

TRUE 20™

BESTIARY



FIENDS AND FOES FOR TRUE20
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TRUE 20 BESTIARY

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INTRODUCTION

From Grendel and Tiamat to acid-spitting aliens, adventure stories are often defined by the creatures heroes fight and overcome. *True20 Adventure Roleplaying* provides Narrators with a small selection of fantastic creatures, focusing primarily on the use of other characters as antagonists. But some adventures call for creatures, and this book provides them in droves.

The *True20 Bestiary* is a collection of creatures and fantastic foes for use with *True20 Adventure Roleplaying*. Many of these creatures will be familiar to long-time gamers, others are completely new. They range in power from little more than annoyances to earth-shaking threats suitable for epic tales, all at your disposal.

OVERVIEW

The *True20 Bestiary* is divided into three main sections along with three appendices:

CHAPTER ONE: CREATING A TRUE20 CREATURE

Chapter One looks at creating a *True20* creature, from concept to finished game traits. It includes the definition of many basic creature traits and the essentials of how they work in the game.

CHAPTER TWO: TRUE20 BESTIARY

Chapter Two makes up the bulk of the book, providing game information for numerous creatures of all different types. The creatures are listed alphabetically for easy reference during play.

CHAPTER THREE CREATURE TEMPLATES

Chapter Three provides creature templates, different ways of modifying existing creatures in order to create entirely new creatures of a particular type. Templates multiply the number of creatures in this book many times over.

The appendices provide additional material to support the *True20 Bestiary* and different styles of *True20* games.

APPENDIX A: EXPANDED ARCHAIC WEAPONS

Appendix A provides a wide range of archaic weaponry to expand the arsenals of creatures and heroes alike.

APPENDIX B: NEW SUPERNATURAL POWERS

Appendix B provides new supernatural powers for the creatures in this book and for use in your game, expanding the supernatural power selection found in *True20 Adventure Roleplaying*.

APPENDIX C: CONVERTING D20 CREATURES TO TRUE20

Appendix C looks at converting creatures from other d20-based games to *True20*, opening up virtually limitless resources for your game.

HOW TO USE THIS BOOK

The *True20 Bestiary* is meant as a reference book and resource primarily for Narrators of *True20* games. It takes a great deal of the work out of coming up with antagonists for your own adventures: simply look through the pages of this book to find the creature(s) you want for your own story. They're complete and ready to use. The creatures' descriptions are purposefully short to keep the creatures generic and

so a Narrator can more easily fit them into the campaign setting. All skill ranks and calculations for attacks, Defenses and saving throws are provided to make modifying creatures easier for experienced and inexperienced Narrators alike.

New Narrators may wish to focus on the *True20 Bestiary* as a resource for quick opponents at first, using each creature's level as an approximate indicator of the sort of challenge it offers to a group of heroes. Even limiting yourself to this, you'll get a lot of mileage out of the *True20 Bestiary*.

When you're more comfortable running the game and using the creatures from this book, you may want to play around with

the material given in **Chapter Three**, applying templates to existing creatures to create new variations and letting you see how to modify them. Want to make a zombie creature? Just apply the "zombie" template to any existing living creature and you've got a zombie version ready to use. The templates open up new options for customizing creatures for your games.

Next you can use the guidelines in **Appendix C** to convert creatures from other sources to *True20*, giving you new antagonists and challenges to use. This shows you more of how *True20* creatures are constructed and how their traits work.

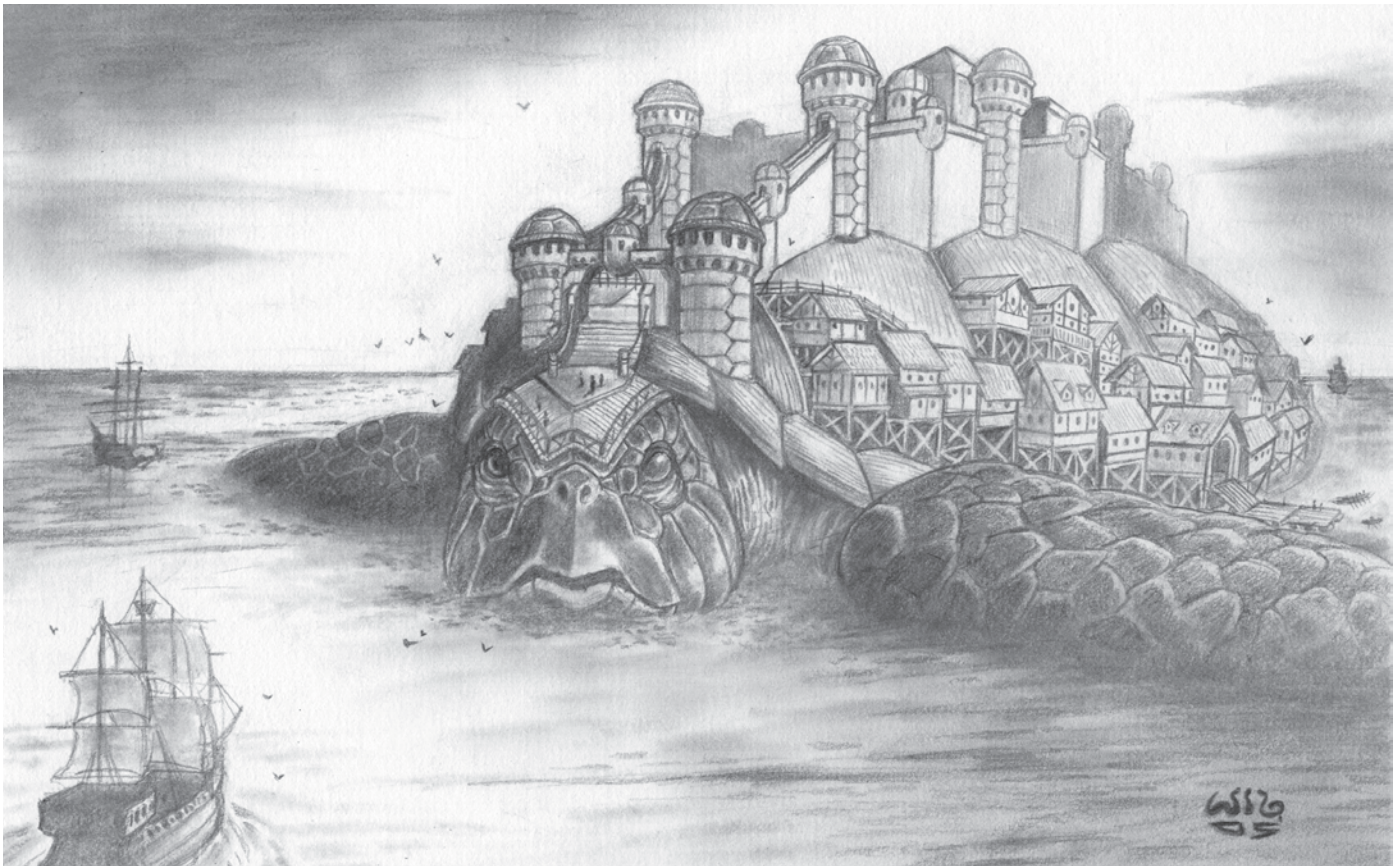
Finally, when you feel sufficiently familiar with creature traits and how they're put together, you can use the guidelines in **Chapter One** to make entirely new creatures, as simply as working through the creation checklist and following the steps to make them yourself. The *True20 Bestiary* gives you all the tools you need to create an unlimited range of foes to populate your adventures and to give your players' heroes all the challenge they'll ever need.



CHAPTER
ONE:

CREATING
A TRUE20
CREATURE





MAKING MONSTERS

There are plenty of ‘monster books’ on the market that can give you a collection of useful pregenerated creatures to place in your campaign world. Yet no collection can be as vast or as interesting as your own imagination. Whether you are using a published campaign setting, or using a world of your own design, you can embellish your setting with your own inventive creatures. This chapter sets forth some guidelines for you to create your own creatures for the *True20 Adventure Roleplaying* game in an easy to use step-by-step format.

STEP ONE: CREATURE CONCEPT

First of all you want to have a good idea of the type of creature you want to create, and the roles it could play in a *True20* game. This kind of brainstorming helps you keep focused while creating the creature’s statistics. Begin by asking yourself questions to develop your creature concept. Is it a despicable monstrosity that can only be dealt with through combat? Is it a friendly creature with a mischievous and unintentionally dangerous sense of humor? Is it something that might aid the heroes—for a price? Where do these creatures live, and what is their family structure? What does the creature look like and what kind of unusual abilities does it have? If you are short on ideas you can always draw inspiration from mythology or books and films.

Once you have a good idea of what you want the creature to look like and what kinds of things it can do, you are going to want to come up with a name for it. If you are at a loss for ideas, descriptive names such as the “acid embalmer” or “jade eviscerator” are always a good bet, particularly if the name can summarize your creature concept in a few words. Take your time naming your creations. While the name may not seem like a critical part of creating a creature, few will take a creature seriously if it has a silly name, no matter what its other qualities are.

STEP TWO: SET THE SIZE

Based on your concept, how big is this creature? You are now going to place your creature in a “size category” that describes its largest dimension whether it is width, length or height. The size categories and their game effects are summarized in the **Game Effects of Creature Size** table.

Size affects your creature’s game statistics greatly. Smaller creatures tend to be weaker and less sturdy but more agile. Larger creatures tend to have great strength and durability but lack finesse. Generally speaking, larger creatures tend to be more powerful than smaller ones, though exceptions to this rule abound. For more information on the effects of size on a creature’s statistics refer to **Chapter Eight** of the *True20 Adventure Roleplaying* book.

STEP THREE: SET THE LEVEL

When creating a hero you need to know what level he is in order to determine his combat bonus, feats, skill ranks and saving throws. The same holds true for when you are making a creature. The creature’s level will also give you a rough indication of what level of characters for which the creature should be a challenging encounter. Some creatures have a level of 0, meaning that alone they are not much of a challenge even for beginning characters to deal with. A 1st level creature would be a tough challenge for a group of low level characters. Levels above 20 should be reserved for only the most horrifying and powerful creatures. To scale the creature to be a challenge to the heroes in your campaign,

GAME EFFECTS OF CREATURE SIZE

Size	Combat Modifier	Grapple Modifier	Stealth Modifier	Toughness Modifier	Height	Weight	Space	Reach	Carrying Capacity
Colossal	-8	+16	-16	+8	64-128 ft.	250K- 2 mil lbs.	30 ft.	15 ft.	x16
Gargantuan	-4	+12	-12	+6	32-64 ft.	32K-250K lbs.	20 ft.	15 ft.	x8
Huge	-2	+8	-8	+4	16-32 ft.	4K-32K lbs.	15 ft.	10 ft.	x4
Large	-1	+4	-4	+2	8-16 ft.	500-4,000 lbs.	10 ft.	10 ft.	x2
Medium	+0	+0	+0	+0	4-8 ft.	60-500 lbs.	5 ft.	5 ft.	x1
Small	+1	-4	+4	-1	2 ft.-4 ft.	8-60 lbs.	5 ft.	5 ft.	x3/4
Tiny	+2	-8	+8	-2	1-2 ft.	1-8 lbs.	2.5 ft.	0 ft.	x1/2
Diminutive	+4	-12	+12	-4	6 in-1 ft.	0.25-1 lb.	1 ft.	0 ft.	x1/4
Fine	+8	-16	+16	-8	3 in-6 in.	0.9-0.1 lb.	6 in.	0 ft.	x1/8

CREATURE LEVEL-DEPENDENT BENEFITS

Level	Combat Modifier Level x1	Combat Modifier Level x3/4	Combat Modifier Level x1/2	Good Saves	Normal Saves	Maximum Skill Ranks	Feats
1st	+1	+0	+0	+2	+0	4	1
2nd	+2	+1	+1	+3	+0	5	
3rd	+3	+2	+1	+3	+1	6	2
4th	+4	+3	+2	+4	+1	7	
5th	+5	+3	+2	+4	+1	8	
6th	+6	+4	+3	+5	+2	9	3
7th	+7	+5	+3	+5	+2	10	
8th	+8	+6	+4	+6	+2	11	
9th	+9	+6	+4	+6	+3	12	4
10th	+10	+7	+5	+7	+3	13	
11th	+11	+8	+5	+7	+3	14	
12th	+12	+9	+6	+8	+4	15	5
13th	+13	+9	+6	+8	+4	16	
14th	+14	+10	+7	+9	+4	17	
15th	+15	+11	+7	+9	+5	18	6
16th	+16	+12	+8	+10	+5	19	
17th	+17	+12	+8	+10	+5	20	
18th	+18	+13	+9	+11	+6	21	7
19th	+19	+14	+9	+11	+6	22	
20th	+20	+15	+10	+12	+6	23	

put its level one or even two higher than the average level of the heroes. If you are having trouble picking a level for your creature, you can look through the creatures listed in this book to get an idea for what level at which you want to set your creature.

Use the **Creature Level-Dependent Benefits** table, below, to determine your creature's combat bonus, base saves, maximum skill ranks and number of feats.

STEP FOUR: PICK A TYPE AND SUBTYPES

A creature type is the broad archetype that is used to categorize creatures in *True20*. Creature types are listed below in alphabetical order. A creature type essentially serves as the creature's role—like a heroic role the creature type determines a creature's skill ranks, feats,

combat bonus and saving throws. Creatures receive fewer feats than heroes, and in many cases fewer skill ranks. This is balanced by the fact that creatures do not follow most of the other rules by which heroes must abide. They have no maximum on abilities, they can have several bonus feats and supernatural powers and they may have bonuses to one or more skills.

Unique creatures may also have levels in a heroic role (adept, expert or warrior) in addition to their creature levels. Note that 1st level creatures with a heroic role determine their combat bonus, saves, skills and feats according to their heroic role alone (as heroes do). Creatures with multiple levels in any given creature type who gain levels in a heroic role do so using the rules for mixed-role heroes.

CREATURE TYPES

There are fourteen creature types, each with inherent strengths and weaknesses. The creature types are Aberration, Animal, Construct, Dragon, Elemental, Fey, Humanoid, Monstrous Humanoid, Ooze,

Outsider, Plant, Supernatural Beast, Undead and Vermin. Some creature types work better in certain genres than in others.

- *Fantasy and Horror*: All creature types are appropriate for the fantasy and horror genres.
- *Science-Fiction*: The Aberration, Animal, Construct, Humanoid, Ooze and Plant creature types are most appropriate for the science-fiction genre.

ABERRATION

An aberration has a bizarre anatomy, strange abilities, an alien mindset or any combination of the three. If your creature concept is too strange to fit into another creature type it is probably an aberration.

- *Fantasy and Horror*: An aberration is an unnatural creature. It is a sanity-shattering, alien and perhaps supernatural entity that defies the laws of physics and logic.
- *Science-Fiction*: An aberration is an abomination from the furthest reaches of space, an organism so strange as to defy scientific categorization. The aberration type is perhaps best put to use in the science-fiction horror and science-fantasy subgenres, since the creatures native to alien worlds, regardless of how bizarre they may appear to human eyes, are still natural for their world and would not necessarily count as aberrations.

Features: An aberration has the following features.

- **Toughness:** Aberrations have a base toughness equal to their Constitution. This value is modified by their size and armor.
- **Combat:** Base combat bonus equal to 3/4 their level.
- **Saving Throws:** Good Will saves, normal Fortitude and Reflex saves.
- **Skills:** At 1st level aberrations receive a number of skills equal to (2 + Int, minimum 1) at 4 ranks each, and (2 + Int) skill rank per additional level.



- **Feats:** Aberrations begin with one feat at 1st level and an additional feat every third level. These feats may be selected from any category. Aberrations also receive Heavy and Light Armor Training and Firearms Training or Weapon Training as bonus feats (these feats are only provided in the stat block if the creature is likely to make use of them). Aberrations may choose a supernatural power in place of a feat like an adept, and treat their creature level as their adept level for using those powers. An aberration with adept levels uses only its creature levels to determine its adept level for any power it received as a bonus feat.

Traits: An aberration possesses the following traits (unless otherwise noted in a creature's entry).

- Darkvision out to 60 feet.
- Proficiency with natural weapons.
- Aberrations eat, sleep and breathe.

Advancement: Aberrations with an Intelligence of -3 or below advance by gaining more levels in aberration. Aberrations with an Intelligence of -2 or above advance by heroic role (usually adept).

ANIMAL

An animal is a living, nonhuman creature, with no supernatural powers and no innate capacity for language or culture.

- *Fantasy and Horror*: An animal is a natural creature, like a mammal, fish, bird or reptile, with no strange or unusual abilities beyond what it needs to survive. A mythical creature such as the roc can be an animal if it has no supernatural abilities.
- *Science-Fiction*: An animal is the natural inhabitant of the world on which it developed. Alien animals can have so-called "supernatural" abilities if they can be explained through scientific processes. For example, a fiery breath weapon could be generated by sacs in the creature's mouth that collect and focus organic gasses that ignite on contact with air. A fear aura could be pheromone-based, and so on.

Features: An animal has the following features (unless otherwise noted in a creature's entry).

- **Toughness:** Animals have a base toughness equal to their Constitution. This value is modified by their size and armor.
- **Combat:** Base combat bonus equal to 3/4 their level.
- **Saving Throws:** Good Fortitude and Reflex saves, normal Will save. Certain animals may have different good and normal saves.
- **Skills:** At 1st level animals receive a number of skills equal to (2 + Int, minimum 1) at 4 ranks each, and (2 + Int) skill rank per additional level.
- **Feats:** Animals begin with one feat at 1st level and gain an additional feat every third level. These feats may be selected from the general, martial and expert categories. All animals gain Night Vision as a bonus feat.

Traits: An animal possesses the following traits (unless otherwise noted in a creature's entry).

- Intelligence of -5 or -4 (a creature with an Intelligence of -3 or higher cannot be an animal).
- Proficiency with natural weapons.
- A non-combative herbivore uses its natural weapons as a secondary attack. Such attacks are made with a -5 penalty on the creature's attack rolls, and the animal receives only 1/2 its Strength as a damage adjustment.
- Animals eat, sleep and breathe.

Advancement: Animals advance by gaining more levels in animal.

GENRES

FANTASY

The fantasy genre is the classic “swords and sorcery” setting and is one of the most popular and widely-accepted genres for adventure roleplaying. This genre is characterized by a technologically medieval world with magic, elves, dwarves, humans, dragons and dungeons.

HORROR

The horror genre is usually set in modern day Earth, with the Victorian and Edwardian Eras (1837-1915) and the Jazz and Depression (1920-1940) Eras being particularly popular. This genre is characterized by brave investigators tracking down and trying to eliminate supernatural threats.

SCIENCE-FICTION

The science-fiction genre is usually set in the near- or far-future of our own universe. Some science may be ignored for the sake of interstellar travel and alien life forms, but in general settings in this genre follow physical laws and there is no “magic” except for psychic abilities. This genre is characterized by starships, space battles, advanced technology and alien creatures.

- *Science-Fantasy*: The science-fantasy subgenre is usually set in a world of fantasy that also developed technology or on Earth in a time analogous to our modern day or the near- or far-future in which supernatural forces have always been present or which have somehow returned. This subgenre is characterized by magic, elves, dwarves, humans, dragons and dungeons—but with cybernetics, submachine guns and motorcycles, too.
- *Science-Fiction Horror*: The science-fiction horror subgenre is usually set in the present day or the near- or far-future of our own universe. Despite the setting being grounded in real-world science, sometimes natural laws break down and something unnatural slips through. Most sci-f horror is found in movies with the “we should not meddle with nature” message. The sci-f horror subgenre includes the popular modern-era cannibal zombie movies as well as the classic “giant bug” movies of the 1950s and 1960s.

CONSTRUCT

A construct is an animated object or artificially constructed creature.

- *Fantasy and Horror*: Constructs are objects or statues that have been brought to some semblance of life through supernatural means.
- *Science-Fiction*: A construct is an automaton such as a robot or android. A construct with the sub-sentient, sentient or supersentient subtype is artificially intelligent. Constructs might also be robots in the fantasy or horror genres, depending on the technological development of the setting.

Features: A construct has the following features.

- **Toughness:** Constructs have a base toughness of +1 modified by their size and armor.
- **Combat:** Base combat bonus equal to 3/4 their level.
- **Saving Throws:** No good saving throws.
- **Skills:** Most constructs are mindless and gain no skills. At 1st level intelligent constructs receive a number of skills equal to (2 + Int, minimum 1) at 4 ranks each, and (2 + Int) skill rank per additional level.
- **Feats:** Most constructs are mindless and have no feats. Constructs with an Intelligence begin with one feat at 1st level and gain an additional feat every third level. These feats may be selected from the general and martial categories. All constructs gain Night Vision as a bonus feat regardless of their Intelligence. Constructs also receive Firearms Training or Weapon Training as a bonus feat (this feat is only provided in the stat block if the creature is likely to make use of it).

Traits: A construct possesses the following traits (unless otherwise noted in a creature’s entry).

- No Constitution.
- Darkvision out to 60 feet.
- Proficiency with natural weapons.
- Immunity to all mind-influencing effects (including Heart Reading, Heart Shaping, and any supernatural powers requiring mental contact).
- Immunity to poison, sleep effects, paralysis, stunning, and disease effects or the Imbue Unlife supernatural power.
- Cannot heal damage on their own. A construct with the fast healing special quality still benefits from that quality. Supernatural constructs can usually be repaired by exposing them to a certain kind of effect

(see the creature’s description for details) or through the use of the Imbue Item feat. Robotic constructs can be repaired; repairing a robot requires the Craft (robotics) skill (Difficulty 15 for “hurt”, 20 for “wounded”, 25 for “disabled”).

- A mindless construct’s creator (or owner) can command it if the construct is within 60 feet and can see and hear its creator. If not commanded, a mindless construct usually follows its last instruction to the best of its ability, though if attacked it returns the attack. The creator can give the construct a simple command to govern its actions in his or her absence. The construct’s creator can order the construct to obey the commands of another person (who might in turn place the construct under someone else’s control, and so on), but the construct’s creator can always resume control over his creation by commanding the construct to obey him alone.
- Not subject to critical hits, non-lethal damage, ability damage, ability drain, fatigue or exhaustion.
- Immunity to any effect requiring a Fortitude save (unless the effect also works on objects, or is harmless).
- Immediately destroyed when reduced to “dying” condition on the damage track.

BUILDING FANTASY CONSTRUCTS

Creation rules for fantasy constructs are best left up to the Narrator so they can be tailored and balanced to the campaign setting. A Narrator can make the details of designing and building a construct as complex as the campaign setting requires. At its simplest, however, building a construct in a fantasy setting has only three requirements: price, construction and supernatural feats and powers.

- The suggested purchase Difficulty for the raw materials to make a construct is 20 + the construct’s level, plus an extra amount if the construct uses rare or precious materials.
- The construct’s body must be built through the use of a Craft skill, with a suggested Difficulty of at least 25.
- The adept creating a construct should have the Imbue Item feat plus any supernatural powers that are appropriate to the traits of the construct. A Narrator may want to also include a minimum adept level requirement as well.

- Since it was never alive, a construct cannot be affected by the Imbue Life power.
- Constructs do not eat, sleep or breathe.

Advancement: Constructs advance by gaining more levels in construct.

DRAGON

A dragon is a reptilian creature, usually winged, with supernatural abilities.

- *Fantasy and Horror:* Dragons are creatures born of the raw forces of the universe. They are supernatural, reptilian beings of great power.
- *Science-Fiction:* Because their existence assumes the presence of supernatural forces, dragons are most appropriate for the fantasy and horror genres or the science-fantasy and science-fiction horror subgenres. A dragon-like alien creature is best modeled as an animal with some suitable subtypes.

Features: A dragon has the following features.

- **Toughness:** Dragons have a base Toughness equal to their Constitution. This value is modified by their size and armor.
- **Combat:** Base combat bonus equal their level.
- **Saving Throws:** Good Fortitude, Reflex and Will saves.
- **Skills:** At 1st level dragons receive a number of skills equal to (6 + Int, minimum 1) at 4 ranks each, and (6 + Int) skill rank per additional level.
- **Feats:** Dragons begin with one feat at 1st level and gain an additional feat every third level. These feats may be selected from any category. All dragons gain Night Vision as a bonus feat. Dragons may choose a supernatural power in place of a feat like an adept, and treat their creature level as their adept level for using those powers. A dragon with adept levels uses only its creature levels to determine its adept level for any power it received as a bonus feat.

Traits: A dragon possesses the following traits (unless otherwise noted in the description of a particular kind).

- Darkvision out to 60 feet.
- Proficiency with natural weapons.
- Immunity to supernatural sleep and paralysis effects.
- Dragons eat, sleep and breathe.

Advancement: Dragons advance by gaining more levels in dragon.

ELEMENTAL

An elemental is a being composed of one of the four classical elements: air, earth, fire or water. Other elements may exist in the campaign setting and therefore corresponding types of elementals may exist as well.

- *Fantasy and Horror:* Elementals are supernatural creatures are made of the raw stuff of nature itself.
- *Science-Fiction:* Because their existence assumes the presence of supernatural forces, elementals are most appropriate for the fantasy and horror genres or the science-fantasy and science-fiction horror subgenres.

Features: An elemental has the following features.

- **Toughness:** Elementals have a base toughness equal to their Constitution. This value is modified by their size and armor.
- **Combat:** Base combat bonus equal to 3/4 their level.
- **Saving Throws:** Good saves depend on the element: Fortitude (earth, water) or Reflex (air, fire).
- **Skills:** At 1st level elementals receive a number of skills equal to (2 + Int, minimum 1) at 4 ranks each, and (2 + Int) skill rank per additional level.
- **Feats:** Elementals begin with one feat at 1st level and gain an additional feat every third level. These feats may be selected from any category. Elementals also receive Firearms Training or Weapon Training as a bonus feat (this feat is only provided in the



stat block if the creature is likely to make use of it). Elementals may choose a supernatural power in place of a feat like an adept, and treat their creature level as their adept level for using those powers. An elemental with adept levels uses only its creature levels to determine its adept level for any power it received as a bonus feat.

Traits: An elemental possesses the following traits (unless otherwise noted in a creature's entry).

- Darkvision out to 60 feet.
- Proficiency with natural weapons.
- Immunity to poison, sleep effects, paralysis and stunning.
- Not subject to critical hits.
- Unlike most other living creatures, an elemental does not have a dual nature—its soul and body form one unit. When an elemental is slain, no soul is set loose. Supernatural powers that restore souls to their bodies or restore life to the dead don't work on elementals.
- Elementals do not eat, sleep or breathe.

Advancement: Elementals with an Intelligence of –2 or below advance by gaining more levels in elemental. Elementals with an Intelligence of –1 or above advance by heroic role (usually adept).

FEY

A fey is a creature with supernatural abilities and connections to nature or to a similar force or a magical place. Fey are usually somewhat human-shaped.

- *Fantasy and Horror:* Fey creatures are supernatural, sometimes capricious creatures that are close to nature.
- *Science-Fiction:* Because their existence assumes the presence of supernatural forces, fey are most appropriate for the fantasy and horror genres or the science-fantasy and science-fiction horror subgenres.

Features: A fey has the following features.

- **Toughness:** Fey have a base toughness equal to their Constitution. This value is modified by their size and armor.
- **Combat:** Base combat bonus equal to 1/2 their level.
- **Saving Throws:** Good Reflex and Will saves.
- **Skills:** At 1st level fey receive a number of skills equal to (6 + Int, minimum 1) at 4 ranks each, and (6 + Int) skill rank per additional level.
- **Feats:** Fey begin with one feat at 1st level and gain an additional feat every third level. These feats may be selected from any category. All fey gain Night Vision as a bonus feat. Fey also receive Heavy and Light Armor Training and Firearms Training or Weapon Training as bonus feats (these feats are only provided in the stat block if the creature is likely to make use of them). Fey may choose a supernatural power in place of a feat like an adept, and treat their creature level as their adept level for using those powers. A fey with adept levels uses only its creature levels to determine its adept level for any power it received as a bonus feat.

Traits: A fey possesses the following traits (unless otherwise noted in a creature's entry).

- Proficiency with natural weapons.
- Fey eat, sleep, and breathe.

Advancement: Fey advance by heroic role.

HUMANOID/PRIME SENTIENT

Humanoids have few or no innate supernatural abilities, but most can speak and usually have well-developed societies. They usually are Small or Medium. Every humanoid creature also has a subtype, based on its background.

Humanoids with only one level exchange the features of their humanoid level for the features of a heroic role. Humanoids of this sort are presented in this book as 1st-level warriors. Humanoids with more than one racial level are the only humanoids that make use of the features of the humanoid type.

- *Fantasy and Horror:* A humanoid usually has two arms, two legs, and one head, or a humanlike torso, arms, and a head. Fantasy and horror humanoid subtypes include dwarf, elf, giant, gnome, goblin, halfing, human, and orc.
- *Science-Fiction:* In the science-fiction genre the humanoid type is renamed the prime sentient type and is defined somewhat differently. The creature does not necessarily have to be 'humanoid' in shape, and may have one or more of the traits of another creature type (for example, the prime sentient of an arboreal world could be plant-like, and therefore could have some plant traits). Every prime sentient must have the sub-sentient, sentient or supersentient subtype. In the science-fiction genre a prime sentient should only have supernatural abilities if they can be explained through scientific processes.

Features: A humanoid has the following features (unless otherwise noted in a creature's entry).

- **Toughness:** Humanoids have a base toughness equal to their Constitution. This value is modified by their size and armor.
- **Combat:** Base combat bonus equal to 3/4 their level, or by heroic role.
- **Saving Throws:** Good Reflex saves, or by heroic role. A humanoid with more than one creature level may have different good and normal saves.
- **Skills:** At 1st level humanoids receive a number of skills equal to (2 + Int, minimum 1) at 4 ranks each, and (2 + Int) skill rank per additional level, or by heroic role.
- **Feats:** By heroic role. Humanoids with more than one creature level begin with one feat at 1st level and gain an additional feat every third level, or by heroic role. Humanoids with more than one creature level may select feats from any category. Humanoids also receive Heavy and Light Armor Training and Firearms Training or Weapon Training as bonus feats (these feats are only provided in the stat block if the creature is likely to make use of them). Humanoids may choose a supernatural power in place of a feat like an adept, and treat their creature level as their adept level for using those powers. A humanoid with adept levels uses only its creature levels to determine its adept level for any power it received as a bonus feat.

Traits: A humanoid possesses the following traits (unless otherwise noted in a creature's entry).

- Proficiency with natural weapons.
- Humanoids breathe, eat and sleep.

Advancement: Humanoids advance by heroic role.

MONSTROUS HUMANOID

Monstrous humanoids are similar to humanoids, but with monstrous or animalistic features. They often have innate supernatural abilities as well.

- *Fantasy and Horror:* Monstrous humanoids are half-animal or, as the name implies, monstrous creatures with a more or less humanoid shape.
- *Science-Fiction:* The monstrous humanoid type is generally not used in the science-fiction genre, since alien creatures are natural to their home planets and are only "monstrous" to human perceptions. Strange alien creatures are better modeled using the humanoid (i.e. prime sentient) type with a few appropriate subtypes.

If there is a monstrous humanoid in this book that you'd like to use as a prime sentient, you can "convert" it by simply swapping "prime

sentient” in place of “monstrous humanoid” on its Type line and changing its combat bonus to its level x 3/4. Since the basics of those creature types are otherwise the same, your alien’s skills, feats, traits and saves do not change despite the change in type.

Features: A monstrous humanoid has the following features.

- **Toughness:** Monstrous humanoids have a base toughness equal to their Constitution. This value is modified by their size and armor.
- **Combat:** Base combat bonus equal to their level.
- **Saving Throws:** Good Reflex and Will saves.
- **Skills:** At 1st level monstrous humanoids receive a number of skills equal to (2 + Int, minimum 1) at 4 ranks each, and (2 + Int) skill rank per additional level.
- **Feats:** Monstrous Humanoids begin with one feat at 1st level and gain an additional feat every third level. These feats may be selected from any category. Monstrous humanoids also receive Heavy and Light Armor Training and Firearms Training or Weapon Training as bonus feats (these feats are only provided in the stat block if the creature is likely to make use of them). Monstrous humanoids may choose a supernatural power in place of a feat like an adept, and treat their creature level as their adept level for using those powers. A monstrous humanoid with adept levels uses only its creature levels to determine its adept level for any power it received as a bonus feat.

Traits: A monstrous humanoid possesses the following traits (unless noted otherwise in a creature’s entry).

- Darkvision out to 60 feet.
- Proficiency with natural weapons.
- Monstrous humanoids eat, sleep and breathe.

Advancement: Monstrous humanoids advance by heroic role.

OOZE/AMOEBOID

An ooze is an amorphous or mutable creature, usually mindless.

- *Fantasy and Horror:* An ooze is a blob-like creature of unknown origin. Oozes are difficult to destroy and consume everything in their path.
- *Science-Fiction:* The ooze type is called the amoeboid type in the science-fiction genre. An amoeboid is an amorphous single- or multi-cellular creature, and is usually mindless. They feed by surrounding and engulfing organic matter, and breaking it down using organelles that produce digestive enzymes.

Features: An ooze has the following features.

- **Toughness:** Oozes have a base toughness equal to their Constitution +1. This value is modified by their size. Oozes almost never have natural or manufactured armor.
- **Combat:** Base combat bonus equal to 3/4 their level.
- **Saving Throws:** No good saving throws.
- **Skills:** Most oozes are mindless and gain no skills. At 1st level intelligent oozes receive a number of skills equal to (2 + Int, minimum 1) at 4 ranks each, and (2 + Int) skill rank per additional level.
- **Feats:** Most oozes are mindless and have no feats. Oozes with an Intelligence begin with one feat at 1st level and gain an additional feat every third level. These feats may only be selected from the general category.

Traits: An ooze possesses the following traits (unless otherwise noted in a creature’s entry).

- Mindless: No Intelligence, and immunity to all mind-influencing effects (including Heart Reading, Heart Shaping, and any power requiring mental contact).
- Blind (but have the blindsight special quality), with immunity to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

- Proficiency with natural weapons.
- Immunity to poison, sleep effects, paralysis, stunning and the Flesh Shaping power.
- Some oozes have the ability to deal acid damage to objects. In such a case, the amount of damage is equal to the ooze’s Constitution per full round of contact.
- Not subject to critical hits.
- Oozes eat and breathe, but do not sleep.

Advancement: Oozes advance by gaining levels in ooze.

OUTSIDER

An outsider is at least partially composed of the essence (but not necessarily the material) of some other plane of existence.

- *Fantasy and Horror:* Outsiders are powerful spirit beings, and include such otherworldly creatures as angels and demons. Some creatures start out as some other type and become outsiders when they attain a higher (or lower) state of spiritual existence.
- *Science-Fiction:* Because their existence assumes the presence of supernatural forces, outsiders are most appropriate for the fantasy and horror genres or the science-fiction and science-fiction horror subgenres. A bizarre creature from another dimension is best modeled using one of the other science-fiction appropriate creature types with the extradimensional subtype.

The outsider type is called the extradimensional type in the science-fiction and science-fiction horror subgenres. Extradimensionals are bizarre creatures that originate from some other dimension in the time-space continuum or from an alternate reality. Extradimensionals often defy all the precepts of scientific knowledge, and appear to be biologically impossible as they developed in dimensions that have different natural laws from our own.

Features: An outsider has the following features.

- **Toughness:** Outsiders have a base toughness equal to their Constitution. This value is modified by their size and armor.
- **Combat:** Base combat bonus equal to their level.
- **Saving Throws:** Good Fortitude, Reflex and Will saves.
- **Skills:** At 1st level outsiders receive a number of skills equal to (6 + Int, minimum 1) at 4 ranks each, and (6 + Int) skill rank per additional level.
- **Feats:** Outsiders begin with one feat at 1st level and gain an additional feat every third level. These feats may be selected from any category. Outsiders also receive Improved Strike, Heavy and Light Armor Training, Firearms Training or Weapon Training as bonus feats (these feats are only provided in the stat block if the creature is likely to make use of them). Outsiders may choose a supernatural power in place of a feat like an adept, and treat their creature level as their adept level for using those powers. An outsider with adept levels uses only its creature levels to determine its adept level for any power it received as a bonus feat.

Traits: An outsider possesses the following traits (unless otherwise noted in a creature’s entry).

- Darkvision out to 60 feet.
- Proficiency with natural weapons.
- Unlike most other living creatures, an outsider does not have a dual nature—its soul and body form one unit. When an outsider is slain, no soul is set loose. Supernatural powers that restore souls to their bodies (such as Imbue Life) don’t work on an outsider. An outsider with the native subtype can be affected by Imbue Life just as other living creatures can be.
- Outsiders breathe, but do not need to eat or sleep (although they can if they wish). Native outsiders breathe, eat and sleep.

PATHOGEN (HAZARD)

Pathogens are microscopic entities that invade an organism, altering its internal environment in some way that is often detrimental. Pathogens may be living organisms such as protozoa or bacteria, or they can be mere shells of protein housing genetic information such as viruses. Due to their microscopic size, most pathogens are impossible to physically interact with without very specialized tools, and cannot be affected by conventional weapons. Thus pathogens are treated as “hazards” rather than creatures, and follow the rules for disease in the *True20 Adventure Roleplaying* book.

Advancement: Outsiders with an Intelligence of -2 or below advance by gaining levels in outsider. Outsiders with an Intelligence of -1 or above advance by heroic role.

PLANT/AUTOTROPH

This type comprises vegetable creatures and other types of organisms that can manufacture their own nutrients. Note that regular plants, such as one finds growing in gardens and fields, lack Wisdom and Charisma and are not creatures but objects, even though they are alive.

- *Fantasy and Horror:* Plant creatures are flora that have been animated through some supernatural means. They have the intelligence and mobility of animals or even humanoids.
- *Science-Fiction:* The plant type is called the autotroph type in the science-fiction genre. An autotroph is an organism capable of synthesizing its own food from inorganic substances, using light and/or chemical energy. An autotroph usually has the chemoautotroph, photoautotroph or photoheterotroph subtype.

Features: A plant creature has the following features.

- **Toughness:** Plants have a base toughness equal to their Constitution. This value is modified by their size and armor.
- **Combat:** Base combat bonus equal to $3/4$ their level.
- **Saving Throws:** Good Fortitude saves.
- **Skills:** Some plant creatures are mindless and gain no skills. At 1st level intelligent plants receive a number of skills equal to $(2 + \text{Int}, \text{minimum } 1)$ at 4 ranks each, and $(2 + \text{Int})$ skill rank per additional level.
- **Feats:** Some plants are mindless and have no feats. Plants with an Intelligence begin with one feat at 1st level and gain an additional feat every third level. These feats may only be selected from the general category. Most plants gain Night Vision as a bonus feat regardless of their Intelligence.

Traits: A plant creature possesses the following traits (unless otherwise noted in a creature’s entry).

- Proficiency with natural weapons.
- Immunity to all mind-influencing effects (including Heart Reading, Heart Shaping, and any power requiring mental contact).
- Immunity to poison, sleep effects, paralysis, stunning and the Flesh Shaping power. Plant creatures are, however, affected by the Plant Shaping power.
- Not subject to critical hits.
- Plants breathe and eat, but do not sleep.

Advancement: Plants with an Intelligence of -2 or below advance by gaining levels in plant. Plants with an Intelligence of -1 or above advance by heroic role.

SUPERNATURAL BEAST

Supernatural beasts are similar to animals but can have Intelligences higher than -4 . Supernatural beasts usually have supernatural abilities, but sometimes are merely bizarre in appearance or habits and have supernatural origins.

- *Fantasy and Horror:* A supernatural beast is a creature that is not humanoid but which does not fit into any other creature type and is not bizarre enough to be an aberration. This is a broad category

that contains fantastic creatures of myth and legend as well as supernatural versions of normal animals.

- *Science-Fiction:* The supernatural beast type is generally not used in the science-fiction genre, since alien creatures are natural to their home planets and are only “supernatural” to human perceptions. Strange alien creatures are better modeled using the animal type with a few appropriate subtypes. This creature type should only be used in the science-fantasy and science-fiction horror subgenres to model alien creatures that are truly supernatural in origin.

If there is a supernatural beast in this book that you’d like to use as an alien animal, you can “convert” it by simply swapping “animal” in place of “supernatural beast” on its Type line and changing its combat bonus to its level $\times 3/4$. Since the basics of those creature types are otherwise the same, your alien’s skills, feats, traits and saves do not change despite the change in type.

Features: A supernatural beast has the following features.

- **Toughness:** Supernatural beasts have a base toughness equal to their Constitution. This value is modified by their size and armor.
- **Combat:** Base combat bonus equal to their level.
- **Saving Throws:** Good Fortitude and Reflex saves.
- **Skills:** At 1st level supernatural beasts receive a number of skills equal to $(2 + \text{Int}, \text{minimum } 1)$ at 4 ranks each, and $(2 + \text{Int})$ skill rank per additional level.



- **Feats:** Supernatural beasts begin with one feat at 1st level and gain an additional feat every third level. These feats may be selected from any category. Supernatural beasts may choose a supernatural power in place of a feat like an adept, and treat their creature level as their adept level for using those powers. All supernatural beasts gain Night Vision as a bonus feat. A supernatural beast with adept levels uses only its creature levels to determine its adept level for any power it received as a bonus feat.

Traits: A supernatural beast possesses the following traits (unless otherwise noted in a creature's entry).

- Darkvision out to 60 feet.
- Proficient with its natural weapons.
- Supernatural beasts eat, sleep and breathe.

Advancement: Supernatural beasts advance by gaining levels in supernatural beast.

UNDEAD

Undead are once-living creatures animated by spiritual or supernatural forces, such as the *Imbue Unlife* power.

- *Fantasy and Horror:* An undead creature was once living but has magically transcended death as a walking corpse or ghostly spirit.
- *Science-Fiction:* Because their existence assumes the presence of supernatural forces, undead are most appropriate for the fantasy and horror genres or the science-fantasy and science-fiction horror subgenres.

Features: An undead creature has the following features.

- **Toughness:** Undead have a base toughness of +0 modified by their size and armor. They also gain a toughness bonus equal to 1/2 their level (rounded down).
- **Combat:** Base combat bonus equal to 1/2 their level.



- **Saving Throws:** Good Will saves.
- **Skills:** Many undead are mindless and gain no skills. At 1st level intelligent undead receive a number of skills equal to (6 + Int, minimum 1) at 4 ranks each, and (6 + Int) skill rank per additional level, or by heroic role.
- **Feats:** Some undead are mindless and have no feats. Skeletal undead gain Improved Initiative and zombie-like undead gain Tough as a bonus feat regardless of their Intelligence. An undead with an Intelligence begins with one feat at 1st level and gain an additional feat every third level. These feats may be selected from any category. Undead also receive Heavy and Light Armor Training and Firearms Training or Weapon Training as bonus feats (these feats are only provided in the stat block if the creature is likely to make use of them). Undead may choose a supernatural power in place of a feat like an adept, and treat their creature level as their adept level for using those powers. An undead with adept levels uses only its creature levels to determine its adept level for any power it received as a bonus feat.

Traits: An undead creature possesses the following traits (unless otherwise noted in a creature's entry).

- No Constitution.
- Darkvision out to 60 feet.
- Proficiency with natural weapons.
- Immunity to all mind-influencing effects (including Heart Reading, Heart Shaping, and any power requiring mental contact).
- Immunity to poison, sleep effects, paralysis, stunning, disease and death effects.
- Not subject to critical hits, non-lethal damage or ability drain. Immune to damage to its physical abilities (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects.
- Cannot heal damage on its own if it has no Intelligence, although it can be healed. The fast healing special quality works regardless of the creature's Intelligence.
- The Harm power heals undead creatures (treat this situation as if the Cure power were being used on a living creature).
- The Cure power damages undead creatures as if it were Harm used on a living creature.
- Immunity to any effect requiring a Fortitude save (unless the effect also works on objects or is harmless).
- When reduced to "dying" condition on the damage track, it is immediately destroyed.
- Not affected by the *Imbue Life* supernatural power.
- Undead do not breathe, eat, or sleep.

Advancement: Undead with an Intelligence of -2 or less advance by gaining levels in undead. Undead with an Intelligence of -1 or greater advance by heroic role.

VERMIN

This type includes insects, arachnids, other arthropods, worms and similar invertebrates.

- *Fantasy and Horror:* Vermin are otherwise normal insects and spiders that have grown to unnatural size through supernatural or scientific influence.
- *Science-Fiction:* The vermin type is most appropriate for the fantasy and horror genres, or the science-fantasy and science-fiction horror subgenres. Earth vermin are mindless, and the laws of physics do not permit them to get any larger than they are. Things may have developed differently on alien worlds, however, so "giant bug" type creatures are possible elsewhere. Since the vermin type is so specific and the science-fiction subtypes allow for greater customization, insectoid alien creatures are better modeled using the animal creature type with the arthropod subtype.

If there is a vermin in this book that you'd like to use as an alien insectoid creature, you can "convert" it by simply swapping "animal" in place "vermin" on its Type line and adding the arthropod subtype. Since the basics of those creature types are otherwise the same, your alien's combat bonus, skills, feats, traits and saves do not change despite the change in type.

Features: Vermin have the following features.

- **Toughness:** Vermin have a base toughness equal to their Constitution. This value is modified by their size and armor.
- **Combat:** Base combat bonus of 3/4 their level.
- **Saving Throws:** Good Fortitude saves.
- **Skills:** Skills equal to (2 + Int, minimum 1) and the same number of skill ranks per additional level, if the vermin has an Intelligence. However, most vermin are mindless and gain no skills.
- **Feats:** Most vermin are mindless and have no feats. Vermin with an Intelligence begin with one feat at 1st level and gain an additional feat every third level. These feats may be selected from the general, martial and expert categories.

Traits: Vermin possess the following traits (unless otherwise noted in a creature's entry).

- **Mindless:** No Intelligence, and immunity to all mind-influencing effects (including Heart Reading, Heart Shaping, and any power requiring mental contact).
- **Darkvision** out to 60 feet.
- **Proficient** with their natural weapons.
- Vermin breathe, eat and sleep.

Advancement: Vermin advance by gaining levels in vermin.

SUBTYPES

Subtypes are descriptors that are added on to a creature type in parentheses, and further describe what the creature is. Not all creatures need to have a subtype, while others may have multiple subtypes. Some creature types such as humanoids and outsiders always have at least one subtype.

GENERAL SUBTYPES

The following creature subtypes are general and can be applied to creatures of any genre.

AQUATIC

These creatures always have swim speeds and thus can move in water without making Swim checks. An aquatic creature can breathe underwater. It cannot also breathe air unless it has the amphibious quality.

AUGMENTED

A creature receives this subtype whenever something happens to change its original type. Some creatures (those with an inherited template) are born with this subtype; others acquire it when they take on an acquired template. The augmented subtype is always paired with the creature's original type. A creature with the augmented subtype usually has the traits of its current type, but the features of its original type.

COLD/ARCTIC

A creature with the cold or arctic subtype has immunity to cold. It has vulnerability to fire, which means it takes half again as much (+50%) damage as normal from fire.

EXTRAPLANAR

The extraplanar subtype is applied to any creature when it is on a plane other than its native plane. A creature that travels the planes can gain or lose this subtype as it goes from plane to plane.

Creature entries assume that encounters with creatures take place on the Material Plane, and every creature whose native plane is not the Material Plane has the extraplanar subtype (but would not have it when on its home plane). Every extraplanar creature has a home plane mentioned in its description. Creatures not labeled as extraplanar are natives of the Material Plane, and gain the extraplanar subtype if they leave the Material Plane. No creature has the extraplanar subtype when it is on a transitive plane, such as the Astral Plane, the Ethereal Plane and the Plane of Shadow.

FIRE/VOLCANIC

A creature with the fire or volcanic subtype has immunity to fire and heat. It has vulnerability to cold, which means it takes half again as much (+50%) damage as normal from cold.

NATIVE

The native subtype is applied only to outsiders. These creatures have mortal ancestors or a strong connection to the Material Plane and can be raised from the dead by the *Imbue Life* supernatural power just as other living creatures can be. Creatures with this subtype are native to the Material Plane (hence the subtype's name). Unlike true outsiders, native outsiders need to eat and sleep.

REPTILIAN

These creatures are scaly and usually cold-blooded. The reptilian subtype is only used to describe humanoids, not animals and creatures that are truly reptiles.

SWARM

A swarm is a collection of Fine, Diminutive, or Tiny creatures that acts as a single creature. A swarm has the characteristics of its type, except as noted here. A swarm has a single level and Toughness save, a single initiative modifier, a single speed and a single defense bonus. A swarm makes saving throws as a single creature. A single swarm occupies a circle (if it is made up of non-flying creatures) or a sphere (of flying creatures) 10 feet in diameter, but its reach is 0 feet, like its component creatures. In order to attack, it surrounds an opponent. It can occupy the same space as a creature of any size, since it crawls all over its prey. A swarm can move through an area occupied by enemies and vice versa without impediment. A swarm can move through cracks or holes large enough for its component creatures.

A swarm of tiny creatures consists of 300 non-flying creatures or 1,000 flying creatures. A swarm of diminutive creatures consists of 1,500 non-flying creatures or 5,000 flying creatures. A swarm of fine creatures consists of 10,000 creatures, whether they are flying or not. Swarms of non-flying creatures include many more creatures than could normally fit in a 10-foot square based on their normal space, because creatures in a swarm are packed tightly together and generally crawl over each other and their prey when moving or attacking. Larger swarms are represented by multiples of single swarms. The area occupied by a large swarm is completely shapeable, though the swarm usually remains in contiguous squares.

Traits: A swarm has no clear front or back and no discernable anatomy, so it is not subject to critical hits. A swarm made up of Tiny creatures takes half damage from slashing and piercing weapons. A swarm composed of Fine or Diminutive creatures is immune to weapon damage. Reducing a swarm to "dying" condition on the damage track causes it to break up, though damage taken until that point does not affect its ability to attack or resist attack. Swarms are never staggered. Also, they cannot be tripped, grappled or rushed, and they cannot grapple an opponent.

A swarm is immune to any power or effect that targets a specific number of creatures (including single-target supernatural powers) with the exception of mind-influencing effects if the swarm has an Intelligence and a hive mind. A swarm takes half again as much damage (+50%) from powers or effects that affect an area, including Widened powers.

Swarms made up of Diminutive or Fine creatures are susceptible to high winds such as created by the Wind Shaping power. For purposes of determining the effects of wind on a swarm, treat the swarm as a creature of the same size as its constituent creatures. A swarm rendered unconscious by non-lethal damage becomes disorganized and dispersed, and does not reform until it makes a successful recovery roll.

