CMB –1; CMD 7; **Feats** two-weapon fighting

**Skills** Knowledge (arcana) +6, Spellcraft +6, Use Magic Device +6

**Languages** Common; **SQ** trainer spells (CL 2nd)

### AVAILABLE TRAINER SPELLS (SORCERITE)

#### Level Spells

**0** Daze, Detect Magic, Light, Ray of Frost, Read Magic

**1st** Color Spray, Identify, Magic Missile, Shocking Grasp, Sleep

**2nd** Acid Arrow, Daze Monster, Make Whole, Mirror Image

**3rd** Arcane Sight, Cloak of Winds, Deep Slumber, Lightning Bolt

**4th** Greater Invisibility, Ice Storm, Rainbow Pattern

**5th** Acidic Spray, Symbol of Sleep, Telepathic Bond

**6th** Analyze Dweomer, Chain Lightning, Cloak of Dreams

**7th** Greater Arcane Sight, Prismatic Spray, Reverse Gravity

**8th** Moment of Prescience, Polar Ray, Scintillating Pattern

**9th** Foresight, Meteor Swarm, Wail of the Banshee



# HYDRA

CR 4

XP 1,200

**N Huge magical beast**

**Init** +1; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +10

## DEFENSE

**AC** 15, **touch** 9, **flat-footed** 14 (+1 **Dex**, +6 natural, -2 size)

**hp** 47 (5d10+20); fast healing 5

**Fort** +8, **Ref** +7, **Will** +3

## OFFENSE

**Speed** 20 ft., **swim** 20 ft.

**Melee** 5 bites +6 (1d8+3)

Space 15 ft.; Reach 10 ft.

**Special Attacks** pounce

## STATISTICS

**Str** 17, **Dex** 12, **Con** 18, **Int** 2, **Wis** 11, **Cha** 9

**Base Atk** +5; **CMB** +10; **CMD** 21 (can't be tripped)

**Feats** Combat Reflexes, Iron Will, Lightning Reflexes

**Skills** Perception +10, **swim** +11; Racial Modifiers +2 Perception

**SQ** hydra traits, regenerate head

## SPECIAL ABILITIES

**Fast Healing (Ex):** A hydra's fast healing ability is equal to its current number of heads (minimum fast healing 5). This fast healing applies only to damage inflicted on the hydra's body.

**Hydra Traits (Ex):** A hydra can be killed by severing all of its heads or slaying its body. Any attack that is not an attempt to sever a head affects the body, including area attacks or attacks that cause piercing or bludgeoning damage. To sever a head, an opponent must make a sunder attempt with a slashing weapon targeting a head. A head is considered a separate weapon with hardness 0 and hit points equal to the hydra's HD. To sever a head, an opponent must inflict enough damage to reduce the head's hit points to 0 or less. Severing a head deals damage to the hydra's body equal to the hydra's current HD. A hydra can't attack with a severed head, but takes no other penalties.

**Regenerate Head (Ex):** When a hydra's head is destroyed, two heads regrow in 1d4 rounds. A hydra cannot have more than twice its original number of heads at any one time. To prevent new heads from growing, at least 5 points of acid or fire damage must be dealt to the stump (a touch attack to hit) before they appear. Acid or fire damage from area attacks can affect stumps and the body simultaneously. A hydra doesn't die from losing its heads until all are cut off and the stumps seared by acid or fire.

## AVAILABLE TRAINER SPELLS

### Level Spells

<b>1st</b>	Cause Fear, True Strike
<b>2nd</b>	Bloodhound, Scorching Ray
<b>3rd</b>	Disrupting Roar, Water Breathing
<b>4th</b>	Dragon's Breath, Fear, Ride the Waves
<b>5th</b>	Absorb Toxicity
<b>7th</b>	Regenerate

## MONSTORIN TRAITS

**+2 Dex, +2 Con, -2 Cha:** Hydra monstorin are tough and quick, but can be argumentative.

**Medium:** Hydras are medium creatures and have no bonuses or penalties due to their size.

**Slow Speed:** Hydras have a base speed of 20 feet. They are not hindered by encumbrance or armor.

**Monstrous Humanoid:** Hydras are considered monstrous humanoids.

**Multiple Heads (Ex):** Hydras have two heads, granting them a +2 racial bonus to Perception checks and a +1 racial bonus to Will saving throws against mind-affecting effects.

**Darkvision:** Hydras gain darkvision out to 60 ft.

**Low-Light vision:** Hydras can see twice as far as humans in conditions of dim light.

**Fast Healing (Ex):** While above 0 hit points, hydras gain fast healing 2 for a number of rounds per day equal to their character level (minimum 3 rounds).

**NEXT**



95





## INEVITABLES



Counter to the Demons of the Kingdom are the Inevitables; construct-like outsiders created to replace formites and enforce the laws of the world. Inevitables are willing to do what it takes to uphold their ideals, even if doing so isn't always good.

Inevitable monstorin have very human personalities, despite their sometimes wildly different appearance.



## ARBITER

CR 2

XP 600

LN Tiny outsider (extraplanar, inevitable, lawful)

Init +3; Senses darkvision 60 ft., detect chaos, low-light vision; Perception +5

### DEFENSE

AC 16, touch 15, flat-footed 13 (+3 Dex, +1 natural, +2 size)

hp 15 (2d10+4); regeneration 2 (chaotic)

Fort +5, Ref +3, Will +3

Defensive Abilities constant vigilance, constructed; SR 13

### OFFENSE

Speed 20 ft., fly 50 ft. (average)

Melee short sword +7 (1d3/19–20)

Space 2-1/2 ft.; Reach 0 ft.

Special Attacks electrical burst

### SPELL-LIKE ABILITIES (CL 2nd)

Constant—detect chaos

3/day—command (DC13), make whole, protection from chaos

1/week—dispel chaos (CL 12th, 6 questions)

### STATISTICS

Str 11, Dex 16, Con 14, Int 11, Wis 11, Cha 14

Base Atk +2; CMB +3; CMD 13

Feats Flyby Attack, Weapon FinesseB

Skills Diplomacy +7, Fly +12, Knowledge (planes) +5, Perception +5, Sense Motive +5, Stealth +16

Languages truespeech

SQ locate inevitable

### SPECIAL ABILITIES

**Constant Vigilance (Su):** An arbiter gains a +4 bonus to recognize and disbelieve illusions created by creatures with the chaotic subtype or possessing the chaotic descriptor.

**Electrical Burst (Ex):** An arbiter can release electrical energy from its body in a 10-foot-radius burst that deals 3d6 electricity damage (DC 13 Reflex half). Immediately following such a burst, the arbiter becomes stunned for 24 hours. The save DC is Constitution-based.

### AVAILABLE TRAINER SPELLS

#### Level Spells

<b>1st</b>	Command, Detect Chaos, Protection from Chaos
<b>2nd</b>	Make Whole
<b>3rd</b>	Daylight, Invisibility Purge
<b>4th</b>	Dimension Door, Dimensional Anchor, Discern Lies, Order's Wrath
<b>5th</b>	Atonement, Dispel Chaos, Greater Command, Spell Resistance
<b>6th</b>	Repulsion, Transformation, True Seeing
<b>7th</b>	Dictum, Sunbeam, Statue
<b>8th</b>	Antipathy, Iron Body, Shield of Law
<b>9th</b>	Foresight

### MONSTORIN TRAITS

**+2 Con, +2 Wis, –2 Cha:** Arbiter monstorin are tough and perceptive, but uncaring in their mannerisms.

**Small:** Arbiters are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a –1 penalty to their CMB and CMD, and a +4 size bonus on Stealth checks.

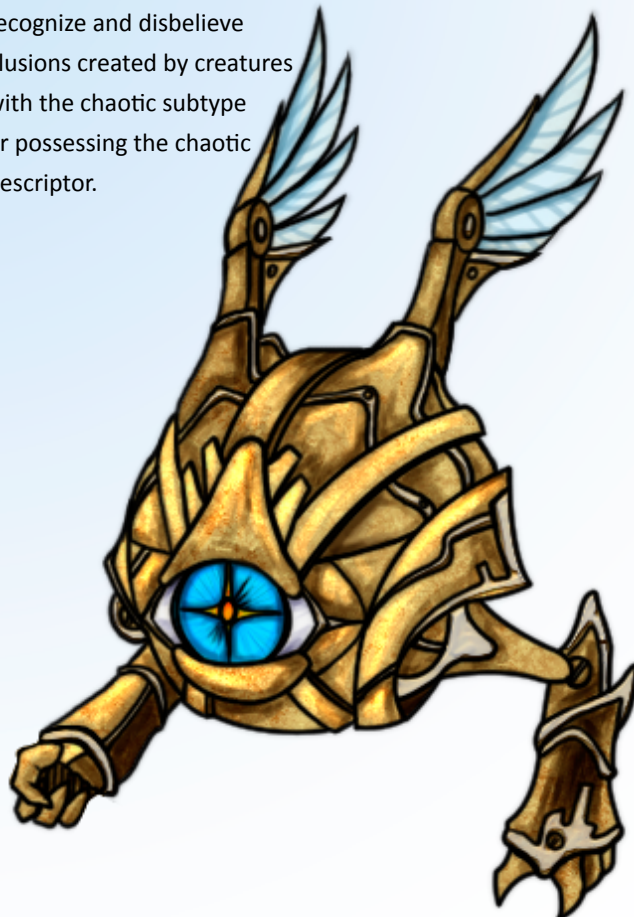
**Slow Speed:** Arbiters have a base speed of 20 ft.

**Outsider (native) (Ex):** As outsiders, arbiters gain darkvision out to 60 ft.

**Detect Chaos:** Arbiters can detect chaos in the same way paladins can detect evil.

**Low-Light vision:** Arbiters can see twice as far as humans in conditions of dim light.

**Constant Vigilance (Su):** An arbiter gains a +4 bonus to recognize and disbelieve illusions created by creatures with the chaotic subtype or possessing the chaotic descriptor.



## JUBJUB BIRD

CR 15

XP 51,200

### N Huge magical beast

Init +2; Senses darkvision 60 ft., low-light vision, scent; Perception +24

### DEFENSE

AC 31, touch 11, flat-footed 28 (+2 Dex, +1 dodge, +20 natural, -2 size)

hp 230 (20d10+120); fast healing 10

Fort +18, Ref +14, Will +11;

Defensive Abilities adaptive defense; Immune acid; SR 26

### OFFENSE

Speed 50 ft., fly 20 ft. (poor)

Melee bite +31 (3d6+19/19-20 x3 plus grab), 2 talons +31 (1d8+13)

Space 15 ft.; Reach 15 ft. (20 ft. with bite)

Special Attacks deadly bite, shriek, swallow whole (3d6+19 bludgeoning plus 2d6 acid damage, AC 20, 23 hp)

### STATISTICS

Str 37, Dex 15, Con 22, Int 2, Wis 16, Cha 13

Base Atk +20; CMB +37 (+41 grapple); CMD 50

Feats Blind-Fight, Cleave, Combat Reflexes, Dodge, Improved Critical (bite), Iron Will, Mobility, Power Attack, Run, Spring Attack

Skills Acrobatics +14 (+22 when jumping), Fly +7, Perception +24; Racial Modifiers +12 Acrobatics, +8 Perception

SQ planar acclimation

### SPECIAL ABILITIES

**Adaptive Defense (Su):** When first encountered, a jubjub bird has no energy resistance. When damaged by an attack that causes cold, electricity, fire, or sonic damage, it gains resistance 30 to that energy type until the end of its next turn. If an attack causes more than one type of energy damage, the jubjub bird gains resistance 30 to all the types of energy damage dealt.

**Deadly Bite (Ex):** A jubjub bird applies 1-1/2 times its Strength modifier to damage dealt by its bite attack. A successful critical hit decapitates and instantly slays a Large or smaller victim (DC 33 Fort negates decapitation; creatures without a head are immune to this effect) and deals triple normal damage regardless of the decapitation result. The save DC is Strength-based.

**Planar Acclimation (Ex):** A jubjub bird is always considered to be on its home plane, regardless of what plane it finds itself upon. It never gains the extraplanar subtype.

**Shriek (Ex):** Once every 1d6 rounds as a standard action, a jubjub bird can voice a piercing screech. All creatures (other than jubjub birds) within a 60-foot-radius spread must succeed at a DC 26 Fortitude save or be stunned for 1d4 rounds. This is a sonic effect. The save DC is Constitution-based.



### AVAILABLE TRAINER SPELLS

#### Level Spells

1st Enlarge Person, Magic Weapon

2nd Bull's Strength, Knock

3rd Greater Magic Weapon, Versatile Weapon

4th Mass Enlarge Person, Shout



### MONSTORIN TRAITS

+2 Str, +2 Wis, -2 Int: Jubjub monstorin are strong and attentive. They can be slow to catch on.

**Medium:** Jubjubs are medium creatures and have no bonuses or penalties due to their size.

**Normal Speed:** Jubjubs have a base speed of 30 feet.

**Vestigial Wings (Ex):** Jubjubs have wings that do not provide the lift required for actual flight, but do have enough power to aid flight attained by some other method, and grant a +4 racial bonus on Fly checks.

**Darkvision:** Jubjubs gain darkvision out to 60 ft.

**Low-Light vision:** Jubjubs can see twice as far as humans in conditions of dim light.

**Bite (Ex):** Jubjubs gain a natural bite attack that deals 1d4 points of damage plus 1-1/2 times their Str modifier.

**Energy Resistances (Su):** Jubjubs have resistance 5 to acid, cold, electricity, and fire.







# KATNIP

CR 4 XP 1,200

## CG Small monstrous humanoid

Init +10; Senses darkvision 60 ft., detect poison, low-light vision; Perception +16

## DEFENSE

AC 19, touch 17, flat-footed 13 (+6 Dex, +2 natural, +1 Size)  
hp 60 (5d10+25 plus 8 temporary)  
Fort +10, Ref +14, Will +12; Immune fear

## OFFENSE

Speed 20 ft.  
Melee 2 claws +14 (1d6+4), slam +12 (1d4+2)

## SPELL-LIKE ABILITIES (CL 8th)

Constant—detect poison  
At will—flare  
3/day—command (DC 17), hostile juxtaposition (DC 23)  
1/day—ablative barrier, greater heroism (used), greater magic fang (used)

## STATISTICS

Str 14, Dex 23, Con 20, Int 17, Wis 18, Cha 23  
Base Atk +5; CMB +6; CMD 22

Feats greater spell focus (conjuration), improved initiative  
Skills Bluff +15, Diplomacy +15, Knowledge (nature) +12, Perception +16, Perform (any one) +18, Sense Motive +16, Spellcraft +12, Stealth +20  
Languages understands Common



## AVAILABLE TRAINER SPELLS

### Level Spells

- 0** Detect Poison, Flare, Fury Guard, Guidance
- 1st** Blend, Color Spray, Command, Magic Fang, True Strike
- 2nd** Barkskin, Blur, Cat's Grace, Certain Grip, Glitterdust
- 3rd** Ablative Barrier, Greater Magic Fang, Heroism, Resinous Skin
- 4th** Rainbow Pattern, Stoneskin, Thorn Body, Wandering Star Motes
- 5th** Break Enchantment, Greater Command, Hostile Juxtaposition, Spell Resistance
- 6th** Battlemind Link, Blade Barrier, Greater Heroism, Transformation
- 7th** Ice Body, Prismatic Spray, Statue
- 8th** Iron Body, Scintillating Pattern, Seamantle
- 9th** Fiery Body, Prismatic Sphere

## MONSTORIN TRAITS

**+2 Dex, +2 Cha:** Katnip monstorin enjoy physical and social interaction.

**Small:** Katnips are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their CMB and CMD, and a +4 size bonus on Stealth checks.

**Slow Speed:** Katnips have a base speed of 20 feet.

**Monstrous Humanoid:** Katnips are considered monstrous humanoids. This grants them darkvision out to 60 feet.

**Low-Light vision:** Katnips can see twice as far as humans in conditions of dim light.

**Cat's Luck:** Once per day, when a katnip makes a Reflex saving throw, it can roll the saving throw twice and take the better result. It must decide to use this ability before attempting the saving throw.

**Claws (Ex):** Katnips gain two natural claw attacks that deal 1d3 damage.

**Defensive Training, Greater:** Katnips gain a +2 dodge bonus to their AC.

## Base Statistics (without heroism/magic fang)

Perception +12

## DEFENSE

hp 52; Fort +6, Ref +10, Will +8

## OFFENSE

Melee 2 claws +8 (1d6+2), slam +8 (1d4+2)

## STATISTICS

Skills Bluff +11, Diplomacy +11, Knowledge (nature) +8, Perception +12, Perform (any one) +14, Sense Motive +12, Spellcraft +8, Stealth +14



# Khale

CR 7

XP 3,200

## NG Large monstrous humanoid (giant)

Init +4; Senses echolocation 120 ft.; Perception +17

### DEFENSE

AC 20, touch 13, flat-footed 16 (+4 Dex, +7 natural, -1 Size)

hp 89 (6d10+48 plus 8 temporary)

Fort +14, Ref +13, Will +14; Immune fear

### OFFENSE

Speed 20 ft.; swim 80 ft.

Melee bite +17 (1d8+20), 2 slams +15 (1d8+12), tail slap +10 (2d6+18)

Space 10 ft.; Reach 5 ft. (10 ft. with tail slap)

Special Attacks trample (in water only, 1d8+12, DC 21)

### SPELL-LIKE ABILITIES (CL 8th)

At will—create water

3/day—aqueous orb (DC 17), hydraulic push (DC 15)

1/day—greater heroism (used), greater magic fang (used), quench

### STATISTICS

Str 26, Dex 19, Con 26, Int 15, Wis 18, Cha 17

Base Atk +6; CMB +15; CMD 29 (31 vs. trip)

Feats cleave, improved natural attack (slam), power attack (used)

Skills Diplomacy +17, Intimidate +17, Knowledge (nature) +15, Perception +17, Sense Motive +17, Stealth +4 (+8 under water), Swim +20; Racial Bonuses +4 Stealth under water.

Languages Common

**Echolocation (Ex):** A khale can perceive the world by creating high-pitched noises and listening to their echoes. This gives the monster blindsight to a range of 120 feet. The echo-producing noises are too high-pitched to be heard by most creatures, and can only be detected by dragons, other creatures with this ability (such as bats), and creatures with hearing-based blindsense or blindsight. The khale cannot use this ability if it is deaf, and cannot detect anything in an area of silence.

### Base Stats (without heroism/magic fang/power attack)

Perception +13

### DEFENSE

hp 81; Fort +10, Ref +9, Will +10

### OFFENSE

Melee bite +13 (1d8+12), 2 slams +13 (1d8+8), tail slap +9 (2d6+12)

### STATISTICS

Skills Diplomacy +13, Intimidate +13, Knowledge (nature) +11, Perception +13, Sense Motive +13, Stealth +0 (+4 under water), Swim +16; Racial Bonuses +4 Stealth under water.

### AVAILABLE TRAINER SPELLS

#### Level Spells

0	Create Water, Daze, Fury Guard, Resistance
1st	Command, Hydraulic Push, Jump, Magic Fang, True Strike
2nd	Bull's Strength, Daze Monster, Fog Cloud
3rd	Aqueous Orb, Greater Magic Fang, Heroism, Hydraulic Torrent
4th	Elemental Body I (water only), Mass Daze, Solid Fog, Stoneskin
5th	Elemental Body II (water only), Greater Command, Spell Resistance
6th	Elemental Body III (water only), Fluid Form, Greater Heroism
7th	Elemental Body IV (water only), Spell Turning, Vortex
8th	Iron Body, Moment of Prescience, Seamantle
9th	Foresight, Tsunami

NEXT



### MONSTORIN TRAITS

**+2 Con, +2 Wis:** Khale monstorin are tough and wise.

**Medium:** A khale's size gives no bonuses or penalties.

**Base Speed:** 20 feet. Not encumbered by armor or a heavy load

**Swim Speed:** 40 feet. +8 racial bonus to Swim checks.

**Monstrous Humanoid:** Khales are monstrous humanoids with darkvision out to 60 feet.

**Skills:** Khales gain a +4 racial bonus to Perception checks made to hear and to Stealth checks made under water.

**Blindsense:** Blindsense out to 30 feet. This ability doesn't function if the khale is deaf or against targets in an area of silence.

**Natural Armor:** +1 natural armor.







## KHALE, CHILD (RASKHALE)

CR 5

XP 1,600

### NG Medium monstrous humanoid (giant)

Init +5; Senses echolocation 80 ft.; Perception +13

#### DEFENSE

AC 18, touch 15, flat-footed 13 (+5 Dex, +3 natural)

hp 57 (6d10+24)

Fort +11, Ref +12, Will +11

#### OFFENSE

Speed 10 ft.; swim 40 ft.

Melee bite +9 (1d6+10), 2 slams +8 (1d6+7)

#### SPELL-LIKE ABILITIES (CL 5th)

At will—create water

1/day—aqueous orb (DC 15), heroism (used), magic fang (used)

#### STATISTICS

Str 14, Dex 21, Con 18, Int 11, Wis 14, Cha 13

Base Atk +6; CMB +8; CMD 23 (cannot be tripped)

Feats improved natural attack (slam), iron will, power attack (used)

Skills Diplomacy +13, Intimidate +13, Knowledge (nature) +11, Perception +13, Sense Motive +13, Stealth +7 (+11

under water), Swim +12; Racial Bonuses +4 Stealth under water.

Languages understands Common

#### SPECIAL ABILITIES

**Echolocation (Ex):** A raskhale can perceive the world by creating high-pitched noises and listening to their echoes. This gives the monster blindsight to a range of 80 feet. The echo-producing noises are too high-pitched to be heard by most creatures, and can only be detected by dragons, other creatures with this ability (such as bats), and creatures with hearing-based blindsense or blindsight. The raskhale cannot use this ability if it is deaf, and cannot detect anything in an area of silence.



## Water Monstorin

As he stared at the rays swimming in the pool, Daniel got Maverik's attention, "Why would anybody want to use, let alone capture, a monster that can't survive outside of the water?"

The other trainer walked over from where he was observing the aquarium's short list of famous trainers and their water-type monsters and stood next to the boy for a moment, contemplating the question.

"Where I come from, many of the monsters found in the lakes and oceans have the ability to create small pools of water in which they can survive during battle. I expect since most of the monsters introduced to this world are from there, they probably know the same trick."

Maverik tapped the glass with his gauntlet as one of the larger beasts swam by, "That one probably just hovers above the ground under its own power."

"Very astute observation," a young man in a lab coat asserted as he walked over and joined them. "Swordbite can indeed keep itself aloft when battling outside of water."

Daniel watched the swordbite glide around inside its pen, "So, it flies?"

The researcher smiled, "No; at least, not like winged monsters fly. When swordbite is out of the water, it creates a small cushion of mist on which it sits. The cushion only lasts a while, usually up to an hour, before swordbite has to return to its trainer's essence or a source of water and rest."

Growing excited now that he understood these new monsters better, Daniel asked the man, "Is there some place around here that I can hunt one up for myself? I think I'd like to find a trisaber and capture it."

"We actually have an open reserve at the end of the cove where you can go. As it so happens, there should be a school of trisabers there today. They usually come into the cove during this time of year to avoid the families of khale that migrate through on their way south."

The researcher pointed in the direction of the reserve before adding, "From the questions you're asking, I take it you don't actually have any monsters that could reliably battle something in the water."

Daniel's enthusiasm waned as the notion dawned on him, "No, I guess I don't."

"Not to worry," the man reassured, "I would be willing to trade you the trisaber that I recently captured. In your travels, you must have acquired at least one monster that I would find interesting. I rarely leave the city, let alone my region, so it would be nice to have an exotic companion from someplace else."

# KOALADIN WARRIOR (CINEREUS)

CR 6

XP 2,400

## LG Small monstrous humanoid

Init +10; Senses darkvision 60 ft., detect evil, low-light vision; Perception +16

**Aura courage (10 ft., +4 saves vs. fear)**

## DEFENSE

AC 20, touch 14, flat-footed 17 (+3 Dex, +6 natural, +1 Size)

hp 52 (5d10+20 plus 5 temporary)

Fort +12, Ref +15, Will +18

Defensive Abilities divine grace; Immune divine health, fear

## OFFENSE

Speed 20 ft.; climb 20 ft.

Melee 2 claws +15 (1d4+11), slam +14 (1d6+13)

**Special Attacks** smite evil (2/day, 5th level)

## SPELL-LIKE ABILITIES (CL 5th)

Constant—detect evil

At will—virtue

3/day—command (DC 17), holy smite (DC 20)

1/day—cure moderate wounds, greater heroism (used), greater magic fang (used)

## STATISTICS

Str 20, Dex 17, Con 19, Int 13, Wis 23, Cha 18

Base Atk +5; CMB +6; CMD 22

Feats improved natural armor, power attack (used), weapon focus (slam)

Skills Climb +17, Diplomacy +16, Heal +18, Knowledge (religion) +13, Perception +18, Sense Motive +18, Stealth +11

Languages understands Common

SQ aura of good (5th level); lay on hands (1/day, 2d6)

## MONSTORIN TRAITS

**+2 Str, +2 Wis:** Koaladin monstors are strong and perceptive.

**Small:** Koaladins are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a –1 penalty to their CMB and CMD, and a +4 size bonus on Stealth checks.

**Slow Speed:** Katnips have a base speed of 20 feet.

**Monstrous Humanoid:** Koaladins are considered monstrous humanoids. This grants them darkvision out to 60 feet.

**Battle-Hardened:** Koaladins gain a +1 racial bonus to CMD.

**Claws (Ex):** Koaladin's gain two natural claw attacks that deal 1d3 damage.

**Natural Armor:** A koaladin's thick hide grants +1 natural armor.

## AVAILABLE TRAINER SPELLS

### Level Spells

**0** Detect Poison, Detect Undead, Fury Guard, Read Magic, Resistance, Virtue

**1st** Cure Light Wounds, Detect Evil, Ironbeard, Jump, Magic Fang/Weapon

**2nd** Aid, Bear's Endurance, Cure Moderate Wounds, Instant Armor, Resist Energy

**3rd** Cure Serious Wounds, Greater Magic Fang/Weapon, Neutralize Poison, Protection from Energy

**4th** Cure Critical Wounds, Holy Smite, Stoneskin, True Form

**5th** Break Enchantment, Dispel Evil, Spell Resistance, Wall of Force

**6th** Battlemind Link, Repulsion, True Seeing

**7th** Forcecage, Holy Word, Symbol of Stunning

**8th** Antipathy, Holy Aura, Moment of Prescience

**9th** Foresight

## Base Stats (without heroism/magic fang/power attack)

Perception +14

## DEFENSE

hp 47; Fort +8, Ref +11, Will +14

## OFFENSE

Melee 2 claws +11 (1d4+5), slam +12 (1d6+7)

## STATISTICS

Skills Climb +13, Diplomacy +12, Heal +14, Knowledge (religion) +9, Perception +14, Sense Motive +14, Stealth +7

NEXT







## LAGOMORPHS

Lagomorphs are the most resilient of pests. When first called into reality, they immediately spread out to every corner of the land, adapting to their new environs and becoming even more difficult to handle.

Eventually, such was their population that researchers within the various regions began calling upon other monsters to keep the lagomorphs under control. In the frozen lands, levimurs infiltrate lagomorph warrens and eat the babies. In the mountains, earth warriors are raised by scouts to collapse lagomorph tunnels so the beasts can't destabilize the area and cause avalanches. Similar practices exist throughout the Kingdom.

Despite their dangerous numbers, lagomorphs make great companions, and trainers are always encouraged to capture or destroy as many as they can.



## LAGOMORPH ALPHA (LAGOMO)

CR 1/2

XP 200

N Tiny magical beast

Init +2; Senses scent; Perception +12

### DEFENSE

AC 15, touch 14, flat-footed 13 (+2 Dex, +1 natural, +2 size) hp 5 (1d10)

Fort +4, Ref +6, Will +3

Defensive Abilities +2 Saving throws (already added), DR 2/—; Resist all 5; SR 7

### OFFENSE

Speed 30 ft.; burrow 5 ft. (leaves tunnels), climb 15 ft., swim 15 ft.

Melee bite +5 (1d3–3), 2 claws +5 (1d2–3)

Space 2-1/2 ft.; Reach 0 ft.; **Special Attacks** kick +5 (1d6–3)

### STATISTICS

Str 4, Dex 15, Con 11, Int 3, Wis 12, Cha 9

Base Atk +1; CMB +1; CMD 8 (12 vs. trip)

Feats Skill Focus (Perception)

Skills Acrobatics +10, Climb +6,

Perception +9, Swim +6;

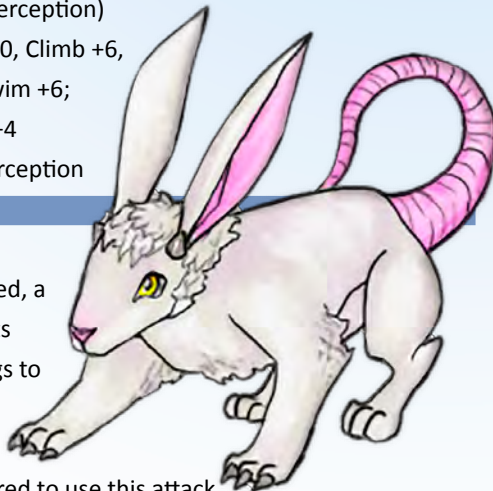
Racial Modifiers +4

Acrobatics, +4 Perception

### SPECIAL ABILITIES

**Kick (Ex):** When flanked or grappled, a lagomo can use its powerful back legs to kick its enemy as a swift action.

No check is required to use this attack.



## AVAILABLE TRAINER SPELLS (ALL LAGOMORPHS)

### Level Spells

**0** Resistance, Stabilize, Virtue

**1st** Expeditious Retreat, Jump, Mage Armor, Shield

**2nd** Animal Aspect, Protection from Arrows, Resist Energy

**3rd** Battlefield Adept, Burrow, Dispel Magic, Protection from Energy

**4th** Greater Animal Aspect, Spell Immunity, True Form

**5th** Break Enchantment, Polymorph, Spell Resistance

**6th** Repulsion, Transformation

**7th** Regenerate

**8th** Greater Spell Immunity, Protection from Spells

**9th** Foresight

## MONSTORIN TRAITS

**Adaptable:** Like humans, lagomorph monstorin are versatile.

They gain a +2 racial bonus to one ability score of their choice.

**Small:** Lagomorphs are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a –1 penalty to their CMB and CMD, and a +4 size bonus on Stealth checks.

**Slow Speed:** Lagomorphs have a base speed of 20 ft., but gain +10 feet when using charge or withdraw.

**Skills:** Lagomorphs gain a +2 racial bonus to Acrobatics and Perception. When jumping, they are always considered to have a running start.

**Lucky:** Lagomorphs gain a +1 bonus to all saving throws.

**Natural Armor:** Lagomorphs gain a +1 natural armor bonus.

**Spell Resistance:** Lagomorphs gain spell resistance equal to 6 + their character level.

## LAGOMORPH EARTH RUNE (KYLVA)

CR 5

XP 1,600

N Small outsider (earth, elemental, native)

Init +3; Senses scent; Perception +12

### DEFENSE

AC 19, touch 14, flat-footed 16 (+3 Dex, +5 natural, +1 size)

hp 17 (2d8+8) Fort +7, Ref +2, Will +8

DR 10/adamantine (DR 2/bludgeoning without stonemage); Immune acid, elemental traits; SR 13



## OFFENSE

Speed 20 ft., burrow 20 ft.

Melee bite +5 (1d4+2), 2 claws +5 (1d3+2); **Special Attacks** kick +5 (1d8+3)

## SPELL-LIKE ABILITIES (CL 4th)

**3/day**—acid arrow; **1/day**—stoneskin (used)

## STATISTICS

Str 14, Dex 14, Con 19, Int 3, Wis 16, Cha 13

Base Atk +2; CMB +2; CMD 14 (22 vs. trip)

Feats Iron Will

Skills Acrobatics +7, Perception +12; Racial Modifiers +4 Acrobatics, +4 Perception

## MONSTORIN TRAITS & TRAINER SPELLS (KYLVA)

Kylvas differ slightly from other lagomorphs. They trade Animal Aspect for Acid Arrow as a 2nd-level spell and True Form for Stoneskin as a 4th-level spell. Kylva monstorin have +2 natural armor and Acid Resistance 5 instead of Spell Resistance.

## LAGOMORPH FIRE RUNE (KENA)

CR 2

XP 600

N Small outsider (elemental, fire, native)

Init +9; Senses scent; Perception +10

## DEFENSE

AC 16, touch 13, flat-footed 16 (+5 Dex, +1 size)

hp 13 (2d8+4) Fort +5, Ref +8, Will +1;

DR 2/-; **Immune** fire, elemental traits; **Resist** all except cold 5; SR 13; **Weaknesses** Vulnerability to cold

## OFFENSE

Speed 30 ft., wild charge

Melee bite +5 (1d4+2 plus burn), 2 claws +5 (1d3+2 plus burn)

**Special Attacks** burn (1d6, DC 13), kick +5 (1d8+3 plus burn)

## STATISTICS

Str 14, Dex 20, Con 15, Int 3, Wis 12, Cha 13

Base Atk +2; CMB +3; CMD 18 (22 vs. trip)

Feats Improved Initiative

Skills Acrobatics +14, Perception +10; Racial Modifiers +4 Acrobatics, +4 Perception

## SPECIAL ABILITIES

**Wild Charge (Ex):** When charging, a kena never has to run in a straight line. It can give up 5 feet of its movement to turn up to 180 degrees.



## MONSTORIN TRAITS & TRAINER SPELLS (KENA)

Kenas differ slightly from other lagomorphs. They trade Animal Aspect for Scorching Ray as a 2nd-level spell and True Form for Dragon's Breath (fire only) as a 4th-level spell. Kena monstorin have a base speed of 30 ft. (40 ft. when using charge or withdraw), but they gain no natural armor bonus.

NEXT



## LAGOMORPH ICE RUNE (ISA)

CR 2

XP 600

N Small outsider (air, elemental, native, water)

Init +2; Senses scent; Perception +12

## DEFENSE

AC 17, touch 13, flat-footed 15 (+2 Dex, +4 natural, +1 size)

hp 13 (2d8+4) Fort +7, Ref +5, Will +2

DR 2/piercing; **Immune** cold, elemental traits; **Resist** all except fire 5; SR 13; **Weaknesses** Vulnerability to fire

## OFFENSE

Speed 20 ft., burrow 20 ft. (ice and snow), swim 20 ft.

Melee bite +5 (1d4+2), 2 claws +5 (1d3+2)

**Special Attacks** kick +5 (1d8+3)

## SPELL-LIKE ABILITIES (CL 4th)

**At will**—ray of frost; **3/day**—frigid touch (DC 15)

## STATISTICS

Str 14, Dex 15, Con 15, Int 3, Wis 14, Cha 17

Base Atk +2; CMB +3; CMD 15 (19 vs. trip)

Feats Great Fortitude

Skills Acrobatics +11, Perception +11; Racial Modifiers +4 Acrobatics, +4 Perception

## MONSTORIN TRAITS & TRAINER SPELLS (ISA)

Isan differ slightly from other lagomorphs. They trade Animal Aspect for Frigid Touch as a 2nd-level spell and True Form for Wall of Ice as a 4th-level spell. Isa monstorin have Cold Resistance 10 instead of Spell Resistance.

103







### LAGOMORPH LIGHT RUNE (DAGA)

CR 2 XP 600

N Small outsider (air, elemental, native)  
Init +4; Senses scent; Perception +13



#### DEFENSE

AC 19, touch 15, flat-footed 15 (+4 Dex, +4 natural, +1 size)  
hp 11 (2d8+2) Fort +1, Ref +7, Will +7  
Immune electricity, elemental traits; SR 13



#### OFFENSE

Speed 30 ft.; fly 100 ft. (perfect)  
Melee bite +7 (1d4), 2 claws +7 (1d3 plus 1d6 electricity)  
Special Attacks kick +7 (1d8 plus 1d6 electricity), metal mastery, spark leap



#### STATISTICS

Str 11, Dex 18, Con 13, Int 3, Wis 18, Cha 13  
Base Atk +2; CMB +3; CMD 15 (19 vs. trip)  
Feats Weapon Finesse  
Skills Acrobatics +13, Fly +14, Perception +13; Racial Modifiers +4 Acrobatics, +4 Perception



#### SPECIAL ABILITIES

**Metal Mastery (Ex):** A daga gains a +3 bonus on attack rolls if its opponent is wearing metal armor, is wielding a metal weapon, or is made of metal (such as an iron golem).  
**Spark Leap (Ex):** A daga gains a +10 bonus on bull rush, disarm, overrun, and trip attacks when it charges a creature against whom its metal mastery ability applies.

#### MONSTORIN TRAITS & TRAINER SPELLS (DAGA)

Dagas differ slightly from other lagomorphs. They trade Shield for Shock Shield as a 1st-level spell and gain Ride the Lightning as a 9th-level spell. Daga monstorin do not gain natural armor. Instead, they can use Shock Shield as a spell-like ability once per day. Daga's caster level equals its character level.



### LAGOMORPH PLANT RUNE (LAUKA)

CR 2 XP 600

N Small plant  
Init +3; Senses scent; Perception +12

#### DEFENSE

AC 14, touch 11, flat-footed 14 (+3 natural, +1 size)  
hp 17 (2d8+8)  
Fort +6, Ref +2, Will +6  
DR 2/slashing; Immune electricity, plant traits; Resist all except fire 5; SR 13

#### Weaknesses

Vulnerability to fire

#### OFFENSE

Speed 20 ft., climb 15 ft.  
Melee bite +4 (1d4+2), 2 claws +4 (1d3+2) or slam +4 (1d4+2)  
Special Attacks kick +4 (1d8+3), vine slap (slam, 10 ft.)

#### STATISTICS

Str 14, Dex 10, Con 18, Int 3, Wis 16, Cha 13  
Base Atk +1; CMB +2; CMD 12 (16 vs. trip)  
Feats Lightning Reflexes  
Skills Acrobatics +9, Perception +12; Racial Modifiers +4 Acrobatics, +4 Perception

#### SPECIAL ABILITIES

**Vine Slap (Ex):** Counts as slam, but with a 10 ft. reach.

#### MONSTORIN TRAITS & TRAINER SPELLS (LAGA & LAUKA)

Lagas and Laukas differ slightly from other lagomorphs. Lagas gain Create Water as a 0-level spell. They also trade Burrow for Aqueous Orb as a 3rd-level spell and Repulsion for Fluid Form as a 6th-level spell. Laga monstorin have a Swim Speed of 30 feet and Fire Resistance 5 instead of Spell Resistance. Laukas trade Expeditious Retreat for Goodberry as a 1st-level spell and True Form for Thorn Body as a 4th-level spell. Lauka monstorin have Electricity Resistance 10 instead of Spell Resistance.





## LAGOMORPH WATER RUNE (LAGA)

CR 2

XP 600

N Small outsider (elemental, native, water)  
Init +4; Senses scent; Perception +13

### DEFENSE

AC 17, touch 11, flat-footed 17 (+6 natural, +1 size)  
hp 13 (2d10+2)  
Fort +4, Ref +3, Will +0

**DR** 2/-; Immune fire, elemental traits; SR 13

Weaknesses vulnerability to electricity

### OFFENSE

**Speed** 20 ft.; swim 90 ft.

**Melee** bite +6 (1d4+3), 2 claws +6 (1d3+3)

**Special Attacks** drench, kick +6 (1d8+4), vortex (DC 13, 10–20 ft.),

### STATISTICS

Str 16, Dex 10, Con 13, Int 9, Wis 11, Cha 8

Base Atk +2; CMB +4; CMD 14 (18 vs. trip)

Feats Power Attack

Skills Acrobatics +9, Escape Artist +5, Perception +9, Stealth +9,  
Swim +16 Racial Modifiers +4 Acrobatics, +4 Perception

### SPECIAL ABILITIES

**Drench (Ex):** A laga's touch puts out non-magical flames of Large size or smaller. It can dispel magical fire it touches as dispel magic (CL 2).

**Vortex (Su):** A laga can create a whirlpool as a standard action, at will. This ability functions identically to the whirlwind special attack, but can only form underwater and cannot leave the water.



## LEVIMUR

CR 10

XP 600

N Tiny magical beast (cold)

Init +10; Senses darkvision 60 ft., low-light vision, scent;  
Perception +7

### DEFENSE

AC 24, touch 23, flat-footed 13 (+6 Dex, +5 dodge, +1 natural,  
+2 size)

hp 123 (13d10+52)

Fort +12; Ref +14; Will +9

**DR** 5/cold iron; Immune cold; Weaknesses vulnerability to fire

### OFFENSE

**Speed** 40 ft.; climb 40 ft. **Space** 2-1/2 ft.; **Reach** 0 ft.

**Melee** bite +17 (1d4 plus 1d6 cold), slam +17 (1d6 plus 1d6 cold)

**Special Attacks** breath weapon (cold)

### STATISTICS

Str 10, Dex 23, Con 18, Int 6, Wis 16, Cha 10

Base Atk +13; CMB +17; CMD 28 (32 vs. trip)

Feats Combat Expertise (used), Dodge, Improved Initiative, Improved Natural Armor, Iron Will, Mobility

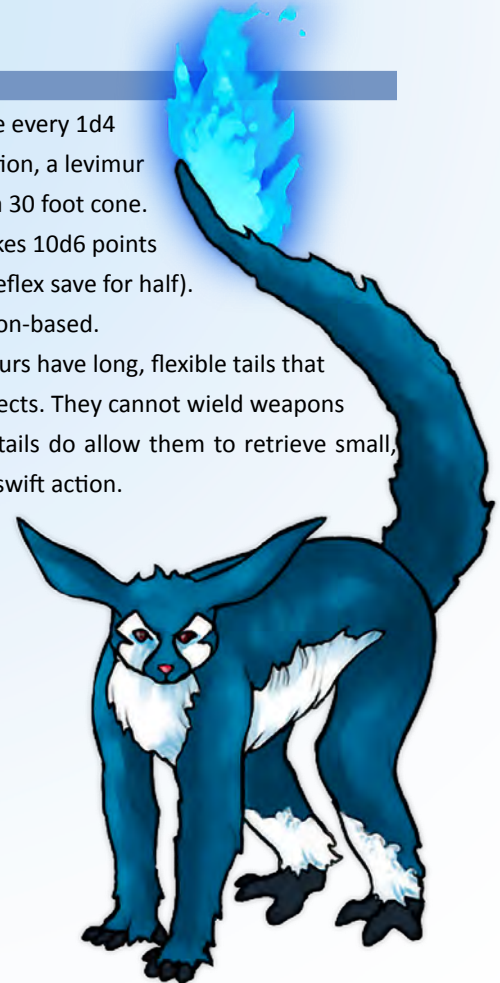
Skills Acrobatics +19 (+27 to jump), Perception +7, Stealth +18 (+22 in snow or tundra environment), Survival +7; Racial Modifiers +8 Acrobatics to jump, +4 Stealth in snow or tundra environment

SQ prehensile tail

### SPECIAL ABILITIES

**Breath Weapon (Su):** Once every 1d4 rounds, as a standard action, a levimur can breathe frigid ice in a 30 foot cone. A creature in the area takes 10d6 points of cold damage (DC 20 Reflex save for half). The save DC is Constitution-based.

**Prehensile Tail (Ex):** Levimurs have long, flexible tails that they can use to carry objects. They cannot wield weapons with their tails, but the tails do allow them to retrieve small, unattended objects as a swift action.





**LEVIMUR, ELDER (LUPICE)**

CR 15

XP 51,200

CN Medium magical beast (cold)

Init +1; Senses darkvision 60 ft., low-light vision, scent;

Perception +28

Aura confusion (10 ft., DC 25)

**DEFENSE**

AC 33, touch 15, flat-footed 28 (+5 Dex, +18 natural)

hp 199 (21d10+84)

Fort +16, Ref +17, Will +13

DR 10/cold iron; Immune cold, fire, paralysis, sleep; SR 27

**OFFENSE**

Speed 50 ft.

Melee bite +26 (1d8+10/19-20 plus trip), 2 claws +29

(1d8+7/19-20 plus rend)

**Special Attacks** breath weapon (50-ft. cone, 12d10 cold, DC 25, usable every 1d4 rounds), rend (2 claws, 1d8+10)**SPELL-LIKE ABILITIES (CL 21st)**

At will—ray of frost

3/day—confusion (DC 19), deeper darkness, mirror image, silent image (DC 16), vanish

**STATISTICS**

Str 25, Dex 20, Con 19, Int 21, Wis 19, Cha 20

Base Atk +21; CMB +26; CMD 41 (45 vs. trip)

Feats Alertness, Critical Focus, Improved Critical (bite, claw), Improved Natural Weapon (claw), Iron Will, Power Attack, Quicken Spell, Stunning Critical, Vital Strike

Skills Appraise +29, Bluff +32, Intimidate +29, Knowledge (arcana) +29, Perception +28, Sense Motive +28, Spellcraft +29; Racial Modifiers +4 Bluff

Languages Abyssal, Common, Draconic, Dwarven, Orc

SQ trainer spells (CL 10th)

**SPECIAL ABILITIES**

**Aura of Confusion (Su):** As the spell. A creature that successfully saves cannot be affected again by that lupice's aura of confusion for one day. Other levimurs are immune to the lupice's aura of confusion. The save DC is Charisma-based.

