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Summon Monster I Augmented

RAT, DIRE

This filthy rat is the size of a small dog. It has a coat of coarse fur, a long and scabby tail, and two glittering eyes.

DIRE RAT

CR 1/3



XP 135

N Small animal

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

DEFENSE

AC 14, touch 14, flat-footed 11 (+3 Dex, +1 size)

hp 7 (1d8+3)

Fort +5, **Ref** +5, **Will** +1 **SR** 5

OFFENSE

Speed 40 ft., climb 20 ft., swim 20 ft.

Melee bite +3 (1d4 +2 plus disease)

Special Attacks disease

STATISTICS

Str 14, **Dex** 17, **Con** 17, **Int** 2, **Wis** 13, **Cha** 4

Base Atk +0; **CMB** 1; **CMD** 14 (18 vs. trip)

Feats Skill Focus (Perception)

Skills Climb +11, Perception +4, Stealth +11, Swim +11; **Racial**

Modifiers uses Dex to modify Climb and Swim

SPECIAL ABILITIES

Disease (Ex) *Filth fever*: Bite—injury; save Fort DC 13; onset 1d3 days; frequency 1/day; effect 1d3 Dex damage and 1d3 Con damage; cure 2 consecutive saves. The save DC is Constitution-based.

Celestial: Resist 5 Acid, Cold & Electricity

Fiendish: Resist 5 Fire & Cold

Smite Evil / Good 1/day. One target +0 to hit & +1 damage

Lasts until target is dead.



DOLPHIN

This streamlined, fish-like mammal has sparkling eyes over a smiling mouth filled with hundreds of teeth.

DOLPHIN

CR 1/2



XP 200

N Medium animal

Init +2; **Senses** blindsight 120 ft., low-light vision;
Perception +9

DEFENSE

AC 13, touch 12, flat-footed 11 (+2 Dex, +1 natural)

hp 15 (2d8+6)

Fort +6, **Ref** +5, **Will** +1 **SR 5**

OFFENSE

Speed swim 80 ft.

Melee slam +5 (1d4+4)

STATISTICS

Str 14, **Dex** 15, **Con** 15, **Int** 2, **Wis** 13, **Cha** 6

Base Atk +1; **CMB** +4; **CMD** 16

Feats Weapon Finesse

Skills Perception +9, Swim +15; **Racial Modifiers** +4

Perception

SQ hold breath

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.

Celestial: Resist 5 Acid, Cold & Electricity

Fiendish: Resist 5 Fire & Cold

Smite Evil / Good 1/day. One target +0 to hit & +2 damage
Lasts until target is dead.



EAGLE

This magnificent bird of prey has dark feathers save for those on its head, which are pure white.

EAGLE

CR 1/2



XP 200

N Small animal

Init +2; **Senses** low-light vision; Perception +10

DEFENSE

AC 14, touch 13, flat-footed 12 (+2 Dex, +1 natural, +1 size)

hp 7 (1d8+3)

Fort +5, **Ref** +4, **Will** +2 **SR** 5

OFFENSE

Speed 10 ft., fly 80 ft. (average)

Melee 2 talons +3 (1d4 + 2), bite +3 (1d4 +2)

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

STATISTICS

Str 14, **Dex** 15, **Con** 16, **Int** 2, **Wis** 15, **Cha** 7

Base Atk +0; **CMB** +1; **CMD** 13

Feats Weapon Finesse

Skills Fly +8, Perception +10; **Racial Modifiers** +8 Perception

Celestial: Resist 5 Acid, Cold & Electricity

Fiendish: Resist 5 Fire & Cold

Smite Evil / Good 1/day. One target +0 to hit & +1 damage

Lasts until target is dead.



BEETLE, FIRE

This housecat-sized beetle is a dull brown color brightened by two glowing green-yellow spots on its carapace.

FIRE BEETLE

CR 1/3



XP 135

N Small vermin

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

DEFENSE

AC 12, touch 11, flat-footed 12 (+1 natural, +1 size)

hp 6 (1d8 + 2)

Fort +4, **Ref** +0, **Will** +0 **SR 5**

Immune mind-affecting effects

OFFENSE

Speed 30 ft., fly 30 ft. (poor)

Melee bite +3 (1d4 + 2)

STATISTICS

Str 12, **Dex** 11, **Con** 15, **Int** —, **Wis** 10, **Cha** 7

Base Atk +0; **CMB** +1; **CMD** 11 (19 vs. trip)

Skills Fly -2

SQ luminescence

SPECIAL ABILITIES

Luminescence (Ex) A fire beetle's glowing glands provide light in a 10-foot radius. A dead fire beetle's luminescent glands continue to glow for 1d6 days after its death.

Celestial: Resist 5 Acid, Cold & Electricity

Fiendish: Resist 5 Fire & Cold

Smite Evil / Good 1/day. One target +0 to hit & +1 damage

Lasts until target is dead.



FROG, POISON

This small frog is bright green and red, with electric-blue stripes on its hind legs.

POISON FROG CR 1/2   

XP 200

N Tiny animal

Init +1; **Senses** low-light vision; Perception +3

DEFENSE

AC 13, touch 13, flat-footed 12 (+1 Dex, +2 size)

hp 6 (1d8 + 2)

Fort +4, **Ref** +3, **Will** -1 **SR** 5

OFFENSE

Speed 10 ft., swim 20 ft.

Melee bite +3 (1 plus poison)

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

STATISTICS

Str 6, **Dex** 12, **Con** 15, **Int** 1, **Wis** 9, **Cha** 10

Base Atk +0; **CMB** -4; **CMD** 7 (11 vs. trip)

Feats Weapon Finesse

Skills Acrobatics +5 (+1 jumping), Perception +3, Stealth +13,

Swim + 9; **Racial Modifiers** +4 Acrobatics (+8 jumping),

+4 Stealth; uses Dex to swim

SPECIAL ABILITIES

Poison (Ex) Injury; *save* Fort DC 12; *frequency* 1/round for 6 rounds; *effect* 1d2 Con damage; *cure* 1 save

Celestial: Resist 5 Acid, Cold & Electricity

Fiendish: Resist 5 Fire & Cold

Smite Evil / Good 1/day. One target +0 to hit & +1 damage

Lasts until target is dead.



HORSE, PONY

This squat equine plods forward with large, curious eyes. As it nears, it extends its muzzle, clearly expecting a treat.

PONY CR 1/2   

XP 200

N Medium animal

Init +1; **Senses** low-light vision, scent; Perception +5

DEFENSE

AC 11, touch 11, flat-footed 10 (+1 Dex)

hp 17 (2d8+8)

Fort +7, **Ref** +4, **Will** +0 **SR 5**

OFFENSE

Speed 40 ft.

Melee 2 hooves -1 (1d3 +1)

STATISTICS

Str 15, **Dex** 13, **Con** 18, **Int** 2, **Wis** 11, **Cha** 4

Base Atk +1; **CMB** +4; **CMD** 15 (19 vs. trip)

Feats Endurance, Run^B

Skills Perception +5

SQ docile (see horse)

Celestial: Resist 5 Acid, Cold & Electricity

Fiendish: Resist 5 Fire & Cold

Smite Evil / Good 1/day. One target +0 to hit & +2 damage

Lasts until target is dead.



DOG

This small dog has a rough coat and a hungry look in its dark brown eyes.

DOG

CR 1/3



XP 135

N Small animal

Init +1; **Senses** low-light vision, scent; Perception +8

DEFENSE

AC 13, touch 12, flat-footed 12 (+1 Dex, +1 natural, +1 size)

hp 10 (1d8+6)

Fort +6, **Ref** +3, **Will** +1 **SR 5**

OFFENSE

Speed 40 ft.

Melee bite +4 (1d4+4)

STATISTICS

Str 15, **Dex** 13, **Con** 19, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +0; **CMB** +4; **CMD** 13 (17 vs. trip)

Feats Skill Focus (Perception)

Skills Acrobatics +1 (+9 jumping), Perception +8, Survival +1 (+5 scent tracking); **Racial Modifiers** +4 Acrobatics when jumping, +4 Survival when tracking by scent

Celestial: Resist 5 Acid, Cold & Electricity

Fiendish: Resist 5 Fire & Cold

Smite Evil / Good 1/day. One target +0 to hit & +1 damage
Lasts until target is dead.



SNAKE, VENOMOUS

This brightly colored snake assumes an aggressive posture, its hissing mouth open to display its fangs.

VIPER

CR 1/2



XP 200

N Tiny animal

Init +3; **Senses** low-light vision, scent; Perception +9

DEFENSE

AC 16, touch 15, flat-footed 13 (+3 Dex, +1 natural, +2 size)

hp 5 (1d8+1)

Fort +3, **Ref** +5, **Will** +1 **SR** 5

OFFENSE

Speed 20 ft., climb 20 ft., swim 20 ft.

Melee bite +5 (1d2+0 plus poison)

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

STATISTICS

Str 8, **Dex** 17, **Con** 12, **Int** 1, **Wis** 13, **Cha** 2

Base Atk +0; **CMB** +3; **CMD** 10 (can't be tripped)

Feats Weapon Finesse

Skills Climb +13, Perception +9, Stealth +15, Swim +13; **Racial**

Modifiers +4 Perception, +4 Stealth

SPECIAL ABILITIES

Poison (Ex) Bite—injury; *save* Fort DC 11; *frequency* 1/round for 6 rounds; *effect* 1d2 Con; *cure* 1 save.

Celestial: Resist 5 Acid, Cold & Electricity

Fiendish: Resist 5 Fire & Cold

Smite Evil / Good 1/day. One target +0 to hit & +1 damage
Lasts until target is dead.



Summon Monster II Augmented

ANT, WORKER

A thin, six-legged ant the size of a pony stands at the ready, its mandibles chittering and its stinger dripping with venom.

GIANT ANT

CR 2



XP 600

N Medium vermin

Init +0; **Senses** darkvision 60 ft., scent; Perception +5

DEFENSE

AC 15, touch 10, flat-footed 15; (+5 natural)

hp 22 (2d8+13)

Fort +8, **Ref** +0, **Will** +1 **SR** 7

Immune mind-affecting effects

OFFENSE

Speed 50 ft., climb 20 ft.

Melee bite +5 (1d6+4) sting +5 (1d4+4)

STATISTICS

Str 18, **Dex** 10, **Con** 21, **Int** —, **Wis** 13, **Cha** 11

Base Atk +1; **CMB** +5 (+9 grapple); **CMD** 15 (23 vs. trip)

Feats Toughness^B

Skills Climb +10, Perception +5, Survival +5; **Racial Modifiers**
+4 Perception, +4 Survival

Celestial: Resist 5 Acid, Cold & Electricity

Fiendish: Resist 5 Fire & Cold

Smite Evil / Good 1/day. One target +0 to hit & +2 damage
Lasts until target is dead.



ELEMENTAL, AIR

SMALL AIR ELEMENTAL

CR 1

XP 400

N Small outsider (air, elemental, extraplanar)

Init +7; **Senses** darkvision 60 ft.; Perception +4

DEFENSE

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

hp 17 (2d10+6)

Fort +6, **Ref** +6, **Will** +0

Defensive Abilities air mastery; **Immune** elemental traits

OFFENSE

Speed fly 100 ft. (perfect)

Melee slam +8 (1d4+4)

Special Attacks whirlwind (DC 14)

STATISTICS

Str 16, **Dex** 17, **Con** 16, **Int** 4, **Wis** 11, **Cha** 11

Base Atk +2; **CMB** +4; **CMD** 17

Feats Flyby Attack, Improved Initiative^B, Weapon Finesse^B

Skills Acrobatics +7, Escape Artist +7, Fly +17, Knowledge (planes) +1, Perception +4, Stealth +11



ELEMENTAL, EARTH

SMALL EARTH ELEMENTAL

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 17 (2d10+6)

Fort +6, **Ref** -1, **Will** +3

Immune elemental traits

OFFENSE

Speed 20 ft., burrow 20 ft., earth glide

Melee slam +8 (1d6+7)

Special Attacks earth mastery

STATISTICS

Str 20, **Dex** 8, **Con** 17, **Int** 4, **Wis** 11, **Cha** 11

Base Atk +2; **CMB** +6; **CMD** 15

Feats Improved Bull Rush^B, Power Attack

Skills Appraise +1, Climb +9, Knowledge (dungeoneering) +1, Knowledge (planes) +1, Perception +4, Stealth +7



ELEMENTAL, FIRE

SMALL FIRE ELEMENTAL

CR 1

XP 400

N Small outsider (elemental, extraplanar, fire)

Init +5; **Senses** darkvision 60 ft.; Perception +4

DEFENSE

AC 16, touch 13, flat-footed 14 (+1 Dex, +1 dodge, +3 natural, +1 size)

hp 15 (2d10+4)

Fort +5, **Ref** +4, **Will** +0

Immune elemental traits, fire

Weaknesses vulnerability to cold

OFFENSE

Speed 50 ft.

Melee slam +6(1d4+2 plus burn)

Special Attacks burn (1d4+2, DC 13)

STATISTICS

Str 14, **Dex** 13, **Con** 14, **Int** 4, **Wis** 11, **Cha** 11

Base Atk +2; **CMB** +3; **CMD** 15

Feats Dodge, Improved Initiative^B, Weapon Finesse^B

Skills Acrobatics +5, Climb +6, Escape Artist +5, Intimidate +4, Knowledge (planes) +1, Perception +4



ELEMENTAL, WATER

SMALL WATER ELEMENTAL

CR 1

XP 400

N Small outsider (elemental, extraplanar, water)

Init +0; **Senses** darkvision 60 ft.; Perception +4

DEFENSE

AC 17, touch 11, flat-footed 17 (+6 natural, +1 size)

hp 17 (2d10+6)

Fort +6, **Ref** +3, **Will** +0

Immune elemental traits

OFFENSE

Speed 20 ft., swim 90 ft.

Melee slam +5 (1d6+6)

Special Attacks drench, vortex (DC 15), water mastery

STATISTICS

Str 16, **Dex** 10, **Con** 15, **Int** 4, **Wis** 11, **Cha** 11

Base Atk +2; **CMB** +5; **CMD** 15

Feats Power Attack

Skills Acrobatics +4, Escape Artist +4, Knowledge (planes) +1, Perception +4, Stealth +8, Swim +16



CENTIPEDE, GIANT

This lengthy, segmented horror writhes and twists, pulsing its venomous mandibles in search of prey.



XP 200

N Medium vermin

Init +2; **Senses** darkvision 60 ft.; Perception +4

DEFENSE

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

hp 7 (1d8+3)

Fort +5, **Ref** +2, **Will** +0 **SR 5**

Immune mind-affecting effects

OFFENSE

Speed 40 ft., climb 40 ft.

Melee bite +2 (1d6+1 plus poison)

Special Attacks poison

STATISTICS

Str 13, **Dex** 15, **Con** 16, **Int** —, **Wis** 10, **Cha** 2

Base Atk +0; **CMB** +1; **CMD** 13 (can't be tripped)

Feats Weapon Finesse^B

Skills Climb +12, Perception +4, Stealth +10;

Racial Modifiers +4 Perception, +8 Stealth

SPECIAL ABILITIES

Poison (EX) Bite—injury; *save* Fort DC 15; *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.

Celestial: Resist 5 Acid, Cold & Electricity

Fiendish: Resist 5 Fire & Cold

Smite Evil / Good 1/day. One target +0 to hit & +1 damage

Lasts until target is dead.



FROG, GIANT

This creature looks like a normal frog, with moist, mottled, blackish-green skin, but grown to truly monstrous size.

GIANT FROG

CR 1



XP 400

N Medium Animal

Init +1; **Senses** low-light vision, scent; Perception +3

DEFENSE

AC 12, touch 11, flat-footed 11 (+1 Dex, +1 natural)

hp 19 (2d8+10)

Fort +8, **Ref** +6, **Will** -1 **SR** 6

OFFENSE

Speed 30 ft., swim 30 ft.

Melee bite +5 (1d6+4 plus grab) or tongue +5 touch (grab)

Space 5 ft.; **Reach** 5 ft. (15 ft. with tongue)

Special Attacks pull (tongue, 5 feet), swallow whole (1d4 bludgeoning damage, AC 10, 1 hp), tongue

STATISTICS

Str 19, **Dex** 13, **Con** 20, **Int** 1, **Wis** 8, **Cha** 6

Base Atk +1; **CMB** +5 (+9 grapple); **CMD** 16 (20 vs. trip)

Feats Lightning Reflexes

Skills Acrobatics +9 (+13 jumping), Perception +3, Stealth +5, Swim +12; **Racial Modifiers** +4 Acrobatics (+8 jumping), +4 Stealth

SPECIAL ABILITIES

Tongue (Ex) A giant frog's tongue is a primary attack with reach equal to three times the frog's normal reach (15 feet for a Medium giant frog). A giant frog's tongue deals no damage on a hit, but can be used to grab. A giant frog does not gain the grappled condition while using its tongue in this manner.

Celestial: Resist 5 Acid, Cold & Electricity

Fiendish: Resist 5 Fire & Cold

Smite Evil / Good 1/day. One target +0 to hit & +2 damage
Lasts until target is dead.



SPIDER, GIANT

A spider the size of a man crawls silently from the depths of its funnel-shaped web.

GIANT SPIDER

CR 1



XP 400

N Medium vermin

Init +3; Senses darkvision 60 ft., tremorsense 60 ft.; Perception +4

DEFENSE

AC 14, touch 13, flat-footed 11 (+1 armor, +3 Dex)

hp 22 (3d8+9)

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

Immune mind-affecting effects

OFFENSE

Speed 30 ft., climb 30 ft.

Melee bite +4 (1d6+2 plus poison)

Special Attack web (+5 ranged, DC 14, hp 2)

STATISTICS

Str 15, Dex 17, Con 16, Int —, Wis 10, Cha 2

Base Atk +2; CMB +4; CMD 17 (29 vs. trip)

Skills Climb +18, Perception +4 (+8 in webs), Stealth +7 (+11 in webs);

Racial Modifiers +4

Perception, +4 Stealth (+8 in webs), +16 Climb

SPECIAL ABILITIES

Poison (Ex) Bite—injury; save Fort DC

16; frequency 1/round for 4 rounds; effect

1d2 Strength damage; cure 1 save.

Celestial: Resist 5 Acid, Cold & Electricity

Fiendish: Resist 5 Fire & Cold

Smite Evil / Good 1/day. One target +0 to hit & +3 damage
Lasts until target is dead.



GOBLIN DOG

This mangy canine's face has the same flat nose, beady eyes, and protruding teeth as a rat grown grotesquely large.

GOBLIN DOG

CR 1



XP 400

N Medium animal

Init +2; **Senses** low-light vision, scent; Perception +1

DEFENSE

AC 13, touch 12, flat-footed 11 (+2 Dex, +1 natural)

hp 11 (1d8+7)

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

Immune disease

OFFENSE

Speed 50 ft.

Melee bite +4 (1d6+6 plus allergic reaction)

STATISTICS

Str 19, **Dex** 14, **Con** 19, **Int** 2, **Wis** 12, **Cha** 8

Base Atk +0; **CMB** +4; **CMD** 16

Feats Toughness

Skills Stealth +6

SPECIAL ABILITIES

Allergic Reaction (Ex) A goblin dog's dander is highly irritating to all creatures save those with the goblinoid subtype. A non-goblinoid creature damaged by a goblin dog's bite, who deals damage to a goblin dog with a natural weapon or unarmed attack, or who otherwise comes into contact with a goblin dog (including attempts to grapple or ride the creature) must make a DC 14 Fortitude save or break out in an itching rash. A creature affected by this rash takes a -2 penalty to Dexterity and Charisma for 1 day (multiple allergic reactions do not stack). *Remove disease* or any magical healing removes the rash instantly. This is a disease effect. The save DC is Constitution-based.

Celestial: Resist 5 Acid, Cold & Electricity

Fiendish: Resist 5 Fire & Cold

Smite Evil / Good 1/day. One target +0 to hit & +1 damage

Lasts until target is dead.



HORSE

This proud horse thunders across the grassy plain with fluid grace, wind tugging at its loose-fitting barding.

HORSE

CR 1



XP 400

N Large animal

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

DEFENSE

AC 11, touch 11, flat-footed 9 (+2 Dex, -1 size)

hp 19 (2d8+10)

Fort +8, **Ref** +5, **Will** +1 **SR 6**

OFFENSE

Speed 50 ft.

Melee 2 hooves +0 (1d4+2)

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

STATISTICS

Str 20, **Dex** 14, **Con** 21, **Int** 2, **Wis** 13, **Cha** 7

Base Atk +1; **CMB** +7; **CMD** 19 (23 vs. trip)

Feats Endurance, Run^B

Skills Perception +6

SQ docile

SPECIAL ABILITIES

Docile (Ex) Unless specifically trained for combat (see the Handle Animal skill on page 97 of the *Pathfinder RPG Core Rulebook*), a horse's hooves are treated as secondary attacks.

Celestial: Resist 5 Acid, Cold & Electricity

Fiendish: Resist 5 Fire & Cold

Smite Evil / Good 1/day. One target +0 to hit & +2 damage
Lasts until target is dead.



HYENA

This hyena is covered in shaggy, tan-colored fur with black and brown stripes.

HYENA

CR 1



XP 400

N Medium animal

Init +2; **Senses** low-light vision, scent; Perception +7

DEFENSE

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

hp 17 (2d8+8)

Fort +7, **Ref** +5, **Will** +1 **SR 6**

OFFENSE

Speed 50 ft.

Melee bite +5 (1d6+6 plus trip)

STATISTICS

Str 18, **Dex** 15, **Con** 17, **Int** 2, **Wis** 13, **Cha** 6

Base Atk +1; **CMB** +5; **CMD** 17

Feats Alertness

Skills Perception +7, Stealth +6 (+10 in tall grass);

Racial Modifiers +4 Stealth in tall grass

Celestial: Resist 5 Acid, Cold & Electricity

Fiendish: Resist 5 Fire & Cold

Smite Evil / Good 1/day. One target +0 to hit & +2 damage
Lasts until target is dead.



DEVIL, LEMURE

A roiling wave of flesh gushes forward. Amid the fatty surge wriggle half-formed limbs and a dripping tumorous face.