—**Swarm Attack:** Creatures with the swarm subtype don't make standard melee attacks. Instead, they deal automatic damage to any creature whose space they occupy at the end of their move, with no attack roll needed. Swarm attacks are not subject to a miss chance for concealment or cover. A swarm's stat block has "swarm" in the Combat entry, with no attack bonus given. The amount of damage a swarm deals is based on its level, as shown below.

Swarm Level	Swarm Base Damage
1-5	+2
6-10	+4
11-15	+6
16-20	+8
21 or more	+10

A swarm's attacks are not supernatural, unless the swarm's description states otherwise. Damage reduction sufficient to reduce a swarm attack's damage below 0, being incorporeal and other special abilities can give a creature immunity (or at least resistance) to damage from a swarm. Some swarms also have acid, poison, blood drain or other special attacks in addition to normal damage.



—**Distraction:** Any living creature vulnerable to a swarm's damage that begins its turn surrounded by a swarm is nauseated for 1 round; a Fortitude save (Difficulty 10 + 1/2 swarm's level + swarm's Constitution) negates the effect. Using or concentrating on supernatural powers within the area of a swarm requires a successful Difficulty 25 Concentration check. Using skills that involve patience and concentration requires a Difficulty 20 Concentration check.

FANTASY AND HORROR SUBTYPES

The following subtypes are most appropriate for the fantasy and horror genres and the science-fantasy and science-fiction horror subgenres.

AIR

This subtype usually is used for elementals and outsiders. Air creatures always have fly speeds and usually have perfect maneuverability.

EARTH

This subtype usually is used for elementals and outsiders. Earth creatures usually have burrow speeds, and most earth creatures can burrow through solid rock.

GIANT

A giant is a humanoid-shaped creature of great strength, usually of at least Large size. Giants tend to have good Fortitude saves rather than good Reflex saves like most other humanoids. Giants also tend to gain Night Vision as a bonus feat.

GOBLINOID

"Goblinoid" is just one example of a racial subtype. Goblinoids are stealthy humanoids who live by hunting and raiding and who all speak Goblin.

INCORPOREAL

An incorporeal creature has no physical body. Only other incorporeal creatures, supernatural weapons (or creatures that strike as supernatural weapons), and powers can harm it. It is immune to all mundane attack forms. Even when hit by powers or supernatural weapons, it has a 50% chance (11 or higher on d20) to ignore any damage from a corporeal source.

An incorporeal creature has no natural armor bonus but has a bonus to its defense equal to its Charisma (always at least +1, even if the creature's Charisma is +0 or less).

An incorporeal creature can pass through solid objects. An incorporeal creature's attacks likewise pass through (ignore) natural and manufactured armor and shields. Incorporeal creatures pass through and operate in water as easily as they do in air. Incorporeal creatures cannot fall or take falling damage. Incorporeal creatures cannot make trip or grapple attacks, nor can they be tripped or grappled. In fact, they cannot take any physical action that would move or manipulate an opponent or its equipment, nor are they subject to such actions. Incorporeal creatures have no weight and do not set off traps triggered by weight.

An incorporeal creature moves silently and cannot be heard if it doesn't wish to be. Non-visual senses, such as scent and blindsight, are either ineffective or only partly effective with regard to incorporeal creatures. Incorporeal creatures have an innate sense of direction and can move at full speed even when they cannot see.

SHAPECHANGER

A shapechanger has the supernatural ability to assume one or more alternate forms. Many supernatural effects allow some kind of shape shifting, and not every creature that can change shape has the shapechanger subtype.

VICE

The vice subtype is usually applied only to outsiders native to the vice-aligned planes of existence. Creatures with this subtype act in accordance with the vice aspect of their nature. A creature with the vice subtype overcomes damage reduction as if its natural weapons and any weapons it wields were vice-aligned.

VIRTUE

The virtue subtype is usually applied only to outsiders native to the virtue-aligned planes of existence. Creatures with this subtype act in accordance with the virtue aspect of their nature. A creature with the virtue subtype overcomes damage reduction as if its natural weapons and any weapons it wields were virtue-aligned.

WATER

This subtype usually is used for elementals and outsiders. Creatures with the water subtype always have swim speeds and can move in water without making Swim checks. A water creature can breathe underwater and usually can breathe air as well.

SCIENCE-FICTION SUBTYPES

The following subtypes are most appropriate for the science-fiction genre. The science-fiction subtypes further define the creature more or less on its ecological niche. The assumption is that even organisms living on different planets share similar traits based on their strategy for feeding and survival.

AERIAL

This subtype usually is used for organisms that are adapted to moving through the atmosphere of their home planet. Aerial creatures always have fly speeds though their maneuverability may vary. Aerial creatures gain a +2 racial bonus to initiative.

ANDROID

Androids are robotic constructs that closely mimic a human or other living organism (often resembling the same species as the android's creator). This subtype can only be applied to constructs. Unlike most other constructs, androids are subject to critical hits since they contain delicate circuitry and gears that can easily be damaged. Unless otherwise stated, an observer must succeed on a Difficulty 25 Notice or a Difficulty 20 Knowledge (technology) check to detect that a creature is actually an android.

ARBOREAL

This subtype is used for creatures that have evolved to move by swinging or jumping from one piece of vegetation to another without touching the ground. Arboreal creatures always have a climb speed, and thus can move through such dense vegetation without making jump, climb or balance checks. They also gain a +8 racial bonus on Acrobatics and Climb checks. They can always choose to take 10 on Climb checks, even if rushed or threatened. Some arboreal creatures may use their Dexterity modifier instead of their Strength modifier for Climb checks.

ARTHROPOD

An arthropod has an external skeleton, either a chitinous exoskeleton like an insect or crustacean, or a series of interlocking plates comprised of some organic mineral. A creature with the arthropod subtype as a natural armor bonus of at least +1. Arthropods also usually have darkvision out to 60 ft., and some other sense-oriented trait such as tremorsense or blindsense.

ARTIFICIAL

This subtype is applied to artificial organic life-forms. These would include living organisms that were created through scientific methods rather

than born such as replicants and clones. Artificial creatures are genetically engineered, grown in a laboratory, and do not have biological parents.

CHEMOAUTOTROPH

Chemoautotrophs use energy derived from inorganic molecules such as ammonia (NH₃) or hydrogen sulfide (H₂S) to drive their own nutrient production. Chemoautotrophs are extremophiles and can adapt to incredibly harsh conditions. Chemoautotrophs breathe the components of their native atmosphere and "eat" nutrients found in the soil or rotting organic matter, but do not sleep.

CYBERNETIC

This subtype is applied to any living organism that has undergone cybersurgery to either replace or enhance any part of its body with cybernetic, bionic or mechanical parts. Each time a cybernetic creature reaches "wounded" or worse condition on the damage track, a random piece of its cybergear ceases to function. A character must succeed on a Difficulty 30 Craft (cybergear) skill check to repair each damaged piece of cybergear.

DECOMPOSER

A decomposer is a plant-like organism (such as a bacterium or fungus) that grows on and breaks down dead organic matter, causing it to rot and decay. Many decomposers lack Wisdom and Charisma (see Nonabilities) and are not creatures, but objects, even though they are alive. Most creatures with the decomposer subtype are autotrophs.

DETRITIVORE

Detritivores are organisms that graze on decomposing organic matter, gaining nourishment from both the decomposing matter and the microbes that grow on it.

ENDOTHERM

These creatures are "cold-blooded" and cannot regulate their own internal temperature. When an endotherm is exposed to temperatures significantly colder than its native climate they become slowed, and are only able to take a single standard or move action until they enter a warmer area. Endotherms suffer a -5 penalty on all saving throws related to resisting the effects of cold temperatures.

EXTRATEMPORAL

A subtype applied to any creature when it has traveled to an alternate timeline other than its native timeline. A creature that travels through time can gain or lose this subtype as it goes from timeline to alternate timeline. Every extratemporal creature should have a native timeline mentioned in its description. Creatures not labeled as extratemporal are natives of the timeline they are currently occupying, and they gain the extratemporal subtype if they leave that timeline. No creature has the extratemporal subtype when it is traveling between timelines.

FILTER FEEDER

Filter feeders are organisms that graze on particulate matter that is suspended in a liquid. They do this by sifting through large volumes of liquid to filter out and consume any organic particles.

HEMATOPHAGE

A hematophage is a "blood-feeder". This subtype includes any creature that feeds by extracting a blood-like liquid from another organism. This can include things like blood, sap or cerebrospinal fluid. Most hematophages have a bite attack that deals Constitution damage.

HERBIVORE

Herbivores subsist by consuming photoautotrophs (plant life) local to their environment. Non-intelligent herbivores usually amass in great

herds for safety in numbers. Any natural attacks they have evolved are probably used for defense or to vie for territory or mating rights. Most herbivores are only aggressive when they feel threatened. Some also get very aggressive during their mating season. Herbivores eat, sleep and breathe.

HERD

A creature with the herd subtype belongs to a group of creatures that travel, graze and raise their young as a group. Herd animals are usually herbivores, though other creatures may also live in herds. Herd animals have an Intelligence of -5 or more, and have a highly developed system of communication within the herd. Herd animals gain Tough as a bonus feat.

LITHIVORE

Lithivores are silicon-based organisms that are capable of consuming inorganic material such as sand and rocks. They are much denser than carbon-based organisms, and are usually capable of surviving in a broader range of environments. A lithivore gets a bonus to Toughness equal to one and a half times its Constitution. Lithivores have immunity to poison, sleep effects, paralysis, radiation and stunning. Lithivores eat and breathe, but do not require sleep.

MUTANT

Apply this subtype to any creature that has been genetically altered in a significant way through exposure to radiation, genetic engineering or contact with mutagenic substances. This alteration often gives them a number of special abilities and flaws. Mutants can gain access to certain supernatural feats.

OMNIVORE

An omnivore is capable of subsisting on the flesh of other animals, by scavenging or by consuming local autotrophs. The diet and hunting tactics of an omnivore are the most diverse of all creatures.

PARASITOID

A parasitoid is a creature that lays its eggs inside of another creature, often paralyzing or killing the host in the process. The immature creatures feed off the host until they have grown to the adult stage and become independent free-living organisms in search of host to lay their own eggs inside of. Parasitoids have the Implant ability.

Implant: When a parasitoid damages a creature with one of its natural attacks, it can lay an egg inside the creature. The young larva emerges from the egg about 5 days later, literally devouring the host from inside. The host takes 1 point of Constitution damage per day for three days, at which point a fully grown adult parasitoid creature emerges, dealing an additional 2 points of Constitution damage to the host. A successful use of the Cure Disease supernatural power rids a victim of the egg, as does a Difficulty 25 Medicine check. If the check fails, the healer can try again, but each attempt (successful or not) deals +2 damage to the patient.

PHOTOAUTOTROPH

Photoautotrophs are photosynthetic organisms, such as plants and algae, that use light energy (usually from the nearest star) to produce their own nutrients. This type comprises most vegetable creatures. Examples of photoautotrophs on Earth are photosynthetic plants such as trees and flowers. Photoautotrophs have immunity to poison, sleep effects, paralysis and stunning. Photoautotrophs breathe components of their native atmosphere and absorb light, water or nutrients, but do not usually sleep. If a photoautotroph is denied a light source, it begins to suffer the effects of starvation until it can once again absorb light.

PHOTOHETEROTROPH

Photoheterotrophs are plant-like organisms that are capable of harnessing light energy like photoautotrophs, but they need to acquire their carbon or other key nutrients like nitrates and phosphates by consuming organic matter (such as other organisms). Examples of photoheterotrophs on Earth are “carnivorous” plants such as the Venus flytrap and the sundew. Photoheterotrophs have immunity to poison, sleep effects, paralysis and stunning. Photoheterotrophs breathe and eat, but do not sleep.

PREDATOR

A predator subsists on consuming the flesh of other animals. Predators must hunt down and consume prey to survive, and thus are highly evolved killing machines. Any natural attacks they have evolved are probably used for hunting as well as defense or to vie for territory or mating rights. Predators eat, sleep and breathe.

PSIONIC

A creature with the psionic subtype has developed supernatural mental abilities, and gains access to supernatural feats.

SCAVENGER

Scavengers survive by eating whatever food is available. They steal meat from carnivores, or consume leftover rotting organic matter. Many scavengers are also opportunists that are quick to eat the defenseless young or eggs of another organism if they are edible and left unguarded. Scavengers eat, sleep and breathe.

SENTIENT

A creature with this subtype is self-aware and often capable of abstract thought. Sentient creatures have an Intelligence of -2 to $+8$. Sentient creatures possess at least one highly developed language and their own complex culture. Sentient creatures advance by heroic role.

SUB-SENTIENT

A creature with this subtype is bordering on being self-aware. Sub-sentient creatures have an Intelligence of -3 . They are capable of developing a rudimentary form of language and culture. In a science-fiction setting, certain animals such as apes and porpoises may be classified as sub-sentient.

SUBTERRANEAN

A creature with the subterranean subtype is adapted to life underground. Subterranean creatures gain either tremorsense out to 60 ft. or darkvision out to 90 ft. Many subterranean creatures also have a burrowing speed. Subterranean creatures also gain a +2 bonus to Search checks to notice unusual stonework.

SUPERSENTIENT

A creature with this subtype has transcended mere self awareness. Supersentient creatures have an Intelligence of $+9$ or higher. Supersentient creatures have abilities beyond the comprehension of lesser life-forms. Supersentient creatures can take 10 on all Notice, Search and Sense Motive checks. Supersentient creatures often have the psionic subtype and thereby gain access to supernatural powers. Supersentient creatures advance by heroic role.

SYMBIONT

A symbiont is a creature that has evolved to survive by latching onto another creature, either externally or internally. Without its host a symbiont cannot survive for long. Each symbiont provides its host with a combination of benefits and hindrances and often feeds off of the host organism itself. Certain symbionts may have an accompanying acquired

template which alters their host in some significant way. Symbionts can often exert limited control over their host's behavior. This ability operates as if they had the Suggestion supernatural power with Wisdom as the key ability. Symbionts eat and breathe, but generally do not need to sleep.

VACUUM

A creature with the vacuum subtype has evolved to withstand the rigors of being able to survive in the vacuum of space or a similar environment that contains a virtual absence of matter. These creatures suffer no penalties under zero gravity conditions. Should a creature with the vacuum subtype ever find itself in an environment under high pressure, all the detrimental effects of high pressure are doubled. Vacuum creatures generally have darkvision out to 90 ft.

STEP FIVE: PICK ABILITIES

When choosing the abilities for a creature you don't need to follow the six point rule heroes use. Likewise you don't need to obey the +5 maximum for starting human characters. Instead, you should set the abilities to whatever seems appropriate for your creature concept. It can be useful to refer to existing *True20* creatures to gauge how high (or low) your new creature's abilities should be. Large or powerful creatures usually have a high Strength and Constitution, whereas smaller creatures have a lower Strength but a high Dexterity. Also refer to the creature's type for hints. For example, animals always have an Intelligence of -5 or -4. Undead and constructs always lack a Constitution. Constructs, oozes, plants and undead are often mindless and thus have no Intelligence. Incorporeal creatures have no Strength.

NONABILITIES

Some creatures lack certain abilities. These creatures do not have an ability of -5, the lowest possible for other creatures—they lack the ability altogether. The modifier for a nonability is +0. Other effects of nonabilities are detailed below.

STRENGTH

Any creature that can physically manipulate other objects has a Strength of at least -5. A creature with no Strength can't exert force, usually because it has no physical body or because it doesn't move. The creature automatically fails Strength checks.

DEXTERITY

Any creature that can move has a Dexterity of at least -5. A creature with no Dexterity can't move. If it can perform actions (such as using supernatural powers), it applies its Intelligence to initiative checks instead of Dexterity. The creature automatically fails Reflex saves and Dexterity checks.

CONSTITUTION

Any living creature has a Constitution of at least -5. A creature with no Constitution has no body or no metabolism. It is immune to any effect that requires a Fortitude save unless the effect works on objects or is harmless. The creature is also immune to ability damage and ability drain, and automatically fails Constitution checks. A creature with no Constitution cannot tire and thus can run indefinitely without tiring (unless the creature's description says it cannot run).

INTELLIGENCE

Any creature that can think, learn or remember has an Intelligence of at least -5. A creature with no Intelligence is mindless, an automaton operating on simple instincts or programmed instructions. It has immunity to mind-affecting effects (Heart Reading, Heart Shaping,

Illusion, Mind Reading, Mind Shaping and Mind Touch supernatural powers) and automatically fails Intelligence checks. Mindless creatures do not gain feats or skills, although they may have bonus feats or racial skill bonuses.

WISDOM

Any creature that can perceive its environment in any fashion has a Wisdom of at least -5. Anything with no Wisdom is an object, not a creature. Anything without a Wisdom also has no Charisma.

CHARISMA

Any creature capable of telling the difference between itself and things that are not itself has a Charisma of at least -5. Anything with no Charisma is an object, not a creature. Anything without a Charisma also has no Wisdom.

STEP SIX: CHOOSE SPEED AND FORMS OF LOCOMOTION

Does your creature simply move along the ground, or can it fly, glide, burrow, swim or swing from tree to tree with any degree of competency? Is it faster, slower or about the same speed as a typical human (speed 30 ft.)? Compare your creature to similar existing *True20* creatures to gauge what its movement should be. Movement rates are almost always a multiple of ten, and rarely lower than 5 ft.

MOVEMENT MODES

Creatures may have modes of movement other than walking and running. These are natural, not supernatural, unless specifically noted in a creature description.

BURROW

A creature with a burrow speed can tunnel through dirt, but not through rock unless the descriptive text says otherwise. Creatures cannot charge or run while burrowing. Most burrowing creatures do not leave behind tunnels other creatures can use (either because the material they tunnel through falls in behind them or because they do not actually dislocate any material when burrowing); see the individual creature descriptions for details.

If an adept uses the Earth Shaping supernatural power on an area containing a burrowing creature, the creature must make a Fortitude save equal to the save Difficulty of the adept's powers. If the creature fails the save, it is flung away 10 feet per point by which it failed the save. It must also make a Difficulty 15 Fortitude save or be stunned for 1 round.

CLIMB

A creature with a climb speed has a +8 racial bonus on all Climb checks. The creature must succeed on a Climb check to climb any wall or slope with a Difficulty of more than 0, but it always can choose to take 10 even if rushed or threatened while climbing. The creature climbs at the given speed while climbing. If it chooses an accelerated climb it moves at double the given climb speed (or its base land speed, whichever is lower) and makes a single Climb check at a -5 penalty. Creatures cannot run while climbing. A creature retains its Dexterity bonus to defense (if any) while climbing, and opponents get no special bonus on their attacks against a climbing creature.

FLY

A creature with a fly speed can move through the air at the indicated speed if carrying no more than a light load. (Note that medium armor

does not necessarily constitute a medium load.) All fly speeds include a parenthetical note indicating maneuverability, as follows:

—*Perfect*: The creature can perform almost any aerial maneuver it wishes. It moves through the air as well as a human moves over smooth ground.

—*Good*: The creature is very agile in the air (like a housefly or a hummingbird), but cannot change direction as readily as those with perfect maneuverability.

- *Average*: The creature can fly as adroitly as a small bird.
- *Poor*: The creature flies as well as a very large bird.
- *Clumsy*: The creature can barely maneuver at all.

A creature that flies can make dive attacks. A dive attack works just like a charge, but the diving creature must move a minimum of 30 feet and descend at least 10 feet. It can make only claw or talon attacks, but these deal double damage. A creature can use the run action while flying, provided it flies in a straight line.

SWIM

A creature with a swim speed can move through water at its swim speed without making Swim checks. It has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. The creature can always choose to take 10 on a Swim check, even if distracted or endangered. The creature can use the run action while swimming, provided it swims in a straight line.

STEP SEVEN: DETERMINE ARMOR BONUS AND DEFENSES

How much protection does this creature have? In *True20*, armor adds a bonus to a creature's Toughness save. If your creature is wearing armor,



simply refer to the **Armor** section in **Chapter Five** of the *True20 Adventure Roleplaying* book. If your creature has natural armor of some variety (such as heavy fur, scales, a shell, an exoskeleton, or very thick skin), use the given armor types and existing *True20* creatures with similar coverings as a reference. Natural armor bonuses almost never exceed +10 and rarely exceed +5 except for the most powerful creatures. Also consider if your creature has any more unusual defenses such as invisibility, a noxious stench, the ability to bend light around it or an incorporeal body.

STEP EIGHT: PICK ATTACK FORMS

How does your creature defend itself in a fight? Possible attack forms include weapons, claws, bites, gore attacks (indicating the use of horns or spines), slam attacks (indicating the use of a bludgeoning appendage), gaze attacks, breath weapons, rays and other special attacks.

A creature's base combat bonus is determined by its type and level; refer to the **Creature Level-Dependent Benefits** table.

Any special attacks that allow a saving throw have a Difficulty equal to $10 + 1/2$ the creature's level + relevant ability. For example an 8th level giant poisonous snake with +3 Constitution would have poison with a save Difficulty of 17 ($10 + 4$ [half its level of 8] + 3 Con).

Saving throws versus the creature's supernatural powers are calculated as if it had adept levels equal to its creature levels (that is, $10 + 1/2$ the creature's level [rounded up] + key ability). A creature with adept levels uses only its creature levels to determine its adept level for any power it received as a bonus feat.

NATURAL WEAPONS

Natural weapons are weapons that are physically a part of a creature. The number of attacks a creature can make with its natural weapons depends on the type of the attack—generally, a creature can make one bite attack, one claw attack, one tentacle attack, one gore attack, one sting attack, or one slam attack per round. Some creatures make use of the Double Strike feat to use two claw or slam attacks in the same round.

Unless otherwise noted, a natural weapon threatens a critical hit on a natural attack roll of 20. Natural weapons have types just as other weapons do. The most common are summarized below.

BITE

The creature attacks with its mouth, dealing piercing, slashing, and bludgeoning damage.

CLAW OR TALON

The creature rips with a sharp appendage, dealing piercing and slashing damage.

GORE

The creature spears the opponent with an antler, horn or similar appendage, dealing piercing damage.

SLAP OR SLAM

The creature batters opponents with a tail, paw, limb or its body, dealing bludgeoning damage.

STING

The creature stabs with a stinger, dealing piercing damage. Sting attacks usually deal damage from poison in addition to normal damage.

TENTACLE

The creature fails at opponents with a powerful tentacle, dealing bludgeoning (and sometimes slashing) damage.

MANUFACTURED WEAPONS

Some creatures employ manufactured weapons when they attack. Creatures that use swords, bows, spears, and the like follow the same rules as characters, including those for Two-Weapon Fighting. This category of weapons also includes “found items” such as rocks and logs that a creature wields in combat—in essence, any weapon that is not intrinsic to the creature.

The amount of damage inflicted depends on the type of weapon, and can be found in the **Weapons** section of **Chapter Five** of the *True20 Adventure Roleplaying* book and in **Appendix A** of this book.

SUPERNATURAL MANUFACTURED WEAPONS

On rare occasions, high level creatures may have access to supernatural weapons, which are manufactured weapons that have been enhanced through supernatural means. Supernatural weapons usually provide a numerical bonus to hit and to damage. Some supernatural weapons have other special abilities, which should be described on an individual basis. Supernatural weapons are also able to bypass the damage reduction of certain creatures (see **Damage Reduction** in step 12) and damage incorporeal creatures.

STEP NINE: SET DAMAGE VALUES FOR ATTACK FORMS

Approximate your creature’s damage based on its size, the relative size and type of the weapon it’s using. For example, a Medium creature with a claw attack might have a damage rating approximately equal to a knife (+1 damage) before any Strength bonuses or penalties are applied. If the creature’s claws are disproportionately large, then they may do damage equivalent to that of short swords (+2 damage) before Strength is factored in.

STEP TEN: CHOOSE SKILLS

Choose a number of skills for your creature based on how many skill ranks it is allotted by its type and Intelligence. Additional skill ranks may be purchased with the Skill Training feat, and existing skills may be made more potent with feats like Skill Focus. A creature’s maximum number of ranks for any one skill is equal to its level +3, just like that of a hero; refer to the **Creature Level-Dependent Benefits** table. Your creature may also have racial bonuses to certain skills that for which it has a natural aptitude. Such racial bonuses usually range between +1 (for a minor natural inclination) and +8 (for a skill that the creature was born to use).

If the creature is wearing any armor it incurs a penalty to the Acrobatics, Climb, Escape Artist, Jump, Sleight of Hand, Stealth and Swim skills. The size of these penalties depends on the type of armor worn, and can be found in the **Armor** section of **Chapter Five** of the *True20 Adventure Roleplaying* book.

STEP ELEVEN: CHOOSE FEATS

Choose a number of feats for your creature based on its level. Remember that unlike heroes, creatures do not get a feat for every level. Instead,

creatures get a selection of bonus feats, one feat at 1st level, and one feat every third level (3rd, 6th, 9th, etc.). Refer to the **Creature Level-Dependent Benefits** table to see how many feats your creature has. Additional feats may be granted as bonus feats if they are abilities your creature should have naturally without having to learn anything.

The following feats are available to creatures, but not typically to heroes due to the nature of their prerequisites.

ABILITY FOCUS (GENERAL)

PREREQUISITE: SPECIAL ATTACK.

Choose one of the creature’s special attacks. Add +2 to the Difficulty for all saving throws against the special attack on which the creature focuses.

A creature can gain this feat multiple times. Its effects do not stack. Each time the creature takes the feat it applies to a different special attack.

AWESOME BLOW (MARTIAL)

PREREQUISITES: STR +7, SIZE LARGE OR LARGER.

As a standard action, the creature may choose to subtract 4 from its melee attack roll and deliver an awesome blow. If the creature hits a corporeal opponent smaller than itself with an awesome blow, its opponent must succeed on a Reflex save (Difficulty 10 + 1/2 the creature’s level + its Strength) or be knocked 10 feet in a direction of the attacking creature’s choice and fall prone. The attacking creature can only push the opponent in a straight line, and the opponent can’t move closer to the attacking creature than the square it started in. If an obstacle prevents the completion of the opponent’s move, the opponent and the obstacle each take +2 damage, and the opponent stops in the space adjacent to the obstacle.

DOUBLE STRIKE (GENERAL)

PREREQUISITES: TWO OR MORE NATURAL WEAPONS.

The creature gains the benefits of Two-Weapon Fighting with its natural weapons (see the description of **Two-Weapon Fighting** in **Chapter Six** of the *True20 Adventure Roleplaying* book).

HOVER (GENERAL)

PREREQUISITE: FLY SPEED.

When flying, the creature can halt its forward motion and hover in place as a move action. It can then fly in any direction, including straight down or straight up, at half speed, regardless of its maneuverability.

If a creature begins its turn hovering, it can hover in place for the turn. A hovering creature cannot make wing attacks, but it can attack with all other limbs and appendages it could use in an attack. The creature can instead use a breath weapon or use a supernatural power instead of making physical attacks, if it could normally do so.

If a creature of Large size or larger hovers within 20 feet of the ground in an area with lots of loose debris, the draft from its wings creates a hemispherical cloud with a radius of 60 feet. The winds so generated can snuff torches, small campfires, exposed lanterns and other small, open flames of non-supernatural origin. Clear vision within the cloud is limited to 10 feet. Creatures have concealment at 15 to 20 feet (20% miss chance [17 or higher on d20]). At 25 feet or more, creatures have total concealment (50% miss chance [11 or higher on d20], and opponents cannot use sight to locate the creature).

Those caught in the cloud must succeed on a Concentration check (Difficulty 10 + 1/2 creature’s level) to use supernatural powers.

Without this feat, a creature must keep moving while flying unless it has perfect maneuverability.

SNATCH (GENERAL)

PREREQUISITE: SIZE HUGE OR LARGER.

The creature can choose to start a grapple when it hits with a claw or bite attack, as though it had the Improved Grab feat. If the creature gets a hold on a creature three or more sizes smaller, it squeezes each round for automatic bite or claw damage. A snatched opponent held in the creature's mouth is not allowed a Reflex save against the creature's breath weapon, if it has one.

The creature can drop a creature it has snatched as a free action or use a standard action to fling it aside. A flying creature travels up to 30 feet, and takes +2 damage per 10 feet traveled. If the creature flings a snatched opponent while flying, the opponent takes this amount or the appropriate falling damage, whichever is greater.

WINGOVER (GENERAL)

PREREQUISITE: FLY SPEED.

A flying creature with this feat can change direction quickly once each round as a free action. This feat allows it to turn up to 180 degrees regardless of its maneuverability in addition to any other turns it is normally allowed. A creature cannot gain altitude during a round when it executes a wingover, but it can dive. The change of direction consumes 10 feet of flying movement.

STEP TWELVE: CREATURE TRAITS

Now pick any special traits you may want your creature to have. Below you will find a list of some of the most common creature traits, but feel free to make up your own if none of the following match your creature concept.

ABILITY LOSS

Some attacks reduce one or more of the opponent's abilities. This loss can be temporary (ability damage) or permanent (ability drain).

Ability Damage: This attack damages an opponent's ability. The creature's descriptive text gives the ability and the amount of damage. If an attack that causes ability damage scores a critical hit, it deals twice the indicated amount of damage. Ability damage returns at the rate of 1 point per day for each affected ability.

Ability Drain: This effect permanently reduces an opponent's ability. The creature's descriptive text gives the ability and the amount drained. If an attack that causes ability drain scores a critical hit, it drains twice the indicated amount. Unless otherwise specified in the creature's description, a draining creature gains an extra recovery check with a +5 bonus whenever it drains an ability no matter how many points it drains.

Some ability drain attacks allow a Fortitude save (Difficulty 10 + 1/2 creature's level + creature's Charisma). If no saving throw is mentioned, none is allowed.

ALTERNATE FORM

A creature with this trait has the ability to assume one or more specific alternate forms. Assuming an alternate form results in the following changes to the creature:

- The creature retains the type and subtype of its original form. It gains the size of its new form.
- The creature loses the natural weapons, natural armor, movement modes and extraordinary special attacks of its original form.
- The creature gains the natural weapons, natural armor, movement modes and non-supernatural special attacks of its new form.

- The creature retains the traits of its original form. It does not gain any traits of its new form.
- The creature retains the supernatural powers and attacks of its old form (except for breath weapons and gaze attacks). It does not gain the supernatural powers, special abilities or supernatural attacks of its new form.
- The creature gains the physical abilities (Str, Dex, Con) of its new form. It retains the mental abilities (Int, Wis, Cha) of its original form.
- The creature retains its save bonuses, although its save modifiers may change due to a change in abilities.
- The creature is effectively disguised as a creature of its new form, and it gains a +10 bonus on Disguise checks if it uses this ability to create a disguise.

AMPHIBIOUS

An amphibious creature is naturally aquatic but can also survive indefinitely on land. It can breathe both air and water without difficulty.

BLINDSENSE

Using non-visual senses, such as acute smell or hearing, a creature with blindsense notices things it cannot see. The creature usually does not need to make Notice checks to pinpoint the location of a creature within range of its blindsense ability, provided the creature does not have total cover. Any opponent the creature cannot see normally still has total concealment, and the creature still has the normal miss chance when attacking foes that have concealment. Visibility still affects the movement of a creature with blindsense. A creature with blindsense is still denied its dodge bonus to defense against attacks from creatures it cannot see.

BLINDSIGHT

Using non-visual senses, such as sensitivity to vibrations, scent, acute hearing or echolocation, the creature maneuvers and fights as well as a sighted creature. Invisibility and darkness are irrelevant to such a creature. The ability's range is specified in the text. The creature does not need to make Notice checks against creatures within range of its blindsight ability; it detects them automatically.

BREATH WEAPON

A breath weapon attack usually deals damage and is often based on some type of energy or element.

Such breath weapons allow a Reflex save for half damage (Difficulty 10 + 1/2 creature's level + creature's Constitution). A creature is immune to its own breath weapon unless otherwise noted. Some breath weapons allow a Fortitude save or a Will save to avoid instead of a Reflex save.

CHANGE SHAPE

A creature with this special quality has the ability to assume the appearance of a specific creature or type of creature (usually a humanoid) while retaining most of its own physical qualities. A creature cannot change shape to a form more than one size category smaller or larger than its original form. Changing shape results in the following changes to the creature:

- The creature retains the type and subtype of its original form. It gains the size of its new form.
- The creature loses the natural weapons, movement modes and non-supernatural special attacks of its original form.
- The creature gains the natural weapons, movement modes and non-supernatural special attacks of its new form.
- The creature retains all other special attacks and qualities of its original form, except for breath weapons and gaze attacks.

- The creature retains the abilities of its original form.
- The creature retains its original saving throws.
- The creature retains any supernatural powers it had in its original form.
- The creature is effectively disguised as a creature of its new form, and gains a +10 bonus on Disguise checks if it uses this ability to create a disguise.

CONSTRUCT

The creature crushes the opponent, dealing bludgeoning damage, after making a successful grapple check. The amount of damage is given in the creature's entry. If the creature also has the Improved Grab feat, it deals constriction damage in addition to damage dealt by the attack used to grab.

CREATE SPAWN

This trait is usually only assigned to undead. A victim killed by the natural weapons of a creature with the create spawn trait becomes a creature of that type within a certain time period. A spawn is under the command of the creature that created it and remains enslaved until its master's destruction or until released by the master. At any given time the master may have enslaved spawn totaling no more than twice its own level; any spawn exceeding this limit are created as free-willed creatures. An enslaved spawn may create and enslave spawn of its own, so the original master can control a large number of lesser creatures in this fashion. A master creature may voluntarily free an enslaved spawn in order to enslave new spawn, but once freed, a creature cannot be enslaved again.

DAMAGE REDUCTION

The creature receives a bonus to its Toughness saving throws against certain attacks. The creature takes normal damage from energy attacks (acid, cold, electricity, fire, and sonic), powers, and supernatural special abilities.

The entry indicates the bonus and the type of attack that negates the ability. A supernatural weapon automatically negates any damage reduction negated by a mundane weapon type. For example, skeletons have damage reduction +2/bludgeoning. This means they get a +2 bonus to their Toughness saves, unless hit by a bludgeoning weapon. They also lose their +2 bonus if hit by a supernatural weapon.

For purposes of harming other creatures with damage reduction, a creature's natural weapons count as the type that ignores its own damage reduction. For example, a vampire has damage reduction +4/silver and supernatural. This means a vampire can bypass the damage reduction of other creatures that are vulnerable to silver or supernatural weapons, including other vampires.

DARKVISION

The creature can see in total darkness, out to the specified range (usually 60 feet). Darkvision is black-and-white only, but is otherwise like normal sight.

DEATH ATTACKS

In most cases, a death attack allows the victim a Fortitude save to avoid the effect, but if the save fails, the character dies instantly. Tick of the "dead" condition on the damage track. Imbue Life doesn't work on someone killed by a death attack. Death attacks slay instantly. A victim cannot be made stable and thereby kept alive.

DEPENDENT

The creature needs a particular substance to survive, much like humans need food, water and air. When denied what it needs, the creature suffers the effects of starvation, dehydration or suffocation (see the



Hazards and the Environment section of **Chapter Six** of the *True20 Adventure Roleplaying* book) depending on how dependent it is on the substance.

DISEASE

When characters come into contact with a disease, they must succeed on a Fortitude saving throw against a Difficulty of 10 + the disease's virulence rank to avoid becoming infected. The method of infection depends on the disease. Some are airborne, while others require physical contact.

If a character becomes infected, there is a period of anywhere from a few hours to a week or more during which the disease lies dormant. Then the disease takes effect. The initial effect is typically a point or two of ability damage (usually Strength or Constitution or perhaps a point of each).

After that, the character makes another Fortitude save against the same Difficulty each day to fight off the disease. If that save fails, the character suffers the disease's effects again. If it succeeds, there is no effect that day. Two successful Fortitude saves in a row indicate the character has fought off the disease. Some diseases may have additional effects, such as fatigue, nausea or even rendering the character staggered or disabled while fighting off the disease.

ENGULF

The creature can attempt to engulf an opponent as a standard action simply by walking straight into it. It can usually only attempt to engulf creatures at least one size category smaller than itself. It cannot make any other attacks during a round in which it engulfs. Targets being engulfed must succeed on a Reflex save or be engulfed; on a success, they are pushed back or aside (opponent's choice) as the creature moves forward. Engulfed creatures are considered to be grappled and trapped within the creature's body and may also be subject to additional attacks from the engulfing creature. The save Difficulty is usually Strength-based.

ETHEREALNESS

Certain creatures can exist on the Ethereal Plane. While on the Ethereal Plane, a creature is called ethereal. Unlike incorporeal creatures, ethereal creatures are not present on the Material Plane. Ethereal creatures are invisible, inaudible, insubstantial and scentless to creatures on the Material Plane. Even most supernatural attacks have no effect on them. Since ethereal creatures are not materially present, Notice checks, Scent, Blind-Fight and blindsight don't help locate them. The True Visions supernatural power reveals ethereal creatures.

An ethereal creature can see and hear into the Material Plane in a 60-foot radius, though material objects still block sight and sound. (An ethereal creature can't see through a material wall, for instance.) An ethereal creature inside an object on the Material Plane cannot see. An ethereal creature can't affect the Material Plane, not even with supernatural powers or abilities. An ethereal creature, however, interacts with other ethereal creatures and objects the way material creatures interact with material creatures and objects. Gaze effects extend from the Material Plane to the Ethereal Plane, but none of these effects extend from the Ethereal Plane to the Material Plane. Ethereal creatures move in any direction (including up or down) at will. They do not need to walk on the ground, and material objects don't block their passage. Ethereal creatures pass through and operate in water as easily as air. Ethereal creatures do not fall or take falling damage.

FAST HEALING

The creature makes recovery checks at an exceptional rate, perhaps as often as once a minute (10 rounds). Fast healing stops working when a creature is dead. Except for its speed, fast healing works just like natural healing, and doesn't provide any benefit against attacks that don't deal damage. It also doesn't allow a creature to regrow or reattach severed body parts.

FEAR

Fear attacks can have various effects.

Fear Aura: The use of this ability is a free action. The aura can freeze an opponent with fear or function like the *fear* effect of the Heart Shaping power. Other effects are possible. A fear aura is an area effect. The descriptive text gives the size and kind of area.

Fear Cones and Rays: These effects usually work like the *fear* effect of the Heart Shaping power.

If a fear effect allows a saving throw, it is a Will save (Difficulty 10 + 1/2 creature's level + creature's Charisma). All fear attacks are mind-influencing effects.

FLIGHT

A creature with this ability can cease or resume flight as a free action. If the ability is supernatural, it becomes ineffective under conditions that negate the use of supernatural powers, and the creature loses its ability to fly for as long as the negating effect or conditions persist.

FRIGHTFUL PRESENCE

This special quality makes a creature's very presence unsettling. It takes effect automatically when the creature performs some sort of dramatic action (such as charging, attacking, or snarling). Opponents within range who witness the action may become frightened or shaken. Actions required to trigger the ability are given in the creature's descriptive text. The range is usually 30 feet, and the duration is usually 17 rounds. This ability affects only opponents lower in level than the creature. An affected opponent can resist the effects with a successful Will save (Difficulty 10 + 1/2 creature's level + creature's Charisma). An opponent that succeeds on the saving throw is immune to that same creature's frightful presence for 24 hours. Frightful presence is a mind-influencing effect.

GASEOUS FORM

Some creatures have the supernatural ability to take the form of a cloud of vapor or gas; others may permanently exist in this state (like air elementals).

A gaseous creature can move about and do the things that a cloud of gas can conceivably do, such as flow through the crack under a door. It can't, however, pass through solid matter or into areas that are airtight. They are not ethereal or incorporeal and cannot pass through solid objects. A creature in gaseous form must spend a full round action to flow through an opening more than three size categories smaller than it. A gaseous creature cannot attack physically and cannot use supernatural powers unless being gaseous is their natural state of existence. All other creatures lose their supernatural abilities (except for the supernatural ability to assume gaseous form, of course) when they assume gaseous form.

Creatures in gaseous form have damage reduction 4/supernatural. Supernatural powers affect them normally. Creatures in gaseous form lose all benefit of material armor (including natural armor), though size, Dexterity and armor bonuses from force effects still apply.

Gaseous creatures do not need to breathe and are immune to attacks involving breathing (troglodyte stench, poison gas, and the like).

Gaseous creatures can't enter water or other liquid. They are affected by winds or other forms of moving air to the extent that the wind pushes them in the direction the wind is moving. However, even the strongest wind can't disperse or damage a creature in gaseous form.

Discerning a creature in gaseous form from natural mist requires a Difficulty 15 Notice check. Creatures in gaseous form attempting to hide in an area with mist, smoke or other gas gain a +20 bonus on Stealth checks.

GAZE

A gaze attack takes effect when opponents look at the creature's eyes. The attack can have almost any sort of effect: petrification, death, charm, and so on. The typical range is 30 feet, but check the creature's entry for details. The type of saving throw for a gaze attack varies, but it is usually a Will or Fortitude save (Difficulty 10 + 1/2 creature's level + creature's Charisma). A successful saving throw negates the effect.

A creature's gaze attack is described in abbreviated form in its description. Each opponent within range of a gaze attack must attempt a saving throw each round at the beginning of his or her turn in the initiative order. Only looking directly at a creature with a gaze attack leaves an opponent vulnerable. Opponents can avoid the need to make the saving throw by not looking at the creature, in one of two ways.

- *Averting Eyes:* The opponent avoids looking at the creature's face, instead looking at its body, watching its shadow, tracking it in a reflective surface, and so on. Each round, the opponent has a 50% chance (11 or higher d20) to not need to make a saving throw against the gaze attack. The creature with the gaze attack, however, gains concealment against that opponent.
- *Wearing a Blindfold:* The opponent cannot see the creature at all (also possible to achieve by turning one's back on the creature or shutting one's eyes). The creature with the gaze attack gains total concealment against the opponent.

A creature with a gaze attack can actively gaze as an attack action by choosing a target within range. That opponent must attempt a saving throw but can try to avoid the creature's gaze as described previously. Thus, it is possible for an opponent to save against a creature's gaze

twice during the same round, once before the opponent's action and once during the creature's turn.

Gaze attacks can affect ethereal opponents. A creature is immune to gaze attacks of others of its kind unless otherwise noted.

Allies of a creature with a gaze attack might be affected. All the creature's allies are considered to be averting their eyes from the creature with the gaze attack, and have a 50% chance (11 or higher on d20) to not need to make a saving throw against the gaze attack each round. The creature also can veil its eyes, thus negating its gaze ability.

IMMUNITY

The creature is completely immune to some effect, suffering no harm or other effect from it. Essentially, the creature always succeeds on its saving throws against that effect, regardless of the Difficulty. So a creature immune to cold never suffers damage from cold, for example.

INVISIBILITY

Some creatures can become invisible by using the Light Shaping power, while others may have the innate supernatural ability to become invisible. Invisibility makes a creature undetectable by vision, including darkvision. A creature can generally notice the presence of an active invisible creature by sight within 30 feet with a Difficulty 20 Notice check. The observer gets a hunch that "something's there" but can't see it or target it accurately with an attack. A creature who is holding still is very hard to notice by sight or hearing (Notice Difficulty 30). An inanimate object, an un-living creature holding still, or a completely immobile creature is even harder to detect (Notice Difficulty 40). A creature can use hearing to find an invisible creature, and can make a Notice check for this purpose as a free action on its turn each round. A Notice check result at least equal to the invisible creature's Stealth check result reveals its presence but not its location. A successful check lets a character hear an invisible creature "over there somewhere". The invisible creature still benefits from total concealment (50% miss chance). It's practically impossible to pinpoint the location of an invisible creature by any conventional senses; only a Notice check that beats the Difficulty by 20 pinpoints the invisible creature's exact location.

NOTICE CHECK DIFFICULTIES TO DETECT INVISIBLE CREATURES

Invisible Creature Is...	Difficulty
In combat or speaking	0
Moving at half speed	Stealth check result
Moving at full speed	Stealth check result -4
Running or charging	Stealth check result -20
Some distance away	+1 per 10 feet
Behind an obstacle (door)	+5
Behind an obstacle (stone wall)	+15

A creature can fumble about with its weapons to find an invisible creature. If an invisible target is within the creature's reach, there is a 50% miss chance on the attack. If successful, the groping character has successfully pinpointed the invisible creature's current location. (If the invisible creature moves, its location, obviously, is once again unknown.) If an invisible creature strikes a character, the character struck still knows the location of the creature that struck him (until, of course, the invisible creature moves). The only exception is if the invisible creature has a reach greater than 5 feet. In this case, the struck character knows the general location of the creature but has not pinpointed the exact location. Unless stated otherwise, an invisible creature becomes visible once it attacks. If a character tries to attack an invisible creature whose location he has

pinpointed, he attacks normally, but the invisible creature still benefits from full concealment (and thus a 50% miss chance). A particularly large and slow creature might get a smaller miss chance.

If a character tries to attack an invisible creature whose location he has not pinpointed, have the player choose the space where the character will direct the attack. If the invisible creature is there, conduct the attack normally. If the enemy's not there, roll the miss chance as if it were there, don't let the player see the result, and tell him that the character has missed. That way the player doesn't know whether the attack missed because the enemy's not there or because you successfully rolled the miss chance.

If an invisible character picks up a visible object, the object remains visible. One could coat an invisible object with flour to at least keep track of its position (until the flour fell off or blew away). An invisible creature can pick up a small visible item and hide it on his person (tucked in a pocket or behind a cloak) and render it effectively invisible.

Invisible creatures leave tracks. They can be tracked normally. Footprints in sand, mud or other soft surfaces can give enemies clues to an invisible creature's location. An invisible creature in the water displaces water, revealing its location. The invisible creature, however, is still hard to see and benefits from concealment. A creature with the scent ability can detect an invisible creature as it would a visible one.

A creature with the Blind-Fight feat has a better chance to hit an invisible creature. Roll the miss chance twice, and he misses only if both rolls indicate a miss. (Alternatively, make one 25% miss chance roll rather than two 50% miss chance rolls.) A creature with blindsight can attack (and otherwise interact with) creatures regardless of invisibility.

LIGHT SENSITIVITY

Abrupt exposure to bright light (natural or supernatural light equal to full daylight) blinds the creature for round. On subsequent rounds, the creature is dazzled (-1 on attack rolls, sight-based Notice checks, and Search checks) while operating in bright light.



LIQUID FORM

Some creatures have the supernatural ability to take the form of a pool of liquid; others may permanently exist in this state (like water elementals). Liquid creatures can enter liquids, but they cannot fly. They must flow across a solid surface or through liquid. This ability is in all other ways identical to the gaseous form ability.

MIMICRY

The creature can imitate sounds and voices, giving it a +20 bonus on Bluff and Perform checks to fool others into believing its mimicry is real.

PARALYSIS

This special attack renders the character immobile. Paralyzed creatures cannot move, speak or take any physical actions. If the attack causes a natural paralytic state, the affected creature falls prone and drops all held items. Otherwise the creature is rooted to the spot, frozen as if petrified. A paralyzed creature is helpless. Paralysis works on the body, and the character can usually resist it with a Fortitude saving throw (the Difficulty is given in the creature's description). A paralysis effect does not allow a new save each round. A winged creature flying in the air at the time that it is paralyzed cannot flap its wings and falls. A swimmer can't swim and may drown.

PERSISTENT WOUND

The damage the creature deals with one of its attacks causes a wound that does not heal naturally and resists the Cure supernatural power. An opponent injured by the creature suffers additional damage each round. The amount of damage is usually +1 or +2, and is stated in the creature's stat block. The continuing damage can be stopped by a Medicine check or a successful use of the Cure supernatural power, but this does not close the wound. An opponent with a persistent wound remains at the highest wound level inflicted by the creature and does not get recovery checks until an adept uses the Cure supernatural power on him. The adept must succeed on an adept level check or the power has no effect on the victim. The check Difficulty for the Medicine check and the adept level check are Constitution-based.

PETRIFICATION

A petrification attack turns a creature permanently to stone (or some other mineral) if it fails its saving throw. The saving throw is usually a Fortitude save (Difficulty of 10 + 1/2 the creature's level + the creature's Constitution). The exact details and difficulty for the saving throw are given in the creature's description. A petrification effect may be reversed with a Difficulty 25 Earth Shaping check followed by a Difficulty 25 Flesh Shaping check.

POISON

Poison attacks deal initial damage—such as temporary ability damage or some other effect—to the character on a failed Fortitude save. Unless otherwise noted, another saving throw is required 1 minute later (regardless of the first save's result) to avoid secondary damage. The Fortitude save against poison has a Difficulty equal to 10 + 1/2 the creature's level + the creature's Constitution. A successful save negates the damage.

POUNCE

When a creature with this special attack makes a charge, it can attack with both claws and its bite all in the same round, like a use of the Two-Weapon Fighting feat (see the description of **Two-Weapon Fighting** in **Chapter Six** of the *True20 Adventure Roleplaying* book).

POWERFUL CHARGE

When a creature with this special attack makes a charge, its attack deals extra damage in addition to the normal benefits and hazards of a charge. The amount of damage from the attack is given in the creature's description.

POWERS

The creature can use various supernatural powers. Unless specified otherwise, a creature uses powers like an adept of its creature level with the normal effects and fatigue (if the power is fatiguing).

RAKE

A creature with this special attack gains an extra natural attack when it grapples its foe. Normally, a creature can attack with only one of its natural weapons while grappling, but a creature with the rake ability gains an additional rake attack it can use only against a grappled foe. Rake attacks use the creature's claw attack bonus to hit, and add only half the creature's Strength to its base claw damage. Rake attacks are not subject to the usual -4 penalty for attacking with a natural weapon in a grapple. A creature with the rake ability must begin its turn grappling to use its rake—it can't begin a grapple and rake in the same turn.

RAY

This form of special attack works like a ranged attack. Hitting with a ray attack requires a successful ranged attack roll, ignoring any defense bonus granted by a shield. Ray attacks have no range increment. The creature's descriptive text specifies the maximum range, effects, and any applicable saving throw.

REGENERATION

A creature with this ability is difficult to kill. Damage dealt to the creature is treated as non-lethal damage. The creature automatically gains an extra recovery check each round, with the bonus given in the entry. Certain attack forms, typically fire and acid, deal lethal damage to the creature, which doesn't go away. The creature's descriptive text describes the details. A regenerating creature that has been rendered unconscious through non-lethal damage can be killed with a coup de grace. The attack cannot be of a type that automatically converts to non-lethal damage.

Attack forms that don't deal physical damage (such as ability damage or ability drain) ignore regeneration. Regeneration also does not heal damage caused by starvation, thirst or suffocation. Regenerating creatures can regrow lost portions of their bodies and can reattach severed limbs or body parts; details are in the creature's descriptive text. Severed parts that are not reattached wither and die normally.

A creature must have a Constitution to have regeneration.