**AVAILABLE TRAINER SPELLS (ALL LEVIMURS)****Level Spells**

<b>0</b>	Bleed, Detect Magic, Fury Guard, Mage Hand, Ray of Frost, Read Magic
<b>1st</b>	Jump, Inflict Light Wounds, Silent Image, Vanish
<b>2nd</b>	Bloodhound, Fox's Cunning, Inflict Moderate Wounds, Invisibility, Mirror Image
<b>3rd</b>	Arcane Sight, Blink, Dispel Magic, Greater Magic Fang
<b>4th</b>	Confusion, Dimension Door, Spell Immunity
<b>5th</b>	Cone of Cold, True Seeing
<b>6th</b>	Greater Dispel Magic, Mass Fox's Cunning, Mass Inflict Moderate Wounds
<b>7th</b>	Ethereal Jaunt, Greater Arcane Sight, Ice Body
<b>8th</b>	Greater Spell Immunity, Polar Ray, Protection From Spells
<b>9th</b>	Foresight

**MONSTORIN TRAITS****+2 Dex, +2 Int:** Levimur monstorin are agile and cunning.**Medium:** Levimurs are medium creatures and have no bonuses or penalties due to their size.**Base Speed:** Levimurs have a base speed of 30 feet.**Lupine Resistance:** Because of their fey-like nature, Levimurs gain DR 5/cold iron.**Skills:** Levimurs always treat Bluff as a class skill and gain a +2 racial bonus to Bluff checks.**Trickster (Sp):** Levimurs are natural tricksters. They gain the following spell-like abilities once per day each: Mirror Image, Silent Image, and Vanish.

# LOCAN

CR 16

XP 76,800

LG Large magical beast

Init +1; Senses darkvision 60 ft., low-light vision, scent; Perception +32

Aura frightful presence (180 ft., DC 25)

## DEFENSE

AC 33, touch 10, flat-footed 32 (+1 Dex, +23 natural, -1 size) hp 199 (21d10+84)

Fort +16, Ref +13, Will +14

DR 10/adamantine; Immune cold, fire, paralysis, sleep; SR 27

## OFFENSE

Speed 50 ft., fly 250 ft. (average), swim 30 ft.

Melee bite +26 (2d6+10/19-20 plus grab), 2 claws +29 (2d6+7/19-20 plus grab)

Space 10 ft.; Reach 10 ft.

**Special Attacks** breath weapon (50-ft. cone, 14d10 fire, DC 26, usable every 1d4 rounds), pounce, rake (2 claws, 2d6+7)

## SPELL-LIKE ABILITIES (CL 21st)

At will—bristle, daylight, detect evil

## STATISTICS

Str 25, Dex 12, Con 19, Int 20, Wis 21, Cha 20

Base Atk +20; CMB +28; CMD 39 (43 vs. trip)

Feats Alertness, Critical Focus, Extend Spell, Improved Critical (bite, claw), Improved Natural Weapon (claw), Iron Will, Power Attack, Stunning Critical, Vital Strike

Skills Diplomacy +28, Fly +16, Heal +28, Knowledge (arcana, local, nobility, religion) +28, Perception +32, Sense Motive +40, Spellcraft +28, Swim +30;

Racial Modifiers +4 Sense Motive

Languages Celestial, Common, Draconic, Elven, Halfling

**SQ** trainer spells (CL 10th)

## AVAILABLE TRAINER SPELLS

### Level Spells

<b>0</b>	Detect Magic, Detect Poison, Fury Guard, Light, Mage Hand, Read Magic, Stabilize
<b>1st</b>	Bristle, Detect Evil, Mage Armor, Shield
<b>2nd</b>	Cure Moderate Wounds, Eagle's Splendor, Resist Energy, Silence
<b>3rd</b>	Dispel Magic, Disrupting Roar, Haste, Invisibility Purge
<b>4th</b>	Dimension Door, Holy Smite, Spell Immunity, Stoneskin
<b>5th</b>	Dispel Evil, True Seeing
<b>6th</b>	Greater Dispel Magic, Mass Cure Moderate Wounds, Mass Eagle's Splendor
<b>7th</b>	Scouring Winds, Sunbeam
<b>8th</b>	Greater Spell Immunity, Protection From Spells, Sunburst
<b>9th</b>	Foresight

## MONSTORIN TRAITS

**+2 Str, +2 Dex:** Locan monstorin are strong and agile.

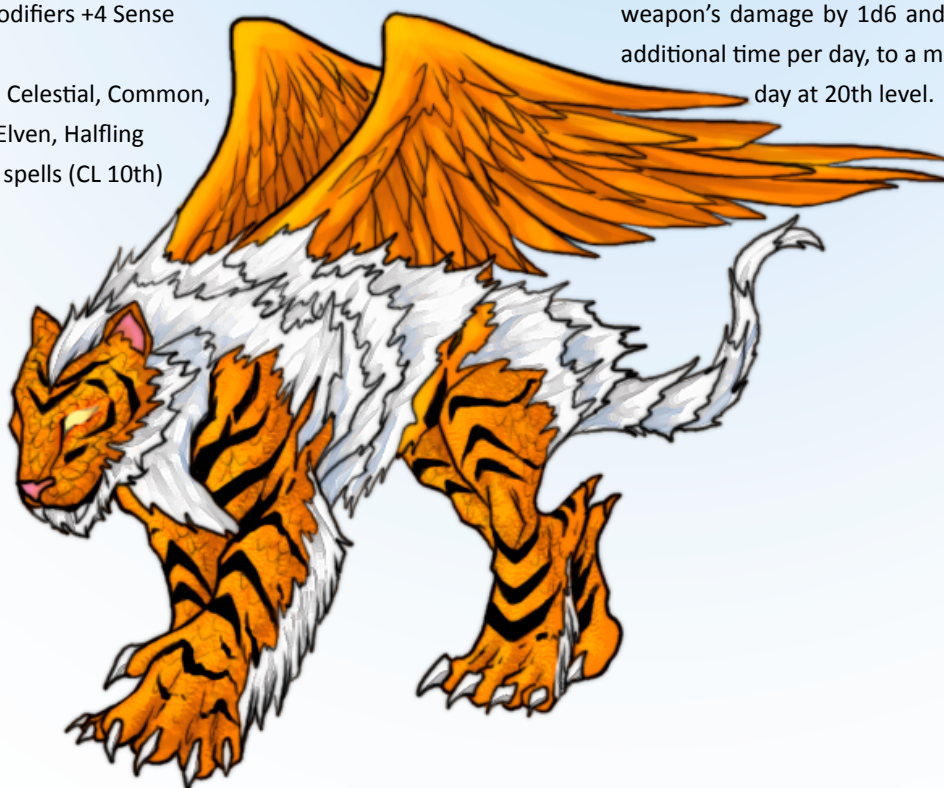
**Medium:** Locans are medium creatures and have no bonuses or penalties due to their size.

**Base Speed:** Locans have a base speed of 30 feet.

**Skills:** A locan always treats Sense Motive as a class skill and gains a +2 racial bonus to Sense Motive checks.

**Breath Weapon:** Locans can breathe fire in a 15-foot cone, dealing 1d6 points of fire damage to all creatures in the affected area. Those creatures can make a Reflex saving throw for half damage. The DC of the save is 10 + 1/2 the locan's character level + its Constitution modifier. At 5th level and every 5 levels thereafter, the locan increases its breath weapon's damage by 1d6 and can use its breath weapon 1 additional time per day, to a maximum of 6d6 fire damage 6/day at 20th level.

**NEXT**







# MAELAE

CR 12 XP 19,200

N Medium plant

Init +10; Senses darkvision 60 ft.; Perception +24

### DEFENSE

AC 27, touch 17, flat-footed 20 (+6 Dex, +1 dodge, +10 natural)  
hp 161 (17d8+85); Fort +15, Ref +11, Will +11  
Defensive Abilities thorn body (1d6+15); Immune electricity,  
plant traits; Weaknesses vulnerability to cold and fire

### OFFENSE

Speed 40 ft.; climb 40 ft., swim 20 ft.  
Melee tail slap +18 (2d6+7/19-20 plus grab or trip), slam +17  
(2d6+5 piercing plus poison)  
Ranged thorn +18 (30 ft., 1d6+5 piercing plus poison)  
Space 5 ft.; Reach 5 ft. (10 ft. with tail slap)  
Special Attacks poison (DC 23, 1d4 Con, 2 consecutive saves)

### SPELL-LIKE ABILITIES (CL 12th)

At will—detect animals or plants  
3/day—entangle (DC 16), magic fang  
1/day—sunburst (DC 23), wall of thorns

### STATISTICS

Str 21, Dex 23, Con 20, Int 16, Wis 19, Cha 20

Base Atk +12; CMB +17; CMD 34 (can't be tripped)

Feats Alertness, Combat Casting, Combat Expertise, Dodge, Eschew Materials, Improved Critical (tail slap), Improved Initiative, Iron Will, Weapon Focus (tail slap)

Skills Diplomacy +24, Knowledge (nature) +23, Perception +24, Sense Motive +24, Stealth +26  
Languages Common  
SQ trainer spells (as scout, CL 12th)

### SPECIAL ABILITIES

**Poison (Ex):** Injury; save Fort DC 23; frequency 1/round for 6 rounds; effect 1d4 Con damage; cure 2 consecutive saves. The save DC is Constitution-based.

**Tail Slap:** A maelae treats its tail slap as a primary natural attack. Typically a maelae grapples with its tail. This leaves its hands free to continue attacking other creatures, cast spells,

or otherwise act as if not in a grapple. It cannot, however, use tail slap while grappling in this way.

**Thorn Body (Ex):** Any creature that strikes a maelae with a melee weapon, an unarmed strike, or a natural weapon takes 1d6+15 points of piercing damage. Creatures using melee weapons with reach are unaffected by this ability. Creatures that successfully grapple a maelae take 2d6+15 points of piercing damage.

### AVAILABLE TRAINER SPELLS (ALL MAELAE)

#### Level Spells

- 1st Cure Light Wounds, Detect Animals or Plants, Entangle, Expeditious Retreat, Magic Fang
- 2nd Daze Monster, Glitterdust, Instant Armor, Resist Energy, See Invisibility
- 3rd Arcane Sight, Burst of Nettles, Dispel Magic, Greater Magic Fang
- 4th Command Plants, Thorn Body

## MAELAE YOUTH (MAELBUD)

CR 6 XP 2,400

N Tiny plant

Init +10; Senses darkvision 60 ft.; Perception +23

### DEFENSE

AC 19, touch 19, flat-footed 13 (+6 Dex, +1 natural, +2 size)  
hp 76 (9d8+36)  
Fort +9, Ref +9, Will +5  
Defensive Abilities thorn body (1d6+9); Immune electricity,  
plant traits; Weaknesses vulnerability to cold and fire

### OFFENSE

Speed 15 ft.; climb 15 ft.  
Melee slam +8 (1d3 plus 1d6 piercing plus poison)  
Ranged thorn +8 (15 ft., 1d6 piercing plus poison)  
Space 2-1/2 ft.; Reach 0 ft.  
Special Attacks poison (DC 17, 1d2 Con, 1 save)

### SPELL-LIKE ABILITIES (CL 6th)

At will—detect animals or plants  
3/day—entangle (DC 16), magic fang

### STATISTICS

Str 11, Dex 23, Con 17, Int 16, Wis 15, Cha 20

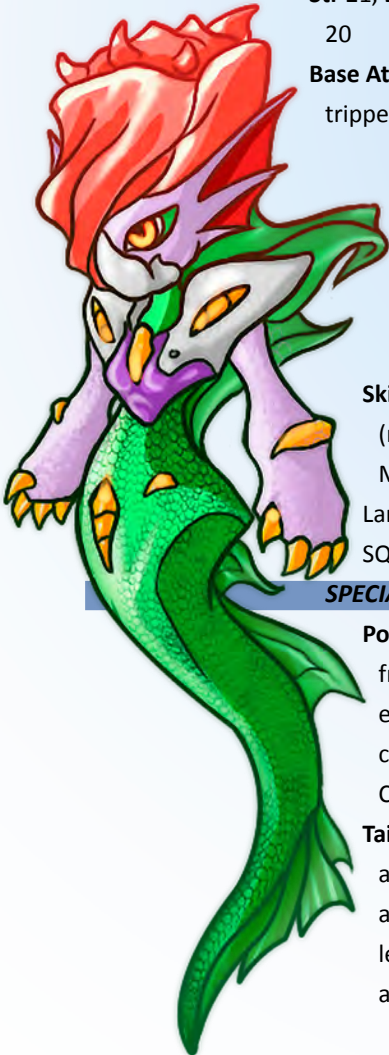
Base Atk +6; CMB +11; CMD 27 (can't be tripped)

Feats Alertness, Combat Casting, Eschew Materials, Improved Initiative, Iron Will

Skills Diplomacy +17, Knowledge (nature) +15, Perception +14, Sense Motive +14, Stealth +26

Languages understands Common

SQ trainer spells (as scout, CL 6th)



## MONSTORIN TRAITS (MAELAE)

**+2 Str, +2 Cha:** Maelae monstorin are strong and beautiful.

**Medium:** Maelae are medium creatures and have no bonuses or penalties due to their size.

**Base Speed:** Maelae have a base speed of 30 feet.

**Diplomatic:** Maelae gain a +2 racial bonus to Diplomacy checks.

**Lesser Thorn Body:** Any creature that strikes a maelae with a melee weapon, an unarmed strike, or a natural weapon takes 1 point of piercing damage. Creatures using melee weapons with reach are unaffected by this ability. Creatures that successfully grapple a maelae take 2 points of piercing damage.

**Tail Slap:** Maelae receive a tail slap attack that deals 1d8 damage on a hit. In addition, a maelae that hits with its tail slap can make a trip attack as a free action that does not provoke attacks of opportunity.

## MIMIC

CR 4

XP 1,200

N Medium aberration (shapechanger)

Init +5; Senses darkvision 60 ft.; Perception +14

### DEFENSE

AC 16, touch 11, flat-footed 15 (+1 Dex, +5 natural)

hp 52 (7d8+21); Fort +5, Ref +5, Will +6; Immune acid

### OFFENSE

Speed 10 ft.

Melee slam +10 (1d8+6 plus adhesive)

**Special Attacks** constrict (slam, 1d8+6)

### STATISTICS

Str 19, Dex 12, Con 17, Int 10, Wis 13, Cha 10

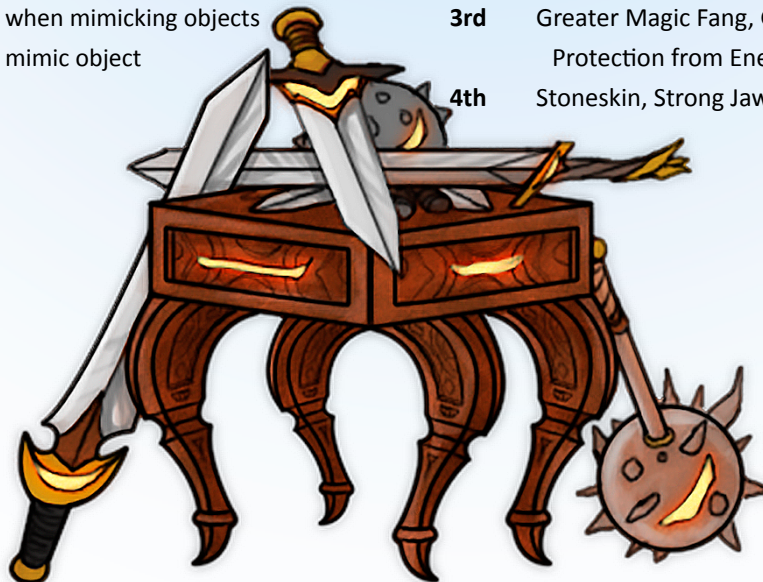
Base Atk +5; CMB +9; CMD 20 (can't be tripped)

Feats Improved Initiative, Lightning Reflexes, Skill Focus (Perception), Weapon Focus (slam)

Skills Climb +14, Disguise +10 (+30 when mimicking objects), Knowledge (Dungeoneering) +10, Perception +14; Racial

Modifiers +20 Disguise when mimicking objects

Languages Common; SQ mimic object



## SPECIAL ABILITIES

**Adhesive (Ex):** A mimic can automatically grapple any creature it hits with its slam attack. Opponents so grappled cannot get free while the mimic is alive without removing the adhesive first. A weapon that strikes a mimic is stuck fast unless the wielder succeeds on a DC 17 Reflex save. A successful DC 17 Strength check is needed to pry off a stuck weapon. Strong alcohol or universal solvent dissolves the adhesive, but the mimic can still grapple normally. A mimic can dissolve its adhesive at will, and the substance breaks down 5 rounds after the creature dies. The save DC is Strength-based.

**Mimic Object (Ex):** A mimic can assume the general shape of any Medium object, such as a massive chest, a stout bed, or a door. The creature cannot substantially alter its size, though. A mimic's body is hard and has a rough texture, no matter what appearance it might present. A mimic gains a +20 racial bonus on Disguise checks when imitating an object in this manner. Disguise is always a class skill for a mimic.

## MONSTORIN TRAITS (MIMIC)

**+2 Str, +2 Wis, -2 Dex:** Mimic monstorin are strong and attentive, but not very quick to react.

**Medium:** Mimics are medium creatures and have no bonuses or penalties due to their size.

**Slow Speed:** Mimics have a base speed of 20 feet.

**Acid Resistance:** Mimics gain acid resistance 5.

**Mimic Object (Sp):** Once per day, mimic monstorin can cast mimic object as a spell-like ability. The mimic's caster level is equal to its character level.

**Natural Armor:** Mimics gain +1 natural armor.

**Skills:** Mimics gain a +2 racial bonus to Bluff and Disguise checks. They always treat Bluff and Disguise as class skills.

## AVAILABLE TRAINER SPELLS

### Level Spells

**1st** Magic Fang, Magic Weapon, True Strike

**2nd** Certain Grip, Mimic Object, Scare, Tree Shape

**3rd** Greater Magic Fang, Greater Magic Weapon, Protection from Energy (acid only)

**4th** Stoneskin, Strong Jaw, Thorn Body, True Form

NEXT





PREVIOUS

# MINOTAUR

CR 8 XP 4,800

CN Large monstrous humanoid  
Init +4; Senses darkvision 60 ft., scent; Perception +18

### DEFENSE

AC 21, touch 13, flat-footed 17 (+4 Dex, +8 natural, -1 size)  
hp 104 (11d10+44)  
Fort +8, Ref +11, Will +7; Defensive Abilities natural cunning

### OFFENSE

Speed 30 ft.  
Melee greataxe +15/+10 (3d6+7/x3) and gore +10 (1d6+2)  
Space 10 ft.; Reach 10 ft.  
Special Attacks powerful charge (gore +17, 2d6+7)

### STATISTICS

Str 20, Dex 18, Con 17, Int 7, Wis 10, Cha 8  
Base Atk +11; CMB +17; CMD 31  
Feats Cleave, Great Fortitude, Improved Bull Rush, Intimidating Prowess, Power Attack, Toughness  
Skills Intimidate +8, Perception +18, Stealth +4, Survival +16; Racial Modifiers +4 Perception, +4 Survival  
Languages Giant

### SPECIAL ABILITIES

**Natural Cunning (Ex):** Although minotaurs are not especially intelligent, they possess innate cunning and logical ability. This gives them immunity to maze spells and prevents them from ever becoming lost. Further, they are never caught flat-footed.



## MONSTORIN TRAITS (Minotaur)

**+2 Str, +2 Dex, +2 Con, +4 Wis, -2 Int:** Minotaur monstorin are the picture of health and wisdom, but their society favors physical interaction over intellectual.

**Medium:** A minotaur's size gives no bonuses or penalties.

**Base Speed:** Minotaurs have a base speed of 30 feet.

**Feat:** Minotaurs gain Intimidating Prowess as a bonus feat.

**Natural Cunning (Ex):** Although minotaurs are not especially intelligent, they possess innate cunning and logical ability. This gives them immunity to maze spells and prevents them from ever becoming lost. Further, they are never caught flat-footed.

**Skills:** Minotaur monstorin gain a +2 racial bonus to Perception and Survival checks.

## AVAILABLE TRAINER SPELLS

Level	Spells
1st	Command, Enlarge Person, Ironbeard, Magic Fang, Magic Weapon
2nd	Bloodhound, Bull's Strength, Gallant Inspiration, Scare
3rd	Greater Magic Fang, Greater Magic Weapon, Heroism, Rage
4th	Fear, Locate Creature, Stoneskin, Strong Jaw

# MONCROAK

CR 4 XP 1,200

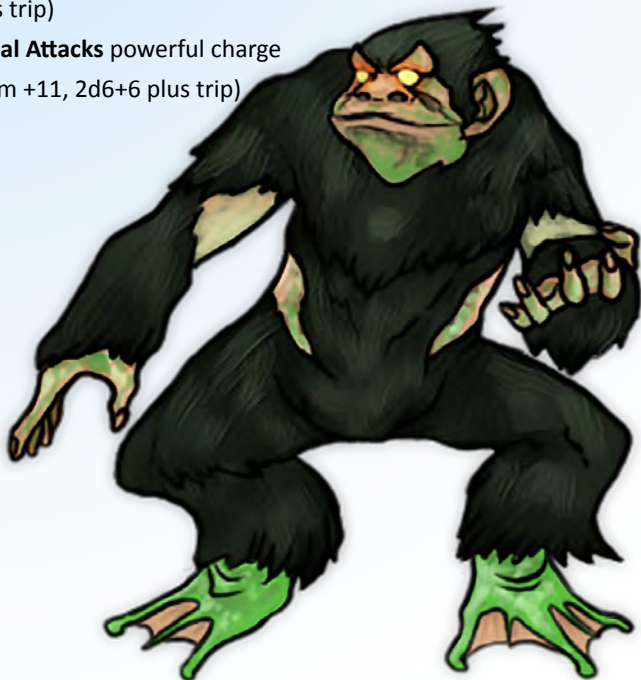
N Medium monstrous humanoid  
Init +3; Senses darkvision 60 ft.; Perception +4

### DEFENSE

AC 14, touch 9, flat-footed 14 (+2 Dex, +5 natural)  
hp 39 (6d10+6); Fort +5, Ref +8, Will +5

### OFFENSE

Speed 30 ft.; swim 60 ft.  
Melee halberd +10/+5 (1d10+6/x3 plus trip) and slam +5 (1d6+2 plus trip)  
Special Attacks powerful charge (slam +11, 2d6+6 plus trip)



## STATISTICS

Str 19, Dex 17, Con 13, Int 7, Wis 10, Cha 8

Base Atk +6; CMB +11; CMD 21

Feats Great Fortitude, Improved Bull Rush, Power Attack

Skills Acrobatics +12 (+20 when jumping), Perception +4, Survival +13; Racial Modifiers +21 Acrobatics when jumping, +4 Survival  
Languages Common; SQ jump

## SPECIAL ABILITIES

**Jump (Ex):** Always jumps as though with a running start.

**Powerful Charge (Ex):** Ignores difficult terrain when charging. Can jump as part of charge to attack higher creatures.

## MONSTORIN TRAITS (MONCROAK)

**+2 Dex, +2 Con:** Moncroak monstorin are tough and agile.

**Medium:** A moncroak's size gives no bonuses or penalties.

**Base Speed:** Moncroaks have a base speed of 30 feet. They also have a swim speed of 30 ft. that grants a +8 racial bonus to swim checks.

**Acrobatic Jumper (Ex):** Moncroaks are always considered to have a running start when making Acrobatics checks to jump. They always treat Acrobatics and Swim as class skills.

**Amphibious (Ex):** Moncroaks can breathe both air and water.

**Slam:** When charging, a moncroak can jump and make a slam attack with its feet. This attack deals 1d6 damage plus 1-1/2 the moncroak's Strength modifier.

## AVAILABLE TRAINER SPELLS (MONCROAK)

### Level Spells

- |     |   |
|-----|---|
| 1st | Blend, Ear-Piercing Scream, Expeditious Retreat, Hydraulic Push, Jump |
| 2nd | Acid Arrow, Aid, Certain Grip, Fog Cloud, Shatter                     |
| 3rd | Ablative Barrier, Aqueous Orb, Disrupting Roar, Resinous Skin         |
| 4th | Discordant Blast, Shout, Solid Fog, Strong Jaw                        |

## NIGHTWALKER

CR 16

XP 76,800

**CE Huge undead (extraplanar, nightshade)**

Init +2; Senses darksense, darkvision 60 ft., low-light vision, detect magic; Perception +29

Aura desecrating aura (30 ft.)

## DEFENSE

AC 31, touch 10, flat-footed 29 (+2 Dex, +21 natural, -2 size)  
hp 241 (21d8+147)

Fort +14, Ref +11, Will +19

DR 15/good and silver; Immune cold, undead traits; SR 27

Weaknesses light aversion

## OFFENSE

Speed 40 ft.

Melee 2 claws +28 (3d6+15/19-20 plus 4d6 cold)

Space 15 ft.; Reach 15 ft.

**Special Attacks** channel energy (8d6, DC 29, 8/day), fear gaze, swift sundering

## SPELL-LIKE ABILITIES (CL 16th)

Constant—air walk, detect magic, magic fang

5/day—deeper darkness, dimension door, greater dispel magic, unholy blight (DC 19)

3/day—confusion (DC 19), haste, hold monster (DC 20), invisibility, quickened unholy blight (DC 19)

1/day—cone of cold (DC 20), finger of death (DC 22), plane shift (DC 22), summon (level 7, 4 greater shadows)

## STATISTICS

Str 35, Dex 14, Con —, Int 20, Wis 21, Cha 21

Base Atk +15; CMB +31; CMD 43

Feats Combat Expertise, Command Undead, Greater Sunder, Greater Vital Strike, Improved Critical (claws), Improved Disarm, Improved Sunder, Improved Vital Strike, Power Attack, Quicken Spell-Like Ability (unholy blight), Vital Strike

Skills Intimidate +29, Knowledge (arcana) +29, Knowledge (planes) +26, Knowledge (religion) +29, Perception +29, Sense Motive +29, Spellcraft +29, Stealth +18 (+26 in darkness), Swim +33;

Racial Modifiers +8 Stealth in dim light and darkness

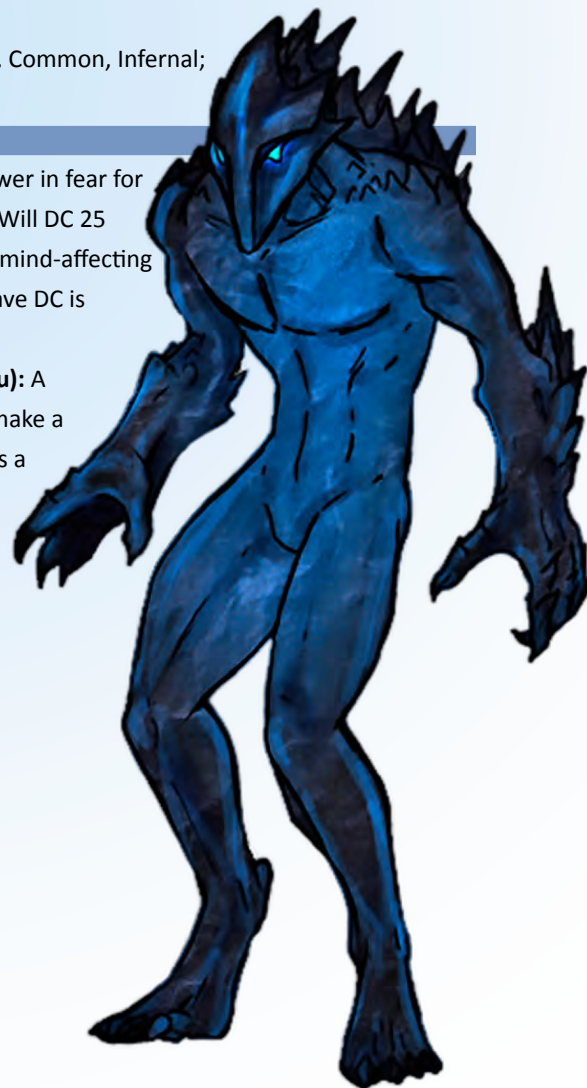
Languages Abyssal, Common, Infernal; telepathy 100 ft.

## SPECIAL ABILITIES

**Fear Gaze (Su):** Cower in fear for 1 round, 30 feet, Will DC 25 negates. This is a mind-affecting fear effect. The save DC is Charisma-based.

**Swift Sundering (Su):** A nightwalker can make a sunder attempt as a swift action with one of its claws.

NEXT





**PREVIOUS** AVAILABLE TRAINER SPELLS (NIGHTWALKER)



Level	Spells
0	Bleed, Daze, Detect Magic
1st	Cause Fear, Chill Touch, Command, Detect Undead, Ray of Enfeeblement
2nd	Blur, Darkness, Daze Monster
3rd	Arcane Sight, Blink, Deeper Darkness
4th	Bestow Curse, Black Tentacles, Dimensional Anchor, True Form
5th	Greater Command, Spell Resistance
6th	Major Curse, Shadow Walk, True Seeing
7th	Ethereal Jaunt, Greater Arcane Sight
8th	Antipathy, Sympathy
9th	Etherealness



**MONSTORIN TRAITS (NIGHTWALKER)**

**+2 Str, +2 Cha -2 Con:** Nightwalker monstorin are strong, terrifying creatures touched by death.

**Medium:** A nightwalker's size gives no bonuses or penalties.

**Base Speed:** Nightwalkers have a base speed of 30 feet.

**Darkvision:** Nightwalkers have darkvision out to 60 feet.

**Negative Energy Affinity:** A nightwalker is healed by negative energy and harmed by positive energy, as if it were an undead creature. A raise dead spell cast on a nightwalker can destroy it (Will negates). Using the spell in this way does not require a material component.

**Shadowed Embrace (Sp):** Gains Death Watch at will as a spell-like ability; caster level equal to character level. At 9th level, can also cast shadow walk on itself once per day.

**Skills:** Nightwalker monstorin gain a +2 racial bonus to Heal and Perception checks.



**OWLBEAR**

**CR 4** XP 1,200

**N Large magical beast**

Init +5; Senses darkvision 60 ft., low-light vision, scent; Perception +12

**DEFENSE**

AC 15, touch 10, flat-footed 14 (+1 Dex, +5 natural, -1 size)  
hp 47 (5d10+20)  
Fort +10, Ref +5, Will +2

**OFFENSE**

Speed 30 ft.  
Melee 2 claws +8 (1d6+4 plus grab), bite +8 (1d6+4)  
Space 10 ft.; Reach 5 ft.

**STATISTICS**

Str 19, Dex 12, Con 18, Int 2, Wis 12, Cha 10  
Base Atk +5; CMB +10 (+14 grapple); CMD 21 (25 vs. trip)  
Feats Improved Initiative, Great Fortitude, Skill Focus (Perception)  
Skills Perception +12  
Languages understands Common

**MONSTORIN TRAITS (OWLBEAR)**

**+2 Con, +2 Wis:** Owlbear monstorin are tough and wise.

**Medium:** An owlbear's size gives no bonuses or penalties.

**Base Speed:** Owlbears have a base speed of 30 feet.

**Monstrous Humanoid:** As monstrous humanoids, owlbears have darkvision out to 60 feet. They also gain low-light vision and scent.

**Claws:** An owlbear has 2 claw attacks that each deal 1d4 damage.

**AVAILABLE TRAINER SPELLS (OWLBEAR)**

Level	Spells
1st	Ear-Piercing Scream, Enlarge Person, Ironbeard, Magic Fang, Sanctuary
2nd	Animal Aspect, Bear's Endurance, Bloodhound, Knock, Owl's Wisdom
3rd	Disrupting Roar, Greater Magic Fang, Rage, Versatile Weapon
4th	Discordant Blast, Greater Animal Aspect, Stoneskin, Strong Jaw



## PENDULA

CR 20

XP 307,200

**CE Medium construct (augmented fey)**

**Init +9; Senses detect scrying, low-light vision; Perception +39**

### DEFENSE

**AC 36, touch 18, flat-footed 28 (+8 Dex, +18 natural)**

**hp 137 (26d6+46)**

**Fort +10; Ref +18; Will +20**

**Defensive Abilities** improved evasion, statue, DR 15/epic;

**Immune** construct traits, electricity, polymorph; SR 32

### OFFENSE

**Speed** —; dimension door

**Melee slam** +22 (1d3 Str, Dex, and Con)

**Special Attacks** siphon time

### SPELL-LIKE ABILITIES (CL 26th)

**Constant**—blur, foresight, detect scrying

**3/day**—quicken dimension door, time stop, word of recall

### STATISTICS

**Str 10, Dex 26, Con —, Int 22, Wis 30, Cha 20**

**Base Atk +13; CMB +12; CMD 30**

**Feats** Alertness, Endurance, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Quicken Spell-Like Ability (dimension door), Skill Focus (Perception), Toughness, Weapon Finesse, Weapon Focus (slam)

**Skills** Bluff +29, Disguise +29, Intimidate +29,

Knowledge (arcana, history, local, planes) +33, Perception

+39, Sense Motive +33, Stealth +28, Survival +33

**Languages** telepathy 100 ft.

**SQ** ageless, clone, dimension door, frozen in time, statue

### SPECIAL ABILITIES

**Clone (Ex):** When observed through magical means for at least two minutes, a pendula can create a clone as a full-round action through the magical sensor. This ability functions once for each sensor observing the pendula. When complete, the clone comes to life as its own pendula.

**Dimension Door (Ex):** As the spell. A pendula cannot otherwise move and relies on dimension door to get around.

**Frozen in Time (Ex):** A pendula cannot act while being observed by a creature, except to use clone or statue. This includes magical scrying. This ability counts as a curse that grants the pendula its other extraordinary abilities. Only a carefully worded wish cast during a timestop spell can remove this curse. If the curse is removed, the pendula becomes a celedeen.

**Statue (Ex):** As the spell, but the pendula uses it constantly.

**Siphon Time (Ex):** A creature slain by a pendula does not die, but is instead transported back in time a number of years equal to twice the pendula's hit dice. The creature appears, fully rested,

in a safe place within 1 mile of its current location. Meanwhile, **NEXT** the creature ceases to exist in its current time period and can only be returned with a carefully worded wish spell. Creatures affected by this ability often find it safer not to interact directly with their past selves or those around them until after the triggering event, as doing so can cause horrible complications (see sidebar: Time Travel in the Kingdom of Monsters). The GM has final say regarding these matters.

**Time Lapse (Ex):** A pendula can act during rounds of apparent time in a time stop. A character in a time stop can affect the pendula normally with attacks and spells, and vice versa.

### AVAILABLE TRAINER SPELLS

#### Level Spells

**0** Detect Magic, Read Magic

**1st** Ant Haul, Blinding Dust, Cause Fear, Ray of Enfeeblement, True Strike

**2nd** Barkskin, Blur, Darkness, Scare, See Invisibility

**3rd** Deeper Darkness, Haste, Sands of Time, Slow

**4th** Bestow Curse, Dimension Door, Fear, Stoneskin

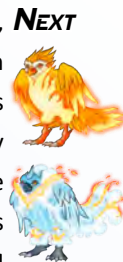
**5th** Spell Resistance, Telepathic Bond

**6th** Major Curse, True Seeing

**7th** Greater Arcane Sight, Simulacrum, Statue

**8th** Moment of Prescience, Unholy Aura, Word of Recall

**9th** Foresight, Time Stop



113

### MONSTORIN TRAITS

Pendula monstorin count as medium celedeens with a –2 penalty to Dexterity and +1 natural armor.





## Time Travel in the Kingdom

The Kingdom is not only home to powerful monsters, but also strange events that have been documented throughout its history. Some attribute these strange occurrences to the presence of monsters such as celedeens, pendulas, and timeslayers. Each of these creatures have strange abilities that allow them to travel through time, alone or with others.

The end results of time travel are always unclear, but one constant has presented itself. Direct interaction with one's past self or those around them ends badly. Tales persist of madmen rushing into bars to warn a hero of impending danger, only to wind up disappearing into nothingness or driving the would-be adventurer to act against his nature and get himself killed.

Other times, those who travel back are ultimately revealed to be either the villain all along or the benefactor of the party, attempting to help in some minor way while not disrupting the flow of reality. Occasionally, a hero who lives long enough to continue adventuring may show back up to join the party moments after his past self is sent through time. A little older, and a lot wiser, such a hero can still be a valuable member of the team.



### PHOENIX LIGHTNING HATCHLING (FIREBOLT)

CR 10

XP 9,600

NG Tiny magical beast

Init +11; Senses darkvision 60 ft., detect magic, detect poison, low-light vision, see invisibility; Perception +28  
Aura shroud of flame (5 ft., 1d6 fire, DC 18)

#### DEFENSE

AC 24, touch 20, flat-footed 16 (+7 Dex, +1 dodge, +4 natural, +2 size)

hp 110 (13d10+39); fast healing 5 (cold or evil)

Fort +9, Ref +14, Will +9

DR 5/evil; Immune fire; SR 19

Weaknesses vulnerability to cold

#### OFFENSE

Speed 10 ft.; fly 30 ft. (perfect)

Melee 2 talons +12 (1d2–3 plus 1d6 fire) and bite +12 (1d3–3 plus 1d6 fire)

Space 2-1/2 ft.; Reach 0 ft.

#### SPELL-LIKE ABILITIES (CL 13th)

Constant—detect magic, detect poison, see invisibility

5/day—continual flame, cure moderate wounds, dispel magic, scorching ray, shock shield (DC 15)



3/day— cure serious wounds, fireball (DC 19), lesser restoration, lightning bolt (DC 19)

#### STATISTICS

Str 5, Dex 25, Con 14, Int 17, Wis 18, Cha 18

Base Atk +13; CMB +18; CMD 26

Feats Dodge, Improved Initiative, Iron Will, Mobility, Greater Spell Focus (evocation), Toughness

Skills Acrobatics +23, Fly +35, Knowledge (nature plus any one other) +19, Perception +28, Sense Motive +20; Racial Modifiers +8 Perception

Languages understands Common

#### SPECIAL ABILITIES

**Shroud of Flame (Sp):** Can cause its feathers to burst into fire as a free action. Inflicts an additional 1d6 points of fire damage with natural attacks, and any creature within 5 ft. must make a DC 18 Reflex save each round to avoid taking 1d6 points of fire damage at the start of its turn. A creature that attacks the firebolt with natural or non-reach melee weapons takes 1d6 points of fire damage (no save) with each successful hit. This counts as a 2nd level evocation spell. The save DC is Constitution-based.

#### AVAILABLE TRAINER SPELLS (PHOENIX)

##### Level Spells

- 0** Detect Magic, Flare, Light, Read Magic, Stabilize, Virtue
- 1st** Cure Light Wounds, Identify, Produce Flame, Protection from Evil, Shield
- 2nd** Cure Moderate Wounds, Eagle's Splendor, Sanctuary, Scorching Ray, See Invisibility
- 3rd** Arcane Sight, Cloak of Winds, Cure Serious Wounds, Fireball
- 4th** Cure Critical Wounds, Elemental Body I (fire only), Flame Strike, Wall of Fire
- 5th** Break Enchantment, Breath of Life, Elemental Body II (fire only), Mass Cure Light Wounds
- 6th** Elemental Body III (fire only), Mass Cure Moderate Wounds, Mass Eagle's Splendor
- 7th** Greater Arcane Sight, Elemental Body IV (fire only), Mass Cure Serious Wounds
- 8th** Mass Cure Critical Wounds, Moment of Prescience, Sunburst
- 9th** Fiery Body, Foresight, Meteor Swarm

Phoenix hatchlings often grant up to 4 other spells related to their trait. For example, a lightning hatchling can exchange an equal spell for Shock Shield (1st), Lightning Bolt (3rd), Call Lightning Storm (5th), and Ride the lightning (9th). A water hatchling can trade for Hydraulic Push (1st), Aqueous Orb (3rd), Fluid Form (6th), and Seamantle (8th). Steambringer can also use Elemental Body to become a water elemental.

## PHOENIX WATER HATCHLING (STEAMBRINGER)

CR 10

XP 9,600

### NG Tiny magical beast

Init +11; Senses darkvision 60 ft., detect magic, detect poison, low-light vision, see invisibility; Perception +37

Aura shroud of mist (5 ft., 1d6 fire, DC 18)

### DEFENSE

AC 24, touch 20, flat-footed 16 (+7 Dex, +1 dodge, +4 natural, +2 size)

hp 110 (13d10+39); fast healing 5 (electricity or evil)

Fort +9, Ref +14, Will +9

DR 5/evil; Immune fire SR 19

Weaknesses vulnerability to electricity

### OFFENSE

Speed 10 ft.; fly 30 ft. (perfect), swim 30 ft.

Melee 2 talons +12 (1d2–3 plus 1d6 cold) and bite +12 (1d3–3 plus 1d6 cold)

Space 2-1/2 ft.; Reach 0 ft.

### SPELL-LIKE ABILITIES (CL 13th)

Constant—detect magic, detect poison, see invisibility

5/day—continual flame, cure moderate wounds, dispel magic, hydraulic push (DC 17), scorching ray

3/day—aqueous orb (DC 19), cure serious wounds, fireball (DC 19), lesser restoration

### STATISTICS

Str 5, Dex 25, Con 14, Int 17, Wis 18, Cha 18

Base Atk +13; CMB +18; CMD 26

Feats Dodge, Improved Initiative, Iron Will, Mobility, Greater Spell Focus (evocation), Toughness

Skills Fly +35, Knowledge (nature plus any one other) +19,

Perception +28, Sense Motive +20, Swim +31; Racial Modifiers +8 Perception

Languages understands Common

### SPECIAL ABILITIES

**Shroud of Mist (Sp):** As Fog Cloud, but the steambringer can use or turn off this ability as a free action on its turn. In heavy rain or under water, treat this as a shroud of flame instead as the water heats to a boil.



## Two Birds and One Stone

NEXT



Maverik motioned angrily for tridigon to come back as it flew over and attacked the harcrest he and his two friends had been trying to avoid. Now that his monstorin had the thing's attention, the trainer yelled over to it, "What are you doing?!"

Jenna put her hand on his shoulder and pointed past the rock monstorin, "Maverik, wait. Look. Harcrest isn't attacking kenas. It's attacking an injured steambringer."

The researcher was right, and tridigon had seen it before Maverik, so the man said nothing as his monstorin attacked the harcrest again, successfully chasing it off.

Hurrying over to the small, blue and red bird, Jenna picked the steambringer up and cradled it, "There, there, you'll be okay, but the best way for me to heal you would be to use my essence. Would that be alright?"

The monstorin gratefully nuzzled its beak into the crook of her arm as she wrapped her aura around it and drew it into her essence to recover.

"There's one over here too," Daniel said with concern as he pulled a rock away from another bird-like monster that had taken shelter behind it. This one was yellow and orange in its colors. "I can't believe we actually found a firebolt and a steambringer. These two monsters are incredibly rare. I guess our trip here wasn't a waste after all."

The boy made the fiery bird the same offer Jenna had made her steambringer and the fortunate light accepted with equal appreciation.

When both trainers had claimed their new companions, they thanked tridigon for noticing the birds when they had ignored the situation and everybody continued back down the mountain toward their next destination.

### MONSTORIN TRAITS (FIREBOLT AND STEAMBRINGER)

**+2 Dex, +2 Cha** Phoenix monstorin are naturally graceful.

**Medium:** A phoenix's size gives no bonuses or penalties.

**Base Speed:** A phoenix has a base speed of 30 feet.

**Natural Diplomat:** A phoenix with a Charisma score of 11 or higher gains the following spell-like abilities (the caster level is equal to the user's character level): 3/day—comprehend languages, detect magic, detect poison, read magic.

**Fast Healing:** Phoenix monstorin have fast healing 2 which is stopped by cold damage or damage from an evil source. Steambringer monstorin are affected by electricity damage instead of cold damage.

**See Invisibility (Sp):** As the spell once per day. Caster level is equal to its character level.

115





## PISKEL

CR 11

XP 12,800

**CN Medium outsider (air, native, water)**

Init +2; Senses blindsight 120 ft., darkvision 60 ft.; Perception +9

### DEFENSE

AC 25, touch 24, flat-footed 19 (+8 cover, +5 Dex, +1 dodge, +1 natural)

hp 142 (19d10+38)

Fort +11, Ref +18, Will +10; Defensive Abilities seamantle (added); Resist cold 10, electricity 10

### OFFENSE

Speed fly 40 ft. (perfect), swim 80 ft.

Melee slam +20 (1d4+4), tail slap +20 (1d6+6 plus trip), bite +15 (1d6+2)

**Special Attacks** pounce

### SPELL-LIKE ABILITIES (CL 19th)

At will—create water, detect thoughts, jump

3/day—aqueous orb (DC 19), calm emotions (DC 18), mass fly, quickened discordant blast (DC 20)

1/day—gallant inspiration

### STATISTICS

Str 18, Dex 20, Con 14, Int 21, Wis 18, Cha 22

Base Atk +19; CMB +23; CMD 39 (cannot be tripped)

Feats Acrobatic, Aura Reader\*, Dodge, Improved Overrun, Iron Will, Mobility, Power Attack, Quicken Spell-Like Ability (discordant blast), Spring Attack, Weapon Finesse

Skills Acrobatics +38, Diplomacy +29, Fly +40, Knowledge (arcana) +28, Perception +31, Sense Motive +31, Stealth +5 (+19 under water), Swim +32; Racial Modifiers +4 Perception, +4 Stealth under water

Languages Common; Telepathy 100 ft.

SQ hold breath; trainer spells (as performer, CL 19th)

### SPECIAL ABILITIES

**Hold Breath (Ex):** A dolphin can hold its breath for a number of minutes equal to 6 times its Constitution score before it risks drowning.

**Seamantle (Su):** As the spell. The piskel can suppress or resume it as a free action as long as it is not suppressed by another source, such as in an antimagic field. This ability does grant the +10 Stealth bonus from improved cover, but only under water.

\* New feat introduced in Chapter 3.