LEMURE

CR 1



XP 400

LE Medium outsider (devil, evil, extraplanar, lawful)

Init +0; **Senses** darkvision 60 ft., see in darkness;

Perception +0

DEFENSE

AC 14, touch 10, flat-footed 14 (+4 natural)

hp 17 (2d10+6)

Fort +6, **Ref** +3, **Will** +0

DR 5/good or silver; **Immune** fire, mind-affecting effects, poison; **Resist** acid 10, cold 10

OFFENSE

Speed 20 ft.

Melee 2 claws +4 (1d4+2)

STATISTICS

Str 15, **Dex** 10, **Con** 16, **Int** —, **Wis** 11, **Cha** 5

Base Atk +2; **CMB** +4; **CMD** 14



OCTOPUS

Eight tentacles, each adorned with rows of countless suckers, unfurl from the barrel-shaped body of this large-eyed creature.

OCTOPUS

CR 1



XP 400

N Small animal (aquatic)

Init +3; Senses low-light vision; Perception +1

DEFENSE

AC 15, touch 14, flat-footed 12 (+3 Dex, +1 natural, +1 size)

hp 17 (2d8+8)

Fort +7, Ref +6, Will +1 **SR 6**

Defensive Abilities ink cloud

OFFENSE

Speed 20 ft., swim 30 ft., jet 200 ft.

Melee bite +5 (1d3+3 plus poison), tentacles +3 (grab)

STATISTICS

Str 16, Dex 17, Con 18, Int 2, Wis 13, Cha 3

Base Atk +1; CMB +3 (+7 grapple); CMD 16 (can't be tripped)

Feats Multiattack^B, Weapon Finesse

Skills Escape Artist +13, Stealth +20, Swim +11; **Racial**

Modifiers +8 Stealth, +10 Escape Artist

SPECIAL ABILITIES

Ink Cloud (Ex) An octopus can emit a 10-foot-radius sphere of ink once per minute as a free action. The ink provides total concealment in water, and persists for 1 minute.

Jet (Ex) An octopus can jet backward once per round as a full-round action, at a speed of 200 feet. It must move in a straight line while jetting, and does not provoke attacks of opportunity when it does so.

Poison (Ex) Bite—injury; save Fort DC 15; frequency 1/round for 6 rounds; effect 1 Str; cure 1 save.

Celestial: Resist 5 Acid, Cold & Electricity

Fiendish: Resist 5 Fire & Cold

Smite Evil / Good 1/day. One target +0 to hit & +2 damage

Lasts until target is dead.



SQUID

This slender red squid darts through the water with alacrity. Two large eyes stare from above the creature's tentacles.

SQUID

CR 1



XP 400

N Medium animal (aquatic)

Init +6; **Senses** low-light vision; Perception +7

DEFENSE

AC 13, touch 12, flat-footed 11 (+2 Dex, +1 natural)

hp 19 (3d8+6)

Fort +5, **Ref** +7, **Will** +2 **SR 6**

Defensive Ability ink cloud (5-ft. radius)

OFFENSE

Speed swim 60 ft., jet 240 ft.

Melee bite +6 (1d3+4), tentacles +4 (1d4+2 plus **grab**)

STATISTICS

Str 17, **Dex** 15, **Con** 13, **Int** 2, **Wis** 12, **Cha** 2

Base Atk +2; **CMB** +6 (+10 grapple); **CMD** 18

Feats Improved Initiative, Lightning Reflexes, Multiattack^B

Skills Perception +7, Swim +12

SPECIAL ABILITIES

Ink Cloud (Ex) A squid can emit a 5-foot-radius cloud of ink once per minute as a free action while underwater. This cloud provides total concealment. The ink persists for 1 minute.

Jet (Ex) A squid can jet in a straight line as a full-round action. It does not provoke attacks of opportunity while jetting.

Celestial: Resist 5 Acid, Cold & Electricity

Fiendish: Resist 5 Fire & Cold

Smite Evil / Good 1/day. One target +0 to hit & +3 damage
Lasts until target is dead.



WOLF

This powerful canine watches its prey with piercing yellow eyes, darting its tongue across sharp white teeth.



XP 400

N Medium animal

Init +2; **Senses** low-light vision, scent; Perception +8

DEFENSE

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

hp 17 (2d8+8)

Fort +7, **Ref** +5, **Will** +1 **SR 6**

OFFENSE

Speed 50 ft.

Melee bite +4 (1d6+4 plus trip)

STATISTICS

Str 17, **Dex** 15, **Con** 19, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +1; **CMB** +4; **CMD** 16 (20 vs. trip)

Feats Skill Focus (Perception)

Skills Perception +8, Stealth +6, Survival +1 (+5 scent tracking);

Racial Modifiers +4 Survival when tracking by scent

Celestial: Resist 5 Acid, Cold & Electricity

Fiendish: Resist 5 Fire & Cold

Smite Evil / Good 1/day. One target +0 to hit & +2 damage

Lasts until target is dead.



Summon Monster III Augmented

BOAR

This ill-tempered beast's tiny, bloodshot eyes glare angrily above a mouth filled with sharp tusks.

BOAR

CR 2



XP 600

N Medium animal

Init +0; **Senses** low-light vision, scent; Perception +6

DEFENSE

AC 14, touch 10, flat-footed 14 (+4 natural)

hp 22 (2d8+13)

Fort +8, **Ref** +3, **Will** +1 **SR 7**

Defensive Abilities ferocity

OFFENSE

Speed 40 ft.

Melee gore +6 melee (1d8+6)

STATISTICS

Str 21, **Dex** 10, **Con** 21, **Int** 2, **Wis** 13, **Cha** 4

Base Atk +1; **CMB** +6; **CMD** 16

Feats Toughness

Skills Perception +6

Celestial: Resist 5 Acid, Cold & Electricity

Fiendish: Resist 5 Fire & Cold

Smite Evil / Good 1/day. One target +0 to hit & +2 damage

Lasts until target is dead.



WOLVERINE

This stocky, muscular mammal is the size of a badger, its snarling lips revealing a mouth full of yellow teeth.

WOLVERINE

CR 2



XP 600

N Medium animal

Init +2; Senses low-light vision, scent; Perception +10

DEFENSE

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

hp 28 (3d8+15)

Fort +7 (+9) Ref +5, Will +2 (+4) SR 7

OFFENSE

Speed 30 ft., burrow 10 ft., climb 10 ft.

Melee 2 claws +6 (1d6+4), bite +6 (1d4+4)

Special Attacks **Rage (Ex)** 2 claws +8 (1d6+6), bite +8 (1d4+6);
hp +6 AC 12,

STATISTICS

Str 19, Dex 15, Con 19, Int 2, Wis 12, Cha 10

Base Atk +2; CMB +6; CMD 18 (22 vs. trip)

Feats Skill Focus (Perception), Toughness

Skills Climb +12, Perception +10

SPECIAL ABILITIES

Rage (Ex) A wolverine that takes damage in combat flies into a rage on its next turn, clawing and biting madly until either it or its opponent is dead. It gains +4 to Strength, +4 to Constitution, and -2 to AC. The creature cannot end its rage voluntarily.

Celestial: Resist 5 Acid, Cold & Electricity

Fiendish: Resist 5 Fire & Cold

Smite Evil / Good 1/day. One target +0 to hit & +3 damage
Lasts until target is dead.



CROCODILE

This reptile lunges out of the placid water with shocking speed. Its jaw gapes open in a roar, its powerful tail lashing behind.

CROCODILE

CR 2



XP 600

N Large animal

Init +1; **Senses** low-light vision; Perception +8

DEFENSE

AC 14, touch 10, flat-footed 13 (+1 Dex, +4 natural, -1 size)

hp 28 (3d8+15)

Fort +8, **Ref** +4, **Will** +2 **SR** 7

OFFENSE

Speed 20 ft., swim 30 ft.; sprint

Melee bite +7 (1d8+6 plus grab) and tail slap +2 (1d12+4)

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

Special Attacks death roll (1d8+9 plus trip)

STATISTICS

Str 23, **Dex** 12, **Con** 21, **Int** 1, **Wis** 12, **Cha** 2

Base Atk +2; **CMB** +9 (+13 grapple); **CMD** 20 (24 vs. trip)

Feats Skill Focus (Perception, Stealth)

Skills Perception +8, Stealth +5 (+13 in water), Swim +14; **Racial**

Modifiers +8 on Stealth in water

SQ hold breath

ECOLOGY

Environment warm rivers and marshes

Organization solitary, pair, or colony (3-12)

Treasure none

Celestial: Resist 5 Acid, Cold & Electricity

Fiendish: Resist 5 Fire & Cold

Smite Evil / Good 1/day. One target +0 to hit & +3 damage

SPECIAL ABILITIES

Death Roll (Ex) When grappling a foe of its size or smaller, a crocodile 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 crocodile inflicts its bite damage and knocks the creature prone. If successful, the crocodile maintains its grapple.

Hold Breath (Ex) A crocodile 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 crocodile may sprint, increasing its land speed to 40 feet for 1 round.



BAT, DIRE

This giant, furry bat is nearly the size of an ox, with dark leathery wings that open wider than two men with arms outstretched.

DIRE BAT CR 2   

XP 600

N Large animal

Init +2; **Senses** blindsight 40 ft.; **Perception** +12

DEFENSE

AC 14, touch 11, flat-footed 12 (+2 Dex, +3 natural, -1 size)

hp 30 (4d8+10)

Fort +7, **Ref** +6, **Will** +3 **SR** 7

OFFENSE

Speed 20 ft., fly 40 ft. (good)

Melee bite +7 (1d8+7)

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

STATISTICS

Str 21, **Dex** 15, **Con** 17, **Int** 2, **Wis** 14, **Cha** 6

Base Atk +3; **CMB** +9; **CMD** 21

Feats Alertness, Stealthy

Skills Fly +9, Perception +12, Stealth +4; **Racial Modifiers** +4

Perception when using blindsight

Celestial: Resist 5 Acid, Cold & Electricity

Fiendish: Resist 5 Fire & Cold

Smite Evil / Good 1/day. One target +0 to hit & +4 damage

Lasts until target is dead.



CAT, CHEETAH

This large, sleek feline has a golden coat spotted with black. Its long and powerful legs are obviously capable of great speed.



XP 600

N Medium animal

Init +8; **Senses** low-light vision, scent; Perception +5

DEFENSE

AC 15, touch 14, flat-footed 11 (+4 Dex, +1 natural)

hp 25 (3d8+12)

Fort +7, **Ref** +7, **Will** +2 **SR 7**

OFFENSE

Speed 50 ft.; sprint

Melee bite +8 (1d6+5 plus trip), 2 claws +8 (1d3+5)

STATISTICS

Str 21, **Dex** 19, **Con** 19, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +2; **CMB** +7; **CMD** 21 (25 vs. trip)

Feats Improved Initiative, Weapon Finesse

Skills Acrobatics +8, Perception +5, Stealth +8 (+12 in tall grass); **Racial Modifiers** +4 Stealth in tall grass

SPECIAL ABILITIES

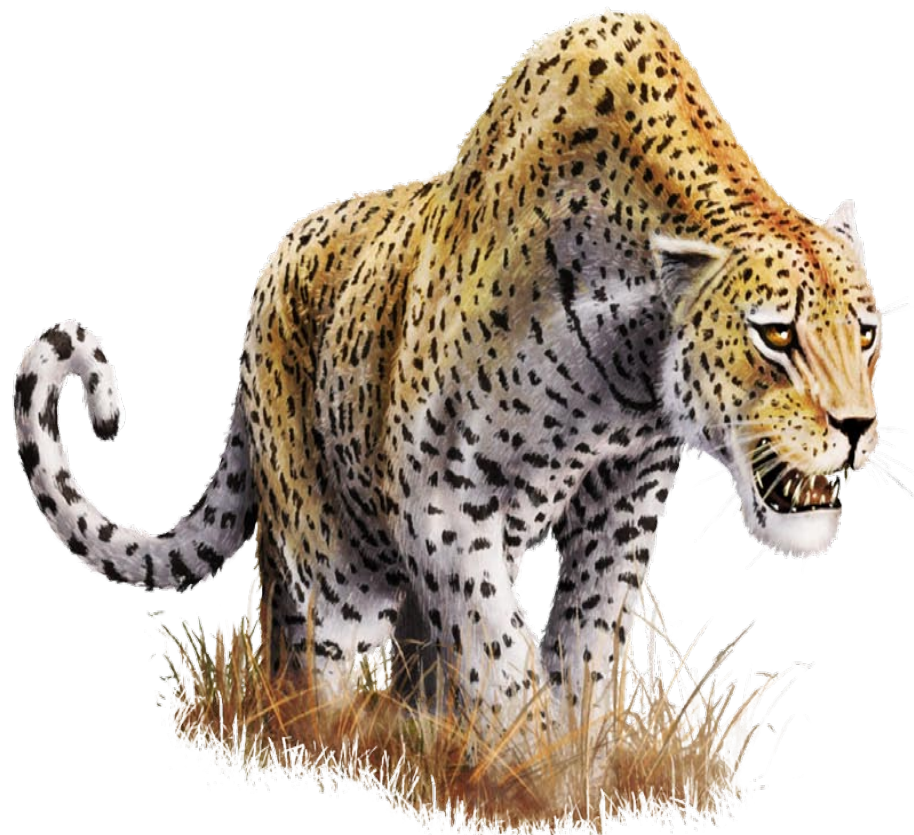
Sprint (Ex) Once per hour, a cheetah can move at 10 times its normal speed (500 feet) when it makes a charge.

Celestial: Resist 5 Acid, Cold & Electricity

Fiendish: Resist 5 Fire & Cold

Smite Evil / Good 1/day. One target +0 to hit & +3 damage

Lasts until target is dead.



ARCHON, LANTERN

Shedding a warm and calming radiance, this orb of light moves with a preternatural silence and otherworldly grace.

LANTERN ARCHON

CR 2



XP 600

LG Small outsider (archon, extraplanar, good, lawful)

Init +4; **Senses** darkvision 60 ft., low-light vision;

Perception +4

Aura aura of menace (DC 12)

DEFENSE

AC 15, touch 11, flat-footed 15 (+4 natural, +1 size; +2 deflect vs. evil)

hp 17 (2d10+6)

Fort +6, **Ref** +3, **Will** +0; +4 vs. poison, +2 resistance vs. evil

DR 10/evil; **Immune** electricity, petrification

OFFENSE

Speed fly 60 ft. (perfect)

Ranged 2 light rays +3 ranged touch (1d6)

Spell-Like Abilities (CL 3rd):

At Will—*aid*, *continual flame*, *detect evil*, *greater teleport*
(self plus 50 lbs. of objects only)

STATISTICS

Str 5, **Dex** 11, **Con** 16, **Int** 6, **Wis** 11, **Cha** 10

Base Atk +2; **CMB** -2; **CMD** 8

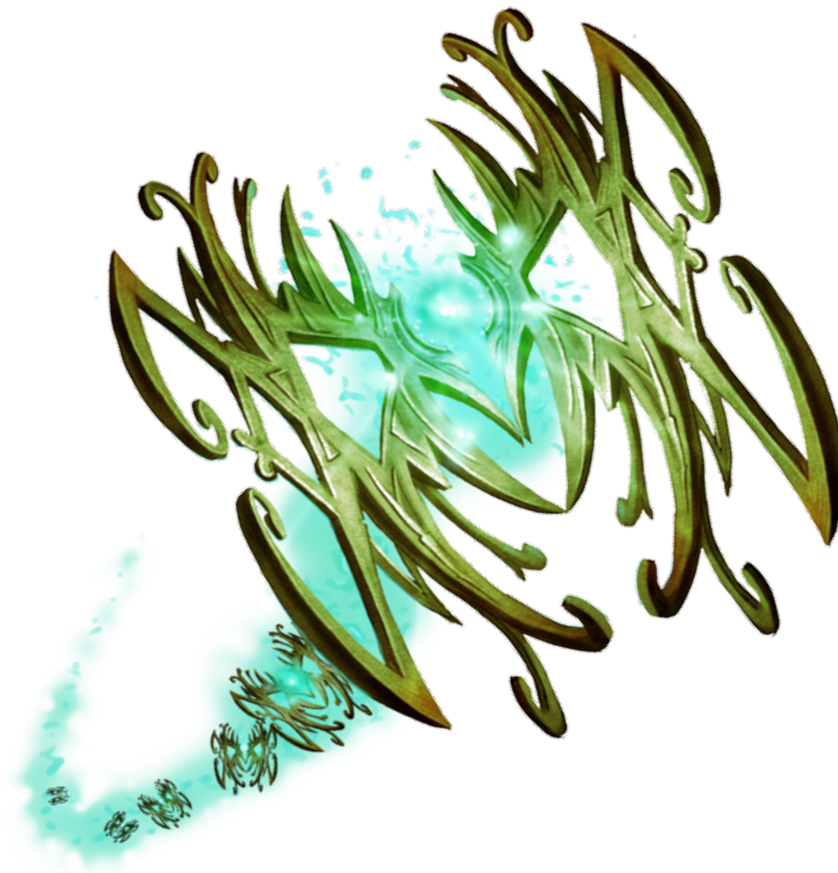
Feats Improved Initiative

Skills Diplomacy +5, Fly +14, Knowledge

(planes) +3, Perception +4, Sense Motive +5

Languages Celestial, Draconic, Infernal; truespeech

Light Ray (Ex) A lantern archon can fire beams of light to damage foes. These light rays have a maximum range of 30 feet. This attack overcomes damage reduction of any type.



Aura of Menace (Su) A righteous aura surrounds archons that fight or get angry. Any hostile creature within a 20-foot radius of an archon must succeed on a Will save to resist its effects. The save DC varies with the type of archon, is Charisma-based, and includes a +2 racial bonus. Those who fail take a -2 penalty on attacks, AC, and saves for 24 hours or until they successfully hit the archon that generated the aura. A creature that has resisted or broken the effect cannot be affected again by the same archon's aura for 24 hours.

SHARK

This blue shark's fins slice through the water, its black eyes rolling and its gaping jaws showing countless teeth.

SHARK

CR 2



XP 600

N Large animal (aquatic)

Init +5; Senses blindsense 30 ft., keen scent; Perception +8

DEFENSE

AC 14, touch 10, flat-footed 13 (+1 Dex, +4 natural, -1 size)

hp 30 (4d8+12)

Fort +9, Ref +5, Will +2 **SR 7**

OFFENSE

Speed swim 60 ft.

Melee bite +7 (1d8+6)

Space 10 ft.; Reach 5 ft.

STATISTICS

Str 23, Dex 12, Con 19, Int 1, Wis 12, Cha 2

Base Atk +3; CMB +9; CMD 20

Feats Great Fortitude, Improved Initiative

Skills Perception +8, Swim +11

Celestial: Resist 5 Acid, Cold & Electricity

Fiendish: Resist 5 Cold & Fire

Smite Evil / Good 1/day. One target +0 to hit & +4 damage

SPECIAL ABILITIES

Keen Scent (Ex) A shark can notice creatures by scent in a 180-foot radius underwater and can detect blood in the water at ranges of up to a mile.



CAT, LEOPARD

With each graceful step, this leopard's steely muscles ripple beneath its spotted fur.

LEOPARD

CR 2



XP 600

N Medium animal

Init +4; Senses low-light vision, scent; Perception +5

DEFENSE

AC 15, touch 14, flat-footed 11 (+4 Dex, +1 natural)

hp 25 (3d8+12)

Fort +7, Ref +7, Will +2 **SR 7**

OFFENSE

Speed 30 ft., climb 20 ft.

Melee bite +8 (1d6+5 plus grab), 2 claws +8 (1d3+5)

Special Attacks pounce, rake (2 claws +8, 1d3+5)

STATISTICS

Str 20, Dex 19, Con 19, Int 2, Wis 13, Cha 6

Base Atk +2; CMB +7 (+11 grapple); CMD 21 (25 vs. trip)

Feats Skill Focus (Stealth), Weapon Finesse

Skills Acrobatics +8, Climb +13, Perception +5, Stealth +11 (+15 in undergrowth); Racial Modifiers +4 on Stealth in undergrowth

Celestial: Resist 5 Acid, Cold & Electricity

Fiendish: Resist 5 Cold & Fire

Smite Evil / Good 1/day. One target +0 to hit & +3 damage
Lasts until target is dead.



APE, GORILLA

Large, deep-set eyes peer from beneath this great ape's thick brow as it lumbers forward on its legs and knuckles.

GORILLA

CR 2



XP 600

N Large animal

Init +2; **Senses** low-light vision, scent; Perception +8

DEFENSE

AC 14, touch 11, flat-footed 12; (+2 Dex, +3 natural, -1 size)

hp 25 (3d8+12)

Fort +9, **Ref** +5, **Will** +2 **SR 7**

OFFENSE

Speed 30 ft., climb 30 ft.

Melee 2 slams +5 (1d6+4)

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

STATISTICS

Str 19, **Dex** 15, **Con** 18, **Int** 2, **Wis** 12, **Cha** 7

Base Atk +2; **CMB** +8; **CMD** 20

Feats Great Fortitude, Skill Focus (Perception)

Skills Acrobatics +6, Climb +16,

Celestial: Resist 5 Acid, Cold & Electricity

Fiendish: Resist 5 Cold & Fire

Smite Evil / Good 1/day. One target +0 to hit & +3 damage

Lasts until target is dead.



SNAKE, CONSTRICTOR

This large snake has a thick, muscular body and dull green scales decorated with dirty brown stripes.

CONSTRICTOR SNAKE CR 2 

XP 600

N Medium animal

Init +3; **Senses** scent; Perception +12

DEFENSE

AC 15, touch 13, flat-footed 12 (+3 Dex, +2 natural)

hp 25 (3d8+12)

Fort +6, **Ref** +6, **Will** +2 **SR** 7

OFFENSE

Speed 20 ft., climb 20 ft., swim 20 ft.