RESISTANCE TO ENERGY

The creature has a bonus to Toughness saving throws against damage of the given energy type (acid, cold, electricity, fire, or sonic) each time the creature is subjected to such damage. The entry indicates the bonus and type of damage affected.

SCENT

This ability allows the creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors, just as humans do familiar sights.

The creature can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents can be detected at twice the ranges noted above. Overpowering scents can be detected at triple normal range.

When a creature detects a scent, the exact location is not revealed—only its presence somewhere within range. The creature can take a move or standard action to note the direction of the scent. If it moves within 5 feet of the source, the creature can pinpoint that source.

A creature with the scent ability can follow tracks by smell, making a Wisdom check to find or follow a track. The typical Difficulty for a fresh trail is 10 (no matter what kind of surface holds the scent). This Difficulty increases or decreases depending on the Strength of the quarry's odor, the number of creatures being tracked, and the age of the trail. For each hour that the trail is cold, the Difficulty increases by 2. The ability otherwise follows the rules for the Track feat. Creatures tracking by scent ignore the effects of surface conditions and poor visibility.

SENSITIVITY

The creature is sensitive to a certain substance and must succeed on a Difficulty 15 Fortitude save when coming in contact with it to avoid suffering a level of fatigue. The creature must repeat the save attempt every 10 minutes it remains in contact with the substance.

SONIC ATTACKS

Unless otherwise noted, a sonic attack covers an area of effect and can even affect opponents around corners. The range of the spread is measured from the creature using the sonic attack. Once a sonic attack has taken effect, deafening the subject or stopping its ears does not end the effect. Stopping one's ears ahead of time allows opponents to avoid having to make saving throws against mind-affecting sonic attacks, but not other kinds of sonic attacks (such as those that deal damage). Stopping one's ears is a full-round action and requires wax or other soundproof material to stuff into the ears.

SUPERNATURAL IMMUNITY

A creature with supernatural immunity avoids the effects of supernatural powers and supernatural abilities used directly on it. This works exactly like supernatural resistance, except that it cannot be overcome. Sometimes supernatural immunity is conditional or applies to only supernatural powers of a certain kind or adept level.

SUPERNATURAL RESISTANCE

A creature with can avoid the effects of supernatural powers and supernatural abilities used directly on it. To determine if a supernatural power or ability works against a creature with supernatural resistance, the user must make an adept level check (1d20 + adept level). If the result equals or exceeds the creature's supernatural resistance, the power works normally, although the creature is still allowed a saving throw.

SUMMON

A creature with the summon ability can summon other creatures of its kind, but it usually has only a limited chance of success (as specified in the creature's entry). Roll a d20: On a failure, no creature answers the summons. Summoned creatures return whence they came after one hour. A creature that has just been summoned cannot use its own summon ability for 1 hour. Most creatures with the ability to summon do not use it lightly, since it leaves them beholden to the summoned creature. In general, they use it only when necessary to save themselves.

SWALLOW WHOLE

If a creature with this special attack begins its turn with an opponent held in its mouth (see the Improved Grab feat in **Chapter Three** of the *True20 Adventure Roleplaying* book), it can attempt a new grapple check (as though attempting to pin the opponent). If it succeeds, it swallows its prey, and the opponent takes bite damage. Unless otherwise noted, the opponent can be up to one size category smaller than the creature. Being swallowed has various consequences, depending on the creature

doing the swallowing. A swallowed creature is considered grappled, while the creature that did the swallowing is not. A swallowed creature takes bludgeoning damage and acid damage every round it spends inside the swallowing creature. The bludgeoning damage is equal to the swallowing creature's Strength x 1.5, and the acid damage is equal to the swallowing creature's Constitution. A swallowed creature can try to cut its way free with a light slashing or piercing weapon by bringing the swallowing creature's gizzard to "wounded" or worse condition on the damage track, or it can just try to escape the grapple. The Toughness save of the interior of a creature that swallows whole is normally half its natural armor bonus plus its Constitution and bonuses from the Tough feat (if any), with no modifiers for size. Since a swallowed creature is surrounded on all sides by the swallowing creature's gizzard, it does not have to roll to hit the gizzard—just make a Toughness save for the gizzard when the swallowed creature attacks it. Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. If the swallowed creature escapes the grapple, success puts it back in the attacker's mouth, where it may be bitten or swallowed again.

TENTACLES

Some creatures have tentacles. A tentacle can be severed by a successful sunder attack with a slashing weapon (see **Sundering** in **Chapter Six** of the *True20 Adventure Roleplaying* book). An opponent can strike at a tentacle from any position in which he could strike at the creature itself, because the tentacles writhe and whip about in combat. An opponent can ready an action to attempt to sunder a tentacle when the creature attacks him. A tentacle counts as a held object with a size usually one or two size categories smaller than the creature itself. A tentacle has a Toughness save usually equal to 1/2 the Toughness save of the creature (twice its Toughness if its Toughness is a negative number, i.e. a creature with a -1 Toughness save has tentacles with a Toughness of -2). Reducing a tentacle to "disabled" or worse condition on the damage track effectively severs it. Losing a tentacle forces the creature to make a Toughness save as if it had taken damage equal to the Toughness save of the tentacle. (For example, a giant squid has a Toughness save



of +7, so its Tentacles have a Toughness of +3. When an opponent hits a tentacle with a sunder attempt the tentacle gets its own Toughness save against the damage. If the tentacle is severed the giant squid must then make a Toughness save as if it had taken +3 damage.)

A tentacle regrows in 15 days unless stated otherwise.

A Narrator can use the rules for sundering tentacles to allow heroes to sever the limbs of other creatures as well. These rules should only be applied to creatures that would not sustain significant injury at the loss of a limb, however. A hero could try to lop off the legs of a giant spider, or disable the wings of a flying opponent in order to ground it, but he should not be able to sunder humanoid's arm or leg.

TRAMPLE

As a full-round action, a creature with this special attack can move up to twice its speed and literally run over any opponents at least one size category smaller than itself. The creature merely has to move over the opponents in its path.

A trample attack deals bludgeoning damage (usually the creature's slam damage + 1.5 times its Strength). The creature's descriptive text gives the exact amount.

Trampled opponents can attempt Reflex saves to take half damage. The save Difficulty against a creature's trample attack is 10 + 1/2 creature's level + creature's Strength. A trampling creature can only deal trampling damage to each target once per round no matter how many times its movement takes it over a target creature.

TREMORSENSE

A creature with tremorsense is sensitive to vibrations in the ground and can automatically pinpoint the location of anything that is in contact with the ground. Aquatic creatures with tremorsense can also sense the location of creatures moving through water. The ability's range is specified in the creature's descriptive text.

SAMPLE FANTASY CREATURE LANGUAGES

Language	Typical Speakers
Aquan	Water-based creatures
Auran	Air-based creatures
Celestial	Virtue-aligned outsiders, celestials
Common	Humans, half-ings, half-elves, half-orcs
Draconic	Kobolds, troglodytes, lizardfolk, dragons
Dwarven	Dwarves
Elven	Elves
Fiendish	Vice-aligned outsiders, fiends
Giant	Ogres, giants
Gnome	Gnomes
Goblin	Goblins, hobgoblins, bugbears
Gnoll	Gnolls
Half-ing	Half-ings
Ignan	Fire-based creatures
Orc	Orcs
Sylvan	Fey, dryads, brownies, leprechauns
Terran	Xorns and other earth-based creatures
Undercommon	Subterranean creatures, dark elves

VULNERABLE TO ENERGY

Some creatures have vulnerability to a certain kind of energy effect (typically either cold or fire). Such a creature takes half again as much (+50%) damage as normal from the effect, regardless of whether a saving throw is allowed, or if the save is a success or failure.

STEP THIRTEEN: CRUNCH NUMBERS AND FILL IN THE STAT BLOCK

The "statistics block" (stat block for short) is the portion of a creature's description that contains basic game information on the creature. Fill out the creature's stat block, calculating total save bonuses, initiative bonus, total skill bonuses etc. just like you would while making a hero.

NAME

This is the name by which the creature is generally known. The descriptive text may provide other names.

TYPE

This part of the stat block contains the creature's level and creature type. A creature's type can determine how supernatural powers affect a creature. Type determines certain features, such as base combat bonus, base saving throw bonuses, and number of skills.

SIZE

This line describes the creature's size. A size modifier applies to the creature's combat bonus and Toughness saves as well as to certain skills. A creature's size also determines how far it can reach to make a melee attack and how much space it occupies in a fight.

SPEED

This line gives the creature's tactical speed on land (the amount of distance it can cover in one move action). If the creature has other modes of movement, these are given after (or in place of) the land speed. Unless noted otherwise, modes of movement are natural (not supernatural).

ABILITIES

This line lists the creature's abilities, in the customary order: Strength (Str), Dexterity (Dex), Constitution (Con), Intelligence (Int), Wisdom (Wis), Charisma (Cha).

STRENGTH

Quadrupeds can carry heavier loads than bipeds can. Any creature with four or more motive limbs can carry a load as a quadruped, even if it does not necessarily use all the limbs at once.

INTELLIGENCE

A creature can speak all the languages mentioned in its description, plus one additional language per point of Intelligence bonus. Any creature with an Intelligence of -3 or higher understands at least one language (Common, unless noted otherwise). See the **Sample Fantasy Creature Languages** sidebar.

NON-ABILITIES

Some creatures lack certain abilities. These creatures do not have an ability of -5, they lack the ability altogether. The modifier for a nonability is +0.



NATURAL TENDENCIES

Some creatures simply aren't made for certain types of physical activity. If it seems clear that a particular creature simply is not made for a particular physical activity, that creature takes a -8 penalty on skill checks that defy its natural tendencies. In extreme circumstances the creature fails the check automatically.

SKILLS

This line gives the creature's skills, along with each skill's ranks and modifier (including adjustments for abilities, armor check penalties, and any bonuses from feats or racial traits). A creature's type and Intelligence determine the number of skills it has. The Skills section of the creature's description recaps racial bonuses and other adjustments to skill modifiers for the sake of clarity; these bonuses are already included and need not be added to the listed skill modifiers. An asterisk (*) beside the relevant skill and in the Skills section of the descriptive text indicates a conditional adjustment, one that applies only in certain situations.

FEATS

This line gives the creature's feats. A creature cannot have a feat unless it meets the requirements for the feat. Sometimes a creature has one or more bonus feats, marked with a superscript B (B). Creatures do not have to meet the requirement of any feat designated as a bonus feat. If you wish to customize the creature with different feats, you shouldn't reassign its bonus feats since they indicate natural abilities that all creatures of that type possess.

TRAITS

Many creatures have unusual abilities. Traits may include special attacks, special defenses, vulnerabilities and other special abilities that are not regular modes of attack.

When a trait allows a saving throw, the kind of save and the save Difficulty is noted in the descriptive text. Most saving throws against special attacks have Difficulty calculated as follows: $10 + 1/2$ the attacker's level + the relevant ability.

The save Difficulty is given in the creature's description along with the ability on which the Difficulty is based.

COMBAT

This line shows the attack options that the creature makes with an attack action, bonus to hit and the damage rating for each attack, the creature's defense bonus and its initiative bonus. The options provide the attack bonus and the weapon used (natural or manufactured). The attack bonus given includes modifications for size and Dexterity. If the creature has several different weapons at its disposal, the alternatives are shown, with each different attack separated by the word "or". The damage that each attack deals is noted after the word "damage". The creature's defense bonus and initiative bonus are listed after the attack options.

SAVING THROWS

This line gives the creature's Toughness, Fortitude, Reflex, and Will save modifiers.

STEP FOURTEEN: CREATURE DESCRIPTION

During the course of creature creation your concept of what the critter is may have shifted or become more detailed. Now its time to describe it in a way that others will be able to understand what it is, what it looks like, how it behaves, and how to use it in a game. Be sure you have fleshed out any special abilities your creature has, and the game mechanics involved. Also give some consideration to the types of adventure hooks that the

SIZE ADJUSTMENTS TO PHYSICAL ABILITIES AND NATURAL ARMOR

Old Size	New Size	Str	Dex	Con	Natural Armor	Combat	Stealth	Toughness
Fine	Diminutive	—	-1	—	—	-1	-4	+1
Diminutive	Tiny	+1	-1	—	—	-1	-4	+1
Tiny	Small	+2	-1	—	—	-1	-4	+1
Small	Medium	+2	-1	+1	—	-1	-4	+1
Medium	Large	+4	-1	+2	+1	-1	-4	+2
Large	Huge	+4	-1	+2	+2	-1	-4	+2
Huge	Gargantuan	+4	—	+2	+2	-1	-4	+2
Gargantuan	Colossal	+4	—	+2	+3	-1	-4	+2

creature may be involved in, and make some notes on the creature's diet, habitat, activity cycle and ecology.

MODIFYING CREATURES

The creature stat blocks presented in the *True20 Bestiary* are complete and contain all of the information needed to use a creature effectively in your game. It is possible to change certain aspects of a creature, however, from its level to its skills and feats and even its size.

There are many reasons for modifying a creature. Intelligent creatures are free to choose their own paths in the world. They may have different interests that carry them in directions different from their kin. Other creatures might have alternate abilities thanks to their environment—an aquatic species of giant spider would have the Swim skill, for example. You can also modify a creature to challenge the heroes (and the players!) in different ways. Heroes who have encountered many trolls and set them all ablaze will be rightly challenged by a troll with warrior levels wearing fire-resistant armor.

There are many methods available to you if you want modify a creature.

- Intelligent creatures (Intelligence -3 or greater) can gain levels in a heroic role, using the rules for mixed-role heroes. This increases the creature's combat bonus, saves, skill ranks, number of feats, conviction and reputation as detailed in the description of heroic roles in **Chapter One** of the *True20 Adventure Roleplaying* book.
- Non-intelligent creatures can gain levels in their creature type. This increases the creature's combat bonus, saves, skill ranks and number of feats as detailed in the description of the creature's type in **Chapter One** of this book.
- You can increase or decrease the size of a creature. A change in size affects a creature's Strength, Dexterity, Constitution and natural armor bonus as shown on the "**Size Adjustments to Physical Abilities and Natural Armor**" table. An increase or decrease in size may also raise or lower the creature's level, usually no more than 1 or 2 levels per size category. Remember that a change in level changes the creature's skill ranks, combat bonus and saves, and may change its number of feats (see the **Creature Level-Dependent Benefits** table). A creature's size gives bonuses or penalties to combat, Stealth checks and Toughness (see the **Game Effects of Creature Size** table).
- Repeat the adjustment if the creature moves up or down more than one size category. When making a creature smaller, the bonuses and penalties are reversed. A change in size also affects the damage of a creature's natural weapons: +1 per size level increase, and -1 per size level decrease.
- For example, a Small creature made Large gains +6 to Strength, -2 to Dexterity, +3 to Constitution, a +1 to its natural armor bonus, a -2 penalty to combat, -8 penalty to Stealth and a +3 bonus to Toughness. It does an extra +2 damage with its attacks from the two-category increase in size, in addition to any extra damage from its increased Strength. It gains 2 or 4 levels creature in its creature type.
- You can change the creature's abilities. Changing abilities may have some collateral effects such as increasing or decreasing saving throws, number of skill ranks, and combat ability. (Also remember that an animal becomes a supernatural beast if its Intelligence is increased to -3 or better).
- You can rearrange the creature's skill ranks to put more or less emphasis on certain skills, or to acquire different skills.
- You can swap out a feat for any other feat available to a creature of that type.
- You can give the creature different traits from the list of traits back in **Step 12** of this section, either swapping out traits it normally has or just adding new ones.
- You can add a template (see **Chapter Three**). Most templates make significant changes to a creature's type and abilities.
- You can do any combination of these things to a creature to really change things around. A single rat is hardly a threat to your heroes, but imagine their surprise when they encounter a Huge intelligent fendifish rat with adept levels!



CHAPTER TWO:

TRUE20 BESTIARY



CREATURE DESCRIPTIONS

This chapter presents an alphabetized collection of new *True20* creatures that were built using the methods outlined in **Chapter One**. You can use these, as well as the creatures in the *True20 Adventure Roleplaying* book as examples to aid you while creating your own creatures, or drop them directly into your own *True20* campaign. Many of the creatures presented below would be most at home in a fantasy campaign, while others, such as the giant insects or owlbear, could be equally suitable for a post-apocalyptic style science-fiction setting. Some of the creatures without too many flashy supernatural powers could even be used as space aliens of various types, though if you do so you may want to tweak their descriptions a bit to give them more alien features.

ALLIP (4TH-LEVEL HUMAN WARRIOR)

Type: 4th Level Undead (Augmented, Incorporeal)

Size: Medium

Speed: Fly 30 ft. (perfect)

Abilities: Str — (+1), Dex +0, Con —, Int -1, Wis +0, Cha +3

Skills: Handle Animal 4 (+4), Intimidate 7 (+10), Notice 7 (+15), Ride 4 (+4), Search 3 (+10), Stealth 0 (+8)

Feats: Attack Focus (sword)^B, Improved Initiative, Iron Will, Light Armor Training, Lightning Reflexes, Heavy Armor Training, Shield Training, Weapon Training

Traits: Ability Damage, Ability Drain, Frightful Moan, Horrific Appearance, Human Background Traits, Manifestation, Rejuvenation, Undead Traits, Unnatural Aura

Combat: Attack +4 (+4 base) (+5 with sword), Damage 1 point of Wisdom drain (incorporeal touch) or +4 (sword, crit 19-20/+3, against ethereal or incorporeal opponents), Defense Dodge/Parry +7/+7 (+4 base, +3 Cha/+1 Str, +2 large metal shield, can only parry against ethereal or incorporeal opponents), Initiative +2

Saving Throws: Toughness +2 (+2 undead) (+5 with chainmail, against ethereal or incorporeal opponents), Fortitude +4 (+4 base), Reflex +3 (+1 base, +2 Lightning Reflexes), Will +1 (+0 base)

Babble: An allip constantly mutters and whines to itself, creating a hypnotic effect. All sane creatures within 60 feet of the allip must succeed on a Difficulty 16 Will save or be hypnotized for 5 rounds. This is a sonic mind-affecting compulsion effect. Creatures that successfully save cannot be affected by the same allip's babble for 24 hours. The save Difficulty is Charisma-based.

Manifestation: When an allip manifests, it can use any powers it possesses on material targets. Only other incorporeal creatures, supernatural weapons or powers can harm a manifested allip. A manifested allip can pass through solid objects at will and always moves silently.

Rejuvenation: A destroyed allip restores itself within eight days with a successful level check (1d20 + allip's total level) against Difficulty 16.

Wisdom Damage: Anyone targeting an allip with a Mind Touch or Mind Reading supernatural ability makes direct contact with its tortured mind and takes 1 point of Wisdom damage.

Wisdom Drain: An allip causes 1 point of Wisdom drain each time it hits with its incorporeal touch attack. On each such successful attack, an allip gains an extra recovery check with a +5 bonus.

Skills: Apparitions have a +8 racial bonus on Notice, Search and Stealth checks.

An allip is the spectral remains of someone driven to suicide by a madness that affected it in life. It craves only revenge and unrelentingly pursues those who tormented it in life and pushed it over the brink. An allip appears as a semitransparent and somewhat humanoid apparition. Most of its features are too vague and shadowy

to identify the tortured individual. An allip cannot speak intelligibly despite being intelligent.

An allip is unable to cause physical harm, although it doesn't appear to know that. It keeps fleeing away at enemies, yet it inflicts no wounds.

ANIMATED ARMOR

Type: 8th Level Construct

Size: Medium

Speed: 20 ft.

Abilities: Str +6, Dex +1, Con —, Int —, Wis +0, Cha -5

Skills: —

Feats: Night Vision^B, Weapon Training^B

Traits: Construct Traits, Damage Reduction 2/—, Darkvision 60 ft., Limb Reattachment, Ruse, Supernatural Immunity

Combat: Attack +7 (+6 base, +1 Dex), Damage +7 (slam), or +9 (sword, crit 19-20/+3), Defense Dodge/Parry +7/— (+6 base, +1 Dex), Initiative +1

Saving Throws: Toughness +7 (+1 construct, +6 natural [full plate]), Fortitude +2 (+2 base), Reflex +3 (+2 base, +1 Dex), Will +2 (+2 base)

Limb Reattachment: Animated Armor cannot re-grow lost appendages, but if a severed limb is picked up, and held in place it re-attaches itself instantly.

Ruse: Even after a suit of animated armor has begun to move, it can easily be mistaken for an armored figure. A character must succeed on a Difficulty 20 Notice check to realize that an animated suit of armor is empty. The Difficulty decreases to 10 after the suit has been successfully hit by an attack that does damage to the suit.

Supernatural Immunity: Animated armor is immune to most supernatural powers. Animated armor that takes electricity damage from a supernatural attack must succeed on a Fortitude save equal to 10 + the damage of the attack or be slowed for 7 rounds. It can only take a single move or standard action per round and cannot move and attack in the same round during this time unless it charges. A supernatural attack against animated armor that deals fire damage does no damage to it and instead breaks any slowing effect on it and grants it an immediate recovery check with a bonus equal to the damage of the attack. Animated armor is affected normally by rust attacks, such as that of a rust monster.

Animated armor is a suit of full plate mail that has been animated through supernatural means. These constructs are typically found among mundane suits of armor lining a long corridor or in other places where it is customary to place suits of armor on display. They blend in perfectly with the normal suits of armor to act as silent sentries. Suits of animated armor are almost always employed as guards of some sort, and are capable of following simple instructions from their creators.

ANKHEG

Type: 3rd Level Supernatural Beast

Size: Large

Speed: 30 ft., burrow 20 ft.

Abilities: Str +5, Dex +0, Con +3, Int -5, Wis +1, Cha -2

Skills: Climb 5 (+10), Notice 5 (+6)

Feats: Improved Grab^B, Night Vision^B, Skill Training, Tough

Traits: Darkvision 60 ft., Spit Acid, Tremorsense 60 ft.

Combat: Attack +2 (-1 size, +3 base), Damage +11 (bite), Defense Dodge/Parry +2/— (-1 size, +3 base), Initiative +0

Saving Throws: Toughness +10 (+2 size, +3 Con, +4 natural, +1 Tough), Fortitude +6 (+3 base, +3 Con), Reflex +3 (+3 base), Will +2 (+1 base, +1 Wis)

Spit Acid: 30-ft. line, once every 6 hours; Damage +4 acid, Ref ex Dif culty 14 half. One such attack depletes the ankheg's acid supply for 6 hours. It cannot spit acid or deal acid damage during this time. The save Dif culty is Constitution-based. An ankheg does not use this ability unless it is desperate or frustrated. It most often spits acid when its reduced to "wounded" or worse condition on the damage track, or when it has not successfully grabbed an opponent.

The ankheg is a burrowing insect-like creature with a taste for fresh meat. Ankhegs have six legs, and some specimens are yellow rather than brown. It is about 10 feet long and weighs about 800 pounds. An ankheg burrows with legs and mandibles. A burrowing ankheg usually does not make a usable tunnel, but can construct a tunnel; it burrows at half speed when it does so. It often digs a winding tunnel up to 40 feet below the surface in the rich soil of forests or farmlands. The tunnel is 5 feet tall and wide, and from 60 to 150 feet long.

An ankheg usually lies 5 to 10 feet below the surface until its antennae detect the approach of prey. It then burrows up to attack. (Treat this as a charge, even though the ankheg does not need to move 10 feet before attacking.) Clusters of ankhegs share the same territory but do not cooperate.

ANT, GIANT (GENERAL)

Giant ants are among the hardest and most adaptable vermin. Soldiers and workers are about 6 feet long, while queens can grow to a length of 9 feet.

ANT, GIANT WORKER

Type: 2nd Level Vermin
Size: Medium
Speed: 50 ft., climb 20 ft.
Abilities: Str +0, Dex +0, Con +0, Int —, Wis +0, Cha -1
Skills: Climb 0 (+8)
Feats: Improved Grab^B, Track^B
Traits: Scent, Vermin Traits
Combat: Attack +1 (+1 base), Damage +2 (bite), Defense Dodge/Parry +1/— (+1 base), Initiative +0
Saving Throws: Toughness +3 (+3 natural), Fortitude +3 (+3 base), Ref ex +0 (+0 base), Will +0 (+0 base)

ANT, GIANT SOLDIER

Type: 2nd Level Vermin
Size: Medium
Speed: 50 ft., climb 20 ft.
Abilities: Str +2, Dex +0, Con +1, Int —, Wis +1, Cha +0
Skills: Climb 0 (+10)
Feats: Improved Grab^B, Track^B
Traits: Acid sting, Scent, Vermin Traits
Combat: Attack +1 (+1 base), Damage +4 (bite), Defense Dodge/Parry +1/— (+1 base), Initiative +0
Saving Throws: Toughness +4 (+1 Con, +3 natural), Fortitude +4 (+3 base, +1 Con), Ref ex +0 (+0 base), Will +1 (+0 base, +1 Wis)

ANT, GIANT QUEEN

Type: 4th Level Vermin
Size: Large
Speed: 40 ft.
Abilities: Str +3, Dex -1, Con +1, Int —, Wis +1, Cha +0
Skills: —
Feats: Improved Grab^B, Track^B
Traits: Scent, Vermin Traits
Combat: Attack +1 (-1 size, +3 base, -1 Dex), Damage +8 (bite), Defense Dodge/Parry +0/— (-1 size, +2 base, -1 Dex), Initiative -1



Saving Throws: Toughness +7 (+2 size, +1 Con, +4 natural), Fortitude +5 (+5 base, +1 Con), Ref ex +0 (+1 base, -1 Dex), Will +2 (+1 base, +1 Wis)

Acid Sting: A giant soldier ant has a stinger and an acid-producing gland in its abdomen. If it successfully grabs an opponent, it can attempt to sting each round (+1 attack bonus). A hit with the sting attack deals +2 piercing damage and +1 acid damage.

Skills: *Giant ants have a +4 racial bonus on Survival checks when tracking by scent and a +8 racial bonus on Climb checks. A giant ant can always choose to take 10 on Climb checks, even if rushed or threatened.

ANT LION, GIANT

Type: 4th Level Vermin
Size: Large
Speed: 20 ft., burrow 10 ft.
Abilities: Str +3, Dex +1, Con +2, Int —, Wis +1, Cha +0
Skills: Notice 0 (+5), Stealth 0 (+1)*
Feats: Improved Grab^B, Sneak Attack^B
Traits: Darkvision 60 ft., Sand Funnel, Vermin Traits
Combat: Attack +3 (-1 size, +3 base, +1 Dex), Damage +7 (bite), Defense Dodge/Parry +3/— (-1 size, +3 base, +1 Dex), Initiative +1
Saving Throws: Toughness +7 (+2 size, +2 Con, +3 natural), Fortitude +6 (+4 base, +2 Con), Ref ex +2 (+1 base, +1 Dex), Will +2 (+1 base, +1 Dex)

Sand Funnel: Ant lions dig funnels about 10 feet deep in sandy ground and wait at the bottom with their jaws wide. Creatures that approach the edges of these funnels must succeed on a Dif culty 15 Acrobatics check or tumble to the bottom of the funnel and fall prone. The ant lion hides below the sand at the bottom of the funnel and Sneak Attacks creatures that fall into it, attempting to grapple them and pull them under the sand to feed. Creatures pulled below the sand

may be subject to the rules for suffocation. Because of the looseness of the sand in the funnel, a character must succeed on a Difficulty 10 Climb check to escape. As a standard action, the ant lion flicks sand a character climbing up the side of the funnel, increasing the Difficulty to 15.

Skills: A giant ant lion has a +4 racial bonus on Stealth and Notice checks. *When burrowing underground the Stealth bonus increases to +12.

Ant lions are voracious predators that dig pit-like funnels in the sand and devour anything that falls in. They are particularly fond of consuming giant ants, but have few qualms about eating whatever prey are available.

APE

Type: 4th Level Animal

Size: Medium

Speed: 30 ft., climb 30 ft.

Abilities: Str +3, Dex +2, Con +2, Int -4, Wis +1, Cha -2

Skills: Climb 0 (+11), Notice 7 (+11)

Feats: Night Vision^B, Skill Focus (Notice), Tough

Traits: Scent

Combat: Attack +5 (+3 base, +2 Dex), Damage +5 (unarmed or bite), Defense Dodge/Parry +5/— (+3 base, +2 Dex), Initiative +2

Saving Throws: Toughness +3 (+2 Con, +1 Tough), Fortitude +6 (+4 base, +2 Con), Reflex +6 (+4 base, +2 Dex), Will +2 (+2 base)

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

These powerful omnivores live in small troupes in tropical mountain regions. The stat block above can be used to represent any species of great ape such as a chimpanzee, orangutan or gorilla (a gorilla has a +5 Strength, and does +7 damage with its unarmed and bite attacks). An adult male ape is about 4 1/2 feet tall and weighs around 200 pounds. Gorillas are at least 2 feet taller and 100 pounds heavier.

ASSASSIN VINE

Type: 4th Level Plant

Size: Large

Speed: 5 ft.

Abilities: Str +5, Dex +0, Con +3, Int —, Wis +1, Cha -1

Skills: —

Feats: Improved Grab^B, Night Vision^B

Traits: Blindsight 30 ft., Camouflage, Constrict, Entangle, Immunity to Electricity, Plant Traits, Resistance to Cold 4 and Fire 4

Combat: Attack +2 (-1 size, +3 base), Damage +7 (slam or grapple), Defense Dodge/Parry +2/— (-1 size, +3 base), Initiative +0

Saving Throws: Toughness +8 (+2 size, +3 Con, +3 natural), Fortitude +7 (+4 base, +3 Con), Reflex +1 (+1 base), Will +2 (+1 base, +1 Wis)

Blindsight: Assassin vines have no visual organs but can ascertain all foes within 30 feet using sound, scent and vibration.

Camouflage: Since an assassin vine looks like a normal plant when at rest, it takes a Difficulty 20 Knowledge (life sciences), Notice, or Survival check to notice it before it attacks.

Entangle: An assassin vine can animate plants within 30 feet of itself as a free action to entangle its opponents. The effect lasts until the vine dies or decides to end it (also a free action). The ability is otherwise similar to the entangling effect described in the *plant growth* effect of the Plant Shaping supernatural power (rank 7, Wis, save Difficulty 13, Plant Shaping +8).

The assassin vine is a semi-mobile plant that collects its own grisly fertilizer by grabbing and crushing animals and depositing the carcasses near its roots. A mature plant consists of a main vine, about 20 feet

long. Smaller vines up to 5 feet long branch off from the main vine about every 6 inches. These small vines bear clusters of leaves, and in late summer they produce bunches of small fruits that resemble wild grapes. The fruit is tough and has a hearty but bitter flavor. Assassin vine berries make a heady wine. An assassin vine can move about, albeit very slowly, but usually stays put unless it needs to seek prey in a new vicinity. A subterranean version of the assassin vine grows near hot springs, volcanic vents, and other sources of thermal energy. These plants have thin, wiry stems and gray leaves shot through with silver, brown, and white veins so that they resemble mineral deposits. An assassin vine growing underground usually generates enough of al to support a thriving colony of mushrooms and other fungi, which spring up around the plant and help conceal it.

An assassin vine uses simple tactics: It lies still until prey comes within reach, and then attacks. It uses its entangle ability both to catch prey and to deter counterattacks.

AVATAR OF DECAY

Type: 15th Level Aberration

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +3, Con +5, Int +7, Wis +4, Cha -1

Skills: Bluff 18 (+17), Concentration 18 (+22), Intimidate 18 (+17), Knowledge (any three) 18 (+25), Notice 18 (+22), Sense Motive 18 (+22), Stealth 18 (+21)

Feats: Improved Grab^B, Improved Initiative, Night Vision^B, Power (5)^B, Power (2), Quicken Power, Tough (2)

Traits: Amorphous, Damage Reduction 4/—, Darkvision 80 ft., Engulf, Half Damage from Slashing and Piercing Attacks, Immune to Critical Hits, Powers (rank 18, Int, save Difficulty 25, Dominate +25, Harm +25, Earth Shaping +25, Flesh Shaping +25, Drain Vitality +25, Imbue Unlife +25, Suggestion +25), Regeneration 5, Worm Rot

Combat: Attack +14 (+11 base, +3 Dex), Damage +2 (slam), Defense Dodge/Parry +14/— (+11 base, +3 Dex), Initiative +7

Saving Throws: Toughness +7 (+5 Con, +2 Tough), Fortitude +10 (+5 base, +5 Con), Reflex +8 (+5 base, +3 Dex), Will +13 (+9 base, +4 Wis)

Amorphous: An avatar of decay's form is fluid, and while they often choose to have a somewhat humanoid shape, they can morph their bodies into whatever other form of the same approximate mass that may suit their needs. An avatar of decay can move through cracks or holes large enough for the worms that compose its body. It must spend a full round action to move through an opening more than two size categories smaller than itself.

Engulf: Medium or smaller creatures; Reflex Difficulty 20; engulfed creatures are consumed by the masses of writhing worms, taking 2 points of Constitution damage per round. The save Difficulty is Dexterity-based.

Worm Rot: Supernatural disease—slam or engulf; Fortitude Difficulty 16, incubation period 1 minute; damage 2 Con and 2 Cha. The save Difficulty is Charisma-based.

Unlike normal diseases, worm rot continues until the character reaches Constitution -5 (and dies) or is cured as described below. Worm rot is a powerful curse, not a natural disease. A character attempting to cast any Cure supernatural power on a creature afflicted with worm rot must succeed on a Difficulty 20 adept level check or the power has no effect on the character. To eliminate worm rot, the curse must first be broken with a Difficulty 20 Cure Disease check, after which adept level checks are no longer necessary to use healing supernatural powers on the character and the worm rot can be supernaturally cured as any normal disease. An afflicted creature who dies of worm rot dissolves into a disgusting, fetid pool of bones and liquefied flesh.

An avatar of decay is a vaguely humanoid form composed of uncountable writhing worms held together and given sentience by incomprehensible supernatural forces. It is a horrid thing, a swelling, surging, glistening black mass that lurches about on two thick legs.

An avatar of decay can infect its enemies with a supernatural disease with either its slam attack or engulf attack.

AZER

Type: 2nd Level Outsider (Extraplanar, Fire)

Size: Medium

Speed: 30 ft.

Abilities: Str +1, Dex +1, Con +1, Int +1, Wis +1, Cha -1

Skills: Climb 5 (+6, +3 in armor), Craft (any two) 5 (+6), Jump 5 (+6, +3 in armor), Notice 5 (+6), Search 5 (+6), Stealth 5 (+6, +3 in armor)

Feats: All-Out Attack, Heavy Armor Training^B, Improved Strike^B, Light Armor Training^B, Weapon Training^B

Traits: Darkvision 60 ft., Heat, Immunity to Fire, Supernatural Resistance 13, Vulnerable to Cold

Combat: Attack +3 (+2 base, +1 Dex), Damage +4 +1 f re (warhammer, crit +4) or +1 +1 f re (unarmed strike) or +4 +1 f re (spear, crit 19-20/+4), Defense Dodge/Parry +3/+3 (+2 base, +1 Dex/+1 Str), Initiative +1

Saving Throws: Toughness +7 (+1 Con, +3 natural, +3 chainmail), Fortitude +4 (+3 base, +1 Con), Ref ex +4 (+3 base, +1 Dex), Will +4 (+3 base, +1 Wis)

Heat: An azer's body is intensely hot, so its unarmed attacks deal +1 f re damage. Its metallic weapons also conduct this heat.

An azer is a dwarf ike being native to the Elemental Plane of Fire. The skin of an azer is metallic and bronze in color and its hair and beard are composed of flame. Although unfriendly and taciturn, azers rarely provoke a fight except to relieve a foe of gems, which they love. Azers wear kilts of brass, bronze, or copper, and speak Ignan and Common.

Azers use broad-headed spears or well-crafted hammers in combat. When unarmed, azers attempt to grapple foes. If threatened, they fight to the death, but they see the value of taking prisoners themselves.

BABOON

Type: 1st Level Animal

Size: Medium

Speed: 40 ft., climb 30 ft.

Abilities: Str +2, Dex +2, Con +1, Int -4, Wis +1, Cha -3

Skills: Climb 4 (+14), Notice 4 (+5)

Feats: Night Vision^B, Skill Training

Traits: Sent

Combat: Attack +2 (+0 base, +2 Dex), Damage +5 (bite), Defense Dodge/Parry +2/— (+2 Dex), Initiative +2

Saving Throws: Toughness +1 (+1 Con), Fortitude +3 (+2 base, +1 Con), Ref ex +4 (+2 base, +1 Dex), Will +1 (+0 base, +1 Wis)

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

Baboons are powerful and aggressive primates adapted to life on the ground. They prefer open spaces but climb trees to find safe places to rest overnight. A typical baboon is the size of a big dog. Males can be 2 to 4 feet long and weigh as much as 90 pounds. Baboons usually attack in groups.

BADGER

Type: 1st Level Animal

Size: Small

Speed: 30 ft., burrow 10 ft.

Abilities: Str -1, Dex +3, Con +2, Int -4, Wis +1, Cha -2

Skills: Acrobatics 0 (+7), Escape Artist 4 (+7), Notice 4 (+5)

Feats: Night Vision^B, Rage^B, Skill Training, Track^B

Traits: Scent

Combat: Attack +4 (+1 size, +0 base, +3 Dex), Damage -1 (claws or bite), Defense Dodge/Parry +4/— (+1 size, +3 Dex), Initiative +3

Saving Throws: Toughness +1 (-1 size, +2 Con), Fortitude +4 (+2 base, +2 Con), Ref ex +5 (+2 base, +3 Dex), Will +1 (+0 base, +1 Wis)

Skills: A badger has a +4 racial bonus on Acrobatics checks.

The badger is a furry animal with a squat, powerful body. Its strong forelimbs are armed with long claws for digging. An adult badger is 2 to 3 feet long and weighs 25 to 35 pounds. Badgers attack with their sharp claws and teeth.

BASILISK

Type: 6th Level Supernatural Beast

Size: Medium

Speed: 20 ft.

Abilities: Str +2, Dex -1, Con +2, Int -4, Wis +1, Cha +0

Skills: Notice 9 (+13), Stealth 0 (+3)*

Feats: Blind-Fight, Great Fortitude, Night Vision^B, Skill Focus (Notice)

Traits: Darkvision 60 ft., Petrifying Gaze

Combat: Attack +5 (+6 base, -1 Dex), Damage +6 (bite), Defense Dodge/Parry +5/— (+6 base, -1 Dex), Initiative -1

Saving Throws: Toughness +5 (+2 Con, +3 natural), Fortitude +9 (+5 base, +2 Con, +2 Great Fortitude), Ref ex +4 (+5 base, -1 Dex), Will +3 (+2 base, +1 Dex)

Petrifying Gaze: Range 30 feet; Fortitude Dif culty 13; turn to stone permanently. The save Dif culty is Charisma-based.



Skills: *The basilisk's dull coloration and its ability to remain motionless for long periods of time grant it a +4 racial bonus on stealth checks when hiding motionless in natural settings.

A basilisk is a reptilian creature that petrifies living creatures with a mere gaze. The appearance of a basilisk is so fearsome as to wither plants and crack rocks. A basilisk usually has a dull brown body with a yellowish underbelly. Some specimens sport a short, curved horn atop the nose. An adult basilisk's body grows to about 6 feet long, not including its tail, which can reach an additional length of 5 to 7 feet. The creature weighs about 300 pounds.

A basilisk relies on its gaze attack, biting only when opponents come within reach. Though it has eight legs, its slow metabolism renders it relatively sluggish, so it does not expend energy unnecessarily. Intruders who flee a basilisk rather than fight can expect, at best, a halfhearted pursuit. These creatures tend to spend most of their time lying in wait for prey, which includes small mammals, birds, reptiles and similar creatures.

BEE, GIANT

Type: 3rd Level Vermin

Size: Medium

Speed: 20 ft., fly 80 ft. (good)

Abilities: Str +0, Dex +2, Con +0, Int —, Wis +1, Cha -1

Skills: Notice 0 (+5), Survival 0 (+1)*

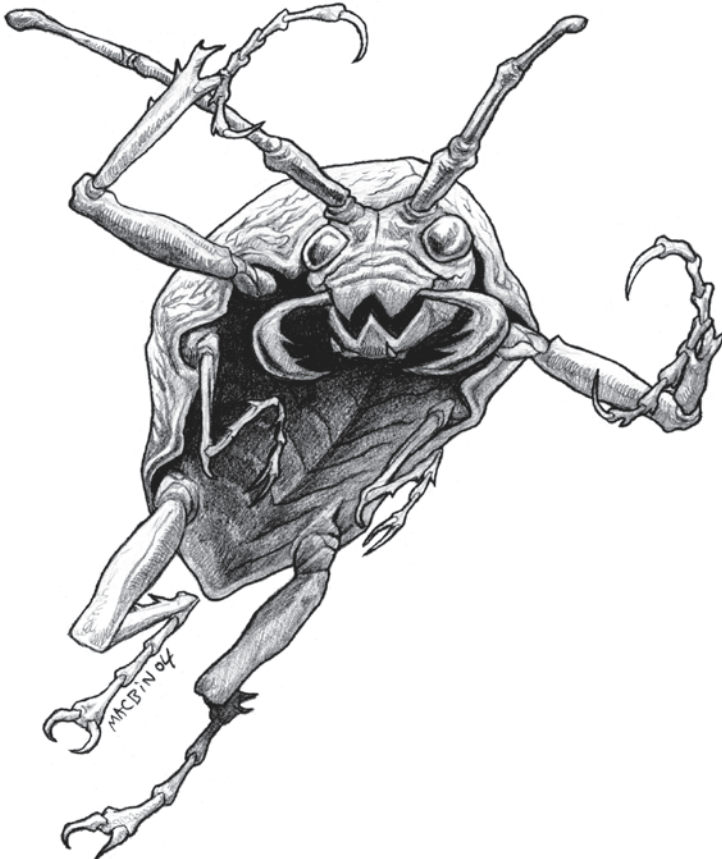
Feats: —

Traits: Darkvision 60 ft., Poison, Vermin Traits

Combat: Attack +4 (+2 base, +2 Dex), Damage +1 plus poison (sting), Defense Dodge/Parry +4/— (+2 base, +2 Dex), Initiative +2

Saving Throws: Toughness +1 (+1 natural), Fortitude +3 (+3 base), Reflex +3 (+1 base, +2 Dex), Will +2 (+1 base)

Poison: Sting; Fortitude Difficulty 11, initial and secondary damage 1 Con. The save Difficulty is Constitution-based. A giant bee that successfully stings another creature pulls away, leaving its stinger in the creature. The bee then dies.



Skills: Giant bees have a +4 racial bonus on Notice checks. *They also have a +4 racial bonus on Survival checks to orient themselves.

Although many times larger than their smaller cousins, growing to a length of about 5 feet, giant bees behave generally the same. Giant bees are usually not aggressive except when defending themselves or their hive.

BEE, GIANT BOMBARDIER

Type: 2nd Level Vermin

Size: Medium

Speed: 30 ft.

Abilities: Str +1, Dex +0, Con +2, Int —, Wis +0, Cha -1

Skills: —

Feats: —

Traits: Acid Spray, Darkvision 60 ft., Vermin Traits

Combat: Attack +1 (+1 base), Damage +2 (bite), Defense Dodge/Parry +1/— (+1 base), Initiative +0

Saving Throws: Toughness +5 (+2 Con, +3 natural), Fortitude +5 (+3 base, +2 Con), Reflex +0 (+0 base), Will +0 (+0 base)

Acid Spray: When attacked or disturbed, the creature can release a 10-foot cone of acidic vapor once per round. Those within the cone must succeed on a Difficulty 13 Fortitude save or take +3 acid damage. The save Difficulty is Constitution-based.

These creatures feed primarily on carrion and ofal, gathering heaps of the stuff in which to build nests and lay eggs. A giant bombardier beetle is about 6 feet long. Giant bombardier beetles normally attack only to defend themselves, their nests or their eggs.

BEE, GIANT FIRE

Type: 1st Level Vermin

Size: Small

Speed: 30 ft.

Abilities: Str +0, Dex +0, Con +0, Int —, Wis +0, Cha -2

Skills: —

Feats: —

Traits: Darkvision 60 ft., Vermin Traits

Combat: Attack +1 (+1 size, +0 base), Damage +2 (bite), Defense Dodge/Parry +1/— (+1 size, +0 base), Initiative +0

Saving Throws: Toughness +1 (-1 size, +2 natural), Fortitude +2 (+2 base), Reflex +0 (+0 base), Will +0 (+0 base)

These luminous nocturnal insects are prized by miners and adventurers. They have two glands, one above each eye, that produce a red glow. The glands' luminosity persists for 3 days after removal from the beetle, illuminating a roughly circular area with a 10-foot radius. Giant fire beetles are about 2 feet long.

BEE, GIANT STAG

Type: 7th Level Vermin

Size: Large

Speed: 20 ft.

Abilities: Str +6, Dex +0, Con +3, Int —, Wis +0, Cha -1

Skills: —

Feats: —

Traits: Darkvision 60 ft., Trample, Vermin Traits

Combat: Attack +4 (-1 size, +5 base), Damage +14 (bite), Defense Dodge/Parry +4/— (-1 size, +5 base, +0 Dex), Initiative +0

Saving Throws: Toughness +10 (+2 size, +3 Con, +5 natural), Fortitude +8 (+5 base, +3 Con), Reflex +2 (base +2), Will +2 (base +2)

Trample: Damage +15; Difficulty 19 Reflex save for half damage. The save Difficulty is Strength-based.

These creatures are serious pests that greedily devour cultivated crops. A single beetle can strip an entire farm in short order. An adult giant stag beetle is about 10 feet long.

BEHEMOTH

Type: 21st Level Supernatural Beast

Size: Colossal

Speed: 40 ft.

Abilities: Str +16, Dex -1, Con +10, Int -2, Wis +3, Cha +1

Skills: Notice 24 (+27), Swim 0 (+24)

Feats: Attack Focus (bite), Diehard, Endurance, Great Fortitude, Night Vision^B, Skill Focus (Notice), Tough (3)

Traits: Capsize, Darkvision 60 ft., Earthquake, Scent, Supernatural Resistance 30, Swallow Whole, Trample

Combat: Attack +14 (-6 size, +21 base, -1 Dex), (+15 with bite), Damage +24 (bite), Defense Dodge/Parry +13/— (-6 size, +21 base, -1 Dex), Initiative -1

Saving Throws: Toughness +31 (+8 size, +10 Con, +10 natural, +3 Tough), Fortitude +24 (+12 base, +10 Con, +2 Great Fortitude), Ref ex +11 (+12 base, -1 Dex), Will +10 (+7 base, +3 Wis)

Capsize: A submerged behemoth that surfaces under a boat or ship its size or smaller has a 95% chance (2 or better on d20) to capsize the vessel.

Earthquake: Once per day by stomping its massive feet, a behemoth can replicate the *earthquake* effect of the Earth Shaping supernatural power. Doing so is a full round action for the behemoth. This is a natural ability that replicates the effects of a supernatural power. It is not fatiguing to the behemoth and the effect happens automatically; it does not need to make a power check to use the power. The behemoth uses its creature level as its adept level where necessary.

Hold Breath: A behemoth can hold its breath for a number of rounds equal to 50 plus 10 x its Constitution before it risks drowning. (The sample behemoth can hold its breath for 150 rounds).

Swallow Whole: Creatures two sizes smaller; +24 bludgeoning damage and +10 acid damage per round; gizzard Toughness save +18; a behemoth's gizzard can hold eight Large, sixteen Medium, thirty-two Small, or sixty-four Tiny or smaller opponents.

Trample: Damage +32; Dif culty 36 Ref ex save for half damage. The save Dif culty is Strength-based.

Skills: A behemoth has a +8 racial bonus on Swim checks. It can always choose to take 10 on a Swim check, even if distracted or endangered.

The behemoth, also called an “enoch”, is thought to be the largest land animal that ever lived. The very earth quakes under its massive, multiply cloven hooves. Its hulking form is somewhat like that of a monstrous hippo or hornless rhino with elephant-like tusks. Its ears are large and appear almost human in shape. Though its girth is wide, this beast has massive knotted muscles that show through its thick hide rather than thick rolls of blubber.

BEHIR

Type: 9th Level Supernatural Beast

Size: Huge

Speed: 40 ft., climb 15 ft.

Abilities: Str +8, Dex +1, Con +5, Int -2, Wis +2, Cha +1

Skills: Climb 8 (+24), Notice 8 (+13)

Feats: Cleave, Improved Grab^B, Night Vision^B, Skill Focus (Notice), Skill Training, Track

Traits: Breath Weapon, Can't be Tripped, Constrict, Darkvision 60 ft., Immunity to Electricity, Rake, Scent, Swallow Whole

Combat: Attack +8 (-2 size, +9 base, +1 Dex), Damage +14 (bite) or +14 (grapple) or +5 (rake), Defense Dodge/Parry +8/— (-2 size, +9 base, +1 Dex), Initiative +1

Saving Throws: Toughness +14 (+4 size, +5 Con, +5 natural), Fortitude +11 (+6 base, +5 Con), Ref ex +7 (+6 base, +1 Dex), Will +5 (+3 base, +2 Wis)

Breath Weapon: 20-foot line; once every 10 rounds; damage +14 electricity; Ref ex Dif culty 19 for half damage. The save Dif culty is Constitution-based.

Swallow Whole: Medium or smaller creatures; +12 bludgeoning damage and +5 acid damage per round; gizzard Toughness save +7; a behir's gizzard can hold 2 Medium, 8 Small, 32 Tiny, or 128 Diminutive or smaller opponents. A behir that swallows an opponent can use its Cleave feat to bite and grab another opponent.

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

The behir is a serpentine creature that can move with considerable speed. It can fold its dozen limbs close to its long, narrow body and slither in snake fashion if it desires. The coloration of behirs ranges from ultramarine to deep blue with bands of gray-brown. The belly is pale blue. The two large horns curving back over the head look dangerous but are actually used for preening the creature's scales, not for fighting. A behir is about 40 feet long and weighs about 4,000 pounds. Behirs speak Common.

A behir usually bites and grabs its prey first, and then either swallows or constricts the opponent. It can employ its claws only against foes caught in its coils. If beset by a large number of foes it uses its breath weapon. A behir can make a rake attack against a grappled foe as well. If it wins the grapple check, it establishes a hold and can attempt to constrict the opponent or swallow the opponent in the following round.