### AVAILABLE TRAINER SPELLS (PISKEL)

#### Level Spells

<b>0</b>	Create Water, Detect Magic, Detect Poison, Read Magic, Resistance, Stabilize, Virtue
<b>1st</b>	Disguise Self, Expeditious Retreat, Hydraulic Push, Jump, Silent Image
<b>2nd</b>	Aid, Calm Emotions, Detect Thoughts, Gallant Inspiration, Mirror Image
<b>3rd</b>	Aqueous Orb, Fly, Quench, Water Breathing
<b>4th</b>	Air Walk, Discordant Blast, Elemental Body I (air or water only), Shout
<b>5th</b>	Control Winds, Elemental Body II (air or water only), Geyser, Mind Fog
<b>6th</b>	Control Water, Elemental Body III (air or water only), Fluid Form

### MONSTORIN TRAITS

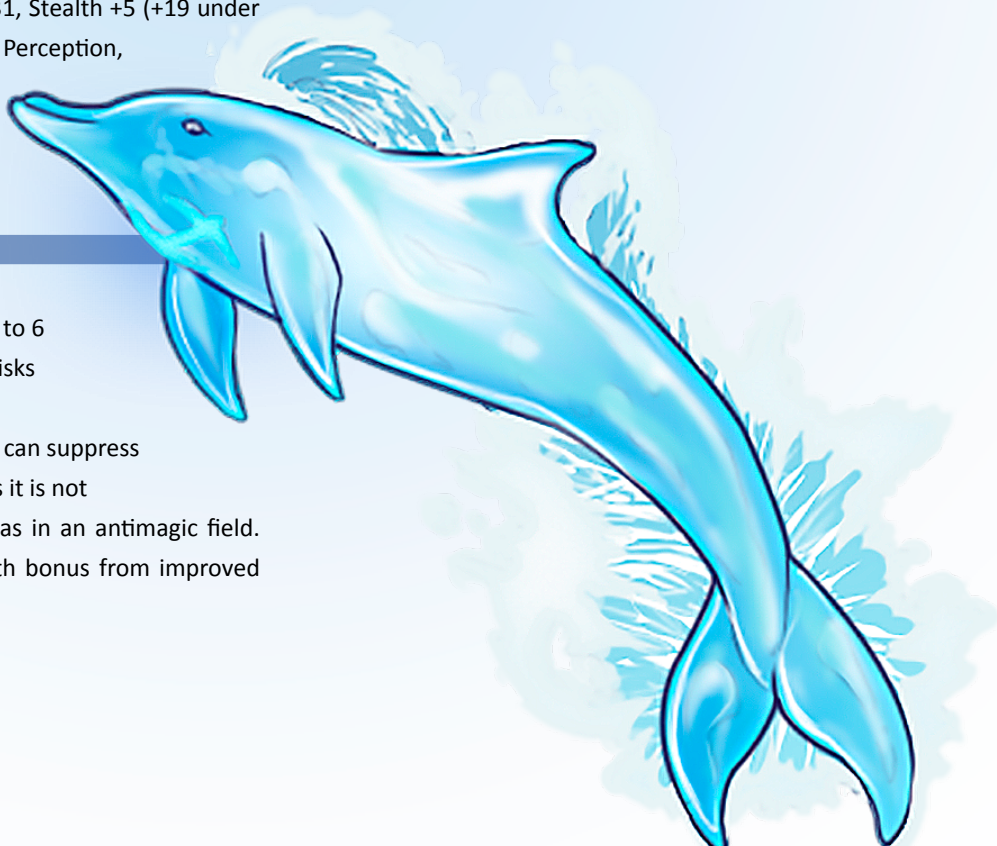
**+2 Dex, +2 Cha:** Piskel monstorin are naturally graceful.

**Medium:** A piskel's size gives no bonuses or penalties.

**Base Speed:** A piskel has a base speed of 30 feet and a swim speed of 30 feet. This grants it a +8 racial bonus to swim checks.

**Native Outsider:** As native outsiders, piskel monstorin gain darkvision out to 60 ft.

**Acrobatic Jumper (Ex):** Piskels are always considered to have a running start when making Acrobatics checks to jump. They always treat Acrobatics and Swim as class skills.

**Resistances (Ex):** Piskels gain cold and electricity resistance 5.


# PIXIE

CR 4

XP 1,200

## CG Tiny fey

Init +5; Senses low-light vision; Perception +9

### DEFENSE

AC 18, touch 18, flat-footed 12 (+5 Dex, +1 dodge, +2 size)

hp 22 (4d6+8)

Fort +2, Ref +9, Will +6

DR 10/cold iron; SR 15

### OFFENSE

Speed 10 ft., fly 40 ft. (perfect)

Melee short sword +9 (1d3–2/19–20)

Ranged longbow +9 (1d4–2/x3)

Space 2-1/2 ft.; Reach 0 ft.

Special Attacks special arrows

### SPELL-LIKE ABILITIES (CL 10th)

Constant—detect law

3/day—quicken vanish

1/day—dancing lights, detect thoughts (DC 15), dispel magic, entangle (DC 14), lesser confusion (DC 14), permanent image (DC 19; visual and auditory elements only), shield

### STATISTICS

Str 7, Dex 21, Con 14, Int 16, Wis 15, Cha 16

Base Atk +2; CMB +5; CMD 14

Feats Dodge, Quicken Spell-Like Ability (vanish)

Skills Acrobatics +12, Bluff +10, Escape Artist +12, Fly +26, Knowledge (nature) +10, Perception +9, Sense Motive +9, Stealth +16, Use Magic Device +10

Languages Common, Sylvan; SQ trainer spells (CL 4th)

### SPECIAL ABILITIES

**Special Arrows (Su):** When a pixie fires an arrow from any bow, it can decide to change the arrow's properties by sprinkling it with magical pixie dust. Doing so is a free action as long as the pixie is the one who fires the arrow. A pixie can generate a number of uses of dust equal to its Charisma score each day (16 uses per day for most pixies)—the dust is useless to another creature unless the pixie gives the dust freely. In this case, the pixie chooses what effect the dust will have on an arrow when it is applied, and it takes a standard action to apply the dust to the arrow. Once pixie dust is applied to an arrow, the pixie's chosen effect persists on the arrow for only 1 round. As long as an arrow is altered in this way, it does not inflict damage when it hits—it only causes its new effect. A pixie can choose any one of the following three effects when dusting an arrow. Save DCs are Charisma-based.

**Charm:** The target must succeed on a DC 15 Will save or be affected as though by a charm monster spell for 10 minutes.

**Memory Loss:** The target must succeed on a DC 15 Will save or be affected by a modify memory spell (this effect can only eliminate the previous 5 minutes of memory—a pixie typically uses this ability to make the target forget it encountered the pixie so it won't chase the pixie when he flees).

**Sleep:** The target must succeed on a DC 15 Will save or fall asleep for 5 minutes.

### AVAILABLE TRAINER SPELLS (PIXIE)

#### Level Spells

- |            |   |
|------------|---|
| <b>0</b>   | Dancing Lights, Daze, Detect Magic, Flare, Lullaby, Read Magic              |
| <b>1st</b> | Charm Animal, Color Spray, Faerie Fire, Sleep, Speak with Animals           |
| <b>2nd</b> | Acid Arrow, Blur, Daze Monster, Glitterdust, Mirror Image                   |
| <b>3rd</b> | Aqueous Orb, Arcane Sight, Deep Slumber, Speak with Plants                  |
| <b>4th</b> | Charm Monster, Confusion, Mass Daze, Rainbow Pattern                        |
| <b>5th</b> | Acidic Spray, Break Enchantment, Commune with Nature, Hostile Juxtaposition |
| <b>6th</b> | Animate Objects, Cloak of Dreams, Repulsion                                 |
| <b>7th</b> | Animate Plants, Greater Arcane Sight, Prismatic Spray                       |
| <b>8th</b> | Prismatic Wall, Scintillating Pattern, Sympathy                             |
| <b>9th</b> | Foresight, Prismatic Sphere   |

### MONSTORIN TRAITS

**+2 Dex, +2 Cha, –2 Str:** Pixie monstorin are agile and outgoing, but their size inhibits their strength.

**Small:** Pixies are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a –1 penalty to their CMB and CMD, and a +4 size bonus on Stealth checks.

**Slow Speed:** A pixie has a base speed of 20 feet.

**Fey:** As fey, pixies gain low-light vision and DR 5/cold iron. They also gain a +2 racial bonus to handle animal checks.

**Alter Size (Su):** At 4th level, a pixie can shrink down to tiny size or grow up to medium size as a standard action. While tiny, the pixie grows a pair of wings that it can use to fly at a speed of 40 ft. per round with perfect maneuverability. The pixie can use this ability for a number of rounds per day equal to its character level.





## PROGINOR

CR 13

XP 25,600

**NG Medium outsider (air, extraplanar)**

Init +5; Senses darkvision 60 ft., True Seeing; Perception +11

### DEFENSE

AC 24, touch 27, flat-footed 18 (+10 Dex, +1 dodge, +3 natural)  
hp 153 (18d10+54); fast healing 10

Fort +15, Ref +16, Will +15

Defensive Abilities all-around vision; Immune acid, electricity;  
Resist cold 10, fire 10

### OFFENSE

Speed fly 60 ft. (perfect)

Melee slam +20 (1d6+2)

### SPELL-LIKE ABILITIES (CL 18th)

Constant—true seeing

At will—magic missile, mirror image, ray of frost, shield

3/day—invisibility, eyebite, prying eyes, quickened magic missile,  
quickened shield

1/day—winds of vengeance

### STATISTICS

Str 14, Dex 30, Con 14, Int 10, Wis 28, Cha 13

Base Atk +18; CMB +20; CMD 40 (cannot be tripped)

Feats Dodge, Great Fortitude, Mobility, Skill Focus (fly, perception), Quicken Spell-Like Ability (magic missile, shield), Wind Stance, Toughness

Skills Fly +23, Knowledge (planes) +10, Perception +11, Sense Motive +11, Stealth +15, Survival +11; Racial Modifiers +4 Fly, +8 Perception

Language Auran, Common

SQ trainer spells (CL 13)

### AVAILABLE TRAINER SPELLS (PROGINOR)

#### Level Spells

<b>0</b>	Detect Magic, Guidance, Ray of Frost, Read Magic, Resistance, Virtue
<b>1st</b>	Detect Animals or Plants, Detect Undead, Magic Missile, Identify, Shield
<b>2nd</b>	Augury, Eagle's Splendor, Invisibility, Mirror Image, Owl's Wisdom
<b>3rd</b>	Arcane Sight, Cloak of Winds, Fly
<b>4th</b>	Arcane Eye, Dimension Door, Dimensional Anchor, Elemental Body I (air only)
<b>5th</b>	Control Winds, Elemental Body II (air only), Prying Eyes, Telekinesis
<b>6th</b>	Analyze Dweomer, Elemental Body III (air only), Ice Body, True Seeing
<b>7th</b>	Elemental Body IV (air only), Greater Arcane Sight, Scouring Winds
<b>8th</b>	Greater Prying Eyes, Moment of Prescience, Polar Ray
<b>9th</b>	Foresight, Winds of Vengeance

### MONSTORIN TRAITS

**+2 Dex, +2 Wis, -2 Str:** Proginor monstorin are agile and perceptive, but not very strong.

**Medium:** A proginor's size gives no bonuses or penalties.

**Base Speed:** A proginor has a base speed of 30 feet.

**Native Outsider:** As native outsiders, proginor monstorin gain darkvision out to 60 ft.

**Resistances (Ex):** Proginors gain acid resistance 5 and electricity resistance 5.

**Skills (Ex):** Proginors gain a +2 racial bonus to Fly and Perception checks. Fly and Perception are always class skills for a proginor monstorin.

## PSEUDODRAGON

CR 1

XP 400

**NG Tiny dragon**

Init +2; Senses blindsense 60 ft., darkvision 60 ft., low-light vision; Perception +6

### DEFENSE

AC 16, touch 14, flat-footed 14 (+2 Dex, +2 natural, +2 size)  
hp 15 (2d12+2)

Fort +4, Ref +5, Will +4

Immune paralysis, sleep; SR 12

### OFFENSE

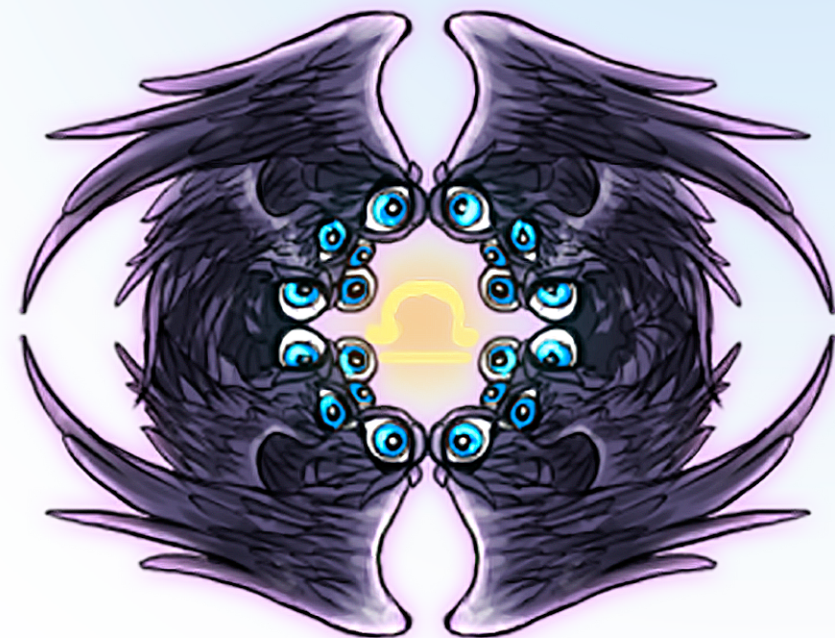
Speed 15 ft., fly 60 ft. (good)

Melee sting +6 (1d3-2 plus poison), bite +6 (1d2-2)

Space 2-1/2 ft.; Reach 0 ft. (5 ft. with tail)

### STATISTICS

Str 7, Dex 15, Con 13, Int 10, Wis 12, Cha 10



Base Atk +2; CMB +2; CMD 10 (14 vs. trip)

Feats Weapon Finesse

Skills Diplomacy +5, Fly +15, Perception +6, Sense Motive +6, Stealth +19 (+23 in forests), Survival +6; Racial Modifiers +4 Stealth (improves to +8 in forests)

Languages Draconic; telepathy (60 ft.)

### SPECIAL ABILITIES

**Poison (Ex):** Sting—injury; save Fort DC 14; frequency 1/minute for 10 minutes; effect sleep for 1 minute; cure 1 save. The save DC is Constitution-based and includes a +2 racial bonus.

### MONSTORIN TRAITS (PSEUDODRAGON)

**+2 Str, +2 Cha, -2 Dex:** Pseudodragon monstorin are naturally intimidating, but not as agile as their cousins.

**Medium:** A pseudodragon's size gives no bonuses or penalties.

**Base Speed:** A Pseudodragon's speed is 30 ft.

**Dragon's Blood:** Pseudodragons count as dragons when affected by spells or abilities. They gain darkvision out to 60 feet and low-light vision. They are also immune to magical sleep effects and paralysis effects.

### AVAILABLE TRAINER SPELLS (PSEUDODRAGON)

#### Level Spells

0	Daze, Flare, Ghost Sound, Light, Mage Hand
1st	Color Spray, Magic Fang, Silent Image, Sleep
2nd	Daze Monster, Invisibility, Scorching Ray, See Invisibility
3rd	Deep Slumber, Greater Magic Fang, Hold Person, Major Image
4th	Dragon's Breath, Greater Invisibility, Mass Daze, Wandering Star Motes
5th	Acidic Spray, Break Enchantment, Hold Monster, Symbol of Sleep
6th	Cloak of Dreams, Greater Heroism, Programmed Image, True Seeing
7th	Fire Storm, Mass Hold Person, Symbol of Stunning
8th	Moment of Prescience, Prismatic Wall, Sunburst
9th	Fiery Body, Foresight



## RAPTUR

CR 3

XP 800

**N Medium animal**

**Init** +6; **Senses** low-light vision, scent; **Perception** +14

### DEFENSE

**AC** 15, **touch** 12, **flat-footed** 13 (+2 **Dex**, +3 natural)

**hp** 34 (4d8+16)

**Fort** +8, **Ref** +6, **Will** +2

### OFFENSE

**Speed** 60 ft.

**Melee** 2 talons +5 (1d8+2), bite +5 (1d6+2), foreclaws +0 (1d4+1)

**Special Attacks** pounce

### STATISTICS

**Str** 15, **Dex** 15, **Con** 19, **Int** 2, **Wis** 12, **Cha** 14

**Base Atk** +3; **CMB** +5; **CMD** 17

**Feats** Improved Initiative, Run

**Skills** Acrobatics +10 (+22 jump), Perception +14, Stealth +15;

**Racial Modifiers** +8 Acrobatics, +8 Perception, +8 Stealth

### AVAILABLE TRAINER SPELLS

#### Level Spells

1st	Enlarge Person, Jump, Magic Fang, True Strike, Vanish
2nd	Bloodhound, Instant Armor, Invisibility, Knock, Stone Call
3rd	Aqueous Orb, Disrupting Roar, Greater Magic Fang, Rage
4th	Greater Invisibility, Ride the Waves, Spike Stones, Stoneskin

### MONSTORIN TRAITS

**+2 Str, +2 Dex, -2 Int:** Raptur monstorin are strong and quick, but lack knowledge of the larger world.

**Medium:** Rapturs are medium creatures and have no bonuses or penalties due to their size.

**Fast Movement:** Rapturs are quick on their feet. They have a base speed of 40 feet.

**Low-Light Vision:** Rapturs can see twice as far as humans in conditions of dim light.

**Scent:** Rapturs gain scent.

**Claws:** Rapturs gain two primary natural claw attacks. These attacks deal 1d4 damage.

**Powerful Charge (Ex):** When a raptur charges, its claw attack deals 2d4 damage plus 1-1/2 times its Strength bonus.



NEXT







# ROYCIEL

CR 16

XP 76,800

LG Large magical beast

Init +3; Senses dragon senses, fog vision; Perception +30

Aura cold (5 ft., 1d6 cold), frightful presence (240 ft., DC 26)

### DEFENSE

AC 31, touch 11, flat-footed 29 (+2 Dex, +20 natural, -1 size)

hp 199 (21d10+126); fast healing 5

Fort +16, Ref +16, Will +17

DR 10/adamantine; Immune acid, lightning, paralysis, sleep; SR 27

### OFFENSE

Speed 40 ft., fly 250 ft. (good); cloudwalking

Melee bite +25 (2d8+6/19-20), 2 claws +24 (1d8+4)

Space 10 ft.; Reach 10 ft.

**Special Attacks** breath weapon (60-ft. cone, DC 28, 16d8 cold, usable every 1d4 rounds), pounce, rake (2 claws +24, 1d8+4)

### SPELL-LIKE ABILITIES (CL 21st)

At will—control winds, detect evil, fog cloud

### STATISTICS

Str 19, Dex 14, Con 19, Int 26, Wis 27, Cha 26

Base Atk +21; CMB +24; CMD 34 (38 vs. trip)

### AVAILABLE TRAINER SPELLS

#### Level Spells

- 0** Detect Magic, Fury Guard, Light, Lullaby, Ray of Frost, Read Magic, Stabilize, Resistance, Virtue
- 1st** Bristle, Detect Evil, Ear-Piercing Scream, Shield, True Strike
- 2nd** Augury, Calm Emotions, Cure Moderate Wounds, Eagle's Splendor, Invisibility
- 3rd** Cure Serious Wounds, Dispel Magic, Disrupting Roar, Wind Wall
- 4th** Discordant Blast, Freedom of Movement, Shout, Solid Fog
- 5th** Break Enchantment, Breath of Life, Control Winds, Spell Resistance
- 6th** Greater Dispel Magic, Mass Cure Moderate Wounds, Mass Eagle's Splendor
- 7th** Mass Cure Serious Wounds, Repulsion
- 8th** Greater Shout, Greater Spell Immunity, Holy Aura
- 9th** Foresight

**Feats** Critical Focus, Flyby Attack, Hover, Improved Critical (bite), Improved Initiative, Improved Natural Attack (bite), Iron Will, Lighting Reflexes, Power Attack, Vital Strike, Weapon Focus (bite)

**Skills** Acrobatics +26 (+30 jump), Diplomacy +32, Fly +24, Heal +32, Intimidate +32, Knowledge (arcana, history, local, nobility) +32, Perception +32, Sense Motive +32, Spellcraft +32 Languages Auran, Common, Draconic, Dwarven, Giant, Halfling, Terran **SQ** trainer spells (CL 11th, uses Wisdom)

### SPECIAL ABILITIES

**Cloud Walking (Su):** A royciel can tread on clouds or fog as though on solid ground.

**Cold Aura (Su):** All creatures within 5 feet of a royciel take 1d6 points of cold damage at the beginning of the dragon's turn.

### MONSTORIN TRAITS

**+2 Dex, +2 Wis:** Royciel monstorin are agile and wise.

**Medium:** Royciels are medium creatures and have no bonuses or penalties due to their size.

**Base Speed:** Royciels have a base speed of 30 feet.

**Skills:** A royciel always treats Sense Motive as a class skill and gains a +2 racial bonus to Sense Motive checks.

**Breath Weapon:** Royciels can breathe a 15-foot cone of freezing wind, dealing 1d6 points of cold damage to all creatures in the affected area. Those creatures can make a Reflex saving throw for half damage. The DC of the save is 10 + 1/2 the royciel's character level + its Constitution modifier. At 5th level and every 5 levels thereafter, the royciel increases its breath weapon's damage by 1d6 and can use its breath weapon 1 additional time per day, to a maximum of 6d6 cold damage 6/day at 20th level.



## The First Ancestral – Royciel

Daniel clung to the bright, yellow mane of the beast that caught him. Seconds before, he was falling from the mountainside after stumbling on some loose rocks. His entire life had flashed before his eyes in an instant; and then there was a soft landing onto this monstorin's back; like falling onto a pillow. His eyes still brimming with tears, Daniel held onto its mane for dear life.

When they landed, the boy and the beast were on a ledge above his friends. At first, the young trainer didn't want to move. He wished only to stay safe on his rescuer's back.

"It is okay, young one," a melodic, powerful voice reassured. "You will not fall from this ledge. Please, sit and catch your breath. We will talk for a moment, then I will take you back to your friends."

It was the monster who spoke, and its voice was every bit as soothing as his mother's. With renewed confidence, Daniel slid from its back and finally got a better look at his protector.

The creature resembled a winged lion, but its expression was very human in contrast to its appearance. A joyous laugh escaped Daniel as he recognized it from stories told in his childhood, "You're a royciel; one of the ancestrals."

The monstorin bowed its front legs, "Yes, Daniel Quill; and I am but the first of those you and your friends will meet on your journey."

### AVAILABLE TRAINER SPELLS (RUST MONSTER)

#### Level Spells

- 1st** Ant Haul, Bristle, Expeditious Retreat, Mage Armor, Magic Fang
- 2nd** Animal Aspect, Bloodhound, Certain Grip, Instant Armor, Shatter
- 3rd** Battlefield Adept, Dispel Magic, Greater Magic Fang, Resinous Skin
- 4th** Greater Animal Aspect, Rusting Grasp, Stoneskin, Strong Jaw

### MONSTORIN TRAITS (RUST MONSTER)

**+2 Dex, +2 Wis, -2 Cha:** Rust monsters are quick and perceptive, but their heritage makes them not well liked.

**Medium:** A rust monster's size gives no bonuses or penalties.

**Fast Movement:** Has a base speed of 40 ft. and climb 20 ft.

**Monstrous Humanoid:** Gains darkvision out to 60 feet.

**Scent Metal (Ex):** As the rust monster special ability.

**Rusting Grasp (Sp):** Beginning at 8th level, a Rust monster can cast rusting grasp as a spell-like ability once per day. If the object or creature touched with the spell is later destroyed, the rust monster can consume the remaining metal as if eating one meal. The monstorin can use this ability twice per day at 16th level and up to 3 times per day at 20th level.

## RUST MONSTER

CR 3

XP 800

**N Medium aberration**

**Init +3; Senses darkvision 60 ft., scent metals 90 ft.; Perception +12**

### DEFENSE

AC 18, touch 13, flat-footed 15 (+3 Dex, +5 natural)

hp 27 (5d8+5)

Fort +2, Ref +4, Will +5

### OFFENSE

Speed 40 ft., climb 10 ft.

Melee bite +6 (1d3), antennae +6 touch (rust)

### STATISTICS

Str 10, Dex 17, Con 13, Int 2, Wis 13, Cha 8

Base Atk +3; CMB +3; CMD 16 (20 vs. trip)

Feats Ability Focus (rust), Skill Focus (Perception), Weapon Finesse

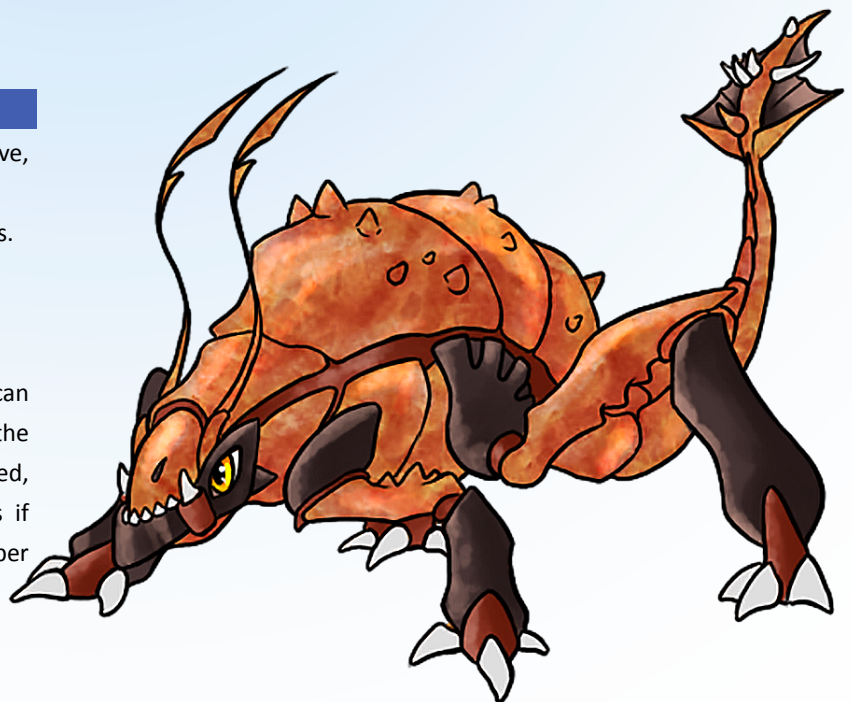
Skills Climb +8, Perception +12

### SPECIAL ABILITIES

**Rust (Su):** A metal object touched by the rust monster's antennae takes half its maximum hp in damage and gains the broken condition—a second hit destroys the item. Against creatures made of metal, a rust monster's antennae deal 3d6+5 points of damage. An attended object, any magic object, or a metal creature can attempt a DC 15 Reflex save to negate this effect. The save DC is Constitution-based.

**Scent Metal (Ex):** This ability functions much the same as the scent ability, except that the range is 90 feet and the rust monster can only use it to sense metal objects (including creatures wearing or carrying metal objects).

NEXT





## SAGITOR

CR 9

XP 6,400

LN Large Fey (fire)

Init +8; Senses low-light vision; Perception +18

## DEFENSE

AC 24, touch 14, flat-footed – (+4 Dex, +1 dodge, +10 natural, –1 size)

hp 105 (15d6+60); fast healing 2; Fort +9, Ref +13, Will +12

Immune fire; Resist cold 10, electricity 10, sonic 10; SR 20

## OFFENSE

Speed 50 ft.

Melee scimitar +14/+9/+4 (1d6+5/18–20), scimitar +14 (1d6+2/18–20), 2 kukris +14 (1d4+2/18–20) or 4 claws +9 (1d4+2)

Ranged +1 flaming burst longbow +17/+12/+7 (1d8+6/x3 plus 1d6 fire)

Space 10 ft.; Reach 5 ft. (counts as Medium from waist up)

Special Attacks burn (1d6, DC 18)

## SPELL-LIKE ABILITIES (CL 15th)

Constant—detect chaos, detect thoughts (DC 15)

5/day—acid arrow, continual flame, light, true strike

3/day—fireball (DC 16), vanish

1/day—greater invisibility, prismatic spray (DC 20)

## STATISTICS

Str 20, Dex 18, Con 18, Int 14, Wis 17, Cha 10

Base Atk +11; CMB +17, CMD 32 (37 vs. trip)

Feats Dodge, Improved Critical (scimitar), Improved Initiative, Mobility, Multiweapon Fighting, Improved Overrun, Power Attack, Spring Attack

Skills Climb +20, Diplomacy +17, Intimidate +17, Perception +18, Sense Motive +18, Stealth +15, Survival +15

Languages Common, Ignan, Sylvan

Equipment scimitar (2), kukri (2), +1 composite flaming burst longbow (Str +5)

## SPECIAL ABILITIES

**Burn (Ex):** A Sagitor deals fire damage in addition to damage dealt on a successful hit in melee. Those affected by the burn ability must also succeed on a Reflex save or catch fire, taking 1d6 for an additional 1d4 rounds at the start of its turn.

A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on this save.

Creatures that hit a burning creature with natural weapons or unarmed attacks take fire damage as though hit by the burning creature and must make a Reflex save to avoid catching on fire. See Burn for more details.

## AVAILABLE TRAINER SPELLS

## Level Spells

0	Bleed, Detect Poison, Detect Magic, Flare, Guidance, Light
1st	Ant Haul, Identify, Magic Missile, True Strike, Vanish
2nd	Continual Flame, Detect Chaos, Detect Thoughts, Invisibility, Scorching Ray
3rd	Arcane Sight, Battlefield Adept, Daylight, Heroism
4th	Flame Strike, Greater Invisibility, Locate Creature, Wandering Star Motes
5th	Spell Resistance, Telepathic Bond
6th	Battlemind Link, Blade Barrier, True Seeing
7th	Greater Arcane Sight, Mass Invisibility, Prismatic Spray
8th	Iron Body, Moment of Prescience, Shield of Law
9th	Fiery Body, Foresight

## MONSTORIN TRAITS

**+2 Dex, +2 Wis, –2 Cha:** Sagitor monstorin are natural rangers, with a penchant for living away from society and a working knowledge of the natural world.**Medium:** Sagitor are medium creatures and have no bonuses or penalties due to their size.**Fast Movement:** Even without four legs, sagitor are quick on their feet. They have a base speed of 40 feet.**Low-Light Vision:** Sagitor can see twice as far as humans in conditions of dim light.**Survival Instincts:** Sagitor gain a +2 racial bonus to Perception and Survival.**Fey-Blooded:** Sagitor counts as a fey creature for the purpose of effects that target fey.**Burning Bright (Su):** A creature that grapples a sagitor takes 1d6 points of fire damage each round while the grapple continues. In addition, Sagitor can cast light at will as a supernatural ability.

122



## SATYR

CR 4

XP 1,200

CN Medium fey

Init +2; Senses low-light vision; Perception +18

### DEFENSE

AC 18, touch 13, flat-footed 15 (+2 Dex, +1 dodge, +5 natural)  
hp 44 (8d6+16)

Fort +4, Ref +8, Will +8

DR 5/cold iron

### OFFENSE

Speed 40 ft.

Melee mwk satyr claw\* +5 (1d4+2/18–20) and mwk satyr claw\*  
+5 (1d4+1/18–20), horns –1 (1d6+1)

Ranged short bow +6 (1d6/×3)

Special Attacks pipes (DC 18)

### SPELL-LIKE ABILITIES (CL 8th)

At will—dancing lights, disguise self, ghost sound (DC 14)

5/day—charm person (DC 15), sleep (DC 15), suggestion (DC 17)

1/day—fear (DC 18)

### STATISTICS

Str 14, Dex 15, Con 15, Int 13, Wis 14, Cha 18

Base Atk +4; CMB +6 (+10 to disarm or +8 to sunder); CMD 18  
(20 vs. disarm)

Feats Combat Expertise, Improved Disarm, Two-Weapon  
Fighting, Weapon Finesse

Skills Bluff +15, Diplomacy +15, Disguise +9, Intimidate +9,  
Knowledge (nature) +10, Perception +18, Perform (wind  
instruments) +19, Stealth +17, Survival +7; Racial Modifiers +4  
Perception, +4 Perform, +4 Stealth

Languages Common, Sylvan

### SPECIAL ABILITIES

**Pipes (Su):** When a satyr plays his pan pipes, all creatures within a 60-foot radius must make a DC 18 Will save or be affected by charm person, fear, sleep, or suggestion, depending on what tune the satyr chooses. A creature that saves against the pipe's effect cannot be affected by the same set of pipes for 24 hours, but can still be affected by the satyr's other spell-like abilities as normal. The save DC is Charisma-based.

\* New item introduced in Chapter 3.

### AVAILABLE TRAINER SPELLS

#### Level Spells

0	Dancing Lights, Daze, Detect Magic, Detect Poison, Lullaby, Read Magic
1st	Charm Animal, Charm Person, Ironbeard, Sleep, Speak with Animals
2nd	Daze Monster, Gallant Inspiration, Hideous Laughter, Invisibility, Tree Shape
3rd	Deep Slumber, Major Image, Rage, Speak with Plants
4th	Charm Monster, Confusion, Greater Invisibility, Mass Daze
5th	Break Enchantment, Commune with Nature, Mind Fog, Persistent Image
6th	Cloak of Dreams, Ironwood, Misdread
7th	Animate Plants, Changestaff, Mass Invisibility
8th	Antipathy, Iron Body, Sympathy
9th	Foresight, Wail of the Banshee

### MONSTORIN TRAITS

**+2 Wis, +2 Cha:** Satyr monstorin are natural tricksters.

**Medium:** A satyr's size gives no bonuses or penalties.

**Base Speed:** Satyrs have a base speed of 30 feet.

**Fey:** As fey, satyrs gain low-light vision.

**Natural Glamour (Sp):** Each satyr can change its appearance at will to look like another humanoid creature. This ability functions like Disguise Self, except the duration is instantaneous and the satyr appears to be the exact same humanoid every time.

#### Survival Instincts:

Satyr gain a +2 racial bonus to Perception and Survival.

NEXT





## SCAMETHYST

CR 13

XP 25,600

N Gargantuan magical beast (earth)

Init +12; Senses darkvision 60 ft., tremorsense 60 ft.; Perception +5

## DEFENSE

AC 28, touch 7, flat-footed 27 (+1 Dex, +21 natural, -4 size)  
hp 157 (15d10+75)

Fort +15, Ref +16, Will +9

**Defensive Abilities** ferocity; **DR** 5/-; Immune electricity, fire, mind-affecting effects; Resist acid 10, cold 10; SR 21

Weaknesses vulnerability to sonic

## OFFENSE

Speed 50 ft., burrow 10 ft.

Melee sting +23/+18/+13 (2d8+16/17-20 plus poison), tail slap +18 (1d8+5 plus push)

Space 20 ft.; Reach 20 ft.

**Special Attacks** ambush pit, poison, pounce, push (tail slap, 10 ft.), sandstorm breath, savage sting

## STATISTICS

Str 33, Dex 27, Con 20, Int 9, Wis 12, Cha 10

Base Atk +15; CMB +30; CMD 48 (60 vs. trip)

**Feats** Combat Reflexes, Critical Focus, Great Fortitude, Improved Critical (sting), Improved Initiative, Iron Will, Power Attack, Weapon Focus (sting)**Skills** Climb +15, Perception +5, Stealth +4 (+8 in deserts); Racial Modifiers +4 Climb, +4 Perception, +8 Stealth (+12 in deserts)**SQ** sandwalking, speed surge

## SPECIAL ABILITIES

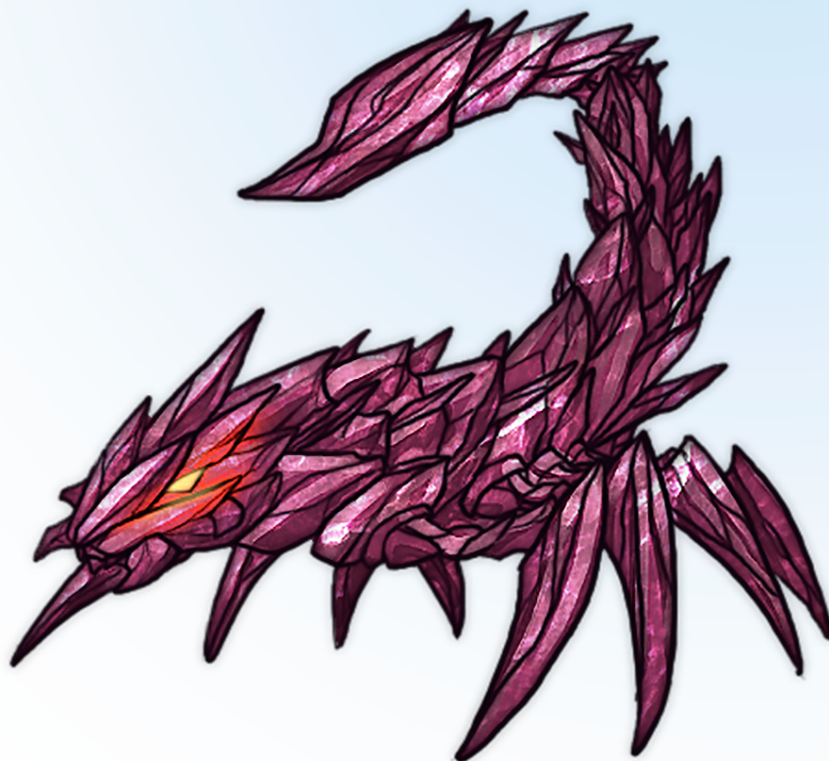
**Ambush Pit (Ex):** Can spend 1 minute digging into the soil or other ground debris. When its tremorsense detects prey, it can erupt from the ground as a free action as part of a charge and use pounce. Has improved cover when hidden in this way.**Poison (Ex):** Sting—injury; save Fort DC 22; frequency 1/round for 6 rounds; effect 1d4 Str and 1d4 Dex; cure 1 save. The save DC is Constitution-based.**Sandwalking (Ex):** Travels at full speed across sand, rocky ground, or dust, and leaves no trail behind unless it chooses to.**Sandstorm Breath (Su):** As a standard action, can spit electrically charged sand that bursts into a cloud. Range 60 feet; deals 3d6 points of damage plus 4d8 points of electricity damage in a 15-foot-radius spread (Reflex DC 22 for half). The cloud remains for 1d4 rounds, dealing no damage but otherwise acting as obscuring mist. Requires 1d6 rounds before using again. The save DC is Constitution-based.**Savage Sting (Ex):** Applies 1-1/2 times Strength modifier to damage with its sting attack, and threatens a crit on a 19-20.**Speed Surge (Ex):** Three times per day as a swift action, a scamethyst can take an additional move action.

## The Second Ancestral – Scamethyst

As the large, crystalline monster skittered back and forth in front of Maverik and his companions, threatening them with the occasional stinger into the stone and earth at their feet, the trainer stood his ground. He'd already ordered tridigon to stay back since it was still recovering from their last ordeal with the beast and none of the other monsters in his or the others' possession would stand a chance against it, so they were at an impasse.

Its tail slammed down in front of him once again, but this time the older man didn't move. Reaching into his pocket, Maverik withdrew a band of leather and pulled his dark, peppery hair back so it was out of his eyes before taking another step in his assailant's direction. Behind him, Daniel started to say something, but stopped when Maverik swept his hand out to silence him.

Seeing his chance, Maverik walked right up to the scorpion's face. The red glow that represented its eyes shifted down inside the gemstone carapace to look at him from beneath its mouth as he addressed it, "It's scamethyst, isn't it? I get that you're trying to protect something, but my friends and I are going to get past you. The scores you're carving into the ground tell me you don't want to attack us outright, but you don't want to let us by either. Only one question remains to be answered. Are we going to do this the easy way or the hard way?"



### AVAILABLE TRAINER SPELLS (SCAMETHYST)

#### Level Spells

0	Bleed, Create Water, Daze, Detect Poison, Flare
1st	Ant Haul, Blinding Dust, Expeditious Retreat, Sanctuary, True Strike
2nd	Daze Monster, Pernicious Poison, Resist Energy, Soften Earth and Stone, Spider Climb
3rd	Ablative Barrier, Burrow, Haste, Shifting Sand
4th	Ball Lightning, Mass Daze, Stoneskin, Strong Jaw
5th	Absorb Toxicity, Lightning Arc, Telekinesis, Telepathic Bond
6th	Battlemind Link, Move Earth, Transformation
7th	Statue
8th	Earthquake, Iron Body, Moment of Prescience
9th	Clashing Rocks, Foresight

### MONSTORIN TRAITS (SCAMETHYST)

**+2 Str, +4 Dex, -2 Wis:** Scamethyst monstorin are quick and strong, but shortsighted in their beliefs.

**Medium:** A scamethyst's size gives no bonuses or penalties.

**Fast Movement:** Scamethysts have a base speed of 40 feet.

**Monstrous Humanoid:** Scamethysts gain 60-foot darkvision.

**Carapace:** A scamethyst gains +3 natural armor, but its carapace makes it difficult to wear normal armor. The cost of armor for a scamethyst is doubled as if for a large creature.

**Weakness:** Scamethysts have vulnerability to sonic damage. A scamethyst that takes sonic damage loses its natural armor bonus for up to 24 hours. A lesser restoration spell can return the natural armor sooner.



## SIAMANGE

CR 1

XP 400

N Medium animal

Init +2; Senses low-light vision, scent; Perception +5

### DEFENSE

AC 15, touch 14, flat-footed 11; (+4 Dex, +1 natural)

hp 13 (3d8)

Fort +5, Ref +7, Will +2

### OFFENSE

Speed 30 ft., climb 30 ft.

Melee 2 slams +9 (1d4+7)

### STATISTICS

Str 25, Dex 19, Con 10, Int 2, Wis 12, Cha 7

Base Atk +2; CMB +9; CMD 23

Feats Great Fortitude, Power Attack

Skills Acrobatics +8, Climb +19, Perception +5; SQ grasping feet

### SPECIAL ABILITIES

**Grasping Feet (Ex):** Can treat its feet as hands and vice versa.

### MONSTORIN TRAITS (SIAMANGE)

**+2 Str, +2 Dex, -2 Wis:** Siamange monstorin are often reckless.

**Medium:** A siamange's size gives no bonuses or penalties.

**Speed:** Siamanges have a base speed of 30 feet and a climb speed of 20 ft. This grants a +8 racial bonus to Climb checks.

**Senses:** Siamanges gain low-light vision and scent.

**Grasping Feet:** A siamange can treat its bare feet as an extra pair of hands and vice versa.

### AVAILABLE TRAINER SPELLS (SIAMANGE)

#### Level Spells

1st	Blinding Dust, Ear-Piercing Scream, Jump, Magic Fang, Stone Fist
2nd	Bull's Strength, Certain Grip, Hideous Laughter, Knock, Shatter
3rd	Battlefield Adept, Disrupting Roar, Greater Magic Fang, Rage
4th	Shout, Stoneskin, Strong Jaw, True Form

NEXT







## SIYAFRAK

CR 8

XP 4,800

CN Large outsider (chaotic, extraplanar)

Init +8; Senses darkvision 60 ft.; Perception +12

### DEFENSE

AC 20, touch 12, flat-footed 17 (+3 Dex, +8 natural, -1 size)  
hp 87 (7d10+49)

Fort +14, Ref +10, Will +4

Defensive Abilities natural invisibility

### OFFENSE

**Speed** 40 ft.; climb 40 ft.   **Space** 10 ft.; **Reach** 10 ft.**Melee** 2 claws +13 (2d6+6), bite +12 (2d8+10)

### STATISTICS

Str 22, Dex 17, Con 24, Int 15, Wis 14, Cha 11

Base Atk +7; CMB +14; CMD 27 (33 vs. trip)

Feats Combat Reflexes, Improved Initiative, Lightning Reflexes,  
Weapon Focus (claw)Skills Acrobatics +13, Climb +24, Bluff +10, Perception +12, Sense  
Motive +12, Stealth +10, Survival +12

Languages Common; SQ improved tracking

### SPECIAL ABILITIES

**Improved Tracking (Ex):** A siyafrak takes no penalty to Survival checks when tracking and moving at any speed.**Natural Invisibility (Su):** This ability is constant—a siyafrak remains invisible at all times, even when attacking. It can be seen with True Seeing, but is not subject to Invisibility Purge. Against foes that cannot pinpoint it, the siyafrak gains a +20 bonus on Stealth checks when moving, or +40 when standing still—these bonuses are not included in the statistics above.

126



### AVAILABLE TRAINER SPELLS (SIYAFRAK)

#### Level Spells

**1st** Ant Haul, Blend, Bristle, Magic Fang, Vanish**2nd** Bull's Strength, Certain Grip, Detect Chaos, Invisibility**3rd** Battlefield Adept, Disrupting Roar, Greater Magic  
Fang**4th** Chaos Hammer, Greater Invisibility, Locate Creature

### MONSTORIN TRAITS (SIYAFRAK)

**+2 Con, +2 Int, -2 Cha:** Siyafraks are a savage, tough, and cunning race of monstorin.**Medium:** A siyafrak's size gives no bonuses or penalties.**Fast Movement:** Even without four legs, siyafraks are quick on their feet. They have a base speed of 40 feet.**Monstrous Humanoid:** As monstrous humanoids, siyafraks have darkvision out to 60 ft.**Survival Instincts:** Siyafraks gain a +2 racial bonus to Perception and Survival.**Vanish (Sp):** Once per day, a siyafrak can cast Vanish as a spell-like ability. At 3rd level, it can also cast Invisibility once per day. At 7th level, it can also cast Greater Invisibility once per day. The Siyafrak's caster level is equal to its character level.