Melee bite +7 (1d4+7 plus grab)

Special Attacks constrict (1d4+7)

STATISTICS

Str 21, **Dex** 17, **Con** 16, **Int** 1, **Wis** 12, **Cha** 2

Base Atk +2; **CMB** +7 (+9 grapple); **CMD** 20 (can't be tripped)

Feats Skill Focus (Perception), Toughness

Skills Acrobatics +15, Climb +11, Perception +12, Stealth +11, Swim +13; **Racial Modifiers** +4 Perception, +4 Stealth,

Celestial: Resist 5 Acid, Cold & Electricity

Fiendish: Resist 5 Cold & Fire

Smite Evil / Good 1/day. One target +0 to hit & +3 damage
Lasts until target is dead.



DEMON, DRETCH

This creature's bloated frame shudders with each heaving step, yet despite its shape, the thing moves with surprising quickness.

DRETCH

CR 2



XP 600

CE Small outsider (chaotic, demon, evil, extraplanar)

Init +0; **Senses** darkvision 60 ft.; Perception +5

DEFENSE

AC 14, touch 11, flat-footed 14 (+3 natural, +1 size)

hp 22 (2d10+11)

Fort +7, **Ref** +0, **Will** +3

DR 5/cold iron or good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10

OFFENSE

Speed 20 ft.

Melee 2 claws +6 (1d4+3), bite +6 (1d4+3)

Spell-Like Abilities (CL 2nd)

1/day—*cause fear* (DC 11), *stinking cloud* (DC 13), *summon* (level 1, 1 dretch 35%)

STATISTICS

Str 16, **Dex** 10, **Con** 18, **Int** 5, **Wis** 11, **Cha** 11

Base Atk +2; **CMB** +4; **CMD** 14

Feats Toughness

Skills Escape Artist +5, Perception +5, Stealth +9

Languages Abyssal (cannot speak); telepathy 100 ft. (limited to Abyssal-speaking targets)



EEL, ELECTRIC

This six-foot-long, snake-like fish moves slowly. A strange popping and snapping sound occasionally emits from the creature's body.

ELECTRIC EEL

CR 2



XP 600

N Small animal

Init +6; **Senses** low-light vision; Perception +4

DEFENSE

AC 15, touch 13, flat-footed 13 (+2 Dex, +2 natural, +1 size)

hp 21 (2d8+12)

Fort +9, **Ref** +5, **Will** +0 **SR** 7

Resist electricity 10

OFFENSE

Speed 5 ft., swim 30 ft.

Melee bite +5 (1d6+3) and tail +0 touch (1d6 +1 electricity)

STATISTICS

Str 17, **Dex** 14, **Con** 23, **Int** 1, **Wis** 10,
Cha 6

Base Atk +1; **CMB** +3; **CMD** 15 (can't be tripped)

Feats Improved Initiative

Skills Escape Artist +10, Perception +4, Stealth +10, Swim +11; **Racial Modifiers** +8 Escape Artist

Celestial: Resist 5 Acid, Cold & Electricity

Fiendish: Resist 5 Cold & Fire

Smite Evil / Good 1/day. One target +0 to hit & +2 damage
Lasts until target is dead.



SPECIAL ABILITIES

Electricity (Ex) An electric eel can produce a powerful jolt of electricity from its tail, delivering the jolt with a successful touch attack. On a critical hit, the creature struck must make a DC 17 Fortitude save or be stunned for 1d4 rounds. The save DC is Constitution-based.

LIZARD, MONITOR

This immense lizard moves with a slow but relentless gait. Its feet end in large talons, and ropes of drool hang from its toothy maw.

MONITOR LIZARD

CR 2



XP 600

N Medium animal

Init +2; **Senses** low-light vision, scent; Perception +8

DEFENSE

AC 15, touch 12, flat-footed 13 (+2 Dex, +3 natural)

hp 28 (3d8+15)

Fort +10, **Ref** +5, **Will** +2 **SR** 7

OFFENSE

Speed 30 ft., swim 30 ft.

Melee bite +7 (1d8+7 plus grab and poison)

STATISTICS

Str 21, **Dex** 15, **Con** 21, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +2; **CMB** +7 (+11 grapple); **CMD** 19 (23 vs. trip)

Feats Great Fortitude, Skill Focus (Perception)

Skills Climb +9, Perception +8, Stealth +10 (+14 in undergrowth),
Swim +13; **Racial Modifiers** +4 Stealth (+8 in undergrowth)

SPECIAL ABILITIES

Poison (Su) Bite—injury; *save* Fort DC 16; *onset* 1 minute;
frequency 1/hour for 6 hours; *effect* 1d2 Dexterity damage;
cure 1 save. The save DC is Constitution-based.

Celestial: Resist 5 Acid, Cold & Electricity

Fiendish: Resist 5 Cold & Fire

Smite Evil / Good 1/day. One target +0 to hit & +3 damage
Lasts until target is dead.



Summon Monster IV Augmented

APE, DIRE

Sharp teeth fill this large, feral ape's mouth, and its long, muscular arms stretch to the ground, ending in wickedly curved claws.

DIRE APE (GIGANTOPITHECUS) CR 3



XP 800

N Large animal

Init +2; **Senses** low-light vision, scent; Perception +8

DEFENSE

AC 15, touch 11, flat-footed 13; (+2 Dex, +4 natural, -1 size)

hp 38 (4d8+20)

Fort +9, **Ref** +6, **Will** +4 **SR 8**

OFFENSE

Speed 30 ft., climb 30 ft.

Melee bite +8 (1d6+6), 2 claws +8 (1d4+6)

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

Special Attacks rend (2 claws, 1d4+9)

STATISTICS

Str 23, **Dex** 15, **Con** 20, **Int** 2, **Wis** 12, **Cha** 7

Base Atk +3; **CMB** +10; **CMD** 22

Feats Iron Will, Skill Focus (Perception)

Skills Acrobatics +6, Climb +18, Perception +8, Stealth +2

Celestial: Resist 10 Acid, Cold & Electricity

Fiendish: Resist 10 Fire & Cold

Smite Evil Good 1/day +0 to hit & +4 damage



BOAR, DIRE

The back of this horse-sized boar rises in a steep slope. Its tiny red eyes are crusted with filth and its bristly flank crawls with flies.

DIRE BOAR (DAEODON) CR 4 

XP 1,200

N Large animal

Init +4; **Senses** low-light vision, scent; Perception +12

DEFENSE

AC 15, touch 9, flat-footed 15 (+6 natural, -1 size)

hp 52 (5d8+30) **DR** 5/ **Evil** **Good**

Fort +9, **Ref** +4, **Will** +2 **SR** 10

Defensive Abilities ferocity

OFFENSE

Speed 40 ft.

Melee gore +10 melee (2d6+12)

STATISTICS

Str 27, **Dex** 10, **Con** 21, **Int** 2, **Wis** 13, **Cha** 8

Base Atk +3; **CMB** +12; **CMD** 22

Feats Improved Initiative, Skill Focus (Perception), Toughness

Skills Perception +12

ECOLOGY

Environment temperate or tropical forests

Organization solitary, pair, or herd (3–8)

Treasure none

Celestial: Resist 10 Acid, Cold & Electricity

Fiendish: Resist 10 Fire & Cold

Smite Evil Good 1/day +0 to hit & +5 damage



WOLF, DIRE

This immense black wolf is the size of a horse, its fangs as large and sharp as knives.

DIRE WOLF

CR 3



XP 800

N Large animal

Init +2; **Senses** low-light vision, scent; Perception +10

DEFENSE

AC 14, touch 11, flat-footed 12 (+2 Dex, +3 natural, -1 size)

hp 47 (5d8+25) **DR** 5/ **Evil** **Good**

Fort +9, **Ref** +6, **Will** +2 **SR** 9

OFFENSE

Speed 50 ft.

Melee bite +9 (1d8+9 plus trip)

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

STATISTICS

Str 23, **Dex** 15, **Con** 21, **Int** 2, **Wis** 12, **Cha** 10

Base Atk +3; **CMB** +10; **CMD** 22 (26 vs. trip)

Feats Run, Skill Focus (Perception), Weapon Focus (bite)

Skills Perception +10, Stealth +3, Survival +1 (+5 scent tracking);

Racial Modifiers +4 Survival when tracking by scent

Celestial: Resist 10 Acid, Cold & Electricity

Fiendish: Resist 10 Fire & Cold

Smite **Evil** **Good** 1/day +0 to hit & +5 damage



BEAR, GRIZZLY

Broad, powerful muscles move beneath this massive bear's brown fur, promising both speed and lethal force.

GRIZZLY BEAR

CR 4



XP 1,200

N Large animal

Init +1; **Senses** low-light vision, scent ; Perception +6

DEFENSE

AC 16, touch 10, flat-footed 15 (+1 Dex, +6 natural, -1 size)

hp 52 (5d8+30) **DR** 5/ **Evil Good**

Fort +10, **Ref** +5, **Will** +2 **SR** 10

OFFENSE

Speed 40 ft.

Melee 2 claws +9 (1d6+7 plus grab), bite +9 (1d6+7)

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

STATISTICS

Str 25, **Dex** 13, **Con** 23, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +3; **CMB** +11 (+15 grapple); **CMD** 22 (26 vs. trip)

Feats Endurance, Run, Skill Focus (Survival)

Skills Perception +6, Survival +5, Swim +16;

Racial Modifiers +4 Swim

Celestial: Resist 10 Acid, Cold & Electricity

Fiendish: Resist 10 Fire & Cold

Smite Evil Good 1/day +0 to hit & +5 damage



ARCHON, HOUND

This canine-headed humanoid's well-groomed appearance and polished greatsword show it to be more than a common beast.

HOUND ARCHON CR 4 

XP 1,200

LG Medium outsider (archon, extraplanar, good, lawful)

Init +4; **Senses** darkvision 60 ft., *detect evil*, low-light vision, scent; Perception +10

Aura aura of menace (DC 16), *magic circle against evil*

DEFENSE

AC 19, touch 10, flat-footed 19 (+9 natural; +2 deflection vs. evil)

hp 51 (6d10+18)

Fort +8, **Ref** +5, **Will** +5; +4 vs. poison, +2 resistance vs. evil

DR 10/evil; **Immune** electricity, petrification; **SR** 15

OFFENSE

Speed 40 ft.

Melee bite +10 (1d8+5), slam +10 (1d4+2) or mwk greatsword +11/+6 (2d6+4), bite +5 (1d8+4)

Spell-Like Abilities (CL 6th)

Constant—*detect evil*, *magic circle against evil*

At Will—*aid*, *continual flame*, *greater teleport* (self plus 50 lbs. of objects only), *message*

STATISTICS

Str 19, **Dex** 10, **Con** 17, **Int** 10, **Wis** 13, **Cha** 12

Base Atk +6; **CMB** +10; **CMD** 20

Feats Improved Initiative, Iron Will, Power Attack

Skills Acrobatics +9, Intimidate +10, Perception

+10, Sense Motive +10, Stealth +13, Survival +14;

Racial Modifiers +4 Stealth, +4 Survival

Languages Celestial, Draconic, Infernal; truespeech

SQ *change shape* (beast shape II)

SPECIAL ABILITIES

Change Shape (Su) A hound archon can assume any canine form of Small to Large size, as if using *beast shape II*. While in canine form, the hound archon loses its bite, slam, and greatsword attacks, but gains the bite attack of the form it chooses. For the purposes of this ability, canines include any dog-like or wolf-like creature of the animal type.



Aura of Menace (Su) A righteous aura surrounds archons that fight or get angry. Any hostile creature within a 20-foot radius of an archon must succeed on a Will save to resist its effects. The save DC varies with the type of archon, is Charisma-based, and includes a +2 racial bonus. Those who fail take a -2 penalty on attacks, AC, and saves for 24 hours or until they successfully hit the archon that generated the aura. A creature that has resisted or broken the effect cannot be affected again by the same archon's aura for 24 hours.

ELEMENTAL, AIR

MEDIUM AIR ELEMENTAL

CR 3

XP 800

N Medium outsider (air, elemental, extraplanar)

Init +9; Senses darkvision 60 ft.; Perception +7

DEFENSE

AC 19, touch 16, flat-footed 13 (+5 Dex, +1 dodge, +3 natural)

hp 38 (4d10+16)

Fort +8, Ref +9, Will +1

Defensive Abilities air mastery; Immune elemental traits

OFFENSE

Speed fly 100 ft. (perfect)

Melee slam +9 (1d6+6)

Special Attacks whirlwind (DC 16)

STATISTICS

Str 18, Dex 21, Con 18, Int 4, Wis 11, Cha 11

Base Atk +4; CMB +8; CMD 24

Feats Dodge, Flyby Attack, Improved Initiative^B, Weapon Finesse^B

Skills Acrobatics +11, Escape Artist +9, Fly +17, Knowledge (planes) +1, Perception +7, Stealth +10



ELEMENTAL, EARTH

MEDIUM EARTH ELEMENTAL

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 42 (4d10+20)

Fort +9, Ref +0, Will +4

Immune elemental traits

OFFENSE

Speed 20 ft., burrow 20 ft., earth glide

Melee slam +11 (1d8+10)

Special Attacks earth mastery

STATISTICS

Str 24, Dex 8, Con 21, Int 4, Wis 11, Cha 11

Base Atk +4; CMB +11; CMD 20

Feats Cleave, Improved Bull Rush^B, Power Attack

Skills Appraise +1, Climb +12, Knowledge (dungeoneering) +2, Knowledge (planes) +2, Perception +7, Stealth +3



ELEMENTAL, FIRE

MEDIUM FIRE ELEMENTAL

CR 3

XP 800

N Medium outsider (elemental, extraplanar, fire)

Init +7; Senses darkvision 60 ft.; Perception +7

DEFENSE

AC 17, touch 14, flat-footed 13 (+3 Dex, +1 dodge, +3 natural)

hp 38 (4d10+16)

Fort +8, Ref +7, Will +1

Immune elemental traits, fire

Weaknesses vulnerability to cold

OFFENSE

Speed 50 ft.

Melee slam +7 (1d6+4 plus burn)

Special Attacks burn (1d6, DC 16)

STATISTICS

Str 16, Dex 17, Con 18, Int 4, Wis 11, Cha 11

Base Atk +4; CMB +7; CMD 20

Feats Dodge, Improved Initiative^B, Mobility, Weapon Finesse^B

Skills Acrobatics +8, Climb +7, Escape Artist +8, Intimidate +5, Knowledge (planes) +1, Perception +7



ELEMENTAL, WATER

MEDIUM WATER ELEMENTAL

CR 3

XP 800

N Medium outsider (elemental, extraplanar, water)

Init +1; Senses darkvision 60 ft.; Perception +5

DEFENSE

AC 17, touch 11, flat-footed 17 (+1 Dex, +6 natural)

hp 38 (4d10+16)

Fort +8, Ref +5, Will +1

Immune elemental traits

OFFENSE

Speed 20 ft., swim 90 ft.

Melee slam +9 (1d8+7)

Special Attacks drench, vortex (DC 17), water mastery

STATISTICS

Str 20, Dex 12, Con 19, Int 4, Wis 11, Cha 11

Base Atk +4; CMB +9; CMD 20

Feats Cleave, Power Attack

Skills Acrobatics +6, Escape Artist +6, Knowledge (planes) +2, Perception +5, Stealth +6, Swim +18



RHINOCEROS

This rhinoceros has a low-slung head with twisted ears that lie back along its neck.

RHINOCEROS

CR 4



XP 1,200

N Large animal

Init +0; **Senses** scent; Perception +12

DEFENSE

AC 16, touch 9, flat-footed 16 (+7 natural, -1 size)

hp 52 (5d8+30) **DR** 5/ **Evil** **Good**

Fort +12, **Ref** +4, **Will** +2 **SR** 10

OFFENSE

Speed 40 ft.

Melee gore +10 (2d6+12)

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

Special Attacks powerful charge (gore, 4d6+16)

STATISTICS

Str 26, **Dex** 10, **Con** 23, **Int** 2, **Wis** 13, **Cha** 5

Base Atk +3; **CMB** +12; **CMD** 22

(26 vs. trip)

Feats Endurance, Great Fortitude,
Skill Focus (Perception)

Skills Perception +12

Celestial: Resist 10 Acid, Cold & Electricity

Fiendish: Resist 10 Fire & Cold

Smite **Evil** **Good** 1/day +0 to hit & +5 damage



LION

This great cat's muscles flex visibly under its skin as it bares its fangs and shakes its thick mane of hair.

LION

CR 3



XP 800

N Large Animal

Init +7; Senses low-light vision, scent; Perception +9

DEFENSE

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

hp 42 (5d8+20) DR 5/ Evil Good

Fort +8, Ref +7, Will +2 SR 9

OFFENSE

Speed 40 ft.

Melee bite +9 (1d8+7 plus grab), 2 claws +9 (1d4+7)

Space 10 ft.; Reach 5 ft.

Special Attacks pounce, rake (2 claws +9, 1d4+7)

STATISTICS

Str 25, Dex 17, Con 19, Int 2, Wis 12, Cha 6

Base Atk +3; CMB +11 (+15 grapple); CMD 24 (28 vs. trip)

Feats Improved Initiative, Run, Skill Focus (Perception)

Skills Acrobatics +11, Perception +9, Stealth +8 (+16 in undergrowth); Racial Modifiers +4 Acrobatics, +4 Stealth (+8 in undergrowth)

Celestial: Resist 10 Acid, Cold & Electricity

Fiendish: Resist 10 Fire & Cold

Smite Evil Good 1/day +0 to hit & +5 damage



MEPHIT



This small humanoid creature has thin, leathery wings, small horns, and a mischievous smile.

MEPHIT

CR 3



XP 800

N Small outsider (varies)

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

DEFENSE

AC 16, touch 13, flat-footed 14 (+2 Dex, +3 natural, +1 size)

hp 25 (3d10+9); **fast healing** 2

Fort +4, **Ref** +5, **Will** +3

DR 5/magic

OFFENSE

Speed 30 ft., fly 40 ft. (average)

Melee 2 claws +7 (1d3+3)

Special Attacks breath weapon (15-foot cone, effect based on type, Reflex DC 15 for half)

Spell-Like Abilities (CL 6th)

1/day—summon (level 2, 1 mephit of the same type 25%), additional abilities based on mephit type

STATISTICS

Str 17, **Dex** 15, **Con** 16, **Int** 6, **Wis** 11, **Cha** 14

Base Atk +3; **CMB** +5; **CMD** 17

Feats Dodge, Improved Initiative

Skills Bluff +8, Fly +10, Perception +6, Stealth +12

Languages Common, one appropriate elemental language (Aquan, Auran, Ignan, or Terran)

SPECIAL ABILITIES

Breath Weapon (Su) Each type of mephit can unleash a particular breath weapon every 4 rounds as a standard action. The DC is Constitution-based and includes a +1 racial bonus.

Air Mephit (Air)

Air mephits are commonly found on the Plane of Air. These mephits are whimsical and prone to distraction.

- **Fast Healing:** Works only in gusty and windy areas.
- **Speed:** Fly 60 ft. (perfect)
- **Breath Weapon:** A cone of sand and grit that deals 1d8 slashing damage.
- **Spell-Like Abilities:** *blur* 1/hour, *gust of wind* 1/day.

Dust Mephit (Air)

Dust mephits are commonly found on the Plane of Air. These mephits are irritating and persistent.

- **Fast Healing:** Works only in dusty environments.
- **Speed:** Fly 50 ft. (perfect)
- **Breath Weapon:** A cone of dust that deals 1d4 slashing damage. The dust also causes living creatures to be sickened for 3 rounds. A Reflex save halves the damage and negates the sickened effect.
- **Spell-Like Abilities:** *blur* 1/hour, *wind wall* 1/day

Earth Mephit (Earth)

Earth mephits are commonly found on the Plane of Earth. These mephits are plodding and humorless.

- **Fast Healing:** Works only while underground.
- **Breath Weapon:** A cone of rocks that deals 1d8 bludgeoning damage.
- **Change Size:** Once per day, an earth mephit can enlarge one size category, as *enlarge person*, except that it only works on the earth mephit. This power acts as a 2nd-level spell.
- **Spell-Like Abilities:** *soften earth and stone* 1/day

Magma Mephit (Fire)

Magma mephits are commonly found on the Plane of Fire. These mephits are dim-witted brutes.

- **Fast Healing:** Works only in contact with magma or lava.
- **Immune:** Fire
- **Weaknesses:** Vulnerability to cold
- **Breath Weapon:** A cone of fire that deals 1d8 fire damage.
- **Magma Form (Su):** Once per hour, a magma mephit can assume the form of a pool of lava, 3 feet in diameter and 6 inches deep. While in this form, its DR increases to 20/magic and it cannot attack. It can move at a speed of 10 feet per round and can pass through small openings and cracks. Anything touching this pool takes 1d6 fire damage. A magma mephit may remain in this form for up to 10 minutes.
- **Spell-Like Abilities:** *pyrotechnics* 1/day

Ooze Mephit (Water)

Ooze mephits are commonly found on the Plane of Water. These mephits are disgusting and slow to act.

- **Fast Healing:** Works only in wet or muddy environments.
- **Speed:** Swim 30 ft.
- **Breath Weapon:** A cone of slime that deals 1d4 acid damage. The slime also causes living creatures to be sickened for 3 rounds. A Reflex save halves the damage and negates the sickened effect.
- **Spell-Like Abilities:** *acid arrow* 1/hour, *stinking cloud* 1/day (DC 15)

Salt Mephit (Earth)

Salt mephits are commonly found on the Plane of Earth. These mephits are cruel and aloof.

- **Fast Healing:** Works only in arid environments.
- **Breath Weapon:** A cone of salt crystals that deals 1d4 slashing damage. The salt also causes living creatures to be sickened for 3 rounds. A Reflex save halves the damage and negates the sickened effect.
- **Dehydrate (Su):** Once per day a salt mephit can draw the moisture from an area in a 20-foot radius centered on itself. Living creatures within range take 2d8 points of damage (Fortitude DC 14 half; caster level 6th). This effect is especially devastating to plant and aquatic creatures, which take a –2 penalty on their saving throws. This ability is the equivalent of a 2nd-level spell.
- **Spell-Like Abilities:** *glitterdust* 1/hour.

Steam Mephit (Fire)

Steam mephits are commonly found on the Plane of Fire. These mephits are overconfident and brash.