BELKER

Type: 7th level Elemental (Air, Extraplanar)

Size: Large

Speed: 30 ft., fly 50 ft. (perfect)

Abilities: Str +2, Dex +5, Con +1, Int -2, Wis +0, Cha +0

Skills: Notice 10 (+13), Stealth 0 (+12)

Feats: Double Strike, Skill Focus (Notice), Skill Focus (Stealth)

Traits: Darkvision 60 ft., Elemental Traits, Gaseous Form, Smoke Claws

Combat: Attack +9 (-1 size, +5 base, +5 Dex), Damage +3 (bite) or +2 (claws), Defense Dodge/Parry +9/— (-1 size, +5 base, +5 Dex), Initiative +5

Saving Throws: Toughness +7 (+2 size, +1 Con, +4 natural), Fortitude +3 (+2 base, +1 Con), Ref ex +10 (+5 base, +5 Dex), Will +2 (+2 base)

Gaseous Form: Most of the time a belker is more or less solid, but at will it can assume gaseous form. It can switch forms once per round as a free action and can spend up to 20 rounds per day in gaseous form. A belker in gaseous form can fly at a speed of 50 feet (perfect) and gains damage reduction 4/supernatural.

Smoke Claws: A belker in gaseous form can engulf opponents by moving on top of them. It fills the air around one Medium or smaller opponent. The target must succeed on a Dif culty 14 Fortitude save or inhale part of the creature. The save Dif culty is Constitution-based. Smoke inside the victim solidifies into a claw and begins to rip at the surrounding organs, dealing +3 damage per round. An affected creature can attempt another Fortitude save each subsequent round to cough out the semi-vaporous menace.

Skills: Belkers have a +4 racial bonus on Stealth checks.

Belkers are creatures from the Plane of Air. They are composed primarily of smoke. Although undeniably evil, they are very reclusive and usually have no interest in the affairs of others. A belker's winged shape makes it look distinctly demonic. It is about 7 feet long and weighs about 8 pounds. Belkers speak Auran. In most cases, a belker fights with its nasty claws and painful bite.

BISON

Type: 5th Level Animal
Size: Large
Speed: 40 ft.
Abilities: Str +6, Dex +0, Con +3, Int -4, Wis +0, Cha -3
Skills: Notice 8 (+11)
Feats: Endurance, Night Vision^B, Skill Focus (Notice)
Traits: Scent, Stampede
Combat: Attack +2 (-1 size, +3 base), Damage +9 (gore), Defense Dodge/Parry +2/— (-1 size, +3 base), Initiative +0
Saving Throws: Toughness +5 (+2 size, +3 Con), Fortitude +7 (+4 base, +3 Con), Reflex +4 (+4 base), Will +1 (+1 base)

Stampede: A frightened herd of bison flees as a group in a random direction (but always away from the perceived source of danger). They literally run over anything of Large size or smaller that gets in their way, dealing +1 damage for each bison in the herd (Reflex DC 18 half). The save DC is Strength-based.

These herd animals can be aggressive when protecting young and during the mating season, but they generally prefer flight to fighting. A bison stands more than 6 feet tall at the shoulder and is 9 to 12 feet long. It weighs 1,800 to 2,400 pounds. The bison's statistics can be used for almost any large herd animal.

BLINK DOG

Type: 4th level Supernatural Beast
Size: Medium
Speed: 40 ft.
Abilities: Str +0, Dex +3, Con +0, Int +0, Wis +1, Cha +0
Skills: Notice 5 (+6), Sense Motive 4 (+5), Stealth 4 (+7), Survival 5 (+6)
Feats: Iron Will, Night Vision^B, Power (2)^B, Skill Training, Track^B
Traits: Darkvision 60 ft., Powers (rank 7, Wis, save DC 13, Blink +8, Teleport +8), Scent
Combat: Attack +7 (+4 base, +3 Dex), Damage +2 (bite), Defense Dodge/Parry +7/— (+4 base, +3 Dex), Initiative +3
Saving Throws: Toughness +0, Fortitude +4 (+4 base), Reflex +7 (+4 base, +3 Dex), Will +4 (+1 base, +1 Wis, +2 Iron Will)

The blink dog is an intelligent wolf-like canine that has a limited teleportation ability. Blink dogs have their own language, a mixture of barks, yaps, whines and growls that can transmit complex information.

Blink dogs hunt in packs, teleporting in a seemingly random fashion until they surround their prey.

BODAK

Type: 9th level Undead (Extraplanar)
Size: Medium
Speed: 20 ft.
Abilities: Str +1, Dex +2, Con—, Int -2, Wis +1, Cha +1
Skills: Stealth 12 (+14), Notice 12 (+16)
Feats: Attack Focus (slam), Dodge Focus, Improved Initiative, Skill Focus (Notice)
Traits: Damage Reduction 4/cold iron, Darkvision 60 ft., Death Gaze, Immunity to Electricity, Resistance to Acid 4 and Fire 4, Undead Traits, Vulnerable to Sunlight
Combat: Attack +6 (+4 base, +2 Dex) (+4 with slam), Damage +4 (slam), Defense Dodge/Parry +7/— (+4 base, +2 Dex, +1 dodge), Initiative +5
Saving Throws: Toughness +8 (+4 undead, +4 natural), Fortitude +3 (+3 base), Reflex +5 (+3 base, +2 Dex), Will +7 (+6 base, +1 Wis)

Death Gaze: Range 30 feet; Fortitude DC 15; check of the "dead" condition on the damage track. Humanoids who die from this attack are transformed into bodaks 24 hours later. The save DC is Charisma-based.

Vulnerable to Sunlight: Bodaks loathe sunlight, for its merest touch burns their impure flesh. Each round of exposure to the direct rays of the sun deals +1 damage to the creature.

Bodaks are the undead remnants of humanoids who have been destroyed by the touch of absolute evil. A bodak appears inhumanly skinny, with knobby joints stretching its thin gray skin tightly across its bones. Its eyes are stark white, having no pupil or iris and staring lifelessly from the bodak's terrifying elongated face.

A bodak retains fleeting memories of its past life and can speak Common (or some other humanoid language).

BUGBEAR

Type: 3rd Level Humanoid (Goblinoid)
Size: Medium
Speed: 30 ft.
Abilities: Str +2, Dex +1, Con +1, Int +0, Wis +0, Cha -1
Skills: Climb 2 (+4, +3 in armor), Notice 6 (+6), Search 4 (+4), Stealth 4 (+9, +8 in armor)
Feats: Attack Focus (morningstar), Light Armor Training^B, Heavy Armor Training^B, Skill Training, Weapon Training^B
Traits: Darkvision 60 ft., Scent
Combat: Attack +3 (+2 base, +1 Dex) (+4 with morningstar), Damage +5 (morningstar) or +4 (javelin), Defense Dodge/Parry +3/+4 (+2 base, +1 Dex/+2 Str), Initiative +1
Saving Throws: Toughness +3 (+1 Con, +1 leather armor, +1 natural), Fortitude +2 (+1 base, +1 Con), Reflex +4 (+3 base, +1 Dex), Will +1 (+1 base)

Skills: Bugbears have a +4 racial bonus on Stealth checks.

Bugbears are large muscular goblinoids covered in yellow-brown or tan fur. Bugbears speak Goblin and Common.

Bugbears prefer to ambush opponents whenever possible. When hunting, they normally send scouts ahead of the main group that, if they spy prey, return to report and bring up reinforcements.

Bugbear attacks are coordinated, and their tactics are sound if not brilliant.

BULETTE

Type: 9th level Supernatural Beast
Size: Huge
Speed: 40 ft., burrow 10 ft.
Abilities: Str +8, Dex +2, Con +5, Int -4, Wis +1, Cha -2
Skills: Jump 8 (+16), Notice 8 (+9)
Feats: Attack Focus (bite), Double Strike^B, Iron Will, Skill Training, Track
Traits: Darkvision 60 ft., Leap, Lowlight Vision, Scent, Tremorsense 60 ft.
Combat: Attack +9 (-2 size, +9 base, +2 Dex) (+10 with bite), Damage +14 (bite) or +12 (claws), Defense Dodge/Parry +9/— (-2 size, +9 base, +2 Dex), Initiative +2
Saving Throws: Toughness +15 (+4 size, +5 Con, +6 natural), Fortitude +11 (+6 base, +5 Con), Reflex +8 (+6 base, +2 Dex), Will +6 (+3 base, +1 Wis, +2 Iron Will)

Leap: A bulette can jump into the air during combat. This allows it to make four claw attacks instead of two, each with a +9 attack bonus, but it cannot bite.

Also known as the landshark, the bulette is a terrifying predator that lives only to eat. Bulettes are monstrous shark-like quadrupeds covered in thick bony plates. Their mouths are lined with row upon row of jagged teeth, and their stout legs end in massive claws.

A bulette attacks anything it regards as edible, choosing the easiest or closest prey first. The only creatures it refuses to eat are elves (and it dislikes the taste of dwarves but eats them if nothing else is available). When burrowing underground, a landshark relies on its tremorsense ability to detect prey. When it senses something edible (that is, senses movement), it breaks to the surface, crest first, and begins its attack.

CAMEL

Type: 3rd Level Animal

Size: Large

Speed: 50 ft.

Abilities: Str +4, Dex +3, Con +2, Int -4, Wis +0, Cha -3

Skills: Notice 6 (+9)

Feats: Endurance, Night Vision^B, Skill Focus (Notice)

Traits: Scent

Combat: Attack +4 (-1 size, +2 base, +3 Dex) (-1 with bite), Damage +3* (bite), Defense Dodge/Parry +4/— (-1 size, +2 base, +3 Dex), Initiative +3

Saving Throws: Toughness +4 (+2 size, +2 Con), Fortitude +5 (+3 base, +2 Con), Reflex +6 (+3 base, +3 Dex), Will +1 (+1 base)

Carrying Capacity: A light load for a camel is up to 300 pounds; a medium load, 301-600 pounds; and a heavy load, 601-900 pounds. A camel can drag 4,500 pounds.

Camels are known for their ability to travel long distances without food or water.

The statistics presented here are for the dromedary, or one-humped camel, which thrives in warm deserts. A dromedary stands about 7 feet tall at the shoulder, with its hump rising 1 foot higher. The two-humped, or Bactrian, camel is suited to cooler, rocky areas. It is stockier, slower (speed 40 feet), and has a higher Constitution (Con +3, Toughness +5).

A camel's bite is treated as a secondary attack and adds only half the camel's Strength bonus to the damage roll.

CARPENTER CATERPILLAR

Type: 0th Level Vermin

Size: Diminutive

Speed: 5 ft., burrow (through wood) 5 ft.

Abilities: Str -5, Dex +2, Con +0, Int —, Wis +0, Cha -4

Skills: —

Feats: —

Traits: Consume Wood, Vermin Traits

Combat: Attack +6 (+4 size, +0 base, +2 Dex), Damage -6 (bite), Defense Dodge/Parry +6/— (+4 size, +2 Dex), Initiative +2

Saving Throws: Toughness -3 (-3 size, +0 Con), Fortitude +2 (+2 base), Reflex +2 (+2 Dex), Will +0 (+0 base)

Consume Wood: A carpenter caterpillar can effectively destroy up to one cubic foot of wood or a square foot of leather in a single round. They do not consume all of that material, but merely dig enough tunnels through it to make the object brittle and useless. Each carpenter caterpillar eats through approximately three cubic feet of wood, or six square feet of leather before their hunger is satiated, and they wander off.

Carpenter caterpillars are large larval creatures that have an insatiable hunger for wood. They are dull gray or brown in coloration, with patterns that mimic the bark of the local trees. They can chew through wood at an incredible speed. Carpenter caterpillars also eat leather items, but

prefer wood if it is available. Carpenter caterpillars range from around six inches to nearly a foot in length.

Because they are active at night, many travelers awaken from a deep sleep only to find that the wooden hafts of their weapons and arrows have been destroyed, leaving them unarmed, or their armor and saddles rendered useless. Even metal armor is rendered useless until repaired as the carpenter caterpillars eat the leather straps that buckle it together.

CELESTIAL (GENERAL)

To some they are angels, the servants of deities and heralds of divine wrath. To others they are the forces of light, bastions of all that is good and decent. Celestials outsiders native to virtue-aligned planes. Celestials never lie, cheat or steal. They are impeccably honorable in all their dealings and often prove the most trustworthy and diplomatic of all outsiders. All celestials are blessed with comely looks, though their actual appearances vary widely. In combat, most celestials make full use of their mobility and their ability to attack at a distance. More combative celestials generally prefer to meet a foe head-on if it is prudent to do so, but if outmatched, they do what they can to even the odds (usually by employing hit-and-run tactics or standing off and engaging a foe with supernatural powers before moving into melee).

Celestial Traits: A celestial may possess one or more of the following traits (unless otherwise noted in a creature's entry).

— +4 racial bonus on saves against poison.

— Darkvision out to 60 feet and low-light vision.



—Immunity to acid, cold, electricity and petrification.

—Resistance to electricity 10 and fire 10.

—+4 racial bonus on saves against poison.

—**Aura of Menace:** A righteous aura surrounds the celestial when it fights or gets angry. Any hostile creature within a 20-foot radius of the celestial must succeed on a Will save to resist its effects. The save Difficulty is equal to 10 +1/2 the celestial's level + the celestial's Charisma, and includes a +2 racial bonus. Fiends, undead, and creatures with the vice subtype have a –2 penalty on the save. Those who fail are shaken and take a –2 penalty on attacks, Defense and saves for 24 hours or until they successfully hit the celestial that generated the aura. A creature that has resisted or broken the effect cannot be affected again by the same celestial's aura for 24 hours.

—**Damage Reduction:** Most celestials have some form of damage reduction. The amount of DR and the substances to which the celestial is vulnerable vary with the type of celestial (usually vice-aligned and supernatural).

—**Bonus Feats:** All celestials gain the Mind Touch supernatural power as a bonus feat. Some celestials also gain Teleport supernatural ability as a bonus feat.

ANGEL OF DEATH

Type: 25th Level Outsider (Extraplanar)

Size: Medium

Speed: 50 ft., fly 80 ft. (average)

Abilities: Str +8, Dex +6, Con +6, Int +6, Wis +8, Cha +5

Skills: Concentration 28 (+36), Diplomacy 28 (+33), Escape Artist 28 (+34), Intimidate 28 (+33), Knowledge (theology and philosophy) 28 (+34), Knowledge (any three) 28 (+34), Medicine 28 (+36), Notice 28 (+36), Search 28 (+34), Sense Motive 28 (+48)



Feats: All-Out Attack, Attack Focus (scythe), Attack Specialization (scythe), Cleave, Great Cleave, Heavy Armor Training^B, Improved Initiative, Improved Strike^B, Iron Will, Light Armor Training^B, Night Vision^B, Power (9)^B, Power (2), Weapon Training^B

Traits: Black Wing's Caress, Damage Reduction 6/epic and vice, Darkvision 60 ft., Immunity to Acid, Cold, and Petrification, Manifest, Oblivion, Powers (rank 28, Wis, save Difficulty 31, Drain Vitality +36, Harm +36, Mind Touch +36, Mind Shaping +36, Scrying +36, Second Sight +36, Shadow Shaping +36, Sleep +36, Teleport +36, True Vision +36, Visions +36), Regeneration 15, Resistance to Electricity 6 and Fire 6, Silent as Death, Supernatural Resistance 32

Combat: Attack +32 (+25 base, +6 Dex, +1 attack focus) (+38 with +6 scythe), Damage +17 (+6 scythe, crit +5), Defense Dodge/Parry +31/+39 (+25 base, +6 Dex/+8 Str [+6 scythe]), Initiative +10

Saving Throws: Toughness +16 (+6 Con, +10 natural), Fortitude +20 (+14 base, +6 Con), Reflex +20 (+14 base, +6 Dex), Will +24 (+14 base, +8 Wis, +2 Iron Will)

Black Wings' Caress: An angel of death's target always knows when it has come for them. An angel of death can automatically sense if its intended target desires to die. The angel of death simply touches its target with its wings and the target dies instantly, quietly and peacefully. An angel of death often takes such individuals in their sleep.

Manifest: An angel of death is normally ethereal, visible only to those who have reached "dying" condition on the damage track. When the angel of death uses its black wings' caress ability, it manifests in the Material Plane for one round but remains invisible (to all but its target) and incorporeal. An angel of death can manifest its physical incarnation on the Material Plane but it usually only does this upon the command of the deity it serves. These rare occasions are reserved for times when the deity desires some villain's death to serve as a warning to others.

Oblivion: Anyone who is killed by an angel of death's scythe is irrevocably dead. They cannot be brought back by the Imbue Life supernatural power, and their spirit may not be brought back as any form of undead. This does not prevent the reanimation of the person's body as a corporeal undead, such as a skeleton or zombie, however.

Silent as Death: An angel of death makes no sound while moving or flying. An angel of death never needs to make a Stealth check to move silently.

Skills: An angel of death has a +16 racial bonus on Sense Motive checks.

An angel of death is an attractive and yet grim figure with black hair and dark robes. Two large black raven-wings protrude from its back. It is uncertain whether or not there is more than one angel of death, for only the dying are able to see them. An angel of death toils to ensure that those who are fated to die do so at the appointed time. When a soul departs its body, an angel of death is there to deliver the spirits of the dead to the praetors of souls for their final judgment. (See the entry for the Praetor of Souls elsewhere in this book). They have also been known to prevent the escape of the dead from the afterlife. Deities also sometimes send forth an angel of death to carry out divine wrath against a group of mortals who have sorely displeased them.

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

ASTRAL DEVA

Type: 12th Level Outsider (Extraplanar, Virtue)

Size: Medium

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

Abilities: Str +6, Dex +4, Con +4, Int +4, Wis +4, Cha +5

Skills: Concentration 15 (+19), Craft or Knowledge (any three) 15 (+19), Diplomacy 15 (+20), Escape Artist 15 (+19), Intimidate 15 (+20), Notice 15 (+22), Sense Motive 15 (+19), Stealth 15 (+19)

Feats: Canny Dodge^B, Cleave, Great Fortitude, Heavy Armor Training^B, Improved Initiative, Improved Strike^B, Light Armor Training^B, Night Vision^B, Power (11)^B, Power, Skill Focus (Notice), Weapon Training^B

Traits: Damage Reduction 4/vice, Darkvision 60 ft., Immunity to Acid, Cold, and Petrification, Powers (rank 15, Cha, save Difficulty 21; Cure +20, Cure Disease +20, Enhance Other +20, Heart Reading +20, Light Shaping +20, Mind Touch +20, Purifying Light +20, Second Sight +20, Self Shaping +20, Teleport +20, True Vision +20, Truth Reading +20), Resistance to Electricity 4 and Fire 4, Supernatural Resistance 30

Combat: Attack +16 (+12 base, +4 Dex) (+19 with +3 *heavy mace*), Damage +12 (+3 *heavy mace*), Defense Dodge/Parry +16/+21 (+12 base, +4 Dex/+6 Str [+3 *heavy mace*]), Initiative +8

Saving Throws: Toughness +11 (+4 Con, +7 natural), Fortitude +14 (+18 against poison) (+8 base, +4 Con, +2 Great Fortitude), Reflex +12 (+8 base, +4 Dex), Will +12 (+8 base +4 Wis)

Astral devas are celestials of vigilance. An astral deva is a beautiful dark skinned humanoid with powerful bird-like wings. They stand around 7-1/2 feet tall and weigh about 250 pounds. Astral devas serve as messengers, scouts and warriors for the celestial hosts.

An astral deva is not afraid to enter melee combat. It takes a fierce joy in bashing evil foes with its powerful +3 *heavy mace*. An astral deva's natural weapons, as well as any weapons it wields, are treated as virtue-aligned for the purpose of overcoming damage reduction.

GUARDIAN ANGEL

Type: 13th Level Outsider (Extraplanar)

Size: Medium

Speed: 40 ft., fly 60 ft. (average)

Abilities: Str +4, Dex +5, Con +6, Int +3, Wis +5, Cha +5

Skills: Acrobatics 16 (+21), Concentration 16 (+21), Diplomacy 16 (+21), Intimidate 16 (+21), Knowledge (theology and philosophy) 16 (+19), Medicine 16 (+21), Notice 16 (+21), Perform (sing) 16 (+21), Stealth 16 (+21)

Feats: Blind Fight, Heavy Armor Training^B, Improved Initiative, Improved Strike^B, Improved Sunder, Iron Will, Light Armor Training^B, Night Vision^B, Power (9)^B, Power, Weapon Training^B

Traits: Damage Reduction 4/vice, Darkvision 60 ft., Immunity to Acid, Cold, and Petrification, Powers (rank 16, Cha, save Difficulty 22; Cure +21, Cure Disease +21, Enhance Other +21, Heart Reading +21, Light Shaping +21, Mind Touch +21, Purifying Light +21, Second Sight +21, Teleport +21, Truth Reading +21), Resistance to Electricity 4 and Fire 4, Supernatural Resistance 30

Combat: Attack +18 (+13 base, +5 Dex) (+19 with +1 flaming sword), Damage +8 +3 fire (+1 flaming sword, crit 19-20/+3), Defense Dodge/Parry +18/+18 (+13 base, +5 Dex/+4 Str [+1 sword]), Initiative +9

Saving Throws: Toughness +13 (+5 Con, +8 natural), Fortitude +14 (+8 base, +6 Con), Reflex +13 (+8 base, +5 Dex), Will +15 (+8 base, +5 Wis, +2 Iron Will)

Divine Protector: Guardian angels gain a +4 bonus on all rolls made to actively protect an individual they have been tasked with watching over. This trait operates much like the Dedicated feat.

Shield Other: As a free action a guardian angel can confer a +3 bonus to defense to a single individual of their choice within 50 ft. Only a single individual may be shielded in this way each round. The target of this ability may be changed at the beginning of each round if the guardian chooses to do so. The guardian angel cannot target itself with this ability, though it can use it to shield another guardian angel.

Guardian angels are celestials of love and protection. They are handsome, pale skinned androgynous humanoids with powerful white-feathered wings. Guardian angels are occasionally sent by higher powers to guard the life of an important mortal. Being protected by a guardian angel can be a mixed blessing; it is a superb defender, but guardian angels are usually sent only to those who are in enough danger that the extra protection is required. Guardian angels usually stand around 6 feet in height, and weigh around 170 pounds.

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

HOUND ARCHON

Type: 6th Level Outsider (Extraplanar, Virtue)

Size: Medium

Speed: 40 ft.

Abilities: Str +2, Dex +0, Con +1, Int +0, Wis +1, Cha +1

Skills: Concentration 9 (+10), Jump 9 (+15), Notice 9 (+10), Sense Motive 9 (+10), Stealth 9 (+9)*, Survival 9 (+10)*

Feats: Heavy Armor Training^B, Improved Initiative, Improved Strike^B, Light Armor Training^B, Power (4)^B, Power, Track, Weapon Training^B

Traits: Aura of Menace, Damage Reduction 4/vice and supernatural, Darkvision 60 ft., Immunity to Electricity and Petrification, Powers (rank 9, Cha, save Difficulty 14, Enhance Other +10, Fire Shaping +10, Heart Reading +10, Mind Touch +10, Teleport +10)

Combat: Attack +6 (+6 base), Damage +5 (bite) or +6 (greatsword, crit 19-20/+3), Defense Dodge/Parry +6/+8 (+6 base, +0 Dex/+2 Str), Initiative +4

Saving Throws: Toughness +5 (+1 Con, +4 natural), Fortitude +6 (+10 against poison) (+5 base, +1 Con), Reflex +5 (+5 base), Will +6 (+5 base, +1 Wis)

Aura of Menace: Will Difficulty 16 negates.

Change Shape: A hound archon can assume any canine form of Small to Large size. 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 doglike or wolf-like animal of the animal type.

Skills: *While in canine form, a hound archon gains a +4 circumstance bonus on Stealth and Survival checks.

Hound archons are celestial hunters tasked with tracking down fiends and other evil doers. A hound archon looks like a well-muscled human with a canine head. They carry an air of nobility in their stance and demeanor.

Hound archons prefer to attack with their natural weapons but occasionally use greatswords. A hound archon's natural weapons, as well as any weapons it wields, are treated as virtue-aligned for the purpose of overcoming damage reduction.

LANTERN ARCHON

Type: 1st Level Outsider (Extraplanar, Virtue)

Size: Small

Speed: Fly 60 ft. (perfect)

Abilities: Str -5, Dex +0, Con +0, Int -2, Wis +0, Cha +0

Skills: Concentration 4 (+4), Diplomacy 4 (+4), Notice 4 (+4), Sense Motive 4 (+4)

Feats: Improved Initiative, Power (4)^B

Traits: Aura of Menace, Damage Reduction 4/vice and supernatural, Darkvision 60 ft., Immunity to Electricity and Petrification, Powers (rank 4, Cha, save Difficulty 11, Fire Shaping +4, Heart Reading +4, Mind Touch +4, Teleport +4)

Combat: Attack +2 (+1 size, +1 base), Damage +2 (light ray), Defense Dodge/Parry +2/— (+1 size, +1 base), Initiative +4

Saving Throws: Toughness +1 (-1 size, +2 natural), Fortitude +2 (+6 against poison) (+2 base), Reflex +2 (+2 base), Will +2 (+2 base)

Aura of Menace: Will Difficulty 12 negates.

Light Ray: A lantern archon's light rays have a range of 30 feet. This attack overcomes damage reduction of any type.

Lantern archons are floating balls of light that glow about as brightly as a torch. Only their destruction can extinguish the glow, though they can try to hide it.

A lantern archon has little reason to get within melee range. It usually hovers just close enough to bring the enemy within its aura of menace, and then blasts away with its light rays. Lantern archons prefer to concentrate on a single opponent, seeking to reduce enemy numbers quickly.

PLANETAR

Type: 14th Level Outsider (Extraplanar, Virtue)

Size: Large

Speed: 30 ft., fly 90 ft. (good)

Abilities: Str +7, Dex +4, Con +5, Int +6, Wis +6, Cha +6

Skills: Concentration 17 (+23), Craft or Knowledge (any four) 17 (+23), Diplomacy 17 (+23), Escape Artist 17 (+21), Intimidate 17 (+23), Notice 17 (+23), Sense Motive 17 (+23), Search 17 (+23), Stealth 17 (+17)

Feats: Blind-Fight, Cleave, Heavy Armor Training^B, Improved Initiative, Improved Strike^B, Improved Sunder, Light Armor Training^B, Night Vision^B, Power (18)^B, Power, Weapon Training^B

Traits: Damage Reduction 4/vice, Darkvision 60 ft., Immunity to Acid, Cold, and Petrification, Powers (rank 17, Cha, save Difficulty 23; Cure +23, Cure Disease +23, Drain Vitality +23, Earth Shaping +23, Elemental Blast +23, Enhance Ability +23, Fire Shaping +23, Heart Reading +23, Heart Shaping +23, Imbue Life +23, Light Shaping +23, Mind Touch +23, Purifying Light +23, Second Sight +23, Self Shaping +23, Teleport +23, True Vision +23, Truth Reading +23, Wind Shaping +23), Regeneration 4, Resistance to Electricity 4 and Fire 4, Supernatural Resistance 30

Combat: Attack +17 (-1 size, +14 base, +4 Dex) (+20 with +3 *greatsword*), Damage +15 (+3 *greatsword*, crit 19-20/+3), Defense Dodge/Parry +17/+23 (-1 size, +14 base, +4 Dex/+7 Str [+3 *greatsword*]), Initiative +8

Saving Throws: Toughness +16 (+2 size, +5 Con, +9 natural), Fortitude +14 (+18 against poison) (+9 base, +5 Con), Reflex +13 (+9 base, +5 Dex), Will +15 (+9 base, +6 Wis)

Regeneration: A planetar gains an extra recovery check with a +4 bonus. Damage from vice-aligned weapons and from supernatural powers used by creatures with the vice subtype cannot be healed in this way.

Planetars are celestials of heroism and bravery. A planetar is a handsome green-skinned humanoid with large dove-like wings. The planetar's body is hairless, and its skin seems to sparkle with divine light. When aroused to emotion, a heavenly nimbus of white light surrounds the planetar. Planetars are nearly 9 feet tall and weigh about 500 pounds.

Despite their vast array of supernatural powers, planetars are likely to wade into melee with their +3 *greatswords*. They particularly enjoy fighting fiends. A planetar's natural weapons, as well as any weapons it wields, are treated as virtue-aligned for the purpose of overcoming damage reduction.

SOLAR

Type: 22nd Level Outsider (Extraplanar, Virtue)

Size: Large

Speed: 50 ft., fly 150 ft. (good)

Abilities: Str +9, Dex +5, Con +5, Int +6, Wis +7, Cha +7

Skills: Concentration 25 (+32), Craft or Knowledge (any five) 25 (+31), Diplomacy 25 (+32), Escape Artist 25 (+30), Notice 25 (+32), Search 25 (+31), Sense Motive 25 (+32), Stealth 25 (+26)

Feats: Cleave, Dodge Focus, Great Cleave, Heavy Armor Training^B, Improved Initiative, Improved Strike^B, Improved Sunder, Light Armor Training^B, Night Vision^B, Power (19)^B, Power (2), Track, Weapon Training^B

Traits: Damage Reduction 6/epic and vice, Darkvision 60 ft., Immunity to Acid, Cold, and Petrification, Powers (rank 25, Cha, save Difficulty 28, Cure +32, Cure Disease +32, Cure Poison +32, Dominate +32, Drain Vitality +32, Earth Shaping +32, Elemental Blast +32, Enhance Ability +32, Fire Shaping +32, Heart Reading +32, Imbue Life +32, Light Shaping +32, Mind Touch +32, Move Object +32, Purifying Light +32, Second Sight +32, Self Shaping +32, True Vision +32, Truth Reading +32, Weather Shaping +32, Wind Shaping +32), Regeneration 15, Resistance to Electricity 4 and Fire 4, Supernatural Resistance 32

Combat: Attack +26 (-1 size, +22 base, +5 Dex) (+31 with +5 *greatsword*), Damage +19 (+5 *greatsword*, crit 19-20/+3), Defense Dodge/Parry +26/+35 (-1 size, +22 base, +5 Dex/+9 Str [+5 *greatsword*]), Initiative +9

Saving Throws: Toughness +17 (+2 size, +5 Con, +10 natural), Fortitude +18 (+22 against poison) (+13 base, +5 Con), Reflex +18 (+13 base, +5 Dex), Will +20 (+13 base, +7 Wis)

Regeneration: A solar takes normal damage from epic vice-aligned weapons, and from supernatural powers or effects cast by creatures with the vice subtype.

Solars are celestials of justice. They are the most powerful of all celestials, save for the godlike beings that they serve. A solar is a large radiant figure, appearing as an androgynous yet perfectly formed winged humanoid with luminescent skin. A solar has a deep and commanding voice that is filled with compassion when addressing virtuous or innocent souls. When angered, the voice of a solar rings with thunder and echoes loudly in the ears of the wicked. Solars stand about 9 feet tall and weigh about 500 pounds.

Solars are puissant champions of good. Only the most powerful fiends approach their power. Very little is more fearsome to an evil creature than a solar brandishing its +5 *greatsword*. Many are the tales in the vice-aligned planes of shining hosts of solars wreaking divine havoc on fiery hordes of fiends. A solar's natural weapons, as well as any weapons it wields, are treated as virtue-aligned and epic for the purpose of overcoming damage reduction.

TRUMPET ARCHON

Type: 12th Level Outsider (Extraplanar, Virtue)

Size: Medium

Speed: 40 ft., fly 90 ft. (good)

Abilities: Str +5, Dex +3, Con +6, Int +3, Wis +3, Cha +3

Skills: Concentration 14 (+17), Diplomacy 14 (+17), Escape Artist 14 (+17), Handle Animal 14 (+17), Knowledge (any one) 14 (+17), Notice 14 (+17), Perform (wind instruments) 15 (+18), Ride 12 (+15), Sense Motive 14 (+17), Stealth 14 (+17)

Feats: Blind-Fight, Cleave, Heavy Armor Training^B, Improved Initiative, Improved Strike^B, Light Armor Training^B, Power (9)^B, Power, Skill Training, Weapon Training^B

Traits: Aura of Menace, Damage Reduction 4/vice, Darkvision 60 ft., Immunity to Electricity and Petrification, Powers (rank 15, Cha, save Difficulty 19, Cure +18, Cure Poison +18, Enhance Ability +18, Fire Shaping +18, Heart Reading +18, Mind Touch +18, Purifying Light +18, Second Sight +18, True Vision +18, Teleport +18), Supernatural Resistance 29, Trumpet

Combat: Attack +15 (+12 base, +3 Dex) (+19 with +4 *greatsword*), Damage +13 (+4 *greatsword*, crit 19-20/+3), Defense Dodge/Parry +15/+21 (+12 base, +3 Dex/+5 Str [+4 *greatsword*]), Initiative +7

Saving Throws: Toughness +13 (+6 Con, +7 natural), Fortitude +14 (+18 against poison) (+8 base, +6 Con), Reflex +11 (+8 base, +3 Dex), Will +11 (+8 base, +3 Wis)

Aura of Menace: Will Dif culty 21 negates.

Trumpet: A trumpet archon's trumpet produces music of utter clarity, piercing beauty, and, if the trumpet archon wills it, paralyzing awe. All creatures except archons within 100 feet of the blast must succeed on a Dif culty 19 Fortitude save or be paralyzed for 3 rounds. The save Dif culty is Charisma-based. The archon can also command its trumpet to become a +4 *greatsword* as a free action. If a trumpet is ever stolen, it becomes a chunk of useless metal until its true owner can recover it. Woe be to any thief caught with one.

Trumpet archons are bald, winged, emerald skinned humanoids of great beauty. Each Trumpet Archon carries a gleaming silver trumpet about 6 feet long. Some prophecies declare that trumpet archons will be the first to herald the apocalypse with the sound of their trumpets blowing across the heavens seven times.

A trumpet archon usually disdains physical combat, preferring to obliterate foes with supernatural powers quickly and return to its duties. If forced into an extended battle, it sounds its trumpet and attacks with a vengeance. A trumpet archon's natural weapons, as well as any weapons it wields, are treated as virtue-aligned for the purpose of overcoming damage reduction.

CENTAUR

Type: 4th Level Monstrous Humanoid

Size: Large

Speed: 50 ft.

Abilities: Str +4, Dex +2, Con +2, Int -1, Wis +1, Cha +0

Skills: Notice 4 (+9), Stealth 6 (+4), Survival 1 (+2)

Feats: Attack Focus (hoof), Heavy Armor Training^B, Light Armor Training^B, Skill Training, Weapon Training^B

Traits: Darkvision 60 ft.

Combat: Attack +5 (-1 size, +4 base, +2 Dex) (+6 with hoofs), Damage +7 (sword, crit 19-20/+3) or +8 (bow, crit +4) or +6 (hooves), Defense Dodge/Parry +5/+7 (-1 size, +4 base, +2 Dex/+4 Str), Initiative +2

Saving Throws: Toughness +5 (+2 size, +2 Con, +1 natural), Fortitude +3 (+1 base, +3 Dex), Reflex +6 (+4 base, +2 Dex), Will +5 (+4 base, +1 Wis)

A centaur has the body of a horse, with the upper body of a human where the horse's head would be. Centaurs are wild creatures, living in the wilderness free from societal constraints. They are fond of strong drink and closely associate with beautiful fey such as nymphs and dryads. A centaur is as big as a heavy horse, but much taller and slightly heavier. Centaurs are about 7 feet tall and weigh about 2,100 pounds. Centaurs speak Sylvan and Elven.

A centaur employing a lance deals double damage when it charges, just as a rider on a mount does. Although a centaur is a Large creature its torso and arms are the same size as that of a human, therefore it wields manufactured weapons sized for a Medium humanoid.

CENTIPEDE (GENERAL)

Centipedes tend to attack anything that resembles food, biting with their jaws and injecting their poison.

CENTIPEDE, TINY

Type: 0th Level Vermin

Size: Tiny

Speed: 20 ft., climb 20 ft.

Abilities: Str -5, Dex +2, Con +0, Int —, Wis +0, Cha -4

Skills: Climb 0 (+10), Notice 0 (+4), Stealth 0 (+18)

Feats: —

Traits: Darkvision 60 ft., Poison, Vermin Traits

Combat: Attack +4 (+2 size, +0 base, +2 Dex), Damage -5 plus poison (bite), Defense Dodge/Parry +4/— (+2 size, +0 base, +2 Dex), Initiative +2

Saving Throws: Toughness -2 (-2 size), Fortitude +2 (+2 base), Reflex +2 (+0 base, +2 Dex), Will +0 (+0 base)

CENTIPEDE, SMALL

Type: 0th Level Vermin

Size: Small

Speed: 30 ft., climb 30 ft.

Abilities: Str -3, Dex +2, Con +0, Int —, Wis +0, Cha -4

Skills: Climb 0 (+10), Notice 0 (+4), Stealth 0 (+14)

Feats: —

Traits: Darkvision 60 ft., Poison, Vermin Traits

Combat: Attack +3 (+1 size, +0 base, +2 Dex), Damage -2 plus poison (bite), Defense Dodge/Parry +3/— (+1 size, +0 base, +2 Dex), Initiative +2

Saving Throws: Toughness -1 (-1 size), Fortitude +2 (+2 base), Reflex +2 (+0 base, +2 Dex), Will +0 (+0 base)

CENTIPEDE, MEDIUM

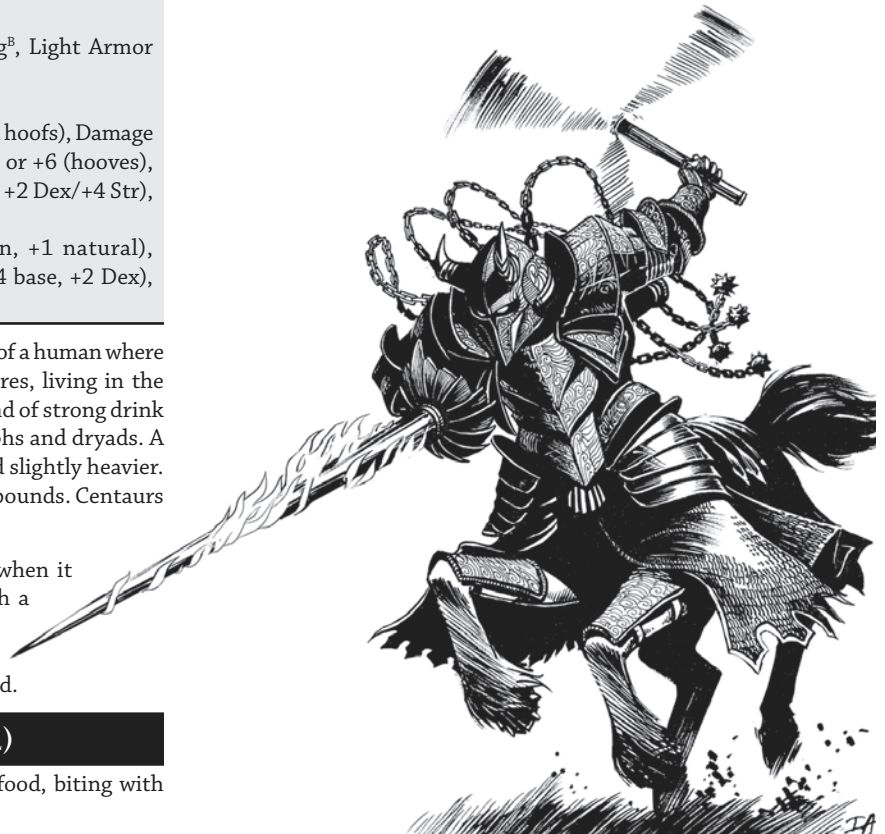
Type: 1st Level Vermin

Size: Medium

Speed: 40 ft., climb 40 ft.

Abilities: Str -1, Dex +2, Con +0, Int —, Wis +0, Cha -4

Skills: Climb 0 (+10), Notice 0 (+4), Stealth 0 (+10)



Feats: —
Traits: Darkvision 60 ft., Poison, Vermin Traits
Combat: Attack +2 (+0 base, +2 Dex), Damage +1 plus poison (bite), Defense Dodge/Parry +2/— (+0 base, +2 Dex), Initiative +2
Saving Throws: Toughness +1 (+1 natural), Fortitude +2 (+2 base), Ref ex +2 (+2 Dex), Will +0 (+0 base)

CENTIPEDE, LARGE

Type: 3rd Level Vermin
Size: Large
Speed: 40 ft., climb 40 ft.
Abilities: Str +1, Dex +2, Con +0, Int —, Wis +0, Cha –4
Skills: Climb 0 (+10), Notice 0 (+4), Stealth 0 (+6)
Feats: —
 Darkvision 60 ft., Poison, Vermin Traits
Combat: Attack +3 (–1 size, +2 base, +2 Dex), Damage +4 plus poison (bite), Defense Dodge/Parry +3/— (–1 size, +2 base, +2 Dex), Initiative +2
Saving Throws: Toughness +3 (+2 size, +1 natural), Fortitude +3 (+3 base), Ref ex +3 (+1 base, +2 Dex), Will +1 (+1 base)

CENTIPEDE, HUGE

Type: 6th Level Vermin
Size: Huge
Speed: 40 ft., climb 40 ft.
Abilities: Str +3, Dex +2, Con +1, Int —, Wis +0, Cha –4
Skills: Climb 0 (+11), Notice 0 (+4), Stealth 0 (+2)
Feats: —
Traits: Darkvision 60 ft., Poison, Vermin Traits
Combat: Attack +4 (–2 size, +4 base, +2 Dex), Damage +7 plus poison (bite), Defense Dodge/Parry +4/— (–2 size, +4 base, +2 Dex), Initiative +2
Saving Throws: Toughness +8 (+4 size, +1 Con, +3 natural), Fortitude +5 (+5 base, +1 Con), Ref ex +4 (+2 base, +2 Dex), Will +2 (+2 base)

CENTIPEDE, GARGANTUAN

Type: 12th Level Vermin
Size: Gargantuan
Speed: 40 ft., climb 40 ft.
Abilities: Str +6, Dex +2, Con +1, Int —, Wis +0, Cha –4
Skills: Climb 0 (+14), Notice 0 (+4), Stealth 0 (–2)
Feats: —
Traits: Darkvision 60 ft., Poison, Vermin Traits
Combat: Attack +7 (–4 size, +9 base, +2 Dex), Damage +12 plus poison (bite), Defense Dodge/Parry +7/— (–4 size, +9 base, +2 Dex), Initiative +2
Saving Throws: Toughness +12 (+6 size, +1 Con, +5 natural), Fortitude +9 (+8 base, +1 Con), Ref ex +6 (+4 base, +2 Dex), Will +4 (+4 base)

CENTIPEDE, COLOSSAL

Type: 24th Level Vermin
Size: Colossal
Speed: 40 ft., climb 40 ft.
Abilities: Str +8, Dex +1, Con +1, Int —, Wis +0, Cha –4
Skills: Climb 0 (+16), Notice 0 (+4), Stealth 0 (–7)
Feats: —
Traits: Darkvision 60 ft., Poison, Vermin Traits
Combat: Attack +11 (–8 size, +18 base, +1 Dex), Damage +16 plus poison (bite), Defense Dodge/Parry +11/— (–8 size, +18 base, +1 Dex), Initiative +1

Saving Throws: Toughness +17 (+8 size, +1 Con, +8 natural), Fortitude +15 (+14 base, +1 Con), Ref ex +9 (+8 base, +1 Dex), Will +8 (+8 base)

Size	Fort Difficulty	Damage
Tiny	10	1 Dex
Small	10	1 Dex
Medium	10	1 Dex
Large	11	1 Dex
Huge	14	2 Dex
Gargantuan	17	3 Dex
Colossal	23	4 Dex

Poison: A centipede has a poisonous bite. The details vary by the centipede's size, as shown on the table above. The save Difficulties are Constitution-based. The indicated damage is both initial and secondary damage.

Skills: Centipedes have a +4 racial bonus on Notice checks, and a +8 racial bonus on Climb and Stealth checks. They can use either their Strength or Dexterity modifier for Climb checks, whichever is higher. Centipedes can take 10 on Climb checks, even if threatened or distracted.

CHEETAH

Type: 3rd Level Animal
Size: Medium
Speed: 50 ft.
Abilities: Str +3, Dex +4, Con +2, Int –4, Wis +1, Cha –2
Skills: Notice 5 (+6), Stealth 5 (+9)
Feats: Double Strike, Improved Trip^B, Night Vision^B, Skill Training
Traits: Scent, Sprint
Combat: Attack +6 (+2 base, +4 Dex), Damage +5 (bite) or +3 (claws), Defense Dodge/Parry +6/— (+2 base, +4 Dex), Initiative +4
Saving Throws: Toughness +2 (+2 Con), Fortitude +5 (+3 base, +2 Con), Ref ex +7 (+3 base, +4 Dex), Will +2 (+1 base, +1 Wis)

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

Cheetahs are swift feline predators of the plains. A cheetah is 3 to 5 feet long and weighs 110 to 130 pounds. Cheetahs make sudden sprints to bring down prey.

CHIMERA

Type: 9th Level Supernatural Beast
Size: Large
Speed: 30 ft., fly 50 ft. (poor)
Abilities: Str +4, Dex +1, Con +3, Int –3, Wis +1, Cha +0
Skills: Notice 12 (+18), Stealth 0 (–3)*
Feats: Double Strike, Hover, Iron Will, Night Vision^B, Skill Focus (Notice)
Traits: Breath Weapon, Darkvision 60 ft., Scent
Combat: Attack +9 (–1 size, +9 base, +1 Dex), Damage +8 (bite) or +7 (bite) or +7 (gore) or +6 (claws), Defense Dodge/Parry +9/— (–1 size, +9 base, +1 Dex), Initiative +1
Saving Throws: Toughness +9 (+2 size, +3 Con, +4 natural), Fortitude +9 (+6 base, +3 Con), Ref ex +7 (+6 base, +1 Dex), Will +6 (+3 base, +1 Wis)

Breath Weapon: A chimera's breath weapon may vary, as summarized on the table below. Regardless of its type, a chimera's breath weapon is usable once every 3 rounds, deals +9 damage, and allows a Difficulty 17 Ref ex save for half damage. The save Difficulty is Constitution-based.

To determine a chimera's breath weapon randomly, roll 1d20 and consult the table below.

d20 roll	Breath Weapon
1-4	40-foot line of acid (dragon head is black)
5-8	40-foot line of lightning (dragon head is blue)
9-12	20-foot cone of gas (acid) (dragon head is green)
13-16	20-foot cone of fire (dragon head is red)
17-20	20-foot cone of cold (dragon head is white)

Skills: A chimera's three heads give it a +2 racial bonus on Notice checks. *In areas of scrubland or brush, a chimera gains a +4 racial bonus on Stealth checks.

Carrying Capacity: A light load for a chimera is up to 348 pounds; a medium load, 349-699 pounds, and a heavy load, 700-1,050 pounds.

A chimera is a magical creature with the body of a lion. Large dragon-like wings and the head of a feline-looking goat and a dragon sprout from its back, and it has a draconic serpent for a tail. Some chimeras also have the head of a lion. A chimera is about 5 feet tall at the shoulder, nearly 10 feet long, and weighs about 4,000 pounds. A chimera's dragon head might be black, blue, green, red or white. Chimeras can speak Draconic but seldom bother to do so, except when toadying to more powerful creatures.

The chimera prefers to surprise prey. It often swoops down from the sky or lies concealed until it charges. The dragon head can loose a breath weapon instead of biting. Several chimeras attack in concert.



CHRONICLER OF TIME

Type: 13th Level Outsider (Extraplanar)

Size: Medium

Speed: 30 ft.

Abilities: Str +2, Dex +4, Con +8, Int +6, Wis +7, Cha +4

Skills: Bluff 16 (+20), Diplomacy 16 (+20), Escape Artist 16 (+20), Notice 16 (+23), Perform (oratory) 16 (+22), Knowledge (history) 16 (+38), Knowledge (any four) 16 (+22), Sense Motive 16 (+23), Stealth 16 (+20)

Feats: Contacts, Eidetic Memory, Fascinate, Heavy Armor Training^B, Improved Strike^B, Iron Will, Night Vision^B, Light Armor Training^B, Weapon Training^B, Well Informed

Traits: Damage Reduction 2/supernatural, Darkvision 60 ft., Immune to Poison and Cold, Resistance to Fire 4, and Electricity 4

Combat: Attack +17 (+13 base, +4 Dex), Damage +4 (staff), Defense Dodge/Parry +17/+15 (+13 base, +4 Dex/+2 Str), Initiative +4

Saving Throws: Toughness +9 (+8 Con, +1 natural), Fortitude +16 (+8 base, +8 Con), Reflex +12 (+8 base, +4 Dex), Will +17 (+8 base, +7 Wis, +2 Iron Will)

Skills: Chroniclers have a +16 racial bonus to Knowledge (history) checks.

A chronicler appears as a balding, gray-bearded old man, his frail-looking form hunched with the weight of ages. Chroniclers are timeless beings that have been charged with the task of recording all of history by the powers that be. Some chroniclers are content with their lot in life, but many develop feelings of jealousy towards those who are free to act while they are destined to sit and write. These chroniclers long to be active shapers of history, and some seek to hire mercenaries or heroes to prevent certain historical events from repeating themselves. They often pay with valuable knowledge agreed upon in a contract beforehand rather than with monetary wealth. Exactly how a chronicler of time

gains all of their knowledge is unknown, but many scholars believe that the mysterious beings known as "watchers" are the eyes and ears of the chroniclers.

CLOAKER

Type: 6th Level Aberration

Size: Large

Speed: 10 ft., fly 40 ft. (average)

Abilities: Str +5, Dex +3, Con +3, Int +2, Wis +2, Cha +2

Skills: Intimidate 9 (+11), Notice 9 (+14), Search 9 (+11), Stealth 9 (+8)

Feats: Improved Initiative, Power, Skill Focus (Notice),

Traits: Darkvision 60 ft., Engulf, Moan, Powers (rank 9, Cha, save Difficulty 15, Shadow Shaping +11)

Combat: Attack +6 (-1 size, +4 base, +3 Dex), Damage +7 (tail slap) or +6 (bite), Defense Dodge/Parry +6/— (-1 size, +4 base, +3 Dex), Initiative +7

Saving Throws: Toughness +8 (+2 size, +3 Con, +3 natural), Fortitude +5 (+2 base, +3 Con), Reflex +5 (+2 base, +3 Dex), Will +7 (+5 base, +2 Wis)

Engulf: A cloaker can try to wrap a Medium or smaller creature in its body as a standard action. The cloaker attempts a grapple. If it wins the grapple check, it establishes a hold and bites the engulfed victim with a +4 bonus on its attack roll. It can still use its whip-like tail to strike at other targets. Attacks that hit an engulfing cloaker deal half their damage to the cloaker and half to the trapped victim.

Moan: A cloaker can emit a dangerous subsonic moan as a standard action. By changing the frequency, the cloaker can replicate the *despair* and *fear* effects of the Heart Shaping supernatural power (rank 9, Cha, save Difficulty 15, Heart Shaping +11).