## SKALDAK

CR 2

XP 600

LE Medium aberration

Init +6; Senses all-around vision, darkvision 60 ft., true seeing;  
Perception +37

### DEFENSE

AC 17, touch 12, flat-footed 15 (+2 Dex, +5 natural)

hp 19 (3d6+9)   Fort +4, Ref +3, Will +5; SR 9

### OFFENSE

**Speed** 20 ft.

Melee slam +3 (1d6+2)

Ranged up to 3 rays +3 ranged touch (see rays)

**Special Attacks** counterspell, rays (CL 2nd, 1-8 only)

### STATISTICS

Str 14, Dex 14, Con 16, Int 17, Wis 15, Cha 15

**Base Atk** +1; **CMB** +3; **CMD** 15; **Feats** Alertness, Improved  
Initiative**Skills** Intimidate +8, Knowledge  
(arcana, dungeoneering) +9, Perception +14,  
Sense Motive +10, Spellcraft +13, Stealth +8; Racial Modifiers  
+4 Perception, +4 Spellcraft

Languages Common, telepathy 100 ft.; SQ antimagic glare

### SPECIAL ABILITIES

**Antimagic Glare (Sp):** As eyedolor, but requires a standard action to activate and skaldak can keep it active with concentration as long as it doesn't move.

### AVAILABLE TRAINER SPELLS (SKALDAK)

Trainers gain Antimagic Field as a 6th-level spell and any spells the skaldak can cast through its rays.

### MONSTORIN TRAITS (SKALDAK)

+4 Dex, +2 Int, +2 Wis, +2 Cha, -2 Str

**Medium:** A skaldak's size gives no bonuses or penalties.

**Slow Movement:** Skaldaks have a 20 ft. speed, but are never encumbered by armor or a heavy load.

**Aberration:** As aberrations, skaldaks have darkvision 60 ft.

**All-Around Vision:** Skaldaks gain a +4 racial bonus to Perception checks and are immune to flanking.

## SKALDAK, TRUE FORM (EYEDDOLA)

CR 12

XP 19,200

LE Large aberration

Init +6; Senses all-around vision, darkvision 60 ft., true seeing; Perception +37

### DEFENSE

AC 25, touch 19, flat-footed 23 (+2 Dex, +6 deflection, +8 natural, -1 size)

hp 150 (20d6+80)

Fort +10, Ref +10, Will +14; SR 26

### OFFENSE

**Speed** 5 ft., fly 30 ft. (good)

Melee bite +11 (2d6)

Ranged up to 8 rays +13 ranged touch (see rays)

Space 10 ft.; Reach 5 ft.

**Special Attacks** counterspell, rays (CL 12th)

### STATISTICS

Str 10, Dex 14, Con 18, Int 17, Wis 15, Cha 15

Base Atk +10; CMB +11; CMD 23 (cannot be tripped)

Feats Alertness, Flyby Attack, Improved Initiative, Improved Lightning Reflexes, Improved Natural Attack (bite), Skill Focus (perception), Weapon Focus (bite, ray); Quicken Spell-Like Ability (antimagic glare)

Skills Bluff +13, Diplomacy +13, Fly +19, Intimidate +17, Knowledge (arcana +18, dungeoneering +14), Perception +29, Sense Motive +17, Spellcraft +30, Stealth +9, Swim +11; Racial Modifiers +4 Perception, +4 Spellcraft

Languages Common, telepathy 100 ft.; SQ antimagic glare

### SPECIAL ABILITIES

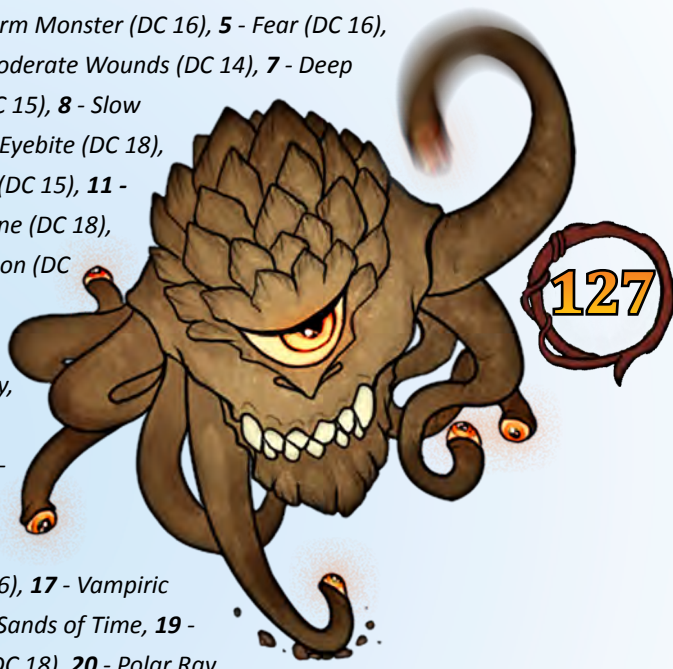
**Antimagic Glare (Sp):** As a swift action, the skaldak can create an antimagic field in a 15 ft. cone. That area lasts until it moves or until the end of its next turn. The skaldak can use this ability at will once per round.

To attack the skaldak's central eye in melee, a creature must stand within the area to do so. A creature with a ranged weapon must place the zone between it and the skaldak.

**Counterspell (Sp):** The skaldak can counter any spell it is able to cast without readying an action to do so. If it counters a spell that it can use as a ray attack, the skaldak cannot make that ray attack on its following turn. It can use this ability once per round or once per ray attack it uses to counter a spell.

**Rays (Su):** The skaldak casts rays randomly within 120 ft. as a 12th-level caster. It cannot fire a ray into an antimagic field, and can only fire up to 2 rays at any target each round. If it rolls the same ray more than once, the skaldak loses that attack. These rays function as the listed spells with the addition that the skaldak must succeed at a ranged touch attack to use them if they didn't already require one.

1 - Ray of Frost, 2 - Ray of Enfeeblement (DC 13), 3 - Scorching Ray, 4 - Charm Monster (DC 16), 5 - Fear (DC 16), 6 - Inflict Moderate Wounds (DC 14), 7 - Deep Slumber (DC 15), 8 - Slow (DC 15), 9 - Eyebite (DC 18), 10 - Poison (DC 15), 11 - Flesh to Stone (DC 18), 12 - Confusion (DC 15), 13 - Symbol of Vulnerability, 14 - Dictum (DC 19), 15 - Acid Arrow, 16 - Bestow Curse (DC 16), 17 - Vampiric Touch, 18 - Sands of Time, 19 - Mind Fog (DC 18), 20 - Polar Ray







## STEEL SENTRY (FIRAELS)

CR 13

XP 4,800

LN Small outsider (extraplanar)

Init +3; Senses darkvision 60 ft.; Perception +12

### DEFENSE

AC 28, touch 12, flat-footed 27 (+12 armor, +1 Dex, +4 shield, +1 size)

hp 171 (18d10+72);

Fort +15, Ref +14, Will +12

Defensive Abilities fire shield (1d6+15); Immune fire; SR 24

### OFFENSE

**Speed 20 ft., charge 40 ft.****Melee** +1 flaming longsword +22/+17/+12/+7 (1d6+3/19-20 plus 1d6 fire) or vital strike +22 (2d6+3/19-20 plus 1d6 fire)

### STATISTICS

Str 15, Dex 16, Con 18, Int 8, Wis 18, Cha 14

**Base Atk** +18; **CMB** +20; **CMD** 33**Feats** Combat Reflexes, Disruptive, Iron Will, Missile Shield, Ray Shield, Shield Focus, Spellbreaker, Teleport Tactician, Vital Strike**Skills** Appraise +23, Craft (arms and armor) +20, Intimidate +23, Knowledge (arcana, engineering) +11, Use Magic Device +23

Languages Common

**Gear** small +1 flaming longsword, +3 full plate, +2 heavy steel shield

### SPECIAL ABILITIES (ALL STEEL SENTRIES)

**Fire Shield (Su):** As the spell. This effect is constant, but can be suppressed or reignited as a free action. When reignited, the sentry can choose to use either chill shield or warm shield.**Flaming Longsword:** The steel sentry's longsword changes from flaming to frost when it activates chill shield and from frost to flaming when it activates warm shield. If the sentry dies, its weapon can be claimed, and remains permanently flaming or frost, whichever it was using when killed.

128

## STEEL SENTRY HERO (FIRADRON)

CR 16

XP 4,800

LN Medium outsider (extraplanar)

Init +3; Senses darkvision 60 ft.; Perception +5

### DEFENSE

AC 31, touch 11, flat-footed 30 (+14 armor, +1 Dex, +6 shield) hp 241 (21d10+126)

Fort +18, Ref +15, Will +14

Defensive Abilities fire shield (1d6+15); Immune fire; SR 27

### OFFENSE

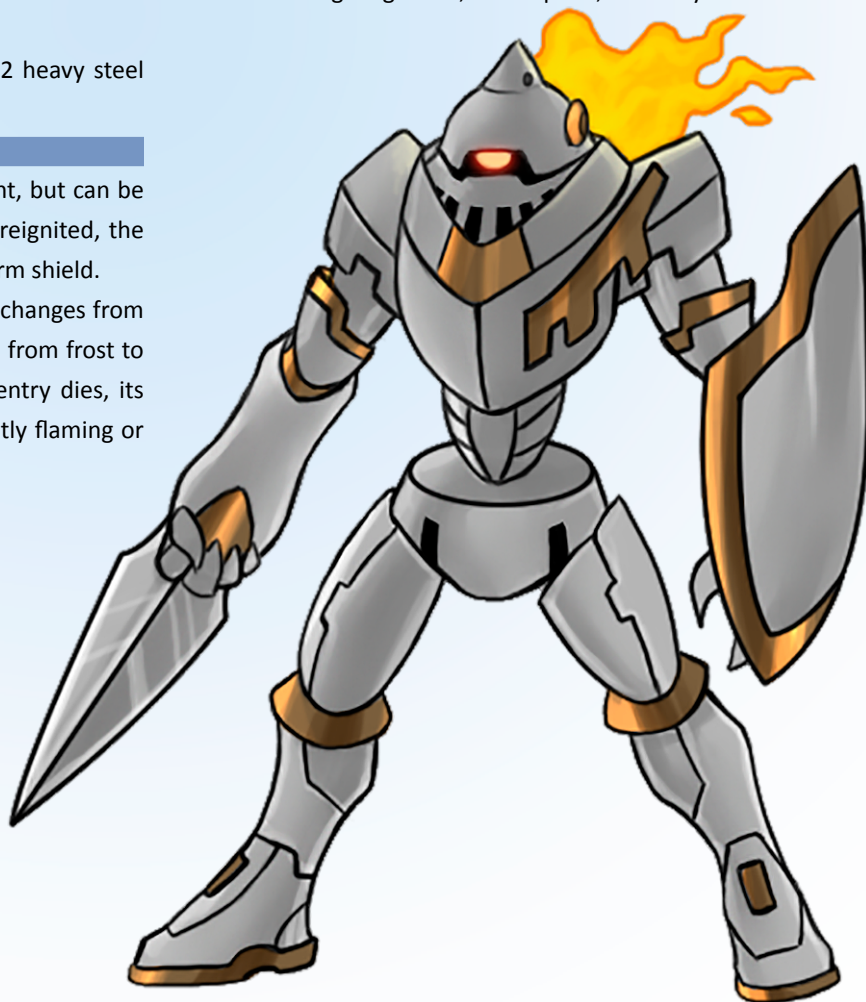
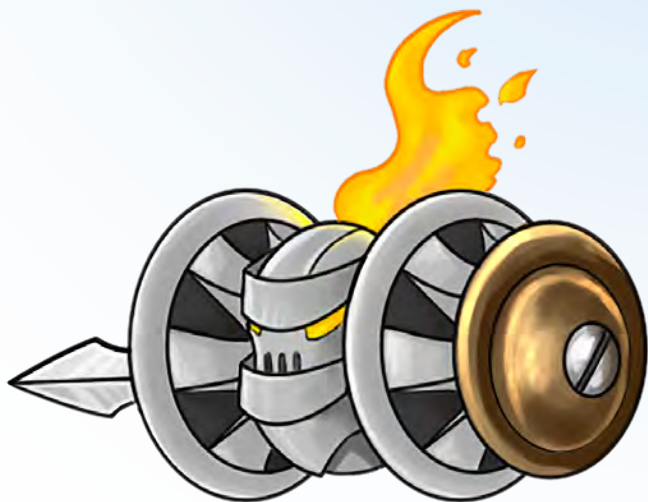
**Speed 30 ft., charge 60 ft.****Melee** +1 flaming longsword +26/+21/+16/+11 (1d8+4/19-20 plus 1d6 fire) or vital strike +26 (3d8+4/19-20 plus 1d6 fire)

### STATISTICS

Str 17, Dex 16, Con 22, Int 8, Wis 20, Cha 14

**Base Atk** +21/+16/+11/+6; **CMB** +14; **CMD** 27 (33 vs. trip)**Feats** Combat Reflexes, Disruptive, Improved Vital Strike, Iron Will, Missile Shield, Ray Shield, Shield Focus, Spellbreaker, Teleport Tactician, Weapon Focus (longsword)**Skills** Appraise +26, Craft (arms and armor) +23, Intimidate +26, Knowledge (arcana, engineering) +13, Use Magic Device +25

Languages Common

**Gear** +1 flaming longsword, +5 full plate, +4 heavy steel shield

## STEEL SENTRY CHAMPION (GLADIAFIRA)

CR 19

XP 4,800

LN Large outsider (extraplanar)

Init +3; Senses darkvision 60 ft.; Perception +5

### DEFENSE

AC 34, touch 12, flat-footed 17 (+14 armor, +3 Dex, +8 shield, -1 size)

hp 322 (28d10+168)

Fort +22, Ref +19, Will +16

Defensive Abilities fire shield (1d6+15); Immune fire; SR 34

### OFFENSE

Speed 40 ft., charge 80 ft.. Space 10 ft.; Reach 10 ft.

Melee +1 flaming bastard sword +34/+21/+16/+11 (2d6+6/19-20 plus 1d6 fire) or vital strike +34 (8d6+6/19-20 plus 1d6 fire)

### STATISTICS

Str 21, Dex 16, Con 22, Int 8, Wis 20, Cha 14

Base Atk +28/+23/+18/+13; CMB +14; CMD 27 (33 vs. trip)

Feats Combat Reflexes, Disruptive, Greater Vital Strike, Exotic Weapon Proficiency (bastard sword), Intimidating Prowess, Iron Will, Missile Shield, Ray Shield, Shield Focus, Spellbreaker, Teleport Tactician, Weapon Focus (bastard sword)

Skills Appraise +33, Craft (arms and armor) +30, Intimidate +33, Knowledge (arcana, engineering) +16, Use Magic Device +33

Languages Common

Gear large +1 flaming bastard sword, +5 mithral full plate, +4 mithral tower shield

### MONSTORIN TRAITS

**+2 Str, +2 Wis, -4 Int:** Steel sentries are strong and perceptive, but lack an understanding of the broader world.

**Medium:** A steel sentry's size gives no bonuses or penalties.

**Fast Movement:** Steel sentries have a base speed of 40 feet.

**Outsider (native, fire):** As outsiders, steel sentries gain darkvision out to 60 ft.

**Elemental Assault (Su):** As a swift action, a steel sentry can call on the elemental power lurking within to shroud its arms in fire.

Unarmed strikes with its elbows or hands (or attacks with weapons held in those hands) deal +1d6 points of fire damage. This lasts for 1 round per character level. The sentry may end the effects of its elemental assault as a free action.

The rounds need not be consecutive.

**Fire Immunity:** Steel sentries are immune to fire.

### AVAILABLE TRAINER SPELLS

#### Level Spells

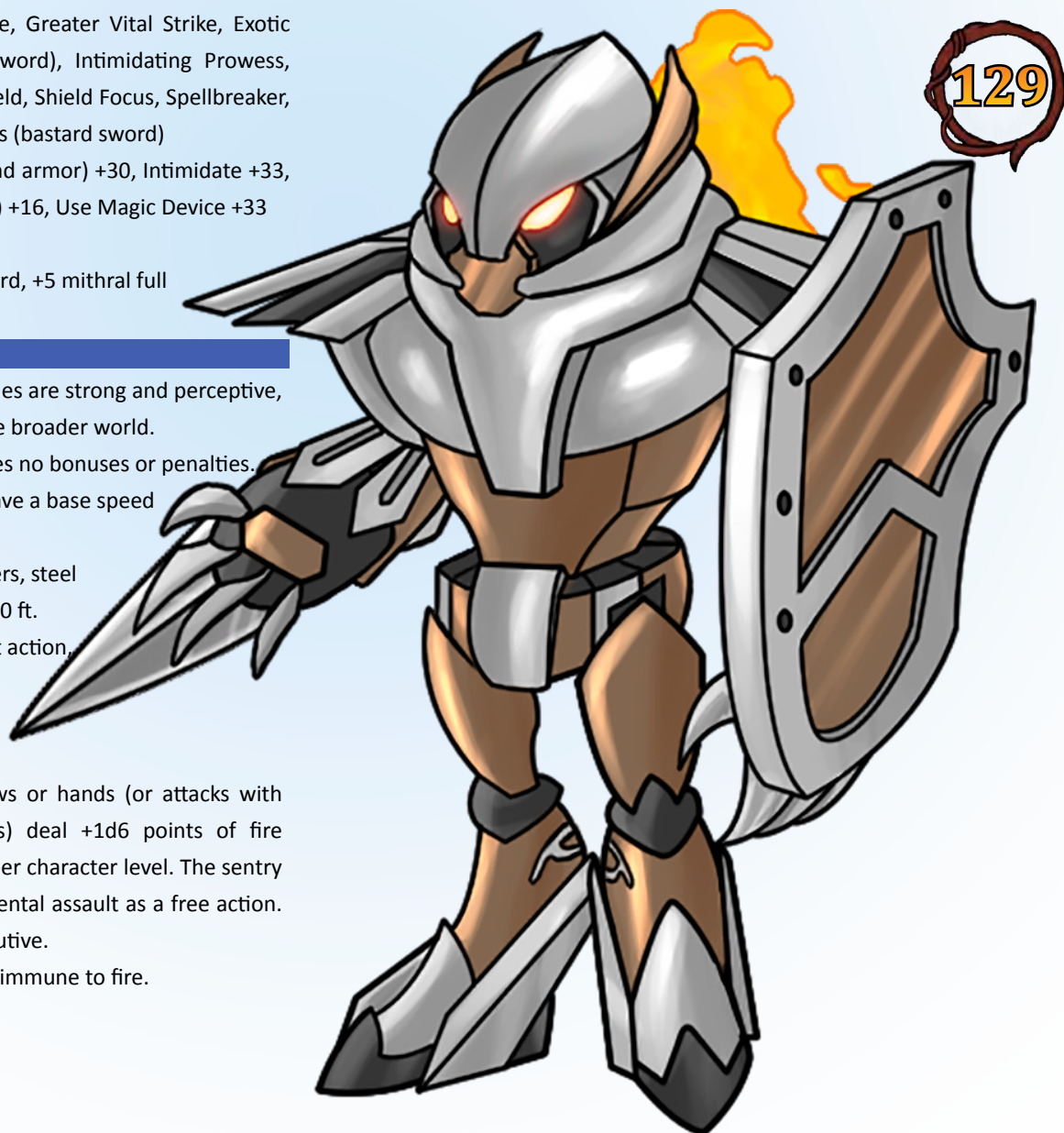
**1st** Mage Armor, Magic Weapon, Shield, True Strike

**2nd** Chill Metal, Gallant Inspiration, Heat Metal, Instant Armor

**3rd** Ablative Barrier, Greater Magic Weapon, Heroism, Protection from Energy (fire only)

**4th** Fire Shield, Flame Strike, Spell Immunity

NEXT







### SWINE, ARMORED (SUIDAE)

CR 8

XP 4,800

Female N Medium animal

Init +6; Senses low-light vision, scent; Perception +14

#### DEFENSE

AC 21, touch 13, flat-footed 18 (+6 armor, +3 Dex, +2 natural)

hp 102 (12d8+48)

Fort +11, Ref +11, Will +7

Defensive Abilities ferocity

#### OFFENSE

Speed 30 ft.

Melee gore +15 melee (2d6+9)

Special Attacks powerful charge (gore, 4d6+12)

#### STATISTICS

Str 23, Dex 16, Con 17, Int 2, Wis 17, Cha 12

Base Atk +9; CMB +15; CMD 28 (32 vs. trip)

Feats Improved Initiative, Improved Natural Attack (gore), Skill

Focus (Perception), Toughness

Skills Perception +18

Gear +1 scale mail barding



#### AVAILABLE TRAINER SPELLS (ARMORED SWINE)

##### Level Spells

- 0 Daze, Fury Guard, Resistance
- 1st Ant Haul, Enlarge Person, Cure (suidae)/Inflict (wildesau) Light Wounds, Mage Armor, Magic Fang
- 2nd Cure (suidae)/Inflict (wildesau) Moderate Wounds, Instant Armor
- 3rd Cure (suidae)/Inflict (wildesau) Serious Wounds, Greater Magic Fang, Heroism
- 4th Atavism, Cure (suidae)/Inflict (wildesau) Critical Wounds, Stoneskin
- 5th Break Enchantment, Spell Resistance, Wall of Stone
- 6th Greater Heroism, Move Earth, Transformation
- 7th Rampart, Statue, Sunbeam
- 8th Earthquake, Iron Body, Mass Atavism
- 9th Clashing Rocks, Fiery Body, World Wave

### SWINE, ARMORED (WILDESAU)

CR 8

XP 4,800

Male N Large animal

Init +2; Senses low-light vision, scent; Perception +8

#### DEFENSE

AC 21, touch 10, flat-footed 20 (+9 armor, +1 Dex, +2 natural, -1 size)

hp 90 (12d8+36)

Fort +10, Ref +10, Will +5

Defensive Abilities ferocity, DR 3/-

#### OFFENSE

Speed 30 ft.

Melee gore +13 melee (2d6+21)

Space 10 ft.; Reach 10 ft.

Special Attacks powerful charge (gore, 4d6+25)

#### STATISTICS

Str 27, Dex 14, Con 15, Int 2, Wis 13, Cha 8

Base Atk +9; CMB +18; CMD 30 (34 vs. trip)

Feats Cleave, Power Attack (used), Toughness, Weapon Focus (gore)

Skills Intimidate +10, Perception +8

Gear adamantine full plate barding

#### MONSTORIN TRAITS (ARMORED SWINE)

**+2 Con (suidae) or +2 Str (wildesau), +2 Wis:** Male and female armored swine focus on different traits.

**Medium:** An armored swine's size gives no bonuses or penalties.

**Base Speed:** Armored swine have a base speed of 30 feet.

**Low-Light Vision:** Armored swine can see twice as far in conditions of low light.

**Gore:** All armored swine gain a gore attack which deals 1d6 points of damage on a hit. They also have powerful charge, which deals 2d6 + twice the swine's Strength modifier.

**Armored Culture:** Armored swine usually become adventurers after they are given their first suit of scale mail. They also gain a +2 racial bonus to craft (arms and armor) checks.



# TAURINOR - GORGON ANCESTRAL

CR 10

XP 9,600

**N Huge magical beast**

**Init** +1; **Senses** darkvision 60 ft., low-light vision, scent;

**Perception** +17

## DEFENSE

**AC** 25, **touch** 9, **flat-footed** 24 (Dex +1, +16 natural, -2 size)

**hp** 103 (9d10+54)

**Fort** +13, **Ref** +10, **Will** +10

**DR** 10/adamantine; **Immune** acid, poison; **SR** 19

## OFFENSE

**Speed** 40 ft.      **Space** 15 ft.; **Reach** 10 ft.

**Melee** gore +17 (3d6+19), 2 hooves +12 (1d8+9)

**Special Attacks** breath weapon (60-foot cone, turn to stone, Fortitude DC 19 negates, usable every 1d4+1 rounds), trample (3d6+19, DC 27)

## STATISTICS

**Str** 36, **Dex** 12, **Con** 20, **Int** 6, **Wis** 20, **Cha** 13

**Base Atk** +9; **CMB** +24; **CMD** 35 (39 vs. trip)

**Feats** Great Fortitude, Improved Initiative, Iron Will, Power Attack (used), Toughness

**Skills** Perception +17

## SPECIAL ABILITIES

**Breath Weapon (Su):** A taurinor can use its breath weapon once every 1d4+1 rounds to create a 60-foot cone of green gas. Those caught in the area of the gas can attempt a DC 19 Fortitude save to resist the effects, but those who fail the save are immediately petrified. This petrification is temporary—each round, a petrified creature can attempt a new DC 19 Fortitude save to recover from the petrification as long as it is not caught within the area of effect of the taurinor's breath weapon a second time while petrified. A creature exposed to the taurinor's breath a second time while already petrified becomes permanently petrified, and can no longer attempt to make additional Fortitude saves to recover naturally. The save DC is Constitution-based.

## MONSTORIN TRAITS

**+2 Str, +2 Con, -2 Dex:** Strong and tough, taurinor lack mobility.

**Medium:** A taurinor's size gives no bonuses or penalties.

**Slow Movement:** Taurinor have a base speed of 20 feet. They are never encumbered by armor or a heavy load.

**Monstrous Humanoid:** As monstrous humanoids, taurinor gain darkvision out to 60 ft..

**Gore:** All taurinor gain a gore attack which deals 1d8 points of damage on a hit.

**Improved Overrun:** Gains Improved Overrun as a bonus feat.

**Resistances:** Taurinor have acid resistance 5 and a +5 racial bonus to saving throws against poison.

## AVAILABLE TRAINER SPELLS

### Level Spells

**0** Detect Poison, Fury Guard

**1st** Ant Haul, Expeditious Retreat, Ironbeard, Magic Fang, Obscuring Mist

**2nd** Bull's Strength, Fog Cloud, Knock, Resist Energy (acid only), Stone Call

**3rd** Greater Magic Fang, Neutralize Poison, Protection from Energy (acid only), Stinking Cloud

**4th** Dragon's Breath (acid only), Mass Daze, Solid Fog, Spike Stones

**5th** Cloudkill, Greater Command, Mass Inflict Light Wounds, Mind Fog

**6th** Acid Fog, Flesh to Stone, Mass Inflict Moderate Wounds

**7th** Caustic Eruption, Mass Inflict Serious Wounds, Statue

**8th** Earthquake, Iron Body, Mass Inflict Critical Wounds

**9th** Foresight, Mass Hold Monster

**NEXT**



131





**TESOROO**

CR 3

XP 800

N Small magical beast

Init +4; Senses darkvision 60 ft.; Perception +5

**DEFENSE**

AC 15, touch 15, flat-footed 11 (Dex +4, +1 size)

hp 30 (4d10+8); Fort +7, Ref +8, Will +2

Defensive Abilities vanish (3/day), Immune mind-affecting effects

**OFFENSE**

Speed 20 ft.; burrow 40 ft.

Melee 2 claws +7 (1d4+2)

Special Attacks blinding dust (3/day, DC 14), command (3/day, CL 14)

**STATISTICS**

Str 15, Dex 19, Con 12, Int 8, Wis 13, Cha 14

Base Atk +4; CMB +5; CMD 19 (21 vs. trip)

Feats Great Fortitude, Skill Focus (stealth)

Skills Acrobatics +8, Escape Artist +8, Stealth +15, Perception +5

**SPECIAL ABILITIES**

Blinding Dust, Command, and Vanish (Su): As the spells. CL 3rd.

**MONSTORIN TRAITS****+2 Con, +2 Cha, -2 Wis:** Tesoroos are playful and childish.**Small:** Tesoroos are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their CMB and CMD, and a +4 size bonus on Stealth checks.**Slow Speed:** Tesoroos have a base speed of 20 ft. They also have a burrow speed of 20 ft.**Darkvision:** Tesoroos have darkvision out to 60 feet.**Vanish (Sp):** Tesoroos can cast Vanish as a spell-like ability once per day.**Skills:** Tesoroo gain a +2 racial bonus to Acrobatics and Stealth checks.**Jenna's Tesoroo**

Jenna watched the tesoroo for a while before deciding what she wanted to do about the monstorin. It had stuck around the watering hole long enough, scaring off some of the other creatures that approached with its monstrous claws, and it was time she did something about it.

Calling upon lychnis, the researcher watched as familiar streaks of gray, pink, and white materialized in front of the tesoroo. The ruby mole sniffed the air in curiosity before it realized that Jenna's companion was there to battle it.

With a grunting sound, the ruby mole dug its way into the ground and toward lychnis, but Jenna was ready, "Lychnis, start out with substitution, then follow it up with sudden flash and reflective sheen."

It was the order of attacks she and her friend had practiced ever since it grew into its new stage, and the proud spark monster pulled off the combination with ease as tesoroo resurfaced to take a powerful swipe at it with sharp claws.

The mole's attack struck nothing but the energy generated by the substitution. Next, a bright blast of energy disoriented it and lychnis was able to finish by coating itself in stunningly bright light that further confused its opponent.

"Perfect," Jenna complimented her companion. Careful to avoid using lightning, she called out, "Let's bring this monstorin down while it's still out of the ground. Use your roll of thunder attack to drive it back so I can capture it."

Lychnis purred in response to its trainer's praise and started to build its next attack, but tesoroo had already recovered and was coming at it again. This time, the red gem on the monstorin's head glowed briefly as it slashed out, causing Jenna and lychnis both to block their eyes. When they looked again, the tesoroo was nowhere to be found.

Scratching her head, Jenna looked around, "It couldn't have gotten far. Try calling some rain to flush it out."

Lychnis did as instructed and dark storm clouds gathered around the immediate area. As rain began to pour down, Jenna couldn't see anything at first, but the tesoroo wasn't used to the change in weather and revealed itself as it tried to scurry away.

Before the monstorin could get away, Jenna quickly focused her essence on it, trying the technique Maverik had described to her to avoid losing a capture while she concentrated. Forming her essence into a mental lasso, Jenna reached out and wrapped tesoroo up. It struggled briefly against the bindings, but gave in as Jenna relaxed her grip a little to show that it was still safe with her.

"There we go," the trainer told her new companion as it settled into her essence. "Welcome to the party!"

## AVAILABLE TRAINER SPELLS (TESOROO)

### Level Spells

0	Flare, Fury Guard, Light
1st	Blinding Dust, Command, Faerie Fire, Shield, Vanish
2nd	Augury, Calm Emotions, Glitterdust, Invisibility, See Invisibility
3rd	Burrow, Invisibility Purge, Shifting Sand, Suggestion
4th	Confusion, Earth Glide, Greater Invisibility, Stoneskin
5th	Greater Command, Wall of Stone, Waves of Fatigue
6th	Mass Suggestion, Mislead, Repulsion
7th	Mass Invisibility, Scouring Winds, Sunbeam
8th	Iron Body, Moment of Prescience, Sunburst
9th	Foresight, Fiery Body

## TIMESLAYER

CR 17

XP 102,400

**LE Large outsider (evil, extraplanar, lawful)**

**Init** +13; **Senses** blindsight 60 ft., darkvision 60 ft., low-light vision; **Perception** +26

**Aura slow (15 ft., DC 26)**

### DEFENSE

**AC** 32, **touch** 24, **flat-footed** 17 (+9 Dex, +1 dodge, +8 natural, -1 size, +5 Wis)

**hp** 261 (18d10+162); **Fort** +20, **Ref** +22, **Will** +11

**Defensive Abilities** improved evasion, wisdom of ages; **DR** 15/epic; **Immune** electricity; **SR** 29

### OFFENSE

**Speed** 70 ft. (haste); **Climb** 35 ft. (haste)

**Melee** 3 claws +27 (1d6+9/19-20 x3 plus 3d6 cold and rend)

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

**Special Attacks** rend (2 claws, 1d6+13 plus 3d6 cold plus 1d4 Cha damage)

### STATISTICS

**Str** 29, **Dex** 29, **Con** 29, **Int** 16, **Wis** 20, **Cha** 24

**Base Atk** +18; **CMB** +28; **CMD** 48

**Feats** Critical Focus, Improved Critical (claw), Improved Initiative, Intimidating Prowess, Lightning Reflexes, Skill Focus (intimidate, stealth), Tiring Critical, Weapon Focus (claw)

**Skills:** Acrobatics +30, Bluff +28, Intimidate +43, Knowledge (arcana, planes) +24, Perception +26, Sense Motive +26, Spellcraft +24, Stealth +32

**Languages** Common, telepathy 100 ft.

**SQ** ageless, haste

## SPECIAL ABILITIES

**Haste (Su):** The Timeslayer is under a persistent haste effect, granting it +30 ft. speed, a +1 dodge bonus to AC and CMD, and an extra attack during a full attack action (already added).

**Slow Aura (Su):** Creatures within 15 ft. of a timeslayer must succeed at a Will Save (DC 26) or be slowed, as the spell, until they leave the aura. Creatures must make this save every round in which they enter or are within the aura.

**Wisdom of Ages (Ex):** A timeslayer adds its Wisdom modifier as an insight bonus to its AC. If the timeslayer would lose its Dexterity to AC, it also loses this bonus.

## MONSTORIN TRAITS

**+2 Str, +2 Cha, -2 Int:** Timeslayers are strong and intimidating, but lack care for what they deem are lesser beings.

**Medium:** A time slayer's size gives no bonuses or penalties.

**Base Speed:** Timeslayers have a base speed of 30 feet.

**Outsider (native):** As outsiders, timeslayers gain darkvision out to 60 ft..

**Haste (Sp):** A timeslayer can cast Haste as a spell-like ability once per day, but only on itself. Its caster level is its character level.

**Dangerous Claws:** Timeslayers have 2 natural claw attacks that deal 1d8 damage on a hit and x3 damage on a critical hit.

## AVAILABLE TRAINER SPELLS (TIMESLAYER)

Timeslayers gain spells as celedeen, except as follows: They gain Magic Fang instead of Entangle (1st), Bull's Strength instead of Owl's Wisdom (2nd), Greater Magic Fang instead of Speak with Plants (3rd), and Mass Inflict Moderate Wounds instead of Mass Cure Moderate Wounds (6th).



NEXT





## TREANT

CR 8

XP 4,800

NG Huge plant

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

## DEFENSE

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

hp 114 (12d8+60)

Fort +13, Ref +3, Will +9

DR 10/slashing; Immune plant traits

Weaknesses vulnerability to fire

## OFFENSE

Speed 30 ft.

Melee 2 slams +17 (2d6+9/19-20)

Ranged rock +7 (2d6+13)

Space 15 ft.; Reach 15 ft.

**Special Attacks** rock throwing (180 ft.), trample (2d6+13, DC 25)

## STATISTICS

Str 29, Dex 8, Con 21, Int 12, Wis 16, Cha 13

Base Atk +9; CMB +20; CMD 29

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

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

Racial Modifiers +16 Stealth in forests

Languages Common, Sylvan, Treant

SQ animate trees, double damage against objects, treespeech

## SPECIAL ABILITIES

**Animate Trees (Sp):** A treant can animate any trees within 180 feet at will, controlling up to two trees at a time. It takes 1 full round for a tree to uproot itself, after which it moves at a speed of 10 feet and fights as a treant (although it has only one slam attack and lacks the treant's animation and rock-throwing abilities), gaining the treant's vulnerability to fire. If the treant that animated it terminates the animation, moves out of range, or is incapacitated, the tree immediately takes root wherever it is and returns to its normal state.

**Treespeech (Ex):** A treant has the ability to converse with plants as if subject to a continual speak with plants spell, and most plants greet them with an attitude of friendly or helpful.

## AVAILABLE TRAINER SPELLS (ALL TREANTS)

## Level Spells

0	Detect Poison
1st	Bristle, Entangle, Goodberry, Shillelagh
2nd	Barkskin, Tree Shape
3rd	Neutralize Poison, Resinous Skin, Speak with Plants
4th	Arboreal Hammer, Grove of Respite, Thorn Body
5th	Absorb Toxicity, Commune with Nature, Wall of Thorns
6th	Spellstaff
7th	Animate Plants, Siege of Trees
8th	Mass Cure Critical Wounds
9th	Greater Siege of Trees

## MONSTORIN TRAITS

**+2 Str, +2 Wis:** Treant monstorin are strong and wise.

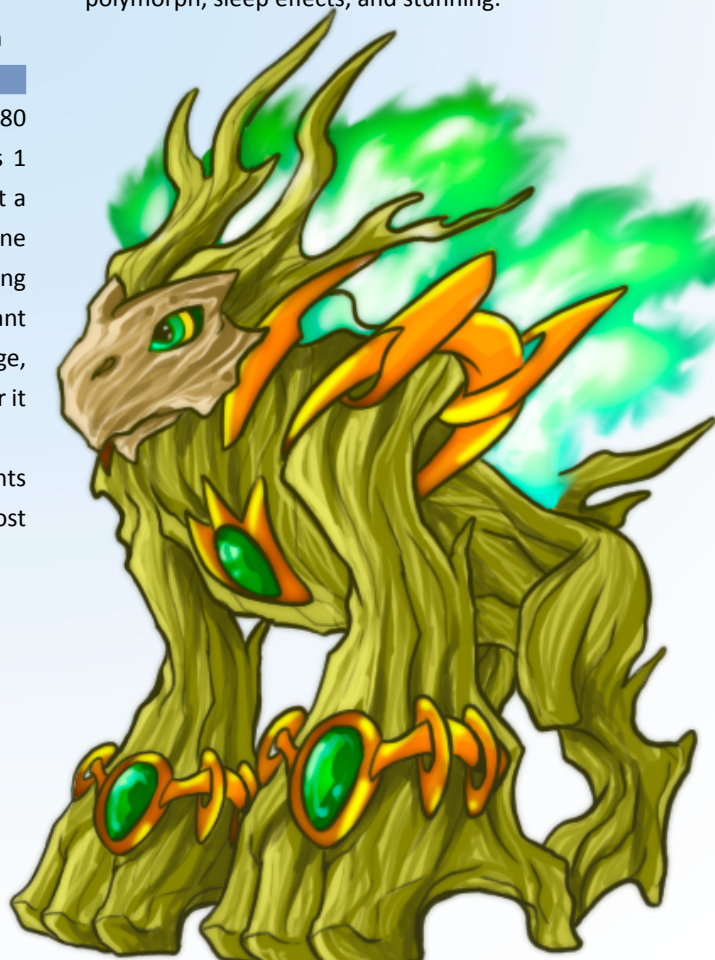
**Medium:** Treants are medium creatures and have no bonuses or penalties due to their size.

**Base Speed:** Treants have a base speed of 30 feet. They are never encumbered by armor or a heavy load.

**Low-Light Vision:** A treant can see twice as far as a human in low-light conditions.

**Skills:** A treant always treats Knowledge (nature) and Survival as class skills and gains a +2 racial bonus to each.

**Plant-Like:** Treant monstorin are not plant-type creatures, but they are very close. They receive a +2 racial bonus to saves against all mind-affecting effects, paralysis, poison, polymorph, sleep effects, and stunning.



## TREANT COUSIN (RASTAFERN)

CR 1/2

XP 200

N Small plant

**Init** +2; **Senses** darkvision 60 ft., low-light vision; **Perception** +8

### DEFENSE

**AC** 13, **touch** 13, **flat-footed** 11 (+2 Dex, +1 size)

**hp** 8 (1d8+4)

**Fort** +3, **Ref** +2, **Will** +0

**DR** 5/slashing or bludgeoning; **Immune** electricity, plant traits

### OFFENSE

**Speed** 30 ft.

**Melee** slam +3 (1d6+1)

**Special Attacks** vine slap (slam, 10 ft.)

### SPELL-LIKE ABILITIES (CL 1st)

**At will**—detect animals or plants

**1/day**—entangle (DC 12), goodberry

### STATISTICS

**Str** 13, **Dex** 14, **Con** 13, **Int** 7, **Wis** 10, **Cha** 13

**Base Atk** +0; **CMB** -1; **CMD** 11

**Feats** Toughness

**Skills** Perception +8, Stealth +12 (+20 in vegetation); Racial Modifiers +4 Stealth (+12 in vegetation); +4 Perception  
**Languages** understands Common; Sylvan, Vegepygmy

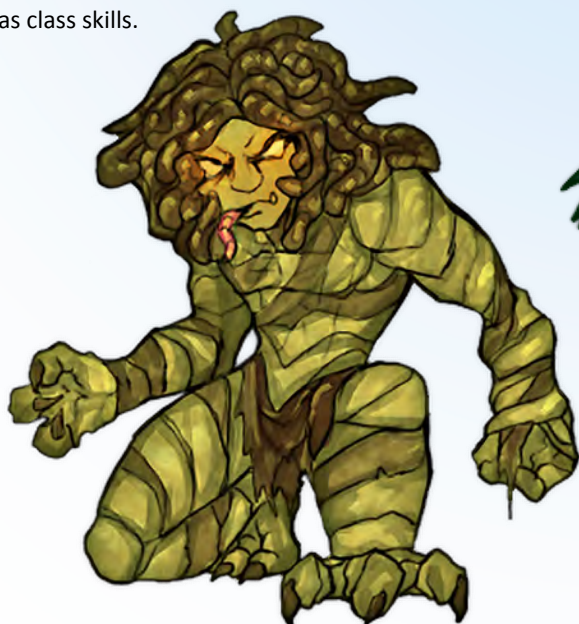
### SPECIAL ABILITIES

**Vine Slap:** Counts as slam, but with a 10 ft. reach.

### MONSTORIN TRAITS (RASTAFERN & RASTAFLOR)

Rastafern monstorin count as small treants with +2 Dex instead of +2 Str. Their base speed is 20 ft., but they are not encumbered by armor or a heavy load. In addition, Rastafern can cast goodberry once per day as a spell-like ability.

Rastaflor monstorin count as medium treants with +2 Str, +2 Con, +2 Cha instead of their usual bonuses. They lose their skill bonuses, but still treat Knowledge (nature) and Survival as class skills.



## TREANT COUSIN (RASTAFLOR)

CR 5

XP 1,600

N Medium plant

**Init** +0; **Senses** darkvision 60 ft., low-light vision; **Perception** +11

### DEFENSE

**AC** 19, **touch** 11, **flat-footed** 18 (+1 Dex, +8 natural)

**hp** 56 (9d8+18)

**Fort** +8, **Ref** +6, **Will** +5

**DR** 5/slashing or bludgeoning; **Immune** electricity, plant traits; Resist fire 10

### OFFENSE

**Speed** 30 ft.

**Melee** 2 slams +10 (1d8+3 plus grab)

**Special Attacks** constrict (1d8+4), vine slap 10 ft.

### SPELL-LIKE ABILITIES (CL 9th)

**At will**—detect animals or plants, speak with plants

**3/day**—barkskin, blight (DC 17), burst of nettles (DC 15), command plants (DC 16), entangle (DC 13), goodberry, spike growth (DC 15)

**1/day**—commune with nature

### STATISTICS

**Str** 17, **Dex** 12, **Con** 15, **Int** 7, **Wis** 10, **Cha** 15

**Base Atk** +6; **CMB** +12 (+16 grapple); **CMD** 22

**Feats** Cleave, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (slam)

**Skills** Perception +11, Stealth +12 (+20 in swamps or forest); Racial Modifiers +4 Stealth (+12 in swamps or forests), +4 Perception; **Languages** Common, Sylvan, Vegepygmy



NEXT



135



### TRISABER

CR 7 XP 3,200

N Small animal  
Init +4; Perception +5

#### DEFENSE

AC 20, touch 15, flat-footed 16 (+4 Dex, +5 natural, +1 size)  
hp 85 (10d8+40)  
Fort +10, Ref +11, Will +6

#### OFFENSE

Speed 5 ft.; swim 30 ft.  
Melee 3 blades +13 (1d8+6/19–20)  
Special Attacks powerful charge (blade, 3d8+18), strong blade

#### STATISTICS

Str 16, Dex 19, Con 16, Int 2, Wis 13, Cha 7  
Base Atk +7; CMB +9; CMD 23 (can't be tripped)  
Feats Intimidating Prowess, Iron Will, Toughness, Weapon Finesse, Weapon Focus (blade)  
Skills Acrobatics +8, Intimidate +10, Perception +5, Stealth +12 (+20 in water), Swim +19; Racial Modifiers +4 Intimidate, +8 Stealth in water

#### SPECIAL ABILITIES

**Strong Blade (Ex):** Trisabers add twice their strength bonus (if any) to the damage they deal with their blades. They can score a critical hit on a natural 19-20.