- **Fast Healing:** Works only in boiling water or steam.
- **Immune:** Fire
- **Weaknesses:** Vulnerability to cold
- **Breath weapon:** A cone of steam that deals 1d4 fire damage. The scalding water also causes living creatures to be sickened for 3 rounds. A Reflex save halves the damage and negates the sickened effect.
- **Boiling Rain (Su):** Once per day a steam mephit can create a rainstorm of boiling water in a 20-foot-square area. Living creatures within the area take 2d6 points of fire damage (Fortitude DC 14 half; caster level 6th). This ability is the equivalent of a 2nd-level spell.
- **Spell-Like Abilities:** *blur* 1/hour

DINOSAUR, PTERANODON

This flying reptile has two huge wings and a distinctive backward-sweeping crest decorating its head.

PTERANODON CR 3   

XP 800

N Large animal

Init +8; **Senses** low-light vision, scent; Perception +11

DEFENSE

AC 16, touch 14, flat-footed 11 (+4 Dex, +1 dodge, +2 natural, -1 size)

hp 42 (5d8+20) **DR** 5/ **Evil Good**

Fort +8, **Ref** +8, **Will** +3 **SR** 9

OFFENSE

Speed 10 ft., fly 50 ft. (clumsy)

Melee bite +7 (2d6+7)

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

STATISTICS

Str 20, **Dex** 19, **Con** 19, **Int** 2, **Wis** 15, **Cha** 12

Base Atk +3; **CMB** +9; **CMD** 23

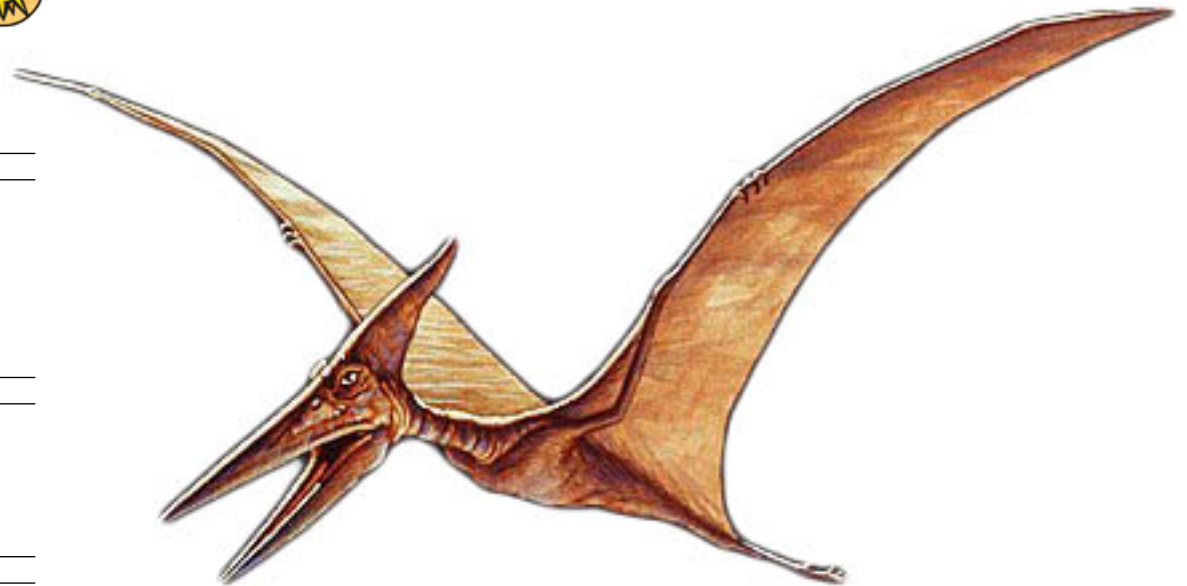
Feats Dodge, Improved Initiative, Skill Focus (Perception)

Skills Fly -1, Perception +11

Celestial: Resist 10 Acid, Cold & Electricity

Fiendish: Resist 10 Fire & Cold

Smite Evil Good 1/day +0 to hit & +5 damage



HELL HOUND

This creature resembles a thin, lanky wolf with reddish-brown fur, white claws, and burning, fiery red eyes.

HELL HOUND

CR 3



XP 800

LE Medium outsider (evil, extraplanar, fire, lawful)

Init +5; **Senses** darkvision 60 ft., scent; Perception +7

DEFENSE

AC 16, touch 11, flat-footed 15 (+1 Dex, +5 natural)

hp 38 (4d10+16)

Fort +8, **Ref** +5, **Will** +1 **SR** 8

Immune fire

Weaknesses vulnerability to cold

OFFENSE

Speed 40 ft.

Melee bite +7 (1d8+3 plus 1d6 fre)

Special Attacks breath weapon (10-ft. cone, once every 2d4 rounds, 2d6 fre damage, Reflex DC 16 for half)

STATISTICS

Str 17, **Dex** 13, **Con** 19, **Int** 6, **Wis** 10, **Cha** 6

Base Atk +4; **CMB** +7; **CMD** 18 (22 vs. trip)

Feats Improved Initiative, Run

Skills Acrobatics +8, Perception +7, Stealth +13, Survival +7;

Racial Modifiers +5 Stealth

Languages Infernal (cannot speak)

Celestial: Resist 5 Acid, Cold & Electricity

Fiendish: Resist 5 Fire & Cold

Smite Evil Good 1/day +0 to hit & +4 damage



SCORPION, GIANT

The sixteen-foot-long scorpion scabbles forward, ferocious claws raised in challenge, stingered tail arched over its back.

GIANT SCORPION

CR 3



XP 800

N Large vermin

Init +0; Senses darkvision 60 ft., tremorsense 60 ft.;

Perception +4

DEFENSE

AC 16, touch 9, flat-footed 16 (+7 armor, -1 size)

hp 47 (5d8+25) DR 5/ Evil Good

Fort +9, Ref +1, Will +1 SR 9

Immune mind-affecting effects

OFFENSE

Speed 50 ft.

Melee 2 claws +8 (1d6+6 plus grab), sting +8 (1d6+6 plus poison)

Space 10 ft.; Reach 10 ft.

Special Attacks constrict (1d6+6)

STATISTICS

Str 23, Dex 10, Con 20, Int —, Wis 10, Cha 2

Base Atk +3; CMB +10 (+14 grapple); CMD 20 (32 vs. trip)

Skills Climb +10, Perception +4, Stealth +0; Racial Modifiers +4

Climb, +4 Perception, +4 Stealth

SPECIAL ABILITIES

Poison (Ex) Sting—injury; save Fort DC 19; frequency 1/round for 6 rounds; effect 1d2 Strength damage; cure 1 save. The save DC is Constitution-based and includes a +2 racial bonus.

Celestial: Resist 10 Acid, Cold & Electricity

Fiendish: Resist 10 Fire & Cold

Smite Evil Good 1/day +0 to hit & +5 damage



WASP, GIANT

This horse-sized wasp is covered in yellow and black vertical stripes—its stinger is the size of a sword and drips with venom.

GIANT WASP

CR 3



XP 800

N Large vermin

Init +1; Senses darkvision 60 ft.; Perception +9

DEFENSE

AC 14, touch 10, flat-footed 13; (+1 Dex, +4 natural, -1 size)

hp 42 (4d8+24)

Fort +10, Ref +2, Will +2

Immune mind-affecting effects **SR 8**

OFFENSE

Speed 20 ft., fly 60 ft.
(good)

Melee sting +8 (1d8+9)
plus poison)

Space 10 ft.; Reach 5 ft.

STATISTICS

Str 22, Dex 12, Con 22, Int —,
Wis 13, Cha 11

Base Atk +3; CMB +10; CMD 21

Skills Fly +3, Perception +9; Racial
Modifiers +8 Perception

SPECIAL ABILITIES

Poison (Ex) Sting—injury; save Fort DC 20; frequency 1/round for 6 rounds; effect 1d2 Dexterity damage; cure 1 save. The save DC is Constitution-based, and includes a +2 racial bonus.

Celestial: Resist 5 Acid, Cold & Electricity

Fiendish: Resist 5 Fire & Cold

Smite Evil Good 1/day +0 to hit & +4 damage



Summon Monster V Augmented

LION, DIRE

This immense spotted lion stands as tall as a man at the shoulder, its fur matted with the blood of its victims.

DIRE LION (SPOTTED LION) CR 5



XP 1,600

N Large Animal

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

DEFENSE

AC 15, touch 11, flat-footed 13 (+2 Dex, +4 natural, -1 size)

hp 76 (8d8+50) **DR** 5/ **Evil Good**

Fort +11, **Ref** +8, **Will** +3 **SR** 11

OFFENSE

Speed 40 ft.

Melee bite +14 (1d8+9 plus grab), 2 claws +15 (1d6+9)

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

Special Attacks pounce, rake (2 claws +15, 1d6+9)

STATISTICS

Str 29, **Dex** 15, **Con** 21, **Int** 2, **Wis** 12, **Cha** 10

Base Atk +6; **CMB** +16 (+20 grapple); **CMD** 28 (32 vs. trip)

Feats Improved Initiative, Run, Skill Focus (Perception),
Weapon Focus (claw)

Skills Acrobatics +11, Perception +11, Stealth +7 (+15 in
undergrowth); **Racial Modifiers** +4 Acrobatics, +4 Stealth
(+8 in undergrowth)

ECOLOGY

Environment warm plains or hills

Organization solitary, pair, or pride (3–8)

Treasure incidental

Celestial: Resist 10 Acid, Cold & Electricity

Fiendish: Resist 10 Fire & Cold

Smite Evil Good 1/day +0 to hit & +8 damage



DEMON, BABAU

This emaciated figure looks like a horned human skeleton smothered within a bone-tight hide of slimy leather.

BABAU

CR 6



XP 2,400

CE Medium outsider (chaotic, demon, evil, extraplanar)

Init +5; **Senses** darkvision 60 ft., *see invisibility*; Perception +19

DEFENSE

AC 19, touch 11, flat-footed 18 (+1 Dex, +8 natural)

hp 87 (7d10+49)

Fort +12, **Ref** +6, **Will** +5

Defensive Abilities protective slime; **DR** 10/cold iron or good;

Immune electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 17

OFFENSE

Speed 30 ft.

Melee 2 claws +14 (1d6+7), bite +14 (1d6+7) or longspear +14/+9 (1d8+9), bite +9 (1d6+3)

Space 5 ft.; **Reach** 5 ft. (10 ft. with longspear)

Special Attacks sneak attack +2d6

Spell-Like Abilities (CL 7th)

Constant—*see invisibility*

At will—*darkness*, *dispel magic*, *greater teleport*

(self plus 50 lbs. of objects only)

1/day—*summon* (level 3, 1 babau at 40%)

STATISTICS

Str 25, **Dex** 13, **Con** 24, **Int** 14, **Wis** 13, **Cha** 16

Base Atk +7; **CMB** +14; **CMD** 25

Feats Combat Reflexes, Improved Initiative, Iron Will, Skill Focus (Stealth)

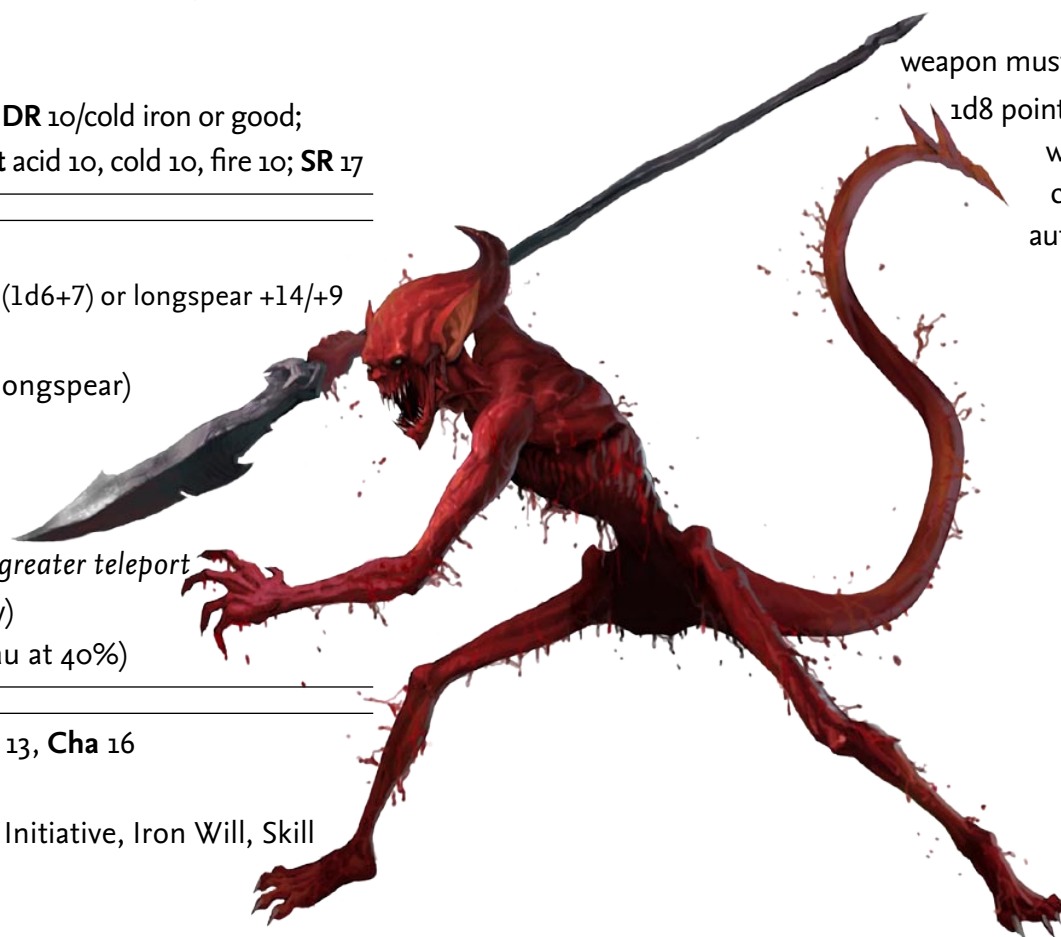
Skills Acrobatics +11, Climb +14, Disable Device +11, Escape Artist +11, Perception +19, Sense Motive +11, Sleight of Hand +11, Stealth +22; **Racial Modifiers** +8 Perception, +8 Stealth

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

SPECIAL ABILITIES

Protective Slime (Su) A layer of acidic slime coats a babau's skin. Any creature that strikes a babau with a natural attack or unarmed strike takes 1d8 points of acid damage from this slime if it fails a DC 18 Reflex save. A creature that strikes a babau with a melee

weapon must make a DC 18 Reflex save or the weapon takes 1d8 points of acid damage; if this damage penetrates the weapon's hardness, the weapon gains the broken condition. Ammunition that strikes a babau is automatically destroyed after it inflicts its damage.



AZATA, BRALANI

Silver-white hair the color of a lightning strike whips about this poised elf-like archer, his eyes swirling with vibrant colors.

BRALANI

CR 6



XP 2,400

CG Medium outsider (azata, chaotic, extraplanar, good, shapechanger)

Init +8; **Senses** darkvision 60 ft., low-light vision; Perception +15

DEFENSE

AC 20, touch 14, flat-footed 16 (+4 Dex, +6 natural)

hp 80 (7d10+42)

Fort +11, **Ref** +9, **Will** +6

DR 10/cold iron or evil; **Immune** electricity, petrification;

Resist cold 10, fire 10; **SR** 17

OFFENSE

Speed 40 ft., fly 100 ft. (perfect)

Melee +1 scimitar +15/+10 (1d6+11/18–20) or slam +14 (1d6+10)

Ranged +1 composite longbow +12/+7 (1d8+6/×3)

Special Attacks whirlwind blast

Spell-Like Abilities (CL 6th)

At Will—*blur*, *charm person* (DC 13), *gust of wind* (DC 14), *mirror image*, *wind wall*

2/day—*lightning bolt* (DC 15), *cure serious wounds*

STATISTICS

Str 24, **Dex** 18, **Con** 23, **Int** 13, **Wis** 14, **Cha** 15

Base Atk +7; **CMB** +14; **CMD** 28

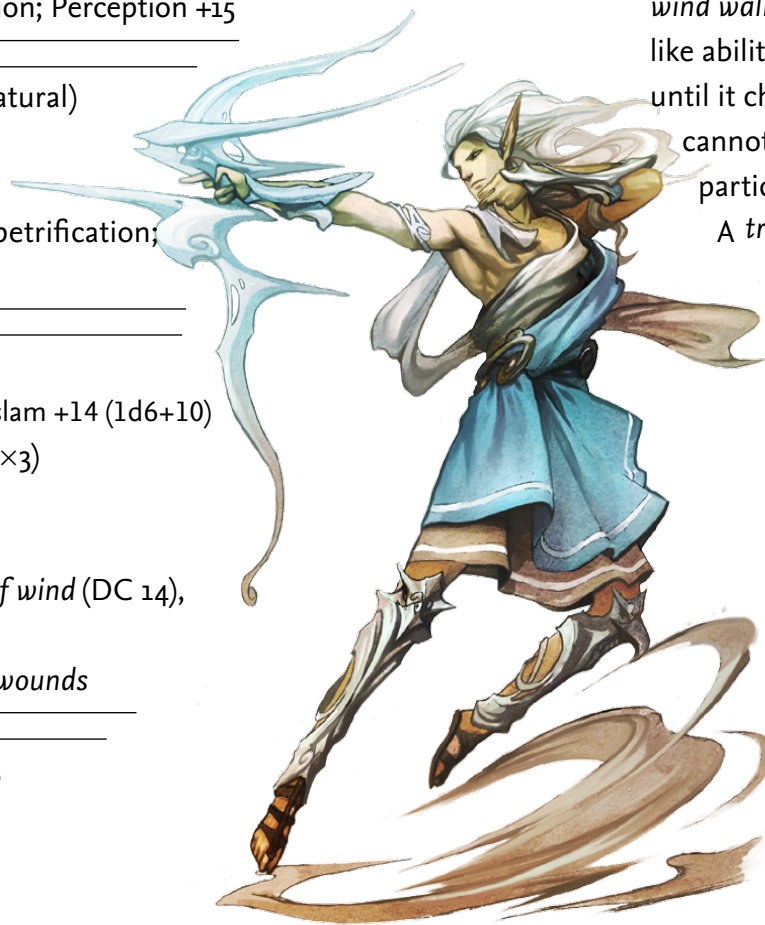
Feats Blind-Fight, Improved Initiative, Iron Will, Skill Focus (Perception)

Skills Bluff +12, Fly +20, Handle Animal +12,

Perception +15, Ride +14, Sense Motive +12, Stealth +14

Languages Celestial, Draconic, Infernal; truespeech

SQ wind form



SPECIAL ABILITIES

Whirlwind Blast (Su) When in wind form, a bralani can attack with a scouring blast of wind, dealing 3d6 points of damage in a 20-foot line (Reflex DC 19 half). The save DC is Constitution-based.

Wind Form (Su) A bralani can shift between its humanoid body and a body made of wind and mist as a standard action. In humanoid form, it cannot fly or use its whirlwind blast. In wind form, it functions as if under the effects of a *wind walk* spell. It can make slam attacks and use spell-like abilities in either form. A bralani remains in one form until it chooses to assume its other form. A change in form cannot be dispelled, nor does the bralani revert to any particular form when killed (both shapes are its true form). A *true seeing* spell reveals both forms simultaneously.

KYTON

Wickedly barbed chains adorn this lean figure, and gaps in the bindings reveal deathly pale flesh etched with jagged scars.

KYTON

CR 6



XP 2,400

LE Medium outsider (evil, extraplanar, kyton, lawful)

Init +7; Senses darkvision 60 ft.; Perception +14

DEFENSE

AC 21, touch 13, flat-footed 18 (+4 armor, +3 Dex, +4 natural)

hp 78 (8d10+32); regeneration 2 (good weapons and spells, silver weapons)

Fort +10, Ref +9, Will +3

DR 5/silver or good; Immune cold; SR 17

OFFENSE

Speed 30 ft.

Melee 4 chains +13 (2d4+4)

Space 5 ft.; Reach 5 ft. (10 ft. with chains)

Special Attacks dancing chains, unnerving gaze

STATISTICS

Str 19, Dex 17, Con 18, Int 11, Wis 12, Cha 12

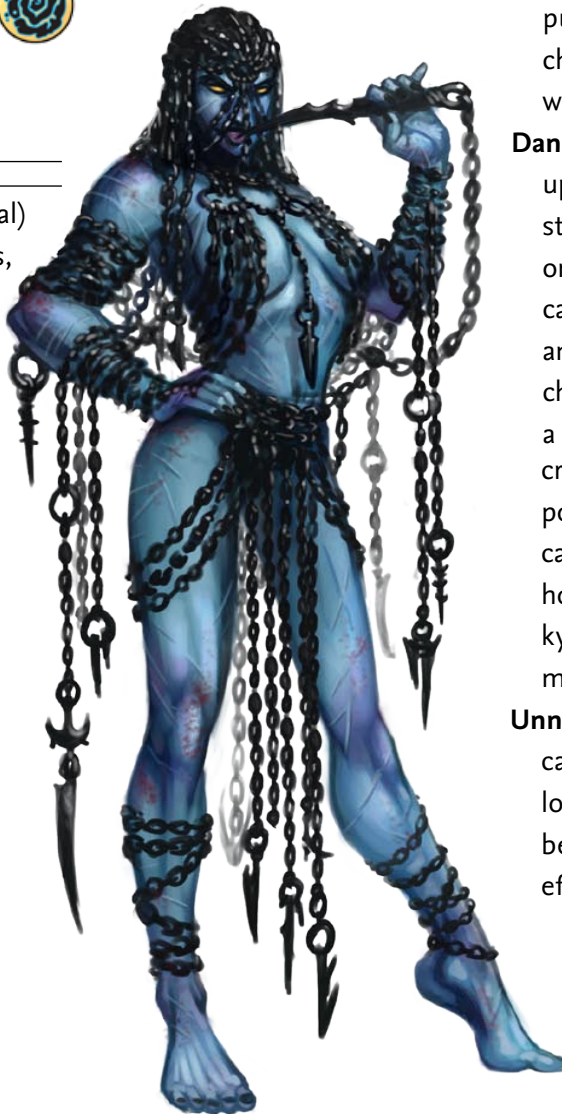
Base Atk +8; CMB +12; CMD 25

Feats Alertness, Blind-Fight, Improved Initiative, Weapon Focus (chain)

Skills Acrobatics +14, Climb +13, Craft (blacksmithing) +11, Escape Artist +14, Intimidate +12, Perception +14

Languages Common, Infernal

SQ chain armor



SPECIAL ABILITIES

Chain Armor (Ex) The chains that adorn a kyton grant it a +4 armor bonus, but are not treated as armor for the purpose of arcane spell failure, armor check penalties, maximum Dexterity, weight, or proficiency.