When resting or lying in wait, these creatures are almost impossible to distinguish from common black cloaks (the cloaker's ivory claws look very much like bone clasps). Only when it unfurls does the

horrific nature of the creature become apparent. A cloaker has a wingspan of about 8 feet. It weighs about 100 pounds. Cloakers speak Undercommon.

Cloakers usually lie still, watching and listening for prey. If facing a single opponent, a cloaker uses its engulf attack. Against multiple foes, it lashes with its tail in concert with its moan to reduce the opposition's numbers, and then engulfs a survivor. Multiple cloakers usually split up, leaving one or two behind to use special abilities while the rest make melee attacks.

COCKATRICE

Type: 5th Level Supernatural Beast

Size: Small

Speed: 20 ft., fly 60 ft. (poor)

Abilities: Str -2, Dex +3, Con +0, Int -4, Wis +1, Cha -1

Skills: Notice 8 (+12)

Feats: Dodge Focus, Night Vision^B, Skill Focus (Notice), Tough^B

Traits: Darkvision 60 ft., Petrification

Combat: Attack +9 (+1 size, +5 base, +3 Dex), Damage -1 (bite), Defense Dodge/Parry +9/— (+1 size, +5 base, +3 Dex), Initiative +3

Saving Throws: Toughness +0 (-1 size, +1 Tough), Fortitude +4 (+4 base), Reflex +7 (+4 base, +3 Dex), Will +2 (+1 base, +1 Wis)

Petrification: Bite; Fortitude Difficulty 12; turn to stone permanently. The save Difficulty is Constitution-based.

A cockatrice appears as an ugly chicken or rooster with a serpentine tail. A male cockatrice has wattles and a comb, just like a rooster. Females, much rarer than males, differ only in that they have no wattles or comb. A cockatrice weighs about 25 pounds.

A cockatrice fiercely attacks anything that it deems a threat to itself or its lair. Flocks of cockatrices do their utmost to overwhelm and confuse their foes, and sometimes fly directly into their opponents' faces. Cockatrices have immunity to the petrification ability of other cockatrices, but other petrification attacks affect them normally.

CORPSE-STITCHED ABOMINATION

Type: 7th Level Undead

Size: Large

Speed: 30 ft.

Abilities: Str +6, Dex +0, Con—, Int -2, Wis +1, Cha -5

Skills: Notice 10 (+11), Intimidate 10 (+9)

Feats: Attack Focus (slam), Night Vision^B, Power, Rage, Tough^B

Traits: Darkvision 60 ft., Powers (rank 10, Wis, save Difficulty 15, Imbue Unlife +11), Undead Traits, Vulnerable to Water

Combat: Attack +2 (-1 size, +3 base) (+3 with slam), Damage +8 +2 electricity (slam), Defense Dodge/Parry +2/+8 (if wielding a weapon) (-1 size, +3 base, +0 Dex/+6 Str), Initiative +0

Saving Throws: Toughness +6 (+2 size, +1 Tough), Fortitude +2 (+2 base), Reflex +2 (+2 base), Will +6 (+5 base, +1 Wis)

Skills: Corpse-stitched abominations have a +4 racial bonus to Intimidate checks.

A corpse-stitched abomination is a lumbering hulk composed of stitched-together body parts from various corpses, brought back to a life-like state by passing enormous electrical currents through its body. The current re-awakened certain functions in a specially prepared brain stitched into the creature's head. Electrical pulses dance across its discolored flesh, and spark between its fingertips. Corpse-stitched abominations stand approximately eight feet tall and weigh around 500 pounds.

These creatures are extremely violent and unless controlled (usually through Intimidation) they attempt to kill anything that crosses their path. Unfortunately they also have the ability to Imbue Unlife into their victims with pulses of supernatural electricity.

COUATL

Type: 9th Level Outsider (Native)

Size: Large

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



Abilities: Str +4, Dex +3, Con +2, Int +3, Wis +4, Cha +3
Skills: Acrobatics 12 (+15), Concentration 12 (+14), Diplomacy 12 (+17), Knowledge (supernatural) 12 (+15), Knowledge (any two) 12 (+15), Notice 12 (+16), Search 12 (+15), Sense Motive 12 (+16)
Feats: Dodge Focus, Hover, Improved Grab^B, Improved Initiative, Power (11)^B, Power
Traits: Darkvision 60 ft., Constrict, Poison, Powers (rank 12, Wis, save Dif culty 19, Cold Shaping +16, Cure +16, Dominate +16, Elemental Blast +16, Enhance Ability +16, Heart Reading +16, Light Shaping +16, Mind Touch +16, Second Sight +16, Teleport +16, Wind Shaping +16)
Combat: Attack +11 (-1 size, +9 base, +3 Dex), Damage +4 plus poison (bite) or +10 (grapple), Defense Dodge/Parry +11/— (-1 size, +9 base, +3 Dex), Initiative +7
Saving Throws: Toughness +8 (+2 size, +2 Con, +4 natural), Fortitude +8 (+6 base, +2 Con), Reflex +9 (+6 base, +3 Dex), Will +10 (+6 base, +4 Wis)

Poison: Bite; Fortitude Dif culty 16; initial damage 1 Str, secondary damage 2 Str. The save Dif culty is Constitution-based.

A couatl is a large serpent with brilliant rainbow-colored wings and plumage. Despite their strange, draconic appearance, couatls are virtuous creatures that hail from upper planes. Although they are not celestials, they associate well with those divine creatures and often work with them to achieve some great victory over the forces of evil. Couatls are about 12 feet long, with a wingspan of about 15 feet. It weighs about 1,800 pounds. Couatls speak Celestial, Common and Draconic.

A couatl uses its Heart Reading power on any creature that arouses its suspicions. Since it is highly intelligent, a couatl usually uses its supernatural powers from a distance before closing. If more than one couatl is involved, they discuss their strategy before a battle.

CROCODILE

Type: 3rd Level Animal
Size: Large
Speed: 20 ft., swim 30 ft.
Abilities: Str +4, Dex +1, Con +3, Int -5, Wis +1, Cha -4
Skills: Notice 4 (+5), Stealth 6 (+6)*, Swim 0 (+12)
Feats: Improved Grab^B, Night Vision^B, Skill Focus (Stealth), Skill Training
Traits: Death Roll, Hold Breath
Combat: Attack +2 (-1 size, +2 base, +1 Dex), Damage +7 (bite) or +9 (tail slap), Defense Dodge/Parry +2/— (-1 size, +2 base, +1 Dex), Initiative +1
Saving Throws: Toughness +5 (+3 Con, +2 natural), Fortitude +6 (+3 base, +3 Con), Reflex +4 (+3 base, +1 Dex), Will +2 (+1 base, +1 Wis)

Death Roll: When a crocodile wins a grapple check with its improved grab feat, it establishes a hold on the opponent and can begin a death roll attack on its turn the following round. A death roll is a full round action that does +9 damage to the grappled victim. Because of the strength of its jaws and the lack of leverage the victim has during the roll, the crocodile gets a +4 bonus to maintain the grapple. A crocodile's grapple attack bonus is +10.

Hold Breath: A crocodile can hold its breath for a number of rounds equal 40 plus 8 x its Constitution before it risks drowning. (The sample crocodile can hold its breath for 64 rounds).

Skills: A crocodile has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. *A crocodile gains a +4 racial bonus on Stealth checks when in the water. Further, a crocodile can lie motionless in the water with only its eyes and nostrils showing, gaining a +10 cover bonus on Stealth checks.

Crocodiles are aggressive predators 11 to 12 feet long. They lie mostly submerged in rivers or marshes, with only their eyes and nostrils showing, waiting for prey to come within reach.

CROCODILE, GIANT

Type: 7th Level Animal
Size: Huge
Speed: 20 ft., swim 30 ft.
Abilities: Str +8, Dex +1, Con +4, Int -5, Wis +1, Cha -4
Skills: Notice 4 (+5), Stealth 10 (+6)*, Swim 0 (+16)
Feats: Endurance, Improved Grab^B, Night Vision^B, Skill Focus (Stealth), Skill Training
Traits: Death Roll, Hold Breath
Combat: Attack +4 (-2 size, +5 base, +1 Dex), Damage +14 (bite) or +13 (tail slap), Defense Dodge/Parry +4/— (-2 size, +5 base, +1 Dex), Initiative +1
Saving Throws: Toughness +8 (+4 size, +4 Con), Fortitude +9 (+5 base, +4 Con), Reflex +6 (+5 base, +1 Dex), Will +3 (+2 base, +1 Wis)

Death Roll: When a huge crocodile wins a grapple check with its improved grab feat, it establishes a hold on the opponent and can begin a death roll attack on its turn the following round. A death roll is a full round action that does +18 damage to the grappled victim. Because of the strength of its jaws and the lack of leverage the victim has during the roll, the huge crocodile gets a +4 bonus to maintain the grapple. A huge crocodile's grapple attack bonus is +21.

Hold Breath: A giant crocodile can hold its breath for a number of rounds equal to 40 plus 8 x its Constitution before it risks drowning. (The sample giant crocodile can hold its breath for 72 rounds).

Skills: A crocodile has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. *A crocodile gains a +4 racial bonus on Stealth checks when in the water. Further, a crocodile can lie motionless in the water with only its eyes and nostrils showing, gaining a +10 cover bonus on Stealth checks.

These huge creatures usually live in salt water and can be more than 20 feet long. Giant crocodiles fight and behave like their smaller cousins.

CYCLOPS

Type: 15th Level Humanoid (Earth, Giant)
Size: Large
Speed: 40 ft.
Abilities: Str +9, Dex +1, Con +6, Int +0, Wis +0, Cha -1
Skills: Craft (any) 18 (+18), Notice 18 (+18)
Feats: All-Out Attack, Cleave, Great Cleave, Iron Will, Light Armor Training^B, Night Vision^B, Point Blank Shot, Precise Shot, Weapon Training^B
Traits: Darkvision 60 ft., One-Eyed, Rock Catching, Rock Throwing
Combat: Attack +11 (-1 size, +11 base, +1 Dex), Damage +13 (greatclub) or +10 (slam) or +15 (rock), Defense Dodge/Parry +11/+19 (-1 size, +11 base, +1 Dex/+9 Str), Initiative +1
Saving Throws: Toughness +14 (+2 size, +6 Con, +4 natural, +2 hide armor [counts as studded leather]), Fortitude +15 (+9 base, +6 Con), Reflex +6 (+5 base, +1 Dex), Will +7 (+5 base, +2 Iron Will)

One Eyed: Because a cyclops possesses only a single eye, it has poor depth perception, and suffers a -2 penalty on all ranged attacks. Despite their ugliness, cyclopes are vain creatures and claim to have divine heritage.

Rock Catching: A cyclops gains a +4 racial bonus on its Ref ex save when attempting to catch a thrown rock.

Rock Throwing: The range increment is 180 feet for a cyclops' thrown rocks. It uses both hands when throwing a rock.

A cyclops is an ugly human-like giant with a single large eye in the center of its forehead. Cyclopes often clothe their burly frames in animal skins. Cyclopes are solitary creatures, and although they tend to live near others of their kind they do not keep or enjoy any company. The home of a cyclops is usually a cave sealed off from the outside world with a large door or gate. Most cyclopes are shepherds, keeping great flocks of sheep and goats from which they get food, milk and clothing. Although they have a reputation as vicious man-eating beasts, the lifestyle of a typical cyclops is rustic and pastoral, filled with long days of little more than tending a flock of sheep and brewing strong mead from wild honey. Cyclopes enjoy eating meat, however, and sometimes do consume the flesh of humans. Adults are about 13 feet tall and weigh about 1,800 pounds.

DARKMANTLE

Type: 1st Level Supernatural Beast

Size: Small

Speed: 20 ft., fly 30 ft. (poor)

Abilities: Str +3, Dex +0, Con +1, Int -4, Wis +0, Cha +0

Skills: Notice 0 (+4)*, Stealth 4 (+12)

Feats: Improved Grab^B, Improved Initiative

Traits: Blindsight 90 ft., Constrict, Darkness

Combat: Attack +2 (+1 size, +1 base), Damage +5 (slam) or +4 (grapple), Defense Dodge/Parry +2/— (+1 size, +1 base), Initiative +4

Saving Throws: Toughness +3 (-1 size, +1 Con, +3 natural), Fortitude +3 (+2 base, +1 Con), Reflex +2 (+2 base), Will +0 (+0 base)

Blindsight: A darkmantle can “see” by emitting high-frequency sounds, inaudible to most other creatures, that allows it to ascertain objects and creatures within 90 feet. Anything that effectively blocks or cancels out all sound effectively blinds the darkmantle.

Darkness: Once per day a darkmantle can cause darkness as the Shadow Shaping supernatural power (rank 8, Cha, save Difficulty 13, Shadow Shaping +8). It most often uses this ability just before attacking.

Improved Grab: To use this ability, a darkmantle must hit a Large or smaller creature with its slam attack. It can then attempt to start a grapple as a free action. If it wins the grapple check, it attaches to the opponent's head and can constrict.

Skills: A darkmantle has a +4 racial bonus on Notice checks. *These bonuses are lost if its blindsight is negated. The creature's variable coloration gives it a +4 racial bonus on Stealth checks.

Darkmantles are squid-like creatures with hard leathery skin the color of stone. The tentacles of a darkmantle are connected by a thick leathery membrane. The darkmantle hangs from a ceiling by a muscular “foot” like that of a snail at the top of its body. It can look like a stalactite, by holding its tentacles stiffly under itself, or like a lump of rock, spreading its tentacles so the membrane between them covers its body. Its shell and skin usually resemble limestone, but a darkmantle can change its color to match almost any type of stony background. A darkmantle is about 4 feet long from the tips of its tentacles to the top of its head. It weighs about 30 pounds.

A darkmantle attacks by dropping onto its prey and wrapping its tentacles around the opponent's head. Once attached, it squeezes and tries to suffocate the foe. A darkmantle that misses its initial attack often flies up and tries to drop on the opponent again.

DERRO

Type: 3rd Level Monstrous Humanoid

Size: Small

Speed: 20 ft.

Abilities: Str +0, Dex +2, Con +1, Int +0, Wis -3*, Cha +3*

Skills: Bluff 6 (+9), Stealth 6 (+8, +6 with armor)

Feats: Blind-Fight, Heavy Armor Training^B, Improved Initiative, Light Armor Training^B, Power^B, Sneak Attack^B, Weapon Training^B

Traits: Madness, Poison use, Powers (rank 6, Cha, save Difficulty 15, Shadow Shaping +9), Supernatural Resistance 15, Vulnerable to Sunlight

Combat: Attack +6 (+1 size, +3 base, +2 Dex), Damage +1 (short sword, crit 19-20/+3) or +1 plus poison (light crossbow, crit 19-20/+3), Defense Dodge/Parry +6/+4 (+1 size, +3 base, +2 Dex), Initiative +6

Saving Throws: Toughness +3 (-1 size, +1 Con, +2 studded leather, +1 natural), Fortitude +2 (+1 base, +1 Con), Reflex +5 (+3 base, +2 Dex), Will +6 (+3 base, +3 Cha)

Madness: Derro use their Charisma modifier on Will saves instead of their Wisdom modifier, and have immunity to the Mind Shaping supernatural power. *The madness of the derro provides a +6 bonus to its Charisma and a -6 penalty to its Wisdom. A derro restored to sanity gains 6 points of Wisdom and loses 6 points of Charisma.

Poison Use: Derro typically carry 5 doses of Medium spider venom, applying it to their crossbow bolts. Derro are not at risk of poisoning themselves when handling poison.

Vulnerable to Sunlight: A derro takes 1 point of Constitution damage for every hour it is exposed to sunlight, and it dies if its Constitution reaches -5. Lost Constitution points are recovered at the rate of 1 per every 24-hour period spent underground or otherwise sheltered from the sun.

Skills: Derro have a +4 racial bonus on Stealth checks.

Derro look like pale-skinned, milky-eyed dwarves. Derro are afflicted by a form of racial madness, which most often manifests as delusions of grandeur coupled with an overpowering urge to inflict torment on other creatures. Derro are capable of holding their murderous impulses in check for short periods of time in order to cooperate with other creatures, but such arrangements rarely last more than a few weeks. Of course, no derro is capable of recognizing that he is out of his mind.

Derro are stealthy and bloodthirsty. They like to carefully arrange cruel traps and deadly ambushes, and strike savagely from hiding. They delight in taking captives who can be tortured to death later, and favor traps and poisons that disable without killing.

DESTRACHAN

Type: 8th Level Aberration

Size: Large

Speed: 30 ft.

Abilities: Str +4, Dex +1, Con +3, Int +1, Wis +4, Cha +1

Skills: Notice 11 (+25), Stealth 11 (+8), Survival 11 (+15)

Feats: Dodge Focus, Improved Initiative, Lightning Reflexes

Traits: Blindsight 100 ft., Destructive Harmonics, Immunities, Protection From Sonics

Combat: Attack +6 (-1 size, +6 base, +1 Dex), Damage +6 (claws), Defense Dodge/Parry +7/— (-1 size, +6 base, +1 Dex, +1 dodge), Initiative +5

Saving Throws: Toughness +9 (+2 size, +3 Con, +4 natural), Fortitude +5 (+2 base, +3 Con), Reflex +5 (+2 base, +1 Dex, +2 Lightning Reflexes), Will +10 (+6 base, +4 Wis)

Blindsight: A destrachan can use hearing to ascertain all foes within 100 feet as a sighted creature would.

Destructive Harmonics: A destrachan can blast sonic energy in a cone up to 80 feet long. It can also use this attack to affect any creatures or objects within a 30-foot radius. It can tune the harmonics of this destructive power to affect different types of targets. All save Dif culties are Charisma-based.

—**Flesh:** Disrupting tissue and rending bone, this attack deals +8 damage to all within the area (Ref ex Dif culty 15 half).

—**Nerves:** A destrachan can focus its harmonics to knock out foes rather than slay them. This attack deals +12 nonlethal damage to all within the area (Ref ex Dif culty 15 half).

—**Material:** When using this form of harmonics, a destrachan chooses wood, stone, metal or glass. All objects made of that material within the area must succeed on a Dif culty 15 Fortitude save or shatter. Objects (or portions of objects) that have up to 6 toughness are potentially affected by this attack.

Immunities: Destrachans have immunity to gaze attacks, visual effects, illusions and other attack forms that rely on sight.

Protection from Sonics: While they can be affected by loud noises and sonic effects, destrachans are less vulnerable to sonic attacks (+4 circumstance bonus on all saves) because they can protect their ears. A destrachan whose sense of hearing is impaired is effectively blinded, and all targets are treated as having total concealment.

Skills: A destrachan has a +10 racial bonus on Notice checks.

The dungeon-dwelling destrachan looks like some bizarre, unintelligent beast, but it's an incredibly evil and crafty sadist. These creatures look something like eyeless bipedal lizards with large circular mouths. A destrachan has a pair of complex, three-part ears that it can adjust to be more or less sensitive to various sounds. It is blind, yet hunts with a sense of hearing more precise than most creatures' sight. A destrachan is about 10 feet long from its mouth to the tip of the tail and weighs about 4,000 pounds. A destrachan speaks no language but understands Common. If a destrachan must communicate, it does so through action.

From its tubular mouth a destrachan emits carefully focused harmonics, producing sonic energy so powerful it can shatter a stone wall. So skilled is a destrachan at controlling the sounds it emits that it can choose what type of material to affect with its attack. A destrachan uses its claws only as a last resort or to finish off foes weakened by its sonic attacks. It often enters battle with surprise if possible. It first focuses on destroying metal armor and weapons and then changes to harmonics that disrupt flesh.

DINOSAUR (GENERAL)

Dinosaurs come in many sizes and shapes. Bigger varieties have drab coloration, while smaller dinosaurs have more colorful markings. Most dinosaurs have a pebbly skin texture.

Dinosaurs take full advantage of their size and speed. The swift carnivores stalk prey, staying hidden in cover until they can get into charge range and rush to the attack. Herbivores frequently overrun and trample their opponents.

DEINONYCHUS

Type: 4th Level Animal

Size: Large

Speed: 60 ft.

Abilities: Str +4, Dex +2, Con +4, Int -4, Wis +1, Cha +0

Skills: Jump 7 (+19), Notice 0 (+9), Stealth 0 (+6), Survival 0 (+9)

Feats: Double Strike, Night Vision^B, Run, Track^B

Traits: Pounce, Scent

Combat: Attack +4 (-1 size, +3 base, +2 Dex), Damage +8 (talons) or +4 (fore claws) or +6 (bite), Defense Dodge/Parry +4/— (-1 size, +3 base, +2 Dex), Initiative +2

Saving Throws: Toughness +8 (+2 size, +4 Con, +2 natural), Fortitude +8 (+4 base, +4 Con), Reflex +6 (+4 base, +4 Dex), Will +2 (+1 base, +1 Wis)

Pounce: If a deinonychus charges, it can attack a single target with both its talons and its bite in a single round.

Skills: A deinonychus has a +8 racial bonus on Jump, Notice, Stealth and Survival checks.

A deinonychus is bright green along its back and flanks, with a much lighter shade of the same color on its underside. The body has darker spots or stripes. Its tail extends straight out behind itself, held aloft by an intricate structure of bony supports, thus allowing its weight to be carried entirely by the back legs. It weighs about 600 pounds.

A deinonychus uses a combination of speed, grasping forearms, large teeth and hind legs with ripping talons. It hunts by running at prey, leaping, and ripping with its rear talons as it claws and bites. The talons count as one attack. A deinonychus has a relatively large brain for a dinosaur, and its pack hunts with cunning tactics.

ELASMOSAURUS

Type: 10th Level Animal

Size: Huge

Speed: 20 ft., swim 50 ft.

Abilities: Str +8, Dex +2, Con +6, Int -4, Wis +1, Cha -1

Skills: Notice 13 (+14), Stealth 0 (-6)*, Swim 0 (+16)

Feats: Dodge Focus, Great Fortitude, Night Vision^B, Tough (2)

Traits: Scent



Combat: Attack +7 (–2 size, +7 base, +2 Dex), Damage +14 (bite), Defense Dodge/Parry +7/— (–2 size, +7 base, +2 Dex), Initiative +2

Saving Throws: Toughness +13 (+4 size, +6 Con, +1 natural, +2 Tough), Fortitude +15 (+7 base, +6 Con, +2 Great Fortitude), Ref ex +9 (+7 base, +2 Dex), Will +4 (+3 base, +1 Wis)

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

*An elasmosaurus has a +8 racial bonus on Stealth checks in water.

Though it resides primarily in the water, an elasmosaurus only breathes air. An elasmosaurus has a total length of some 30 feet, including a tail half as long as its entire body, and weighs about 5,000 pounds. Observers who see only its head or tail might easily mistake it for a massive snake.

An elasmosaurus is aggressive and attacks anything it notices. The creature is strong, fast, and highly maneuverable, able to turn quickly and lunge at prey. When hunting, it travels with its head out of the water, snapping down quickly to seize prey.

MEGARAPTOR

Type: 8th Level Animal

Size: Huge

Speed: 60 ft.

Abilities: Str +5, Dex +2, Con +5, Int –4, Wis +2, Cha +0

Skills: Jump 11 (+24), Notice 0 (+10), Stealth 0 (+2), Survival 0 (+10)

Feats: Double Strike, Night Vision^B, Run, Tough, Track^B

Traits: Pounce, Scent

Combat: Attack +6 (–2 size, +6 base, +2 Dex), Damage +11 (talons) or +6 (fore claws) or +9 (bite), Damage +9, Defense Dodge/Parry +6/— (–2 size, +6 base, +2 Dex), Initiative +2

Saving Throws: Toughness +13 (+4 size, +5 Con, +3 natural, +1 Tough), Fortitude +11 (+6 base, +5 Con), Ref ex +8 (+6 base, +2 Dex), Will +4 (+2 base, +2 Wis)

Pounce: If a megaraptor charges, it can attack a single target with both its talons and its bite in a single round.

Skills: A megaraptor has a +8 racial bonus on Stealth, Jump, Notice and Survival checks.

This creature is a larger version of the deinonychus, standing about 12 feet tall with a total length of 24 feet. It has the same appearance, habits and abilities of the smaller version.

TRICERATOPS

Type: 16th Level Animal

Size: Huge

Speed: 30 ft.

Abilities: Str +10, Dex –1, Con +7, Int –5, Wis +1, Cha –2

Skills: Notice 19 (+23)

Feats: Great Fortitude, Night Vision^B, Skill Focus (Notice), Tough (4)

Traits: Powerful Charge, Scent, Trample

Combat: Attack +9 (–2 size, +12 base, –1 Dex), Damage +16 (gore), Defense Dodge/Parry +9/— (–2 size, +12 base, –1 Dex), Initiative –1

Saving Throws: Toughness +20 (+4 size, +7 Con, +5 natural, +4 Tough), Fortitude +17 (+10 base, +7 Con), Ref ex +9 (+10 base, –1 Dex), Will +6 (+5 base, +1 Wis)

Powerful Charge: When a triceratops charges, its gore attack deals +21 damage.

Trample: Damage +25, Difficulty 28 Ref ex save for half damage. The save Difficulty is Strength-based.

A triceratops has a body about 25 feet long and weighs about 20,000 pounds.

These creatures are likely to charge and skewer any creature of at least Large size that infringes on their territory. A triceratops uses its trample attack on smaller opponents.

TYRANNOSAURUS

Type: 18th Level Animal

Size: Huge

Speed: 40 ft.

Abilities: Str +9, Dex +1, Con +5, Int –4, Wis +2, Cha +0

Skills: Notice 21 (+28)

Feats: Attack Focus (bite), Improved Grab^B, Night Vision^B, Run, Skill Focus (Notice), Tough (3), Track

Traits: Scent, Swallow Whole

Combat: Attack +12 (–2 size, +13 base, +1 Dex) (+13 with bite), Damage +15 (bite), Defense Dodge/Parry +12/— (–2 size, +13 base, +1 Dex), Initiative +1

Saving Throws: Toughness +14 (+4 size, +5 Con, +2 natural, +3 Tough), Fortitude +16 (+11 base, +5 Con), Ref ex +12 (+11 base, +1 Dex), Will +8 (+6 base, +2 Wis)

Swallow Whole: Creatures up to two sizes smaller; +13 bludgeoning damage and +5 acid damage per round; gizzard Toughness save +9; a tyrannosaurus's gizzard can hold 2 Medium, 8 Small, 32 Tiny, or 128 Diminutive or smaller opponents.

Skills: A tyrannosaurus has a +2 racial bonus on Notice checks.

Despite its enormous size and 6-ton weight, a tyrannosaurus is a swift runner. Its head is nearly 6 feet long, and its teeth are from 3 to 6 inches in length. It is slightly more than 30 feet long from nose to tail.

A tyrannosaurus pursues and eats just about anything it sees. Its tactics are simple—charge in and bite.



DIRE ANIMAL (GENERAL)

Dire animals are larger, tougher, meaner versions of ordinary animals. Each kind tends to have a feral, prehistoric or even demonic appearance. Unlike other animals, all saving throws are Good for a dire animal.

DIRE APE

Type: 5th Level Animal
Size: Large
Speed: 30 ft., climb 15 ft.
Abilities: Str +6, Dex +2, Con +2, Int -4, Wis +1, Cha -2
Skills: Climb 0 (+14), Notice 5 (+6), Stealth 7 (+5)
Feats: Night Vision^B, Skill Training, Tough
Traits: Scent
Combat: Attack +4 (-1 size, +3 base, +2 Dex), Damage +8 (claws or slam) or +9 (bite), Defense Dodge/Parry +4/— (-1 size, +3 base, +2 Dex), Initiative +2
Saving Throws: Toughness +7 (+2 size, +2 Con, +2 natural, +1 Tough), Fortitude +6 (+4 base, +2 Con), Reflex +6 (+4 base, +2 Dex), Will +5 (+4 base, +1 Wis)
Skills: Dire apes have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

These powerful omnivores resemble gorillas but are far more aggressive; they kill and eat anything they can catch. A dire ape stands about 9 feet tall and weighs from 800 to 1,200 pounds.

Dire apes attack anything that enters their territory, even other dire apes. If an opponent's armor foils a dire ape's attacks, the creature attempts to grapple and pin, then rend the prone opponent.

DIRE BADGER

Type: 3rd Level Animal
Size: Medium
Speed: 30 ft., burrow 10 ft.
Abilities: Str +2, Dex +3, Con +4, Int -4, Wis +1, Cha +0
Skills: Notice 6 (+10)
Feats: Double Strike^B, Night Vision^B, Rage^B, Skill Focus (Notice), Tough, Track^B
Traits: Scent
Combat: Attack +5 (+2 base, +3 Dex), Damage +3 (claws) or +4 (bite), Defense Dodge/Parry +5/— (+2 base, +3 Dex), Initiative +3
Saving Throws: Toughness +6 (+4 Con, +1 natural, +1 Tough), Fortitude +7 (+3 base, +4 Con), Reflex +6 (+3 base, +3 Dex), Will +4 (+3 base, +1 Wis)

These vicious creatures tolerate no intrusions. They cannot burrow into solid rock, but can move through just about any material softer than that. A dire badger usually leaves behind a usable tunnel 5 feet in diameter when burrowing unless the material it's moving through is very loose. A dire badger is from 5 to 7 feet in length and can weigh up to 500 pounds.

Dire badgers attack with their sharp claws and teeth.

DIRE BAT

Type: 4th Level Animal
Size: Large
Speed: 20 ft., fly 40 ft. (good)
Abilities: Str +3, Dex +6, Con +3, Int -4, Wis +2, Cha -2
Skills: Notice 0 (+9)*, Stealth 7 (+12)
Feats: Skill Focus (Notice), Skill Focus (Stealth)
Traits: Blindsight 40 ft.

Combat: Attack +8 (-1 size, +3 base, +6 Dex), Damage +6 (bite), Defense Dodge/Parry +8/— (-1 size, +3 base, +6 Dex), Initiative +6
Saving Throws: Toughness +7 (+2 size, +3 Con, +2 natural), Fortitude +7 (+4 base, +3 Con), Reflex +10 (+4 base, +6 Dex), Will +6 (+4 base, +2 Wis)

Blindsight: A dire bat uses echolocation to pinpoint creatures within 40 feet. Opponents still have total concealment against the bat unless it can actually see them.

Skills: Dire bats have a +4 racial bonus on Notice checks. This bonus is lost if its blindsense is negated.

A dire bat has a wingspan of 15 feet and weighs about 200 pounds.

Dire bats swoop down upon unsuspecting prey from above, enveloping them with their wings and sinking their teeth into soft flesh.

DIRE BEAR

Type: 12th Level Animal
Size: Large
Speed: 40 ft.
Abilities: Str +10, Dex +1, Con +4, Int -4, Wis +1, Cha +0
Skills: Notice 15 (+19), Swim 0 (+10)
Feats: Attack Focus (claw), Double Strike^B, Endurance, Improved Grab^B, Night Vision^B, Run, Skill Focus (Notice), Tough
Traits: Scent
Combat: 2 claws +9 (-1 size, +9 base, +1 Dex) (+10 with claws), Damage +12 (claws) or +16 (bite), Defense Dodge/Parry +9/— (-1 size, +9 base, +1 Dex), Initiative +1
Saving Throws: Toughness +10 (+2 size, +4 Con, +3 natural, +1 Tough), Fortitude +12 (+8 base, +4 Con), Reflex +9 (+8 base, +1 Dex), Will +9 (+8 base, +1 Wis)

The omnivorous dire bear usually does not bother creatures that try to avoid it, but aggressively defends a kill or other source of food. It does not hesitate to rip apart anything that might contain something edible. A typical dire bear is 12 feet long and weighs as much as 8,000 pounds.

A dire bear attacks by tearing at opponents with its claws.

DIRE BOAR

Type: 7th Level Animal
Size: Large
Speed: 40 ft.
Abilities: Str +8, Dex +0, Con +3, Int -4, Wis +1, Cha -1
Skills: Notice 10 (+18)
Feats: Endurance, Iron Will, Night Vision^B, Skill Focus (Notice)
Traits: Ferocity, Scent
Combat: Attack +4 (-1 size, +5 base), Damage +11 (gore), Defense Dodge/Parry +4/— (-1 size, +5 base), Initiative +0
Saving Throws: Toughness +8 (+2 size, +3 Con, +3 natural), Fortitude +8 (+5 base, +3 Con), Reflex +5 (+5 base), Will +8 (+5 base, +1 Wis, +2 Iron Will)

Ferocity: A dire boar is such a tenacious combatant that it continues to fight without penalty even when reduced to "disabled" or worse condition on the damage track.

Dire boars are omnivorous and spend most of their time rooting around, much as ordinary pigs do. They viciously attack anything that approaches them, however. Dire boars grow up to 12 feet long and weigh as much as 2,000 pounds.

A dire boar charges its opponent, trying to rip the target open with its tusks.

DIRE LION

Type: 8th Level Animal

Size: Large

Speed: 40 ft.

Abilities: Str +7, Dex +2, Con +3, Int -4, Wis +1, Cha +0

Skills: Notice 11 (+15), Stealth 0 (+2)*

Feats: Attack Focus (claw), Double Strike, Improved Grab^B, Night Vision^B, Run^B, Skill Focus (Notice),

Traits: Pounce, Rake, Scent

Combat: Attack +7 (-1 size, +6 base, +2 Dex) (+8 with claws), Damage +9 (claws) or +10 (bite) or (+5 rake), Defense Dodge/Parry +7/— (-1 size, +6 base, +2 Dex), Initiative +2

Saving Throws: Toughness +7 (+2 size, +3 Con, +2 natural), Fortitude +9 (+6 base, +3 Con), Reflex +8 (+6 base, +2 Dex), Will +7 (+6 base, +1 Wis)

Pounce: If a dire lion charges, it can attack a single target with both its claws and its bite in a single round.

Skills: Dire lions have a +4 racial bonus on Stealth checks. *In areas of tall grass or heavy undergrowth, the Stealth bonus improves to +8.

Dire lions are patient hunters, just like their smaller cousins, but apt to take on bigger prey. Dire lions grow to be up to 15 feet long and weigh up to 3,500 pounds.

A dire lion attacks by running at prey, leaping, and clawing and biting as it rakes with its rear claws. It often jumps onto a creature larger than itself.

DIRE MONITOR LIZARD

Type: 6th Level Animal

Size: Large

Speed: 30 ft., swim 30 ft.

Abilities: Str +5, Dex +3, Con +5, Int -5, Wis +1, Cha -4

Skills: Climb 9 (+14), Notice 0 (+4), Stealth 0 (+3)*, Swim 0 (+13)

Feats: Attack Focus (bite), Great Fortitude, Night Vision^B, Skill Focus (Notice)

Traits: Poison

Combat: Attack +6 (-1 size, +4 base, +3 Dex) (+7 with bite), Damage +8 (bite), Defense Dodge/Parry +6/— (-1 size, +4 base, +3 Dex), Initiative +3

Saving Throws: Toughness +7 (+2 size, +5 Con), Fortitude +12 (+5 base, +5 Con, +2 Great Fortitude), Reflex +8 (+5 base, +3 Dex), Will +6 (+5 base, +1 Wis)

Poison: Bite; Fortitude Difficulty 16, initial and secondary damage 1 Con. The save Difficulty is Constitution-based.

Skills: A dire monitor lizard has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. Monitor lizards have a +4 racial bonus on Stealth checks. *In forested or overgrown areas, the Stealth bonus improves to +8.

These ancient dinosaur-like lizards are deadly predators. Monitor lizards can be aggressive, using their powerful jaws to tear at prey or enemies. A dire monitor lizard can grow up to 12 feet long and weighs around 2,500 pounds.

Dire monitors have saliva so fluffy it acts as a deadly poison.

DIRE SHARK

Type: 18th Level Animal

Size: Huge

Speed: Swim 60 ft.

Abilities: Str +6, Dex +2, Con +3, Int -5, Wis +1, Cha +0

Skills: Notice 21 (+22), Swim 0 (+14)

Feats: Attack Focus (bite), Improved Grab, Tough (5)

Traits: Keen Scent, Swallow Whole

Combat: Attack +13 (-2 size, +13 base, +2 Dex) (+14 with bite), Damage +12 (bite), Defense Dodge/Parry +13/— (-2 size, +13 base, +2 Dex), Initiative +2

Saving Throws: Toughness +16 (+4 size, +4 Con, +3 natural, +5 Tough), Fortitude +14 (+11 base, +3 Con), Reflex +13 (+11 base, +2 Dex), Will +12 (+11 base, +1 Wis)

Keen Scent: A dire shark can notice creatures by scent in a 180-foot radius and can detect blood in the water at a range of up to 1 mile.

Swallow Whole: Creatures up to one size smaller; +9 bludgeoning damage plus +3 acid damage per round; gizzard Toughness save +4; a dire shark's gizzard can hold 2 Large, 8 Medium or Small, 32 Tiny, 128 Diminutive, or 512 Fine or smaller opponents.

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

Dire sharks attack anything they perceive to be edible, even larger creatures. This monstrous fish can grow to a length of 25 feet and weigh more than 20,000 pounds.

Dire sharks bite with their powerful jaws, swallowing smaller creatures in one gulp.

DIRE TIGER

Type: 16th Level Animal

Size: Large

Speed: 40 ft.

Abilities: Str +8, Dex +2, Con +3, Int -4, Wis +1, Cha +0

Skills: Jump 19 (+27), Notice 0 (+4), Stealth 0 (+2)*, Swim 0 (+8)

Feats: Attack Focus (bite), Attack Focus (claw), Double Strike, Improved Grab^B, Night Vision^B, Skill Focus (Notice), Run, Skill Focus (Stealth)

Traits: Pounce, Rake, Scent

Combat: Attack +13 (-1 size, +12 base, +2 Dex) (+14 with claws or bite), Damage +10 (claws) or +12 (bite) or +6 (rake), Damage +12, Defense Dodge/Parry +13/— (-1 size, +12 base, +2 Dex), Initiative +2

Saving Throws: Toughness +8 (+2 size, +3 Con, +3 natural), Fortitude +13 (+10 base, +3 Con), Reflex +12 (+10 base, +2 Dex), Will +11 (+10 base, +1 Wis)

Pounce: If a dire tiger charges, it can attack a single target with both its claws and its bite in a single round.

Skills: Dire tigers have a +4 racial bonus on Stealth checks. *In areas of tall grass or heavy undergrowth, the Stealth bonus improves to +8.

Dire tigers prey on just about anything that moves. They patiently stalk a potential meal, striking whenever the creature lets down its guard. Dire tigers grow to be over 12 feet long and can weigh up to 6,000 pounds.

A dire tiger attacks by running at prey, leaping, and clawing and biting as it rakes with its rear claws.

DIRE WEASEL

Type: 3rd Level Animal

Size: Medium

Speed: 40 ft.

Abilities: Str +2, Dex +4, Con +0, Int -4, Wis +1, Cha +0

Skills: Notice 0 (+4), Stealth 6 (+13)

Feats: Night Vision^B, Skill Focus (Notice), Skill Focus (Stealth)

Traits: Attach, Blood Drain, Scent

Combat: Attack +6 (+2 base, +4 Dex), Damage +5 (bite), Defense Dodge/Parry +6/— (+2 base, +4 Dex), Initiative +4
Saving Throws: Toughness +1 (+1 natural), Fortitude +3 (+3 base), Reflex +7 (+3 base, +4 Dex), Will +4 (+3 base, +1 Wis)

Attach: A dire weasel that hits with its bite attack latches onto the opponent's body with its powerful jaws. An attached dire weasel loses its Dexterity bonus to defense and thus has a defense of 12. An attached dire weasel can be struck with a weapon or grappled itself. To remove an attached dire weasel through grappling, the opponent must achieve a pin against the creature.

Blood Drain: An attached dire weasel that inflicted damage with its bite attack drains blood for 1 point of Constitution damage each round it remains attached. If the bite attack hit but did no damage, the dire weasel can not drain the opponent's blood but remains attached until it is removed or decides to let go.

Dire weasels grow to be up to 10 feet long and can reach a weight of 700 pounds.

Dire weasels stalk their prey in the dark and then leap on it, biting and clawing.

DIRE WOLF

Type: 6th Level Animal
Size: Large
Speed: 50 ft.
Abilities: Str +7, Dex +2, Con +3, Int -4, Wis +1, Cha +0
Skills: Notice +0 (+6), Stealth 9 (+9), Survival 0 (+1)*
Feats: Attack Focus (bite), Improved Trip^B, Night Vision^B, Run, Skill Focus (Notice), Track^B
Traits: Scent
Combat: Attack +5 (-1 size, +4 base, +2 Dex) (+6 with bite), Damage +10 (bite), Defense Dodge/Parry +5/— (-1 size, +4 base, +2 Dex), Initiative +2
Saving Throws: Toughness +6 (+2 size, +3 Con, +1 natural), Fortitude +8 (+5 base, +3 Con), Reflex +7 (+5 base, +2 Dex), Will +6 (+5 base, +1 Wis)

Skills: A dire wolf has a +2 racial bonus on Stealth, and Notice checks. *It also has a +4 racial bonus on Survival checks when tracking by scent.

Dire wolves are efficient pack hunters that kill anything they can catch. Dire wolves are mottled gray or black, about 9 feet long and weighing some 800 pounds.

Dire wolves prefer to attack in packs, surrounding and flanking a foe when they can.

DIRE WOLVERINE

Type: 5th Level Animal
Size: Large
Speed: 30 ft., climb 10 ft.
Abilities: Str +6, Dex +3, Con +4, Int -4, Wis +1, Cha +0
Skills: Climb 0 (+14), Notice 8 (+12)
Feats: Double Strike^B, Night Vision^B, Rage^B, Skill Focus (Notice), Tough, Track^B
Traits: Scent
Combat: Attack +5 (-1 size, +3 base, +3 Dex), Damage +8 (claws) or +9 (bite), Defense Dodge/Parry +5/— (-1 size, +3 base, +3 Dex), Initiative +3
Saving Throws: Toughness +9 (+2 size, +4 Con, +2 natural, +1 Tough), Fortitude +8 (+4 base, +4 Con), Reflex +7 (+4 base, +3 Dex), Will +5 (+4 base, +1 Wis)

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



Dire wolverines grow to about 12 feet in length and can weigh as much as 2,000 pounds.

Dire wolverines attack opponents ferociously, fearing no other creatures.

DOG, WORKING

Type: 2nd Level Animal
Size: Medium
Speed: 40 ft.
Abilities: Str +2, Dex +2, Con +2, Int -4, Wis +1, Cha -2
Skills: Jump 3 (+9), Notice 5 (+6), Swim 1 (+3), Survival 0 (+1)*
Feats: Night Vision^B, Skill Training, Track^B
Traits: Scent
Combat: Attack +3 (+1 base, +2 Dex), Damage +5 (bite), Defense Dodge/Parry +3/— (+1 base, +2 Dex), Initiative +2
Saving Throws: Toughness +2 (+2 Con), Fortitude +5 (+3 base, +2 Con), Reflex +5 (+3 base, +2 Dex), Will +1 (+1 base)

Skills: Working dogs have a +4 racial bonus on Jump checks. *Working dogs have a +4 racial bonus on Survival checks when tracking by scent.

Carrying Capacity: A light load for a working dog is up to 100 pounds; a medium load, 101-200 pounds; and a heavy load, 201-300 pounds. A working dog can drag 1,500 pounds.

This category includes big dog breeds such as collies, huskies and St. Bernards. Heavily-muscled, working dog breeds are also frequently trained as guard dogs and war dogs. Small humanoids sometimes train working dogs to use as mounts.

If trained for war, these animals can make trip attacks just as wolves do. A working dog trained as a mount can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

DONKEY

Type: 2nd Level Animal

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +1, Con +1, Int -4, Wis +0, Cha -3

Skills: Acrobatics 0 (+1)*, Notice 5 (+5)

Feats: Endurance, Night Vision^B

Traits: Scent

Combat: Attack +2 (+1 base, +1 Dex), Damage +0 (bite), Defense Dodge/Parry +2/— (+1 base, +1 Dex), Initiative +1

Saving Throws: Toughness +1 (+1 Con), Fortitude +4 (+3 base, +1 Con), Reflex +4 (+3 base, +1 Dex), Will +0 (+0 base)

Skills: Donkeys have a +2 racial bonus on Acrobatics checks that relate to balance.

Carrying Capacity: A light load for a donkey is up to 50 pounds; a medium load, 51-100 pounds; and a heavy load, 101-150 pounds. A donkey can drag 750 pounds.

These long-eared, horse-like creatures are surefooted and sturdy. The statistics presented here could also describe burros.

A donkey bites only when it has no way to escape.

DOPPLEGANGER

Type: 4th Level Monstrous Humanoid (Shapechanger)

Size: Medium

Speed: 30 ft.

Abilities: Str +1, Dex +1, Con +1, Int +1, Wis +2, Cha +1

Skills: Bluff 7 (+12)*, Diplomacy 3 (+4), Disguise 7 (+12)*, Intimidate 2 (+3), Notice 6 (+8)

Feats: Dodge Focus, Great Fortitude^B, Heavy Armor Training^B, Light Armor Training^B, Power (2)^B, Skill Training, Weapon Training^B

Traits: Change Shape, Immunity to Sleep and Dominate Supernatural Powers, Powers (rank 7, Wis, save Difficulty 14, Mind Reading +9, Mind Touch +9)

Combat: Attack +5 (+4 base, +1 Dex), Damage +3 (unarmed), Defense Dodge/Parry +6/+6* (if wielding a weapon) (+4 base, +1 Dex/+1 Str, +1 dodge), Initiative +1

Saving Throws: Toughness +3 (+1 Con, +2 natural), Fortitude +5 (+4 base, +1 Con), Reflex +5 (+4 base, +1 Con), Will +6 (+4 base, +2 Wis)

Change Shape: A doppelganger can assume the shape of any Small or Medium humanoid. In humanoid form, the doppelganger loses its natural attacks. A doppelganger can remain in its humanoid form until it chooses to assume a new one. A change in form cannot be dispelled, but a doppelganger reverts to its natural form when killed. A use of the True Vision supernatural power reveals its natural form.

Skills: A doppelganger has a +4 racial bonus on Bluff and Disguise checks. *When using its change shape ability, a doppelganger gets an additional +10 circumstance bonus on Disguise checks. If it can read an opponent's mind, it gets a further +4 circumstance bonus on Bluff and Disguise checks.

Doppelgangers are strange beings that are able to take on the shapes of those they encounter. In its natural form, the creature looks more or less humanoid, but slender and frail, with gangly limbs and half-formed features. The flesh is pale and hairless. Its large, bulging eyes are yellow with slitted pupils. A doppelganger's appearance is deceiving even when it's in its true form. A doppelganger is hardy, with a natural agility not in keeping with its frail appearance. Doppelgangers make excellent use of their natural mimicry to stage ambushes, bait traps and infiltrate humanoid society. Although not usually evil, they are interested only in themselves and regard all others as playthings to be manipulated and deceived. Its natural form a doppelganger is about 5-1/2 feet tall and weighs about 150 pounds.

When in its natural form, a doppelganger strikes with its powerful fists. In the shape of a warrior or some other armed person, it attacks with whatever weapon is appropriate. In such cases, it uses its Mind Touch ability to employ the same tactics and strategies as the person it is impersonating.

DRAGON, TRUE (GENERAL)

True dragons (as opposed to other creatures with the dragon type) are embodiments of the raw power of nature and the universe. A true dragon will always have at least one elemental subtype, and some may have more than one. Sample dragons included in this book are: fire dragons (fire), forest dragons (earth), ice dragons (cold), moon dragons (cold), mountain dragons (earth), sky dragons (air), sun dragons (fire) and swamp dragons (water).

Although goals and ideals vary among varieties, all dragons are covetous. They like to hoard wealth, collecting mounds of coins and gathering as many gems, jewels, and supernatural items as possible. Those with large hoards are loath to leave them for long, venturing out of their lairs only to patrol the immediate area or to get food. For dragons, there is no such thing as enough treasure. It's pleasing to look at, and they bask in its radiance. Dragons like to make beds of their hoards, shaping nooks and mounds to fit their bodies. By the time a dragon matures to ancient states, hundreds of gems and coins may be imbedded in its hide. A dragon's metabolism operates like a highly efficient furnace and can metabolize even inorganic material. Some dragons have developed a taste for such fare.

All dragons speak Draconic.

Skills: At 1st level dragons receive a number of skills equal to (6 + Int, minimum 1) at 4 ranks each, and (6 + Int) skill rank per additional level. Most dragons purchase the following skills: Concentration, Diplomacy, Escape Artist, Intimidate, Knowledge (any), Notice, Search and Sense Motive.

Feats: All dragons have one feat, plus additional feats based on Hit Dice. Dragons favor Attack Focus (claw or bite), Blind-Fight, Cleave,



Hover, Improved Initiative, Improved Sunder, Move-By Action, Skill Focus (Notice), Snatch, Wingover and any supernatural feat that may be useful.

Traits: The list below provides the traits and natural weapons a dragon can employ and the damage those attacks deal.

Blindsight: Dragons can pinpoint creatures within a distance of 60 feet. Opponents the dragon can't actually see still have total concealment against the dragon.

Breath Weapon: Using a breath weapon is a standard action. Once a dragon breathes, it can't breathe again until 3 rounds later. If a dragon has more than one type of breath weapon, it still can breathe only once every 3 rounds. If the breath weapon deals damage, creatures caught in the area can attempt Reflex saves to take half damage; the Difficulty depends on the dragon's age and variety, and is given in each individual entry. Saves against non-damaging breath weapons use the same Difficulty; the kind of saving throw is noted in the variety descriptions. The save Difficulty against a breath weapon is 10 + 1/2 dragon's level + dragon's Constitution.

Breath weapons come in two basic shapes, line and cone, whose areas vary with the dragon's size.

DRAGON BREATH WEAPONS

Dragon Size	Line* (Length)	Cone** (Length)
Tiny	30 ft.	15 ft.
Small	40 ft.	20 ft.
Medium	60 ft.	30 ft.
Large	80 ft.	40 ft.
Huge	100 ft.	50 ft.
Gargantuan	120 ft.	60 ft.
Colossal	140 ft.	70 ft.

*A line is always 5 feet high and 5 feet wide. **A cone is as high and wide as its length.

Damage Reduction: Young adult and older dragons have damage reduction. Their natural weapons are treated as supernatural weapons for the purpose of overcoming damage reduction.

Frightful Presence: A young adult or older dragon can unsettle foes with its mere presence. The ability takes effect automatically whenever the dragon attacks, charges, or flies overhead. Creatures within a radius of 30 feet x the dragon's age category are subject to the effect if they have fewer levels than the dragon. A potentially affected creature that succeeds on a Will save (Difficulty 10 + 1/2 dragon's level + dragon's Charisma) remains immune to that dragon's frightful presence for 24 hours. On a failure, creatures with 4 or less levels become panicked for 1 round per point by which they failed their Will save, and those with 5 or more levels become shaken for 1 round per point by which they failed their Will save. The save Difficulty is Charisma-based. Dragons ignore the frightful presence of other dragons.