### TRISABER HERO (SEVORD)

CR 11 XP 12,800

N Medium animal  
Init +7; Perception +5

#### DEFENSE

AC 25, touch 14, flat-footed 22 (+3 Dex, +1 dodge, +11 natural)  
hp 127 (15d8+60)  
Fort +14, Ref +14, Will +10; DR 5/adamantine

#### OFFENSE

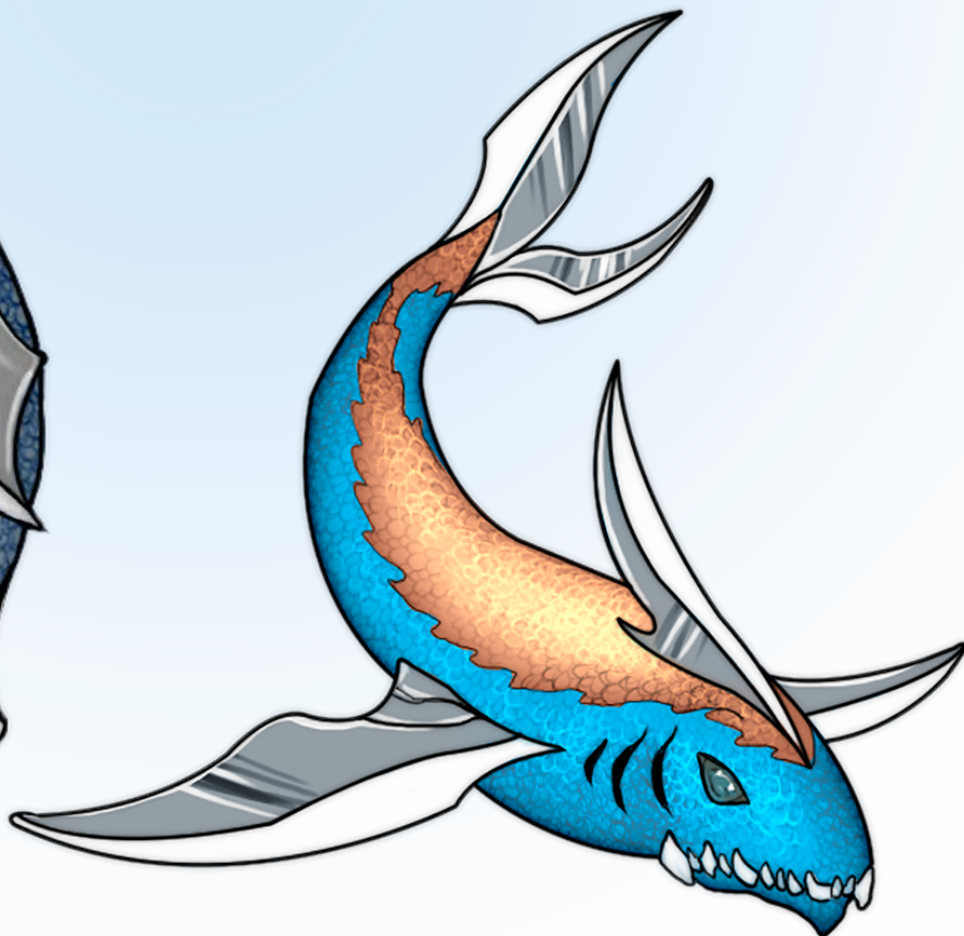
Speed 5 ft.; swim 40 ft.  
Melee 3 blades +17 (2d6+10/19–20)  
Special Attacks powerful charge (blade, 6d6+30), strong blade

#### STATISTICS

Str 20, Dex 17, Con 20, Int 2, Wis 17, Cha 11  
Base Atk +11; CMB +16; CMD 30 (can't be tripped)  
Feats Dodge, Intimidating Prowess, Improved Initiative, Iron Will, Lightning Reflexes, Skill Focus (intimidate), Toughness, Weapon Focus (blade)  
Skills Acrobatics +7, Intimidate +28, Perception +7, Stealth +7 (+15 in water), Swim +18; Racial Modifiers +4 Intimidate, +8 Stealth in water

#### SPECIAL ABILITIES

**Strong Blade (Ex):** Trisabers add twice their strength bonus (if any) to the damage they deal with their blades. They can score a critical hit on a natural 19-20.



## TRISABER CHAMPION (SWORDBITE)

CR 14 XP 38,400

N Large animal Init +7; Perception +10

### DEFENSE

AC 29, touch 13, flat-footed 26 (+3 Dex, +1 dodge, +16 natural, -1 size)

hp 170 (20d8+80)

Fort +17, Ref +17, Will +12; DR 10/adamantine

### OFFENSE

Speed 5 ft.; fly 30 ft. (average), swim 50 ft.

Melee bite +23 (2d6+8), 2 blades +23 (2d8+16/19-20)

Space 10 ft.; Reach 10 ft.

Special Attacks powerful charge (blade, 4d8+32), strong blade

### STATISTICS

Str 26, Dex 16, Con 17, Int 2, Wis 19, Cha 11

Base Atk +15; CMB +16; CMD 30 (can't be tripped)

Feats Dodge, Flyby Attack, Great Fortitude, Intimidating Prowess, Improved Initiative, Iron Will, Lightning Reflexes, Skill Focus (Stealth), Toughness, Weapon Focus (blade)

Skills Acrobatics +8, Fly +3, Intimidate +18, Perception +10, Stealth +18 (+26 in water), Swim +20; Racial Modifiers +4 Intimidate, +8 Stealth in water

### SPECIAL ABILITIES

**Strong Blade (Ex):** Trisabers add twice their strength bonus (if any) to the damage they deal with their blades. They can score a critical hit on a natural 19-20.

### MONSTORIN TRAITS

**+2 Str, +2 Dex, -2 Cha:** Trisaber monstorin are physically intimidating, but lack personality.

**Medium:** A trisaber's size gives no bonuses or penalties.

**Base Speed:** Trisabers have a base speed of 30 ft. and a swim speed of 30 ft., which grants them a +8 racial bonus on Swim checks.

**Racial Skills:** Trisabers gain a +2 racial bonus on Intimidate checks and Swim checks made in water. They always treat Swim as a class skill.

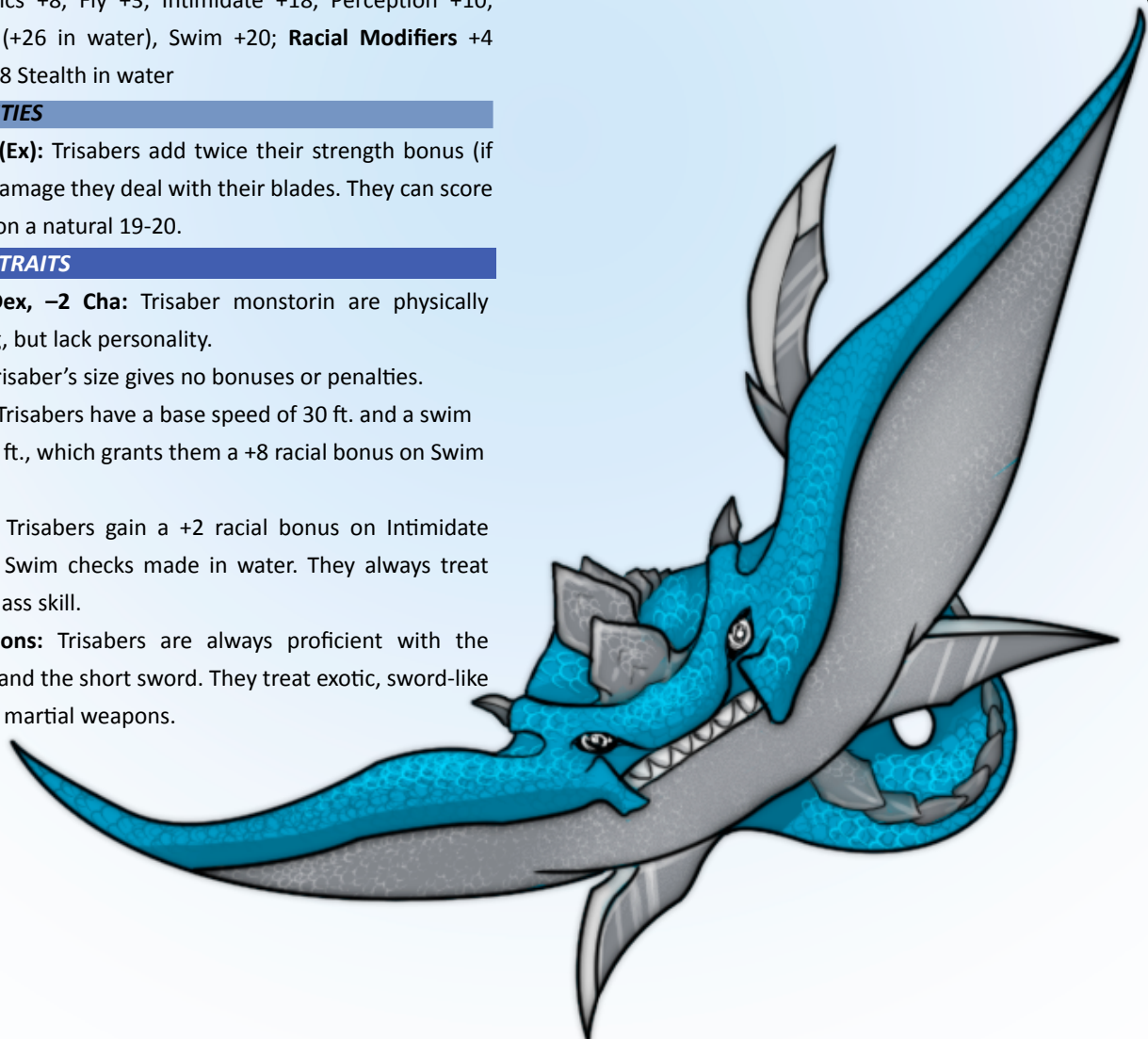
**Racial Weapons:** Trisabers are always proficient with the longsword, and the short sword. They treat exotic, sword-like weapons as martial weapons.

### AVAILABLE TRAINER SPELLS

#### Level Spells

0	Bleed, Create Water
1st	Blend, Hydraulic Push, Inflict Light Wounds, Jump, Magic Weapon
2nd	Inflict Moderate Wounds, Instant Armor, Levitate (swordbite only), Protection from Arrows
3rd	Fly (swordbite only), Greater Magic Weapon, Inflict Serious Wounds, Quench
4th	Elemental Body I (water only), Inflict Critical Wounds, Ride the Waves, Strong Jaw
5th	Elemental Body II (water only), Geyser
6th	Blade Barrier, Control Water, Elemental Body III (water only), Fluid Form
7th	Elemental Body IV (water only), Ice Body, Scouring Winds
8th	Iron Body, Seamantle
9th	Tsunami

### NEXT







### TROGLODYTE MAGIC USER (TROGLOSPELL)

CR 6 XP 2,400

**CN Medium monstrous humanoid (reptilian)**  
Init +5; Senses darkvision 90 ft.; Perception +0  
Aura stench (30 ft., DC 18, 10 rounds)

#### DEFENSE

AC 19, touch 12, flat-footed 17 (+4 armor, +1 Dex, +1 dodge, +3 natural)  
hp 73 (7d10+35); Fort +7, Ref +8, Will +10

#### OFFENSE

Speed 30 ft.  
Melee Staff +7/+2 (1d8), bite +2 (1d4)

#### STATISTICS

Str 11, Dex 13, Con 20, Int 8, Wis 11, Cha 16  
Base Atk +7; CMB +7; CMD 19 (21 vs. trip)  
Feats Dodge, Improved Initiative, Lightning Reflexes, Skill Focus (knowledge arcana)  
Skills Knowledge (arcana) +9, Stealth +11 (+15 in rocky areas); Racial Modifiers +4 Stealth (+8 in rocky areas)  
Languages Common, Draconic; **SQ** trainer spells (CL 6th)



### TROGLODYTE WARRIOR (TROGLOSPEAR)

CR 6 XP 2,400

**CN Medium monstrous humanoid (reptilian)**  
Init +4; Senses darkvision 90 ft.; Perception +0  
Aura stench (30 ft., DC 18, 10 rounds)

#### DEFENSE

AC 19, touch 11, flat-footed 18 (+6 armor, +1 Dex, +2 natural)  
hp 73 (7d10+35)  
Fort +9, Ref +6, Will +5

#### OFFENSE

Speed 20 ft.  
Melee longspear +12/+7 (1d8+7/x3), bite +7 (1d4+2) or 2 claws +12 (1d4+5), bite +12 (1d4+5)  
Ranged +1 returning javelin +13/+8 (1d6+6)

#### STATISTICS

Str 20, Dex 13, Con 20, Int 8, Wis 11, Cha 7  
Base Atk +7; CMB +12; CMD 22 (24 vs. trip)  
Feats Great Fortitude, Improved Initiative, Quick Draw, Skill Focus (stealth)  
Skills Stealth +17 (+21 in rocky areas); Racial Modifiers +4 Stealth (+8 in rocky areas)  
Languages Common, Draconic  
Gear breastplate, longspear, +1 returning javelin

#### SPECIAL ABILITIES

**Stench Aura (Ex):** All living creatures (except those with the stench special ability) within 30 feet of a troglodyte must succeed on a Fortitude save (DC 13) or be sickened for 10 rounds. Creatures that successfully save cannot be affected by the troglodyte's stench for 24 hours. A delay poison or neutralize poison spell removes the effect from the sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws. The save is Constitution-based.



### AVAILABLE TRAINER SPELLS (ALL TROGLODYTES)

Level	Spells
0	Detect Magic, Detect Poison, Read Magic, Stabilize
1st	Cure Light Wounds, Mage Armor, Identify, Sanctuary, Shield
2nd	Aid, Augury, Cure Moderate Wounds, Silence, Spider Climb
3rd	Arcane Sight, Hold Person, Stinking Cloud, Vampiric Touch
4th	Bestow Curse, Enervation, Flame Strike, Lesser Globe of Invulnerability
5th	Cone of Cold, Interposing Hand, Mass Cure Light Wounds, Snake Staff
6th	Globe of Invulnerability, Mass Cure Moderate Wounds
7th	Changestaff, Reverse Gravity, Word of Chaos
8th	Moment of Prescience, Polar Ray
9th	Power Word Kill

### MONSTORIN TRAITS (TROGLODYTES)

**+2 Str, +2 Con, -2 Cha:** Troglodyte monstorin are Strong and Tough, but they hail from a naturally brutish society.

**Medium:** A troglodyte's size gives no bonuses or penalties.

**Base Speed:** Troglodytes have a base speed of 30 ft.

**Monstrous Humanoid:** As monstrous humanoids, troglodyte monstorin gain darkvision out to 60 ft.

**Racial Skills:** Troglodytes gain a +2 racial bonus on Stealth checks that increases to +4 in rocky areas. They always treat Stealth as a class skill.

**Stench (Ex):** A troglodyte can release a terrible stench from its pores as a swift action. This sickens every creature without stench within 10 feet of the troglodyte unless that creature succeeds at a Fortitude save (DC 10 + one-half the troglodyte's level + its Con modifier). The Troglodyte can use this ability for a total number of rounds equal to 3 + its character level each day. These rounds need not be consecutive.

## TROLLSPAWN

CR 9 XP 6,400

CE Large monstrous humanoid (giant)

Init +2; Senses darkvision 60 ft., low-light vision, scent; Perception +23

### DEFENSE

AC 16, touch 11, flat-footed 14; (+2 Dex, +5 natural, -1 size) hp 114 (12d10+48); regeneration 5 (acid or fire) Fort +12, Ref +8, Will +8

### OFFENSE

Speed 30 ft.

Melee bite +17 (2d6+5), 2 claws +17 (1d8+5)

Space 10 ft.; Reach 10 ft.

**Special Attacks** rend (2 claws, 1d8+7)

### STATISTICS

Str 21, Dex 14, Con 19, Int 6, Wis 15, Cha 6

Base Atk +12; CMB +10; CMD 22

Feats Improved natural attack (bite, claw), Intimidating Prowess, Iron Will, Lightning Reflexes, Skill Focus (Perception)

Skills Intimidate +18, Perception +23

Languages Giant

### MONSTORIN TRAITS (ALL TROLLSPAWN)

**+4 Str, -2 Dex, -2 Int:** Trollspawn monstorin are incredibly strong, but they can be slow both physically and mentally. Gnoles can choose to have **+2 Str, +2 Cha, -2 Int** instead, which also grants them the gnomish racial trait *Gnome Magic*.

**Medium:** A trollspawn's size gives no bonuses or penalties.

**Base Speed:** Trollspawn have a base speed of 30 ft.

**Monstrous Humanoid:** As monstrous humanoids, trollspawn monstorin gain darkvision out to 60 ft. They have the giant subtype (gnoles do not gain this).

**Fast Healing (Ex):** A trollspawn regains 1 hit point each round while it lives. This fast healing ends if the trollspawn's hit points are reduced low enough to kill it. It also loses its fast healing for 1 round when it takes acid or fire damage.

**Illusion Resistance:** Trollspawn gain a +2 racial saving throw bonus against illusion spells and effects.

### AVAILABLE TRAINER SPELLS (ALL TROLLSPAWN)

Level	Spells
1st	Cause Fear, Magic Fang, Speak with Animals, Stone Fist
2nd	Barkskin, Bloodhound, Certain Grip
3rd	Greater Magic Fang, Monstrous Physique I, Rage
4th	Fear, Monstrous Physique II, Strong Jaw

NEXT





## TROLLSPAWN EXPERIMENT (GNOLE)

CR 7

XP 3,200

**CN Medium monstrous humanoid (augmented fey)**
**Init** +8; Senses darkvision 60 ft., low-light vision, scent;  
 Perception +23

### DEFENSE

AC 20, touch 14, flat-footed 16; (+4 Dex, +6 natural)

hp 78 (12d10+12); regeneration 5 (acid or fire)

Fort +10, Ref +10, Will +10; +2 vs. illusion

**Defensive Abilities** nondetection; DR 5/cold iron

### OFFENSE

Speed 30 ft.

Melee 2 claws +13 (1d4+1)

**Special Attacks** sneak attack +3d6

### SPELL-LIKE ABILITIES (CL 7th)

3/day— Disguise Self (DC 15), Vanish

1/day—Blindness/Deafness (DC 16), Blur

### STATISTICS

Str 13, Dex 18, Con 10, Int 15, Wis 11, Cha 19

Base Atk +12; CMB +13; CMD 27

Feats Great Fortitude, Improved Initiative, Iron Will,

Lightning Reflexes, Toughness, Skill Focus (stealth)

Skills Bluff +19, Intimidate +19, Perception +15, Sense Motive  
+15, Spellcraft +17, Stealth +25

Languages Common, Gnomish, Giant

### SPECIAL ABILITIES

**Nondetection (Su):** As the spell. This ability is constant, and the gnole can turn it on or off as a free action.

### AVAILABLE TRAINER SPELLS (GNOLE)

Gnoles grant access to the trollspawn trainer spells above.

They also grant their trainer the following spells.

#### Level Spells

**0** Bleed, Ghost Sound, Mage Hand**2nd** Make Whole**5th** Blight, Break Enchantment, Spell Resistance, Wall of  
Thorns**6th** Animate Objects, Ironwood, Mislead**7th** Animate Plants, Reverse Gravity, Spell Turning**8th** Greater Shadow Evocation, Mass Atavism, Horrid  
Wilting**9th** Foresight, Shades

## TROLLSPAWN BEAST (TROLLHOUND)

CR 6

XP 2,400

**CN Medium magical beast**
**Init** +1; Senses darkvision 60 ft., low-light vision, scent;

Perception +8

### DEFENSE

AC 19, touch 12, flat-footed 17 (+1 Dex, +1 Dodge, +7 natural)

hp 68 (8d10+24); regeneration 3 (acid or fire)

Fort +9, Ref +9, Will +5 ; **Defensive Abilities** nondetection

### OFFENSE

Speed 40 ft.

Melee bite +12 (2d6+6 plus trip), 2 slams +12 (1d4+4)

### STATISTICS

Str 18, Dex 13, Con 16, Int 2, Wis 12, Cha 6

Base Atk +8; CMB +12; CMD 23 (27 vs. trip)

Feats Dodge, Improved Natural Attack (bite), Iron Will, Lightning  
Reflexes

Skills Perception +8, Stealth +6, Survival +5 (+9 scent tracking);

**Racial Modifiers** +4 Survival while scent tracking

### SPECIAL ABILITIES

**Mount:** Despite being medium-size, trollhounds can act as mounts for gnoles and other lithe, medium races. When together, the rider and the beast are considered large with 5-ft reach.

140



## Origins of the Gnome

Around eight-hundred years ago, a gnome wizard discovered a breeder's manual entitled, "The Melding: A Joy of Transmutation." As most gnomes are prone to do, this one immediately devoted all of his time to studying the book and gaining what he felt was an intimate understanding of its inner workings. Eventually, he was sure that the knowledge he'd gained from the tome was enough to begin experiments of his own on the wolf-like monsters he and his people raised.

As it turned out, another of the many obsessions this particular gnome had related to his stature and lack of real strength. He had stumbled upon the book while studying the neighboring trolls within his forest, so it seemed only fitting to honor that coincidence by using them as a catalyst for his new power.

With early successes bolstering his confidence, the gnome approached his elders and convinced them to let him use some of the captured trolls' blood in a special formula that would make them all stronger. The elders were hesitant until the gnome cited that the new concoction would also help them ward off disease and old age.

When news of the miracle elixir spread, many of the villagers gladly accepted the procedure while others flatly refused it. By the time anybody knew what was going wrong, it was too late.

The night after the transfusions, many of the gnomes became gravely ill. Some died horribly while others changed in ways no gnome had ever dreamt of. The gnome's tests hadn't accounted for the fey heritage of his race. When combined with the troll's blood potion, they began to change. Rapid growth, changing skin pigment, clawed appendages, and the resurgence of latent fey qualities overwhelmed the usually high intellect of the gnomes and turned them into feral monsters.

Desperate, the gnome finally found the error in his calculations and tried to correct it, but failed. The transmuted gnomes killed him, destroyed the village, and dispersed into the wilderness. For a time, they multiplied and ran rampant, destroying elven villages and generally causing mischief.

Eventually, their numbers were brought back under control, but they have since taken to savagery and continue to breed their dangerous beasts as mounts and companions.

## UNICORN

CR 3

XP 800

**CG Large magical beast**

**Init** +3; **Senses** darkvision 60 ft., low-light vision, scent;

**Perception** +10

**Aura** magic circle against evil

### DEFENSE

**AC** 15, **touch** 12, **flat-footed** 12; (+3 Dex, +3 natural, -1 size; +2 deflection vs. evil)

**hp** 34 (4d10+12)

**Fort** +7, **Ref** +7, **Will** +6; +2 resistance vs. evil

**Immune** charm, compulsion, poison

### OFFENSE

**Speed** 60 ft.

**Melee** gore +8 (1d8+4), 2 hooves +5 (1d3+2)

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

**Special Attacks** powerful charge (gore, 2d8+8)

### SPELL-LIKE ABILITIES (CL 9th)

**At will**—detect evil (as free action), light

**3/day**—cure light wounds

**1/day**—cure moderate wounds, dimension door (within its forest territory), neutralize poison (DC 21)

### STATISTICS

**Str** 18, **Dex** 17, **Con** 16, **Int** 11, **Wis** 21, **Cha** 24

**Base Atk** +4; **CMB** +9; **CMD** 22 (26 vs. trip)

**Feats** Multiattack, Weapon Focus (horn)

**Skills** Acrobatics +8, Perception +10, Stealth +8, Survival +7 (+10 in forests);

Racial Modifiers +3 Survival in forests, +4 Stealth

**Languages** Common, Sylvan

**SQ** magical strike, wild empathy +17

### SPECIAL ABILITIES

**Magic Circle Against Evil (Su):** This ability continually duplicates the effect of the spell. The unicorn cannot suppress this ability.

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

**Wild Empathy (Ex):** This works like the druid's wild empathy class feature, except the unicorn has a +6 racial bonus on the check. Unicorns with druid levels add this racial modifier to their wild empathy checks.

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MONSTORIN TRAITS (UNICORN)



+2 Wis, +2 Cha: Unicorn monstorin are charismatic and wise.
Medium: Unicorns are medium creatures and have no bonuses or penalties due to their size.



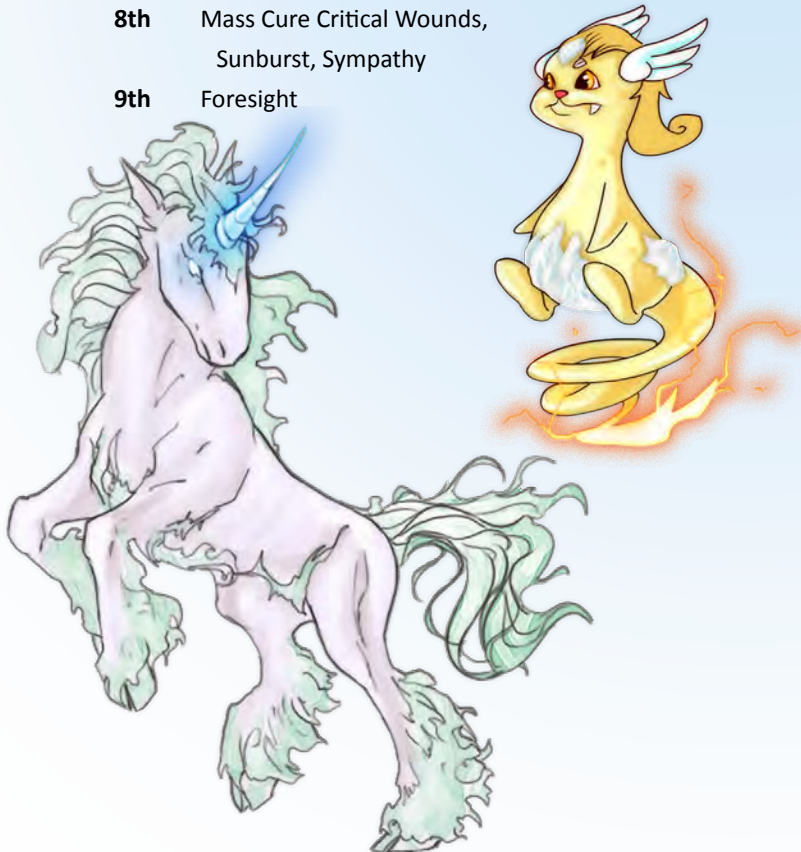
Base Speed: Unicorns have a base speed of 30 feet.
Senses: Unicorns have low-light vision, darkvision out to 60 ft. and scent.



Skills: A unicorn always treats Knowledge (nature and nobility) and Survival as class skills and gains a +2 racial bonus to each.
Unicorn Luck: Unicorns gain a +1 bonus to all saving throws. They also gain a +2 racial bonus to saves against diseases, mind-affecting effects, and poisons.

AVAILABLE TRAINER SPELLS (UNICORN)

Table with 2 columns: Level, Spells. Lists spells available to unicorn trainers from level 0 to 9th.



URBANEL

CR 9 XP 6,400

CG Small Fey
Init +5; Senses low-light vision; Perception +21

DEFENSE
AC 23, touch 19, flat-footed 15; (+5 Dex, +3 dodge, +4 natural, +1 size)
hp 112 (15d6+60)
Fort +8, Ref +14, Will +14

DR 5/cold iron; Immune electricity, mind-affecting effects; SR 21

OFFENSE
Speed 20 ft.
Melee slam +12 (1d3-2 plus 1d6 electricity and daze)

Special Attacks daze (DC 20, see text)

SPELL-LIKE ABILITIES (CL 9th)
At will— Mage Hand, Shock Shield (DC 16)
3/day— Ablative Barrier, Hold Person (DC 18)
1/day— Interposing Hand, Telekinesis

STATISTICS
Str 6, Dex 21, Con 16, Int 21, Wis 17, Cha 16

Base Atk +7; CMB +11; CMD 19 (21 vs. trip)
Feats Agile Maneuvers, Combat Casting, Combat Expertise (used), Dodge, Iron Will, Toughness, Weapon Finesse, Weapon Focus (slam)

Skills Acrobatics +23, Bluff +21, Diplomacy +21, Escape Artist +23, Fly +27, Knowledge (geography, local, nature) +23, Perception +21, Perform (dance) +21, Sense Motive +21
Languages Common, telepathy 100 ft.; SQ trainer spells (CL 9th, uses Intelligence)

SPECIAL ABILITIES
Daze (Su): Lasts 1 round, Fortitude negates. Creatures immune to electricity damage are immune to this daze. Charisma-based.

MONSTORIN TRAITS (URBANEL)

+2 Int, +2 Cha: Urbanel monstorin are smart and charismatic.
Small: Urbanels are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their CMB and CMD, and a +4 size bonus on Stealth checks.

Slow Movement: Unicorns have a base speed of 20 feet.
Fey: As fey, urbanels have low-light vision and DR 2/cold iron.
Ablative Barrier (Sp): Urbanels can cast Ablative Barrier as a spell-like ability once per day. The urbanel's caster level is equal to its character level.

Skills: An urbanel always treats Knowledge (arcana and nature) as class skills.

## AVAILABLE TRAINER SPELLS (URBANEL)

### Level Spells

<b>0</b>	Daze, Detect Magic, Light, Mage Hand, Read Magic, Resistance, Stabilize, Virtue
<b>1st</b>	Charm Person, Cure Light Wounds, Faerie Fire, Jump, Shock Shield
<b>2nd</b>	Aid, Augury, Calm Emotions, Cure Moderate Wounds, Fox's Cunning
<b>3rd</b>	Ablative Barrier, Cure Serious Wounds, Fly, Hold Person
<b>4th</b>	Ball Lightning, Cure Critical Wounds, Dimensional Anchor
<b>5th</b>	Interposing Hand, Mass Cure Light Wounds, Telekinesis, Wall of Force
<b>6th</b>	Mass Cure Moderate Wounds, Mass Fox's Cunning, True Seeing
<b>7th</b>	Forcecage, Mass Cure Serious Wounds, Mass Hold Person
<b>8th</b>	Mass Cure Critical Wounds, Sympathy, Telekinetic Sphere
<b>9th</b>	Foresight, Ride the Lightning

## VARGOUILLE CHAMPION

CR 10

XP 9,600

**NE Small outsider (evil, extraplanar)**

**Init +1; Senses darkvision 60 ft.; Perception +7**

### DEFENSE

AC 24, touch 15, flat-footed 20; (+4 Dex, +9 natural, +1 size)

hp 123 (13d10+52)

Fort +13, Ref +10, Will +9

DR 10/good and silver

### OFFENSE

Speed fly 30 ft. (good)

Melee bite +18 (1d6 plus poison), 3 tentacles +13 (1d4)

**Special Attacks** poison, shriek, sneak attack +3d6

### STATISTICS

Str 10, Dex 18, Con 17, Int 5, Wis 13, Cha 8

**Base Atk** +13; **CMB** +13; **CMD** 24 (can't be tripped)

**Feats** Great Fortitude, Lightning Reflexes, Skill Focus (Stealth), Toughness, Weapon Finesse, Weapon Focus (bite, tentacle)

**Skills** Fly +25, Intimidate +8, Perception +14, Stealth +26

Languages Common, Infernal

### SPECIAL ABILITIES

**Poison (Su):** Bite—injury; save Fort DC 19; frequency once; effect damage caused by bite can only be healed with magic if the spellcaster succeeds on a DC 20 caster level check; cure 1 save. The save DC is Constitution-based.

**Shriek (Su):** Instead of biting, a vargouille can open its distended mouth to shriek. Those within 60 feet (except other vargouilles) who hear the shriek and can clearly see the creature must succeed on a DC 19 Fortitude save or be paralyzed for 2d4 rounds or until the monster attacks them, goes out of range, or leaves their sight. A creature that successfully saves cannot be affected again by the same vargouille's shriek for 24 hours. The save DC is Constitution-based.



## MONSTORIN TRAITS (VARGOUILLE)

**+2 Dex, -4 Str, -2 Con:** Vargouille monstorin are victims of the monsters whose transformation was stalled but never cured.

**Medium:** A vargouille's size gives no bonuses or penalties.

**Base Speed:** Vargouilles have a base speed of 30 feet.

**Outsider (native):** As outsiders, vargouilles have darkvision out to 60 feet.

**Bite:** Can bite as secondary attack (-5) that deals 1d6 damage.

**Shriek (Su):** A vargouille can open its distended mouth to shriek. Those within 60 feet (except other vargouilles) who hear the shriek and can clearly see the creature must succeed on a Fortitude save or be staggered for 2 rounds or until the monster attacks them, goes out of range, or leaves their sight. A creature that successfully saves cannot be affected again by the same vargouille's shriek for 24 hours. The save DC is 10 + one-half the vargouille's character level + its Con modifier. It can use this ability once per day per two levels.

143

## AVAILABLE TRAINER SPELLS (VARGOUILLE)

### Level Spells

<b>1st</b>	Cause Fear, Disguise Self, Ear-Piercing Scream, Ray of Enfeeblement, True Strike
<b>2nd</b>	Alter Self, Darkness, Daze Monster, Scare, Shatter
<b>3rd</b>	Fly, Poison, Thundering Drums, Vampiric Touch
<b>4th</b>	Black Tentacles, Discordant Blast, Mass Daze







# VIRIGA

**CR 7** XP 3,200

**LN Huge outsider (earth, extraplanar)**  
**Init** +2; **Senses** darkvision 60 ft, tremorsense 60 ft.; Perception +7

### DEFENSE

**AC** 23, **touch** 12, **flat-footed** 18; (+4 Dex, +10 natural, -2 size)  
**hp** 112 (9d10+63); **Fort** +10, **Ref** +6, **Will** +10  
**Defensive Abilities** rock catching; **DR** 5/adamantine; **Immune** electricity, plant traits; **SR** 15

### OFFENSE

Speed 30 ft.; burrow 15 ft.  
**Melee** 2 slams +12 (2d6+4 plus grab)  
**Ranged** rock +12/+7 (2d6+4) **Space** 15 ft.; **Reach** 15 ft.  
**Special Attacks** constrict (2d6+6), rock throwing (180 ft.), trample (4d6+8, DC 18)

### STATISTICS

**Str** 18, **Dex** 6, **Con** 25, **Int** 5, **Wis** 18, **Cha** 8  
**Base Atk** +9; **CMB** +15; **CMD** 23 (can't be tripped)  
**Feats** Improved Initiative, Improved Natural Armor, Improved Natural Attack (slam), Intimidating Prowess, Lightning Reflexes, Weapon Focus (rock, slam)  
**Skills** Intimidate +15, Perception +16, Survival +16  
Languages Common, Terran; **SQ** trainer spells (CL 7th)

### MONSTORIN TRAITS (VIRIGA)

**+2 Con, +2 Wis:** Viriga monstorin are tough and insightful.  
**Medium:** Virigas have no bonuses or penalties due to their size.  
**Slow Movement:** Virigas have a base speed of 20 feet. They are never encumbered by armor or heavy loads.  
**Skills:** A viriga always treats Knowledge (nature and planes) as class skills and gains a +2 racial bonus to each.  
**Barkskin (Sp):** As the spell, once per day. Caster level is character level.



### AVAILABLE TRAINER SPELLS (VIRIGA)

Level	Spells
0	Daze, Fury Guard, Resistance, Stabilize, Virtue
1st	Ant Haul, Blinding Dust, Entangle, Magic Stone, Stone Fist
2nd	Barkskin, Bear's Endurance, Binding Earth, Bull's Strength, Soften Earth and Stone
3rd	Burrow, Resinous Skin, Shifting Sand, Spike Growth
4th	Command Plants, Earth Glide, Stone Shape, Stoneskin
5th	Polymorph, Transmute Mud to Rock, Transmute Rock to Mud, Wall of Stone
6th	Ironwood, Move Earth, Transport via Plants
7th	Animate Plants, Rampart, Statue
8th	Earthquake, Iron Body, Moment of Prescience
9th	Clashing Rocks, Elemental Swarm (earth only), Foresight

# WATER CRAB (CANCERIA)

**CR 12** XP 19,200

**CN Medium outsider (aquatic, extraplanar, water)**  
**Init** +4; **Senses** darkvision 60 ft.; Perception +4

### DEFENSE

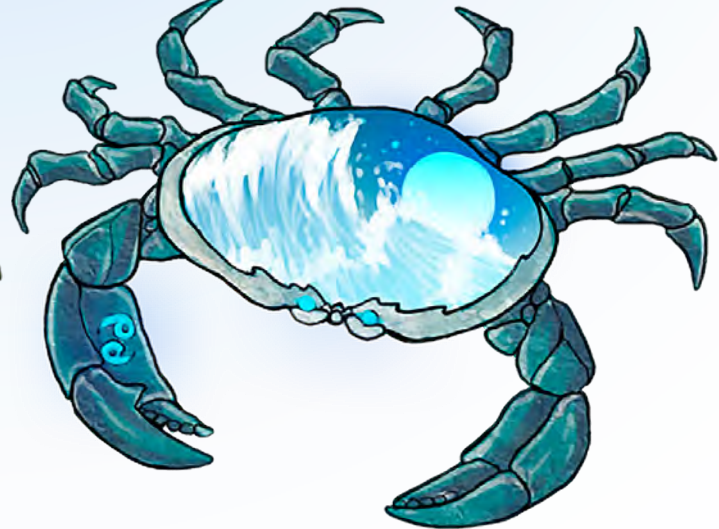
**AC** 27, **touch** 15, **flat-footed** 22 (+4 Dex, +1 dodge, +12 natural)  
**hp** 170 (16d10+80); **Fort** +14, **Ref** +11, **Will** +15  
**Immune** elemental traits, fire, mind-affecting effects

### OFFENSE

Speed 30 ft., swim 20 ft.  
**Melee** 2 claws +16 (1d8+17 plus grab)  
**Special Attacks** constrict (2d6+10)

### STATISTICS

**Str** 20, **Dex** 19, **Con** 18, **Int** 3, **Wis** 17, **Cha** 16  
**Base Atk** +16; **CMB** +4 (+8 grapple); **CMD** 15 (27 vs. trip)  
**Feats** Dodge, Cleave, Improved Natural Attack (claw), Iron Will, Lightning Reflexes, Power Attack (used), Toughness, Weapon Focus (claw)  
**Skills** Perception +26, **Swim** +32; **Racial Modifiers** +4 Perception  
**SQ** trainer spells (CL 12th)



## AVAILABLE TRAINER SPELLS (CANCERIA)

### Level Spells

<b>0</b>	Create Water, Fury Guard, Ghost Sound, Ray of Frost
<b>1st</b>	Ant Haul, Blinding Dust, Hydraulic Push, Obscuring Mist, Sanctuary
<b>2nd</b>	Certain Grip, Chill Metal, Instant Armor, Knock, Mirror Image
<b>3rd</b>	Aqueous Orb, Hydraulic Torrent, Quench, Shifting Sand
<b>4th</b>	Chaos Hammer, Solid Fog, Stoneskin
<b>5th</b>	Geyser, Transmute Mud to Rock, Transmute Rock to Mud, Wall of Stone
<b>6th</b>	Control Water, Fluid Form, Repulsion
<b>7th</b>	Ice Body, Regenerate, Vortex
<b>8th</b>	Iron Body, Polar Ray, Seamantle
<b>9th</b>	Elemental Swarm (water only), Tsunami

## MONSTORIN TRAITS (CANCERIA)

**+2 Con, +2 Wis:** Canceria monstorin are tough and insightful.

**Medium:** Canceria have no bonuses or penalties due to their size.

**Slow Movement:** Canceria have a base speed of 20 feet. They are never encumbered by armor or heavy loads. They can charge up to 60 feet in a round and can do so without moving in a straight line.

**Oceanic Heartiness:** All canceria have Toughness as a bonus feat. They can hold their breath for a number of rounds up to 3 times their Constitution score and do not lose time for taking standard actions while doing so.

## XENDAUG

CR 10

XP 9,600

**N Small magical beast (augmented animal)**

**Init** +4; **Senses** low-light vision, scent; **Perception** +12

### DEFENSE

**AC** 21, **touch** 15, **flat-footed** 17 (+4 Dex, +6 natural, +1 size)

**hp** 130 (15d8+63)

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

**Immune** polymorph; **SR** 26

### OFFENSE

**Speed** 30 ft.

**Melee** Bite +13 (1d8+1 plus grab or trip), 2 claws +13 (1d4+1 plus rend)

**Special Attacks** break enchantment (+12, CL 10th), rend (2 claws, 1d4+1)

### STATISTICS

**Str** 13, **Dex** 19, **Con** 18, **Int** 2, **Wis** 15, **Cha** 8

**Base Atk** +11; **CMB** +11; **CMD** 25 (29 vs. trip)

**Feats** Ability Focus (break enchantment), Great Fortitude,

Improved Natural Attack (bite), Iron Will, Lightning Reflexes, Power Attack (used), Run, Weapon Finesse

**Skills** Climb +5, Perception +12, Survival +11 (+15 scent tracking), Swim +5; **Racial Modifiers** +4 Survival when tracking by scent.

## SPECIAL ABILITIES

**Break Enchantment (Su):** When it barks, the xendaug uses Break Enchantment, as the spell, targeting all creatures (enemies and allies alike) within 30 feet of the xendaug and able to hear it. Those creatures can make a Will save (DC 21) to avoid losing their beneficial enchantments and transmutations for 3 rounds. The save is Constitution-based.

## AVAILABLE TRAINER SPELLS (XENDAUG)

### Level Spells

<b>0</b>	Detect Magic, Fury Guard, Resistance
<b>1st</b>	Bristle
<b>2nd</b>	Bloodhound
<b>3rd</b>	Arcane Sight, Dispel Magic, Disrupting Roar
<b>4th</b>	Freedom of Movement, Lesser Globe of Invulnerability, Spell Immunity
<b>5th</b>	Break Enchantment, Spell Resistance
<b>6th</b>	Analyze Dweomer, Battlemind Link, Greater Dispel Magic

## MONSTORIN TRAITS (XENDAUG)

**+2 Str, +2 Con, -2 Wis:** Xendaug monstorin are powerful and animalistic.

**Medium:** A xendaug's size gives no bonuses or penalties.

**Base Speed:** Xendaugs have a base speed of 30 feet. They gain Run as a bonus feat at 1st level.

**Dispel Magic (Sp):** Once per day, a xendaug can use Dispel Magic as a spell-like ability, but only to dispel enchantments and transmutations. The target must be able to hear the xendaug for the spell to take effect.

**Polymorph Immunity:** Xendaugs are immune to polymorph effects.

**Senses:** Xendaugs have low-light vision and scent.

**Skills:** Xendaugs gain a +2 racial bonus to Perception checks and a +4 racial bonus to Survival checks to track by scent.







## *Chapter 3: Monster Training*





The art of monster training does not come easy to everybody, but that doesn't mean it is inaccessible to those who wish to learn something about it. This chapter explores how monster trainers can augment their own abilities. It also provides options for characters who wish to dabble in monster training, summon new monsters presented here, or use new monsters as animal companions and familiars.

## NEW FEATS

What follows are several new feats that add to the experience of monster training. **Feats** with the [Trainer] tag have a general prerequisite that the character be able to train monsters in some way.

### Aura Reader [Trainer]

*Together, you and your monster can channel and read auras. It also knows if you're being lied to.*

**Benefit:** While you have an active monster, you can see the auras of others (as *detect animals or plants, but any creature*). This also grants you a +2 bonus to Knowledge (arcana) and Sense Motive checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

### Companion Spell [Metamagic]

*You are able to cast spells through the eyes of your companions.*

**Benefit:** A companion spell can be cast through an ally you can see or pinpoint. The ally, in effect, casts the spell, choosing any relevant targets, drawing attacks of opportunity and making decisions related to positioning. The ally is aware of this and must be willing to have the spell cast through him or her.

All other variables of the spell, such as arcane spell failure (if any), concentration requirements, and bonuses or penalties remain with you.

**Level Increase:** +2 (a companion spell uses up a spell slot two levels higher than the spell's actual level.)

### Cross-Evolution [Trainer]

*Your companion takes on some of the properties of an eidolon.*

**Prerequisite:** Monster Companion.

**Benefit:** Your monster gains an evolution pool with 3 points and you count as having the Eidolon class feature. See *Ultimate Magic* by Paizo Publishing for more information on eidolons and their evolutions.

### Distant Calling

*You can call upon your monsters from a greater distance.*

**Benefit:** When you call upon a monster, it can appear anywhere within 25 ft. + 5 ft. per two levels. If you also have the

extended calling trainer perk, increase this distance to 100 ft. + 10 ft. per level. You must still be able to see and pinpoint your active monster to cast spells through it.

### Extra Perk [Trainer]

*You have more practice at monster training than most.*

**Benefit:** You gain 1 trainer perk for which you meet the prerequisites.

**Special:** You can gain this feat multiple times.

### Fledgling Monster Trainer

*You have taken the first steps to becoming a monster trainer.*

**Prerequisite:** Cha 13.

**Benefit:** You gain Monster Training and a CR 1 or lower monster. This does not grant access to captured monsters' spells or any other features normally available to monster trainers. The DC of your Capture Monster spell is based on your Charisma modifier.

### Human Personality [Trainer]

*You have more practice at monster training than most.*

**Prerequisite:** Monster Companion.

**Benefit:** Your monster can speak Common and interact with humanoids normally. It also gets a +2 bonus to Bluff and Diplomacy. If either of these skills has at least 10 ranks, increase this bonus to +4 for that skill.

### Improved Armored Companion [Trainer]

*Your monsters do not require special armor to benefit from your training.*

**Benefit:** If your armor bonus to **AC** is higher than your active monster's natural armor, it adds the difference to its **AC** as a natural armor bonus.

### Improved Trainer Aura [Trainer]

*Your aura is entirely unpredictable to the less experienced.*

**Prerequisite:** Trainer Aura class feature.

**Benefit:** You are immune to spells and abilities that detect or target specific alignments. Creatures of a higher level or CR than your trainer level can still affect you normally.

### Monster Companion [Trainer]

*Your monster travels close by your side.*

**Benefit:** Choose one monster you have captured. That monster travels by your side instead of within your essence. It no longer deals its damage to you when recalled or reduced to 0 hit points and teleports to your side when recalled instead of returning to your essence unless you choose to have it do so. It is otherwise treated as inactive.





Calling upon your monster companion does not count against your limit of one monster per combat, but you still cannot have more than one active monster at a time.

In addition, you gain a +2 bonus to Perception checks and Initiative while your monster companion is active. If you have at least 10 ranks in Perception, increase the bonus to +4 for that skill.

### Monstrous Bond

*You have picked up an unusual animal companion or mount.*

**Prerequisite:** Ability to have an animal companion.

**Benefit:** You can now gain a magical beast as your animal companion. Subtract the chosen creature's Challenge Rating (CR, minimum 1) from your effective Druid level to determine when you can gain it as a companion (once your effective level with that creature is 1 or more) and when it starts gaining additional bonuses. Magical beast companions with an Intelligence score of 3 or more do not gain tricks. This feat does not allow you to apply this benefit to an already bonded creature such as a familiar or eidolon.