Dancing Chains (Su) A kyton can control up to four chains within 20 feet as a standard action, making the chains dance or move as it wishes. In addition, a kyton can increase these chains' length by up to 15 feet and cause them to sprout razor-edged barbs. These chains attack as effectively as the kyton itself. If a chain is in another creature's possession, the creature can attempt a DC 15 Will save to break the kyton's power over that chain. If the save is successful, the kyton cannot attempt to control that particular chain again for 24 hours or until the chain leaves the creature's possession. A kyton can climb chains it controls at its normal speed without making Climb checks. The save DC is Charisma-based.

Unnerving Gaze (Su) Range 30 ft., Will DC 15 negates. A kyton can make its face resemble one of an opponent's departed loved ones or bitter enemies. Those who fail their saves become shaken for 1d3 rounds. This is a mind-affecting fear effect. The save DC is Charisma-based.

SALAMANDER

This snake-bodied humanoid hisses with anger. Spines of crackling flame dance along the creature's blackened, fiery-red scales.

SALAMANDER

CR 6



XP 2,400

CE Medium outsider (extraplanar, fire)

Init +1; **Senses** darkvision 60 ft.; Perception +16

DEFENSE

AC 18, touch 11, flat-footed 17 (+1 Dex, +7 natural)

hp 92 (8d10+48)

Fort +12, **Ref** +7, **Will** +6

DR 10/magic; **Immune** fire

Weaknesses vulnerability to cold

OFFENSE

Speed 20 ft.

Melee spear +13/+8 (1d8+7/×3 plus 1d6 fire), tail slap +8 (2d6+2 plus 1d6 fire and grab)

Space 5 ft.; **Reach** 5 ft. (10 ft. with tail)

Special Attacks constrict (2d6+7 plus 1d6 fire), heat

STATISTICS

Str 20, **Dex** 13, **Con** 22, **Int** 14, **Wis** 15, **Cha** 13

Base Atk +8; **CMB** +13 (+17 grapple); **CMD** 24 (can't be tripped)

Feats Cleave, Iron Will, Power Attack, Skill Focus (Perception)

Skills Acrobatics +12, Bluff +12, Craft (weaponsmithing) +17, Intimidate +12, Knowledge (planes) +13, Perception +16, Sense Motive +13, Stealth +12; **Racial Modifiers** +4 Craft (armorsmithing, blacksmithing, and weaponsmithing)

Languages Common, Ignan

SPECIAL ABILITIES

Heat (Ex) A salamander generates so much heat that its mere touch deals an additional 1d6 points of fire damage. A salamander's metallic weapons also conduct this heat.



RHINOCEROS, WOOLLY

This large rhinoceros has a shaggy pelt of long, brown fur and a row of immense horns on its snout and brow.

WOOLLY RHINOCEROS CR 6



XP 2,400

N Large animal

Init +0; **Senses** scent; Perception +15

DEFENSE

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

hp 92 (8d8+56) **DR** 5/ **Evil** **Good**

Fort +15, **Ref** +6, **Will** +3 **SR** 12

OFFENSE

Speed 30 ft.

Melee gore +16 (2d8+16)

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

Special Attacks powerful charge (gore, 4d8+22), trample (2d6+13, DC 25)

STATISTICS

Str 32, **Dex** 10, **Con** 25, **Int** 2, **Wis** 13, **Cha** 3

Base Atk +6; **CMB** +20; **CMD** 28 (32 vs. trip)

Feats Diehard, Endurance, Great Fortitude, Skill Focus (Perception)

Skills Perception +15

Celestial: Resist 10 Acid, Cold & Electricity

Fiendish: Resist 10 Fire & Cold

Smite Evil Good 1/day +0 to hit & +8 damage



XILL

This flame-red humanoid appears to be a strange mix of insect and reptile, with four arms and twitching, fanged mandibles.



XP 2,400

LE Medium outsider (evil, extraplanar)

Init +8; **Senses** darkvision 60 ft.; Perception +13

DEFENSE

AC 21, touch 14, flat-footed 17 (+4 Dex, +5 natural, +2 shield)

hp 85 (9d10+36)

Fort +10, **Ref** +10, **Will** +6

SR 17

OFFENSE

Speed 40 ft.

Melee short swords +15/+15/+10 (1d6+5/19–20), claw +15 (1d4+5 plus grab), bite +9 (1d3+2 plus paralysis), or 4 claws +15 (1d4+5 plus grab), bite +14 (1d3+5 plus paralysis)

Ranged 2 longbows +13 (1d8/×3)

Special Attacks implant, paralysis (1d4 hours, DC 16)

STATISTICS

Str 21, **Dex** 18, **Con** 18, **Int** 15, **Wis** 12, **Cha** 11

Base Atk +9; **CMB** +14 (+18 grapple); **CMD** 28

Feats Combat Reflexes, Improved Initiative, Iron Will, Weapon Focus (claw, short sword)

Skills Acrobatics +16, Bluff +12, Intimidate +12, Knowledge (arcana) +14, Knowledge (planes) +14, Perception +13, Sense Motive +13, Stealth +16

Languages Common, Infernal

SQ multiweapon mastery, planewalk



SPECIAL ABILITIES

Implant (Ex) As a standard action, a xill can lay 2d6 eggs in a helpless creature. A xill's eggs hatch in 24 hours, at which point the young consume the host from within, inflicting 1 point of Con damage per hour per young until the host dies. The young then emerge and planewalk to the Ethereal Plane, if possible, to mature. A *remove disease* spell (or similar effect) rids a victim of all implanted eggs or active young, or they can be cut out one at a time with DC 20 Heal checks (each attempt takes 10 minutes). If a check fails, the healer can try again, but each attempt (successful or not) deals 1d4 points of damage to the patient.

Multiweapon Mastery (Ex) A xill never takes penalties to an attack roll when fighting with multiple weapons, and treats claws as primary attacks even when also wielding weapons.

Planewalk (Su) A xill can shift from the Ethereal Plane to the Material Plane as a move action. Shifting from the Material Plane to the Ethereal Plane takes 2 consecutive full-round actions, during which time the xill is immobile. As a xill fades away, it becomes harder to hit: opponents have a 20% miss chance in the first round and a 50% miss chance in the second. A xill can take a single willing or helpless creature with it when it switches planes.

DINOSAUR, ANKYLOSAURUS

Thick bony plates armor the domelike back of this quadrupedal dinosaur, its powerfully muscled tail ending in a bony club.

ANKYLOSAURUS CR 6   

XP 2,400

N Huge animal

Init +0; Senses low-light vision, scent; Perception +14

DEFENSE

AC 22, touch 8, flat-footed 22 (+14 natural, -2 size)

hp 95 (10d8+50) DR 5/ Evil Good

Fort +14, Ref +7, Will +4 SR 12

OFFENSE

Speed 30 ft.

Melee tail +16 (3d6+15 plus stun)

Space 15 ft.; Reach 15 ft.

STATISTICS

Str 31, Dex 10, Con 21, Int 2, Wis 13, Cha 8

Base Atk +7; CMB +19; CMD 29 (33 vs. trip)

Feats Great Fortitude, Improved Bull Rush, Improved Overrun, Power Attack, Weapon Focus (tail)

Skills Perception +14

ECOLOGY

Environment warm forests and plains

Organization solitary, pair, or herd (3-12)

Treasure none

SPECIAL ABILITIES

Stun (Ex) The ankylosaurus's tail can deliver a powerful, stunning blow. A creature struck by this attack must make a DC 25 save or be dazed for 1 round. If the strike is a critical hit and the target fails its save, it is instead stunned for 1d4 rounds. The save DC is Strength-based.

Celestial: Resist 10 Acid, Cold & Electricity

Fiendish: Resist 10 Fire & Cold

Smite Evil Good 1/day +0 to hit & +10 damage



DEVIL, BEARDED

This seething devil deftly wields a vicious, saw-toothed glaive, while below its toothy maw writhes a hideous, twitching beard.

BEARDED DEVIL (BARBAZU) CR 5



XP 1,600

LE Medium outsider (devil, evil, extraplanar, lawful)

Init +6; **Senses** darkvision 60 ft., see in darkness;
Perception +10

DEFENSE

AC 19, touch 12, flat-footed 17 (+2 Dex, +7 natural)

hp 69 (6d10+36)

Fort +11, **Ref** +7, **Will** +3

DR 5/good or silver; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 16

OFFENSE

Speed 40 ft.

Melee glaive +13/+8 melee (1d10+9 plus infernal wound) or 2 claws +12 melee (1d6+6)

Space 5 ft.; **Reach** 5 ft. (10 ft. with glaive)

Special Attacks beard

Spell-Like Abilities (CL 12th)

At will—*greater teleport* (self plus 50 lbs. of objects only)
1/day—summon (level 3, 1 bearded devil or 6 lemures, 50%)

STATISTICS

Str 23, **Dex** 15, **Con** 23, **Int** 6, **Wis** 12, **Cha** 10

Base Atk +6; **CMB** +12; **CMD** 24

Feats Improved Initiative, Power Attack, Weapon Focus (glaive)

Skills Climb +15, Intimidate +7, Perception +10, Sense Motive +6, Stealth +11

Languages Celestial, Common, Draconic, Infernal; telepathy
100 ft.



SPECIAL ABILITIES

Beard (Ex) If a bearded devil hits a single opponent with both claw attacks, it also lashes at the same target with its spiky, filthy beard. The victim takes 1d8+3 points of damage and must succeed on a DC 19 Fortitude save or contract devil chills. The save DC is Constitution-based.

Devil Chills: Disease—injury; *save* Fort DC 19; *onset* 1d4 days; *frequency* 1/day; *effect* 1d4 Str damage; *cure* 3 consecutive saves.

Infernal Wound (Su) The damage a bearded devil deals with its glaive inflicts persistent wounds that cause 2 points of bleed damage. Bleed caused from an infernal wound is particularly difficult to stanch—a DC 17 Heal check stops the damage, and any attempt to heal a creature suffering from an infernal wound must succeed on a DC 16 caster level check or the spell does not function. Success indicates the healing works normally and stops all bleed effects on the victim. The infernal wounds caused by a bearded devil are a supernatural ability of the devil, not of the weapon.

ELEMENTAL, AIR

LARGE AIR ELEMENTAL

CR 5

XP 1,600

N Large outsider (air, elemental, extraplanar)

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

DEFENSE

AC 21, touch 17, flat-footed 13 (+7 Dex, +1 dodge, +4 natural, -1 size)

hp 84 (8d10+40)

Fort +11, **Ref** +13, **Will** +2

Defensive Abilities air mastery; **DR** 5/—; **Immune** elemental traits

OFFENSE

Speed fly 100 ft. (perfect)

Melee 2 slams +14 (1d8+6)

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

Special Attacks whirlwind (DC 20)

STATISTICS

Str 22, **Dex** 25, **Con** 20, **Int** 6, **Wis** 11, **Cha** 11

Base Atk +8, **CMB** +15; **CMD** 33

Feats Combat Reflexes, Dodge, Flyby Attack, Improved Initiative^B, Mobility, Weapon Finesse^B

Skills Acrobatics +15, Escape Artist +15, Fly +21, Knowledge (planes) +5, Perception +11, Stealth +11



ELEMENTAL, FIRE

LARGE FIRE ELEMENTAL

CR 5

XP 1,600

N Large outsider (elemental, extraplanar, fire)

Init +9; **Senses** darkvision 60 ft.; Perception +11

DEFENSE

AC 19, touch 15, flat-footed 13 (+5 Dex, +1 dodge, +4 natural, -1 size)

hp 76 (8d10+32)

Fort +10, **Ref** +11, **Will** +4

DR 5/—; **Immune** elemental traits, fire

Weaknesses vulnerability to cold

OFFENSE

Speed 50 ft.

Melee 2 slams +12 (1d8+4 plus burn)

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

Special Attacks burn (1d8, DC 18)

STATISTICS

Str 18, **Dex** 21, **Con** 18, **Int** 6, **Wis** 11, **Cha** 11

Base Atk +8; **CMB** +13; **CMD** 29

Feats Dodge, Improved Initiative^B, Iron Will, Mobility, Spring Attack, Weapon Finesse^B

Skills Acrobatics +14, Climb +9, Escape Artist +12, Intimidate +9, Knowledge (planes) +5, Perception +11



ELEMENTAL, EARTH

LARGE EARTH ELEMENTAL

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 84 (8d10+40)

Fort +11, **Ref** +1, **Will** +6

DR 5/—; **Immune** elemental traits

OFFENSE

Speed 20 ft., burrow 20 ft., earth glide

Melee 2 slams +16 (2d6+9)

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

Special Attacks earth mastery

STATISTICS

Str 28, **Dex** 8, **Con** 21, **Int** 6, **Wis** 11, **Cha** 11

Base Atk +8; **CMB** +18; **CMD** 27

Feats Cleave, Greater Bull Rush, Improved Bull Rush^B, Improved Overrun, Power Attack

Skills Appraise +6, Climb +15, Knowledge (dungeoneering) +3, Knowledge (planes) +6, Perception +11, Stealth +5



ELEMENTAL, WATER

LARGE WATER ELEMENTAL

CR 5

XP 1,600

N Large outsider (elemental, extraplanar, water)

Init +2; **Senses** darkvision 60 ft.; Perception +9

DEFENSE

AC 18, touch 12, flat-footed 15 (+2 Dex, +1 dodge, +6 natural, -1 size)

hp 84 (8d10+40)

Fort +11, **Ref** +8, **Will** +2

DR 5/—; **Immune** elemental traits

OFFENSE

Speed 20 ft., swim 90 ft.

Melee 2 slams +14 (1d8+7)

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

Special Attacks drench, vortex (DC 21), water mastery

STATISTICS

Str 24, **Dex** 14, **Con** 21, **Int** 6, **Wis** 11, **Cha** 11

Base Atk +8; **CMB** +16; **CMD** 29

Feats Cleave, Dodge, Great Cleave, Power Attack

Skills Acrobatics +9, Escape Artist +11, Knowledge (planes) +5, Perception +9, Stealth +5, Swim +24



EEL, GIANT MORAY

This sixteen-foot-long eel slithers through the water with uncanny grace, mouth open to display large teeth and a second set of jaws.

GIANT MORAY EEL

CR 5



XP 1,600

N Large animal (aquatic)

Init +6; **Senses** low-light vision, scent; Perception +7

DEFENSE

AC 19, touch 11, flat-footed 17 (+2 Dex, +8 natural, -1 size)

hp 66 (7d8+35) **DR** 5/ **Evil Good**

Fort +10, **Ref** +9, **Will** +3 **SR** 11

OFFENSE

Speed swim 30 ft.

Melee bite +13 (2d6+12 plus grab)

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

Special Attacks gnaw

STATISTICS

Str 26, **Dex** 14, **Con** 20, **Int** 1, **Wis** 12, **Cha** 8

Base Atk +5; **CMB** +14 (+18 grapple); **CMD** 26

Feats Improved Initiative, Lightning

Reflexes, Skill Focus (Stealth), Weapon Focus (bite)

Skills Escape Artist +10, Perception +7,

Stealth +8, Swim +14;

Racial Modifiers +8 Escape Artist

Celestial: Resist 10 Acid, Cold & Electricity

Fiendish: Resist 10 Fire & Cold

Smite Evil Good 1/day +0 to hit & +7 damage

SPECIAL ABILITIES

Gnaw (Ex) If a giant moray begins a round with a grabbed foe, it inflicts automatic bite damage (2d6+12 points of damage). A giant moray eel possesses a second set of jaws in its throat that aid in swallowing—it can make a second bite attack (+13 attack, 1d6+6) against a foe it has already grabbed.



DOLPHIN, ORCA

This sleek black whale has a distinctive white patch near each eye and a mouth filled with sharp teeth.

ORCA

CR 5



XP 1,600

N Huge animal

Init +6; **Senses** blindsight 120 ft., low-light vision;

Perception +19

DEFENSE

AC 16, touch 10, flat-footed 14 (+2 Dex, +6 natural, -2 size)

hp 85 (9d8+45) **DR** 5/ **Evil** **Good**

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

OFFENSE

Speed swim 80 ft.

Melee bite +15 (2d6+15)

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

STATISTICS

Str 31, **Dex** 15, **Con** 20, **Int** 2, **Wis** 15, **Cha** 6

Base Atk +6; **CMB** +18; **CMD** 30

Feats Endurance, Improved Initiative, Skill Focus (Perception, Swim), Weapon Focus (bite)

Skills Perception +19, Swim +30; **Racial Modifiers** +8 Perception

SQ hold breath (as dolphin)

ECOLOGY

Environment cold oceans

Organization solitary, pair, or pod (3-20)

Treasure none

Celestial: Resist 10 Acid, Cold & Electricity

Fiendish: Resist 10 Fire & Cold

Smite Evil Good 1/day +0 to hit & +9 damage



Summon Monster VI Augmented

BEAR, DIRE

Spittle drips from this feral bear's roaring maw, and its matted fur is broken in places by wicked, bony growths.

DIRE BEAR (CAVE BEAR)

CR 7



XP 3,200

N Large animal

Init +5; **Senses** low-light vision, scent; Perception +12

DEFENSE

AC 18, touch 10, flat-footed 17 (+1 Dex, +8 natural, -1 size)

hp 115 (10d8+70) **DR** 5/ **Evil Good**

Fort +14, **Ref** +8, **Will** +4 **SR** 13

OFFENSE

Speed 40 ft.

Melee 2 claws +15 (1d6+9 plus grab), bite +15 (1d8+9)

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

STATISTICS

Str 29, **Dex** 13, **Con** 25, **Int** 2, **Wis** 12, **Cha** 10

Base Atk +7; **CMB** +17 (+21 grapple); **CMD** 28 (32 vs. trip)

Feats Endurance, Improved Initiative, Iron Will, Run, Skill Focus (Perception)

Skills Perception +12, Swim +19; **Racial Modifiers** +4 Swim

Celestial: Resist 10 Acid, Cold & Electricity

Fiendish: Resist 10 Fire & Cold

Smite Evil Good 1/day, +0 to hit & +10 damage



TIGER, DIRE

This large tiger grumbles a warning as it crouches. Two saber-like fangs jut downward from its powerful jaws.

DIRE TIGER (SMILODON) CR 8



XP 4,800

N Large animal

Init +6; **Senses** low-light vision, scent; Perception +12

DEFENSE

AC 17, touch 11, flat-footed 15 (+2 Dex, +6 natural, -1 size)

hp 133 (14d8+70) **DR** 10/ **Evil** **Good**

Fort +14, **Ref** +11, **Will** +5 **SR** 14

OFFENSE

Speed 40 ft.

Melee 2 claws +20 (2d4+10 plus grab), bite +20 (2d6+10/19-20 plus grab)

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

Special Attacks pounce, rake (2 claws +20 2d4+10)

STATISTICS

Str 31, **Dex** 15, **Con** 21, **Int** 2, **Wis** 12, **Cha** 10

Base Atk +10; **CMB** +21 (+25 grapple); **CMD** 33 (37 vs. trip)

Feats Improved Critical (bite), Improved Initiative, Improved Iron Will, Run, Skill Focus (Perception), Skill Focus (Stealth), Weapon Focus (bite, claw)

Skills Acrobatics +6, Perception +12, Stealth +8 (+14 in tall grass), Swim +13; **Racial Modifiers** +4 Acrobatics, +4 Stealth (+8 in tall grass)

Celestial: Resist 15 Acid, Cold & Electricity

Fiendish: Resist 15 Fire & Cold

Smite **Evil** **Good** 1/day, +0 to hit & +14 damage



ELEPHANT

These thick-skinned animals bear large ivory tusks flanking a long, prehensile snout.

ELEPHANT

CR 7



XP 3,200

N Huge animal

Init +0; **Senses** low-light vision, scent; Perception +21

DEFENSE

AC 17, touch 8, flat-footed 17 (+9 natural, -2 size)

hp 115 (11d8+66) **DR** 10/**Evil Good**

Fort +15, **Ref** +7, **Will** +6 **SR** 13

OFFENSE

Speed 40 ft.

Melee gore +18 (2d8+12), slam +18 (2d6+12)

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

Special Attacks trample (2d8+18; DC 27)

STATISTICS

Str 34, **Dex** 10, **Con** 23, **Int** 2, **Wis** 13, **Cha** 7

Base Atk +8; **CMB** +22; **CMD** 32 (36 vs. trip)

Feats Endurance, Great Fortitude, Improved Bull Rush, Iron Will, Power Attack, Skill Focus (Perception)

Skills Perception +21



Celestial: Resist 15 Acid, Cold & Electricity

Fiendish: Resist 15 Fire & Cold

Smite **Evil Good** 1/day, +0 to hit & +11 damage

DINOSAUR, TRICERATOPS

This beast's armored head has three sharp horns decorating its face and a large round crest angling back over its neck from its skull.

TRICERATOPS CR 8   

XP 4,800

N Huge animal

Init -1; **Senses** low-light vision, scent; Perception +21

DEFENSE

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

hp 147 (14d8+84) **DR** 10/ **Evil Good**

Fort +17, **Ref** +8, **Will** +5 **SR** 14

OFFENSE

Speed 30 ft.