Immunities: All dragons have immunity to sleep and paralysis effects (such as the Sleep supernatural power). Each variety of dragon has immunity to one or two additional forms of attack no matter what its age, as given in its description.

Keen Senses: A dragon sees four times as well a human in shadowy illumination and twice as well in normal light. It also has darkvision out to 120 feet.

Supernatural Powers: A dragon's supernatural powers depend on its age and variety. Dragons use Charisma as the key ability for their supernatural powers.

Supernatural Resistance: As dragons age, they become more resistant to supernatural powers, as indicated in the variety descriptions.

Combat: Dragons are fearsome combatants, and have an arsenal of natural and supernatural weapons to bring to bear against an opponent. A dragon attacks with its powerful claws and bite, and can also use a breath weapon. It prefers to fight on the wing, staying out of reach until it has worn down the enemy with ranged attacks. Older, more intelligent dragons are adept at sizing up the opposition and eliminating the most dangerous foes first (or avoiding them while picking off weaker enemies).

Bite: Bite attacks deal the indicated damage plus the dragon's Strength. A dragon also can use its bite to snatch opponents if it has the Snatch feat.

Claw: Claw attacks deal the indicated damage plus the dragon's Strength. The dragon also can use its claws to snatch opponents if it has the Snatch feat. Two claw attacks are often made together in one round using the Double Strike feat with a -2 penalty on the attack roll.

Grappling: A dragon can always use its breath weapon while grappling, as well as its supernatural powers, provided it succeeds on Concentration checks.

DRAGON ATTACKS AND BASE DAMAGE

Size	Bite*	Claw
Tiny	+1	+0
Small	+2	+1
Medium	+3	+2
Large	+4	+3
Huge	+6	+4
Gargantuan	+8	+6
Colossal	+12	+8

*A dragon's bite attack has reach as if the creature were one size category larger. All other attacks are made with the standard reach for the dragon's size.

Advancement: True dragons advance by age category, gaining more abilities and greater power as they age. (Other creatures that have the dragon type do not.) They range in length from several feet upon hatching to more than 100 feet. The size of a particular dragon varies according to age and variety. Most true dragons gain 3 levels with every age category, and increase one size category with every two or three increases in age category. Dragons are smart enough to advance by heroic role, following the rules for multi-role characters.

DRAGON AGE CATEGORIES

Category	Age (Years)
1 Wyrmling	0-5
2 Very Young	6-15
3 Young	16-25
4 Juvenile	26-50
5 Young Adult	51-100
6 Adult	101-200
7 Mature Adult	201-400
8 Old	401-600
9 Very Old	601-800
10 Ancient	801-1,000

FIRE DRAGON, WYRMLING

Type: 7th Level Dragon (Fire)
Size: Medium
Speed: 40 ft., fly 150 ft. (poor)
Abilities: Str +3, Dex +0, Con +2, Int +0, Wis +0, Cha +0
Skills: Bluff 10 (+10), Jump 10 (+13), Notice 10 (+13), Search 10 (+10), Sense Motive 10 (+10), Stealth 10 (+10)
Feats: Double Strike, Improved Initiative, Skill Focus (Notice)
Traits: Blindsight 60 ft., Breath Weapon 3 Fire (Difficulty 15), Immunity to Sleep and Paralysis Effects, Immunity to Fire, Keen Senses, Vulnerable to Cold
Combat: Attack +7 (+7 base), Damage +6 (bite) or +5 (claws), Defense Dodge/Parry +7/— (+7 base), Initiative +4
Saving Throws: Toughness +5 (+2 Con, +3 natural), Fortitude +7 (+5 base, +2 Con), Reflex +5 (+5 base), Will +5 (+5 base)

FIRE DRAGON, VERY YOUNG

Type: 10th Level Dragon (Fire)
Size: Large
Speed: 40 ft., fly 150 ft. (poor)
Abilities: Str +5, Dex +0, Con +3, Int +1, Wis +1, Cha +1
Skills: Bluff 13 (+14), Intimidate 13 (+14), Jump 13 (+18), Notice 13 (+17), Search 13 (+14), Sense Motive 13 (+14), Stealth 13 (+9)
Feats: Double Strike, Improved Initiative, Move-By Action, Skill Focus (Notice)
Traits: Blindsight 60 ft., Breath Weapon 5 Fire (Difficulty 18), Immunity to Sleep and Paralysis Effects, Immunity to Fire, Keen Senses, Vulnerable to Cold
Combat: Attack +9 (–1 size, +10 base), Damage +9 (bite) or +8 (claws), Defense Dodge/Parry +9/— (–1 size, +10 base), Initiative +4
Saving Throws: Toughness +9 (+2 size, +3 Con, +4 natural), Fortitude +10 (+7 base, +3 Con), Reflex +7 (+7 base), Will +8 (+7 base, +1 Wis)

FIRE DRAGON, YOUNG

Type: 13th Level Dragon (Fire)
Size: Large
Speed: 40 ft., fly 150 ft. (poor)
Abilities: Str +7, Dex +0, Con +3, Int +1, Wis +1, Cha +1
Skills: Bluff 16 (+17), Intimidate 16 (+17), Jump 16 (+23), Notice 16 (+20), Search 16 (+17), Sense Motive 16 (+17), Stealth 16 (+12)
Feats: Attack Focus (bite), Double Strike, Improved Initiative, Move-By Action, Skill Focus (Notice)
Traits: Blindsight 60 ft., Breath Weapon 7 Fire (Difficulty 19), Immunity to Sleep and Paralysis Effects, Immunity to Fire, Keen Senses, Vulnerable to Cold
Combat: Attack +12 (–1 size, +13 base) (+13 with bite), Damage +11 (bite) or +10 (claws), Defense Dodge/Parry +12/— (–1 size, +13 base), Initiative +4
Saving Throws: Toughness +11 (+2 size, +3 Con, +6 natural), Fortitude +11 (+8 base, +3 Con), Reflex +8 (+8 base), Will +9 (+8 base, +1 Wis)

FIRE DRAGON, JUVENILE

Type: 16th Level Dragon (Fire)
Size: Large
Speed: 40 ft., fly 150 ft. (poor)
Abilities: Str +9, Dex +0, Con +4, Int +2, Wis +2, Cha +2
Skills: Bluff 19 (+21), Diplomacy 19 (+21), Intimidate 19 (+21), Jump 19 (+28), Notice 19 (+24), Search 19 (+21), Sense Motive 19 (+21), Stealth 19 (+15)
Feats: Attack Focus (bite), Attack Focus (claw), Double Strike, Improved Initiative, Move-By Action, Power^B, Skill Focus (Notice)

Traits: Blindsight 60 ft., Breath Weapon 9 Fire (Difficulty 22), Immunity to Sleep and Paralysis Effects, Immunity to Fire, Keen Senses, Powers (rank 19, Cha, save Difficulty 20, Scrying +21), Vulnerable to Cold
Combat: Attack +15 (–1 size, +16 base) (+16 with bite or claws), Damage +13 (bite) or +12 (claws), Defense Dodge/Parry +15/— (–1 size, +16 base), Initiative +4
Saving Throws: Toughness +13 (+2 size, +4 Con, +7 natural), Fortitude +14, Reflex +10, Will +12

FIRE DRAGON, YOUNG ADULT

Type: 19th Level Dragon (Fire)
Size: Huge
Speed: 40 ft., fly 150 ft. (poor)
Abilities: Str +10, Dex +0, Con +5, Int +2, Wis +2, Cha +2
Skills: Bluff 22 (+24), Diplomacy 22 (+24), Intimidate 22 (+24), Jump 22 (+32), Notice 22 (+27), Search 22 (+24), Sense Motive 22 (+24), Stealth 22 (+14)
Feats: Attack Focus (bite), Attack Focus (claw), Double Strike, Improved Initiative, Move-By Action, Power^B, Snatch, Skill Focus (Notice)
Traits: Blindsight 60 ft., Breath Weapon 11 Fire (Difficulty 24), Damage Reduction 2/supernatural, Frightful Presence (Difficulty 21), Immunity to Sleep and Paralysis Effects, Immunity to Fire, Keen Senses, Powers (rank 22, Cha, save Difficulty 22, Scrying +24), Supernatural Resistance 19, Vulnerable to Cold
Combat: Attack +17 (–2 size, +19 base) (+18 with bite or claws), Damage +16 (bite) or +14 (claws), Defense Dodge/Parry +17/— (–2 size, +19 base), Initiative +4
Saving Throws: Toughness +18 (+4 size, +5 Con, +9 natural), Fortitude +16 (+11 base, +5 Con), Reflex +11 (+11 base), Will +13 (+11 base, +2 Wis)

FIRE DRAGON, ADULT

Type: 22nd Level Dragon (Fire)
Size: Huge
Speed: 40 ft., fly 150 ft. (poor)
Abilities: Str +11, Dex +0, Con +5, Int +3, Wis +4, Cha +3
Skills: Bluff 25 (+28), Concentration 25 (+29), Diplomacy 25 (+28), Intimidate 25 (+28), Jump 25 (+36), Notice 25 (+32), Search 25 (+28), Sense Motive 25 (+29), Stealth 25 (+17)
Feats: Attack Focus (bite), Attack Focus (claw), Cleave, Double Strike, Improved Initiative, Move-By Action, Power^B, Snatch, Skill Focus (Notice)
Traits: Blindsight 60 ft., Breath Weapon 13 Fire (Difficulty 26), Damage Reduction 2/supernatural, Frightful Presence (Difficulty 24), Immunity to Sleep and Paralysis Effects, Immunity to Fire, Keen Senses, Powers (rank 25, Cha, save Difficulty 24, Scrying +28), Supernatural Resistance 21, Vulnerable to Cold
Combat: Attack +20 (–2 size, +22 base) (+21 with bite or claws), Damage +17 (bite) or +15 (claws), Defense Dodge/Parry +20/— (–2 size, +22 base), Initiative +4
Saving Throws: Toughness +19 (+4 size, +5 Con, +10 natural), Fortitude +18 (+13 base, +5 Con), Reflex +13 (+13 base), Will +17 (+13 base, +4 Wis)

FIRE DRAGON, MATURE ADULT

Type: 25th Level Dragon (Fire)
Size: Huge
Speed: 40 ft., fly 150 ft. (poor)
Abilities: Str +11, Dex +0, Con +6, Int +4, Wis +4, Cha +4

Skills: Bluf 28 (+32), Concentration 28 (+32), Diplomacy 28 (+32), Intimidate 28 (+32), Jump 28 (+39), Knowledge (any) 28 (+32), Notice 28 (+35), Search 28 (+32), Sense Motive 28 (+32), Stealth 28 (+20)

Feats: Attack Focus (bite), Attack Focus (claw), Cleave, Double Strike, Hover, Improved Initiative, Move-By Action, Power^B, Snatch, Skill Focus (Notice)

Traits: Blindsight 60 ft., Breath Weapon 15 Fire (Difficulty 28), Damage Reduction 4/supernatural, Frightful Presence (Difficulty 26), Immunity to Sleep and Paralysis Effects, Immunity to Fire, Keen Senses, Powers (rank 28, Cha, save Difficulty 27, Scrying +32), Supernatural Resistance 23, Vulnerable to Cold

Combat: Attack +23 (–2 size, +25 base) (+24 with bite or claws), Damage +17 (bite) or +15 (claws), Defense Dodge/Parry +23/— (–2 size, +25 base), Initiative +4

Saving Throws: Toughness +20 (+4 size, +6 Con, +10 natural), Fortitude +20 (+14 base, +6 Con), Reflex +14 (+14 base), Will +18 (+14 base, +4 Wis)

FIRE DRAGON, OLD

Type: 28th Level Dragon (Fire)

Size: Gargantuan

Speed: 40 ft., fly 200 ft. (clumsy)

Abilities: Str +12, Dex +0, Con +7, Int +5, Wis +5, Cha +5

Skills: Bluf 31 (+36), Concentration 31 (+36), Diplomacy 31 (+36), Escape Artist 31 (+28), Intimidate 31 (+36), Jump 31 (+43), Knowledge (any) 31 (+36), Notice 31 (+39), Search 31 (+36), Sense Motive 31 (+36), Stealth 31 (+19)

Feats: Attack Focus (bite), Attack Focus (claw), Cleave, Double Strike, Hover, Improved Initiative, Move-By Action, Power (2)^B, Skill Focus (Notice), Snatch, Wingover

Traits: Blindsight 60 ft., Breath Weapon 17 Fire (Difficulty 31), Damage Reduction 4/supernatural, Frightful Presence (Difficulty 29), Immunity to Sleep and Paralysis Effects, Immunity to Fire, Keen Senses, Powers (rank 31, Cha, save Difficulty 29, Scrying +36, Suggestion +36), Supernatural Resistance 24, Vulnerable to Cold

Combat: Attack +24 (–4 size, +28 base) (+25 with bite or claws), Damage +20 (bite) or +18 (claws), Defense Dodge/Parry +24/— (–4 size, +28 base), Initiative +4

Saving Throws: Toughness +23 (+6 size, +7 Con, +10 natural), Fortitude +23 (+6 base, +7 Con), Reflex +16 (+16 base), Will +21 (+16 base, +5 Wis)

FIRE DRAGON, VERY OLD

Type: 31st Level Dragon (Fire)

Size: Gargantuan

Speed: 40 ft., fly 200 ft. (clumsy)

Abilities: Str +13, Dex +0, Con +8, Int +6, Wis +6, Cha +6

Skills: Bluf 34 (+40), Concentration 34 (+40), Diplomacy 34 (+40), Escape Artist 34 (+31), Intimidate 34 (+40), Jump 34 (+47), Knowledge (any two) 34 (+40), Notice 34 (+43), Search 34 (+40), Sense Motive 34 (+40), Stealth 34 (+22)

Feats: Attack Focus (bite), Attack Focus (claw), Cleave, Double Strike, Hover, Improved Initiative, Improved Sunder, Move-By Action, Power (2)^B, Skill Focus (Notice), Snatch, Wingover

Traits: Blindsight 60 ft., Breath Weapon 19 Fire (Difficulty 33), Damage Reduction 6/supernatural, Frightful Presence (Difficulty 31), Immunity to Sleep and Paralysis Effects, Immunity to Fire, Keen Senses, Powers (rank 34, Cha, save Difficulty 32, Scrying +40, Suggestion +40), Supernatural Resistance 26, Vulnerable to Cold

Combat: Attack +27 (–4 size, +31 base) (+28 with bite or claws), Damage +21 (bite) or +19 (claws), Defense Dodge/Parry +27/— (–4 size, +31 base), Initiative +4

Saving Throws: Toughness +24 (+6 size, +8 Con, +10 natural), Fortitude +25 (+17 base, +8 Con), Reflex +17 (+17 base), Will +23 (+17 base, +6 Wis)

FIRE DRAGON, ANCIENT

Type: 34th Level Dragon (Fire)

Size: Gargantuan

Speed: 40 ft., fly 200 ft. (clumsy)

Abilities: Str +14, Dex +0, Con +9, Int +7, Wis +7, Cha +7

Skills: Bluf 37 (+44), Concentration 37 (+44), Diplomacy 37 (+44), Escape Artist 37 (+34), Intimidate 37 (+44), Jump 37 (+51), Knowledge (any two) 37 (+44), Notice 37 (+47), Search 37 (+44), Sense Motive 37 (+44), Survival 37 (+44), Stealth 37 (+25)

Feats: Attack Focus (bite), Attack Focus (claw), Cleave, Double Strike, Hover, Improved Initiative, Improved Sunder, Move-By Action, Power (3)^B, Quicken Power, Skill Focus (Notice), Snatch, Wingover

Traits: Blindsight 60 ft., Breath Weapon 21 Fire (Difficulty 36), Damage Reduction 6/supernatural, Frightful Presence (Difficulty 34), Immunity to Sleep and Paralysis Effects, Immunity to Fire, Keen Senses, Powers (rank 37, Cha, save

Difficulty 34, Scrying +44, Suggestion +44, Visions +44), Supernatural Resistance 28, Vulnerable to Cold

Combat: Attack +30 (–4 size, +34 base) (+31 with bite and claws), Damage +22 (bite) or +20 (claws), Defense Dodge/Parry +30/— (–4 size, +34 base), Initiative +4

Saving Throws: Toughness +25 (+6 size, +9 Con, +10 natural), Fortitude +28 (+19 base, +9 Con), Reflex +19 (+19 base), Will +26 (+19 base, +7 Wis)

Breath Weapon: A fire dragon has one type of breath weapon, a cone of fire.

Fire dragons or fire drakes are also known as red dragons for their coloration. They dwell in environments such as volcanoes and hot springs. The small scales of a wyrmling fire dragon are a bright glossy scarlet, making the dragon easily spotted by predators and hunters, so it stays underground and does not venture outside until it is more able to take care of itself. Toward the end of young age, the scales turn a deeper red, and the glossy texture is replaced by a smooth, dull finish. As the dragon grows older, the scales become large, thick, and as strong as metal. The neck frill and wings are an ash blue or purple-gray toward the edges, becoming darker with age. The pupils of a fire dragon fade as it ages; the oldest fire dragons have eyes that resemble molten lava orbs.

Because fire dragons are so confident, they seldom pause to appraise an adversary. On spotting a target, they make a snap decision whether to attack, using one of many strategies worked out ahead of time. A fire dragon lands to attack small, weak creatures with its claws and bite rather than obliterating them with its breath weapon, so as not to destroy any treasure they might be carrying.

FOREST DRAGON, WYRMLING

Type: 5th Level Dragon (Earth)

Size: Small

Speed: 40 ft., fly 100 ft. (average), swim 40 ft.

Abilities: Str +1, Dex +0, Con +1, Int +0, Wis +0, Cha +0

Skills: Bluf 8 (+8), Diplomacy 8 (+8), Notice 8 (+11), Search 8 (+8), Sense Motive 8 (+8), Stealth 8 (+12), Swim 0 (+9)

Feats: Double Strike, Skill Focus (Notice)
Traits: Blindsight 60 ft., Breath Weapon 2 Corrosive Gas (Difficulty 13), Immunity to Sleep and Paralysis Effects, Immunity to Acid, Keen Senses, Water Breathing
Combat: Attack +6 (+1 size, +5 base), Damage +3 (bite) or +2 (claws), Defense Dodge/Parry +6/— (+1 size, +5 base), Initiative +0
Saving Throws: Toughness +2 (–1 size, +1 Con, +2 natural), Fortitude +5 (+4 base, +1 Con), Reflex +4 (+4 base), Will +4 (+4 base)

FOREST DRAGON, VERY YOUNG

Type: 8th Level Dragon (Earth)
Size: Medium
Speed: 40 ft., fly 150 ft. (poor), swim 40 ft.
Abilities: Str +2, Dex +0, Con +2, Int +0, Wis +0, Cha +0
Skills: Bluff +11 (+11), Diplomacy +11 (+11), Notice +11 (+14), Search +11 (+11), Sense Motive +11 (+11), Stealth +11 (+11), Swim 0 (+10)
Feats: Double Strike, Improved Initiative, Skill Focus (Notice)
Traits: Blindsight 60 ft., Breath Weapon 4 Corrosive Gas (Difficulty 16), Immunity to Sleep and Paralysis Effects, Immunity to Acid, Keen Senses, Water Breathing
Combat: Attack +8 (+8 base), Damage +5 (bite) or +4 (claws), Defense Dodge/Parry +8/— (+8 base), Initiative +4
Saving Throws: Toughness +5 (+2 Con, +3 natural), Fortitude +8 (+6 base, +2 Con), Reflex +6 (+6 base), Will +6 (+6 base)

FOREST DRAGON, YOUNG

Type: 11th Level Dragon (Earth)
Size: Medium
Speed: 40 ft., fly 150 ft. (poor), swim 40 ft.
Abilities: Str +3, Dex +0, Con +2, Int +1, Wis +1, Cha +1
Skills: Bluff +14 (+15), Diplomacy +14 (+15), Escape Artist +14 (+14), Notice +14 (+18), Search +14 (+15), Sense Motive +14 (+15), Stealth +14 (+14), Swim 0 (+11)



Feats: Double Strike, Improved Initiative, Move-By Action, Skill Focus (Notice)
Traits: Blindsight 60 ft., Breath Weapon 6 Corrosive Gas (Difficulty 17), Immunity to Sleep and Paralysis Effects, Immunity to Acid, Keen Senses, Water Breathing
Combat: Attack +11 (+11 base), Damage +6 (bite) or +5 (claws), Defense Dodge/Parry +11/— (+11 base), Initiative +4
Saving Throws: Toughness +7 (+2 Con, +5 natural), Fortitude +9 (+7 base, +2 Con), Reflex +7 (+7 base), Will +8 (+7 base, +1 Wis)

FOREST DRAGON, JUVENILE

Type: 14th Level Dragon (Earth)
Size: Large
Speed: 40 ft., fly 150 ft. (poor), swim 40 ft.
Abilities: Str +4, Dex +0, Con +3, Int +2, Wis +2, Cha +2
Skills: Bluff +17 (+19), Diplomacy +17 (+19), Escape Artist +17 (+17), Intimidate +17 (+19), Notice +17 (+22), Search +17 (+19), Sense Motive +17 (+19), Stealth +17 (+13), Swim 0 (+12)
Feats: Attack Focus (bite), Double Strike, Improved Initiative, Move-By Action, Skill Focus (Notice)
Traits: Blindsight 60 feet, Breath Weapon 8 Corrosive Gas (Difficulty 20), Immunity to Sleep and Paralysis Effects, Immunity to Acid, Keen Senses, Water Breathing
Combat: Attack +13 (–1 size, +14 base) (+14 with bite), Damage +8 (bite) or +7 (claws), Defense Dodge/Parry +13/— (–1 size, +14 base), Initiative +4
Saving Throws: Toughness +11 (+2 size, +3 Con, +6 natural), Fortitude +12 (+9 base, +3 Con), Reflex +9 (+9 base), Will +11 (+9 base, +2 Wis)

FOREST DRAGON, YOUNG ADULT

Type: 17th Level Dragon (Earth)
Size: Large
Speed: 40 ft., fly 150 ft. (poor), swim 40 ft.
Abilities: Str +6, Dex +0, Con +4, Int +2, Wis +2, Cha +2
Skills: Bluff +20 (+22), Diplomacy +20 (+22), Escape Artist +20 (+20), Intimidate +20 (+22), Notice +20 (+25), Search +20 (+22), Sense Motive +20 (+22), Stealth +20 (+16), Swim 0 (+14)
Feats: , Attack Focus (bite), Attack Focus (claw), Double Strike, Improved Initiative, Move-By Action, Skill Focus (Notice)
Traits: Blindsight 60 ft., Breath Weapon 10 Corrosive Gas (Difficulty 22), Immunity to Sleep and Paralysis Effects, Immunity to Acid, Keen Senses, Frightful Presence (Difficulty 20), Damage Reduction 2/supernatural, Supernatural Resistance 19, Water Breathing
Combat: Attack +16 (–1 size, +17 base) (+17 with bite or claws), Damage +10 (bite) or +9 (claws), Defense Dodge/Parry +16/— (–1 size, +17 base), Initiative +4
Saving Throws: Toughness +11 (+2 size, +4 Con, +8 natural), Fortitude +14 (+10 base, +4 Con), Reflex +10 (+10 base), Will +12 (+10 base, +2 Wis)

FOREST DRAGON, ADULT

Type: 20th Level Dragon (Earth)
Size: Huge
Speed: 40 ft., fly 150 ft. (poor), swim 40 ft.
Abilities: Str +8, Dex +0, Con +5, Int +3, Wis +3, Cha +3
Skills: Bluff +23 (+26), Concentration +23 (+26), Diplomacy +23 (+26), Escape Artist +23 (+23), Intimidate +23 (+26), Notice +23 (+29), Search +23 (+26), Sense Motive +23 (+26), Stealth +23 (+15), Swim 0 (+16)
Feats: Attack Focus (bite), Attack Focus (claw), Blind Fight, Double Strike, Improved Initiative, Move-By Action, Power^B, Skill Focus (Notice)

Traits: Blindsight 60 ft., Breath Weapon 12 Corrosive Gas (Difficulty 25), Damage Reduction 2/supernatural, Frightful Presence (Difficulty 23), Immunity to Sleep and Paralysis Effects, Immunity to Acid, Keen Senses, Powers (rank 23, Cha, save Difficulty 23, Suggestion +26), Supernatural Resistance 21, Water Breathing

Combat: Attack +18 (–2 size, +20 base) (+19 with bite or claws), Damage +14 (bite) or +12 (claws), Defense Dodge/Parry +18/— (–2 size, +20 base), Initiative +4

Saving Throws: Toughness +18 (+4 size, +5 Con, +9 natural), Fortitude +17 (+12 base, +5 Con), Reflex +12 (+12 base), Will +15 (+12 base, +3 Wis)

FOREST DRAGON, MATURE ADULT

Type: 23rd Level Dragon (Earth)
Size: Huge
Speed: 40 ft., fly 150 ft. (poor), swim 40 ft.
Abilities: Str +9, Dex +0, Con +5, Int +3, Wis +3, Cha +3
Skills: Bluff +26 (+29), Concentration +26 (+29), Diplomacy +26 (+29), Escape Artist +26 (+26), Intimidate +26 (+29), Notice +26 (+32), Search +26 (+29), Sense Motive +26 (+29), Stealth +26 (+18), Swim 0 (+17)
Feats: Attack Focus (bite), Attack Focus (claw), Blind Fight, Double Strike, Improved Initiative, Move-By Action, Power^B, Skill Focus (Notice)
Traits: Blindsight 60 ft., Breath Weapon 14 Corrosive Gas (Difficulty 26), Damage Reduction 4/supernatural, Frightful Presence (Difficulty 24), Immunity to Sleep and Paralysis Effects, Immunity to Acid, Keen Senses, Powers (rank 26, Cha, save Difficulty 25, Suggestion +29), Supernatural Resistance 22, Water Breathing
Combat: Attack +21 (–2 size, +23 base) (+22 with bite or claws), Damage +15 (bite) or +13 (claws), Defense Dodge/Parry +21/— (–2 size, +23 base), Initiative +4
Saving Throws: Toughness +19 (+4 size, +5 Con, +10 natural), Fortitude +18 (+13 base, +5 Con), Reflex +13 (+13 base), Will +16 (+13 base, +3 Wis)

FOREST DRAGON, OLD

Type: 26th Level Dragon (Earth)
Size: Huge
Speed: 40 ft., fly 150 ft. (poor), swim 40 ft.
Abilities: Str +10, Dex +0, Con +6, Int +4, Wis +4, Cha +4
Skills: Bluff +29 (+33), Concentration +29 (+33), Diplomacy +29 (+33), Escape Artist +29 (+29), Intimidate +29 (+33), Knowledge (any) +29 (+33), Notice +29 (+36), Search +29 (+33), Sense Motive +29 (+33), Stealth +29 (+21), Swim 0 (+18)
Feats: Attack Focus (bite), Attack Focus (claw), Blind Fight, Double Strike, Improved Initiative, Move-By Action, Power (2)^B, Skill Focus (Notice), Snatch
Traits: Blindsight 60 ft., Breath Weapon 16 Corrosive Gas (Difficulty 29), Damage Reduction 4/supernatural, Frightful Presence (Difficulty 27), Immunity to Sleep and Paralysis Effects, Immunity to Acid, Keen Senses, Powers (rank 29, Cha, save Difficulty 27, Plant Shaping +33, Suggestion +33), Supernatural Resistance 24, Water Breathing
Combat: Attack +24 (–2 size, +26 base) (+25 with bite or claws), Damage +16 (bite) or +14 (claws), Defense Dodge/Parry +24/— (–2 size, +26 base), Initiative +4
Saving Throws: Toughness +20 (+4 size, +6 Con, +10 natural), Fortitude +21 (+15 base, +6 Con), Reflex +15 (+15 base), Will +19 (+15 base, +4 Wis)

FOREST DRAGON, VERY OLD

Type: 29th Level Dragon (Earth)
Size: Huge
Speed: 40 ft., fly 150 ft. (poor), swim 40 ft.
Abilities: Str +11, Dex +0, Con +6, Int +4, Wis +4, Cha +4
Skills: Bluff +32 (+36), Concentration +32 (+36), Diplomacy +32 (+36), Escape Artist +32 (+32), Intimidate +32 (+36), Knowledge (any) +32 (+36), Notice +32 (+39), Search +32 (+36), Sense Motive +32 (+36), Stealth +32 (+24), Swim 0 (+19)
Feats: Attack Focus (bite), Attack Focus (claw), Blind Fight, Double Strike, Hover, Improved Initiative, Move-By Action, Power (2)^B, Skill Focus (Notice), Snatch
Traits: Blindsight 60 ft., Breath Weapon 18 Corrosive Gas (Difficulty 30), Damage Reduction 6/supernatural, Frightful Presence (Difficulty 28), Immunity to Sleep and Paralysis Effects, Immunity to Acid, Keen Senses, Powers (rank 32, Cha, save Difficulty 29, Plant Shaping +36, Suggestion +36), Supernatural Resistance 25, Water Breathing
Combat: Attack +27 (–2 size, +29 base) (+28 with bite or claws), Damage +17 (bite) or +15 (claws), Defense Dodge/Parry +24/— (–2 size, +26 base), Initiative +4
Saving Throws: Toughness +20 (+4 size, +6 Con, +10 natural), Fortitude +22 (+16 base, +6 Con), Reflex +16 (+16 base), Will +20 (+16 base, +4 Wis)

FOREST DRAGON, ANCIENT

Type: 32nd Level Dragon (Earth)
Size: Gargantuan
Speed: 40 ft., fly 200 ft. (clumsy), swim 40 ft.
Abilities: Str +12, Dex +0, Con +7, Int +5, Wis +5, Cha +5
Skills: Bluff +35 (+40), Concentration +35 (+40), Diplomacy +35 (+40), Escape Artist +35 (+35), Intimidate +35 (+40), Knowledge (supernatural) +35 (+40), Knowledge (any) +35 (+40), Notice +35 (+43), Search +35 (+40), Sense Motive +35 (+40), Stealth +35 (+31), Swim 0 (+20)
Feats: Attack Focus (bite), Attack Focus (claw), Blind Fight, Double Strike, Hover, Improved Initiative, Move-By Action, Power (3)^B, Skill Focus (Notice), Snatch, Wingover
Traits: Blindsight 60 ft., Breath Weapon 20 Corrosive Gas (Difficulty 33), Damage Reduction 6/supernatural, Frightful Presence (Difficulty 31), Immunity to Sleep and Paralysis Effects, Immunity to Acid, Keen Senses, Powers (rank 35, Cha, save Difficulty 31, Dominate +40, Plant Shaping +40, Suggestion +40), Supernatural Resistance 27, Water Breathing
Combat: Attack +28 (–4 size, +32 base) (+29 with bite or claws), Damage +20 (bite) or +18 (claws), Defense Dodge/Parry +28/— (–4 size, +32 base), Initiative +4
Saving Throws: Toughness +23 (+6 size, +7 Con, +10 natural), Fortitude +25 (+18 base, +7 Con), Reflex +18 (+18 base), Will +23 (+18 base, +5 Wis)

Breath Weapon: A forest dragon has one type of breath weapon, a cone of corrosive (acid) gas.

Water Breathing: A forest dragon can breathe underwater indefinitely and can freely use its breath weapon, supernatural powers and other abilities while submerged.

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

Forest dragons are also known as green dragons. They tend to make their lairs in ancient forests, and prey on caravans that pass through

those areas. A wyrmling forest dragon's scales are thin, very small, and a deep shade of green that appears nearly black. As the dragon ages, the scales grow larger and lighter, turning shades of forest, emerald, and olive green, which helps it blend in with its wooded surroundings. Sometimes a forest dragon elects to control a humanoid creature through intimidation and Suggestion. Forest dragons especially like to question adventurers to learn more about their society and abilities, what is going on in the countryside, and if there is treasure nearby.

Forest dragons initiate fights with little or no provocation, picking on creatures of any size. If the target is intriguing or seems formidable, the dragon stalks the creature to determine the best time to strike and the most appropriate tactics to use. If the target appears weak, the dragon makes its presence known quickly—it enjoys evoking terror.

ICE DRAGON, WYRMLING

Type: 3rd Level Dragon (Cold)

Size: Tiny

Speed: 60 ft., burrow 30 ft., fly 150 ft. (average), swim 60 ft.

Abilities: Str +0, Dex +0, Con +1, Int -2, Wis +0, Cha -2

Skills: Jump 6 (+6), Notice 6 (+9), Search 6 (+4), Stealth 6 (+14), Swim 0 (+8)

Feats: Double Strike, Skill Focus (Notice)

Traits: Blindsight 60 ft., Breath Weapon 1 Cold (Difficulty 12), Immunity to Sleep and Paralysis Effects, Icewalking, Immunity to Cold, Keen Senses, Vulnerable to Fire

Combat: Attack +5 (+2 size, +3 base), Damage +1 (bite) or +0 (claws), Defense Dodge/Parry +5/— (+2 size, +3 base), Initiative +0

Saving Throws: Toughness +0 (-2 size, +1 Con, +1 natural), Fortitude +4 (+3 base, +1 Con), Reflex +3 (+3 base), Will +3 (+3 base)

ICE DRAGON, VERY YOUNG

Type: 6th Level Dragon (Cold)

Size: Small

Speed: 60 ft., burrow 30 ft., fly 150 ft. (average), swim 60 ft.

Abilities: Str +1, Dex +0, Con +1, Int -2, Wis +0, Cha -2

Skills: Jump 9 (+10), Notice 9 (+12), Search 9 (+7), Stealth 9 (+13), Swim 0 (+9)

Feats: Double Strike, Improved Initiative, Skill Focus (Notice)

Traits: Blindsight 60 ft., Breath Weapon 2 Cold (Difficulty 14), Immunity to Sleep and Paralysis Effects, Icewalking, Immunity to Cold, Keen Senses, Vulnerable to Fire

Combat: Attack +7 (+1 size, +6 base), Damage +3 (bite) or +2 (claws), Defense Dodge/Parry +7/— (+1 size, +6 base), Initiative +4

Saving Throws: Toughness +2 (-1 size, +1 Con, +2 natural), Fortitude +6 (+5 base, +1 Con), Reflex +5 (+5 base), Will +5 (+5 base)

ICE DRAGON, YOUNG

Type: 9th Level Dragon (Cold)

Size: Medium

Speed: 60 ft., burrow 30 ft., fly 200 ft. (poor), swim 60 ft.

Abilities: Str +2, Dex +0, Con +2, Int -2, Wis +0, Cha -2

Skills: Jump 12 (+14), Notice 12 (+15), Search 12 (+10), Stealth 12 (+12), Swim 0 (+10)

Feats: Double Strike, Improved Initiative, Move-By Action, Skill Focus (Notice)

Traits: Blindsight 60 ft., Breath Weapon 3 Cold (Difficulty 16), Immunity to Sleep and Paralysis Effects, Icewalking, Immunity to Cold, Keen Senses, Vulnerable to Fire

Combat: Attack +9 (+9 base), Damage +5 (bite) or +4 (claws), Defense Dodge/Parry +9/— (+9 base), Initiative +4

Saving Throws: Toughness +6 (+2 Con, +4 natural), Fortitude +8 (+6 base, +2 Con), Reflex +6 (+6 base), Will +6 (+6 base)

ICE DRAGON, JUVENILE

Type: 12th Level Dragon (Cold)

Size: Medium

Speed: 60 ft., burrow 30 ft., fly 200 ft. (poor), swim 60 ft.

Abilities: Str +3, Dex +0, Con +2, Int -1, Wis +0, Cha -1

Skills: Jump 15 (+18), Notice 15 (+18), Search 15 (+14), Sense Motive 15 (+15), Stealth 15 (+15), Swim 0 (+11)

Feats: Attack Focus (bite), Double Strike, Improved Initiative, Move-By Action, Skill Focus (Notice)

Traits: Blindsight 60 ft., Breath Weapon 4 Cold (Difficulty 18), Immunity to Sleep and Paralysis Effects, Icewalking, Immunity to Cold, Keen Senses, Vulnerable to Fire

Combat: Attack +12 (+12 base) (+13 with bite), Damage +6 (bite) or +5 (claws), Defense Dodge/Parry +12/— (+12 base), Initiative +4

Saving Throws: Toughness +7 (+2 Con, +5 natural), Fortitude +10 (+8 base, +2 Con), Reflex +8 (+8 base), Will +8 (+8 base)

ICE DRAGON, YOUNG ADULT

Type: 15th Level Dragon (Cold)

Size: Large

Speed: 60 ft., burrow 30 ft., fly 200 ft. (poor), swim 60 ft.

Abilities: Str +4, Dex +0, Con +3, Int -1, Wis +0, Cha +0

Skills: Jump 18 (+22), Notice 18 (+21), Search 18 (+17), Sense Motive 18 (+18), Stealth 18 (+14), Swim 0 (+12)

Feats: Attack Focus (bite), Attack Focus (claw), Double Strike, Improved Initiative, Move-By Action, Skill Focus (Notice)

Traits: Blindsight 60 ft., Breath Weapon 5 Cold (Difficulty 20), Damage Reduction 2/supernatural, Frightful Presence (Difficulty 17), Immunity to Sleep and Paralysis Effects, Icewalking, Immunity to Cold, Keen Senses, Supernatural Resistance 16, Vulnerable to Fire

Combat: Attack +14 (-1 size, +15 base) (+15 with bite or claws), Damage +8 (bite) or +7 (claws), Defense Dodge/Parry +14/— (-1 size, +15 base), Initiative +4

Saving Throws: Toughness +12 (+2 size, +3 Con, +7 natural), Fortitude +12 (+9 base, +3 Con), Reflex +9 (+9 base), Will +9 (+9 base)

ICE DRAGON, ADULT

Type: 18th Level Dragon (Cold)

Size: Large

Speed: 60 ft., burrow 30 ft., fly 200 ft. (poor), swim 60 ft.

Abilities: Str +6, Dex +0, Con +4, Int +0, Wis +0, Cha +1

Skills: Intimidate 21 (+22), Jump 21 (+27), Notice 21 (+24), Search 21 (+21), Sense Motive 21 (+21), Stealth 21 (+17), Swim 0 (+14)

Feats: Attack Focus (bite), Attack Focus (claw), Blind Fight, Double Strike, Improved Initiative, Move-By Action, Power^B, Skill Focus (Notice)

Traits: Blindsight 60 ft., Breath Weapon 6 Cold (Difficulty 23), Damage Reduction 2/supernatural, Frightful Presence (Difficulty 20), Immunity to Sleep and Paralysis Effects, Icewalking, Immunity to Cold, Keen Senses, Powers (rank 21, Cha, save Difficulty 20, Wind Shaping +22), Supernatural Resistance 18, Vulnerable to Fire

Combat: Attack +17 (-1 size, +18 base) (+18 with bite or claws), Damage +10 (bite) or +9 (claws), Defense Dodge/Parry +17/— (-1 size, +18 base), Initiative +4

Saving Throws: Toughness +14 (+2 size, +4 Con, +8 natural), Fortitude +15 (+11 base, +4 Con), Reflex +11 (+11 base), Will +11 (+11 base)

ICE DRAGON, MATURE ADULT

Type: 21st Level Dragon (Cold)**Size:** Huge**Speed:** 60 ft., burrow 30 ft., f y 200 ft. (poor), swim 60 ft.**Abilities:** Str +8, Dex +0, Con +5, Int +1, Wis +1, Cha +1**Skills:** Diplomacy 24 (+25), Intimidate 24 (+25), Jump 24 (+32), Notice 24 (+28), Search 24 (+25), Sense Motive 24 (+25), Stealth 24 (+16), Swim 0 (+16)**Feats:** Attack Focus (bite), Attack Focus (claw), Blind Fight, Double Strike, Improved Initiative, Move-By Action, Power^B, Skill Focus (Notice), Snatch**Traits:** Blindsight 60 ft., Breath Weapon 7 Cold (Dif culty 25), Damage Reduction 4/supernatural, Frightful Presence (Difficulty 21), Immunity to Sleep and Paralysis Effects, Icewalking, Immunity to Cold, Keen Senses, Powers (rank 24, Cha, save Dif culty 22, Wind Shaping +25), Supernatural Resistance 20, Vulnerable to Fire**Combat:** Attack +19 (–2 size, +21 base) (+20 with bite and claws), Damage +14 (bite) or +12 (claws), Defense Dodge/Parry +19/— (–2 size, +21 base), Initiative +4**Saving Throws:** Toughness +19 (+4 size, +5 Con, +10 natural), Fortitude +17 (+12 base, +5 Con), Reflex +12 (+12 base), Will +13 (+12 base, +1 Wis)

ICE DRAGON, OLD

Type: 24th Level Dragon (Cold)**Size:** Huge**Speed:** 60 ft., burrow 30 ft., f y 200 ft. (poor), swim 60 ft.**Abilities:** Str +9, Dex +0, Con +5, Int +1, Wis +1, Cha +1**Skills:** Diplomacy 27 (+28), Intimidate 27 (+28), Jump 27 (36), Notice 27 (+31), Search 27 (+28), Sense Motive 27 (+28), Stealth 27 (+19), Swim 0 (+17)**Feats:** Attack Focus (bite), Attack Focus (claw), Blind Fight, Cleave, Double Strike, Improved Initiative, Move-By Action, Power (2)^B, Skill Focus (Notice), Snatch**Traits:** Blindsight 60 ft., Breath Weapon 8 Cold (Dif culty 27), Damage Reduction 4/supernatural, Frightful Presence (Difficulty 23), Immunity to Sleep and Paralysis Effects, Icewalking, Immunity to Cold, Keen Senses, Powers (rank 27, Cha, save Dif culty 23, Cold Shaping +28, Wind Shaping +28), Supernatural Resistance 21, Vulnerable to Fire**Combat:** Attack +22 (–2 size, +24 base) (+23 with bite or claws), Damage +15 (bite) or +13 (claws), Defense Dodge/Parry +22/— (–2 size, +24 base), Initiative +4**Saving Throws:** Toughness +19 (+4 size, +5 Con, +10 natural), Fortitude +19 (+14 base, +5 Con), Reflex +14 (+14 base), Will +15 (+14 base, +1 Wis)

ICE DRAGON, VERY OLD

Type: 27th Level Dragon (Cold)**Size:** Huge**Speed:** 60 ft., burrow 30 ft., f y 200 ft. (poor), swim 60 ft.**Abilities:** Str +10, Dex +0, Con +6, Int +2, Wis +2, Cha +2**Skills:** Diplomacy 30 (+32), Intimidate 30 (+32), Jump 30 (+40), Knowledge (any) 30 (+32), Notice 30 (+35), Search 30 (+32), Sense Motive 30 (+32), Stealth 30 (+22), Swim 0 (+18)**Feats:** Attack Focus (bite), Attack Focus (claw), Blind Fight, Cleave, Double Strike, Hover, Improved Initiative, Move-By Action, Power (2)^B, Skill Focus (Notice), Snatch**Traits:** Blindsight 60 ft., Breath Weapon 9 Cold (Dif culty 29), Damage Reduction 6/supernatural, Frightful Presence (Difficulty 25), Immunity to Sleep and Paralysis Effects, Icewalking, Immunity to Cold, Keen Senses, Powers (rank

30, Cha, save Dif culty 26, Cold Shaping +32, Wind Shaping +32), Supernatural Resistance 23, Vulnerable to Fire

Combat: Attack +25 (–2 size, +27 base) (+26 with bite or claws), Damage +16 (bite) or +14 (claws), Defense Dodge/Parry +25/— (–2 size, +27 base), Initiative +4**Saving Throws:** Toughness +20 (+4 size, +6 Con, +10 natural), Fortitude +21 (+15 base, +6 Con), Reflex +15 (+15 base), Will +17 (+15 base, +2 Wis)

ICE DRAGON, ANCIENT

Type: 30th Level Dragon (Cold)**Size:** Huge**Speed:** 60 ft., burrow 30 ft., f y 200 ft. (poor), swim 60 ft.**Abilities:** Str +11, Dex +0, Con +6, Int +2, Wis +2, Cha +2**Skills:** Diplomacy 33 (+35), Intimidate 33 (+35), Jump 33 (+44), Knowledge (any) 33 (+35), Notice 33 (+38), Search 33 (+35), Sense Motive 33 (+35), Stealth 33 (+25), Swim 0 (+19)**Feats:** Attack Focus (bite), Attack Focus (claw), Blind Fight, Cleave, Double Strike, Hover, Improved Initiative, Move-By Action, Power (3)^B, Skill Focus (Notice), Snatch, Wingover**Traits:** Blindsight 60 ft., Breath weapon 10 cold (Dif culty 31), Damage Reduction 6/supernatural, Frightful Presence (Difficulty 27), Immunity to Sleep and Paralysis Effects, Icewalking, Immunity to Cold, Keen Senses, Powers (rank 33, Cha, save Difficulty 27, Cold Shaping +35, Weather Shaping +35, Wind Shaping +35), Supernatural Resistance 24, Vulnerable to Fire**Combat:** Attack +28 (–2 size, +30 base) (+29 with bite and claws), Damage +17 (bite) or +15 (claws), Defense Dodge/Parry +28/— (–2 size, +30 base), Initiative +4**Saving Throws:** Toughness +20 (+4 size, +6 Con, +10 natural), Fortitude +23 (+17 base, +6 Con), Reflex +17 (+17 base), Will +19 (+17 base, +2 Wis)*Breath Weapon:* An ice dragon has one type of breath weapon, a cone of cold.*Icewalking:* This ability allows an ice dragon to climb icy surfaces at its normal movement rate without having to make any climb checks. It is always in effect.*Skills:* An ice dragon has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Ice dragons, also called white dragons, frost dragons or cold drakes, are known for their icy breath and tendency to live in snow-covered mountain tops or arctic regions. The scales of a wyrmling ice dragon glisten like mirrors. As the dragon ages, the sheen disappears, and by very old age, scales of pale blue and light gray are mixed in with the white.

Ice dragons prefer sudden assaults, swooping down from aloft or bursting from beneath water, snow or ice. They loose their breath weapon, and then try to knock out a single opponent with a follow-up attack.