### Monstrous Cohort

*You have picked up an unusual cohort.*

**Prerequisite:** Leadership.

**Benefit:** You can now recruit a monster as a cohort. The monster's effective level is equal to its CR.

### Monstrous Eidolon

*You have unlocked hidden potential within your eidolon.*

**Prerequisite:** Ability to summon an eidolon.

**Benefit:** If your eidolon models a monster that would grant spells to a monster trainer, you gain access to those spells. Add the eidolon's spells to your spells known as long as it models the chosen monster, is alive, and is available to you. Spells that are not ordinarily on your class's spell list count as 1 spell level higher for the purpose of this feat.

### Monstrous Familiar

*You have unlocked hidden potential within your familiar.*

**Prerequisite:** Ability to acquire a familiar.

**Benefit:** You gain access to the spells your familiar would grant a monster trainer. If you normally prepare spells in some way, this means you can prepare those spells while your familiar is alive and available to you. If you cast spells spontaneously, you add the familiar's spells to your spells known as long as it remains alive and available to you. Spells that are not ordinarily on your class's spell list count as 1 spell level higher for the purpose of this feat.

### Swift Command [Trainer]

*You and your companion can make attacks at the same time.*

**Benefit:** When you use a full attack action, your active monster can also make a single attack, and vice versa. You and your monster each take a –2 penalty to all attacks made during the same action.

**Special:** You can take this feat again when you have at least a +6 base attack and a +11 base attack to gain another extra attack. Your extra attacks gained at these levels take an additional –5 penalty and –10 penalty, respectively.

## NEW ITEMS

The discovery of monster training brought with it the creation of new and useful items for all sorts.

### Monster Manual

**Aura** strong conjuration (calling); **CL** 17th

**Slot** — **Price** 10,000 gp; **Weight** —

A Monster manual serves two purposes. First, it can possess both common and esoteric knowledge related to the monsters that trainers are able to capture. One hour of study each day, which can be done while preparing spells, conveys upon the reader a +5 insight bonus on knowledge skill checks made to identify such creatures and their abilities.

Second, a monster manual can be used to call upon a monster the reader has previously defeated in battle but didn't capture or otherwise bend to his will. The monster appears in a random square within 200 ft. of the reader. It appears at full hit points, ready to battle the reader and his allies again, but only remains in existence while the reader continues to engage or interact with it. The manual is consumed in the process of calling the monster.

#### Construction Requirements

Craft Wondrous Item, *Gate*, *Geas/Quest*, *Legend Lore*; Cost 5,000 gp.

### Orb of the Master Trainer

**Aura** strong enchantment (compulsion) [mind-affecting]; **CL** 20th

**Slot** — **Price** 52,500 gp; **Weight** —

An orb of the master trainer is a consumable item that allows a monster trainer to capture a single monster without fail. The monster must still be one he is able to capture.

#### Construction Requirements

Craft Wondrous Item, *dominate monster* or master trainer class feature; Cost 26,250 gp. This consumes the trainer's use of that feature for his level.



## Rings of Bonded Allies

**Aura** faint illusion; **CL** 7th

**Slot** Ring     **Price** 500 gp (+1), 2,000 gp (+2), 4,500 gp (+3), 8,000 gp (+4), 12,500 gp (+5); **Weight** —

These most often come in pairs—two rings, each interwoven copper and silver. While both rings are worn, a command word used by one ring bearer grants the other any enhancement bonuses he gains from other magic items, to a maximum of the bonus permitted by the rings. Those bonuses cease to function for the granting ring bearer until the command word is spoken again. The rings must remain on the same plane to function and the ally who spoke the command word must continue to wear the items that grant the bonuses to convey this effect.

If the second ring bearer is an animal companion, bonded familiar, eidolon, special mount, or trainer's monster, it can wear its ring in another slot if it cannot otherwise wear a ring. An enhancement bonus to a weapon applies to only one of an ally's weapons or natural attacks chosen during the transfer.

Additional rings can be forged and bonded to the original pair. Each new bonded ring costs half the price of the original pair. Bonuses cannot be passed more than once and must return to the original speaker of the command word before they can be conveyed to a new target.

### Construction Requirements

Forge Ring, *Dispel Magic*, *Shadow Conjunction*, caster must be of a level at least three times the bonus of the rings; **Cost** 250 gp (+1), 1,000 gp (+2), 2,250 gp (+3), 4,000 gp (+4), 6,250 gp (+5).

## Sash of Greater Bonding

**Aura** moderate transmutation; **CL** 10th

**Slot** Waist     **Price** 13,000 gp; **Weight** 1 lb.

When worn, this brilliant-colored sash conveys greater power upon an animal companion, bonded familiar, eidolon, or special mount. If the wearer has levels in a class that grants such a bond, that companion is treated as if it were five levels higher for the purposes of determining Ability score bonuses (**Str/Dex/Int**), armor, max attacks, and natural armor. This item grants no special benefits to a wearer without the ability to form a special bond.

### Construction Requirements

Craft Wondrous Item, *Transformation*; **Cost** 6,500 gp

## Satyr Claws

**One-Handed Exotic Weapon**     **Price** 320 gp; **Weight** 1 lb.

A proficient wielder can use these specialized claws to disarm or sunder enemy weapons with a +2 bonus. Only the masterwork quality of the claws conveys this bonus. When dual-wielding these, they balance each other out and count as light weapons.

## Monster Enhancement

If you decide to run a game in which everybody is a monster trainer of one variety or another, chances are your primary focus for the campaign will be combat between monsters. In general, monsters do not gain the benefits of their trainer's equipment without special consideration and modification. In a standard game, this is fine because monsters shouldn't have the same benefits as characters. Some may even prefer to leave most items out of the equation entirely.

However, there are other ways to work out enhancing monsters. For example, rather than purchasing a set of magic plate armor for his monster, a trainer can train that monster to enhance its **AC**. This is equivalent to enchanting the monster itself. When doing this, monsters can possess enchantments that would be placed on any item slot relevant to a character. Make note of which "slot equivalent" enchantments are part of a given monster and pay the requisite cost. When "disenchanting" a monster, simply remove one-half the value and use it toward something else.

More detail may be given for this option in the future, but for now, it is a rules-free suggestion on how to change the description of what's going on when enchanting an item/monster.

## ALTERNATIVE SUMMONING OPTIONS

The following is a list of monsters introduced in this book that can be summoned by the *Summon Monster* or *Summon Nature's Ally* spells. These are organized by spell level.

### SUMMON MONSTER I

NAME	PAGE	NOTES
<b>Gryphcub</b>	88	Fly, Scent
<b>Lagomo</b>	98	Burrow, Climb, DR, Resist all; SR
<b>Scoundrite</b>	90	Immune bleed, paralysis, poison, sleep; Sneak Attack
<b>Soldrite</b>	89	Immune bleed, paralysis, poison, sleep





**SUMMON MONSTER II**

NAME	PAGE	NOTES
<b>Bawby</b>	48	Breath Weapon, Fast Healing, Scent, Swim
<b>Carbuncle</b>	36	Specious Suggestion
<b>Catning</b>	44	Fast Healing, Immune electricity, Spell-Like Abilities
<b>Cleribelle</b>	89	Flying, Immune bleed, paralysis, poison, sleep; trainer spells
<b>Geoyeti</b>	40	Burrow, Climb, Cold to the Touch, Immune cold; Rend
<b>Harcore</b>	69	Burrow, Elemental Traits, Tremorsense
<b>Pesto</b>	46	Resist acid, electricity; Spell-Like Abilities, Woodland Stride
<b>Siamange</b>	121	Climb
<b>Sorcerite</b>	90	Immune bleed, paralysis, poison, sleep; trainer spells
<b>Squirt</b>	42	Breath Weapon, Fast Healing, Immune fire; Spell-Like Abilities

**SUMMON MONSTER III**

NAME	PAGE	NOTES
<b>Bombyx</b>	30	Climb, Poison
<b>Castor</b>	28	Blindsense, Spray, Swim
<b>Daga</b>	100	Fly, Elemental Traits, Immune electricity, Metal Mastery, Spark Leap, SR
<b>Hippogryph</b>	88	Fly, Scent
<b>Kena</b>	99	Burn, DR, Elemental Traits, Immune fire; Resist all except cold; SR
<b>Laga</b>	101	DR, Elemental Traits, Immune fire; Swim
<b>Lauka</b>	100	Climb, DR, Immune electricity; Plant Traits, Resist all except fire; SR, Vine Slap
<b>Pseudodragon</b>	114	Fly, Immune paralysis, sleep; Poison, SR

**SUMMON MONSTER IV**

NAME	PAGE	NOTES
<b>Ailuro</b>	21	Climb, DR, Resist cold, fire; SR
<b>Arbiter</b>	92	Constant Vigilance, Constructed, Regeneration, SR
<b>Catirpel</b>	30	Climb, Constrict, Grab, Lunge, Poison
<b>Chordata</b>	28	Blindsense, Crystal Hide, Evasion, Spray, Swim

NAME	PAGE	NOTES
<b>Formite</b>	81	Burrow, Climb, Hive Mind, Immune cold, poison, petrification; Poison, Resist electricity, fire, sonic; SR
<b>Harbrick</b>	69	Burrow, Elemental Traits, Tremorsense
<b>Isa</b>	99	Burrow, DR, Elemental Traits, Immune cold; Resist all except fire; Spell-Like Abilities, SR, Swim
<b>Katnip</b>	94	Immune fear, Spell-Like Abilities
<b>Moncroak</b>	106	Jump, Powerful Charge, Swim
<b>Owlbear</b>	108	Grab, Scent
<b>Raptur</b>	115	Pounce
<b>Tesoroo</b>	128	Blinding Dust, Command, Immune mind-affecting effects; Vanish
<b>Trisaber</b>	132	Powerful Charge

**SUMMON MONSTER V**

NAME	PAGE	NOTES
<b>Ailuropoda</b>	21	Climb, DR, Rend, Resist cold, fire; SR
<b>Chrystofur</b>	29	Blindsense, Crystal Hide, Evasion, Rake, Rend
<b>Cloves</b>	46	DR, Resist acid, electricity; Spell-Like Abilities, Woodland Stride
<b>Coleoptera</b>	70	Burrow, Climb, DR, Elemental Traits, Poison, Powerful Charge, Tremorsense
<b>Faerie Dragon</b>	73	Breath Weapon, Fly, Immune paralysis, sleep; SR, Swim
<b>Fel'Kraz</b>	78	Change Shape, Immune charm, sleep; Incorporal
<b>Harcrest</b>	68	Burrow, DR, Elemental Traits, Tremorsense
<b>Hydra</b>	91	Fast Healing, Hydra Traits, Pounce, Regenerate Head
<b>Kylva</b>	98	Burrow, DR, Elemental Traits, Immune acid; SR
<b>Lychnis</b>	44	Fast Healing, Immune electricity, Pounce, Spell-Like Abilities
<b>Minotaur</b>	106	Natural Cunning, Powerful Charge, Scent
<b>Raskhale</b>	96	Echolocation, Spell-Like Abilities, Swim, Trample
<b>Sevord</b>	132	DR, Powerful Charge
<b>Skaldak</b>	122	Antimagic Glare, Counterspell, Rays
<b>Strigiflame</b>	42	Breath Weapon, DR, Fast Healing, Immune fire; Spell-Like Abilities
<b>Suidae</b>	126	Powerful Charge
<b>Tridigon</b>	62	Breath Weapon, Construct Traits, Dragon Senses, DR, Fly



NAME	PAGE	NOTES
Wabirri	48	Breath Weapon, DR, Fast Healing, Scent, Spell-Like Abilities, Swim
Wildesau	126	Powerful Charge

**SUMMON MONSTER VI**

NAME	PAGE	NOTES
Bulette	25	Leap, Scent, Tremorsense
Chilopoda	31	Climb, Constrict, Grab, Lunge, Poison
Cinereus	97	Courage Aura, Divine Grace, Divine Health, Immune fear; Lay on Hands, Spell-Like Abilities
Crurotar	50	Bleed, Death Roll, DR, Grab, Immune polymorph; SR, Swallow Whole, Swim
Gray Render	86	Double Damage against Objects, Grab, Rend, Scent
Khale	95	Echolocation, Immune fear; Spell-Like Abilities, Swim, Trample
Kytharion	79	Blur, Immune charm, polymorph, sleep; Spell-Like Abilities
Lepitera	31	Climb, Fly, Poison, Spell-Like Abilities
Levimur	101	Breath Weapon, DR, Immune cold
Lightnynx	45	Fast Healing, Immune electricity, Pounce, Rend, Spell-Like Abilities
Maimspawn	76	Evasion, Farrealmer Traits, Resist varies, Sneak Attack, Spell-Like Abilities, Uncanny Dodge
Rust Monster	117	Climb, Rust, Scent Metal
Snowstone	40	Burrow, Climb, Cold to the Touch, Frightful Gaze, Immune cold; Rend
Swordbite	133	DR, Powerful Charge
Trollhound	136	Nondetection, Regeneration, Scent
Vargouille	139	DR, Poison, Shriek, Sneak Attack
Xendaug	141	Break Enchantment, Immune polymorph; Rend, Scent, SR

**SUMMON MONSTER VII**

NAME	PAGE	NOTES
Avalynche	41	Breath Weapon, Burrow, Climb, Cold to the Touch, Frightful Gaze, Immune cold; Rend
Basilesk	47	DR, Immune acid; Resist electricity; Spell-Like Abilities, Woodland Stride
Behir	24	Breath Weapon, Climb, Constrict, Immune electricity; Rake, Swallow Whole
Chitinera	70	Burrow, Climb, Crush, DR, Elemental Traits, Poison, Trample, Tremorsense
Dithango	49	Breath Weapon, DR, Fast Healing, Scent, Spell-Like Abilities, Swim

NAME	PAGE	NOTES
Formisect	82	Fast Healing, Fly, Hive Mind, Immune cold, poison, petrification; Poison, Resist electricity, fire, sonic; Spell-Like Abilities, SR
Godigeon	43	Breath Weapon, DR, Fast Healing, Immune fire; Spell-Like Abilities
Osluth	56	DR, Fear Aura, Immune fire, poison; Poison, Resist acid, cold; SR
Shardrake	64	Burrow, Immune electricity, sleep, paralysis; Leap, Scent, Tremorsense
Siyafrok	122	Natural Invisibility
Tortoigon	63	Burrow, Fast Healing, Immune fire; Scent, SR, Superheated, Swallow Whole
Trollspawn	135	Regeneration, Rend, Scent
Viriga	140	Constrict, DR, Immune electricity; Plant Traits, Rock Catching, Rock Throwing, SR, Trample, Tremorsense
Vrock	55	DR, Immune electricity, poison; Resist acid, cold, fire; SR, Spell-Like Abilities, True Seeing

**SUMMON MONSTER VIII**

NAME	PAGE	NOTES
Angerie	22	DR, Immune acid, cold, petrification; Resist electricity, fire; Spell-Like Abilities, SR, Uncanny Dodge
Arachnigon	59	Breath Weapon, Climb, Grab, Immune acid, sleep, paralysis; Poison, trainer spells
Canceria	140	Constrict, Elemental Traits, Grab, Immune fire, mind-affecting effects
Chlorite	52	Breath Weapon, Confusion Aura, DR, Immune electricity, poison, polymorph; Resist acid, cold, fire; SR
Craos	34	Slick Skin, DR, Immune chaos, color blind, polymorph; Rend, Retaliate, Spell-Like Abilities, SR
Divinispawn	74	Channel Energy, Farrealmer Traits, Resist varies, trainer spells
Firebolt	110	DR, Fast Healing, Immune fire; See Invisibility, Shroud of Flame, Spell-Like Abilities, SR
Piskel	112	Blindsight, Fly, Resist cold, electricity; Pounce, Seamantle, Spell-Like Abilities, Swim, trainer spells



NAME	PAGE	NOTES
<b>Shraptor</b>	64	Burrow, Immune electricity, sleep, paralysis; Leap, Scent, Tremorsense
<b>Steambringer</b>	111	DR, Fast Healing, Immune fire; See Invisibility, Shroud of Mist, Spell-Like Abilities, SR
<b>Taurinor</b>	127	Breath Weapon, DR, Immune acid, poison; SR, Trample
<b>Thoughtspawn</b>	75	Farrealmer Traits, Resist varies, Spell-Like Abilities, trainer spells

### SUMMON MONSTER IX

NAME	PAGE	NOTES
<b>Aquario</b>	58	Breath Weapon, Fly, Immune fire, paralysis, sleep; Scent, Swim, trainer spells
<b>Eyedolor</b>	123	Antimagic Glare, Counterspell, Rays
<b>Geminel</b>	72	DR, Elemental Traits, Fly, Immune electricity; Metal Mastery, Spark Leap, Spell-Like Abilities, Swim
<b>Glabrezu</b>	51	DR, Immune electricity, poison; Resist acid, cold, fire; SR, Spell-Like Abilities, True Seeing
<b>Ironguard</b>	84	Breath Weapon, DR, Immune bleed, paralysis, poison, sleep; Poison, Resist all; SR
<b>Proginor</b>	114	All-Around Vision; Fly, Immune acid, electricity; Resist cold, fire; Spell-Like Abilities, trainer spells, True Seeing

### SUMMON NATURE'S ALLY I

NAME	PAGE	NOTES
<b>Gryphcub</b>	88	Fly, Scent
<b>Lagomo</b>	98	Burrow, Climb, DR, Resist all; SR
<b>Rastafern</b>	131	DR, Immune electricity; Plant Traits, Vine Slap

### SUMMON NATURE'S ALLY II

NAME	PAGE	NOTES
<b>Bawby</b>	48	Breath Weapon, Fast Healing, Scent, Swim
<b>Carbuncle</b>	36	Specious Suggestion
<b>Catning</b>	44	Fast Healing, Immune electricity, Spell-Like Abilities
<b>Geoyeti</b>	40	Burrow, Climb, Cold to the Touch, Immune cold; Rend
<b>Harcore</b>	69	Burrow, Elemental Traits, Tremorsense

NAME	PAGE	NOTES
<b>Pesto</b>	46	Resist acid, electricity; Spell-Like Abilities, Woodland Stride
<b>Siamange</b>	121	Climb
<b>Squit</b>	42	Breath Weapon, Fast Healing, Immune fire; Spell-Like Abilities

### SUMMON NATURE'S ALLY III

NAME	PAGE	NOTES
<b>Bombyx</b>	30	Climb, Poison
<b>Cactyke</b>	26	Bleed, DR, Plant Traits
<b>Castor</b>	28	Blindsense, Spray, Swim
<b>Hippogryph</b>	88	Fly, Scent
<b>Kena</b>	99	Burn, DR, Elemental Traits, Immune fire; Resist all except cold; SR
<b>Laga</b>	101	DR, Elemental Traits, Immune fire; Swim
<b>Lauka</b>	100	Climb, DR, Immune electricity; Plant Traits, Resist all except fire; SR, Vine Slap
<b>Pseudodragon</b>	114	Fly, Immune paralysis, sleep; Poison, SR

### SUMMON NATURE'S ALLY IV

NAME	PAGE	NOTES
<b>Ailuro</b>	21	Climb, DR, Resist cold, fire; SR
<b>Catirpel</b>	30	Climb, Constrict, Grab, Lunge, Poison
<b>Chordata</b>	28	Blindsense, Crystal Hide, Evasion, Spray, Swim
<b>Daga</b>	100	Fly, Elemental Traits, Immune electricity, Metal Mastery, Spark Leap, SR
<b>Formite</b>	81	Burrow, Climb, Hive Mind, Immune cold, poison, petrification; Poison, Resist electricity, fire, sonic; SR
<b>Harbrick</b>	69	Burrow, Elemental Traits, Tremorsense
<b>Isa</b>	99	Burrow, DR, Elemental Traits, Immune cold; Resist all except fire; Spell-Like Abilities, SR, Swim
<b>Katnip</b>	94	Immune fear, Spell-Like Abilities
<b>Moncroak</b>	106	Jump, Powerful Charge, Swim
<b>Owlbear</b>	108	Grab, Scent
<b>Raptur</b>	115	Pounce
<b>Rastaflor</b>	131	Constrict, DR, Immune electricity; Plant Traits, Resist fire; Vine Slap
<b>Slytrap</b>	36	Acid, Blindsight, Constrict, Grab, Plant Traits
<b>Tesoroo</b>	128	Blinding Dust, Command, Immune mind-affecting effects; Vanish
<b>Trisaber</b>	132	Powerful Charge



**SUMMON NATURE'S ALLY V**

NAME	PAGE	NOTES
<b>Ailuroпода</b>	21	Climb, DR, Rend, Resist cold, fire; SR
<b>Cactombre</b>	26	Bleed, DR, Plant Traits
<b>Chrystofur</b>	29	Blindsense, Crystal Hide, Evasion, Rake, Rend
<b>Cloves</b>	46	DR, Resist acid, electricity; Spell-Like Abilities, Woodland Stride
<b>Coleoptera</b>	70	Burrow, Climb, DR, Elemental Traits, Poison, Powerful Charge, Tremorsense
<b>Faerie Dragon</b>	73	Breath Weapon, Fly, Immune paralysis, sleep; SR, Swim
<b>Harcrest</b>	68	Burrow, DR, Elemental Traits, Tremorsense
<b>Kylva</b>	98	Burrow, DR, Elemental Traits, Immune acid; SR
<b>Lychnis</b>	44	Fast Healing, Immune electricity, Pounce, Spell-Like Abilities
<b>Minotaur</b>	106	Natural Cunning, Powerful Charge, Scent
<b>Raskhale</b>	96	Echolocation, Spell-Like Abilities, Swim, Trample
<b>Satyr</b>	119	DR, Pipes, Spell-Like Abilities
<b>Sevord</b>	132	DR, Powerful Charge
<b>Strigiflame</b>	42	Breath Weapon, DR, Fast Healing, Immune fire; Spell-Like Abilities
<b>Suidae</b>	126	Powerful Charge
<b>Wabirri</b>	48	Breath Weapon, DR, Fast Healing, Scent, Spell-Like Abilities, Swim
<b>Wildesau</b>	126	Powerful Charge

**SUMMON NATURE'S ALLY VI**

NAME	PAGE	NOTES
<b>Bulette</b>	25	Leap, Scent, Tremorsense
<b>Chilopoda</b>	31	Climb, Constrict, Grab, Lunge, Poison
<b>Cinereus</b>	97	Courage Aura, Divine Grace, Divine Health, Immune fear; Lay on Hands, Spell-Like Abilities
<b>Crurotar</b>	50	Bleed, Death Roll, DR, Grab, Immune polymorph; SR, Swallow Whole, Swim
<b>Gray Render</b>	86	Double Damage against Objects, Grab, Rend, Scent
<b>Khale</b>	95	Echolocation, Immune fear; Spell-Like Abilities, Swim, Trample
<b>Lepitera</b>	31	Climb, Fly, Poison, Spell-Like Abilities
<b>Levimur</b>	101	Breath Weapon, DR, Immune cold
<b>Lightnynx</b>	45	Fast Healing, Immune electricity, Pounce, Rend, Spell-Like Abilities

NAME	PAGE	NOTES
<b>Maelbud</b>	104	Climb, Immune electricity; Plant Traits, Poison, Spell-Like Abilities, Thorn Body, trainer spells
<b>Rust Monster</b>	117	Climb, Rust, Scent Metal
<b>Snowstone</b>	40	Burrow, Climb, Cold to the Touch, Frightful Gaze, Immune cold; Rend
<b>Swordbite</b>	133	DR, Powerful Charge
<b>Trollhound</b>	136	Nondetection, Regeneration, Scent
<b>Xendaug</b>	141	Break Enchantment, Immune polymorph; Rend, Scent, SR

**SUMMON NATURE'S ALLY VII**

NAME	PAGE	NOTES
<b>Avalynche</b>	41	Breath Weapon, Burrow, Climb, Cold to the Touch, Frightful Gaze, Immune cold; Rend
<b>Basilesk</b>	47	DR, Immune acid; Resist electricity; Spell-Like Abilities, Woodland Stride
<b>Dithango</b>	49	Breath Weapon, DR, Fast Healing, Scent, Spell-Like Abilities, Swim
<b>Formisect</b>	82	Fast Healing, Fly, Hive Mind, Immune cold, poison, petrification; Poison, Resist electricity, fire, sonic; Spell-Like Abilities, SR
<b>Gnole</b>	136	DR, Nondetection, Regeneration, Scent, Sneak Attack, Spell-Like Abilities
<b>Godigeon</b>	43	Breath Weapon, DR, Fast Healing, Immune fire; Spell-Like Abilities
<b>Sagitor</b>	118	Burn, Immune fire; Resist cold, electricity, sonic; Spell-Like Abilities, SR
<b>Siyaftrak</b>	122	Natural Invisibility
<b>Treant</b>	130	DR, Plant Traits, Rock Throwing, Trample
<b>Trollspawn</b>	135	Regeneration, Rend, Scent
<b>Viriga</b>	140	Constrict, DR, Immune electricity; Plant Traits, Rock Catching, Rock Throwing, SR, Trample, Tremorsense

**SUMMON NATURE'S ALLY VIII**

NAME	PAGE	NOTES
<b>Capricor</b>	27	Fast Healing, Plant Traits, Resist acid, cold, electricity; Trample
<b>Firebolt</b>	110	DR, Fast Healing, Immune fire; See Invisibility, Shroud of Flame, Spell-Like Abilities, SR



NAME	PAGE	NOTES
Maelae	104	Climb, Immune electricity; Plant Traits, Poison, Spell-Like Abilities, Swim, Thorn Body, trainer spells
Piskel	112	Blindsight, Fly, Resist cold, electricity; Pounce, Seamantle, Spell-Like Abilities, Swim, trainer spells
Steambringer	111	DR, Fast Healing, Immune fire; See Invisibility, Shroud of Mist, Spell-Like Abilities, SR
Unicorn	137	Immune charm, compulsion, poison, Magic Circle Against Evil, Powerful Charge, Spell-Like Abilities

### SUMMON NATURE'S ALLY IX

NAME	PAGE	NOTES
Crysalis	82	Fast Healing, Fly, Hive Mind, Immune cold, poison, petrification; Poison, Resist electricity, fire, sonic; Spell-Like Abilities, SR, trainer spells
Pixie	113	DR, Fly, Special Arrows, Spell-Like Abilities, SR, trainer spells
Proginor	114	All-Around Vision; Fly, Immune acid, electricity; Resist cold, fire; Spell-Like Abilities, trainer spells, True Seeing
Urbanel	138	Daze, DR, Immune electricity, mind-affecting effects; Spell-Like Abilities, SR, trainer spells

### EIDOLON EVOLUTIONS

In a world where monsters are commonplace and their creation is something to be glorified, there are those who wish to better understand the inner workings of those creatures. Summoners act as the mad craftsmen out to gain every advantage from the monsters their eidolons mimic.

In order to mimic a monster trainer's companion, a summoner's eidolon must possess the base form of that monster and a minimum of 3 points; 1 for the basic magic evolution and 2 for the trainer spells evolution.

#### New Base Form - Anon

Eidolons with the anon base form have no limbs, nor are they considered serpentine. They are creatures of amorphous energy and magic, semi-solid, though not incorporeal. Such creatures often fly as their base form of movement. They also possess a slam attack without requiring additional limbs.

**Starting Statistics:** Size Medium; Speed 10 ft.; AC +2 natural armor; Saves Fort (bad), Ref (bad), Will (good); Attack slam (1d8); Ability Scores Str 7, Dex 13, Con 14, Int 11, Wis 10, Cha 14; **Free Evolutions** basic magic, lesser flight, magic attacks, slam.

**Anon Monsters:** Arbiter, Crysalis, Eyedolor, Fel'Kraz, Formisect, Geminel, Harbrick, Harcore, Harcrest, Mimic, Proginor, Valoren, Vargouille

#### Other Base Forms

The majority of monsters within the Kingdom have one of the following four base forms. Even if a creature might fit into more than one form (laga, for example can be aquatic or bipedal), begin with the listed base form and add any evolutions as necessary to help create the eidolon's monster form.

**Aquatic Monsters:** Aquario, Khale, Laga, Piskel, Raskhale, Sevard, Swordbite, Trisaber

**Bipedal Monsters:** Ailuro, Angerie, Asmoden, Avalynche, Cactombre, Cactyke, Castor, Celedeen, Chlorite, Chordata, Chrystofur, Cinereus, Cleribelle, Craos, Cucalon, Cuclaur, Cucuy, Dithango, Divinispawn, Elcu, Endergon, Festrog, Firadron, Firaels, Firebolt, Fleshspawn, Fourclaw, Geoyeti, Glabrezu, Gladiafira, Gnole, Godigeon, Gray Render, Ironguard, Jubjub Bird, Katnip, Kytharion, Maimspawn, Minotaur, Moggish, Moggles, Moncroak, Nightwalker, Osyluth, Owlbear, Pendula, Pixie, Raptur, Rastafern, Rastaflor, Satyr, Scoundrite, Shardragon, Shraptor, Siamange, Skaldak, Snowstone, Soldrite, Sorcererite, Squit, Steambringer, Strigiflame, Tesoroo, Thoughtspawn, Thundergon, Timeslayer, Towerguard, Tridigon, Troglospear, Troglospell, Trollspawn, Urbanel, Vrock, Wabirri, Warspawn

**Quadrupedal Monsters:** Aerisor, Ailuropoda, Arachnigon, Bawby, Behir, Bulette, Canceria, Capricor, Carbuncle, Catning, Cenkclaur, Chitnera, Cloves, Coleoptera, Crurotar, Daga, Faerie Dragon, Formite, Gryphcub, Hippogryph, Hydra, Isa, Kena, Kylva, Lagomo, Lauka, Levimur, Lightnynx, Locan, Lupice, Lychnis, Pseudodragon, Royciel, Rust Monster, Sagitor, Scamethyst, Shardrake, Siyafrok, Suidae, Synacl, Taurinor, Tortoigon, Triceragon, Trollhound, Unicorn, Wildesau, Xendaug

**Serpentine Monsters:** Basilesk, Bombyx, Catirpel, Chilopoda, Lepitera, Maelae, Maelbud, Pesto, Slytrap, Viriga

#### New Evolutions

Three new evolutions exist as a result of the tinkering done by Summoners within the Kingdom.

##### LESSER FLIGHT (1 point)

The eidolon gains the ability to fly, whether with wings (Ex) or by magical means (Su), but it can only fly up to 5 feet off the ground (a medium or small creature can reach it with a melee attack). The eidolon's fly speed is 20 ft. or equal to its base speed, whichever is higher. Its maneuverability is still based on the eidolon's size. For an additional 1 point, the eidolon can also fly over liquid surfaces as long as it remains only up to 5 feet above that surface.



If it moves over a space where the ground or surface is further than 5 feet beneath it, the eidolon can make an Acrobatics or Fly check (DC 15) to “jump” back to a safe location as a free action. Failure indicates that the eidolon falls until it is no more than 5 feet above the ground. Failure by 5 or more indicates that it falls completely and takes falling damage, ignoring the first 10 feet.

#### **MONSTORIN (1 point)**

The eidolon becomes bipedal, despite its usual base form. It keeps its base statistics, but either gains the limbs (arms) and limbs (legs) evolutions or loses extra iterations of those evolutions until it only possesses 2 arms and two legs. The eidolon still counts as its original base form for the purpose of other evolutions. This evolution costs 0 points if the eidolon lost limbs, but does not grant additional points.

#### **Trainer Spells (2 points)**

The eidolon gains access to trainer spells as a monster of its base form with a challenge rating no higher than the Summoner’s level. It adds that monster’s 0-level spells to the basic magic evolution list, 1st-level spells to the minor magic evolution list, 2nd-level spells to the major magic evolution list, and 3rd-level spells to the ultimate magic evolution list.

In addition, the eidolon grants its summoner 1 trainer spell for each point spent when it gains this evolution. The chosen spells

are added to the Summoner’s spells known as long as the eidolon possesses this evolution and can be cast through the eidolon in the same way a trainer can cast through his companion.

In order to grant a spell, the eidolon must have a Charisma score of at least 10 + the spell level and must possess any one of the following evolutions: basic magic, major magic, minor magic, or ultimate magic.

The Summoner’s level must be equal to twice the spell levels to which he wishes to gain access.

### **MONSTER GROWTH**

As a trainer, you will find sometimes that your monsters aren’t as strong as they could be against an opponent. This is where monster growth comes in. When he gains a level, monster growth allows a trainer to choose another monster with a similar heritage to the monster he captured previously and begin using that monster instead. This change is generally permanent, so think carefully before making such a decision.

In this guide, monsters share a heritage if they have similar names (lightning cat or water dog, for example) or if they are specifically said to be related (all elementals). If you’re using other sources, just stick to these basics and you should be fine helping your own monsters grow.







## *Chapter 4: The Kingdom*



After the Purge, the Kingdom has been divided in half, with the Loyalists in the east and the Purists in the west. Monsters can be found on both halves of the Kingdom, but some are more difficult or impossible to find on one side or the other.

The regions described in this chapter are intentionally open-ended. They are ideas for areas in which you can adventure and structure games centered around the Kingdom of Monsters.

## WILD ENCOUNTERS

When travelling through the kingdom, you inevitably run into monsters in the wild. How those creatures react to you determines whether you need to battle them or not.

The next section includes a list of common, uncommon, and rare monsters that can be found there. These guidelines can be adjusted to fit a particular campaign, but should provide a good basis for how each region of the Kingdom is populated by monsters.

### Locating Wild Monsters

When you begin looking for monsters, you will notice that the area where you are suddenly grows quieter and you begin seeing fewer, if any monsters around you. This phenomenon occurs because your essence, much like adrenaline, actually changes slightly as you seek to battle another creature. Wild monsters in an area can sense this change and often move on or make themselves scarce.

Roll d% and consult the table for the area in which you are located as you hunt for monsters. If you are playing in a different world, find the closest approximation to the area in which you are hunting or use the monsters that already exist there as a guideline for what you can find. For example, if you are trying to capture something in a lightly wooded area guarded by elves, you may find several owlbears or laukas, a few formisects, and one or two renders. One roll equals approximately five minutes of active searching. In some cases, skills may be applied to help increase your chances of finding a specific monster.

Of course, if you are part of a group out hunting, you can find larger nests or families of these creatures, or you might run into some of the other denizens of the forest. It wouldn't be unheard of to battle a group of elves as they defend the render you want to capture or to stumble into a clearing where orcs are preparing to assault the nearby elven village as you search for laukas.

Not all encounters need be completely in the wild. You may also pay for the chance to battle something or find it randomly in a city. How the encounter occurs depends on the story surrounding it.

## EASTERN REGIONS

### Quill

Quill is the farthest town east of the main kingdom. Nestled in a valley between the dwarven homeland to the north and the Taper Mountain Range to the south, the people who stay in Quill often lead quiet lives.

To the east of the village is nothing but untamed wilds until you reach the elven kingdom.

There is a small castle west of Quill where the king keeps a loyal steward to watch over the surrounding area and its local researcher, Lord William. William lives in a cottage between Quill and the castle. Every year, on Choosing Day, anybody ages ten and up is welcome to visit Lord William's farm and pick one of his specially raised monsters with which to begin their journey.

Quill Monsters	Percent (%) Chance
None	1 – 20
Carbuncle	21 – 35
Sorcerite	36 – 50
Soldrite	51 – 65
Scoundrite	66 – 80
Cleribelle	81 – 90
Bombyx	91 – 95
Lauka	96 – 98
Chilopoda	99
Pesto	100

### Stylus City

The first major city after leaving Quill headed west, Stylus City was built in a short amount of time by the idealists' monsters. It has since become a mecca for novice trainers who wish to begin challenging arena masters.

The local arena is run by Jekyll, one of the researchers whose golems helped build Stylus city and put it on the map. He also owns the steel mill, where he employs trainers and their monsters to build vehicles for the wealthy. In addition to the metal work done there, the mill functions as a tram station that takes paying spectators and accomplished trainers to the Monster Championship Headquarters where they can view or participate in tournaments for recognition and prizes.

It is rumored that Jekyll was, at one time, a member of the Thieves' Guild who still threatens the Kingdom periodically with their plots to take control of all monsters. Jekyll will neither confirm nor deny such allegations, but because of his standing as a founder of the city and creates jobs to help the population of the eastern regions, nobody does more than whisper about his shrouded past.



Stylus City Monsters	Percent (%) Chance
None	1 – 20
Arbiter	21 – 35
Sorcerite	36 – 50
Soldrite	51 – 65
Scoundrite	66 – 80
Mimic	81 – 90
Lagomo	91 – 95
Pseudodragon	96 – 98
Catning	99
Bawby	100

### Mount Graphite

South of Stylus City, at the end of the Taper Mountains is Mount Graphite. With the roads heading west blocked by reeves, any trainer who wishes to enter the western kingdom must pass through this mountain. A path has been carved through for those looking to do so by monster trainer and arena master Jaden Earthfellow. Anybody who travels off the beaten path into Jaden's area of the mountain will find the trainer and his allies always training their monsters for tougher challenges.



Mount Graphite Monsters	Percent (%) Chance
None	1 – 20
Carbuncle	16 – 30
Harcore	31 – 45
Tesoroo	46 – 60
Kylva	61 – 75
Lagomo	76 – 80
Gryphcub	81 – 85
Festrog	86 – 88
Rust Monster	89 – 95
Coleoptera	96 – 97
Skaldak	98
Geoyeti	99
Royciel	100

### Coal Brush Plains

This area north of Stylus city borders the dwarven kingdom. The few people who take residence in the plains are members of the Food and Flame Guild. The guild exports coal dug from beneath the soil and cattle raised above it to Stylus City and the Kingdom in the west. Coal is a great commodity in the Kingdom because it functions as fuel for machines and food for the monsters that power them.

At the head of the guild is Miss Sandi, a monster breeder and arena master. Miss Sandi's fiery monsters match her attitude, and she is well known to be a bit of a show boater. She keeps

her aura, a flame that surrounds her body, active most of the time, and it flares up when she grows angry or calls upon her monsters in battle.

Coal Brush Plains Monsters	Percent (%) Chance
None	1 – 20
Sorcerite	21 – 25
Soldrite	26 – 30
Scoundrite	31 – 35
Festrog	36 – 50
Pixie	51 – 65
Kena	66 – 80
Cleribelle	81 – 90
Lagomo	91 – 95
Castor	96 – 98
Faerie Dragon	99
Squit	100

### Painted Forest

This breathtaking landmark north of the Coal Brush Plains wraps around the edge of dwarven lands. The region itself is a forest wherein every possible tree one could imagine exists. There are so many colors and smells to enjoy that many people visit the forest year – round to enjoy the scenery. Many believe that the forest was blessed by the elves before they moved further east to avoid the human kingdom's progress. Whatever magic holds the forest, the temperature and climate around any individual tree is always perfect for its survival.

Kino, a local monster scout, hosts arena matches in clearings around the forest when he's not directing a harvest of some

Painted Forest Monsters 1	Percent (%) Chance
Roll on Table 2	1 – 10
Katnip	11 – 13
Gryphcub	14 – 16
Pixie	17 – 22
Cleribelle	23 – 28
Lauka	29 – 34
Faerie Dragon	35 – 40
Moggish	41 – 46
Bombyx	47 – 52
Ailuro	53 – 58
Cinereus	59 – 64
Owlbear	65 – 70
Formite	71 – 76
Crysallis	77 – 82
Maelbud	83 – 88
Gnole	89 – 94
Rastafarn	95 – 100

indigenous fruit or nut. As a sentinel, Kino works with the forest to yield the best possible results every season. The fruits and nuts harvested from the Painted Forest are transported over the mountain pass under which the dwarves live back to Stylus City and Quill beyond.

In recent seasons, elves have started to visit the forest again, lending credence to rumors that the thousand years of peace have finally come to an end and that the fey race may be out to start another war.

Painted Forest Monsters 2	Percent (%) Chance
None	1 – 6
Minotaur	7 – 12
Hippogryph	13 – 15
Catirpel	16 – 26
Siamange	27 – 37
Gray Render	38 – 43
Capricor	44 – 45
Moggles	46 – 51
Lepitera	52 – 54
Chilopoda	55 – 57
Ailuropoda	58 – 63
Sagitor	64 – 65
Wildesau	66 – 71
Suidae	72 – 77
Formisect	78 – 83
Treant	84 – 89
Troll Hound	90 – 95
Maelae	96 – 98
Celedeen	99 – 100

### Scribe's Marsh

As one travels back around east from the Painted Forest one finds the Scribe's Marsh. A veritable wasteland in comparison to the splendor of the tree line, the marsh is where stories tell of dangerous monsters from the realms of shadow cause mischief and lead travelers down wrong paths into danger.

While many trainers visit the marsh in search of powerful, scary companions, one researcher in particular has settled down to study the effects of the climate changes in the Painted Forest on the land here. The man's name is Maurice, though some call him Cursed Maury when out of earshot. In his spare time, Maurice hosts an arena where hopeful trainers can try to best his eerie companions.

Scribe's Marsh Monsters	Percent (%) Chance
None	1
Fourclaw	2 – 4
Timeslayer	5 – 7
Vargouille	8 – 13
Troglospear	14 – 21
Troglospell	22 – 29
Moncroak	30 – 38
Festrog	39 – 47
Warspawn	48 – 49
Thoughtspawn	50 – 51
Divinispawn	52 – 53
Maimspawn	54 – 55
Fleshspawn	56 – 57
Gnole	58 – 63
Skaldak	64 – 65
Eyedolor	66 – 67
Nightwalker	68 – 70
Craos	71 – 78
Chlorite	79 – 82
Gray Render	83 – 88
Fel'Kraz	89 – 94
Kytharion	95 – 97
Elcu	98 – 100

### The City State of Blank Slate

When the idealists ventured east, they were joined by an intrepid gnome who found the concept of monster training rather fascinating. Though he was never able to develop his own aura, the little man founded one of the most prominent cities dedicated to monster training east of the king's lands.

Blank Slate has become a home for humans, elves, and dwarves who seek to be recognized as trainers. A firm "no hatred" policy is enforced within the city limits, so all of the races work together to help promote safe living and healthy monster training habits.

In his many attempts to become a trainer, the gnome met and became good friends with many successful trainers, including all of the head researchers at the Monster Championship Headquarters. He even helped local arena master, Hugh, into the position he holds to this day. Hugh's sons, Maurice and Kino; his daughter, Sandi; and his nephew, Jaden are likewise officially recognized arena masters thanks to Blank Slate's founder.

Never a place to disappoint, the city actually houses two arenas, the second of which is run by a master of shadow, Alfonso. Before leaving east with the idealists, Alfonso was a member of the reeves who helped thwart the Thieves' Guild in a plot to summon more monsters from worlds beyond into the Kingdom.



Blank Slate Monsters	Percent (%) Chance
None	1
Firaels	2 – 4
Xendaug	5 – 8
Pendula	9
Daga	10 – 20
Lagomo	21 – 31
Mimic	32 – 38
Sorcerite	39 – 49
Scoundrite	50 – 60
Soldrite	61 – 71
Divinispawn	72 – 74
Maimspawn	75 – 77
Fleshspawn	78 – 80
Thoughtspawn	81 – 83
Warspawn	84 – 86
Urbanel	87 – 89
Osyluth	90
Rust Monster	91 – 94
Siyafrok	95
Geminel	96
Angerie	97 – 98
Vrock	99
Asmoden	100

Jiaguwen Port Monsters	Percent (%) Chance
None	1
Laga	2 – 12
Castor	13 – 23
Chordata	24 – 29
Raskhale	30 – 45
Trisaber	46 – 61
Hydra	62
Shardrake	63 – 71
Sevord	72 – 77
Piskel	78
Canceria	79
Arachnigon	80 – 81
Steambringer	82
Shraptor	83 – 85
Triceragon	86 – 87
Khale	88 – 91
Swordbite	92 – 94
Siyafrok	95
Aquario	96
Locan	97
Behir	98
Shardragon	99
Thundergon	100

Before his team could stop them, the thieves did manage to bring a handful of monsters over. With his allies beaten, Alfonso was forced to capture each of the shadowy monsters to prevent them from attacking the common people in villages nearby.

Although he was celebrated as a hero for his sacrifice, Alfonso was relieved of his rank and forced to leave when the Purists purged the Kingdom of otherworldly monsters, so he joined up with the gnome who would later found Blank Slate and has moved on with his life to become the strongest of the arena masters.

### **Jiaguwen Port**

Originally a corner of the elven lands, this region was abandoned when the salt water of the ocean rose and destroyed most of the trees that grew there. Humans have since moved in and repurposed it into the fishing capital of the east. One of the richest families in the main city has even opened an arena of their own and placed their strongest member, Anthony, as the master.

Anthony is a monster performer who wanted nothing to do with the port until his family bought him permission to be an arena master. With his new title in hand, Anthony disappeared for a while as he traveled across the Kingdom in search of strong monsters that he paid other trainers to help him capture. Thanks

to his endeavor, Anthony now boasts the largest collection of dragons ever seen and he uses them to great and terrible effect in arena matches.

## **WESTERN REGIONS**

Through the western path out of Mount Graphite lies the other half of the Kingdom. Here, the Mad King rules the land, ordering his reeves to guard against potential enemies in the form of idealist monster trainers as he builds his engines of destruction.

### **Charity**

Sister village to Quill, Charity was once where many new trainers began their journey through the Kingdom's western regions. After the purge, no researchers remain in, or even around, the village since most of them left to the east to avoid persecution. As a result, Charity is much quieter than before, but has lost many of its residents and sources of income that it needs to sustain itself.