Melee gore +19 (2d10+15)

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

Special Attacks powerful charge (gore, 4d10+20), trample (2d10+15, DC 27)

STATISTICS

Str 30, **Dex** 9, **Con** 23, **Int** 2, **Wis** 12, **Cha** 7

Base Atk +12; **CMB** +22; **CMD** 31 (35 vs. trip)

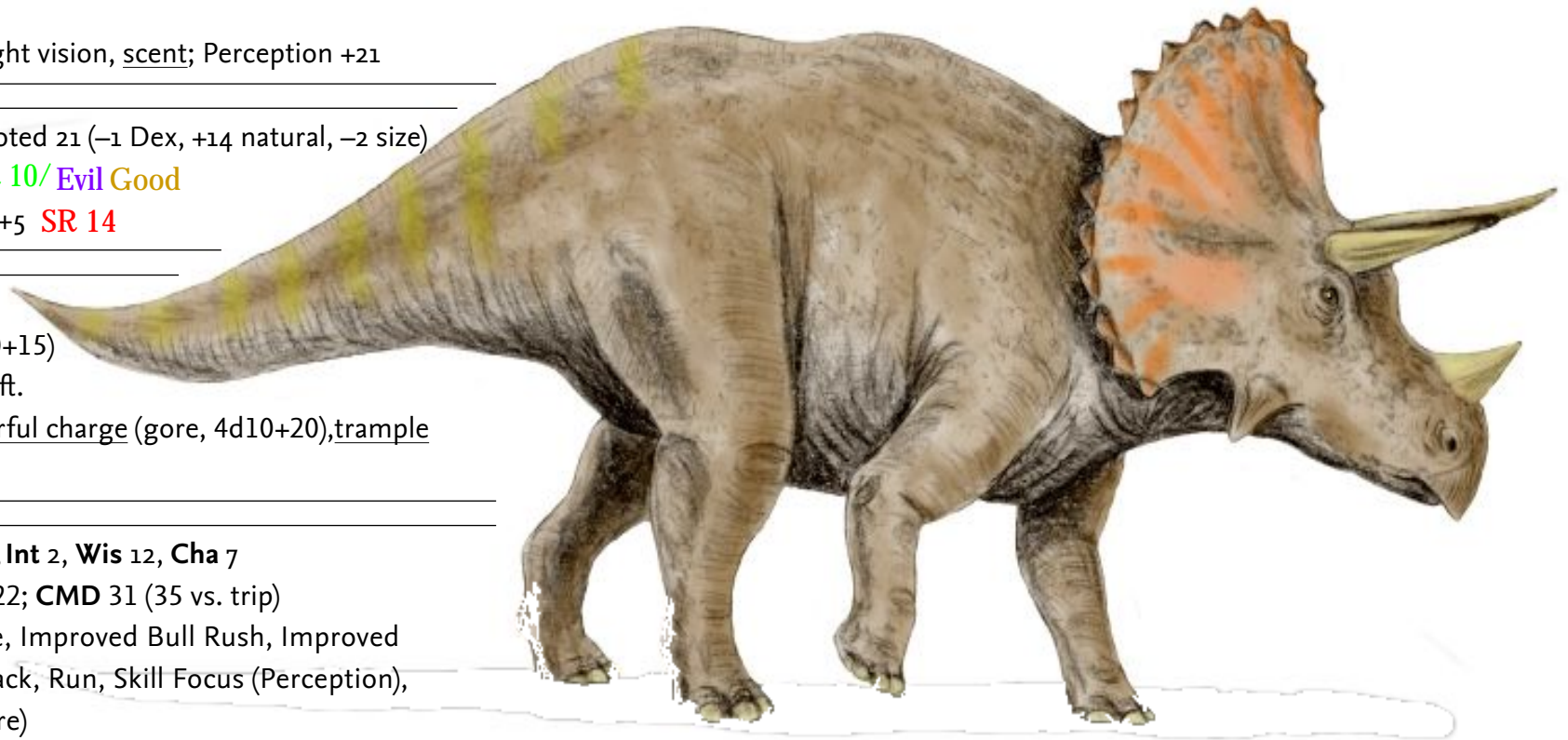
Feats Great Fortitude, Improved Bull Rush, Improved Critical, Power Attack, Run, Skill Focus (Perception), Weapon Focus (gore)

Skills Perception +21

Celestial: Resist 15 Acid, Cold & Electricity

Fiendish: Resist 15 Fire & Cold

SmiteEvil Good 1/day, +0 to hit & +14 damage



OCTOPUS, GIANT

A storm of tentacles, each twenty feet in length, flails with deadly precision from the leathery body of this gigantic octopus.

GIANT OCTOPUS

CR 8



XP 4,800

N Large animal (aquatic)

Init +6; **Senses** low-light vision; Perception +8

DEFENSE

AC 18, touch 11, flat-footed 16 (+2 Dex, +7 natural, -1 size)

hp 114 (12d8+60) **DR** 10/**Evil Good**

Fort +13, **Ref** +12, **Will** +7 **SR** 14

Defensive Abilities ink cloud (30-foot-radius sphere)

OFFENSE

Speed 20 ft., swim 30 ft., jet 200 ft.

Melee bite +15 (1d8+7 plus poison), 8 tentacles +13 (1d4+3 plus grab)

Space 10 ft.; **Reach** 10 ft. (20 ft. with tentacle)

Special Attack constrict (tentacle, 1d4+3)

STATISTICS

Str 24, **Dex** 15, **Con** 21, **Int** 2, **Wis** 12, **Cha** 3

Base Atk +9; **CMB** +17 (+21 grapple); **CMD** 29 (can't be tripped)

Feats Combat Reflexes, Improved Initiative, Iron Will, Lightning Reflexes, Multiattack^B, Skill Focus (Stealth), Stealthy

Skills Escape Artist +18, Perception +8, Stealth +18, Swim +15;

Racial Modifiers +10 Escape Artist, +8 Stealth

SPECIAL ABILITIES

Poison (Ex) Bite—injury; *save* Fort DC 19; *frequency* 1/round for 6 rounds; *effect* 1d3 Str; *cure* 2 saves.

Celestial: Resist 15 Acid, Cold & Electricity

Fiendish: Resist 15 Fire & Cold

SmiteEvil Good 1/day, +0 to hit & +12 damage



INVISIBLE STALKER

No true form can be detected, yet a sense of force and hulking malevolence is undeniable in this creature's presence.

INVISIBLE STALKER

CR 7



XP 3,200

N Medium outsider (air, elemental, extraplanar)

Init +8; Senses darkvision 60 ft.; Perception +12

DEFENSE

AC 20, touch 14, flat-footed 16 (+4 Dex, +6 natural)

hp 94 (7d10+56)

Fort +15, Ref +11, Will +4

Defensive Abilities natural invisibility; Immune elemental traits

OFFENSE

Speed 30 ft., fly 30 (perfect)

Melee 2 slams +14 (2d6+6)

STATISTICS

Str 22, Dex 19, Con 26, Int 14, Wis 15, Cha 11

Base Atk +7; CMB +13; CMD 27

Feats Combat Reflexes, Improved Initiative, Lightning Reflexes, Weapon Focus (slam)

Skills Acrobatics +14, Bluff +10, Fly +22, Knowledge (planes) +12, Perception +12, Sense Motive +12, Stealth +14, Survival +12

Languages Auran, Common

SQ improved tracking

SPECIAL ABILITIES

Improved Tracking (Ex) An invisible stalker takes no penalty to Survival checks when tracking and moving at any speed.

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



ELEMENTAL, EARTH

HUGE EARTH ELEMENTAL CR 7



Languages Terran

XP 3,200

N Huge outsider (earth, elemental, extraplanar)

Init -1; Senses darkvision 60 ft., tremorsense 60 ft.; Perception +13

DEFENSE

AC 19, touch 7, flat-footed 19 (-1 Dex, +12 natural, -2 size)

hp 115 (10d10+60)

Fort +13, Ref +2, Will +7

DR 5/—; Immune elemental traits

OFFENSE

Speed 20 ft., burrow 20 ft., earth glide

Melee 2 slams +19 (2d8+11)

Space 15 ft.; Reach 15 ft.

Special Attacks earth mastery

STATISTICS

Str 32, Dex 8, Con 23, Int 6, Wis 11, Cha 11

Base Atk +10; CMB +23; CMD 32

Feats Awesome Blow, Cleave, Greater Bull Rush, Improved

Bull Rush[®], Improved Overrun, Power Attack

Skills Appraise +6, Climb +18, Knowledge (dungeoneering) +4,

Knowledge (planes) +7, Perception +13, Stealth +4

SPECIAL ABILITIES

Earth Glide (Ex) A burrowing earth elemental 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 earth elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Earth Mastery (Ex) An earth elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes a -4 penalty on attack and damage rolls. These modifiers apply to bull rush and overrun maneuvers, whether the elemental is initiating or resisting these kinds of attacks. (These modifiers are not included in the statistics block.)



ELEMENTAL, FIRE

This creature looks like a living, mobile bonfire, tongues of flame reaching out in search of things to burn.

HUGE FIRE ELEMENTAL CR 7



Languages Ignan

XP 3,200

N Huge outsider (elemental, extraplanar, fire)

Init +11; Senses darkvision 60 ft.; Perception +13

DEFENSE

AC 21, touch 16, flat-footed 13 (+7 Dex, +1 dodge, +5 natural, -2 size)

hp 105 (10d10+50)

Fort +11, Ref +14, Will +5

DR 5/—, Immune elemental traits, fire

Weaknesses vulnerability to cold

OFFENSE

Speed 60 ft.

Melee 2 slams +15 (2d6+6 plus burn)

Space 15 ft.; Reach 15 ft.

Special Attacks burn (2d6, DC 19)

STATISTICS

Str 22, Dex 25, Con 20, Int 6, Wis 11, Cha 11

Base Atk +10; CMB +18; CMD 36

Feats Combat Reflexes, Dodge, Improved Initiative[®], Iron Will, Mobility, Spring Attack, Weapon Finesse[®]

Skills Acrobatics +16, Climb +13, Escape Artist +16, Intimidate +9, Knowledge (planes) +7, Perception +13

Burn (Ex) A creature with the burn special attack 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 the listed damage for an additional 1d4 rounds at the start of its turn (DC 10 + 1/2 burning creature's racial HD + burning creature's Con modifier). 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 *Pathfinder RPG Core Rulebook*, page 444).



ELEMENTAL, AIR

This cloud-like creature has dark hollows reminiscent of eyes and a mouth, and a howling wind whips it into ominous shapes.

HUGE AIR ELEMENTAL



Languages Auran

XP 3,200

N Huge outsider (air, elemental, extraplanar)

Init +13; Senses darkvision 60 ft.; Perception +13

DEFENSE

AC 22, touch 18, flat-footed 12 (+9 Dex, +1 dodge, +4 natural, -2 size)

hp 115 (10d10+60)

Fort +13, Ref +16, Will +5

Defensive Abilities air mastery; DR 5/—; Immune elemental traits

OFFENSE

Speed fly 100 ft. (perfect)

Melee 2 slams +17 (2d6+8)

Space 15 ft.; Reach 15 ft.

Special Attacks whirlwind (DC 23)

STATISTICS

Str 24, Dex 29, Con 22, Int 6, Wis 11, Cha 11

Base Atk +10; CMB +20; CMD 40

Feats Combat Reflexes, Dodge, Flyby Attack, Improved

Initiative[®], Iron Will, Mobility, Weapon Finesse[®]

Skills Acrobatics +18, Escape Artist +18, Fly +23, Knowledge

(planes) +7, Perception +13, Stealth +9

SPECIAL ABILITIES

Air Mastery (Ex) Airborne creatures take a -1 penalty on attack and damage rolls against an air elemental.



ELEMENTAL, WATER

This translucent creature's shape shifts between a spinning column of water and a crashing wave.

HUGE WATER ELEMENTAL



Languages Aquan

XP 3,200

N Huge outsider (elemental, extraplanar, water)

Init +4; Senses darkvision 60 ft.; Perception +13

DEFENSE

AC 21, touch 13, flat-footed 16 (+4 Dex, +1 dodge, +8 natural, -2 size)

hp 115 (10d10+60)

Fort +13, Ref +11, Will +3

DR 5/—; Immune elemental traits

OFFENSE

Speed 20 ft., swim 90 ft.

Melee 2 slams +17 (2d6+9)

Space 15 ft.; Reach 15 ft.

Special Attacks drench, vortex (DC 24), water mastery

STATISTICS

Str 28, Dex 18, Con 23, Int 6, Wis 11, Cha 11

Base Atk +10; CMB +21; CMD 36

Feats Cleave, Dodge, Great Cleave, Improved Bull Rush, Power Attack

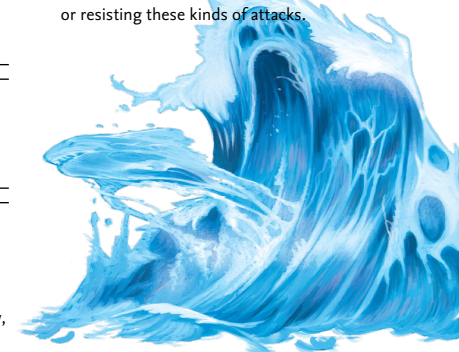
Skills Acrobatics +11, Escape Artist +15, Knowledge (planes) +7, Perception +13, Stealth +3, Swim +26

SPECIAL ABILITIES

Drench (Ex) The elemental's touch puts out nonmagical flames of Large size or smaller. The creature can dispel magical fire it touches as *dispel magic* (caster level equals elemental's HD).

Vortex (Su) A water elemental can create a whirlpool as a standard action, at will. This ability functions identically to the whirlwind special attack (see page 306), but can only form underwater and cannot leave the water.

Water Mastery (Ex) A water elemental gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the elemental is touching the ground, the elemental takes a -4 penalty on attack and damage rolls. These modifiers apply to bull rush and overrun maneuvers, whether the elemental is initiating or resisting these kinds of attacks.



DEVIL, ERINYES

Some calamity has befallen this angelic warrior. Wings stained black shear the air as her merciless eyes search for a target.

ERINYES CR 8   

XP 4,800

LE Medium outsider (devil, evil, extraplanar, lawful)

Init +6; **Senses** darkvision 60 ft., see in darkness, *true seeing* Perception +16

DEFENSE

AC 23, touch 17, fat-footed 16 (+6 Dex, +1 dodge, +6 natural)

hp 112 (9d10+63)

Fort +13, **Ref** +12, **Will** +7

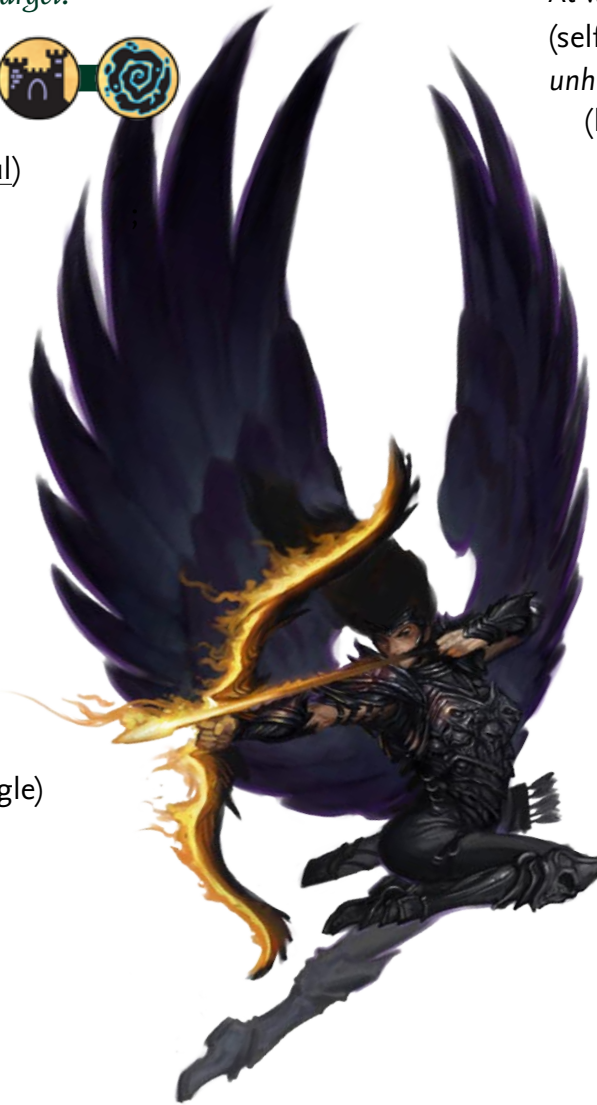
DR 5/good; **Immune** fire, poison;
Resist acid 10, cold 10; **SR** 19

OFFENSE

Speed 30 ft., fly 50 ft. (good)

Melee +1 *longsword* +17/+12 (1d8+11/19–20)

Ranged +1 *flaming composite longbow* +14/+14/+9 (1d8+6/×3 plus 1d6 fire) or rope +15 touch (entangle)



Spell-Like Abilities (CL 12th) Constant—*true seeing*
At will—*fear* (single target, DC 19), *greater teleport* (self plus 50 lbs. of objects only), *minor image* (DC 17), *unholy blight* (DC 19) 1/day—*summon* (level 3, 2 bearded devils, 50%)

STATISTICS

Str 24, **Dex** 23, **Con** 25, **Int** 14, **Wis** 18, **Cha** 21

Base Atk +9; **CMB** +16; **CMD** 33

Feats Combat Reflexes, Dodge^B, Mobility^B, Point-Blank Shot, Precise Shot, Rapid Shot, Shot on the Run

Skills Acrobatics +18, Bluff +17, Diplomacy +14, Escape Artist +12, Fly +19, Intimidate +17, Knowledge (planes) +8, Knowledge (religion) +8, Perception +16, Sense Motive +10, Stealth +15

Languages Celestial, Common, Draconic, Infernal; telepathy 100 ft.

SPECIAL ABILITIES

Entangle (Su) Each erinyes carries a 50-foot-long rope that entangles opponents of any size as an *animate rope* spell. (CL 16th, DC 20). An erinyes can hurl its rope 30ft. with no range penalty. An erinyes's rope functions only for the erinyes who made it and no other. Then save DC is Dexterity-based.

AZATA, LILLEND

This creature has the body of a seductive, winged elven woman from the waist up and that of a snake from the waist down.

LILLEND

CR 7



XP 3,200

CG Large outsider (azata, chaotic, extraplanar, good)

Init +3; **Senses** low-light vision, darkvision 60 ft.; Perception +13

DEFENSE

AC 20, touch 12, flat-footed 17 (+3 Dex, +8 natural, -1 size)

hp 87 (7d10+49)

Fort +9, **Ref** +10, **Will** +10

Immune electricity, petrification, poison; **Resist** cold 10, fire 10

OFFENSE

Speed 30 ft., fly 70 ft. (average)

Melee +1 longsword +14/+9 (2d6+11/19–20), tail slap +8 (2d6+3 plus grab)

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

Special Attacks bardic performance (20 rounds/day), constrict (2d6+7)

Spell-Like Abilities (CL 7th)

3/day—darkness, hallucinatory terrain (DC 18), knock, light

1/day—charm person (DC 15), speak with animals, speak with plants

Spells Known (CL 7th)

3rd (2/day)—charm monster (DC 17)

2nd (4/day)—hold person (DC 16), invisibility, sound burst (DC 16), suggestion (DC 16)

1st (5/day)—charm person (DC 15), cure light wounds, identify, sleep (DC 15)

o (at will)—dancing lights, daze (DC 14), detect magic, lullaby (DC 14), mage hand, read magic



STATISTICS

Str 24, **Dex** 17, **Con** 25, **Int** 14, **Wis** 16, **Cha** 19

Base Atk +7; **CMB** +15; **CMD** 28 (can't be tripped)

Feats Combat Casting, Hover, Iron Will, Lightning Reflexes

Skills Bluff +14, Diplomacy +14, Fly +11, Knowledge (nature) +9, Perception +13, Perform (stringed instruments) +16, Sense Motive +13, Survival +14; **Racial Modifiers** +4 Survival

Languages Celestial, Draconic, Infernal; truespeech

SPECIAL ABILITIES

Bardic Performance A lillend has the bardic performance ability of a 7th-level bard, granting her access to that ability's countersong, fascinate, inspire courage, inspire competence, and suggestion aspects.

Spells A lillend casts spells as a 7th-level bard. They favor enchantment and healing spells.

DEMON, SHADOW

Only this shadowy bat-winged demon's teeth and claws have any sense of physicality to them—the rest is lost in darkness.

SHADOW DEMON

CR 7



XP 3,200

CE Medium outsider (chaotic, demon, evil, extraplanar, incorporeal)

Init +8; Senses darkvision 60 ft.; Perception +20

DEFENSE

AC 18, touch 18, flat-footed 14 (+4 deflection, +4 Dex)

hp 73 (7d10+35)

Fort +7, Ref +11, Will +7

Defensive Abilities incorporeal; **DR** 10/cold iron or good; **Immune** cold, electricity, poison; **Resist** acid 10, fire 10; **SR** 17

Weaknesses sunlight powerlessness

OFFENSE

Speed fly 40 ft. (perfect)

Melee 2 claws +11 touch (1d6 plus 1d6 cold), bite +11 touch (1d8 plus 1d6 cold)

Special Attacks pounce, sprint, shadow blend

Spell-Like Abilities (CL 10th)

At will—*deeper darkness*, *fear* (DC 18), *greater teleport* (self only), *telekinesis* (DC 19)

3/day—*shadow conjuration* (DC 18), *shadow evocation* (DC 19)

1/day—*magic jar* (DC 19), *summon* (level 3, 1 shadow demon 50%)

STATISTICS

Str —, Dex 18, Con 21, Int 14, Wis 14, Cha 19

Base Atk +7; **CMB** +11; **CMD** 25

Feats Blind-Fight, Combat Reflexes, Improved

Initiative, Lightning Reflexes,

Skills Acrobatics +14, Bluff +14, Fly +22,

Knowledge (local) +12, Knowledge (planes) +12,

Perception +20, Sense Motive +12, Stealth +14;

Racial Modifiers +8 Perception

Languages Abyssal, Common; *telepathy* 100 ft.

SPECIAL ABILITIES

Sprint (Ex) Once per minute, a shadow demon increase its fly speed to 240 feet for 1 round.

Shadow Blend (Su) During any conditions other than bright light, a shadow demon can disappear into the shadows as a move-equivalent action, effectively becoming invisible. Artificial illumination or light spells of 2nd level or lower do not negate this ability.

Sunlight Powerlessness (Ex) A shadow demon is utterly powerless in bright light or natural sunlight



DEMON, SUCCUBUS

Tiny horns, bat-like wings, and a sinuous tail betray the demonic nature of this alluring woman.