MOON DRAGON, WYRMLING

Type: 7th Level Dragon (Cold, Shapechanger)**Size:** Small**Speed:** 40 ft., f y 100 ft. (average)**Abilities:** Str +1, Dex +0, Con +1, Int +2, Wis +2, Cha +2**Skills:** Bluf 10 (+12), Diplomacy 10 (+12), Disguise 10 (+12), Jump 10 (+11), Notice 10 (+15), Search 10 (+12), Sense Motive 10 (+12), Stealth 10 (+14)**Feats:** Double Strike, Improved Initiative, Skill Focus (Notice)

Traits: Alternate Form, Breath Weapon 2 Cold (Difficulty 14), Immunity to Acid and Cold, Vulnerable to Fire
Combat: Attack +8 (+1 size, +7 base), Damage +3 (bite) or +2 (claws), Defense Dodge/Parry +8/— (+1 size, +7 base), Initiative +4
Saving Throws: Toughness +3 (–1 size, +1 Con, +3 natural), Fortitude +6, Ref ex +5, Will +7

MOON DRAGON, VERY YOUNG

Type: 10th Level Dragon (Cold, Shapechanger)
Size: Medium
Speed: 40 ft., f y 150 ft. (poor)
Abilities: Str +2, Dex +0, Con +2, Int +2, Wis +2, Cha +2
Skills: Bluf 13 (+15), Diplomacy 13 (+15), Disguise 13 (+15), Jump 13 (+15), Notice 13 (+18), Search 13 (+15), Sense Motive 13 (+15), Stealth 13 (+13)
Feats: Double Strike, Improved Initiative, Move-By Action, Skill Focus (Notice)
Traits: Alternate Form, Breath Weapon 4 Cold (Difficulty 17), Immunity to Acid and Cold, Vulnerable to Fire
Combat: Attack +10 (+10 base), Damage +5 (bite) or +4 (claws), Defense Dodge/Parry +10/— (+10 base), Initiative +4
Saving Throws: Toughness +6 (+2 Con, +4 natural), Fortitude +9 (+7 base, +2 Con), Ref ex +7 (+7 base), Will +9 (+7 base, +2 Wis)

MOON DRAGON, YOUNG

Type: 13th Level Dragon (Cold, Shapechanger)
Size: Medium
Speed: 40 ft., f y 150 ft. (poor)
Abilities: Str +3, Dex +0, Con +2, Int +3, Wis +3, Cha +3
Skills: Bluf 16 (+19), Diplomacy 16 (+19), Disguise 16 (+19), Jump 16 (+19), Medicine 16 (+19), Notice 16 (+22), Search 16 (+19), Sense Motive 16 (+19), Stealth 16 (+16)
Feats: Attack Focus (bite), Double Strike, Improved Initiative, Move-By Action, Skill Focus (Notice)
Traits: Alternate Form, Breath Weapon 6 Cold (Difficulty 18), Immunity to Acid and Cold, Vulnerable to Fire
Combat: Attack +13 (+13 base) (+14 with bite), Damage +6 (bite) or +5 (claws) +11 melee, Damage +4, Defense Dodge/Parry +13/— (+13 base), Initiative +4
Saving Throws: Toughness +8 (+2 Con, +6 natural), Fortitude +10 (+8 base, +2 Con), Ref ex +8 (+8 base), Will +11 (+8 base, +3 Wis)

MOON DRAGON, JUVENILE

Type: 16th Level Dragon (Cold, Shapechanger)
Size: Large
Speed: 40 ft., f y 150 ft. (poor)
Abilities: Str +4, Dex +0, Con +3, Int +4, Wis +4, Cha +4
Skills: Bluf 19 (+23), Diplomacy 19 (+23), Disguise 19 (+23), Intimidate 19 (+23), Jump 19 (+23), Medicine 19 (+23), Notice 19 (+26), Search 19 (+23), Sense Motive 19 (+23), Stealth 19 (+15)
Feats: Attack Focus (bite), Attack Focus (claw), Double Strike, Improved Initiative, Move-By Action, Power (2)^B, Skill Focus (Notice)
Traits: Alternate Form, Breath Weapon 8 Cold (Difficulty 21), Immunity to Acid and Cold, Powers (rank 19, Cha, save Difficulty 22, Wind Shaping +23, Wind Walk +23), Vulnerable to Fire
Combat: Attack +15 (–1 size, +16 base) (+16 with bite and claws), Damage +8 (bite) or +7 (claws), Defense Dodge/Parry +15/— (–1 size, +16 base), Initiative +4
Saving Throws: Toughness +12 (+2 size, +3 Con, +7 natural), Fortitude +13 (+10 base, +3 Con), Ref ex +10 (+10 base), Will +14 (+10 base, +4 Wis)

MOON DRAGON, YOUNG ADULT

Type: 19th Level Dragon (Cold, Shapechanger)
Size: Large
Speed: 40 ft., f y 150 ft. (poor)
Abilities: Str +6, Dex +0, Con +4, Int +4, Wis +4, Cha +4
Skills: Bluf 22 (+26), Diplomacy 22 (+26), Disguise 22 (+26), Intimidate 22 (+26), Jump 22 (+28), Medicine 22 (+26), Notice 22 (+29), Search 22 (+26), Sense Motive 22 (+26), Stealth 22 (+18)
Feats: Attack Focus (bite), Attack Focus (claw), Blind Fight, Double Strike, Improved Initiative, Move-By Action, Power (2)^B, Skill Focus (Notice)
Traits: Alternate Form, Breath Weapon 10 Cold (Difficulty 23), Damage Reduction 2/supernatural, Frightful Presence (Difficulty 23), Immunity to Acid and Cold, Powers (rank 22, Cha, save Difficulty 24, Wind Shaping +26, Wind Walk +26), Supernatural Resistance 20, Vulnerable to Fire
Combat: Attack +18 (–1 size, +19 base) (+19 with bite or claws), Damage +10 (bite) or +9 (claws), Defense Dodge/Parry +18/— (–1 size, +19 base), Initiative +4
Saving Throws: Toughness +15 (+2 size, +4 Con, +9 natural), Fortitude +15 (+11 base, +4 Con), Ref ex +11 (+11 base, +), Will +15 (+11 base, +4 Wis)

MOON DRAGON, ADULT

Type: 22nd Level Dragon (Cold, Shapechanger)
Size: Huge
Speed: 40 ft., f y 150 ft. (poor)
Abilities: Str +8, Dex +0, Con +5, Int +5, Wis +5, Cha +5
Skills: Bluf 25 (+30), Concentration 25 (+30), Diplomacy 25 (+30), Disguise 25 (+30), Intimidate 25 (+30), Jump 25 (+33), Medicine 25 (+30), Notice 25 (+33), Search 25 (+30), Sense Motive 25 (+30), Stealth 25 (+17)
Feats: Attack Focus (bite), Attack Focus (claw), Blind Fight, Double Strike, Improved Initiative, Move-By Action, Power (2)^B, Snatch, Skill Focus (Notice)
Traits: Alternate Form, Breath Weapon 12 Cold (Difficulty 26), Damage Reduction 2/supernatural, Frightful Presence (Difficulty 26), Immunity to Acid and Cold, Powers (rank 25, Cha, save Difficulty 26, Wind Shaping +30, Wind Walk +30), Supernatural Resistance 22, Vulnerable to Fire
Combat: Attack +20 (–2 size, +22 base) (+21 with bite or claws), Damage +14 (bite) or +12 (claws), Defense Dodge/Parry +20/— (–2 size, +22 base), Initiative +4
Saving Throws: Toughness +19 (+4 size, +5 Con, +10 natural), Fortitude +18 (+13 base, +5 Con), Ref ex +13 (+13 base), Will +18 (+13 base, +5 Con)

MOON DRAGON, MATURE ADULT

Type: 25th Level Dragon (Cold, Shapechanger)
Size: Huge
Speed: 40 ft., f y 150 ft. (poor)
Abilities: Str +9, Dex +0, Con +5, Int +5, Wis +5, Cha +5
Skills: Bluf 28 (+33), Concentration 28 (+33), Diplomacy 28 (+33), Disguise 28 (+33), Intimidate 28 (+33), Jump 28 (+37), Medicine 28 (+33), Notice 28 (+36), Search 28 (+33), Sense Motive 28 (+33), Stealth 28 (+20)
Feats: Attack Focus (bite), Attack Focus (claw), Blind Fight, Double Strike, Improved Initiative, Move-By Action, Power (2)^B, Snatch, Wingover, Skill Focus (Notice)
Traits: Alternate Form, Breath Weapon 14 Cold (Difficulty 27), Damage Reduction 4/supernatural, Frightful Presence (Difficulty 27), Immunity to Acid and Cold, Powers (rank 28,

Cha, save Dif culty 28, Wind Shaping +33, Wind Walk +33), Supernatural Resistance 24, Vulnerable to Fire

Combat: Attack +23 (–2 size, +25 base) (+24 with bite or claws), Damage +15 (bite) or +13 (claws), Defense Dodge/Parry +23/— (–2 size, +25 base), Initiative +4

Saving Throws: Toughness +19 (+4 size, +5 Con, +10 natural), Fortitude +19 (+14 base, +5 Con), Ref ex +14 (+14 base), Will +19 (+14 base, +5 Wis)

MOON DRAGON, OLD

Type: 28th Level Dragon (Cold, Shapechanger)

Size: Huge

Speed: 40 ft., f y 150 ft. (poor)

Abilities: Str +10, Dex +0, Con +6, Int +6, Wis +6, Cha +6

Skills: Bluf 31 (+37), Concentration 31 (+37), Diplomacy 31 (+37), Disguise 31 (+37), Intimidate 31 (+37), Jump 31 (+41), Knowledge (any) 31 (+37), Medicine 31 (+37), Notice 31 (+40), Search 31 (+37), Sense Motive 31 (+37), Stealth 31 (+23)

Feats: Attack Focus (bite), Attack Focus (claw), Blind Fight, Cleave, Double Strike, Improved Initiative, Move-By Action, Power (3)^B, Snatch, Wingover, Skill Focus (Notice)

Traits: Alternate Form, Breath Weapon 16 Cold (Dif culty 30), Damage Reduction 4/supernatural, Frightful Presence (Dif culty 30), Immunity to Acid and Cold, Powers (rank 31, Cha, save Dif culty 30, Elemental Blast +37, Wind Shaping +37, Wind Walk +37), Supernatural Resistance 26, Vulnerable to Fire

Combat: Attack +26 (–2 size, +28 base) (+27 with bite or claws), Damage +16 (bite) or +14 (claws), Defense Dodge/Parry +26/— (–2 size, +28 base), Initiative +4

Saving Throws: Toughness +20 (+4 size, +6 Con, +10 natural), Fortitude +22 (+16 base, +6 Con), Ref ex +16 (+16 base), Will +22 (+16 base, +6 Wis)

MOON DRAGON, VERY OLD

Type: 31st Level Dragon (Cold, Shapechanger)

Size: Huge

Speed: 40 ft., f y 150 ft. (poor)

Abilities: Str +11, Dex +0, Con +6, Int +7, Wis +7, Cha +7

Skills: Bluf 34 (+41), Concentration 34 (+41), Diplomacy 34 (+41), Disguise 34 (+41), Intimidate 34 (+41), Jump 34 (+45), Knowledge (any two) 34 (+41), Medicine 34 (+41), Notice 34 (+44), Search 34 (+41), Sense Motive 34 (+41), Stealth 34 (+26)

Feats: Attack Focus (bite), Attack Focus (claw), Blind Fight, Cleave, Double Strike, Great Cleave, Improved Initiative, Move-By Action, Power (3)^B, Snatch, Wingover, Skill Focus (Notice)

Traits: Alternate Form, Breath Weapon 18 Cold (Dif culty 31), Damage Reduction 6/supernatural, Frightful Presence (Dif culty 32), Immunity to Acid and Cold, Powers (rank 34, Cha, save Dif culty 33, Elemental Blast +41, Wind Shaping +41, Wind Walk +41), Supernatural Resistance 27, Vulnerable to Fire

Combat: Attack +29 (–2 size, +31 base) (+30 with bite or claws), Damage +17 (bite) or +15 (claws), Defense Dodge/Parry +29/— (–2 size, +31 base), Initiative +4

Saving Throws: Toughness +20 (+4 size, +6 Con, +10 natural), Fortitude +23, Ref ex +17, Will +24

MOON DRAGON, ANCIENT

Type: 34th Level Dragon (Cold, Shapechanger)

Size: Gargantuan

Speed: 40 ft., f y 200 ft. (clumsy)



Abilities: Str +12, Dex +0, Con +7, Int +8, Wis +8, Cha +8

Skills: Bluf 37 (+45), Concentration 37 (+45), Diplomacy 37 (+45), Disguise 37 (+45), Intimidate 37 (+45), Jump 37 (+49), Knowledge (any three) 37 (+45), Medicine 37 (+45), Notice 37 (+48), Search 37 (+45), Sense Motive 37 (+45), Stealth 37 (+25)

Feats: Attack Focus (bite), Attack Focus (claw), Blind Fight, Cleave, Double Strike, Great Cleave, Improved Initiative, Improved Sunder, Move-By Action, Power (4)^B, Snatch, Wingover, Skill Focus (Notice)

Traits: Alternate Form, Breath Weapon 20 Cold (Dif culty 34), Damage Reduction 6/supernatural, Frightful Presence (Dif culty 35), Immunity to Acid and Cold, Powers (rank 37, Cha, save Dif culty 35, Elemental Blast +45, Weather Shaping +45, Wind Shaping +45, Wind Walk +45), Supernatural Resistance 29, Vulnerable to Fire

Combat: Attack +30 (–4 size, +34 base) (+31 with bite or claws), Damage +20 (bite) or +18 (claws), Defense Dodge/Parry +30/— (–4 size, +34 base), Initiative +4

Saving Throws: Toughness +23 (+6 size, +7 Con, +10 natural), Fortitude +26, Ref ex +19, Will +27

Alternate Form: A moon dragon can assume any Medium or smaller animal or humanoid as a standard action three times per day. The dragon can remain in its animal or humanoid form until it chooses to assume a new one or return to its natural form.

Breath Weapon: A moon dragon has two types of breath weapon, a cone of cold and a cone of paralyzing gas. Creatures within a cone of paralyzing gas must succeed on a Fortitude save or be paralyzed for 4 rounds plus 1 round per age category of the dragon.

Moon dragons are also called silver dragons due to their silvery coloration. A wyrmling moon dragon's scales are blue-gray with silver

highlights. As the dragon approaches adulthood, its color gradually brightens until the individual scales are scarcely visible.

Moon dragons have a tendency towards trickery and nocturnal activity. They are tricksters at heart, and love to play pranks on other intelligent beings. Moon dragons are not violent and usually avoid combat except when roused to anger. When angry, they use their Wind Shaping supernatural powers to fling enemies helplessly into the air, where they can be snatched. Against flying opponents, a moon dragon hides in clouds (creating some with their Weather Shaping supernatural power on clear nights), then jumps to the attack when it has the advantage.

MOUNTAIN DRAGON, WYRMLING

Type: 4th Level Dragon (Earth)
Size: Tiny
Speed: 60 ft., fly 100 ft. (average), climb 60 ft.
Abilities: Str +0, Dex +0, Con +1, Int +0, Wis +1, Cha +0
Skills: Climb 0 (+8), Intimidate 7 (+7), Notice 7 (+13), Search 7 (+7), Sense Motive 7 (+8), Stealth 7 (+17)*, Survival 7 (+8)
Feats: Double Strike, Skill Focus (Notice)
Traits: Blindsight 60 ft., Freeze, Immunity to Sleep and Paralysis Effects, Immunity to Petrification, Keen Senses, Petrification Breath Weapon (Difficulty 13)
Combat: Attack +6 (+2 size, +4 base), Damage +1 (bite) or +0 (claws), Defense Dodge/Parry +6/— (+2 size, +4 base), Initiative +0
Saving Throws: Toughness +0 (–2 size, +1 Con, +1 natural), Fortitude +5 (+4 base, +1 Con), Reflex +4 (+4 base), Will +5 (+4 base, +1 Wis)

MOUNTAIN DRAGON, VERY YOUNG

Type: 7th Level Dragon (Earth)
Size: Small
Speed: 60 ft., fly 100 ft. (average), climb 60 ft.
Abilities: Str +1, Dex +0, Con +1, Int +0, Wis +1, Cha +0
Skills: Climb 0 (+9), Intimidate 10 (+10), Notice 10 (+16), Search 10 (+10), Sense Motive 10 (+11), Stealth 10 (+16)*, Survival 10 (+11)
Feats: Double Strike, Improved Initiative, Skill Focus (Notice)
Traits: Blindsight 60 ft., Freeze, Immunity to Sleep and Paralysis Effects, Immunity to Petrification, Keen Senses, Petrification Breath Weapon (Difficulty 14)
Combat: Attack +8 (+1 size, +7 base), Damage +3 (bite) or +2 (claws), Defense Dodge/Parry +8/— (+1 size, +7 base), Initiative +4
Saving Throws: Toughness +3 (–1 size, +1 Con, +3 natural), Fortitude +6 (+5 base, +1 Con), Reflex +5 (+5 base), Will +6 (+5 base, +1 Wis)

MOUNTAIN DRAGON, YOUNG

Type: 10th Level Dragon (Earth)
Size: Medium
Speed: 60 ft., fly 150 ft. (poor), climb 60 ft.
Abilities: Str +2, Dex +0, Con +2, Int +1, Wis +1, Cha +1
Skills: Climb 0 (+10), Diplomacy 13 (+14), Intimidate 13 (+14), Notice 13 (+19), Search 13 (+14), Sense Motive 13 (+14), Stealth 13 (+15)*, Survival 13 (+14)
Feats: Double Strike, Improved Initiative, Move-By Action, Skill Focus (Notice)
Traits: Immunity to Sleep and Paralysis Effects, Immunity to Petrification, Blindsight 60 ft., Keen Senses, Freeze, Petrification Breath Weapon (Difficulty 17)
Combat: Attack +10 (+10 base), Damage +5 (bite) or +4 (claws), Defense Dodge/Parry +10/— (+10 base), Initiative +4
Saving Throws: Toughness +6 (+2 Con, +4 natural), Fortitude +9 (+7 base, +2 Con), Reflex +7 (+7 base), Will +8 (+7 base, +1 Wis)

MOUNTAIN DRAGON, JUVENILE

Type: 13th Level Dragon (Earth)
Size: Medium
Speed: 60 ft., fly 150 ft. (poor), climb 60 ft.
Abilities: Str +3, Dex +0, Con +2, Int +1, Wis +1, Cha +1
Skills: Climb 0 (+11), Diplomacy 16 (+17), Intimidate 16 (+17), Notice 16 (+22), Search 16 (+17), Sense Motive 16 (+17), Stealth 16 (+18)*, Survival 16 (+14)
Feats: Attack Focus (bite), Double Strike, Improved Initiative, Move-By Action, Power^B, Skill Focus (Notice)
Traits: Blindsight 60 ft., Freeze, Immunity to Sleep and Paralysis Effects, Immunity to Petrification, Keen Senses, Petrification Breath Weapon (Difficulty 18), Powers (rank 16, Cha, save Difficulty 18, Earth Shaping +17)
Combat: Attack +13 (+13 base) (+14 with bite), Damage +6 (bite) or +5 (claws), Defense Dodge/Parry +13/— (+13 base), Initiative +4
Saving Throws: Toughness +8 (+2 Con, +6 natural), Fortitude +10 (+8 base, +2 Con), Reflex +8 (+8 base), Will +9 (+8 base, +1 Wis)

MOUNTAIN DRAGON, YOUNG ADULT

Type: 16th Level Dragon (Earth)
Size: Large
Speed: 60 ft., fly 150 ft. (poor), Climb 60 ft.
Abilities: Str +4, Dex +0, Con +3, Int +2, Wis +2, Cha +2
Skills: Climb 0 (+12), Diplomacy 19 (+21), Intimidate 19 (+21), Jump 19 (+23), Notice 19 (+26), Search 19 (+21), Sense Motive 19 (+21), Stealth 19 (+17)*, Survival 19 (+21)
Feats: Attack Focus (bite), Cleave, Double Strike, Improved Initiative, Move-By Action, Power^B, Skill Focus (Notice)
Traits: Blindsight 60 ft., Damage Reduction 2/supernatural, Freeze, Frightful Presence (Difficulty 20), Immunity to sleep and paralysis effects. Immunity to petrification, Keen Senses, Petrification Breath Weapon (Difficulty 21), Powers (rank 19, Cha, save Difficulty 20, Earth Shaping +21), Supernatural Resistance 17
Combat: Attack +15 (–1 size, +16 base) (+16 with bite), Damage +8 (bite) or +7 (claws), Defense Dodge/Parry +15/— (–1 size, +16 base), Initiative +4
Saving Throws: Toughness +12 (+2 size, +3 Con, +7 natural), Fortitude +13 (+10 base, +3 Con), Reflex +10 (+10 base), Will +12 (+10 base, +2 Wis)

MOUNTAIN DRAGON, ADULT

Type: 19th Level Dragon (Earth)
Size: Large
Speed: 60 ft., fly 150 ft. (poor), Climb 60 ft.
Abilities: Str +6, Dex +0, Con +4, Int +2, Wis +2, Cha +2
Skills: Climb 0 (+14), Diplomacy 22 (+24), Intimidate 22 (+24), Jump 22 (+28), Notice 22 (+29), Search 22 (+24), Sense Motive 22 (+24), Stealth 22 (+20)*, Survival 22 (+24)
Feats: Attack Focus (bite), Attack Focus (claw), Cleave, Double Strike, Improved Initiative, Move-By Action, Power (2)^B, Skill Focus (Notice)
Traits: Blindsight 60 ft., Damage Reduction 2/supernatural, Freeze, Frightful Presence (Difficulty 21), Immunity to Sleep and Paralysis Effects, Immunity to Petrification, Keen Senses, Petrification Breath Weapon (Difficulty 23), Powers (rank 22, Cha, save Difficulty 22, Cure +24, Earth Shaping +24), Supernatural Resistance 18
Combat: Attack +18 (–1 size, +19 base) (+19 with bite and claws), Damage +10 (bite) or +9 (claws), Defense Dodge/Parry +18/— (–1 size, +19 base), Initiative +4
Saving Throws: Toughness +15 (+2 size, +4 Con, +9 natural), Fortitude +15 (+11 base, +4 Con), Reflex +11 (+11 base), Will +13 (+11 base, +2 Wis)

MOUNTAIN DRAGON, MATURE ADULT

Type: 22nd Level Dragon (Earth)

Size: Huge

Speed: 60 ft., fly 150 ft. (poor), Climb 60 ft.

Abilities: Str +8, Dex +0, Con +5, Int +3, Wis +3, Cha +3

Skills: Climb 0 (+16), Concentration 25 (+28), Diplomacy 25 (+28), Intimidate 25 (+28), Jump 25 (+33), Notice 25 (+33), Search 25 (+28), Sense Motive 25 (+28), Stealth 25 (+19)*, Survival 25 (+28)

Feats: Attack Focus (bite), Attack Focus (claw), Cleave, Double Strike, Improved Initiative, Move-By Action, Power (2)^B, Skill Focus (Notice), Snatch

Traits: Blindsight 60 ft., Damage Reduction 4/supernatural, Freeze, Frightful Presence (Dif culty 24), Immunity to Sleep and Paralysis Effects, Immunity to Petrification, Keen Senses 21, Petrification Breath Weapon (Dif culty 26), Powers (rank 25, Cha, save Dif culty 24, Cure +28, Earth Shaping +28), Supernatural Resistance

Combat: Attack +20 (–2 size, +22 base) (+21 with bite or claws), Damage +14 (bite) or +12 (claws), Defense Dodge/Parry +20/— (–2 size, +22 base), Initiative +4

Saving Throws: Toughness +19 (+4 size, +5 Con, +10 natural), Fortitude +18 (+13 base, +5 Con), Reflex +13 (+13 base), Will +16 (+13 base, +3 Wis)

MOUNTAIN DRAGON, OLD

Type: 25th Level Dragon (Earth)

Size: Huge

Speed: 60 ft., fly 150 ft. (poor), Climb 60 ft.

Abilities: Str +9, Dex +0, Con +5, Int +3, Wis +3, Cha +3

Skills: Climb 0 (+17), Concentration 28 (+31), Diplomacy 28 (+31), Intimidate 28 (+31), Jump 28 (+37), Notice 28 (+36), Search 28 (+31), Sense Motive 28 (+31), Stealth 28 (+22)*, Survival 28 (+31)

Feats: Attack Focus (bite), Attack Focus (claw), Blind Fight, Cleave, Double Strike, Improved Initiative, Move-By Action, Power (3)^B, Skill Focus (Notice), Snatch

Traits: Blindsight 60 ft., Damage Reduction 4/supernatural, Freeze, Frightful Presence (Dif culty 25), Immunity to Sleep and Paralysis Effects, Immunity to Petrification, Keen Senses, Petrification Breath Weapon (Dif culty 27), Powers (rank 28, Cha, save Dif culty 26, Cure +31, Earth Shaping +31, Enhance Ability +31), Supernatural Resistance 22

Combat: Attack +23 (–2 size, +25 base) (+24 with bite or claws), Damage +15 (bite) or +13 (claws), Defense Dodge/Parry +23/— (–2 size, +25 base), Initiative +4

Saving Throws: Toughness +19 (+4 size, +5 Con, +10 natural), Fortitude +19 (+14 base, +5 Con), Reflex +14 (+14 base), Will +17 (+14 base, +3 Wis)

MOUNTAIN DRAGON, VERY OLD

Type: 28th Level Dragon (Earth)

Size: Huge

Speed: 60 ft., fly 150 ft. (poor), Climb 60 ft.

Abilities: Str +10, Dex +0, Con +6, Int +4, Wis +4, Cha +4

Skills: Climb 0 (+18), Concentration 31 (+35), Diplomacy 31 (+35), Intimidate 31 (+35), Jump 31 (+41), Knowledge (any) 31 (+35), Notice 31 (+40), Search 31 (+35), Sense Motive 31 (+35), Stealth 31 (+25)*, Survival 31 (+35)

Feats: Attack Focus (bite), Attack Focus (claw), Blind Fight, Cleave, Double Strike, Hover, Improved Initiative, Move-By Action, Power (3)^B, Skill Focus (Notice), Snatch

Traits: Blindsight 60 ft., Damage Reduction 6/supernatural, Freeze, Frightful Presence (Dif culty 28), Immunity to Sleep and

Paralysis Effects, Immunity to Petrification, Keen Senses, Petrification Breath Weapon (Dif culty 30), Powers (rank 31, Cha, save Dif culty 28, Cure +35, Earth Shaping +35, Enhance Ability +35), Supernatural Resistance 23

Combat: Attack +26 (–2 size, +28 base) (+27 with bite or claws), Damage +16 (bite) or +14 (claws), Defense Dodge/Parry +26/— (–2 size, +28 base), Initiative +4

Saving Throws: Toughness +20 (+4 size, +6 Con, +10 natural), Fortitude +22 (+16 base, +6 Con), Reflex +16 (+16 base), Will +20 (+16 base, +4 Wis)

MOUNTAIN DRAGON, ANCIENT

Type: 31st Level Dragon (Earth)

Size: Huge

Speed: 60 ft., fly 150 ft. (poor), Climb 60 ft.

Abilities: Str +11, Dex +0, Con +6, Int +4, Wis +4, Cha +4

Skills: Climb 0 (+19), Concentration 34 (+38), Diplomacy 34 (+38), Intimidate 34 (+38), Jump 34 (+45), Knowledge (any) 34 (+38), Notice 34 (+43), Search 34 (+38), Sense Motive 34 (+38), Stealth 34 (+28*), Survival 34 (+38)

Feats: Attack Focus (bite), Attack Focus (claw), Blind Fight, Cleave, Double Strike, Hover, Improved Initiative, Move-By Action, Power (4)^B, Skill Focus (Notice), Snatch, Wingover

Traits: Blindsight 60 ft., Damage Reduction 6/supernatural, Freeze, Frightful Presence (Dif culty 29), Immunity to Sleep and Paralysis Effects, Immunity to Petrification, Keen Senses, Petrification Breath Weapon (Dif culty 31), Powers (rank 34, Cha, save Dif culty 30, Cure +38, Earth Shaping +38, Enhance Ability +38, Visions +38), Supernatural Resistance 25

Combat: Attack +29 (–2 size, +31 base) (+30 with bite or claws), Damage +17 (bite) or +15 (claws), Defense Dodge/Parry +29/— (–2 size, +31 base), Initiative +4

Saving Throws: Toughness +20 (+4 size, +6 Con, +10 natural), Fortitude +23 (+17 base, +6 Con), Reflex +17 (+17 base), Will +21 (+17 base, +4 Wis)

Breath Weapon: A mountain dragon has one type of breath weapon, a cloud of petrifying gas. Those who fail their saving throw are turned to stone.

Freeze: A mountain dragon can hold itself so still it appears to be a statue. An observer must succeed on a Dif culty 20 Notice check to realize that the mountain dragon is really alive.

Skills: Mountain dragons have a +2 racial bonus on Stealth and Notice checks. *The Stealth bonus increases by +8 when a mountain dragon is concealed against a background of stone, like a cliff face. Mountain dragons also receive a +8 racial bonus on Climb checks, and can always choose to take 10 on a Climb check, even if rushed or threatened.

Mountain dragons are stealthy dragons that frequent the ruins of ancient mountain fortresses and dwarven strongholds. On hatching, a mountain dragon's small pebble-like scales are a dull stony-grey color. As the dragon ages, they become larger, thicker, and smoother. Their coloration also shifts to match the color of the stones in its environment, helping it camouflage itself. Mountain dragons are obsessed with precious gems, and have been known to go to great lengths to obtain them.

Mountain dragons are very territorial, and prefer to ambush their targets, either posing as a statue or using their camouflage to sneak up on trespassers. They attempt to observe any intruders to gauge their intentions, strengths and weaknesses before letting themselves be revealed. If a violent encounter begins to go badly for a mountain dragon it tries to escape as quickly as possible.

SKY DRAGON, WYRMLING

Type: 6th Level Dragon (Air)
Size: Small
Speed: 40 ft., f y 100 ft. (average)
Abilities: Str +1, Dex +0, Con +1, Int +0, Wis +0, Cha +0
Skills: Bluf 9 (+9), Knowledge (supernatural) 9 (+9), Notice 9 (+12), Search 9 (+9), Sense Motive 9 (+9), Stealth 9 (+13)
Feats: Double Strike, Improved Initiative, Power^B, Skill Focus (Notice)
Traits: Blindsense 60 ft., Breath Weapon 2 Electricity (Dif culty 14), Immunity to Sleep and Paralysis Effects, Immunity to Electricity, Keen Senses, Powers (rank 9, Cha, save Dif culty 13, Wind Shaping +9)
Combat: Attack +7 (+1 size, +6 base) Damage +3 (bite) or +2 (claws), Defense Dodge/Parry +7/— (+1 size, +6 base), Initiative +4
Saving Throws: Toughness +2 (–1 size, +1 Con, +2 natural), Fortitude +6 (+5 base, +1 Con), Ref ex +5 (+5 base), Will +5 (+5 base)

SKY DRAGON, VERY YOUNG

Type: 9th Level Dragon (Air)
Size: Medium
Speed: 40 ft., f y 150 ft. (poor)
Abilities: Str +2, Dex +0, Con +2, Int +0, Wis +0, Cha +0
Skills: Bluf 12 (+12), Knowledge (supernatural) 12 (+12), Notice 12 (+15), Search 12 (+12), Sense Motive 12 (+12), Stealth 12 (+12)
Feats: Double Strike, Improved Initiative, Move-By Action, Power^B, Skill Focus (Notice)
Traits: Blindsense 60 ft., Breath Weapon 4 Electricity (Dif culty 14), Immunity to Sleep and Paralysis Effects, Immunity to Electricity, Keen Senses, Powers (rank 12, Cha, save Dif culty 15, Wind Shaping +12)
Combat: Attack +9 (+9 base) Damage +5 (bite) or +4 (claws), Defense Dodge/Parry +9/— (+9 base), Initiative +4

Saving Throws: Toughness +6 (+2 Con, +4 natural), Fortitude +8 (+6 base, +2 Con), Ref ex +6 (+6 base), Will +6 (+6 base)

SKY DRAGON, YOUNG

Type: 12th Level Dragon (Air)
Size: Medium
Speed: 40 ft., f y 150 ft. (poor)
Abilities: Str +3, Dex +0, Con +2, Int +1, Wis +1, Cha +1
Skills: Bluf 15 (+16), Diplomacy 15 (+16), Knowledge (supernatural) 15 (+16), Notice 15 (+19), Search 15 (+17), Sense Motive 15 (+16), Stealth 15 (+16)
Feats: Attack Focus (bite), Double Strike, Improved Initiative, Move-By Action, Power^B, Skill Focus (Notice)
Traits: Blindsense 60 ft., Breath Weapon 6 Electricity (Dif culty 18), Immunity to Sleep and Paralysis Effects, Immunity to Electricity, Keen Senses, Powers (rank 15, Cha, save Dif culty 17, Wind Shaping +16)
Combat: Attack +12 (+12 base) (+13 with bite), Damage +6 (bite) or +5 (claws), Defense Dodge/Parry +12/— (+12 base), Initiative +4
Saving Throws: Toughness +7 (+2 Con, +5 natural), Fortitude +10 (+8 base, +2 Con), Ref ex +8 (+8 base), Will +9 (+8 base, +1 Wis)

SKY DRAGON, JUVENILE

Type: 15th Level Dragon (Air)
Size: Large
Speed: 40 ft., f y 150 ft. (poor)
Abilities: Str +4, Dex +0, Con +3, Int +2, Wis +2, Cha +2
Skills: Bluff 18 (+20), Diplomacy 18 (+20), Intimidate 18 (+20), Knowledge (supernatural) 18 (+20), Notice 18 (+23), Search 18 (+20), Sense Motive 18 (+20), Stealth 18 (+16)
Feats: Attack Focus (bite), Attack Focus (claw), Double Strike, Improved Initiative, Move-By Action, Power^B, Skill Focus (Notice)
Traits: Blindsense 60 ft., Breath Weapon 8 Electricity (Dif culty 20), Immunity to Sleep and Paralysis Effects, Immunity to Electricity, Keen Senses, Powers (rank 18, Cha, save Dif culty 20, Wind Shaping +20), Sound Imitation
Combat: Attack +14 (–1 size, +15 base) (+15 with bite or claws), Damage +8 (bite) or +7 (claws), Defense Dodge/Parry +14/— (–1 size, +15 base), Initiative +4
Saving Throws: Toughness +12 (+2 size, +3 Con, +7 natural), Fortitude +12 (+9 base, +3 Con), Ref ex +9 (+9 base), Will +11 (+9 base, +2 Wis)

SKY DRAGON, YOUNG ADULT

Type: 18th Level Dragon (Air)
Size: Large
Speed: 40 ft., f y 150 ft. (poor)
Abilities: Str +6, Dex +0, Con +4, Int +2, Wis +2, Cha +2
Skills: Bluf 21 (+23), Diplomacy 21 (+23), Intimidate 21 (+23), Knowledge (supernatural) 21 (+23), Notice 21 (+26), Search 21 (+23), Sense Motive 21 (+23), Stealth 21 (+19)
Feats: Attack Focus (bite), Attack Focus (claw), Cleave, Double Strike, Improved Initiative, Move-By Action, Power^B, Skill Focus (Notice)
Traits: Blindsense 60 ft., Breath Weapon 10 Electricity (Dif culty 23), Damage Reduction 2/supernatural, Frightful Presence (Dif culty 21), Immunity to Sleep and Paralysis Effects, Immunity to Electricity, Keen Senses, Powers (rank 21, Cha, save Dif culty 21, Wind Shaping +23), Sound Imitation, Supernatural Resistance 21
Combat: Attack +17 (–1 size, +18 base) (+18 with bite or claws), Damage +10 (bite) or +9 (claws), Defense Dodge/Parry +17/— (–1 size, +18 base), Initiative +4
Saving Throws: Toughness +14 (+2 size, +4 Con, +8 natural), Fortitude +15 (+11 base, +4 Con), Ref ex +11 (+11 base), Will +13 (+11 base, +2 Wis)



SKY DRAGON, ADULT

Type: 21st Level Dragon (Air)

Size: Huge

Speed: 40 ft., f y 150 ft. (poor)

Abilities: Str +8, Dex +0, Con +5, Int +3, Wis +3, Cha +3

Skills: Bluf 24 (+27), Diplomacy 24 (+27), Escape Artist 24 (+24), Intimidate 24 (+27), Knowledge (supernatural) 24 (+27), Notice 24 (+30), Search 24 (+27), Sense Motive 24 (+27), Stealth 24 (+17)

Feats: Attack Focus (bite), Attack Focus (claw), Cleave, Double Strike, Improved Initiative, Move-By Action, Power^B, Skill Focus (Notice), Snatch

Traits: Blindsight 60 ft., Breath Weapon 12 Electricity (Difficulty 25), Damage Reduction 2/supernatural, Frightful Presence (Difficulty 23), Immunity to Sleep and Paralysis Effects, Immunity to Electricity, Keen Senses, Powers (rank 24, Cha, save Difficulty 24, Wind Shaping +27), Sound Imitation, Supernatural Resistance 22, Ventriloquism

Combat: Attack +19 (–2 size, +21 base) (+20 with bite or claws), Damage +14 (bite) or +12 (claws), Defense Dodge/Parry +19/— (–2 size, +21 base), Initiative +4

Saving Throws: Toughness +19 (+4 size, +5 Con, +10 natural), Fortitude +17 (+12 base, +5 Con), Reflex +12 (+12 base), Will +15 (+12 base, +3 Wis)

SKY DRAGON, MATURE ADULT

Type: 24th Level Dragon (Air)

Size: Huge

Speed: 40 ft., f y 150 ft. (poor)

Abilities: Str +9, Dex +0, Con +5, Int +3, Wis +3, Cha +3

Skills: Bluf 27 (+30), Diplomacy 27 (+30), Escape Artist 27 (+27), Intimidate 27 (+30), Knowledge (supernatural) 27 (+30), Notice 27 (+33), Search 27 (+30), Sense Motive 27 (+30), Stealth 27 (+20)

Feats: Attack Focus (bite), Attack Focus (claw), Cleave, Double Strike, Hover, Improved Initiative, Move-By Action, Power^B, Skill Focus (Notice), Snatch

Traits: Blindsight 60 ft., Breath Weapon 14 Electricity (Difficulty 27), Damage Reduction 4/supernatural, Frightful Presence (Difficulty 25), Immunity to Sleep and Paralysis Effects, Immunity to Electricity, Keen Senses, Powers (rank 27, Cha, save Difficulty 25, Wind Shaping +30), Sound Imitation, Supernatural Resistance 24, Ventriloquism

Combat: Attack +22 (–2 size, +24 base) (+23 with bite or claws), Damage +15 or +13 (claws), Defense Dodge/Parry +22/— (–2 size, +24 base), Initiative +4

Saving Throws: Toughness +19 (+4 size, +5 Con, +10 natural), Fortitude +19 (+14 base, +5 Con), Reflex +14 (+14 base), Will +17 (+14 base, +3 Wis)

SKY DRAGON, OLD

Type: 27th Level Dragon (Air)

Size: Huge

Speed: 40 ft., f y 150 ft. (poor)

Abilities: Str +10, Dex +0, Con +6, Int +4, Wis +4, Cha +4

Skills: Bluf 30 (+34), Concentration 30 (+34), Diplomacy 30 (+34), Escape Artist 30 (+30), Intimidate 30 (+34), Knowledge (supernatural) 30 (+34), Notice 30 (+37), Search 30 (+34), Sense Motive 30 (+34), Stealth 30 (+23)

Feats: Attack Focus (bite), Attack Focus (claw), Cleave, Double Strike, Hover, Improved Initiative, Move-By Action, Power (2)^B, Skill Focus (Notice), Snatch, Wingover

Traits: Blindsight 60 ft., Breath Weapon 16 Electricity (Difficulty 29), Damage Reduction 4/supernatural, Frightful Presence

(Difficulty 27), Immunity to Sleep and Paralysis Effects, Immunity to Electricity, Keen Senses, Powers (rank 30, Cha, save Difficulty 28, Illusion +34, Wind Shaping +34), Sound Imitation, Supernatural Resistance 25, Ventriloquism

Combat: Attack +25 (–2 size, +27 base) (+26 with bite or claws), Damage +16 (bite) or +14 (claws), Defense Dodge/Parry +25/— (–2 size, +27 base), Initiative +4

Saving Throws: Toughness +20 (+4 size, +6 Con, +10 natural), Fortitude +21 (+15 base, +6 Con), Reflex +15 (+15 base), Will +19 (+15 base, +4 Wis)

SKY DRAGON, VERY OLD

Type: 30th Level Dragon (Air)

Size: Huge

Speed: 40 ft., f y 150 ft. (poor)

Abilities: Str +11, Dex +0, Con +6, Int +4, Wis +4, Cha +4

Skills: Bluf 33 (+37), Concentration 33 (+37), Diplomacy 33 (+37), Escape Artist 33 (+33), Intimidate 33 (+37), Knowledge (supernatural) 33 (+37), Notice 33 (+40), Search 33 (+37), Sense Motive 33 (+37), Stealth 33 (+26)

Feats: Attack Focus (bite), Attack Focus (claw), Blind Fight, Cleave, Double Strike, Hover, Improved Initiative, Move-By Action, Power (2)^B, Skill Focus (Notice), Snatch, Wingover

Traits: Blindsight 60 ft., Breath Weapon 18 Electricity (Difficulty 31), Damage Reduction 6/supernatural, Frightful Presence (Difficulty 29), Immunity to Sleep and Paralysis Effects, Immunity to Electricity, Keen Senses, Powers (rank 33, Cha, save Difficulty 29, Illusion +37, Wind Shaping +37), Sound Imitation, Supernatural Resistance 27, Ventriloquism

Combat: Attack +28 (–2 size, +30 base) (+29 with bite or claws), Damage +17 (bite) or +15 (claws), Defense Dodge/Parry +28/— (–2 size, +20 base), Initiative +4

Saving Throws: Toughness +20 (+4 size, +6 Con, +10 natural), Fortitude +23 (+17 base, +6 Con), Reflex +17 (+17 base), Will +21 (+17 base, +4 Wis)

SKY DRAGON, ANCIENT

Type: 33rd Level Dragon (Air)

Size: Gargantuan

Speed: 40 ft., f y 200 ft. (clumsy)

Abilities: Str +12, Dex +0, Con +7, Int +5, Wis +5, Cha +5

Skills: Bluf 36 (+41), Concentration 36 (+41), Diplomacy 36 (+41), Escape Artist 36 (+36), Intimidate 36 (+41), Knowledge (supernatural) 36 (+41), Knowledge (any) 36 (+41), Notice 36 (+44), Search 36 (+41), Sense Motive 36 (+41), Stealth 36 (+25)

Feats: Attack Focus (bite), Attack Focus (claw), Blind Fight, Cleave, Double Strike, Hover, Improved Initiative, Improved Sunder, Move-By Action, Power (3)^B, Skill Focus (Notice), Snatch, Wingover

Traits: Blindsight 60 ft., Breath Weapon 20 Electricity (Difficulty 33), Damage Reduction 6/supernatural, Frightful Presence (Difficulty 31), Immunity to Sleep and Paralysis Effects, Immunity to Electricity, Keen Senses, Powers (rank 36, Cha, save Difficulty 32, Illusion +41, Light Shaping +41, Wind Shaping +41), Sound Imitation, Supernatural Resistance 29, Ventriloquism

Combat: Attack +29 (–4 size, +33 base) (+30 with bite or claws), Damage +20 (bite) or +18 (claws), Defense Dodge/Parry +29/— (–4 size, +33 base), Initiative +4

Saving Throws: Toughness +23 (+6 size, +7 Con, +10 natural), Fortitude +25 (+18 base, +7 Con), Reflex +18 (+18 base), Will +23 (+18 base, +5 Wis)

Breath Weapon: A sky dragon has one type of breath weapon, a line of lightning.

Sound Imitation: A juvenile or older sky dragon can mimic any voice or sound it has heard, anytime it likes. Listeners must succeed on a Will save (Difficulty equal to that of the dragon's frightful presence) to detect the ruse (+2 bonus on the save if the listener has 5 or more ranks in Notice).

Ventriloquism: An adult or older sky dragon may throw its voice to a different location within 50 feet as a free action.

Sky dragons, or lightning wyrms, are also called blue dragons thanks to their coloration. They are often associated with stormy weather and deities of thunder and lightning. A sky dragon's scales vary in color from an iridescent azure to a deep indigo, polished to a glossy finish by blowing winds. The size of its scales increases little as the dragon ages, although they do become thicker and harder. Its hide tends to hum and crackle faintly with built-up static electricity. These effects intensify when the dragon is angry or about to attack, giving off an odor of ozone. Sky dragons love to soar in the air, usually flying in the daytime when temperatures are highest. Some nearly match the color of the sky and use this coloration to their advantage. Sky dragons lair in vast mountain caverns, usually accessible only from a sheer cliff all but inaccessible to any non-flying creature. Although they collect anything that looks valuable, they are most fond of gems—especially sapphires.

Typically, sky dragons attack from above. Older dragons use their special abilities, such as Illusion, in concert with these tactics to mask the land and improve their chances to surprise the target. Sky dragons run from a fight only if they are severely damaged, since they view retreat as cowardly.

SUN DRAGON, WYRMLING

Type: 8th Level Dragon (Fire, Shapechanger)

Size: Medium

Speed: 60 ft., fly 200 ft. (poor), swim 60 ft.

Abilities: Str +3, Dex +0, Con +2, Int +2, Wis +2, Cha +2

Skills: Diplomacy 11 (+13), Disguise 11 (+13), Escape Artist 11 (+11), Intimidate 11 (+13), Medicine 11 (+13), Notice 11 (+16), Search 11 (+13), Sense Motive 11 (+13), Swim 0 (+11)

Feats: Double Strike, Improved Initiative, Skill Focus (Notice)

Traits: Alternate Form, Breath Weapon 3 Fire (Difficulty 16), Immunity to Fire, Vulnerable to Cold, Water Breathing

Combat: Attack +8 (+8 base), Damage +6 (bite) or +5 (claws), Defense Dodge/Parry +8/— (+8 base), Initiative +4

Saving Throws: Toughness +5 (+2 Con, +3 natural), Fortitude +8 (+6 base, +2 Con), Reflex +6 (+6 base), Will +8 (+6 base, +2 Wis)

SUN DRAGON, VERY YOUNG

Type: 11th Level Dragon (Fire, Shapechanger)

Size: Large

Speed: 60 ft., fly 200 ft. (poor), swim 60 ft.

Abilities: Str +5, Dex +0, Con +3, Int +3, Wis +3, Cha +3

Skills: Diplomacy 14 (+17), Disguise 14 (+17), Escape Artist 14 (+14), Intimidate 14 (+17), Knowledge (any) 14 (+17), Medicine 14 (+17), Notice 14 (+20), Search 14 (+17), Sense Motive 14 (+17), Swim 0 (+13)

Feats: Double Strike, Improved Initiative, Move-By Action, Skill Focus (Notice)

Traits: Alternate form, Breath Weapon 5 Fire (Difficulty 18), Immunity to Fire, Vulnerable to Cold, Water Breathing

Combat: Attack +10 (–1 size, +11 base), Damage +9 (bite) or +8 (claws), Defense Dodge/Parry +10/— (–1 size, +11 base), Initiative +4

Saving Throws: Toughness +10 (+2 size, +3 Con, +5 natural), Fortitude +10 (+7 base, +3 Con), Reflex +7 (+7 base), Will +10 (+7 base, +3 Wis)

SUN DRAGON, YOUNG

Type: 14th Level Dragon (Fire, Shapechanger)

Size: Large

Speed: 60 ft., fly 200 ft. (poor), swim 60 ft.

Abilities: Str +7, Dex +0, Con +3, Int +3, Wis +3, Cha +3

Skills: Diplomacy 17 (+20), Disguise 17 (+20), Escape Artist 17 (+17), Intimidate 17 (+20), Knowledge (any) 17 (+20), Medicine 17 (+20), Notice 17 (+23), Search 17 (+20), Sense Motive 17 (+20), Swim 0 (+15)

Feats: Attack Focus (bite), Double Strike, Improved Initiative, Move-By Action, Skill Focus (Notice)

Traits: Alternate form, Breath Weapon 7 Fire (Difficulty 20), Immunity to Fire, Vulnerable to Cold, Water Breathing

Combat: Attack +13 (–1 size, +14 base) (+14 with bite), Damage +11 (bite) or +10 (claws), Defense Dodge/Parry +13/— (–1 size, +14 base), Initiative +4

Saving Throws: Toughness +11 (+2 size, +3 Con, +6 natural), Fortitude +12 (+9 base, +3 Con), Reflex +9 (+9 base), Will +12 (+9 base, +3 Wis)

SUN DRAGON, JUVENILE

Type: 17th Level Dragon (Fire, Shapechanger)

Size: Large

Speed: 60 ft., fly 200 ft. (poor), swim 60 ft.

Abilities: Str +9, Dex +0, Con +4, Int +4, Wis +4, Cha +4

Skills: Concentration 20 (+24), Diplomacy 20 (+24), Disguise 20 (+24), Escape Artist 20 (+20), Intimidate 20 (+24), Knowledge (any) 20 (+24), Medicine 20 (+24), Notice 20 (+27), Search 20 (+24), Sense Motive 20 (+24), Swim 0 (+17)

Feats: Attack Focus (bite), Attack Focus (claw), Double Strike, Improved Initiative, Move-By Action, Power^B, Skill Focus (Notice)

Traits: Alternate Form, Breath Weapon 9 Fire (Difficulty 22), Immunity to Fire, Powers (rank 20, Cha, save Difficulty 23, Enhance Other +24, Light Shaping +24), Vulnerable to Cold, Water Breathing

Combat: Attack +16 (–1 size, +17 base) (+17 with bite and claws), Damage +13 (bite) or +12 (claws), Defense Dodge/Parry +15/— (–1 size, +16 base), Initiative +4

Saving Throws: Toughness +14 (+2 size, +4 Con, +8 natural), Fortitude +14, Reflex +10, Will +14

SUN DRAGON, YOUNG ADULT

Type: 20th Level Dragon (Fire, Shapechanger)

Size: Huge

Speed: 60 ft., fly 200 ft. (poor), swim 60 ft.