### **Diligence**

Diligence is the former garrison – turned – city to which the Kingdom's bravest heroes would travel and learn how to be scouts. The best of those who graduated from the academy in Diligence would be hired on as one of the king's reeves; tasked with guarding the realm against dangerous monsters and vile

Charity Monsters	Percent (%) Chance
None	1 – 5
Mimic	6 – 16
Pixie	17 – 27
Festrog	28 – 38
Arbiter	39 – 49
Rastafern	50 – 60
Carbuncle	61 – 71
Cleribelle	72 – 77
Soldrite	78 – 83
Scoundrite	84 – 89
Sorcerite	90 – 95
Katnip	96 – 97
Maelbud	98
Gnole	99 – 100

enemies of the crown.

Though it serves the same purpose now as it always has, the people of Diligence are no longer as eager to see or welcome new recruits into the king's growing army. Most do what they can to earn enough money to leave, and rumors persist that some have even taken to stealing from the local regent lord while he's preoccupied with protecting the Kingdom.

Diligence Monsters	Percent (%) Chance
None	1 – 5
Mimic	6 – 16
Festrog	17 – 32
Arbiter	33 – 48
Carbuncle	49 – 64
Soldrite	65 – 70
Scoundrite	71 – 76
Sorcerite	77 – 82
Gryphcub	83 – 88
Fel'Kraz	89 – 91
Katnip	92 – 97
Chlorite	98
Firebolt	99
Firaels	100

### *Fare-Well*

The hamlet of Fare-Well is the last populated area in the western half of the Kingdom, and the people of this town still do some trade with their eastern brethren. Unfortunately, as war looms, the king has sent one of his advisors to watch the people of Fare-Well and make sure they are not giving away taxable and useful goods that could benefit the crown.

Fare-Well Monsters	Percent (%) Chance
None	1 – 2
Mimic	3 – 13
Festrog	14 – 24
Arbiter	25 – 35
Carbuncle	36 – 46
Lagomo	47 – 52
Soldrite	53 – 61
Scoundrite	62 – 70
Sorcerite	71 – 79
Minotaur	80 – 83
Suidae	84 – 87
Wildesau	88 – 91
Xendaug	92 – 94
Satyr	95 – 100

### *Temperance*

The closest and most populace city that remains on the way to the king's castle, Temperance has become an industry leader in the manufacture of steam-powered and electric engines. The purist lord of this region still takes challenges from trainers and even offers a rare and beautiful companion as a prize for defeating him. If the lord wins, however, he offers his challenger one of two choices; either give him a monster of his choice to keep as a symbol of his victory, or languish in the city dungeons until such a time as he sees fit to set them free.



Temperance Monsters	Percent (%) Chance
None	1
Mimic	2 – 12
Sorcerite	13 – 25
Soldrite	26 – 38
Scoundrite	39 – 51
Kena	52 – 59
Laga	60 – 67
Daga	68 – 75
Xendaug	76 – 81
Steambringer	82 – 84
Firebolt	85 – 87
Firaels	88 – 98
Tortoigon	99
Behir	100

### *Lake Joy*

Before the purge, this beautiful and expansive lake was home to almost all of the fresh-water monsters in the Kingdom. Trainers would frequent the lake to capture a worthy companion that they could train as they worked toward becoming champions.

Trainers have no reason to visit the lake anymore, because



all of the monsters within its waters have either migrated east down The River Patience or been captured and put to work generating power for the factories in Temperance. With no wild life remaining, the lake is placid, but the stillness is off-putting. At night, dangerous creatures appear out of the lake and hunt endlessly in search of food long gone.

Lake Joy Monsters	Percent (%) Chance
None	1 – 15
Lagomo	16 – 21
Laga	22 – 25
Isa	26 – 29
Castor	30 – 38
Chordata	39 – 49
Troll Hound	50 – 55
Chrystofur	56 – 61
Bulette	62 – 67
Geminel	68 – 69
Hydra	70 – 72
Trollspawn	73 – 78
Levimur	79 – 89
Proginor	90 – 91
Lupice	92 – 97
Pendula	98 – 100

### The River Patience

Running from the frozen reaches of the Kingdom, through Lake Joy, and into the east is the River Patience. The river acts as a life-line through the Kingdom, providing drinkable, fresh water to all. Until the king had it routed through the energy plants in Temperance, the river also brought its bounty to the elven forests and dwarven mines. Now that it doesn't, those races

Patience Monsters	Percent (%) Chance
None	1 – 9
Lagomo	10 – 15
Laga	16 – 19
Castor	20 – 28
Raptur	29 – 39
Chordata	40 – 50
Troll Hound	51 – 56
Chrystofur	57 – 62
Bulette	63 – 68
Geminel	69 – 70
Hydra	71 – 73
Owlbear	74 – 84
Moncroak	85 – 90
Trollspawn	91 – 96
Proginor	97 – 98
Aquario	99 – 100

have been forced to pull back their homes and draw from deeper wells as they struggle to keep their forests and the monsters that relied on the river healthy.

### Forsaken Lands

The Forsaken Lands is a desert region where an independent band of monster scouts labor below ground to find a powerful and mysterious artifact guarded by a hive of monsters ancestrals. Above ground, the scouts help travelers cross the desert safely. With the help of their cactykes and cactombres, they also find and return anyone unfortunate enough to get lost on their own.

Forsaken Lands Monsters	Percent (%) Chance
None	1 – 4
Kylva	5 – 10
Kena	11 – 16
Tesoroo	17 – 29
Cactyke	30 – 45
Siamange	46 – 51
Raptur	52 – 57
Cactombre	58 – 68
Bulette	69 – 74
Eyedolor	75 – 76
Slytrap	77 – 82
Scamethyst	83
Chitinera	84 – 86
Vrock	87
Harcrest	88 – 96
Triceragon	97
Osyluth	98
Aerisor	99
Glabrezu	100

### Verity

The region of Verity is home to all of the ports in the west. Its remote location north of the Forsaken Lands adds to Verity's popularity because of how difficult it is to reach. Even monster training remains popular in Verity with trainers participating in what they refer to as the Circuit Run during the spring and fall months of the year.

The Circuit Run consists of eight trainers qualified as arena masters. Hopeful participants bid anything they can, from money to labor to monsters, for one of the limited spots available during each season. Those who can offer the most value in their bid begin and end their circuit in Verity's capital city. Once they face the first master, the trainers have twelve days to find and defeat the other seven or their run ends, forcing them to either give up or sign back on and wait again for their next opportunity. A successful Circuit Run is currently the only way to qualify for

championships in the west.

Only the richest of merchants and lords actually live in the villages and capital city of Verity because the prices are so high that even dock workers are paid more than any common land owner in the south just to get by.

When the king declared that he intended to build engines of war with which to fight the elves and the dwarves once again, the Lord of Verity met with his council and decided that his piece of the Kingdom could survive on its own for a few decades without the king's support. They closed off trade with the king's men and have since begun negotiations with Jiaguwen Port in the distant east regarding a long term trade arrangement.

Monster Tables	Percent (%) Chance
Verity Monsters 1	1 – 50
Verity Monsters 2	51 – 85
Verity Monsters 3	86 – 100

Verity Monsters 1	Percent (%) Chance
None	1 – 15
Sevord	16 – 26
Cucuy	27 – 32
Angerie	33 – 38
Chlorite	39 – 49
Firaels	50 – 60
Shraptor	61 – 71
Maelbud	72 – 77
Khale	78 – 89
Lupice	90-100

### Eternal Frost

The Eternal Frost is a frozen landscape in the north, just beyond the edge of Verity. Few travel to this region unless they are in search of monsters that are otherwise nigh impossible to find in the Kingdom.

Eternal Frost Monsters	Percent (%) Chance
None	1 – 3
Geoyeti	4 – 19
Isa	20 – 32
Snowstone	33 – 43
Bulette	44 – 54
Owlbear	55 – 65
Levimur	66 – 78
Craos	79 – 81
Avalynche	82 – 83
Harcrest	84 – 89
Triceragon	90 – 92
Lupice	93 – 100

Verity Monsters 2	Percent (%) Chance
Vrock	1 – 6
Osyluth	7 – 12
Capricor	13 – 14
Tortoigon	15 – 20
Nightwalker	21 – 26
Firadron	27 – 34
Locan	35 – 40
Unicorn	41
Cucalon	42 – 47
Timeslayer	48 – 53
Fourclaw	54 – 59
Behir	60 – 65
Glabrezu	66 – 68
Shardragon	69 – 74
Thundergon	75 – 80
Cuclaur	81 – 84
Synacl	85 – 88
Cenkclaur	89 – 92
Gladiafira	93 – 98
Asmoden	99 – 100

Verity Monsters 3	Percent (%) Chance
Craos	1 – 11
Strigiflame	12 – 19
Cloves	20 – 27
Lychnis	28 – 35
Wabirri	36 – 43
Royciel	44 – 45
Kytharion	46 – 53
Snowstone	54 – 61
Viriga	62 – 63
Geminel	64 – 65
Taurinor	66 – 67
Scamethyst	68 – 69
Sagitor	70 – 71
Piskel	72 – 73
Canceria	74 – 75
Steambringer	76 – 78
Firebolt	79 – 81
Proginor	82 – 83
Swordbite	84 – 89
Aerisor	90 – 91
Aquario	92 – 93
Armodos	94
Valoren	95 – 97
Pendula	98 – 100



## INDEX: MONSTERS BY CR

### CR 1/2

Gryphcub, Lagomo, Rastafarn, Scoundrite, Soldrite

### CR 1

Bawby, Carbuncle, Catning, Cleribelle, Festrog, Geoyeti, Harcore, Pesto, Pseudodragon, Siamange, Sorcerite, Squit

### CR 2

Arbiter, Bombyx, Daga, Faerie Dragon, Hippogryph, Isa, Kena, Laga, Lauka, Skaldak

### CR 3

Castor, Catirpel, Harbrick, Lychnis, Maimspawn, Raptur, Rust Monster, Tesoroo, Unicorn

### CR 4

Cactyke, Cloves, Fel'Kraz, Formite, Hydra, Katnip, Mimic, Moncroak, Owlbear, Pixie, Satyr, Strigiflame

### CR 5

Ailuro, Chordata, Coleoptera, Elcu, Harcrest, Kylva, Moggish, Raskhale, Rastaflor, Wabirri

### CR 6

Chilopoda, Cinereus, Lepitera, Lightnynx, Maelbud, Shardrake, Snowstone, Slytrap, Tridigon, Troglospear, Troglospell, Trollhound

### CR 7

Bulette, Cactombre, Chrystofur, Gnole, Khale, Trisaber, Viriga

### CR 8

Behir, Gray Render, Kytharion, Minotaur, Siyafarak, Suidae, Treant, Wildesau

### CR 9

Basilesk, Chitnera, Crurotar, Formisect, Moggles, Osyluth, Sagitor, Thoughtspawn, Trollspawn, Urbanel, Vrock

### CR 10

Arachnigon, Firebolt, Godigeon, Levimur, Steambringer, Taurinor, Vargouille, Xendaug

### CR 11

Aquario, Cucuy, Dithango, Divinispawn, Piskel, Sevord

### CR 12

Ailuropoda, Angerie, Avalynche, Canceria, Chlorite, Craos, Crysallis, Eyedolor, Geminel, Maelae, Shraptor

### CR 13

Firaels, Glabrezu, Ironguard, Proginor, Scamethyst, Tortoigon

### CR 14

Aerisor, Swordbite

### CR 15

Capricor, Fleshspawn, Jubjub Bird, Lupice, Triceragon

### CR 16

Firadron, Locan, Nightwalker, Royciel

### CR 17

Celedeen, Cucalon, Timeslayer, Warspawn

### CR 18

Fourclaw, Shardragon, Thundergon

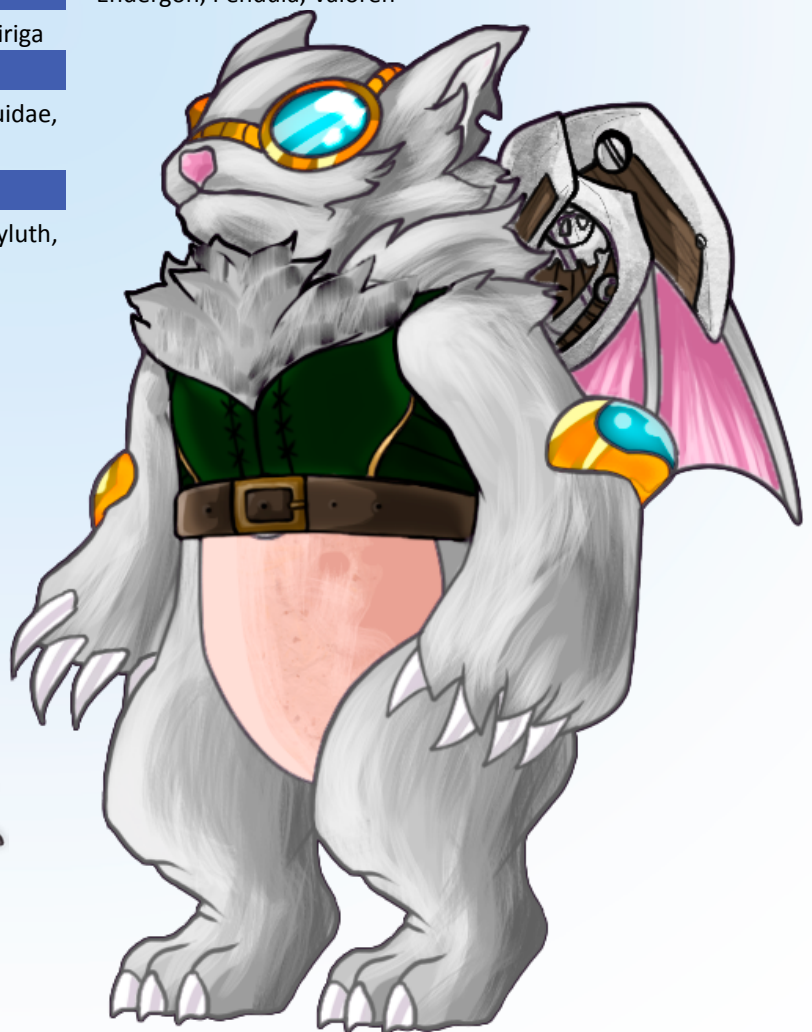
### CR 19

Asmoden, Cenkclaur, Cuclaur, Gladiafira, Synacl, Towerguard

### CR 20

Endergon, Pendula, Valoren

164



## INDEX: MONSTERS BY SPELL GRANTED

### Ablative Barrier

Katnip, Moncroak, Scamethyst, Steel Sentry, Urbanel

### Absorb Toxicity

Arachnigon, Cactus Warrior, Catirpel, Hydra, Scamethyst, Treant

### Acid Arrow

Bulette, Cobra Flower, Earth Elemental, Kylva, Moncroak, Pixie, Skaldak, Sorcerite, Water Dog

### Acid Fog

Arachnigon, Cobra Flower, Taurinor

### Acidic Spray

Cobra Flower, Pixie, Pseudodragon, Sorcerite

### Aid

Astral Faerie, Cinereus, Cleribelle, Moncroak, Piskel, Soldrite, Troglodyte, Urbanel

### Air Walk

Cleribelle, Fire Bird, Lightning Cat, Piskel

### Alter Self

Fel'Kraz, Osyluth, Red Dragon, Vargouille

### Analyze Dweomer

Cleribelle, Craos, Proginor, Sorcerite, Xendaug

### Animal Aspect/Greater Animal Aspect

Behir, Lagomorph, Owlbear, Rust Monster

### Animate Objects

Carbuncle, Gnole, Pixie

### Animate Plants

Cactus Warrior, Gnole, Pixie, Satyr, Treant, Viriga

### Ant Haul

Canceria, Catirpel, Formite, Pendula, Rust Monster, Sagitor, Scamethyst, Suidae, Taurinor, Viriga, Wildesau

### Antimagic Field

Lightning Cat, Red Dragon, Skaldak, Soldrite

### Antipathy

Arbiter, Capricor, Celeddeen, Cinereus, Nightwalker, Osyluth, Satyr, Thundergon, Timeslayer

### Aqueous Orb

Canceria, Faerie Dragon, Khale, Laga, Moncroak, Piskel, Pixie, Raptur, Water Dog, Water Hatchling

### Arboreal Hammer

Ailuro, Cactus Warrior, Treant

### Arcane Eye

Arachnigon, Proginor

### Arcane Lock

Shardragon

### Arcane Sight/Detect Magic/Greater Arcane Sight

Arachnigon, Capricor, Carbuncle, Celeddeen, Cleribelle, Craos, Dream Imp, Farrealmer, Fel'Kraz, Glabrezu, Levimur, Locan, Maelae, Nightwalker, Osyluth, Pendula, Phoenix, Piskel, Pit Fiend, Pixie, Proginor, Red Dragon, Royciel, Sagitor, Satyr, Shardragon, Shift Demon, Sorcerite, Thundergon, Timeslayer, Troglodyte, Unicorn, Urbanel, Xendaug

### Atavism/Mass Atavism

Capricor, Gnole, Suidae, Wildesau

### Atonement

Arbiter, Astral Faerie, Capricor, Unicorn

### Augury

Proginor, Royciel, Tesoroo, Troglodyte, Urbanel

### Awaken

Capricor

### Ball Lightning

Behir, Geminel, Lightning Cat, Scamethyst, Urbanel

### Barkskin

Ailuro, Cactus Warrior, Capricor, Cobra Flower, Crurotar, Katnip, Pendula, Root Snake, Treant, Trollspawn, Viriga

### Battlefield Adept

Behir, Cobra Flower, Fourclaw, Hippogryph, Lagomorph, Rust Monster, Sagitor, Scoundrite, Siamange, Soldrite

### Battlemind Link

Cinereus, Craos, Hippogryph, Katnip, Sagitor, Scamethyst, Soldrite, Xendaug

### Bear's Endurance/Mass Bear's Endurance

Ailuro, Castor, Cinereus, Dream Imp, Owlbear, Soldrite, Viriga

### Bestow Curse/Major Curse

Festrog, Nightwalker, Pendula, Shift Demon, Skaldak, Troglodyte

### Binding Earth

Capricor, Viriga

### Black Tentacles

Arachnigon, Nightwalker, Vargouille

### Blade Barrier

Astral Faerie, Cactus Warrior, Farrealmer, Katnip, Sagitor, Shift Demon, Trisaber,

### Blasphemy

Osyluth, Pit Fiend

### Bleed

Cactus Warrior, Cobra Flower, Craos, Crurotar, Festrog, Glabrezu, Gnole, Levimur, Nightwalker, Osyluth, Pit Fiend, Red Dragon, Root Snake, Sagitor, Scamethyst, Scoundrite, Shardragon, Shift Demon, Trisaber



## INDEX: MONSTERS BY SPELL GRANTED

### Blend

Cobra Flower, Craos, Katnip, Moncroak, Root Snake, Satyr, Trisaber

### Blight

Cactus Warrior, Glabrezu, Gnole, Root Snake, Shift Demon

### Blinding Dust

Aerisor, Cactus Warrior, Canceria, Earth Elemental, Pendula, Scamethyst, Shardragon, Siamange, Tesoroo, Viriga

### Blindness/Deafness

Farrealmer, Shift Demon

### Blink/Ethereal Jaunt/Etherealness

Arachnigon, Levimur, Nightwalker, Osyluth

### Bloodhound

Behir, Cactus Warrior, Festrog, Fourclaw, Gray Render, Hydra, Levimur, Minotaur, Owlbear, Raptur, Rust Monster, Trollspawn, Water Dog, Xendaug

### Blur

Arachnigon, Celedéen, Fel'Kraz, Katnip, Nightwalker, Pendula, Pixie, Thundergon, Timeslayer

### Break Enchantment

Behir, Cinereus, Faerie Dragon, Farrealmer, Gnole, Katnip, Lagomorph, Phoenix, Pixie, Pseudodragon, Royciel, Satyr, Suidae, Wildesau, Xendaug

### Breath of Life

Cleribelle, Phoenix, Royciel

### Bristle

Ailuro, Cactus Warrior, Crurotar, Glabrezu, Locan, Red Dragon, Royciel, Rust Monster, Treant, Xendaug

### Bull's Strength/Mass Bull's Strength

Catirpel, Formite, Gray Render, Jubjub Bird, Khale, Minotaur, Siamange, Soldrite, Taurinor, Timeslayer, Viriga

### Burrow

Aerisor, Bulette, Earth Elemental, Formite, Lagomorph, Scamethyst, Shardragon, Tesoroo, Viriga

### Burst of Nettles

Cactus Warrior, Maelae

### Call Lightning/Call Lightning Storm

Geminel, Lightning Cat, Lightning Hatchling, Thundergon

### Calm Emotions

Cleribelle, Cobra Flower, Piskel, Royciel, Tesoroo, Urbanel

### Cat's Grace/Mass Cat's Grace

Katnip, Lightning Cat, Unicorn

### Cause Fear

Arachnigon, Bulette, Fel'Kraz, Hydra, Nightwalker, Osyluth, Pendula, Shift Demon, Trollspawn, Vargouille

### Caustic Eruption

Aerisor, Taurinor

### Certain Grip

Cactus Warrior, Canceria, Catirpel, Cobra Flower, Formite, Katnip, Living Golem, Mimic, Moncroak, Rust Monster, Siamange, Trollspawn

### Chain Lightning

Behir, Cleribelle, Lightning Cat, Shardragon, Sorcerite

### Chains of Fire

Aerisor, Fire Bird

### Changestaff

Root Snake, Satyr, Troglodyte

### Chaos Hammer

Canceria, Craos, Farrealmer, Glabrezu, Shift Demon

### Charm Animal

Cobra Flower, Pixie, Satyr

### Charm Monster

Cleribelle, Cobra Flower, Formite, Pixie, Satyr, Skaldak

### Charm Person

Cleribelle, Satyr, Urbanel

### Chill Metal

Canceria, Earth Yeti, Steel Sentry

### Chill Touch

Festrog, Nightwalker

### Clashing Rocks

Earth Elemental, Earth Yeti, Formite, Scamethyst, Shardragon, Suidae, Viriga, Wildesau

### Cloak of Dreams/Deep Slumber/Sleep

Celedéen, Cleribelle, Dream Imp, Faerie Dragon, Pixie, Pseudodragon, Satyr, Scoundrite, Skaldak, Sorcerite, Timeslayer

### Cloak of Winds

Geminel, Phoenix, Proginor, Sorcerite

### Cloud Shape

Aquario, Geminel

### Cloudkill

Farrealmer, Festrog, Taurinor

### Cold Ice Strike

Earth Yeti

### Color Spray

Catirpel, Celedéen, Faerie Dragon, Farrealmer, Katnip, Pixie, Pseudodragon, Sorcerite, Timeslayer

### Command/Greater Command

Arbiter, Cobra Flower, Crurotar, Hippogryph, Katnip, Khale, Minotaur, Nightwalker, Soldrite, Taurinor, Tesoroo

## INDEX: MONSTERS BY SPELL GRANTED

### Command Plants

Cactus Warrior, Cobra Flower, Maelae, Root Snake, Viriga

### Commune with Nature

Pixie, Satyr, Treant, Unicorn

### Cone of Cold

Arachnigon, Castor, Earth Yeti, Formite, Levimur, Troglodyte

### Confusion

Carbuncle, Formite, Glabrezu, Levimur, Pixie, Satyr, Skaldak, Tesoroo

### Contingency

Arachnigon, Celedéen, Red Dragon, Timeslayer

### Continual Flame

Aerisor, Astral Faerie, Fire Bird, Pit Fiend, Sagitor, Shift Demon

### Control Water

Canceria, Castor, Piskel, Trisaber, Water Dog

### Control Weather

Geminel

### Control Winds

Cactus Warrior, Cleribelle, Geminel, Piskel, Proginor, Royciel

### Create Water

Cactus Warrior, Canceria, Castor, Cleribelle, Faerie Dragon, Geminel, Khale, Laga, Piskel, Scamethyst, Thundergon, Trisaber, Water Dog

### Cure Wounds

Astral Faerie, Carbuncle, Celedéen, Cinereus, Cleribelle, Farrealmer, Locan, Maelae, Phoenix, Root Snake, Royciel, Suidae, Treant, Troglodyte, Unicorn, Urbanel, Water Dog

### Dancing Lights

Behir, Fire Bird, Lightning Cat, Pixie, Satyr

### Darkness/Deeper Darkness

Arachnigon, Nightwalker, Pendula, Shift Demon, Vargouille

### Daylight

Arbiter, Astral Faerie, Cactus Warrior, Capricor, Fire Bird, Sagitor

### Daze/Daze Monster/Mass Daze

Capricor, Carbuncle, Craos, Earth Elemental, Faerie Dragon, Farrealmer, Khale, Maelae, Nightwalker, Osyluth, Pit Fiend, Pixie, Pseudodragon, Satyr, Scamethyst, Scoundrite, Soldrite, Sorcerite, Suidae, Taurinor, Urbanel, Vargouille, Viriga, Wildesau

### Delayed Blast Fireball

Aerisor, Fire Bird

### Detect Animals or Plants

Cactus Warrior, Maelae, Proginor

### Detect Chaos/Evil/Good/Law

Arbiter, Astral Faerie, Cinereus, Craos, Festrog, Formite, Fourclaw, Locan, Nightwalker, Royciel, Shift Demon

### Detect Poison

Capricor, Catirpel, Cinereus, Cleribelle, Cobra Flower, Formite, Katnip, Locan, Piskel, Root Snake, Sagitor, Satyr, Scamethyst, Taurinor, Treant, Troglodyte, Unicorn, Water Dog

### Detect Thoughts

Farrealmer, Fel'Kraz, Formite, Piskel, Red Dragon, Sagitor, Thundergon

### Detect Undead

Cinereus, Festrog, Nightwalker, Proginor

### Dictum

Arbiter, Formite, Pit Fiend, Skaldak

### Dimension Door

Arachnigon, Arbiter, Carbuncle, Celedéen, Craos, Formite, Fourclaw, Glabrezu, Levimur, Locan, Osyluth, Pendula, Pit Fiend, Proginor, Red Dragon, Shift Demon, Thundergon, Timeslayer, Vrock

### Dimensional Anchor

Aquario, Arbiter, Astral Faerie, Celedéen, Fel'Kraz, Fourclaw, Nightwalker, Pit Fiend, Proginor, Timeslayer, Urbanel

### Discern Lies

Arbiter, Astral Faerie

### Discordant Blast

Moncroak, Owlbear, Piskel, Royciel, Vargouille

### Disguise Self

Farrealmer, Osyluth, Piskel, Vargouille

### Dispel Chaos/Evil/Good/Law

Arbiter, Astral Faerie, Cinereus, Craos, Locan, Shift Demon

### Dispel Magic/Greater Dispel Magic

Astral Faerie, Glabrezu, Lagomorph, Levimur, Living Golem, Locan, Maelae, Pit Fiend, Red Dragon, Royciel, Rust Monster, Shift Demon, Thundergon, Vrock, Xendaug

### Displacement

Fel'Kraz, Red Dragon

### Disrupting Roar

Bulette, Craos, Earth Yeti, Hydra, Locan, Moncroak, Owlbear, Raptur, Royciel, Shardragon, Siamange, Xendaug

### Dragon's Breath

Festrog, Hydra, Kena, Living Golem, Pseudodragon, Shardragon, Taurinor

### Eagle's Splendor/Mass Eagle's Splendor

Carbuncle, Celedéen, Hippogryph, Locan, Phoenix, Proginor, Royciel, Timeslayer



## INDEX: MONSTERS BY SPELL GRANTED

### Ear-Piercing Scream

Fourclaw, Moncroak, Owlbear, Royciel, Siamange, Vargouille

### Earth Glide

Earth Yeti, Tesoroo, Viriga

### Earthquake

Capricor, Scamethyst, Suidae, Taurinor, Viriga, Wildesau

### Elemental Body

Behir, Castor, Cleribelle, Earth Yeti, Fire Bird, Khale, Phoenix, Piskel, Proginor, Trisaber, Water Dog

### Elemental Swarm

Canceria, Castor, Viriga

### Energy Drain

Festrog

### Enervation

Arachnigon, Troglodyte

### Enlarge Person

Bulette, Earth Yeti, Gray Render, Jubjub Bird, Minotaur, Owlbear, Raptur, Suidae, Wildesau

### Entangle

Capricor, Celedeen, Maelae, Root Snake, Treant, Viriga, Vrock

### Expeditious Retreat

Cactus Warrior, Capricor, Catirpel, Gray Render, Lagomorph, Maelae, Moncroak, Piskel, Rust Monster, Scamethyst, Taurinor

### Eyebite

Skaldak

### Fabricate

Dream Imp, Fel'Kraz

### Faerie Fire

Catirpel, Celedeen, Faerie Dragon, Pixie, Tesoroo, Timeslayer, Unicorn, Urbanel

### Fear

Bulette, Cobra Flower, Fel'Kraz, Festrog, Fourclaw, Hippogryph, Hydra, Minotaur, Osyluth, Pendula, Red Dragon, Skaldak, Trollspawn

### Fiery Body

Aerisor, Katnip, Phoenix, Pseudodragon, Sagitor, Suidae, Tesoroo, Wildesau

### Fire Shield

Red Dragon, Steel Sentry

### Fire Storm

Pseudodragon, Shift Demon

### Fireball

Aerisor, Fire Bird, Phoenix, Pit Fiend

### Flame Strike

Phoenix, Sagitor, Steel Sentry, Troglodyte

### Flare

Aerisor, Behir, Celedeen, Elcu, Faerie Dragon, Fire Bird, Glabrezu, Katnip, Lightning Cat, Phoenix, Pit Fiend, Pixie, Pseudodragon, Sagitor, Scamethyst, Shardragon, Shift Demon, Tesoroo, Timeslayer

### Flesh to Stone

Crurotar, Skaldak, Taurinor

### Fluid Form

Canceria, Faerie Dragon, Khale, Laga, Piskel, Trisaber, Water Dog, Water Hatchling

### Fly/Mass Fly

Hippogryph, Osyluth, Piskel, Proginor, Swordbite, Urbanel, Vargouille

### Fog Cloud

Aquario, Castor, Dream Imp, Geminel, Khale, Moncroak, Taurinor, Thundergon

### Forcecage

Arachnigon, Cinereus, Lightning Cat, Urbanel

### Forceful Hand

Fel'Kraz, Hippogryph

### Foresight

Arbiter, Astral Faerie, Carbuncle, Celedeen, Cinereus, Cleribelle, Dream Imp, Faerie Dragon, Farrealmer, Glabrezu, Gnole, Hippogryph, Khale, Lagomorph, Levimur, Locan, Osyluth, Pendula, Phoenix, Pixie, Proginor, Pseudodragon, Red Dragon, Royciel, Sagitor, Satyr, Scamethyst, Scoundrite, Soldrite, Sorcerite, Taurinor, Tesoroo, Thundergon, Timeslayer, Unicorn, Urbanel, Viriga, Water Dog

### Fox's Cunning/Mass Fox's Cunning

Levimur, Urbanel

### Freedom of Movement

Cactus Warrior, Royciel, Water Dog, Xendaug

### Freezing Sphere

Earth Yeti

### Frigid Touch

Earth Yeti, Isa

### Fury Guard

Ailuro, Astral Faerie, Behir, Cactus Warrior, Canceria, Cinereus, Craos, Earth Elemental, Katnip, Khale, Levimur, Locan, Royciel, Shardragon, Soldrite, Suidae, Taurinor, Tesoroo, Viriga, Wildesau, Xendaug

### Gallant Inspiration

Minotaur, Piskel, Satyr, Soldrite, Steel Sentry

### Gaseous Form

Aquario, Elcu, Fel'Kraz, Shift Demon

## INDEX: MONSTERS BY SPELL GRANTED

### Geyser

Canceria, Piskel, Trisaber, Water Dog

### Ghost Sound

Canceria, Faerie Dragon, Farrealmer, Fel'Kraz, Gnole, Osyluth, Pseudodragon, Shardragon

### Glitterdust

Catirpel, Dream Imp, Katnip, Maelae, Pixie, Tesoroo

### Globe of Invulnerability/Lesser Globe of Invulnerability

Behir, Crurotar, Living Golem, Troglodyte, Xendaug,

### Goodberry

Cactus Warrior, Capricor, Lauka, Root Snake, Treant

### Grove of Respite

Ailuro, Capricor, Root Snake, Treant, Unicorn

### Guidance

Cleribelle, Farrealmer, Festrog, Hippogryph, Katnip, Proginor, Sagitor, Soldrite, Unicorn

### Haste

Celedeen, Formite, Locan, Pendula, Red Dragon, Scamethyst, Timeslayer

### Heat Metal

Behir, Fire Bird, Lightning Cat, Steel Sentry

### Heroism/Greater Heroism

Cleribelle, Faerie Dragon, Katnip, Khale, Minotaur, Pseudodragon, Sagitor, Scoundrite, Soldrite, Steel Sentry, Suidae, Thundergon, Vrock, Wildesau

### Hideous Laughter

Osyluth, Satyr, Siamange

### Hold Monster/Mass Hold Monster

Cobra Flower, Craos, Faerie Dragon, Formite, Lightning Cat, Pit Fiend, Pseudodragon, Shardragon, Taurinor

### Hold Person/Mass Hold Person

Archnigon, Craos, Faerie Dragon, Farrealmer, Lightning Cat, Pit Fiend, Pseudodragon, Red Dragon, Shardragon, Troglodyte, Urbanel

### Holy Aura

Astral Faerie, Cinereus, Pendula, Pit Fiend, Royciel, Shift Demon

### Holy Smite

Astral Faerie, Cinereus, Locan

### Holy Word

Astral Faerie, Cinereus

### Horrid Wilting

Archnigon, Castor, Gnole, Root Snake

### Hostile Juxtaposition/Greater Hostile Juxtaposition

Hippogryph, Katnip, Osyluth, Pixie

### Hydraulic Push

Canceria, Khale, Moncroak, Piskel, Trisaber, Water Dog, Water Hatchling

### Hydraulic Torrent

Canceria, Khale, Water Dog

### Ice body

Canceria, Earth Yeti, Formite, Katnip, Levimur, Proginor, Trisaber, Water Dog

### Ice Storm

Castor, Geminel, Sorcerite, Thundergon

### Icy Prison/Mass Icy Prison

Earth Yeti

### Identify

Living Golem, Phoenix, Proginor, Sagitor, Shardragon, Sorcerite, Troglodyte

### Inflict Wounds

Festrog, Fourclaw, Levimur, Root Snake, Shift Demon, Skaldak, Taurinor, Timeslayer, Trisaber, Wildesau

### Instant Armor

Cactus Warrior, Canceria, Castor, Cinereus, Living Golem, Maelae, Raptur, Rust Monster, Steel Sentry, Suidae, Trisaber, Wildesau

### Interposing Hand

Fel'Kraz, Thundergon, Troglodyte, Urbanel

### Invisibility/Greater Invisibility

Astral Faerie, Celedeen, Faerie Dragon, Levimur, Osyluth, Pit Fiend, Proginor, Pseudodragon, Raptur, Royciel, Sagitor, Satyr, Scoundrite, Shift Demon, Tesoroo, Thundergon, Timeslayer

### Invisibility Purge

Arbiter, Cleribelle, Locan, Tesoroo

### Iron Body

Ailuro, Arbiter, Cactus Warrior, Canceria, Cleribelle, Crurotar, Earth Elemental, Earth Yeti, Hippogryph, Katnip, Khale, Sagitor, Satyr, Scamethyst, Shardragon, Soldrite, Suidae, Taurinor, Tesoroo, Trisaber, Viriga, Water Dog, Wildesau

### Ironbeard

Capricor, Cinereus, Earth Yeti, Lightning Cat, Minotaur, Owlbear, Satyr, Taurinor

### Ironwood

Ailuro, Cobra Flower, Dream Imp, Gnole, Root Snake, Satyr, Viriga

### Jump

Bulette, Capricor, Cinereus, Khale, Lagomorph, Levimur, Moncroak, Piskel, Raptur, Shardragon, Siamange, Trisaber, Unicorn, Urbanel



## INDEX: MONSTERS BY SPELL GRANTED

### Knock

Canceria, Gray Render, Jubjub Bird, Owlbear, Raptur, Scoundrite, Shardragon, Siamange, Taurinor

### Levitate

Hippogryph, Swordbite

### Light

Aerisor, Arachnigon, Behir, Cleribelle, Elcu, Fire Bird, Lightning Cat, Locan, Phoenix, Pit Fiend, Pixie, Pseudodragon, Red Dragon, Royciel, Sagitor, Satyr, Shardragon, Shift Demon, Sorcerite, Tesoroo, Thundergon, Unicorn, Urbanel

### Lightning Arc

Lightning Cat, Scamethyst

### Lightning Bolt

Behir, Lightning Cat, Lightning Hatchling, Shardragon, Sorcerite, Thundergon

### Locate Creature

Minotaur, Sagitor

### Lullaby

Carbuncle, Cobra Flower, Dream Imp, Pixie, Root Snake, Royciel, Satyr, Scoundrite, Water Dog

### Mage Armor

Aquario, Arachnigon, Dream Imp, Farrealmer, Hippogryph, Lagomorph, Locan, Rust Monster, Shardragon, Soldrite, Steel Sentry, Suidae, Thundergon, Troglodyte, Wildesau

### Mage Hand

Arachnigon, Behir, Faerie Dragon, Farrealmer, Fel'Kraz, Gnole, Levimur, Locan, Pseudodragon, Red Dragon, Thundergon, Urbanel

### Mage's Disjunction

Dream Imp, Lightning Cat

### Magic Circle Against Chaos/Evil/Good/Law

Craos, Formite, Pit Fiend, Shift Demon, Unicorn

### Magic Fang/Greater Magic Fang

Ailuro, Castor, Cinereus, Cobra Flower, Crurotar, Earth Yeti, Fel'Kraz, Festrog, Fourclaw, Glabrezu, Katnip, Khale, Levimur, Lightning Cat, Maelae, Mimic, Minotaur, Owlbear, Pseudodragon, Raptur, Rust Monster, Siamange, Suidae, Taurinor, Timeslayer, Trollspawn, Unicorn, Water Dog, Wildesau

### Magic Missile

Arachnigon, Behir, Catirpel, Lightning Cat, Proginor, Red Dragon, Sagitor, Sorcerite

### Magic Stone

Earth Elemental, Root Snake, Viriga

### Magic Weapon/Greater Magic Weapon

Behir, Bulette, Dream Imp, Hippogryph, Jubjub Bird, Living Golem, Mimic, Minotaur, Scoundrite, Soldrite, Steel Sentry, Trisaber

### Major Creation/Minor Creation

Dream Imp

### Major Image

Elcu, Faerie Dragon, Farrealmer, Osyluth, Pseudodragon, Satyr

### Make Whole

Arbiter, Gnole, Scoundrite, Sorcerite

### Meteor Swarm

Fire Bird, Phoenix, Pit Fiend, Sorcerite

### Mimic Object

Mimic

### Mind Fog

Piskel, Satyr, Skaldak, Taurinor, Thundergon

### Minor Image

Faerie Dragon

### Mirror Image

Canceria, Farrealmer, Glabrezu, Hippogryph, Levimur, Piskel, Pixie, Proginor, Sorcerite, Thundergon, Vrock

### Mislead

Gnole, Osyluth, Satyr, Tesoroo, Thundergon

### Moment of Prescience

Arachnigon, Celeden, Cinereus, Dream Imp, Earth Yeti, Faerie Dragon, Khale, Pendula, Phoenix, Proginor, Pseudodragon, Red Dragon, Sagitor, Scamethyst, Scoundrite, Shardragon, Soldrite, Sorcerite, Tesoroo, Thundergon, Timeslayer, Troglodyte, Viriga, Water Dog

### Monstrous Physique

Gray Render, Trollspawn

### Move Earth

Capricor, Earth Yeti, Scamethyst, Suidae, Viriga, Wildesau

### Neutralize Poison

Cinereus, Root Snake, Taurinor, Treant, Unicorn

### Obscuring Mist

Arachnigon, Canceria, Castor, Cleribelle, Geminel, Taurinor, Thundergon

### Order's Wrath

Arbiter, Formite

### Owl's Wisdom/Mass Owl's Wisdom

Celeden, Fire Bird, Owlbear, Proginor, Unicorn

### Path of the Winds

Cactus Warrior, Geminel, Thundergon

## INDEX: MONSTERS BY SPELL GRANTED

### Pernicious Poison

Cobra Flower, Living Golem, Osyluth, Scamethyst

### Persistent Image

Faerie Dragon, Farrealmer, Osyluth, Pit Fiend, Satyr, Scoundrite

### Plane Shift

Astral Faerie, Shift Demon

### Poison

Arachnigon, Catirpel, Cinereus, Cobra Flower, Craos, Formite, Living Golem, Osyluth, Pit Fiend, Root Snake, Skaldak, Taurinor, Treant, Unicorn, Vargouille

### Polar Ray

Canceria, Earth Yeti, Levimur, Proginor, Skaldak, Sorcerite, Troglodyte

### Polymorph

Catirpel, Craos, Fel'Kraz, Lagomorph, Osyluth, Red Dragon, Viriga, Vrock

### Power Word Kill

Shift Demon, Troglodyte

### Power Word Stun

Faerie Dragon, Glabrezu, Pit Fiend, Pseudodragon, Vrock

### Prismatic Sphere

Faerie Dragon, Katnip, Pixie

### Prismatic Spray

Katnip, Pixie, Sagitor, Sorcerite

### Prismatic Wall

Faerie Dragon, Formite, Pixie, Pseudodragon, Red Dragon

### Produce Flame

Aerisor, Fire Bird, Phoenix, Red Dragon, Shift Demon

### Programmed Image

Elcu, Faerie Dragon, Farrealmer, Osyluth, Pseudodragon

### Project Image

Faerie Dragon, Farrealmer, Osyluth, Scoundrite

### Protection from Arrows

Aquario, Craos, Lagomorph, Living Golem, Trisaber

### Protection from Chaos/Evil/Good/Law

Arbiter, Astral Faerie, Craos, Farrealmer, Formite, Phoenix, Pit Fiend

### Protection from Energy

Aquario, Cinereus, Earth Yeti, Fire Bird, Lagomorph, Mimic, Steel Sentry, Taurinor

### Protection from Spells

Behir, Crurotar, Lagomorph, Levimur, Locan, Osyluth

### Prying Eyes/Greater Prying Eyes

Proginor

### Pyrotechnics

Red Dragon

### Quench

Canceria, Piskel, Trisaber

### Rage

Farrealmer, Fourclaw, Gray Render, Minotaur, Osyluth, Owlbear, Raptur, Satyr, Siamange, Trollspawn

### Rainbow Pattern

Faerie Dragon, Katnip, Pixie, Sorcerite

### Rampart

Capricor, Earth Yeti, Suidae, Viriga, Wildesau

### Ray of Enfeeblement

Nightwalker, Osyluth, Pendula, Skaldak, Vargouille

### Ray of Frost

Canceria, Earth Yeti, Levimur, Proginor, Royciel, Skaldak, Sorcerite

### Read Magic

Arachnigon, Carbuncle, Celedéen, Cinereus, Cleribelle, Dream Imp, Fel'Kraz, Glabrezu, Levimur, Locan, Osyluth, Pendula, Phoenix, Piskel, Pit Fiend, Pixie, Proginor, Red Dragon, Royciel, Satyr, Shardragon, Shift Demon, Sorcerite, Thundergon, Timeslayer, Troglodyte, Unicorn, Urbanel

### Regenerate

Canceria, Celedéen, Crurotar, Earth Elemental, Farrealmer, Festrog, Hydra, Lagomorph, Timeslayer, Unicorn

### Remove Curse

Astral Faerie, Celedéen, Cleribelle, Hippogryph, Timeslayer, Unicorn

### Remove Fear

Astral Faerie, Cleribelle

### Repulsion

Arbiter, Cactus Warrior, Canceria, Cinereus, Lagomorph, Lightning Cat, Pixie, Royciel, Tesoroo

### Resilient Sphere

Hippogryph, Lightning Cat, Water Dog

### Resinous Skin

Crurotar, Katnip, Moncroak, Root Snake, Rust Monster, Treant, Viriga

### Resist Energy

Aquario, Behir, Cactus Warrior, Cinereus, Earth Yeti, Fire Bird, Lagomorph, Lightning Cat, Living Golem, Locan, Maelae, Red Dragon, Scamethyst, Shardragon, Taurinor

### Resistance

Arachnigon, Capricor, Cinereus, Cleribelle, Crurotar, Farrealmer, Festrog, Formite, Khale, Lagomorph, Piskel, Proginor, Royciel, Shardragon, Soldrite, Suidae, Unicorn, Urbanel, Viriga, Water Dog, Wildesau, Xendaug



## INDEX: MONSTERS BY SPELL GRANTED

### Reverse Gravity

Dream Imp, Glabrezu, Gnole, Shardragon, Sorcerite, Troglodyte

### Ride the Lightning

Behir, Daga, Lightning Hatchling, Shardragon, Urbanel

### Ride the Waves

Hydra, Raptur, Trisaber, Water Dog

### Rusting Grasp

Rust Monster

### Sanctuary

Aerisor, Bulette, Canceria, Cleribelle, Earth Elemental, Gray Render, Living Golem, Owlbear, Phoenix, Scamethyst, Troglodyte

### Sands of Time

Celedeen, Pendula, Skaldak, Timeslayer

### Scare

Arachnigon, Behir, Elcu, Fel'Kraz, Mimic, Minotaur, Osyluth, Pendula, Vargouille

### Scintillating Pattern

Faerie Dragon, Katnip, Pixie, Root Snake, Sorcerite

### Scorching Ray

Aerisor, Fire Bird, Hydra, Kena, Phoenix, Pit Fiend, Pseudodragon, Sagitor, Skaldak

### Scouring Winds

Cactus Warrior, Geminel, Locan, Proginor, Tesoroo, Trisaber, Vrock

### Seamante

Canceria, Cleribelle, Katnip, Khale, Trisaber, Water Dog, Water Hatchling

### See Invisibility

Astral Faerie, Faerie Dragon, Maelae, Pendula, Phoenix, Pseudodragon, Red Dragon, Shift Demon, Tesoroo