SUCCUBUS

CR 7



XP 3,200

CE Medium outsider (chaotic, demon, evil, extraplanar)

Init +3; Senses darkvision 60 ft., detect good; Perception +21,

DEFENSE

AC 20, touch 13, flat-footed 17 (+3 Dex, +7 natural)

hp 100 (8d10+56)

Fort +9, Ref +9, Will +10

DR 10/cold iron or good; Immune electricity, fire, poison;

Resist acid 10, cold 10; SR 18

OFFENSE

Speed 30 ft., fly 50 ft. (average)

Melee 2 claws +11 (1d6+3)

Special Attacks energy drain, profane gift

Spell-Like Abilities (CL 12th)

Constant—*detect good*, *tongues*

At will—*charm monster* (DC 22),

detect thoughts (DC 20),

ethereal jaunt (self plus 50 lbs. of objects only),

suggestion (DC 21), *greater teleport*

(self plus 50 lbs. of objects only),

vampiric touch

1/day—*dominate person* (DC 23), *summon*

(level 3, 1 babau 50%)

STATISTICS

Str 17, Dex 17, Con 24, Int 18, Wis 14, Cha 27

Base Atk +8; CMB +13; CMD 24

Feats Agile Maneuvers, Combat Reflexes, Iron Will, Weapon Finesse

Skills Bluff +27, Diplomacy +19, Disguise +19, Escape Artist +11, Fly +14, Intimidate +16, Knowledge (local) +15,

Perception +21, Sense Motive +13, Stealth +14; Racial

Modifiers +8 Bluff, +8 Perception



SPECIAL ABILITIES

Energy Drain (Su) A succubus drains energy from a mortal she lures into an act of passion, such as a kiss. An unwilling victim must be grappled before the succubus can use this ability. The succubus's kiss bestows one negative level. The kiss also has the effect of a *suggestion* spell, asking the victim to accept another act of passion from the succubus. The victim must succeed on a DC 22 Will save to negate the *suggestion*. The DC is 22 for the Fortitude save to remove a negative level. These save DCs are Charisma-based.

Profane Gift (Su) Once per day as a full-round action, a succubus may grant a profane gift to a willing humanoid creature by touching it for 1 full round. The target gains a +2 profane bonus to an ability score of his choice. A single creature may have no more than one profane gift from a succubus at a time. As long as the profane gift persists, and succubus can communicate telepathically with the target across any distance (and may use her *suggestion* spell-like ability through it). A profane gift is removed by *dispel evil* or *dispel chaos*. The succubus can remove it as well as a free action (causing 2d6 Charisma drain to the victim, no save).

Languages Abyssal, Celestial, Common, Draconic; *tongues*, telepathy 100 ft.

SQ change shape (*alter self*, Small or Medium humanoid)

Summon Monster VII Augmented

BEBILITH

A spider the size of an elephant, this dark blue arachnid rears up on its six hind legs to raise its barbed and razor-edged front claws.

BEBILITH

CR 10



XP 9,600

CE Huge outsider (chaotic, evil, extraplanar)

Init +5; **Senses** darkvision 60 ft., scent; Perception +16

DEFENSE

AC 22, touch 9, flat-footed 21 (+1 Dex, +13 natural, -2 size)

hp 174 (12d10+108)

Fort +17, **Ref** +11, **Will** +7

DR 10/good

OFFENSE

Speed 40 ft., climb 20 ft.

Melee bite +21(2d6+11 plus rot) and 2 claws +21 (2d4+11/19-20)

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

Special Attacks dismantle armor, penetrating strike, web (+11 ranged, DC 23, 12 hp)

Spell-Like Abilities (CL 12th)

At will—*plane shift* (bebilith only)

STATISTICS

Str 32, **Dex** 12, **Con** 28, **Int** 11, **Wis** 13, **Cha** 13

Base Atk +12; **CMB** +25; **CMD** 36 (48 vs. trip)

Feats Cleave, Improved Critical (claws), Improved Initiative, Iron Will, Lightning Reflexes, Power Attack

Skills Acrobatics +16, Climb +32, Perception +16, Sense Motive +16, Stealth +16, Survival +16; **Racial Modifiers** +8 Stealth

Languages Abyssal (cannot speak); telepathy 100 ft.

SPECIAL ABILITIES

Dismantle Armor (Ex) If a bebilith hits a foe with both claw attacks, it can attempt to peel away the target's armor and shield as a free action by making a CMB check. If the bebilith is successful, the target's armor and shield are torn from his body and dismantled, falling to the ground. Armor subjected to this attack loses half its hit points and gains the broken condition if the target fails a DC 25 Reflex save. The save DC is Strength-based.

Penetrating Strike (Su) A bebilith's natural weapons are treated as chaotic and magical for the purposes of penetrating damage reduction. Against creatures with the demon type, its natural weapons are also treated as cold iron and good.

Rot (Su) A bebilith's bite causes a horrible withering and weakening of the flesh, resulting in a hideous melting and foul rotting effect. This catastrophic withering begins on the round the creature is bitten and continues for another 4 rounds thereafter, for 5 rounds of withering in all. Each round the rot persists, the target must succeed on a DC 25 Fortitude save or take 2 points of Constitution damage. If the target makes two consecutive saving throws in a row, the effect is cured. *Heal* can also halt the rot effect. The save DC is Constitution-based.



DEVIL, BONE

Merging the most horrifying features of carrion-fed insect and withered cadaver, this bony devil moves in unsettling lurches.

BONE DEVIL (OSYLUTH) CR 9



XP 6,400

LE Large outsider (devil, evil, extraplanar, lawful)

Init +9; **Senses** darkvision 60 ft., see in darkness; Perception +19

Aura fear aura (5 ft., DC 19, 1d6 rounds)

DEFENSE

AC 25, touch 14, flat-footed 20 (+5 Dex, +11 natural, -1 size)

hp 125 (10d10+70)

Fort +14, **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 +16 melee (1d8+7), 2 claws +16 melee (1d6+7), sting +16 melee (3d4+7 plus poison)

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

Spell-Like Abilities (CL 12th)

Constant—*fly*

At will—*dimensional anchor*, *greater teleport* (self plus 50 lbs. of objects only), *invisibility* (self only), *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** +18; **CMD** 33

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

Poison (Ex) Sting—*injury*; *save* Fort DC 22; *frequency* 1/round for 6 rounds; *effect* 1d3 Str damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

DINOSAUR, BRACHIOSAURUS

A long tail counterbalances this reptile's equally long neck, at the end of which a relatively small head pulls food from the treetop.

BRACHIOSAURUS

CR 10



XP 9,600

N Gargantuan animal

Init +0; **Senses** low-light vision, scent; Perception +27

DEFENSE

AC 18, touch 6, flat-footed 18 (+12 natural, -4 size)

hp 207 (18d8+126) **DR** 10/**Evil** **Good**

Fort +20, **Ref** +11, **Will** +9 **SR** 16

OFFENSE

Speed 30 ft.

Melee tail +24 (4d6+22)

Space 20 ft.; **Reach** 20 ft.

Special Attack trample (2d6+22, DC 34)

STATISTICS

Str 41, **Dex** 10, **Con** 25, **Int** 2, **Wis** 13, **Cha** 10

Base Atk +13; **CMB** +32; **CMD** 42 (46 vs. trip)

Feats Cleave, Great Cleave, Great Fortitude, Greater Overrun, Improved Bull Rush, Iron Will, Power Attack, Skill Focus (Perception), Weapon Focus (tail)

Skills Perception +27

Celestial: Resist 15 Acid, Cold & Electricity

Fiendish: Resist 15 Fire & Cold

Smite Evil **Good** 1/day, +0 to hit & +18 damage



CROCODILE, DIRE

This reptilian behemoth, a crocodile of monstrous proportions, is large enough to swallow a horse in one tremendous bite.

Celestial: Resist 15 Acid, Cold & Electricity
Fiendish: Resist 15 Fire & Cold
Smite Evil Good 1/day, +0 to hit & +12 damage

DIRE CROCODILE

CR 9



XP 6,400

N Gargantuan animal

Init +4; Senses low-light vision; Perception +14

DEFENSE

AC 21, touch 6, flat-footed 21 (+15 natural, -4 size)

hp 162 (12d8+108) DR 10/ Evil Good

Fort +17, Ref +8, Will +8 SR 15

OFFENSE

Speed 20 ft., swim 30 ft.; sprint

Melee bite +20 (3d6+15/19-20 plus grab) and tail slap +15 (4d8+7)

Space 20 ft.; Reach 15 ft.

Special Attacks death roll (3d6+22 plus trip), swallow whole (3d6+15, AC 16, 16 hp)

STATISTICS

Str 41, Dex 10, Con 29, Int 1, Wis 14, Cha 2

Base Atk +9; CMB +28 (+32 grapple); CMD 38 (42 vs. trip)

Feats Improved Critical (bite), Improved Initiative, Iron Will, Run, Skill Focus (Perception, Stealth)

Skills Perception +14, Stealth -6 (+2 in water), Swim +21;

Racial Modifiers +8 Stealth in water

SQ hold breath

Death Roll (Ex) When grappling a foe of its size or smaller, a crocodile 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 crocodile inflicts its bite damage and knocks the creature prone. If successful, the crocodile maintains its grapple.

Hold Breath (Ex) A crocodile 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 crocodile may sprint, increasing its land speed to 40 feet for 1 round.



SHARK, DIRE

Large as a dragon, this shark's jaws open to reveal a cavernous, tooth-lined gullet capable of swallowing a horse whole.

Celestial: Resist 15 Acid, Cold & Electricity

Fiendish: Resist 15 Fire & Cold

Smite Evil Good 1/day +0 to hit & +15 damage

DIRE SHARK (MEGALODON) CR 9



XP 6,400

N Gargantuan animal (aquatic)

Init +6; **Senses** blindsense 30 ft., keen scent; Perception +25

DEFENSE

AC 23, touch 8, flat-footed 21 (+2 Dex, +15 natural, -4 size)

hp 142 (15d8+75) **DR** 10/**Evil** **Good**

Fort +16, **Ref** +13, **Will** +8 **SR** 15

OFFENSE

Speed swim 60 ft.

Melee bite +19 (4d10+18/19-20 plus grab)

Space 20 ft.; **Reach** 20 ft.

Special Attacks swallow whole (2d6+18 damage, AC 17, 14 hp)

STATISTICS

Str 32, **Dex** 15, **Con** 21, **Int** 1, **Wis** 12, **Cha** 10

Base Atk +11; **CMB** +27 (+31 grapple); **CMD** 39

Feats Bleeding Critical, Critical Focus, Great Fortitude, Improved Critical (bite), Improved Initiative, Iron Will, Lightning Reflexes, Skill Focus (Perception)

Skills Perception +25, Swim +20



GREATER AIR ELEMENTAL**CR 9****XP 6,400**N Huge outsider (air, elemental, extraplanar)**Init** +14; **Senses** darkvision 60 ft.;

Perception +16

DEFENSE**AC** 25, touch 19, flat-footed 14 (+10 Dex, +1 dodge, +6 natural, -2 size)**hp** 149 (13d10+78)**Fort** +14, **Ref** +18, **Will** +6**Defensive Abilities** air mastery; **DR** 10/—; **Immune** elemental traits**OFFENSE****Speed** fly 100 ft. (perfect)**Melee** 2 slams +21 (2d8+9)**Space** 15 ft.; **Reach** 15 ft.**Special Attacks** whirlwind (DC 25)**STATISTICS****Str** 28, **Dex** 31, **Con** 22, **Int** 8, **Wis** 11, **Cha** 11**Base Atk**+13; **CMB** +24; **CMD** 45**Feats** Blind-Fight, Combat Reflexes, Dodge, Flyby Attack, Improved Initiative^B, Iron Will, Mobility, Power Attack, Weapon Finesse^B**Skills** Acrobatics +25, Escape Artist +23, Fly +27, Knowledge (planes) +12, Perception +16, Stealth +15**GREATER WATER ELEMENTAL****CR 9****XP 6,400**N Huge outsider (elemental, extraplanar, water)**Init** +5; **Senses** darkvision 60 ft.; Perception +16**DEFENSE****AC** 23, touch 14, flat-footed 17 (+5 Dex, +1 dodge, +9 natural, -2 size)**hp** 149 (13d10+78)**Fort** +14, **Ref** +15, **Will** +4**DR** 10/—; **Immune** elemental traits**OFFENSE****Speed** 20 ft., swim 90 ft.**Melee** 2 slams +22 (2d8+11)**Space** 15 ft.; **Reach** 15 ft.**Special Attacks** drench, vortex (DC 27), water mastery**STATISTICS****Str** 32, **Dex** 20, **Con** 23, **Int** 8, **Wis** 11, **Cha** 11**Base Atk** +13; **CMB** +26; **CMD** 42**Feats** Cleave, Dodge, Great Cleave, Improved Bull Rush, Improved Sunder, Lightning Reflexes, Power Attack**Skills** Acrobatics +18, Escape Artist +20, Knowledge (planes) +12, Perception +16, Stealth +10, Swim +30**GREATER EARTH ELEMENTAL****CR 9****XP 6,400**N Huge outsider (earth, elemental, extraplanar)**Init** -1; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +16**DEFENSE****AC** 21, touch 7, flat-footed 21, (-1 Dex, +14 natural, -2 size)**hp** 162 (13d10+91)**Fort** +15, **Ref** +3, **Will** +8**DR** 10/—; **Immune** elemental traits**OFFENSE****Speed** 20 ft., burrow 20 ft., earth glide**Melee** 2 slams +23 (2d12+10)**Space** 15 ft.; **Reach** 15 ft.**Special Attacks** earth mastery**STATISTICS****Str** 34, **Dex** 8, **Con** 25, **Int** 8, **Wis** 11, **Cha** 11**Base Atk** +13; **CMB** +29; **CMD** 36**Feats** Awesome Blow, Cleave, Greater Bull Rush, Greater Overrun, Improved Bull Rush^B, Improved Overrun, Improved Sunder, Power Attack**Skills** Appraise +10, Climb +25, Knowledge (dungeoneering) +10, Knowledge (planes) +13, Perception +16, Stealth +7**GREATER FIRE ELEMENTAL****CR 9****XP 6,400**N Huge outsider (elemental, extraplanar, fire)**Init** +12; **Senses** darkvision 60 ft.; Perception +16**DEFENSE****AC** 23, touch 17, flat-footed 14 (+8 Dex, +1 dodge, +6 natural, -2 size)**hp** 149 (13d10+52)**Fort** +14, **Ref** +16, **Will** +6**DR** 5/—, **Immune** elemental traits, fire**Weaknesses** vulnerability to cold**OFFENSE****Speed** 60 ft.**Melee** 2 slams +19 (2d8+9 plus burn)**Space** 15 ft.; **Reach** 15 ft.**Special Attacks** burn (2d8, DC 22)**STATISTICS****Str** 28, **Dex** 27, **Con** 22, **Int** 8, **Wis** 11, **Cha** 11**Base Atk** +13; **CMB** +24; **CMD** 43**Feats** Blind-Fight, Combat Reflexes, Dodge, Improved Initiative^B, Iron Will, Mobility, Spring Attack, Weapon Finesse^B, Wind Stance**Skills** Acrobatics +23, Climb +20, Escape Artist +21, Intimidate +15, Knowledge (planes) +10, Perception +16

SQUID, GIANT

Immense in size, this great squid's tentacles writhe and flash with almost nauseating speed. The beast's eyes are as big as shields.

GIANT SQUID

CR 9



XP 6,400

N Huge animal (aquatic)

Init +7; Senses low-light vision; Perception +22

DEFENSE

AC 20, touch 11, flat-footed 17 (+3 Dex, +9 natural, -2 size)

hp 126 (12d8+72) DR 10/Evil Good

Fort +16, Ref +13, Will +5 SR 15

Defensive Ability ink cloud (20-ft. radius)

OFFENSE

Speed swim 60 ft., jet 260 ft.

Melee bite +16 (2d6+9), 2 arms +16 (1d6+9), tentacles +14
(4d6+4 plus grab)

Space 15 ft.; Reach 15 ft. (30 ft. with arms and tentacles)

Special Attacks constrict (4d6+13)

STATISTICS

Str 29, Dex 17, Con 23, Int 2, Wis 12, Cha 2

Base Atk +9; CMB +20 (+24 grapple); CMD 33

Feats Combat Reflexes, Great Fortitude, Improved Critical,
Improved Initiative, Lightning Reflexes, Multiattack^B, Skill
Focus (Perception)

Skills Perception +22, Swim +17

ECOLOGY

Environment any ocean

Organization solitary

Treasure none

Celestial: Resist 15 Acid, Cold & Electricity

Fiendish: Resist 15 Fire & Cold

Smite Evil Good 1/day +0 to hit & +12 damage



SPECIAL ABILITIES

Ink Cloud (Ex) A squid can emit a 5-foot-radius cloud of ink once per minute as a free action while underwater. This cloud provides total concealment. The ink persists for 1 minute.

Jet (Ex) A squid can jet in a straight line as a full-round action. It does not provoke attacks of opportunity while jetting.

ELEPHANT, MASTODON

This creature is larger than a normal elephant, with enormous sweeping tusks and shaggy brown fur on its body.

MASTODON

CR 9



XP 6,400

N Huge animal

Init +1; Senses low-light vision, scent; Perception +24

DEFENSE

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

hp 161 (14d8+98) DR 10/Evil Good

Fort +16, Ref +10, Will +7 SR 15

OFFENSE

Speed 40 ft.

Melee gore +23 (2d8+14), slam +22 (2d6+14)

Space 15 ft.; Reach 15 ft.

Special Attacks trample (2d8+21, DC 31)

STATISTICS

Str 38, Dex 12, Con 25, Int 2, Wis 13, Cha 7

Base Atk +10; CMB +26, CMD 37 (41 vs. trip)

Feats Endurance, Improved Bull Rush, Improved Iron Will, Iron Will, Power Attack, Skill Focus (Perception), Weapon Focus (gore)

Skills Perception +24

ECOLOGY

Environment cold or temperate forests and plains

Organization solitary or herd (6-30)

Treasure none

Celestial: Resist 15 Acid, Cold & Electricity

Fiendish: Resist 15 Fire & Cold

Smite Evil Good 1/day +0 to hit & +14 damage



ROC

This immense raptor unleashes a shrill cry as it bares its talons, each large enough to carry off a horse.

ROC

CR 9



XP 6,400

N Gargantuan animal

Init +6; Senses low-light vision; Perception +15

DEFENSE

AC 22, touch 8, flat-footed 20 (+2 Dex, +14 natural, -4 size)

hp 152 (16d8+80) DR 10/Evil Good

Fort +15, Ref +14, Will +8 SR 15

OFFENSE

Speed 20 ft., fly 80 ft. (average)

Melee 2 talons +20 (2d6+11/19-20

plus grab), bite +19 (2d8+11)

Space 20 ft.; Reach 15 ft.

STATISTICS

Str 32, Dex 15, Con 21, Int 2, Wis 12, Cha 11

Base Atk +12; CMB +27 (+31 grapple); CMD 39

Feats Flyby Attack, Improved Critical (talons), Improved

Initiative, Iron Will, Lightning Reflexes, Power Attack, Skill

Focus (Perception), Weapon Focus (talons)

Skills Fly +7, Perception +15

Celestial: Resist 15 Acid, Cold & Electricity

Fiendish: Resist 15 Fire & Cold

Smite Evil Good 1/day +0 to hit & +16 damage



DINOSAUR, TYRANNOSAURUS

This bipedal dinosaur's front arms seem small compared to the rest of its bulk, but its enormous head is all teeth.

TYRANNOSAURUS

CR 9



XP 6,400

N Gargantuan animal

Init +5; **Senses** low-light vision, scent; Perception +37

DEFENSE

AC 21, touch 7, flat-footed 20 (+1 Dex, +14 natural, -4 size)

hp 189 (18d8+108) **DR** 10/ **Evil Good**

Fort +17, **Ref** +12, **Will** +10 **SR** 15

OFFENSE

Speed 40 ft.

Melee bite +26 (4d6+22/19-20 plusgrab)

Space 20 ft.; **Reach** 20 ft.

Special Attacks swallow whole (2d8+13, AC 17, hp 18)

STATISTICS

Str 36, **Dex** 13, **Con** 23, **Int** 2, **Wis** 15, **Cha** 10

Base Atk +13; **CMB** +30 (+34 grapple); **CMD** 41

Feats Bleeding Critical, Critical Focus, Diehard, Endurance, Improved Critical (bite), Improved Initiative, Iron Will, Run, Skill Focus (Perception)

Skills Perception +37; **Racial Modifiers** +8 Perception

SQ powerful bite

ECOLOGY

Environment warm forest and plains

Organization solitary, pair, or pack (3-6)

Treasure none

SPECIAL ABILITIES

Powerful Bite (Ex) A tyrannosaurus applies twice its Strength modifier to bite damage.

Celestial: Resist 15 Acid, Cold & Electricity

Fiendish: Resist 15 Fire & Cold

Smite Evil Good 1/day +0 to hit & +18 damage



DEMON, VROCK

A cloud of spores and a trail of feathers surrounds this twisted cross between a man and a gigantic vulture.

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—*greater teleport* (self plus 50 lbs. of objects only),
telekinesis (DC 18)

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 vrocks are dancing (the DC continues to increase with additional vrocks, but the damage does not). The dance immediately ends and must be started anew if any of the participating vrocks 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 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 22 Fortitude save or be stunned for 1 round. The save DC is Constitution-based.

Summon Monster VIII Augmented

DEVIL, BARBED

From the tip of its lashing tail to the serrated features of its fang-filled visage, this fiery-eyed sentinel bristles with barbs.

BARBED DEVIL (HAMATULA) CR 11



XP 12,800

LE Medium outsider (devil, evil, extraplanar, lawful)

Init +6; Senses darkvision 60 ft., see in darkness;

Perception +21

DEFENSE

AC 26, touch 16, flat-footed 20 (+6 Dex, +10 natural)

hp 162 (12d10+96)

Fort +16, Ref +14, Will +8

Defensive Abilities barbed defense; DR 10/good; Immune fire, poison; Resist acid 10, cold 10; SR 22

OFFENSE

Speed 30 ft.