### Shades

Elcu, Gnole

### Shadow Conjunction/Greater Shadow Conjunction

Elcu

### Shadow Evocation/Greater Shadow Evocation

Arachnigon, Elcu, Farrealmer, Gnole

### Shadow Projection

Fel'Kraz, Scoundrite

### Shadow Walk

Fel'Kraz, Nightwalker

### Shadow Weapon

Fel'Kraz

### Shatter

Elcu, Fourclaw, Moncroak, Rust Monster, Shardragon, Siamange, Vargouille

### Shield

Aerisor, Aquario, Earth Elemental, Gray Render, Hippogryph, Lagomorph, Lightning Cat, Living Golem, Locan, Phoenix, Proginor, Red Dragon, Royciel, Soldrite, Steel Sentry, Tesoroo, Troglodyte

### Shield of Law

Arbiter, Formite, Sagitor

### Shifting Sand

Cactus Warrior, Canceria, Scamethyst, Tesoroo, Viriga

### Shillelagh

Ailuro, Dream Imp, Root Snake, Treant

### Shock Shield

Behir, Daga, Lightning Cat, Lightning Hatchling, Shardragon, Thundergon, Urbanel

### Shocking Grasp

Behir, Sorcerite, Thundergon

### Shout/Greater Shout

Jubjub Bird, Lightning Cat, Moncroak, Piskel, Red Dragon, Royciel, Siamange, Vrock

### Siege of Trees/Greater Siege of Trees

Ailuro, Root Snake, Treant

### Silence

Cleribelle, Farrealmer, Locan, Scoundrite, Troglodyte

### Silent Image

Celedeen, Faerie Dragon, Farrealmer, Levimur, Osyluth, Piskel, Pit Fiend, Pseudodragon, Timeslayer

### Simulacrum

Dream Imp, Pendula, Shardragon

### Sleet Storm

Geminel

### Slow

Arachnigon, Celedeen, Pendula, Skaldak, Timeslayer

### Snake Staff

Cobra Flower, Root Snake, Troglodyte

### Soften Earth and Stone

Aerisor, Bulette, Capricor, Earth Elemental, Scamethyst, Viriga

### Solid Fog

Aquario, Canceria, Dream Imp, Khale, Moncroak, Royciel, Taurinor, Thundergon

### Speak with Animals

Pixie, Satyr, Trollspawn, Unicorn

### Speak with Plants

Capricor, Celedeen, Pixie, Root Snake, Satyr, Treant

### Spectral Hand

Fel'Kraz, Festrog

## INDEX: MONSTERS BY SPELL GRANTED

### Spell Immunity/Greater Spell Immunity

Lagomorph, Levimur, Living Golem, Locan, Royciel, Steel Sentry, Xendaug

### Spell Resistance

Aerisor, Ailuro, Arbiter, Astral Faerie, Celedeen, Cinereus, Crurotar, Earth Elemental, Glabrezu, Gnole, Hippogryph, Katnip, Khale, Lagomorph, Nightwalker, Osyluth, Pendula, Pit Fiend, Red Dragon, Royciel, Sagitor, Shardragon, Suidae, Timeslayer, Vrock, Wildesau, Xendaug

### Spell Turning

Crurotar, Glabrezu, Gnole, Hippogryph, Khale, Red Dragon, Soldrite, Thundergon

### Spellstaff

Root Snake, Treant

### Spider Climb

Arachnigon, Catirpel, Formite, Scamethyst, Troglodyte

### Spike Growth

Cactus Warrior, Earth Elemental, Viriga

### Spike Stones

Earth Elemental, Raptur, Taurinor

### Spit Venom

Cobra Flower, Living Golem, Root Snake

### Stabilize

Capricor, Cleribelle, Lagomorph, Locan, Phoenix, Piskel, Royciel, Troglodyte, Unicorn, Urbanel, Viriga, Water Dog

### Statue

Arbiter, Crurotar, Katnip, Pendula, Scamethyst, Suidae, Taurinor, Thundergon, Viriga, Wildesau

### Stinking Cloud

Festrog, Taurinor, Troglodyte

### Stone Call

Raptur, Shardragon, Taurinor

### Stone Fist

Ailuro, Castor, Earth Elemental, Earth Yeti, Gray Render, Siamange, Trollspawn, Viriga

### Stone Shape

Aerisor, Bulette, Capricor, Dream Imp, Earth Elemental, Viriga

### Stoneskin

Aerisor, Bulette, Canceria, Cinereus, Crurotar, Earth Elemental, Earth Yeti, Gray Render, Hippogryph, Katnip, Khale, Kylva, Living Golem, Locan, Mimic, Minotaur, Owlbear, Pendula, Raptur, Rust Monster, Scamethyst, Shardragon, Siamange, Soldrite, Suidae, Tesoroo, Thundergon, Viriga, Wildesau

### Storm of Vengeance

Geminel

### Stormbolts

Geminel, Lightning Cat, Shardragon, Thundergon

### Strong Jaw

Catirpel, Cobra Flower, Crurotar, Mimic, Minotaur, Moncroak, Owlbear, Rust Monster, Scamethyst, Siamange, Trisaber, Trollspawn

### Suggestion/Mass Suggestion

Carbuncle, Cleribelle, Osyluth, Tesoroo, Thundergon

### Sunbeam

Arbiter, Cactus Warrior, Capricor, Geminel, Locan, Suidae, Tesoroo, Wildesau

### Sunburst

Cactus Warrior, Capricor, Fire Bird, Geminel, Lightning Cat, Locan, Phoenix, Pseudodragon, Tesoroo, Unicorn

### Symbol of Sleep

Dream Imp, Faerie Dragon, Pseudodragon, Sorcerite

### Symbol of Stunning

Cinereus, Faerie Dragon, Pseudodragon

### Symbol of Vulnerability

Skaldak

### Sympathy

Capricor, Nightwalker, Osyluth, Pixie, Satyr, Unicorn, Urbanel

### Telekinesis

Craos, Proginor, Red Dragon, Scamethyst, Urbanel, Vrock

### Telekinetic Sphere

Urbanel

### Telepathic Bond

Celedeen, Fel'Kraz, Pendula, Sagitor, Scamethyst, Sorcerite, Timeslayer

### That Which Was

Elcu

### Thorn Body

Ailuro, Cactus Warrior, Crurotar, Farrealmer, Katnip, Lauka, Maelae, Mimic, Root Snake, Treant

### Thundering Drums

Aerisor, Behir, Bulette, Earth Elemental, Vargouille

### Time Stop

Celedeen, Pendula, Timeslayer

### Tongues

Red Dragon

### Transformation

Aerisor, Arbiter, Earth Elemental, Farrealmer, Fel'Kraz, Katnip, Lagomorph, Scamethyst, Soldrite, Suidae, Wildesau

### Transmute Mud to Rock

Canceria, Capricor, Viriga, Water Dog



## INDEX: MONSTERS BY SPELL GRANTED

### Transmute Rock to Mud

Canceria, Capricor, Earth Elemental, Viriga, Water Dog

### Transport via Plants

Ailuro, Cobra Flower, Viriga

### Tree Shape

Ailuro, Mimic, Satyr, Treant

### True Form

Capricor, Cinereus, Fel'Kraz, Geminel, Lagomorph, Mimic, Nightwalker, Osyluth, Siamange, Unicorn

### True Seeing

Arbiter, Cinereus, Cleribelle, Formite, Glabrezu, Levimur, Locan, Nightwalker, Pendula, Proginor, Pseudodragon, Sagitor, Shift Demon, Urbanel, Vrock

### True Strike

Ailuro, Arachnigon, Behir, Cobra Flower, Festrog, Hippogryph, Hydra, Katnip, Khale, Living Golem, Mimic, Pendula, Raptur, Red Dragon, Royciel, Sagitor, Scamethyst, Scoundrite, Soldrite, Steel Sentry, Thundergon, Vargouille

### Tsunami

Canceria, Khale, Thundergon, Trisaber, Water Dog

### Unholy Aura

Pendula, Pit Fiend, Shift Demon

### Unholy Blight

Glabrezu, Shift Demon

### Vampiric Touch

Festrog, Skaldak, Troglodyte, Vargouille

### Vanish

Carbuncle, Elcu, Fourclaw, Levimur, Osyluth, Raptur, Sagitor, Tesoroo

### Veil

Glabrezu, Osyluth, Vrock

### Versatile Weapon

Jubjub Bird, Owlbear

### Virtue

Capricor, Cinereus, Cleribelle, Lagomorph, Phoenix, Piskel, Proginor, Royciel, Unicorn, Urbanel, Viriga, Water Dog

### Vortex

Canceria, Khale, Water Dog

### Wail of the Banshee

Satyr, Sorcerite, Vrock

### Wall of Fire

Aerisor, Fire Bird, Phoenix, Pit Fiend, Red Dragon

### Wall of Force

Arachnigon, Cinereus, Formite, Lightning Cat, Red Dragon, Urbanel

### Wall of Ice

Earth Yeti, Isa

### Wall of Lava

Aerisor, Fire Bird

### Wall of Stone

Canceria, Earth Yeti, Suidae, Tesoroo, Viriga, Wildesau

### Wall of Thorns

Ailuro, Cactus Warrior, Gnole, Root Snake, Treant

### Wandering Star Motes

Aquario, Faerie Dragon, Katnip, Pseudodragon, Sagitor

### Water Breathing

Castor, Hydra, Piskel, Water Dog

### Waves of Fatigue

Cobra Flower, Tesoroo

### Web

Arachnigon, Catirpel

### Whirlwind

Cleribelle, Geminel, Hippogryph

### Wind Wall

Cactus Warrior, Cleribelle, Geminel, Hippogryph, Royciel

### Winds of Vengeance

Cactus Warrior, Cleribelle, Geminel, Osyluth, Proginor

### Wood Shape

Dream Imp

### Word of Chaos

Shift Demon, Troglodyte, Vrock

### Word of Recall

Celedeen, Pendula, Timeslayer

### World Wave

Castor, Earth Yeti, Suidae, Wildesau



## INDEX: MONSTERS NOT FOUND HERE

The following list is of monsters not already introduced in *Mystical: Kingdom of Monsters*. These equivalents should make it easier to capture any monster presented in a *Pathfinder Roleplaying Game* bestiary (I through IV.)

The monsters on these lists are considered variants (they cannot grow from or into other monsters with the same identical name at a different level). If the monsters are ever introduced in another source, that source is considered the default for the monster's spell list.

An asterisk (\*) next to an equivalent monster's name indicates that it is introduced in *Haunted Eve*.

Monster	CR	Equivalent
Abaia	10	Pixie
Aboleth	7	Farrealmer
Achaierai	5	Jub Jub Bird
Adherer	3	Mimic
Adhukait	7	Scoundrite
Aeon, Akhana	12	Fel'Kraz
Aeon, Bythos	16	Timeslayer
Aeon, Paracletus	2	Fourclaw
Aeon, Pleroma	20	Spells and Spell-like abilities that match Trainer spells
Aeon, Theletos	7	Dream Imp
Agathion, Avoral	9	Proginor
Agathion, Cetaceal	15	Piskel
Agathion, Draconal	20	Spells and Spell-like abilities that match Trainer spells
Agathion, Leonal	12	Royciel
Agathion, Silvanshee	2	Carbuncle
Agathion, Vulpinal	6	Tesoroo
Aghash	4	Skaldak
Aghasura	11	Maelae
Ahuizotl	6	Crawling Claw*
Air Elemental	11	Geminel
Akata	1	Festrog
Akhlut	13	Khale
Akvan	20	Glabrezu
Albino Cave Solifugid	4	Arachnigon
Allip	3	Fel'Kraz
Almiraj	1	Lagomorph
Alpluachra	1/2	Carbuncle
Alraune	13	Maelae
Amphisbaena	4	Hydra
Androsphinx	9	Royciel
Angel, Astral Deva	14	Astral Faerie
Angel, Cassisian	2	Astral Faerie

Monster	CR	Equivalent
Angel, Monadic Deva	12	Astral Faerie
Angel, Movanic Deva	10	Astral Faerie
Angel, Planetar	16	Astral Faerie
Animate Dream	8	Dream Imp
Ankheg	3	Formite
Ankou	14	Nightwalker
Ant, Army, Swarm	5	Formite
Ant, Giant	2	Formite
Antelope	1/2	Capricor
Aoandon	12	Taurinor
Apocalypse Locust	6	Formite
Aranea	4	Arachnigon
Archelon	5	Aquario (no flight)
Archon, Hound	4	Xendaug
Archon, Lantern	2	Astral Faerie
Archon, Shield	10	Ironguard
Archon, Star	19	Aquario
Archon, Trumpet	14	Astral Faerie
Argus	13	Viriga
Assassin Vine	3	Maelae
Astral Leviathan	18	Khale
Asurendra	20	Spell-like abilities that match Trainer spells
Atomie	1	Pixie
Attic Whisperer	4	Elcu
Augur	2	Osyluth
Aurumvorax	9	Bulette
Axe Beak	2	Jub Jub Bird
Axiomite	8	Arbiter
Azata, Bralani	6	Sagitor
Azata, Brijidine	17	Aerisor
Azata, Ghaele	13	Royciel
Azata, Lillend	7	Locan
Azata, Lyrakien	2	Pixie
Azer	2	Fire Bird
Azruverda	13	Coleoptera
Badger	1/2	Tesoroo
Badger, Dire	2	Tesoroo
Bakekujira	17	Khale
Baku	8	Dream Imp
Baluchitherium	8	Bulette
Bandersnatch	17	Levimur
Banshee	13	Vrock
Baregara	12	Siamange
Barghest	4	Festrog
Barghest, Greater	7	Festrog



## INDEX: MONSTERS NOT FOUND HERE

Monster	CR	Equivalent
Barometz	15	Capricor
Basilisk	5	Taurinor
Basilosaurus	12	Khale
Bat, Dire	2	Gremlin Batspawn*
Bat, Mobat	3	Vargouille
Bat, Skaveling	5	Vargouille
Bat, Swarm	2	Gremlin Batspawn*
Baykok	9	Nightwalker
Bear, Brown/Grizzly	4	Owlbear (no flight)
Bear, Dire	7	Owlbear (no flight)
Bebilith	10	Balrog
Bee, Giant	1	Formite
Bee, Queen Giant	5	Formite
Beetle, Goliath Stag	8	Coleoptera
Beetle, Slicer	4	Coleoptera
Belker	6	Vargouille
Berbalang	6	Vargouille
Bhole	17	Catirpel
Bhuta	11	Fel'Kraz
Black Dragon	Varies	Arachnigon
Blindheim	2	Moncroak
Blink Dog	2	Carbuncle
Blue Dragon	Varies	Shardragon
Boar	2	Wildesau
Boar, Dire	4	Wildesau
Bodak	8	Nightwalker
Bodythief	14	Treant
Bogeyman	10	Carbuncle
Brass Dragon	Varies	Shardragon
Brethedan	5	Formite
Brine Dragon	Varies	Canceria
Bronze Dragon	Varies	Thundergon
Brownie	1	Pixie
Buggane	5	Bulette
Bull Shark	2	Trisaber
Bunyip	3	Pixie
Cairn Linnorm	18	Festrog
Cat, Cheetah	2	Locan (no flight)
Cat, Leopard	2	Royciel (no flight)
Cat, Lion	3	Royciel (no flight)
Cat, Lion, Dire	5	Royciel (no flight)
Cat, Tiger	4	Locan (no flight)
Cat, Tiger, Dire	8	Locan (no flight)
Catoblepas	12	Fel'Kraz
Catrina	5	Pendula

Monster	CR	Equivalent
Cauchemar	11	Chlorite
Caulborn	7	Farrealmer
Cave Fisher	2	Canceria
Cecaelia	5	Grindylow*
Centaur	3	Sagitor
Centipede, Giant	1/2	Catirpel
Centipede, Swarm	4	Catirpel
Centipede, Titan	9	Catirpel
Centipede, Whiptail	3	Catirpel
Giant		
Ceratioidi	3	Troglodyte
Cerberi	6	Xendaug
Cerebric Fungus	3	Farrealmer
Chaneque	1	Gnole
Chaos Beast	7	Farrealmer
Charda	7	Glabrezu
Charybdis	13	Jub Jub Bird
Chimera	7	Locan
Choker	2	Maelae
Chupacabra	3	Trollspawn
Chuul	7	Canceria
Cloaker	5	Trisaber
Cloud Dragon	Varies	Geminel
Cockatrice	3	Taurinor
Cockroach, Giant	1/2	Coleoptera
Cockroach, Swarm	2	Coleoptera
Cold Rider	8	Nightwalker
Coloxus	12	Vrock
Comozant Wyrd	4	Phoenix (firebolt)
Contemplative	2	Farrealmer
Contract Devil	10	Pit Fiend
Copper Dragon	Varies	Arachnigon
Couatl	10	Locan
Crab, Giant	2	Canceria
Crab, Swarm	4	Canceria
Crawling Hand	1/2	Crawling Claw*
Crawling Hand, Giant	5	Crawling Claw*
Criosphinx	7	Royciel
Crocodile	2	Crurotar
Crocodile, Dire	9	Crurotar
Crucidaemon	15	Spell-like abilities that match Trainer spells
Crypt Thing	5	Festrog
Crysmal	3	Scamethyst
Crystal Dragon	Varies	Spells and Spell-like abilities that match Trainer spells

## INDEX: MONSTERS NOT FOUND HERE

Monster	CR	Equivalent
Daemon, Astradaemon	16	Spell-like abilities that match Trainer spells
Daemon, Cacodaemon	2	Siyafrok
Daemon, Ceustodaemon	6	Glabrezu
Daemon, Derghodaemon	12	Arachnigon
Daemon, Hydrodaemon	8	Moncroak
Daemon, Leukodaemon	9	Fourclaw
Daemon, Meladaemon	11	Trollhound
Daemon, Olethrodaemon	20	Spell-like abilities that match Trainer spells
Daemon, Piscodaemon	10	Canceria
Daemon, Purrodaemon	18	Osyluth
Daemon, Thanadaemon	13	Nightwalker
Dandasuka	5	Gremlin*
Darkmantle	1	Earth Elemental
Deadfall Scorpion	8	Scamethyst
Death Dog	2	Festrog
Death Worm	6	Moncroak
Death's Head Jellyfish	1	Grindylow*
Deathweb	6	Arachnigon
Decapus	4	Grindylow*
Deep Sea Serpent	19	Trisaber
Demilich	14	Sorcerite
Demon, Babau	6	Glabrezu
Demon, Balor	20	Glabrezu
Demon, Dretch	2	Chlorite
Demon, Glabrezu	13	Glabrezu
Demon, Hezrou	11	Glabrezu
Demon, Kalavakus	10	Spell-like abilities that match Trainer spells
Demon, Marilith	17	Vrock
Demon, Nabasu	8	Glabrezu
Demon, Nalfeshnee	14	Vrock
Demon, Omox	12	Spell-like abilities that match Trainer spells
Demon, Quasit	2	Chlorite
Demon, Shadow	7	Vrock
Demon, Shemhazian	16	Spell-like abilities that match Trainer spells

Monster	CR	Equivalent
Demon, Succubus	7	Vrock
Demon, Vrock	9	Vrock
Demon, Vrolikai	19	Spell-like abilities that match Trainer spells
Denizen of Leng	8	Cactus Warrior
Derhii	5	Siamange
Desert Drake	8	Cactus Warrior
Destrachan	8	Raptur
Devil, Accuser Zebub	3	Pixie
Devil, Barbed	11	Osyluth
Devil, Belier	16	Spell-like abilities that match Trainer spells
Bdellavritra		
Devil, Bone	9	Osyluth
Devil, Erinyes	8	Osyluth
Devil, Handmaiden	14	Viriga
Devil, Horned	16	Osyluth
Devil, Ice	13	Osyluth
Devil, Immolation	19	Pit Fiend
Puragus		
Devil, Imp	2	Osyluth
Devil, Lemure	1	Osyluth
Devil, Pit Fiend	20	Pit Fiend
Devilfish	4	Piskel
Devourer	11	Nightwalker
Dimetrodon	3	Raptur
Dimorphodon	1	Hippogrph
Dinosaur, Allosaurus	7	Raptur
Dinosaur, Ankylosaurus	6	Bulette
Dinosaur, Brachiosaurus	10	Raptur
Dinosaur, Compsognathus	1/2	Khale
Dinosaur, Deinonychus	3	Raptur
Dinosaur, Elasmosaurus	7	Raptur
Dinosaur, Parasaurolophus	4	Raptur
Dinosaur, Pteranodon	3	Raptur
Dinosaur, Stegosaurus	7	Bulette
Dinosaur, Triceratops	8	Bulette



## INDEX: MONSTERS NOT FOUND HERE

Monster	CR	Equivalent
Dinosaur, Tylosaurus	8	Khale
Dinosaur, Tyrannosaurus	9	Raptur
Diplodocus	12	Raptur
Dire Ape	3	Siamange
Dire Corby	1	Bulette
Dire Lion	5	Rouciel (no flight)
Dire Weasel	3	Tesoroo
Dire Wolverine	4	Tesoroo
Disenchanter	3	Xendaug
Dog, Hyena	1	Xendaug
Dog, Hyena, Dire	3	Xendaug
Dog, Riding	1	Xendaug
Dog, Wolf	1	Levimur
Dog, Wolf, Dire	3	Levimur
Dolphin, Bottlenose	1/2	Piskel
Doppelganger	3	Lagomorphrph
Doru	2	Vargouille
Dorvae	11	Vargouille
Dossenus	1	Earth Elemental
Dracolisk	7	As dragon of appropriate color.
Dragon Horse	9	Unicorn
Dragon Turtle	9	Aquario
Dragonfly, Giant	4	Catirpel
Dragonfly, Giant Nymph	3	Catirpel
Dragonne	7	Aquario
Drake, Flame	5	Kena
Drake, Forest	4	Lauka
Drake, Frost	7	Isa
Drake, Sea	6	Laga
Draugr	2	Farrealmer
Drider	7	Arachnigon
Drowning Devil	8	Faerie Dragon
Dryad	3	Satyr
Dullahan	7	Nightwalker
Dust Digger	4	Bulette
Dybbuk	15	Elcu
D'zirak	3	Formite
Eagle	1/2	Hippogryph
Eagle, Giant	3	Hippogryph
Ecorche	16	Fourclaw
Fel, Electric	2	Lightning Cat
Fel, Moray Giant	5	Piskel

Monster	CR	Equivalent
Einherji	10	Ironguard
Elder Thing	5	Farrealmer
Elephant, Common	7	Bulette
Elephant, Mastodon	9	Bulette
Elk	1	Unicorn
Emperor Cobra	5	Cobra Flower
Emperor Walrus	8	Water Dog
Eremite	20	Osyluth
Erlking	18	Cinereus
Ettercap	3	Arachnigon
Executioner's Hood	2	Grindylow*
Faceless Stalker	4	Fel'Kraz
Fachen	5	Trollspawn
Faun	1	Satyr
Festering Spirit	8	Festrog
Fey Giant Toad	3	Moncroak
Fire Elemental	11	Tortoigon
Fire Yai	15	Fire Bird
Fjord Linnorm	16	Trisaber
Flail Snail	4	Catirpel
Fleshdreg	1	As appropriate homunculus
Flumph	1	Grindylow*
Fly Trap, Giant	10	Cobra Flower
Fly, Giant	1	Catirpel
Flying Polyp	14	Siyafak
Foo Dog	2	Trollhound
Forest Dragon	Varies	Lauka
Forlarren	2	Satyr
Formian Myrmarch	10	Formite
Formian Queen	17	Formite
Formian Taskmaster	7	Formite
Formian Warrior	3	Formite
Formian Worker	1/2	Formite
Fossegrim	4	Mimic
Frog, Giant	1	Moncroak
Frog, Poison	1/2	Moncroak
Froghemoth	13	Moncroak
Frost Wight	4	Earth Yeti
Frost Worm	12	Earth Yeti
Fuath	1	Gremlin*
Fungal Crawler	3	Formite
Fungus Leshy	2	Treant
Gaki	7	Festrog
Gallowdead	16	Ironguard
Galvo	9	Behir

## INDEX: MONSTERS NOT FOUND HERE

Monster	CR	Equivalent
Gar	1	Trisaber
Gar, Giant	6	Trisaber
Gargoyle, Common	4	Gremlin Batspawn*
Garuda	9	Spells and Spell-like abilities that match Trainer spells
Gashadokuro	13	Festrog
Geardog	5	Fel'Kraz
Geist	9	Elcu
Genie, Djinni	5	Progjinor
Genie, Efreeti	8	Steel Sentry
Genie, Janni	4	Soldrite
Genie, Marid	9	Khale
Genie, Shaitan	7	Earth Elemental
Ghawwas	10	Trisaber
Gholdako	10	Trollspawn
Ghonhatine	10	Troglodyte
Ghorazagh	13	Glabrezu
Ghost Scorpion	1/2	Scamethyst
Ghoul	1	Festrog
Ghul	5	Festrog
Giant Adult Ant Lion	6	Formite
Giant Anaconda	10	Root Snake
Giant Ant Lion	5	Formite
Giant Chameleon	3	Gnole
Giant Crab Spider	1/2	Arachnigon
Giant Emperor Scorpion	11	Scamethyst
Giant Flea	1/2	Formite
Giant Gecko	1	Carbuncle
Giant Locust	3	Formite
Giant Maggot	1/2	Catirpel
Giant Mosquito	6	Vargouille
Giant Owl	5	Owlbear
Giant Phantom Armor	4	Ironguard
Giant Porcupine	2	Wildesau
Giant Rot Grub	3	Catirpel
Giant Sea Anemone	2	Piskel
Giant Seahorse	3	Piskel
Giant Skunk	3	Xendaug
Giant Snapping Turtle	9	Aquario
Giant Solifugid	1	Arachnigon
Giant Squid	9	Grindylow*
Giant Stag Beetle	4	Coleoptera
Giant Tarantula	8	Arachnigon
Giant Tick	1	Arachnigon

Monster	CR	Equivalent
Giant Toad	2	Moncroak
Giant Tortoise	1	Tortoigon
Giant Vulture	4	Vrock
Giant Water Strider	1	Trisaber
Giant Weasel	1	Tesoroo
Gibbering Moulder	5	Farrealmer
Giraffe	3	Unicorn
Girallon, Common	6	Siamange
Girtablilu	8	Scamethyst
Glacier Toad	6	Levimur
Gloomwing	4	Pixie
Goblin Dog	1	Trollhound
Goblin Snake	1	Cobra Flower
Gold Dragon	Varies	Red Dragons
Goliath Spider	11	Arachnigon
Gorgon	8	Taurinor
Gorilla	2	Siamange
Gorynych	15	Hydra
Gourd Leshy	1	Jack-o'-Lantern*
Graeae	5	Skaldak
Graveknight	11	Nightwalker
Great Horned Owl	1/2	Owlbear
Great White Shark	4	Trisaber
Great White Whale	14	Khale
Green Dragon	Varies	Moncroak
Gremlin, Jinkin	1	Gremlin*
Gremlin, Nuglub	2	Gremlin Foulspawn*
Gremlin, Pugwampi	1/2	Gremlin*
Gremlin, Vexgit	1	Gremlin*
Grendel	19	Fourclaw
Grick	3	Bulette
Griffon	4	Hippogryph
Grig	1	Satyr
Grindylow	1/2	Grindylow*
Grodair	5	Trisaber
Grootslang	16	Bulette
Grothlut	3	Farrealmer
Gryph	1	Hippogryph
Guardian Phantom Armor	2	Ironguard
Guecubu	8	Earth Elemental
Gug	10	Siamange
Gynosphinx	8	Hippogryph
Hag, Green	5	Gnole
Hag, Night	9	Jinx Cat*



## INDEX: MONSTERS NOT FOUND HERE

Monster	CR	Equivalent
Hag, Sea	4	Piskel
Half-Celestial	4	As the base monster.
Half-Fiend Minotaur	6	Minotaur
Halsora	7	Treant
Hamadryad	15	Treant
Hangman Tree	7	Treant
Haniver	1/2	Gremlin*
Harbinger Archon	2	Arbiter
Harionago	11	Satyr
Harpy	4	Vrock
Hell Hound	3	Xendaug
Hell Hound, Nessian	9	Xendaug
Hellcat	7	Chlorite
Hellwasp Swarm	8	Formite
Herd Animal, Aurochs	2	Capricor
Herd Animal, Bison	4	Capricor
Herd Animal, Camel	1	Canceria
Herd Animal, Sheep Ram	1	Capricor
Hieracosphinx	5	Hippogryph
Hippocampus	1	Piskel
Hippogriff	2	Hippogryph
Hippopotamus	5	Piskel (no flight)
Hippopotamus, Behemoth	10	Piskel (no flight)
Hodag	6	Bulette
Hollow Serpent	16	Festrog
Horse	1	Unicorn
Host Devil	6	Osyluth
Hound of Tindalos	7	Festrog
Howler	3	Trollhound
Huecuva	2	Cleribel (replace cure with inflict)
Huldra	4	Treant
Humbaba	19	Aerisor
Hyakume	15	Viriga
Hypnalis	5	Nightwalker
Ice Elemental	Varies	Earth Yeti
Ice Yai	14	Levimur
Iguanodon	6	Raptur
Ijiraq	9	Earth Elemental
Iku-turso	8	Festrog
Immense Tortoise	8	Tortoigon
Incubus	6	Vrock
Incutilis	2	Grindylow*
Inevitable, Arbiter	2	Arbiter

Monster	CR	Equivalent
Inevitable, Kolyarut	12	Arbiter
Inevitable, Lhaksharut	20	Arbiter
Inevitable, Marut	15	Arbiter
Inevitable, Zelekhut	9	Arbiter
Intellect Devourer	8	Farrealmer
Interlocutor	12	Fourclaw
Invisible Stalker	7	Siyafak
Irminsul	17	Viriga
Irnakurse	9	Treant
Isitoq	1/2	Skaldak
Jackalwere	2	Xendaug
Jack-O'-Lantern	1	Jack-o'-Lantern*
Jellyfish, Giant	7	Grindylow*
Jellyfish, Swarm	6	Grindylow*
Jinmenju	11	Treant
Jinushigami	20	Viriga
Jorogumo	12	Arachnigon
Jubjub Bird	15	Jub Jub Bird
Juvenile Rukh	3	Vrock
Juvenile Seps	2	Ironguard
Jyoti	9	Locan
Kamadan	4	Hydra
Kangaroo	1/2	Siamange
Kappa	2	Aquario
Kapre	10	Treant
Karkinoi	6	glabrezu
Kech	3	Siamange
Kelpie	4	Piskel
Killer Seahorse	5	Piskel
Killer Whale	5	Piskel
Kirin	7	Unicorn
Kodama	5	Treant
Kongamato	15	Vrock
Korred	4	Viriga
Kraken	18	Grindylow*
Krenshar	1	Xendaug
Kuwa	4	Soldrite
Kyton	6	Osyluth
Lamia	6	Royciel
Lamia Matriarch	8	Royciel
Lammasu	8	Royciel
Lampad	5	Pendula
Lava Drake	9	Aerisor
Leaf Leshy	1/2	Root Snake
Leaf Ray	1	Root Snake

## INDEX: MONSTERS NOT FOUND HERE

Monster	CR	Equivalent
Leanan Sidhe	9	Maelae
Leech, Giant	2	Vargouille
Leech, Swarm	4	Vargouille
Legion Archon	7	Cinereus
Leng Spider	14	Arachnigon
Leprechaun	2	Satyr
Leucrotta	5	Siamange
Lich	12	Sorcerite
Lightning Elemental	Varies	Lightning Cat
Linnorm, Crag	14	Earth Elemental
Linnorm, Ice	17	Earth Yeti
Linnorm, Tarn	20	Hydra
Living Topiary	4	Lauka
Lizard, Frilled Giant	5	Crurotar
Lizard, Monitor	2	Crurotar
Locust Swarm	2	Formite
Lorelei	12	Viriga
Lukwata	11	Trisaber
Lunar Dragon	Varies	Spell-like abilities that match Trainer spells
Lunar Naga	6	Timeslayer
Lunarma	6	Canceria
Lurker Above	7	Trisaber
Lurker in Light	5	Pixie
Maftet	6	Locan
Magma Dragon	Varies	Aerisor
Magma Elemental	Varies	Aerisor
Magmin	3	Tortoigon
Maharaja	20	Spells and Spell-like abilities that match Trainer spells
Mammoth Flea	2	Farrealmer
Manananggal	7	Vargouille
Mandragora	4	Maelae
Manitou	15	Siyafrok
Manta Ray	1	Trisaber
Manticore	5	Scamethyst
Mantis, Giant	3	Formite
Marai	8	Sorcerite
Medusa	7	Hydra
Mega fauna, Arsinoitherium	7	Bulette
Mega fauna, Gylptodon	6	Aquario (no flight)
Mega fauna, Megaloceros	4	Unicorn

Monster	CR	Equivalent
Mega fauna, Megatherium	5	Ailuro
Megalanias	7	Behir
Mephit	3	As an elemental
Mercane	5	Farrealmer
Mi-Go	6	Treant
Mihstu	8	Proginor
Mindslaver Mold	3	Soldrite
Mist Drake	5	Water Dog
Mobogo	10	Moncroak
Mohrg	8	Festrog
Monaciello	1	Gremlin Spiderspawn*
Mongrelman	1	Glabrezu
Moon-beast	11	Spell-like abilities that match Trainer spells
Moonflower	8	Cobra Flower
Morlock	2	Scoundrite
Morrigna	13	Spells and Spell-like abilities that match Trainer spells
Mosquito Swarm	3	Vargouille
Mothman	6	Elcu
Mud Elemental	Varies	Earth Elemental
Mudlord	6	Earth Elemental
Mummy	5	Troglodyte
Myceloid	4	Treant
Myrmecoleon	10	Coleoptera
Naga, Dark	8	Nightwalker
Naga, Guardian	10	Cinereus
Naga, Spirit	9	Fel'Kraz
Necrocrafter	3	Festrog
Neh-Thalguu	8	Spell-like abilities that match Trainer spells
Nemesis Devil	18	Pit Fiend
Neothelid	15	Aboleth
Nependis	9	Wildesau
Nereid	10	Canceria
Nightgaunt	4	Nightwalker
Nightmare	5	Nightwalker
Nightmare Ettercap	4	Arachnigon
Nightshade, Nightcrawler	18	Nightwalker
Nightshade, Nightwalker	16	Nightwalker
Nightshade, Nightwave	20	Nightwalker
Nightshade, Nightwing	14	Nightwalker



## INDEX: MONSTERS NOT FOUND HERE

Monster	CR	Equivalent
Ningyo	1	Moncroak
Nixie	1	Pixie
Norn	18	Pendula
Nosferatu	10	Vargouille
Nosoi	2	Proginor
Nuckelavee	9	Piskel (trades 1 spell of each level up to 4th for inflict wounds spells)
Nue	10	Nightwalker
Nycar	2	Cobra Flower
Nymph	7	Maelae
Oceanid	7	Piskel
Octopus	1	Grindylow*
Octopus, Giant	8	Grindylow*
Ogre Spider	5	Arachnigon
Oma	16	Khale
Oni, Ogre Mage	8	Sorcerite
Ostiarus	5	Osyluth
Otyugh	4	Farrealmer
Owb	6	Crawling Claw*
Pachycephalosaurus	4	Raptur
Pairaka	7	Osyluth
Pale Stranger	10	Festrog
Pard	3	Fire Bird
Pech	3	Earth Elemental
Pegasus	3	Unicorn
Peluda	10	Red Dragons
Peri	14	Fire Bird
Peryton	4	Hippogryph
Phantom Fungus	3	Treant
Phase Spider	5	Arachnigon
Pickled Punk	1	Gremlin*
Pipefox	2	Fire Bird
Plague Zombie	1/2	Festrog
Poltergeist	2	Fel'Kraz
Pony	1/2	Unicorn
Pooka	2	Pixie
Popobala	15	Spell-like abilities that match Trainer spells
Primate, Baboon	1/2	Siamange
Primate, Monkey, Swarm	2	Siamange
Protean, Imentesh	10	Spell-like abilities that match Trainer spells
Protean, Keketar	17	Spell-like abilities that match Trainer spells
Protean, Naunet	7	Fourclaw
Protean, Voidworm	2	Timeslayer

Monster	CR	Equivalent
Pukwudgie	7	Spell-like abilities that match Trainer spells
Purple Worm	12	Bulette
Qallupilluk	7	Canceria
Oliphoth, Augnagar	14	Festrog
Oliphoth, Chernobue	12	Viriga
Oliphoth, Cythnigot	2	Viriga
Oliphoth, Iathavos	20	Spell-like abilities that match Trainer spells
Oliphoth, Nyogoth	10	Viriga
Oliphoth, Shoggti	7	Dream Imp
Oliphoth, Thulgant	18	Arachnigon
Quickling	3	Pixie
Quickwood	8	Treant
Raccoon	1/2	Ailuro
Rakshasa	10	Sorcerite
Raktavarna	2	Mimic
Rast	5	Fire Bird
Rat King	5	Zoog*
Rat, Swarm	2	Zoog*
Ratling	2	Zoog*
Red Dragon	Varies	Red Dragons
Redcap	6	Satyr
Reefclaw	1	Canceria
Remorhaz	7	Earth Yeti
Revenant	6	Vargouille
Rhinoceros	4	Bulette
Rift Drake	9	Earth Elemental
River Drake	3	Laga
Roc	9	Hippogryph
Rokurokubi	14	Spells and Spell-like abilities that match Trainer spells
Roper	12	Earth Elemental
Rot Grub Swarm	7	Catirpel
Royal Naga	11	Spells and Spell-like abilities that match Trainer spells
Rukh	10	Vrock
Rusalka	12	Pixie
Sacristan	10	Osyluth
Sagari	1/2	Vargouille
Saguaro	5	Cactus Warrior
Sahuagin	2	Troglodyte
Salamander	6	Sagitor
Sandman	3	Tesoroo
Sapphire Jellyfish	11	Grindylow*
Sard	19	Treant
Sargassum Fiend	9	Grindylow*

## INDEX: MONSTERS NOT FOUND HERE

Monster	CR	Equivalent
Sayona	12	Festrog
Sceaduar	7	Scamethyst
Schir	4	Capricor (goodberry becomes inflict light wounds)
Scorpion, Black	15	Scamethyst
Scorpion, Cave	1	Scamethyst
Scorpion, Giant	3	Scamethyst
Scylla	16	Levimur
Sea Bonze	15	Nightwalker
Sea Cat	4	Water Dog
Sea Dragon	Varies	Laga
Sea Serpent	12	Trisaber
Seaweed Leshy	3	Grindylow*
Seaweed Siren	13	Piskel
Selkie	5	Water Dog
Sepid	14	Spell-like abilities that match Trainer spells
Seps	11	Ironguard
Seugathi	6	Farrealmer
Shadow	3	Siyafrak
Shadow Drake	2	Nightwalker
Shadow Mastiff	5	Xendaug
Shadow Roper	13	Earth Elemental
Shadow, Greater	8	Siyafrak
Shae	4	Elcu
Shaggy Demodand	18	Farrealmer
Shambling Mound	6	Treant
Shantak	8	Pseudodragon
Shark, Common	2	Trisaber
Shark, Dire Megalodon	9	Trisaber
Shark-Eating Crab	7	Canceria
Shedu	9	Spell-like abilities that match Trainer spells
Shikigami	2	Earth Elemental
Shinigami	17	Festrog
Shining Child	12	Spell-like abilities that match Trainer spells
Shipwrecker Crab	13	Canceria
Shira	12	Locan (no flight)
Shobhad	4	Fourclaw
Shocker Lizard	2	Catning
Shredskin	2	Soldrite
Shriezux	4	Arachnigon
Shulsaga	3	Astral Faerie
Silver Dragon	Varies	Levimur
Simurgh	18	Proginor
Sinspawn	2	Farrealmer
Siren	5	Proginor

Monster	CR	Equivalent
Siyokoy	10	Behir
Skeletal Champion	2	Ironguard
Skum	2	Troglodyte
Sky Dragon	Varies	Thundergon
Sleipnir	11	Unicorn
Slimy Demodand	16	Farrealmer
Slug, Giant	8	Catirpel
Slurk	2	Moncroak
Snake Swarm	2	Hydra
Snake, Constrictor	2	Cobra Flower
Snake, Venomous	1	Root Snake
Snallygaster	3	Vargouille
Solar Dragon	Varies	Geminel
Soul Eater	7	Pendula
Soulsliver	2	Farrealmer
Sovereign Dragon	Varies	Royciel
Spawn Of Yog-Sothoth	10	Farrealmer
Spectre	7	Elcu
Sphinx	8	Royciel
Spider Eater	5	Formite
Spider, Black Widow	3	Arachnigon
Giant		
Spider, Giant	1	Arachnigon
Spider, Swarm	1	Arachnigon
Spinosaurus	11	Raptur
Spire Drake	7	Pseudodragon
Spirit Oni	2	Chlorite
Spring-Heeled Jack	3	Scoundrite
Squid	1	Grindylow*
Stag	1	Unicorn
Star-Spawn Of Cthulhu	20	Farrealmer
Stingray	1/2	Trisaber
Stirge	1/2	Vargouille
Stymphalidies	8	Ironguard
Styracosaurus	5	Raptur
Svartalfar	8	Cobra Flower
Swan Maiden	6	Piskel
Taiga Linnorm	19	Isa
Taniniver	18	Levimur
Tanuki	4	Ailuro
Tarry Demodand	13	Farrealmer
Tataka	15	Spell-like abilities that match Trainer spells
Tatzlwurm	2	Cobra Flower
Tendriculos	6	Treant
Tenebrous Worm	8	Cobra Flower



## INDEX: MONSTERS NOT FOUND HERE

Monster	CR	Equivalent
Tentamort	4	Scoundrite
Thalassic Behemoth	20	Khale
Thoqqua	2	Aerisor
Thrasfyr	17	Fire Bird (no flight)
Thriae Queen	18	Formite
Thriae Seer	11	Formite
Thriae Soldier	4	Formite
Thunder Behemoth	18	Thundergon (no flight)
Thunderbird	11	Phoenix (firebolt)
Thylacine	1/2	Jinx Cat*
Tick Swarm	9	Formite
Tikbalang	9	Osyluth
Time Dragon	Varies	Celedeen
Tojanida	5	Canceria
Toshigami	15	Spell-like abilities that match Trainer spells
Totenmaske	7	Timeslayer
Tripurasura	2	Pit Fiend
Triton	2	Canceria
Tunche	17	Viriga
Twigjack	3	Treant
Tzitzimitl	19	Festrog
Umbral Dragon	Varies	Fel'Kraz
Underworld Dragon	Varies	Red Dragons
Unfettered Eidolon	8	See eidolons in Mystical: Kingdom of Monsters
Upasunda	9	Spell-like abilities that match Trainer spells
Urdefhan	3	Fourclaw
Valkyrie	12	Astral Faerie
Vampire	9	Vargouille
Vampiric Mist	3	Vargouille
Vanth	7	Fel'Kraz
Vegepygmy	1/2	Treant
Velociraptor	2	Raptur
Vemerak	14	Formite
Venomous Snake Swarm	4	Hydra
Violet Fungus	3	Treant
Viper	1/2	Cobra Flower
Viper Vine	13	Cobra Flower
Vodyanoi	5	Moncroak
Void Dragon	Varies	Spell-like abilities that match Trainer spells
Void Yai	20	Spell-like abilities that match Trainer spells
Voonith	4	Moncroak
Vortex Dragon	Varies	Red Dragons
Vouivre	12	Maelae

Monster	CR	Equivalent
Vulnudaemon	4	Elcu
Vulture	1/2	Vrock
Walrus	3	Water Dog
Warsworn	16	Soldrite
Wasp, Giant	3	Formite
Wasp, Swarm	3	Formite
Water Elemental	11	Water Dog
Water Naga	7	Laga
Water Orm	10	Trisaber
Water Yai	18	Water Dog
Weasel	1/2	Tesoroo
Weedwhip	2	Treant
Wendigo	17	Earth Yeti
Whale	10	Khale
White Dragon	Varies	Levimur
Wight	3	Scoundrite
Will-o'-Wisp	6	Fire Bird
Winter Hag	7	Skaldak
Winter Wolf	5	Levimur
Winterwight	17	Levimur
Witchfire	9	Fel'Kraz
Witchwyrd	6	Sorcererite
Wolf-in-sheep's-clothing	8	Mimic
Wolverine	2	Tesoroo
Woolly Rhinoceros	6	Bulette
Worg	2	Trollhound
Worm That Walks	14	Spell-like abilities that match Trainer spells
Wraith	5	Fel'Kraz
Wyvern	6	Scamethyst
Xacarba	15	Spell-like abilities that match Trainer spells
Xanthos	14	Trollspawn
Xill	6	Formite
Xorn	6	Skaldak
Yamaraj	20	Spell-like abilities that match Trainer spells
Yaoguai	7	Owlbear
Yeth Hound	3	Xendaug
Yeti	4	Earth Yeti
Yithian	9	Farrealmer
Ypotryll	15	Wildesau
Yrthak	9	Vrock
Yuki-onna	8	Fel'Kraz
Zomok	16	Viriga
Zuishin	10	Zoog*
Zuvenbie	4	Festrog

**FAST PLAY, QUICK REFERENCE...**

Quick Reference Sheets are for use with the fast play rules presented here. These sheets cover monsters from both this book and the Haunted Eve Monsters Only Pack, as well as a few new monsters not yet released. They also include an easy to print spell list, challenge ratings, and short definitions for the different monster groups. Available on [Drivethru RPG](http://DrivethruRPG.com), [d20PFSRD](http://d20PFSRD.com), and the [Paizo store](http://Paizo.com)!



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185

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