Melee 2 claws +20 (2d8+8/19–20 plus fear and grab)

Special Attacks fear, impale 3d8+12

Spell-Like Abilities (CL 12th)

At will—*greater teleport* (self plus 50 lbs. of objects only), *hold person* (DC 17), *major image* (DC 17), *produce flame*, *pyrotechnics* (DC 16), *scorching ray* (2 rays only)

1/day—*order's wrath* (DC 18), *summon* (level 4, 1 barbed devil 35%), *unholy blight* (DC 18)

STATISTICS

Str 27, Dex 23, Con 26, Int 12, Wis 15, Cha 18

Base Atk +12; CMB +20 (+24 grapple); CMD 36

Feats Alertness, Cleave, Combat Reflexes,

Improved Critical (claws), Iron Will, Power Attack

Skills Acrobatics +15, Diplomacy +13,

Intimidate +19, Knowledge (planes) +16,

Perception +21, Sense Motive +21,

Spellcraft +12, Stealth +13, Survival +14

Languages Celestial, Common, Draconic, Infernal; telepathy 100 ft.

SPECIAL ABILITIES

Barbed Defense (Su) A creature that strikes a hamatula with a melee weapon, an unarmed strike, or a natural weapon takes 1d8+8 points of piercing damage from the devil's barbs. Melee weapons with reach do not endanger a user in this way.

Fear (Su) A barbed devil's fear attack affects any creature it damages with its claws. A DC 20 Will save resists this effect, otherwise the victim becomes frightened for 1d4 rounds. This is a mind-affecting fear effect. The save DC is Charisma-based.

Impale (Ex) A barbed devil deals 3d8+12 points of piercing damage to a grabbed opponent with a successful grapple check.



ELEMENTAL, AIR

ELDER AIR ELEMENTAL

CR 11

XP 12,800

N Huge outsider (air, elemental, extraplanar)

Init +15; **Senses** darkvision 60 ft.;

Perception +19

DEFENSE

AC 28, touch 20, flat-footed 16 (+11 Dex, +1 dodge, +8 natural, -2 size)

hp 184 (16d10+96)

Fort +18, **Ref** +21, **Will** +7

Defensive Abilities air mastery; **DR** 10/—;

Immune elemental traits

OFFENSE

Speed fly 100 ft. (perfect)

Melee 2 slams +25 (2d8+11)

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

Special Attacks whirlwind (DC 29)

STATISTICS

Str 32, **Dex** 33, **Con** 22, **Int** 10, **Wis** 11, **Cha** 11

Base Atk +16; **CMB** +29; **CMD** 50

Feats Blind-Fight, Cleave, Combat Reflexes, Dodge, Flyby Attack, Improved Initiative^B, Iron Will, Mobility, Power Attack, Weapon Finesse^B

Skills Acrobatics +30, Escape Artist +30, Fly +34, Knowledge (planes) +19, Perception +19, Stealth +22



ELEMENTAL, EARTH

ELDER EARTH ELEMENTAL

CR 11

XP 12,800

N Huge outsider (earth, elemental, extraplanar)

Init -1; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +19

DEFENSE

AC 23, touch 7, flat-footed 23 (-1 Dex, +16 natural, -2 size)

hp 200 (16d10+112)

Fort +17, **Ref** +4, **Will** +10

DR 10/—; **Immune** elemental traits

OFFENSE

Speed 20 ft., burrow 20 ft., earth glide

Melee 2 slams +28 (2d10+14/19-20)

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

Special Attacks earth mastery

STATISTICS

Str 38, **Dex** 8, **Con** 25, **Int** 10, **Wis** 11, **Cha** 11

Base Atk +16; **CMB** +32; **CMD** 41

Feats Awesome Blow, Cleave, Greater Bull Rush, Greater Overrun, Improved Bull Rush^B, Improved Critical (slam), Improved Overrun, Improved Sunder, Power Attack

Skills Appraise +19, Climb +33, Knowledge (dungeoneering) +19, Knowledge (planes) +19, Perception +19, Stealth +10



ELEMENTAL, FIRE

ELDER FIRE ELEMENTAL

CR 11

XP 12,800

N Huge outsider (elemental, extraplanar, fire)

Init +13; Senses darkvision 60 ft.; Perception +19

DEFENSE

AC 26, touch 18, flat-footed 16 (+9 Dex, +1 dodge, +8 natural, -2 size)

hp 184 (16d10+96)

Fort +16, Ref +19, Will +7

DR 10/—, Immune elemental traits, fire

Weaknesses vulnerability to cold

OFFENSE

Speed 60 ft.

Melee 2 slams +23 (2d8+10 plus burn)

Space 15 ft.; Reach 15 ft.

Special Attacks burn (2d10, DC 24)

STATISTICS

Str 30, Dex 29, Con 22, Int 10, Wis 11, Cha 11

Base Atk +16; CMB +28; CMD 48

Feats Blind-Fight, Combat Reflexes, Dodge, Improved Initiative^B, Iron Will, Lightning Stance, Mobility, Spring Attack, Weapon Finesse^B, Wind Stance

Skills Acrobatics +28, Climb +29, Escape Artist +28, Intimidate +19, Knowledge (planes) +19, Perception +19



ELEMENTAL, WATER

ELDER WATER ELEMENTAL CR 11

XP 12,800

N Huge outsider (elemental, extraplanar, water)

Init +6; **Senses** darkvision 60 ft.; Perception +19

DEFENSE

AC 24, touch 15, flat-footed 17 (+6 Dex, +1 dodge, +9 natural, -2 size)

hp 184 (16d10+96)

Fort +16, **Ref** +18, **Will** +5

DR 10/—; **Immune** elemental traits

OFFENSE

Speed 20 ft., swim 90 ft.

Melee 2 slams +26 (2d10+12/19–20)

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

Special Attacks drench, vortex (DC 30), water mastery

STATISTICS

Str 32, **Dex** 22, **Con** 23, **Int** 10, **Wis** 11, **Cha** 11

Base Atk +16; **CMB** +30; **CMD** 47

Feats Cleave, Dodge, Great Cleave, Improved Bull Rush, Improved Critical (slam), Improved Sunder, Lightning Reflexes, Power Attack

Skills Acrobatics +25, Escape Artist +25,



DEMON, HEZROU

This fiend's armored flesh is scaly and moist. Its large, toothy mouth gapes below a pair of hungry, reptilian eyes.

HEZROU

CR 11



XP 12,800

CE Large outsider (aquatic, chaotic, demon, evil, extraplanar)

Init +4; Senses darkvision 60 ft.; Perception +23

Aura stench (DC 24, 10 rounds)

DEFENSE

AC 25, touch 9, flat-footed 25 (+16 natural, -1 size)

hp 165 (10d10+110)

Fort +18, Ref +3, Will +9

DR 10/good; Immune electricity, poison; Resist acid 10, cold 10, fire 10; SR 22

OFFENSE

Speed 30 ft., swim 30 ft.

Melee bite +19 (4d4+10 plus grab), 2 claws +19 (1d8+10 plus grab)

Space 10 ft.; Reach 10 ft.

Special Attacks nausea

Spell-Like Abilities (CL 13th)

At will—*chaos hammer* (DC 18), *greater teleport* (self plus 50 lbs. of objects only), *unholy blight* (DC 18)

3/day—*gaseous form*

1/day—*blasphemy* (DC 21), *summon* (level 4, 1 hezrou 35%)

STATISTICS

Str 31, Dex 11, Con 33, Int 14, Wis 14, Cha 18

Base Atk +10; CMB +21 (+25 grapple); CMD 31

Feats Blind-Fight, Cleave, Great Cleave, Improved Initiative, Power Attack

Skills Climb +23, Escape Artist +10, Intimidate +14, Knowledge (arcana) +15, Perception +23, Spellcraft +15, Stealth +9, Swim +31; Racial Modifiers +8 Perception

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

SQ amphibious

SPECIAL ABILITIES

Nausea (Ex) The noxious vapors and foul fluids that constantly weep and seethe from a hezrou's body are particularly heinous to those the creature grapples. Each round a creature is grappled by a hezrou, the grappled foe must make a DC 26 Fortitude save to avoid becoming nauseated. A creature nauseated in this manner remains nauseated until he succeeds on a DC 26 Fortitude save, or until a minute has passed during which he is not being grappled by the hezrou, whichever condition comes first. The save DC is Constitution-based.



Summon Monster IX Augmented

ANGEL, ASTRAL DEVA

This tall, human-like creature has long, feathery wings and a gentle inner radiance that makes it difficult to look directly at.

ASTRAL DEVA

CR 14



XP 38,400

NG Medium outsider (angel, extraplanar, good)

Init +8; Senses darkvision 60 ft., low-light vision; Perception +26

Aura protective aura

DEFENSE

AC 29, touch 14, flat-footed 25 (+4 Dex, +15 natural; +4 deflection vs. evil)
hp 202 (15d10+120)

Fort +18, Ref +13, 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 50 ft., fly 100 ft. (good)

Melee +2 disrupting warhammer +28/+23/+18 (1d8+17/ ×3 plus stun) or slam +25 (1d8+15)

Spell-Like Abilities (CL 13th)

At Will—*aid*, *continual flame*, *detect evil*, *discern lies* (DC 20), *dispel evil* (DC 21), *dispel magic*, *holy aura* (DC 24), *holy smite* (DC 20), *holy word* (DC 23), *invisibility* (self only), *plane shift* (DC 23), *remove curse*, *remove disease*, *remove fear*

7/day—*cure light wounds*, *see invisibility*

1/day—*blade barrier* (DC 22), *heal*

STATISTICS

Str 30, Dex 19, Con 25, Int 18, Wis 18, Cha 23

Base Atk +15; CMB +25; CMD 39

Feats Alertness, Cleave, Great Fortitude, Improved Initiative, Iron Will, Power Attack, Toughness, Weapon Focus (warhammer)

Skills Acrobatics +22, Craft (any one) +22, Diplomacy +24, Escape Artist +9, Fly +26, Intimidate +24, Knowledge (planes) +22, Knowledge (religion) +22, Perception +26, Sense Motive +26, Stealth +22

Languages Celestial, Draconic, Infernal; truespeech

SQ *change shape* (alter self)

SPECIAL ABILITIES

Stun (Su) If an astral deva strikes an opponent twice in one round with its warhammer, that creature must succeed on a DC 27 Fortitude save or be stunned for 1d6 rounds. The save DC is Strength-based.

Uncanny Dodge (Ex) This ability functions identically to the rogue ability. If a deva gains uncanny dodge from a class level, he instead gains improved uncanny dodge.



AZATA, GHAELE

This elegantly armored sentinel stands alert, her eyes radiating divine light and her noble blade crackling with power.

GHAELE

CR 13



XP 25,600

CG Medium outsider (azata, chaotic, extraplanar, good, shapechanger)

Init +5; **Senses** darkvision 60 ft., *detect evil*, low-light vision, *see invisibility*; Perception +20

Aura holy aura

DEFENSE

AC 27, touch 15, flat-footed 26 (+4 deflection, +1 Dex, +12 natural)

hp 162 (13d10+91)

Fort +19, **Ref** +11, **Will** +16

DR 10/cold iron and evil; **Immune** electricity, petrification;
Resist cold 10, fire 10; **SR** 25

OFFENSE

Speed 50 ft., fly 150 ft. (perfect)

Melee +2 holy greatsword +24/+19/+14 (2d6+15)

Ranged 2 light rays +14 (2d12)

Special Attacks gaze

Spell-Like Abilities (CL 13th)

Constant—*detect evil*, holy aura (DC 21), *see invisibility*

At will—*aid*, *charm monster* (DC 17), *continual flame*, *cure light wounds*, *dancing lights*, *detect thoughts* (DC 15), *disguise self*, *dispel magic*, *hold monster* (DC 18), *greater invisibility* (self only), *major image* (DC 16), *greater teleport* (self plus 50 lbs. of objects only)

3/day—*globe of invulnerability*

1/day—*chain lightning* (DC 19), *prismatic spray* (DC 20), *wall of force*

Spells Prepared (CL 13th)

7th—*holy word* (DC 21)

6th—*banishment* (DC 20), *heal* (DC 20)

5th—*flame strike* (DC 19), *raise dead*, *true seeing*

4th—*death ward*, *dismissal* (2) (DC 18), *divine power*, *restoration*

3rd—*cure serious wounds* (3), *searing light* (2)

2nd—*aid* (2), *align weapon*, *bear's endurance*, *lesser restoration* (2)

1st—*bles*, *command* (DC 15), *divine favor*, *obscuring mist*, *sanctuary* (DC 15), *shield of faith*

STATISTICS

Str 29, **Dex** 12, **Con** 24, **Int** 16, **Wis** 19, **Cha** 17

Base Atk +13; **CMB** +22; **CMD** 33

Feats Combat Casting, Combat Expertise, Dodge, Improved Disarm, Improved Initiative, Improved Trip, Lightning Reflexes

Skills Diplomacy +19, Escape Artist +17, Fly +25, Handle Animal +19, Knowledge (nature) +16, Knowledge (planes) +19, Perception +20, Sense Motive +20, Stealth +17

Languages Celestial, Draconic, Infernal; truespeech

SQ light form

SPECIAL ABILITIES

Gaze (Su) In humanoid form, a ghaele's gaze attack slays evil creatures of 5 HD or less (range 60 feet, Will DC 18 negates, shaken for 2d10 rounds on a successful save). Nonevil creatures, and evil creatures with more than 5 HD, must succeed on a DC 18 Will save or be shaken for 2d10 rounds. A creature that saves against a ghaele's gaze is immune to that particular ghaele's gaze for 24 hours. This is a mind-affecting fear effect. The save DCs are Charisma-based.

Light Form (Su) A ghaele can shift between its solid body and one made of light as a standard action. In solid form, it cannot fly or use light rays. In light form, it can fly and gains the incorporeal quality—it can make light ray attacks or use spell-like abilities in this form, but can't make physical attacks or cast spells. This ability otherwise functions similarly to a bralani's wind form ability.

Light Ray (Ex) A ghaele's light rays have a range of 300 feet. This attack bypasses all damage reduction.

Spells Ghaeles cast divine spells as 13th-level clerics. They do not gain access to domains or other cleric abilities.



DEMON, GLABREZU

Four arms grace the torso of this towering monstrosity. The monster's eyes shine with a mix of intelligence and cruelty.

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 210 (12d10+144)

Fort +20, **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 +22 (2d8+12/19-20), 2 claws +22 (1d6+12), bite +22 (1d8+12)

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

Special Attacks rend (2 pincers, 2d8+18)

Spell-Like Abilities (CL 14th)

Constant—*true seeing*

At will—*chaos hammer* (DC 19), *confusion* (DC 19), *dispel magic*, *mirror image*, *reverse gravity* (DC 22), *greater teleport* (self plus 50 lbs. of objects only), *veil* (self only), *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 35, **Dex** 11, **Con** 35, **Int** 16, **Wis** 16, **Cha** 20

Base Atk +12; **CMB** +26; **CMD** 36

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.



DEVIL, ICE

A pair of frozen, multifaceted eyes coldly judge all before this towering, insectile monstrosity.

ICE DEVIL (GELUGON)

CR 13



XP 25,600

LE Large outsider (devil, evil, extraplanar, lawful)

Init +9; **Senses** darkvision 60 ft., see in darkness; Perception +27

Aura fear (10 ft., DC 22)

DEFENSE

AC 32, touch 14, flat-footed 27 (+5 Dex, +18 natural, -1 size)

hp 189 (14d10+112); regeneration 5 (good weapons, good spells)

Fort +17, **Ref** +14, **Will** +12

DR 10/good; **Immune** fire, cold, poison; **Resist** acid 10; **SR** 24

OFFENSE

Speed 40 ft., fly 60 ft. (good)

Melee +1 *frost spear* +23/+18/+13 (2d6+13/x3 plus 1d6 cold plus slow), bite +16 (2d6+8), tail +16 (3d6+4 plus slow)

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

Spell-Like Abilities (CL 13th)

Constant—*fly*

At will—*cone of cold* (DC 20), *ice storm*, *greater teleport* (self plus 50 lbs. of objects only), *persistent image* (DC 20), *wall of ice* (DC 19)

1/day—*summon* (level 4, 2 bone devils, 50%)

STATISTICS

Str 27, **Dex** 21, **Con** 26, **Int** 25, **Wis** 22, **Cha** 20

Base Atk +14; **CMB** +23; **CMD** 38

Feats Alertness, Cleave, Combat Reflexes, Improved Initiative, Iron Will, Power Attack, Weapon Focus (spear)

Skills Acrobatics +22, Bluff +22, Diplomacy +22, Fly +13,

Intimidate +19, Knowledge (planes) +24, Knowledge (any three others) +21, Perception +27, Sense Motive +27, Spellcraft +21, Stealth +18, Survival +23

Languages Celestial, Common, Draconic, Infernal; telepathy 100 ft.

SPECIAL ABILITIES

Slow (Su) A hit from an ice devil's tail or spear induces numbing cold. The opponent must succeed on a DC 25 Fortitude save or be affected as though *slow* spell for 1d6 rounds. This effect comes from the devil instead of its weapon; it is not a quality possessed by the spear itself.

The save DC is Constitution-based.



DEMON, NALFESHNEE

A towering, corpulent beast, this fiend has the hideous head of a boar and arms ending in fatty, four-fingered hands.

NALFESHNEE

CR 14



XP 38,400

CE Huge outsider (chaotic, demon, evil, extraplanar)

Init +5; **Senses** darkvision 60 ft., true seeing; Perception +31

Aura unholy aura (DC 23)

DEFENSE

AC 29, touch 13, flat-footed 28 (+4 deflection, +1 Dex, +16 natural, -2 size)

hp 231 (14d10+154)

Fort +24, **Ref** +9, **Will** +21

DR 10/good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 25

OFFENSE

Speed 30 ft., fly 40 ft. (poor)

Melee bite +25 (3d8+13/19-20), 2 claws +25 (2d6+13)

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

Special Attacks unholy nimbus

Spell-Like Abilities (CL 12th)

Constant—*true seeing*, *unholy aura* (DC 23)

At will—*call lightning* (DC 18), *feeblemind* (DC 20),

greater dispel magic, *slow* (DC 18), *greater teleport* (self plus 50 lbs. of objects only)

1/day—*summon* (level 5, 1 nalfeshnee 20%, 1d4 hezrous 40%, or 1d4 vrocks 50%)

STATISTICS

Str 36, **Dex** 13, **Con** 33, **Int** 23, **Wis** 22, **Cha** 20

Base Atk +14; **CMB** +29; **CMD** 44

Feats Awesome Blow, Cleave, Improved Bull Rush, Improved Critical (bite), Improved Initiative, Iron Will, Power Attack

Skills Bluff +22, Diplomacy +22, Fly +10, Intimidate +19, Knowledge (arcana) +23, Knowledge (planes) +23, Knowledge (any one other) +20, Perception +31, Sense Motive +23, Spellcraft +23, Stealth +10, Use Magic Device +22; **Racial Modifier** +8 on Perception

Languages Abyssal, Celestial, Draconic; **telepathy** 100 ft.

SPECIAL ABILITIES

Unholy Nimbus (Su) Three times per day as a free action a nalfeshnee can create a nimbus of unholy light, causing nauseating beams of writhing color to play around its body. One round later, the light bursts in a 60-foot radius. Any non-demon creature caught within this area must succeed on a DC 22 Will save or be dazed for 1d10 rounds as visions of madness hound it. The save DC is Charisma-based.



ARCHON, TRUMPET

Lithe and beautiful, with skin the color of marble, this being hovers upon powerful, white wings and radiates a sense of serenity.

TRUMPET ARCHON

CR 14



XP 38,400

LG Medium outsider (archon, extraplanar, good, lawful)

Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +22

Aura aura of menace (DC 22), *magic circle against evil*

DEFENSE

AC 27, touch 13, flat-footed 24 (+3 Dex, +14 natural; +2 deflection vs. evil)

hp 270 (11d10+126)

Fort +18, **Ref** +9, **Will** +14; +4 vs. poison, +2 resistance vs. evil

DR 10/evil; **Immune** electricity, petrification; **SR** 25

OFFENSE

Speed 40 ft., fly 90 ft. (good)

Melee +4 *greatsword* +25/+20/+15 (2d6+14)

Special Attacks trumpet

Spell-Like Abilities (CL 14th)

Constant—*magic circle against evil*

At will—*aid*, *continual flame*, *detect evil*, *greater teleport* (self plus 50 lbs. of objects only), *message*

Spells Prepared (CL 14th)

7th—*mass cure serious wounds* (2)

6th—*banishment* (DC 21), *heal* (2)

5th—*dispel evil* (DC 20), *mass cure light wounds*, *plane shift* (DC 20), *raise dead*

4th—*dismissal* (DC 19), *divine power*, *neutralize poison* (DC 19), *spell immunity*

3rd—*cure serious wounds*, *daylight*, *invisibility purge*, *magic vestment*, *protection from energy*

2nd—*bull's strength*, *consecrate*, *cure moderate wounds* (2), *lesser restoration* (2), *owl's wisdom*

1st—*bles*, *cure light wounds* (3), *divine favor*, *sanctuary* (DC 16), *shield of faith*

STATISTICS

Str 24, **Dex** 17, **Con** 29, **Int** 16, **Wis** 20, **Cha** 17

Base Atk +14; **CMB** +21; **CMD** 34

Feats Blind-Fight, Cleave, Combat Reflexes, Improved

Initiative, Lightning Reflexes, Persuasive, Power Attack

Skills Diplomacy +24, Escape Artist +17, Fly +24, Handle

Animal +20, Knowledge (religion) +20, Perception +22,

Perform (wind instruments) +20, Sense Motive +24,

Stealth +20

Languages Celestial, Draconic, Infernal; truespeech

SPECIAL ABILITIES

Spells Trumpet archons can cast divine spells as 14th-level clerics.

They do not gain access to domains or other cleric abilities.

Trumpet (Su) All creatures except archons within 100 feet of the trumpet's blast must succeed on a DC 19 Fortitude save or be paralyzed for 1d4 rounds. The save DC is Charisma-based. The archon can also command its trumpet to become a +4 *greatsword* as a free action.

Out of the archon's hands, it is a chunk of useless metal.