Abilities: Str +10, Dex +0, Con +5, Int +4, Wis +4, Cha +4

Skills: Concentration 23 (+27), Diplomacy 23 (+27), Disguise 23 (+27), Escape Artist 23 (+23), Intimidate 23 (+27), Knowledge (any) 23 (+27), Medicine 23 (+27), Notice 23 (+30), Search 23 (+27), Sense Motive 23 (+27), Swim 0 (+18)

Feats: Attack Focus (bite), Attack Focus (claw), Double Strike, Improved Initiative, Move-By Action, Power^B, Skill Focus (Notice), Snatch

Traits: Alternate Form, Breath Weapon 11 Fire (Difficulty 25), Damage Reduction 2/supernatural, Frightful Presence (Difficulty 24), Immunity to Fire, Powers (rank 23, Cha, save Difficulty 24, Enhance Other +27, Light Shaping +27), Supernatural Resistance 21, Vulnerable to Cold, Water Breathing

Combat: Attack +18 (–2 size, +20 base) (+19 with bite or claws), Damage +16 (bite) or +14 (claws), Defense Dodge/Parry +18/— (–2 size, +20 base), Initiative +4

Saving Throws: Toughness +18 (+4 size, +5 Con, +9 natural), Fortitude +17 (+12 base, +5 Con), Ref ex +12 (+12 base), Will +16 (+12 base, +4 Wis)

SUN DRAGON, ADULT

Type: 23rd Level Dragon (Fire, Shapechanger)
Size: Huge
Speed: 60 ft., f y 200 ft. (poor), swim 60 ft.
Abilities: Str +11, Dex +0, Con +5, Int +5, Wis +5, Cha +5
Skills: Concentration 26 (+31), Diplomacy 26 (+31), Disguise 26 (+31), Escape Artist 26 (+26), Intimidate 26 (+31), Knowledge (any two) 26 (+31), Medicine 26 (+31), Notice 26 (+34), Search 26 (+31), Sense Motive 26 (+31), Swim 0 (+19)
Feats: Attack Focus (bite), Attack Focus (claw), Cleave, Double Strike, Improved Initiative, Lucky^B, Move-By Action, Power (3)^B, Skill Focus (Notice), Snatch
Traits: Alternate Form, Breath Weapon 13 Fire (Dif culty 26), Damage Reduction 2/supernatural, Frightful Presence (Dif culty 24), Immunity to Fire, Powers (rank 26, Cha, save Dif culty 27, Enhance Other +31, Light Shaping +31, Purifying Light +31), Supernatural Resistance 23, Vulnerable to Cold, Water Breathing
Combat: Attack +21 (–2 size, +23 base) (+22 with bite or claws), Damage +17 (bite) or +15 (claws), Defense Dodge/Parry +21/— (–2 size, +23 base), Initiative +4
Saving Throws: Toughness +19 (+4 size, +5 Con, +10 natural), Fortitude +23 (+13 base, +5 Con, +5 Cha), Ref ex +18 (+13 base, +5 Cha), Will +23 (+13 base, +5 Wis, Cha)

SUN DRAGON, MATURE ADULT

Type: 26th Level Dragon (Fire, Shapechanger)
Size: Huge
Speed: 60 ft., f y 200 ft. (poor), swim 60 ft.
Abilities: Str +12, Dex +0, Con +6, Int +5, Wis +5, Cha +5
Skills: Concentration 29 (+34), Diplomacy 29 (+34), Disguise 29 (+34), Escape Artist 29 (+29), Intimidate 29 (+34), Knowledge (any two) 29 (+34), Medicine 29 (+34), Notice 29 (+37), Search 29 (+34), Sense Motive 29 (+34), Swim 0 (+20)
Feats: Attack Focus (bite), Attack Focus (claw), Cleave, Double Strike, Hover, Improved Initiative, Lucky^B, Move-By Action, Power (3)^B, Skill Focus (Notice), Snatch
Traits: Alternate Form, Breath Weapon 15 Fire (Dif culty 29), Damage Reduction 4/supernatural, Frightful Presence (Dif culty 28), Immunity to Fire, Powers (rank 29, Cha, save Dif culty 28, Enhance Other +34, Light Shaping +34, Purifying Light +34), Supernatural Resistance 25, Vulnerable to Cold, Water Breathing
Combat: Attack +24 (–2 size, +26 base) (+25 with bite or claws), Damage +18 (bite) or +16 (claws), Defense Dodge/Parry +24/— (–2 size, +26 base), Initiative +4
Saving Throws: Toughness +20 (+4 size, +6 Con, +10 natural), Fortitude +26 (+15 base, +6 Con, +5 Cha), Ref ex +20 (+15 base, +5 Cha), Will +25 (+15 base, +5 Wis, +5 Cha)

SUN DRAGON, OLD

Type: 29th Level Dragon (Fire, Shapechanger)
Size: Gargantuan
Speed: 60 ft., f y 250 ft. (clumsy), swim 60 ft.
Abilities: Str +14, Dex +0, Con +7, Int +7, Wis +7, Cha +7
Skills: Concentration 32 (+39), Diplomacy 32 (+39), Disguise 32 (+39), Escape Artist 32 (+32), Intimidate 32 (+39), Knowledge

(any four) 32 (+39), Medicine 32 (+39), Notice 32 (+42), Search 32 (+39), Sense Motive 32 (+39), Swim 0 (+22)

Feats: Attack Focus (bite), Attack Focus (claw), Cleave, Double Strike, Hover, Improved Initiative, Lucky^B, Move-By Action, Power (4)^B, Skill Focus (Notice), Snatch, Wingover
Traits: Alternate Form, Blindsight 60 ft., Breath Weapon 17 Fire (Dif culty 31), Damage Reduction 4/supernatural, Detect Gems, Frightful Presence (Dif culty 31), Immunity to Fire, Powers (rank 32, Cha, save Dif culty 32, Enhance Other +39, Light Shaping +39, Purifying Light +39, Suggestion +39), Vulnerable to Cold, Supernatural Resistance 27, Water Breathing
Combat: Attack +25 (–4 size, +29 base) (+26 with bite or claws), Damage +22 (bite) or +20 (claws), Defense Dodge/Parry +25/— (–4 size, +29 base), Initiative +4
Saving Throws: Toughness +23 (+6 size, +7 Con, +10 natural), Fortitude +30 (+16 base, +7 Con, +7 Cha), Ref ex +23 (+16 base, +7 Cha), Will +30 (+16 base, +7 Wis, +7 Cha)

SUN DRAGON, VERY OLD

Type: 32nd Level Dragon (Fire, Shapechanger)
Size: Gargantuan
Speed: 60 ft., f y 250 ft. (clumsy), swim 60 ft.
Abilities: Str +15, Dex +0, Con +8, Int +8, Wis +8, Cha +8
Skills: Bluf 35 (+43), Concentration 35 (+43), Diplomacy 35 (+43), Disguise 35 (+43), Escape Artist 35 (+35), Intimidate 35 (+43), Knowledge (any four) 35 (+43), Medicine 35 (+43), Notice 35 (+46), Search 35 (+43), Sense Motive 35 (+43), Swim 0 (+23)
Feats: Attack Focus (bite), Attack Focus (claw), Cleave, Double Strike, Hover, Improved Initiative, Lucky^B, Improved Sunder, Move-By Action, Power (4)^B, Skill Focus (Notice), Snatch, Wingover
Traits: Alternate Form, Blindsight 60 ft., Breath Weapon 19 Fire (Dif culty 34), Damage Reduction 6/supernatural, Detect Gems, Frightful Presence (Dif culty 34), Immunity to Fire, Powers (rank 35, Cha, save Dif culty 34, Enhance Other +43, Light Shaping +43, Purifying Light +31, Suggestion +43), Supernatural Resistance 28, Vulnerable to Cold, Water Breathing
Combat: Attack +28 (–4 size, +32 base) (+29 with bite or claws), Damage +23 (bite) or +21 (claws), Defense Dodge/Parry +28/— (–4 size, +32 base), Initiative +4
Saving Throws: Toughness +24 (+6 size, +8 Con, +10 natural), Fortitude +34 (+18 base, +8 Con, +8 Cha), Ref ex +26 (+18 base, +8 Cha), Will +34 (+18 base, +8 Wis, +8 Cha)

SUN DRAGON, ANCIENT

Type: 35th Level Dragon (Fire, Shapechanger)
Size: Gargantuan
Speed: 60 ft., f y 250 ft. (clumsy), swim 60 ft.
Abilities: Str +16, Dex +0, Con +9, Int +9, Wis +9, Cha +9
Skills: Bluf 38 (+43), Concentration 38 (+43), Diplomacy 38 (+43), Disguise 38 (+43), Escape Artist 38 (+35), Intimidate 38 (+43), Knowledge (any f ve) 38 (+43), Medicine 38 (+43), Notice 38 (+46), Search 38 (+43), Sense Motive 38 (+43), Swim 0 (+24)
Feats: Attack Focus (bite), Attack Focus (claw), Cleave, Double Strike, Hover, Improved Initiative, Improved Sunder, Lucky^B, Move-By Action, Power (4)^B, Skill Focus (Notice), Snatch, Wingover
Traits: Alternate Form, Blindsight 60 ft., Breath Weapon 21 Fire (Dif culty 36), Damage Reduction 6/supernatural, Detect Gems, Frightful Presence (Dif culty 36), Immunity to Fire, Keen Senses, Powers (rank 38, Cha, save Dif culty 37, Enhance Other +47, Light Shaping +47, Purifying Light +47, Suggestion +47), Supernatural Resistance 30, Vulnerable to Cold, Water Breathing

Combat: Attack +31 (–4 size, +35 base) (+32 with bite or claws), Damage +24 (bite) or +22 (claws), Defense Dodge/Parry +31/— (–4 size, +35 base), Initiative +4

Saving Throws: Toughness +25 (+6 size, +9 Con, +10 natural), Fortitude +37 (+19 base, +9 Con, +9 Cha), Reflex +28 (+19 base, +9 Cha), Will +37 (+19 base, +9 Wis, +9 Cha)

Alternate Form: A sun dragon can assume any Medium or smaller animal or humanoid as a standard action three times per day. The dragon can remain in its animal or humanoid form until it chooses to assume a new one or return to its natural form.

Breath Weapon: A sun dragon has two types of breath weapon, a cone of fire and a cone of weakening gas. Creatures within a cone of weakening gas must succeed on a Fortitude save or take 2 points of Strength damage.

Detect Gems: An old or older sun dragon can use this trait to detect precious stones. After concentrating for 1 round it knows if there are any gems within 60 ft.; 2 rounds of concentration reveal the exact number of gems; and 3 rounds reveal their exact location, type and value.

Water Breathing: A sun dragon can breathe underwater indefinitely and can freely use its breath weapon, supernatural powers and other abilities while submerged (the cone of fire becomes a cone of superheated steam underwater).

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

Sun dragons, or gold dragons, are heavily associated with the sun and any sun gods or goddesses in which the local humanoid cultures believe. This association is based off of the dragon's fiery yellow or golden coloration, and love of basking in the sun's rays. Sun dragons are considered to be the wisest and most powerful of all dragonkind. Though fierce when angered, they tend towards benevolence. On hatching, a sun dragon's scales are dark yellow with golden metallic flecks. The flecks get larger as the dragon matures until, at the adult stage, the scales are completely golden. Sun dragons' faces are bewhiskered and sagacious; as they age, their pupils fade until the eyes resemble pools of molten gold.

Sun dragons usually parley before fighting. When conversing with intelligent creatures, they use Intimidate and Sense Motive to gain the upper hand.

SWAMP DRAGON, WYRMLING

Type: 4th Level Dragon (Water)

Size: Tiny

Speed: 60 ft., fly 100 ft. (average), swim 60 ft.

Abilities: Str +0, Dex +0, Con +1, Int –1, Wis +0, Cha –1

Skills: Intimidate 7 (+6), Notice 7 (+10), Search 7 (+6), Sense Motive 7 (+7), Stealth 7 (+15), Swim 0 (+8)

Feats: Double Strike, Skill Focus (Notice)

Traits: Breath Weapon 2 Acid (Difficulty 13), Immunity to Sleep and Paralysis Effects, Immunity to Acid, Blindsight 60 ft., Keen Senses, Water Breathing

Combat: Attack +6 (+2 size, +4 base), Damage +1 (bite) or +0 (claws), Defense Dodge/Parry +6/— (+2 size, +4 base), Initiative +0

Saving Throws: Toughness +0 (–2 size, +1 Con, +1 natural), Fortitude +5 (+4 base, +1 Con), Reflex +4 (+4), Will +4 (+4 base)

SWAMP DRAGON, VERY YOUNG

Type: 7th Level Dragon (Water)

Size: Small

Speed: 60 ft., fly 100 ft. (average), swim 60 ft.

Abilities: Str +1, Dex +0, Con +1, Int –1, Wis +0, Cha –1

Skills: Intimidate 10 (+9), Notice 10 (+13), Search 10 (+9), Sense Motive 10 (+10), Stealth 10 (+14), Swim 0 (+9)

Feats: Double Strike, Improved Initiative, Skill Focus (Notice)

Traits: Blindsight 60 ft., Breath Weapon 4 Acid (Difficulty 14), Immunity to Sleep and Paralysis Effects, Immunity to Acid, Keen Senses, Water Breathing

Combat: Attack +8 (+1 size, +7 base), Damage +3 (bite) or +2 (claws), Defense Dodge/Parry +8/— (+1 size, +7 base), Initiative +4

Saving Throws: Toughness +3 (–1 size, +1 Con, +3 natural), Fortitude +6 (+5 base, +1 Con), Reflex +5 (+5 base), Will +5 (+5 base)

SWAMP DRAGON, YOUNG

Type: 10th Level Dragon (Water)

Size: Medium

Speed: 60 ft., fly 150 ft. (poor), swim 60 ft.

Abilities: Str +2, Dex +0, Con +2, Int +0, Wis +0, Cha +0

Skills: Diplomacy 13 (+13), Intimidate 13 (+13), Notice 13 (+16), Search 13 (+13), Sense Motive 13 (+13), Stealth 13 (+13), Swim 0 (+10)

Feats: Double Strike, Improved Initiative, Move-By Action, Skill Focus (Notice)

Traits: Blindsight 60 ft., Breath Weapon 6 Acid (Difficulty 17), Immunity to Sleep and Paralysis Effects, Immunity to Acid, Keen Senses, Water Breathing

Combat: Attack +10 (+10 base), Damage +5 (bite) or +4 (claws), Defense Dodge/Parry +10/— (+10 base), Initiative +4

Saving Throws: Toughness +6 (+2 Con, +4 natural), Fortitude +9 (+5 base, +2 Con), Reflex +7 (+5 base), Will +7 (+5 base)

SWAMP DRAGON, JUVENILE

Type: 13th Level Dragon (Water)

Size: Medium

Speed: 60 ft., fly 150 ft. (poor), swim 60 ft.

Abilities: Str +3, Dex +0, Con +2, Int +0, Wis +0, Cha +0

Skills: Diplomacy 16 (+16), Intimidate 16 (+16), Notice 16 (+19), Search 16 (+16), Sense Motive 16 (+16), Stealth 16 (+16), Swim 0 (+11)

Feats: Attack Focus (bite), Double Strike, Improved Initiative, Move-By Action, Power^B, Skill Focus (Notice)

Traits: Blindsight 60 ft., Breath Weapon 8 Acid (Difficulty 18), Immunity to Sleep and Paralysis Effects, Immunity to Acid, Keen Senses, Powers (rank 16, Cha, save Difficulty 17, Shadow Shaping +16), Water Breathing

Combat: Attack +13 (+13 base) (+14 with bite), Damage +6 (bite) or +5 (claws), Defense Dodge/Parry +13/— (+13 base), Initiative +4

Saving Throws: Toughness +8 (+2 Con, +6 natural), Fortitude +10 (+8 base, +2 Con), Reflex +8 (+8 base), Will +8 (+8 base)

SWAMP DRAGON, YOUNG ADULT

Type: 16th Level Dragon (Water)

Size: Large

Speed: 60 ft., fly 150 ft. (poor), swim 60 ft.

Abilities: Str +4, Dex +0, Con +3, Int +1, Wis +1, Cha +1

Skills: Bluff 19 (+20), Diplomacy 19 (+20), Intimidate 19 (+20), Notice 19 (+23), Search 19 (+20), Sense Motive 19 (+20), Stealth 19 (+15), Swim 0 (+12)

Feats: Attack Focus (bite), Cleave, Double Strike, Improved Initiative, Move-By Action, Power^B, Skill Focus (Notice)

Traits: Blindsight 60 ft., Breath Weapon 10 Acid (Difficulty 21), Damage Reduction 2/supernatural, Frightful Presence

(Difficulty 19), Immunity to Sleep and Paralysis Effects, Immunity to Acid, Keen Senses, Powers (rank 19, Cha, save Difficulty 19, Shadow Shaping +20), Water Breathing, Supernatural Resistance 17

Combat: Attack +15 (–1 size, +16 base) (+16 with bite), Damage +8 (bite) or +7 (claws), Defense Dodge/Parry +15/— (–1 size, +16 base), Initiative +4

Saving Throws: Toughness +12 (+2 size, +3 Con, +7 natural), Fortitude +13 (+10 base, +3 Con), Reflex +10 (+10 base), Will +11 (+10 base, +1 Wis)

SWAMP DRAGON, ADULT

Type: 19th Level Dragon (Water)

Size: Large

Speed: 60 ft., fly 150 ft. (poor), swim 60 ft.

Abilities: Str +6, Dex +0, Con +4, Int +1, Wis +1, Cha +1

Skills: Bluff 22 (+23), Diplomacy 22 (+23), Intimidate 22 (+23), Notice 22 (+26), Search 22 (+23), Sense Motive 22 (+23), Stealth 22 (+18), Swim 0 (+14)

Feats: Attack Focus (bite), Attack Focus (claw), Cleave, Double Strike, Improved Initiative, Move-By Action, Power (2)^B, Skill Focus (Notice)

Traits: Blindsight 60 ft., Breath Weapon 12 Acid (Difficulty 23), Damage Reduction 2/supernatural, Frightful Presence (Difficulty 20), Immunity to Sleep and Paralysis Effects, Immunity to Acid, Keen Senses, Powers (rank 22, Cha, save Difficulty 21, Shadow Shaping +23, Water Shaping +23), Supernatural Resistance 18, Water Breathing

Combat: Attack +18 (–1 size, +19 base) (+19 with bite or claws), Damage +10 (bite) or +9 (claws), Defense Dodge/Parry +18/— (–1 size, +19 base), Initiative +4

Saving Throws: Toughness +15 (+2 size, +4 Con, +9 natural), Fortitude +15 (+11 base, +4 Con), Reflex +11 (+11 base), Will +12 (+11 base, +1 Wis)

SWAMP DRAGON, MATURE ADULT

Type: 22nd Level Dragon (Water)

Size: Huge

Speed: 60 ft., fly 150 ft. (poor), swim 60 ft.

Abilities: Str +8, Dex +0, Con +5, Int +2, Wis +2, Cha +2

Skills: Bluff 25 (+27), Concentration 25 (+27), Diplomacy 25 (+27), Intimidate 25 (+27), Notice 25 (+30), Search 25 (+27), Sense Motive 25 (+27), Stealth 25 (+17), Swim 0 (+16)

Feats: Attack Focus (bite), Attack Focus (claw), Cleave, Double Strike, Improved Initiative, Move-By Action, Power (2)^B, Skill Focus (Notice), Snatch

Traits: Blindsight 60 ft., Breath Weapon 14 Acid (Difficulty 26), Damage Reduction 4/supernatural, Frightful Presence (Difficulty 23), Immunity to Sleep and Paralysis Effects, Immunity to Acid, Keen Senses, Powers (rank 25, Cha, save Difficulty 23, Shadow Shaping +24, Water Shaping +24), Supernatural Resistance 21, Water Breathing

Combat: Attack +20 (–2 size, +22 base) (+21 with bite or claws), Damage +14 (bite) or +12 (claws), Damage +8, Defense Dodge/Parry +20/— (–2 size, +22 base), Initiative +4

Saving Throws: Toughness +19 (+4 size, +5 Con, +10 natural), Fortitude +18 (+13 base, +5 Con), Reflex +13 (+13 base), Will +15 (+13 base, +2 Wis)

SWAMP DRAGON, OLD

Type: 25th Level Dragon (Water)

Size: Huge

Speed: 60 ft., fly 150 ft. (poor), swim 60 ft.



Abilities: Str +9, Dex +0, Con +5, Int +2, Wis +2, Cha +2

Skills: Bluff 28 (+30), Concentration 28 (+30), Diplomacy 28 (+30), Intimidate 28 (+30), Notice 28 (+33), Search 28 (+30), Sense Motive 28 (+30), Stealth 28 (+20), Swim 0 (+17)

Feats: Attack Focus (bite), Attack Focus (claw), Blind Fight, Cleave, Double Strike, Improved Initiative, Move-By Action, Power (3)^B, Skill Focus (Notice), Snatch

Traits: Blindsight 60 ft., Breath Weapon 16 Acid (Difficulty 27), Damage Reduction 4/supernatural, Frightful Presence (Difficulty 24), Immunity to Sleep and Paralysis Effects, Immunity to Acid, Keen Senses, Powers (rank 28, Cha, save Difficulty 25, Plant Shaping +30, Shadow Shaping +30, Water Shaping +30), Supernatural Resistance 22, Water Breathing

Combat: Attack +23 (–2 size, +25 base) (+24 with bite or claws), Damage +15 (bite) or +13 (claws), Damage +8, Defense Dodge/Parry +23/— (–2 size, +25 base), Initiative +4

Saving Throws: Toughness +19 (+4 size, +5 Con, +10 natural), Fortitude +19 (+14 base, +5 Con), Reflex +14 (+14 base), Will +16 (+14 base, +2 Wis)

SWAMP DRAGON, VERY OLD

Type: 28th Level Dragon (Water)

Size: Huge

Speed: 60 ft., fly 150 ft. (poor), swim 60 ft.

Abilities: Str +10, Dex +0, Con +6, Int +3, Wis +3, Cha +3

Skills: Bluff 31 (+34), Concentration 31 (+34), Diplomacy 31 (+34), Intimidate 31 (+34), Knowledge (any) 31 (+34), Notice 31 (+37), Search 31 (+34), Sense Motive 31 (+34), Stealth 31 (+23), Swim 0 (+18)

Feats: Attack Focus (bite), Attack Focus (claw), Blind Fight, Cleave, Double Strike, Hover, Improved Initiative, Move-By Action, Power (3)^B, Skill Focus (Notice), Snatch

Traits: Blindsight 60 ft., Breath Weapon 18 Acid (Difficulty 30), Damage Reduction 6/supernatural, Frightful Presence (Difficulty 27), Immunity to Sleep and Paralysis Effects, Immunity to Acid, Keen Senses, Powers (rank 31, Cha, save Difficulty 27, Plant Shaping +34, Shadow Shaping +34, Water Shaping +34), Supernatural Resistance 23, Water Breathing

Combat: Attack +26 (–2 size, +28 base) (+27 with bite and claws), Damage +16 (bite) or +14 (claws), Damage +9, Defense Dodge/Parry +26/— (–2 size, +28 base), Initiative +4

Saving Throws: Toughness +20 (+4 size, +6 Con, +10 natural), Fortitude +22 (+16 base, +6 Con), Reflex +16 (+16 base), Will +19 (+16 base, +3 Wis)

SWAMP DRAGON, ANCIENT

Type: 31st Level Dragon (Water)

Size: Huge

Speed: 60 ft., f y 150 ft. (poor), swim 60 ft.

Abilities: Str +11, Dex +0, Con +6, Int +3, Wis +3, Cha +3

Skills: Bluf 34 (+37), Concentration 34 (+37), Diplomacy 34 (+37), Intimidate 34 (+37), Knowledge (any) 34 (+37), Notice 34 (+40), Search 34 (+37), Sense Motive 34 (+37), Stealth 34 (+26), Swim 0 (+19)

Feats: Attack Focus (bite), Attack Focus (claw), Blind Fight, Cleave, Double Strike, Hover, Improved Initiative, Move-By Action, Power (4)^B, Skill Focus (Notice), Snatch, Wingover

Traits: Blindsense 60 ft., Breath Weapon 20 Acid (Difficulty 31), Damage Reduction 6/supernatural, Frightful Presence (Difficulty 28), Immunity to Sleep and Paralysis Effects, Immunity to Acid, Keen Senses, Powers (rank 31, Cha, save Difficulty 29, Dominate +37, Plant Shaping +37, Shadow Shaping +37, Water Shaping +37), Supernatural Resistance 25, Water Breathing

Combat: Attack +29 (–2 size, +34 base) (+30 with bite or claws), Damage +17 (bite) or +15 (claws), Defense Dodge/Parry +29/— (–2 size, +31 base), Initiative +4

Saving Throws: Toughness +20 (+4 size, +6 Con, +10 natural), Fortitude +23 (+17 base, +6 Con), Reflex +17 (+17 base), Will +20 (+17 base, +3 Wis)

Breath Weapon: A swamp dragon has one type of breath weapon, a line of acid.

Water Breathing: A swamp dragon can breathe underwater indefinitely and can freely use its breath weapon, supernatural powers and other abilities while submerged.

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

Swamp dragons are sometimes called black dragons due to their dark coloration or skull dragons because of their skeletal faces. Adding to the skeletal impression is the gradual deterioration of the hide around the base of the horn and the cheekbones. This deterioration increases with age and does not harm the dragon. On hatching, a swamp dragon's scales are thin, small and glossy. As the dragon ages, they become larger, thicker, and duller, helping it camouflage itself in swamps and marshes. Swamp dragons are especially fond of coins. Older dragons sometimes capture and question humanoids about stockpiles of gold, silver, and platinum coins before killing them.

Swamp dragons prefer to ambush their targets, using their surroundings as cover. When fighting in heavily forested swamps and marshes, they try to stay in the water or on the ground; trees and leafy canopies limit their aerial maneuverability. When outmatched, a swamp dragon attempts to fly out of sight, so as not to leave tracks, and hide in a deep pond or bog.

DRAGON TURTLE

Type: 12th Level Dragon (Aquatic)

Size: Huge

Speed: 20 ft., swim 30 ft.

Abilities: Str +8, Dex +0, Con +5, Int +1, Wis +1, Cha +1

Skills: Intimidate 15 (+16), Notice 15 (+16), Search 15 (+16), Sense Motive 15 (+16), Stealth 15 (+8)*, Survival 15 (+16), Swim 15 (+31)

Feats: All-Out Attack, Blind-Fight, Cleave, Double Strike, Night Vision^B, Snatch

Traits: Breath Weapon, Capsize, Darkvision 60 ft., Immunity to Fire, Sleep, and Paralysis, Scent, Snatch

Combat: Attack +10 (–2 size, +12 base), Damage +16 (bite) or +14 (claws), Defense Dodge/Parry +10/— (–2 size, +12 base), Initiative +0

Saving Throws: Toughness +17 (+4 size, +5 Con, +8 natural), Fortitude +13 (+8 base, +5 Con), Reflex +8 (+8 base), Will +9 (+8 base, +1 Wis)

Breath Weapon: Cloud of superheated steam 20 feet high, 25 feet wide, and 50 feet long; once every 3 rounds; effective both on the surface and underwater; damage +12 fire; Reflex Difficulty 21 for half damage. The save Difficulty is Constitution-based.

Capsize: A submerged dragon turtle that surfaces under a boat or ship its size or smaller has a 95% chance (2 or better on d20) to capsize the vessel. It has a 50% chance (11 or better on d20) to capsize a vessel one size category larger than it and a 25% chance (16 or better on d20) to capsize one two or more size categories larger than it.

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

A dragon turtle resembles a snapping turtle of monstrous size with a draconic head. Its rough, deep green shell is much the same color as the deep water the creature favors, and the silver highlights that line the shell resemble light dancing on open water. The turtle's legs, tail and head are a lighter green, flecked with golden highlights. Adult dragon turtles can measure from 20 to 30 feet from snout to tail, with shells from 15 to 25 feet in diameter, and can weigh 8,000 to 32,000 pounds. Dragon turtles speak Aquan, Draconic and Common.

Dragon turtles are fierce fighters and generally attack any creature that threatens their territory or looks like a potential meal.

DRAGONFLY, GIANT

Type: 6th Level Vermin

Size: Large

Speed: 15 ft., f y 80 ft. (good)

Abilities: Str +2, Dex +2, Con +2, Int —, Wis +2, Cha +0

Skills: Notice 0 (+10)

Feats: Improved Initiative^B, Snatch^B

Traits: Darkvision 60 ft., Vermin Traits

Combat: Attack +5 (–1 size, +4 base, +2 Dex), Damage +5 (bite), Defense Dodge/Parry +5/— (–1 size, +4 base, +2 Dex), Initiative +6

Saving Throws: Toughness +6 (+2 size, +2 Con, +2 natural), Fortitude +7 (+5 base, +2 Con), Reflex +4 (+2 base, +2 Dex), Will +4 (+2 base, +2 Wis)

Skills: Giant dragonflies have a +8 racial bonus on Notice checks.

These aerial predators are very territorial. They often attack lone travelers and occasionally small caravans while in search of food, but may also become aggressive when its territory is entered by another creature that it perceives as a threat (including other giant dragonflies of the same gender). Giant dragonflies are around 14 feet in length, and weigh around 600 pounds.

DRAGONNE

Type: 9th Level Supernatural Beast

Size: Large

Speed: 40 ft., f y 30 ft. (poor)

Abilities: Str +4, Dex +2, Con +3, Int –2, Wis +1, Cha +1

Skills: Notice 12 (+13)

Feats: Blind-Fight, Double Strike^B, Improved Initiative, Lightning Reflexes, Night Vision^B, Track

Traits: Darkvision 60 ft., Pounce, Roar, Scent

Combat: Attack +10 (–1 size, +9 base, +2 Dex), Damage +8 (bite) or +6 (claws), Defense Dodge/Parry +10/— (–1 size, +9 base, +2 Dex), Initiative +6

Saving Throws: Toughness +8 (+2 size, +3 Con, +3 natural), Fortitude +9 (+6 base, +3 Con), Reflex +10 (+6 base, +2 Dex, +2 Lightning Reflexes), Will +4 (+3 base, +1 Wis)

Pounce: If a dragonne charges, it can attack a single target with both its claws and its bite in a single round.

Roar: A dragonne can loose a devastating roar every 3 rounds. All creatures except dragonnes within 120 feet must succeed on a Dexterity 15 Fortitude save or become fatigued. Those within 30 feet who fail their saves become exhausted. If the dragonne roars a second time in the same combat, those fatigued by the first roar become exhausted on a failed save. The save Dexterity is Charisma-based.

Skills: Dragonnes have a +4 racial bonus on Notice checks.

Carrying Capacity: A light load for a dragonne is up to 348 pounds; a medium load, 349-699 pounds, and a heavy load, 700-1,050 pounds.

A dragonne looks like a golden-yellow draconic winged lion. It possesses huge claws and fangs, and large eyes, usually the color of its scales. They are about 12 feet long and weigh about 700 pounds. Dragonnes speak Draconic.

A dragonne's wings are useful only for short flights, carrying the creature for 10 to 30 minutes at a time. Nevertheless, it uses its wings effectively in battle. If opponents attempt to charge or encircle it, the dragonne simply takes to the air and finds a more defensible position.

DRAKE, THORN

Type: 15th Level Dragon

Size: Large

Speed: 40 ft., climb 40 ft.

Abilities: Str +8, Dex +0, Con +6, Int +2, Wis +2, Cha +2

Skills: Bluff 18 (+20), Climb 0 (+16), Intimidate 18 (+20), Jump 18 (+26), Knowledge (any) 18 (+20), Notice 18 (+23), Sense Motive 18 (+20), Stealth 18 (+18), Survival 18 (+20)

Feats: Attack Focus (claw), Attack Focus (bite), Double Strike, Improved Initiative, Night Vision^B, Power, Skill Focus (Notice)

Traits: Barbed defense, Darkvision 60 ft., Impale, Powers (rank 18, Cha, save Dexterity 20, Plant Shaping +20), Spikes

Combat: Attack +14 (–1 size, +15 base) (+15 with bite or claws), Damage +12 (bite) or +11 (claws) or +8 (spike), Defense Dodge/Parry +14/— (–1 size, +15 base), Initiative +4

Saving Throws: Toughness +14 (+2 size, +6 Con, +6 natural), Fortitude +15 (+9 base, +6 Con), Reflex +9 (+9 base), Will +11 (+9 base, +2 Wis)

Barbed defense: Any creature striking a thorn drake with handheld weapons or natural weapons takes +8 piercing and slashing damage from the drake's barbs. Note that weapons with exceptional reach, such as longspears, do not endanger their users in this way.

Impale: A thorn drake deals +12 piercing damage to a grabbed opponent with a successful grapple check.

Spikes: With a snap of its tail, a thorn can loose a volley of spikes as a standard action using the autofire attack rules in **Chapter Six** of the *True20 Adventure Roleplaying* book. This attack has a range of 180 feet with no range increment. The thorn drake can release a single spike at one opponent, or it can release up to six spikes at targets within 30 feet of each other. The creature can launch only twenty-four spikes in any 24-hour period.

Skills: Thorn drakes have a +8 racial bonus on Climb checks. A thorn drake can always choose to take 10 on a Climb check, even if rushed or threatened.

A thorn drake is a vicious wingless dragon covered in barbed thorn-like projections. The hide of a thorn drake is deep brown in color. Like true dragons, thorn drakes are hoarders by nature but their hoards include all manner of shiny items from gold and silver to scrap metal and broken mirrors. Thorn dragons can grow up to 15 feet in length, and weigh up to 3,000 pounds.

DRAUG

Type: 6th Level Undead

Size: Medium

Speed: 30 ft.

Abilities: Str +3, Dex +2, Con—, Int –1, Wis +0, Cha +2

Skills: Climb 9 (+12), Notice 9 (+9), Stealth 9 (+11)

Feats: Attack Focus (claw), Double Strike, Power, Tough^B

Traits: Animate Seaweed, Darkvision 60 ft., Frightful Presence, Powers (rank 9, Cha, save Dexterity 15, Water Shaping +11), Waterlogged

Combat: Attack +5 (+3 base, +2 Dex) (+6 with claws), Damage +5 (claws or short sword, crit 19-20/+3), Defense Dodge/Parry +5/+6 (+3 base, +2 Dex/+3 Str), Initiative +2

Saving Throws: Toughness +6 (+3 undead, +2 natural, +1 Tough), Fortitude +2 (+2 base), Reflex +4 (+2 base, +2 Dex), Will +2 (+2 base)

Animate Seaweed: Draugs can animate the kelp or other rope-like aquatic plants that clings to their bodies, or any seaweed within 20 feet as a standard action. This trait operates as the Plant Shaping supernatural power (rank 9, Cha, save Dexterity 14, Plant Shaping +11), but it only works on aquatic plants. A draug can climb ropes of seaweed it at its normal speed without making Climb checks.

Frightful Presence: A draug can unsettle foes with its mere presence. The ability takes effect automatically whenever the draug attacks, charges or moves past. Creatures within a radius of 50 feet are subject to the effect. A potentially affected creature that succeeds on a Dexterity 15 Will save remains immune to that draug's frightful presence for 24 hours. On a failure, creatures with 4 or fewer levels become panicked for 1 round per point by which they failed their Will save, and those with 5 or more levels become shaken for 1 round per point by which they failed their Will save. The save Dexterity is Charisma-based.

Waterlogged: Draugs are immune to normal fire and have a resistance of 4 to supernatural fire.

A draug is the undead corpse of a mariner who drowned at sea, and thus was not given a proper burial. Draugs are hideously bloated and half-eaten corpses that constantly drip brackish water, and are shrouded in seaweed. These horrid creatures haunt shorelines, attacking fishermen or anyone else that wanders near the strand. The draug offers its victims to the ocean in a futile attempt to appease whatever entity the draug blames for its tortured existence and inability to rest peacefully. Draugs have also been known to consume their victims as if starving, but neither their irrational hatred of the living or their unnatural hunger ever seem to be satiated by the act.

DRYAD

Type: 4th Level Fey

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +4, Con +0, Int +2, Wis +2, Cha +4

Skills: Diplomacy 7 (+11), Escape Artist 7 (+11), Handle Animal 7 (+11), Knowledge (life sciences) 7 (+9), Notice 7 (+9), Ride 7 (+11), Stealth 7 (+11), Survival 7 (+9)

Feats: Animal Empathy^B, Great Fortitude, Power (4)^B, Power, Trailblazer^B, Weapon Training^B

Traits: Damage Reduction 2/cold iron, Powers (rank 7, Cha, save Dif culty 16, Beast Link +11, Plant Shaping +11, Sleep +11, Suggestion +11), Tree Dependent

Combat: Attack +6 (+2 base, +4 Dex) (+7 with masterwork bow), Damage +1 (knife, crit 19-20/+3) or +3 (masterwork bow, crit +4), Defense Dodge/Parry +6/+2 (+2 base, +4 Dex), Initiative +4

Saving Throws: Toughness +1 (+1 natural), Fortitude +3 (+1 base, +2 Great Fortitude), Reflex +8 (+4 base, +4 Dex), Will +6 (+4 base, +2 Wis)

Tree Dependent: Each dryad is mystically bound to a single, enormous oak tree and must never stray more than 300 yards from it. Any who do become ill, suffering 1 point of Constitution damage every 3 hours. If a dryad's Constitution reaches -5 in this manner, she dies as does her oak tree. Once returned to her tree, she recovers lost Constitution points at the rate of 1 per hour. A dryad's oak does not radiate any sort of supernatural aura.

Dryads are the embodiment of the beauty and tranquility of nature itself. These elusive creatures dwell deep within ancient forests and tend to them as lovingly as a mother tends her children. All trees and natural forms of life are sacred to a dryad. A dryad's delicate features are much like a female elf's, though her flesh is like bark or fine wood, and her hair is like a canopy of leaves that changes color with the seasons. Although they are generally solitary, up to seven dryads have been encountered in one place on rare occasions. Dryads speak Common, Elven and Sylvan.

Shy, intelligent and resolute, dryads are as elusive as they are alluring—they avoid physical combat and are rarely seen unless they wish to be. If threatened, or in need of an ally, a dryad uses the Dominate or Suggestion supernatural powers, attempting to gain control of the attacker who could help the most against the rest. Any attack on her tree, however, provokes the dryad into a frenzied defense.



DWARF (1ST-LEVEL WARRIOR)

Type: 1st Level Humanoid (Dwarf)

Size: Medium

Speed: 20 ft.

Abilities: Str +1, Dex +0, Con +2, Int +0, Wis -1, Cha -2

Skills: Craft (blacksmithing) 4 (+4), Craft (stonemasonry) 4 (+6), Notice 4 (+3), Sense Motive 4 (+3)

Feats: Attack Focus (battleaxe), Great Fortitude^B, Heavy Armor Training, Light Armor Training, Night Vision^B, Talented (Craft and Search)^B, Weapon Training

Traits: Darkvision 60 ft., Dwarf Background Traits

Combat: Attack +1 (+1 base) (+2 with battle axe), Damage +4 (battle axe, crit +4) or +3 (short bow, crit +4), Defense Dodge/Parry +1/+2 (+1 base, +1 Str), Initiative +0

Saving Throws: Toughness +5 (+2 Con, +3 chainmail), Fortitude +6 (+2 base, +2 Con, +2 Great Fortitude), Reflex +0 (+0 base), Will -1 (+0 base, -1 Wis)

Dwarves are short but stocky humanoids that live in vast stone halls deep within mountains. Dwarves favor earth tones in their clothing and prefer simple and functional garb. The skin of a dwarf can be very dark, but it is always some shade of tan or brown. Hair color can be black, gray or brown. Dwarves average 4 to 4-1/2 feet tall but weigh as much as adult humans. Most who travel outside dwarven lands (as traders, mercenaries, or adventurers) know the Common tongue, while warriors in the dwarven cities usually learn Goblin to better interrogate and spy on those evil denizens of the deep caves.

Dwarves are experts in combat, effectively using their environment and executing well-planned group attacks. They rarely use supernatural powers in fights, since they have few adepts (but dwarven priests throw themselves into battle as heartily as their fellow warriors). If they have time to prepare, they may build deadfalls or other traps involving stone. In addition to the battleaxe and thrown hammer, dwarves also favor warhammers, picks, shortbows, heavy crossbows and maces.

Most dwarves encountered outside their homes are warriors; the information presented here is for one of 1st level.

DWARF BACKGROUND TRAITS

Dwarves possess the following background traits.

- Ability Adjustments:** +1 Constitution, -1 Charisma
- Bonus Feats:** Great Fortitude, Night Vision, Talented (Craft and Search, only involving stonework)
- Favored Feats:** Diehard, Favored Opponent (goblins or giants)

DWARVEN BACKGROUNDS

The information in the stat block is for hill dwarves and mountain dwarves, the most common varieties. There are two other major dwarven backgrounds, which differ from hill and mountain dwarves as follows.

DEEP DWARF

These dwarves live far underground and tend to be more standoffish with non-dwarves. Deep dwarves are the same height as other dwarves, but leaner. Their skin sometimes has a reddish tinge, and their large eyes lack the brightness of those of their kindred, being a washed-out blue. Their hair color ranges from bright red to straw blond. They have little contact with surface dwellers, relying on hill dwarves or mountain dwarves to trade goods for them.

DEEP DWARF BACKGROUND TRAITS

Deep Dwarves possess the same background traits as other dwarves with the following changes:

- Dark Vision:** Instead of Night Vision, Deep Dwarves gain Darkvision out to 90 feet.
- Light Sensitivity:** Deep dwarves are dazzled in bright sunlight or within an area of light created by the Light Shaping supernatural power.

DUERGAR

Sometimes called gray dwarves, these evil beings dwell in the underground. Most duergar are bald (even the females), and they dress in drab clothing that is designed to blend into stone. In their lairs they may wear jewelry, but it is always kept dull. They war with other dwarves, even allying with other underground creatures from time to time.

DUERGAR BACKGROUND TRAITS

Duergar possess the same background traits as other dwarves with the following changes:

- Abilities:** -2 Charisma instead of -1.
- Darkvision:** Darkvision out to 120 feet instead of Night Vision.
- Light Sensitivity:** Duergar are dazzled in bright sunlight or within an area of light created by the Light Shaping supernatural power.
- Favored Feats:** Instead of the normal dwarven favored feats, deep dwarves may choose one of two supernatural powers: Light Shaping or Enhance Ability (Deep dwarves treat their total level as their adept level for this power).
- Immunities:** Immunity to paralysis, poison and the Illusion supernatural power.

EAGLE

Type: 1st Level Animal

Size: Small

Speed: 10 ft., f y 80 ft. (average)

Abilities: Str +0, Dex +2, Con +1, Int -4, Wis +2, Cha -2

Skills: Notice 4 (+14)

Feats: Attack Focus (Talons), Night Vision^B

Traits: —

Combat: Attack +3 (+1 size, +0 base, +2 Dex) (+4 with talons), Damage +1 (talons or bite), Defense Dodge/Parry +3/— (+1 size, +2 Dex), Initiative +2

Saving Throws: Toughness +0 (-1 size, +1 Con), Fortitude +3 (+2 base, +1 Con), Ref ex +4 (+2 base, +2 Dex), Will +2 (+0 base, +2 Wis)

Skills: Eagles have a +8 racial bonus on Notice checks.

These birds of prey inhabit nearly every terrain and climate, though they all prefer high, secluded nesting spots. A typical eagle is about 3 feet long and has a wingspan of about 7 feet. The statistics presented here can describe any similar-sized, diurnal bird of prey.

Eagles dive at prey, raking with their powerful talons.

EAGLE, GIANT

Type: 4th Level Supernatural Beast

Size: Large

Speed: 10 ft., f y 80 ft. (average)

Abilities: Str +4, Dex +3, Con +1, Int +0, Wis +2, Cha +0

Skills: Knowledge (life sciences) 4 (+4), Notice 5 (+11), Sense Motive 5 (+7), Survival 4 (+5)

Feats: Double Strike^B, Evasion^B, Move-By Action, Night Vision^B, Skill Training

Traits: —

Combat: Attack +6 (-1 size, +4 base, +3 Dex), Damage +6 (claw) or +7 (bite), Defense Dodge/Parry +6/— (-1 size, +4 base, +3 Dex), Initiative +3



Saving Throws: Toughness +4 (+2 size, +1 Con, +1 natural), Fortitude +5 (+4 base, +1 Con), Ref ex +7 (+4 base, +3 Dex), Will +3 (+1 base, +2 Wis)

Skills: Giant eagles have a +4 racial bonus on Notice checks.

A typical giant eagle stands about 10 feet tall, has a wingspan of up to 20 feet and resembles its smaller cousins in nearly every way except size. It weighs about 500 pounds. Giant eagles speak Common and Auran.

A giant eagle typically attacks from a great height, diving earthward at tremendous speed. When it cannot dive, it uses its powerful talons and slashing beak to strike at its target's head and eyes. A solitary giant eagle is typically hunting or patrolling in the vicinity of its nest and generally ignores creatures that do not appear threatening. A mated pair attacks in concert, making repeated diving attacks to drive away intruders, and fights to the death to defend their nest or hatchlings.

ELEMENTAL (GENERAL)

Elementals are incarnations of the elements that compose existence.

AETHER ELEMENTAL, SMALL

Type: 2nd Level Elemental (Extraplanar, Incorporeal)

Size: Small

Speed: Fly 80 ft. (good)

Abilities: Str —, Dex +3, Con +0, Int -3, Wis +0, Cha +0

Skills: Notice 5 (+5)

Feats: Improved Initiative^B, Move-By Action, Power^B

Traits: Aether Mastery, Darkvision 60 ft., Elemental Traits, Invisibility, Powers (rank 5, Wis, save Dif culty 11, Mind Blast +5)

Combat: Attack +5 (+1 size, +1 base, +3 Dex), Damage 1 point of Wisdom drain (incorporeal touch), Defense Dodge/Parry +5/— (+1 size, +1 base, +3 Dex), Initiative +7

Saving Throws: Toughness -1 (-1 size), Fortitude +0 (+0 base), Reflex +3 (+0 base, +3 Con), Will +3 (+3 base)

AETHER ELEMENTAL, MEDIUM

Type: 4th Level Elemental (Extraplanar, Incorporeal)

Size: Medium

Speed: Fly 80 ft. (good)

Abilities: Str —, Dex +5, Con +2, Int -3, Wis +0, Cha +0

Skills: Notice 7 (+7)

Feats: Dodge Focus, Improved Initiative^B, Move-By Action, Power^B

Traits: Aether Mastery, Darkvision 60 ft., Elemental Traits, Invisibility, Powers (rank 7, Wis, save Dif culty 12, Mind Blast +7)

Combat: Attack +8 (+3 base, +5 Dex), 1 point of Wisdom drain (incorporeal touch), Defense Dodge/Parry +9/— (+3 base, +5 Dex, +1 dodge), Initiative +9

Saving Throws: Toughness +3 (+1 natural, +2 Con), Fortitude +3 (+1 base, +2 Con), Reflex +6 (+1 base, +5 Dex), Will +4 (+4 base)

AETHER ELEMENTAL, LARGE

Type: 8th Level Elemental (Extraplanar, Incorporeal)

Size: Large

Speed: Fly 80 ft. (good)

Abilities: Str —, Dex +7, Con +3, Int -2, Wis +0, Cha +0

Skills: Notice 11 (+11)

Feats: Dodge Focus, Improved Initiative^B, Lightning Reflexes, Move-By Action, Power^B

Traits: Aether Mastery, Damage Reduction 2/—, Darkvision 60 ft., Elemental Traits, Invisibility, Powers (rank 11, Wis, save Dif culty 14, Mind Blast +11)

Combat: Attack +12 (-1 size, +6 base, +7 Dex), 2 points of Wisdom drain (incorporeal touch), Defense Dodge/Parry +13/— (+-1 size, 6 base, +7 Dex, +1 dodge), Initiative +11

Saving Throws: Toughness +7 (+2 size, +3 Con, +2 natural), Fortitude +5 (+2 base, +3 Con), Reflex +11 (+2 base, +7 Dex, +2 Lightning Reflexes), Will +6 (+6 base)

AETHER ELEMENTAL, HUGE

Type: 16th Level Elemental (Extraplanar, Incorporeal)

Size: Huge

Speed: Fly 80 ft. (good)

Abilities: Str —, Dex +9, Con +4, Int -2, Wis +0, Cha +0

Skills: Notice 19 (+22)

Feats: Dodge Focus, Improved defense, Improved Initiative^B, Lightning Reflexes, Move-By Action, Power^B, Skill Focus (Notice)

Traits: Aether Mastery, Damage Reduction 2/—, Darkvision 60 ft., Elemental Traits, Invisibility, Powers (rank 19, Wis, save Dif culty 18, Mind Blast +19)

Combat: Attack +19 (-2 size, +12 base, +9 Dex), 2 points of Wisdom drain (incorporeal touch), Defense Dodge/Parry +20/— (-2 size, +12 base, +9 Dex, +1 dodge), Initiative +13

Saving Throws: Toughness +10 (+4 size, +4 Con, +2 natural), Fortitude +9 (+5 base, +4 Con), Reflex +16 (+5 base, +9 Dex, +2 Lightning Reflexes), Will +10 (+10 base)

Aether Mastery: Incorporeal creatures take a -1 penalty on attack and damage rolls against an aether elemental.

Natural Invisibility: This ability is constant, allowing an aether elemental to remain invisible even when attacking. This trait is otherwise similar to the *invisibility* effect of the Light Shaping supernatural power.

Aether (Also known as quintessence) is the fifth classical element. It is a substance that fills all of space and is more subtle than light. Aether composes the unseen forces of the universe. Some scholars equate aether with soul-stuff, and believe it is an essential ingredient for the creation of life. Aether elementals are the living embodiment of this invisible and insubstantial element.

Aether elementals are thought to have their own language, though they are rarely observed to speak

AETHER ELEMENTAL SIZES

Elemental Size	Height	Weight
Small	4 ft.	—
Medium	8 ft.	—
Large	16 ft.	—
Huge	32 ft.	—

AIR ELEMENTAL, SMALL

Type: 2nd Level Elemental (Air, Extraplanar)

Size: Small

Speed: Fly 100 ft. (perfect)

Abilities: Str +0, Dex +3, Con +0, Int -3, Wis +0, Cha +0

Skills: Notice 5 (+5)

Feats: Improved Initiative^B, Move-By Action, Power^B

Traits: Air Mastery, Damage Reduction 4/supernatural, Darkvision 60 ft., Elemental Traits, Gaseous Form, Powers (rank 5, Wis, save Dif culty 11, Wind Shaping +5), Vulnerable to Wind Shaping, Whirlwind

Combat: Attack +5 (+1 size, +1 base, +3 Dex), Damage +1 (slam), Defense Dodge/Parry +5/— (+1 size, +1 base, +3 Dex), Initiative +7

Saving Throws: Toughness +0 (-1 size, +0 Con, +1 natural), Fortitude +0 (+0 base), Reflex +6 (+3 base, +3 Dex), Will +0 (+0 base)

AIR ELEMENTAL, MEDIUM

Type: 4th Level Elemental (Air, Extraplanar)

Size: Medium

Speed: Fly 100 ft. (perfect)

Abilities: Str +1, Dex +5, Con +2, Int -3, Wis +0, Cha +0

Skills: Notice 7 (+7)

Feats: Dodge Focus, Improved Initiative^B, Move-By Action, Power^B

Traits: Air mastery, Damage Reduction 4/supernatural, Darkvision 60 ft., Elemental Traits, Gaseous Form, Powers (rank 7, Wis, save Dif culty 12, Wind Shaping +7), Vulnerable to Wind Shaping, Whirlwind

Combat: Attack +8 (+3 base, +5 Dex), Damage +3 (slam), Defense Dodge/Parry +9/— (+3 base, +5 Dex, +1 dodge), Initiative +9

Saving Throws: Toughness +3 (+1 natural, +2 Con), Fortitude +3 (+1 base, +2 Con), Reflex +9 (+4 base, +5 Dex), Will +1 (+1 base)

AIR ELEMENTAL, LARGE

Type: 8th Level Elemental (Air, Extraplanar)

Size: Large

Speed: Fly 100 ft. (perfect)

Abilities: Str +2, Dex +7, Con +3, Int -2, Wis +0, Cha +0

Skills: Notice 11 (+11)

Feats: Dodge Focus, Improved Initiative^B, Lightning Reflexes, Move-By Action, Power^B

Traits: Air Mastery, Damage Reduction 4/supernatural, Darkvision 60 ft., Elemental Traits, Gaseous Form, Powers (rank 11, Wis, save Dif culty 14, Wind Shaping +11), Vulnerable to Wind Shaping, Whirlwind

Combat: Attack +12 (–1 size, +6 base, +7 Dex), Damage +6 (buf et), Defense Dodge/Parry +13/— (–1 size, +6 base, +7 Dex, +1 dodge), Initiative +11

Saving Throws: Toughness +7 (+2 size, +3 Con, +2 natural), Fortitude +5 (+2 base, +3 Con), Ref ex +15 (+6 base, +7 Dex, +2 Lightning Ref exes), Will +2 (+2 base)

AIR ELEMENTAL, HUGE

Type: 16th Level Elemental (Air, Extraplanar)

Size: Huge

Speed: Fly 100 ft. (perfect)

Abilities: Str +4, Dex +9, Con +4, Int –2, Wis +0, Cha +0

Skills: Notice 19 (+22)

Feats: Cleave, Dodge Focus, Improved defense, Improved Initiative^B, Lightning Reflexes, Move-By Action, Power^B, Skill Focus (Notice)

Traits: Air Mastery, Damage Reduction 4/supernatural, Darkvision 60 ft., Elemental Traits, Gaseous Form, Powers (rank 19, Wis, save Dif culty 18, Wind Shaping +19), Vulnerable to Wind Shaping, Whirlwind

Combat: Attack +19 (–2 size, +12 base, +9 Dex), Damage +10 (slam), Defense Dodge/Parry +20/— (–2 size, +12 base, +9 Dex, +1 dodge), Initiative +13

Saving Throws: Toughness +10 (+4 size, +4 Con, +2 natural), Fortitude +9 (+5 base, +4 Con), Ref ex +21 (+10 base, +9 Dex, +2 Lightning Ref exes), Will +5 (+5 base)

Air Mastery: Airborne creatures take a –1 penalty on attack and damage rolls against an air elemental.

Gaseous Form: An air elemental is composed wholly of animated air. It is permanently in gaseous form.

Despite being permanently gaseous, an air elemental is able to manipulate physical objects by using finely directed winds. At melee range it can direct focused winds of such intensity that they are effectively as powerful as slam attacks. An air elemental can use its supernatural powers despite being gaseous.

Discerning an air elemental from natural gusts of wind requires a Dif culty 15 Notice check. Air Elementals attempting to hide in an area with mist, smoke or other gas gain a +20 bonus on Stealth checks.

Vulnerable to Wind Shaping: The Wind Shaping supernatural power can be used to hold an air elemental at bay. This acts exactly like the *creature ward* effect or the *Ward* supernatural power.

Whirlwind: The elemental can transform itself into a whirlwind once every 10 minutes and remain in that form for up to 1 round for every 2 levels it has. In this form, the elemental can move through the air or along a surface at its fly speed.

The whirlwind is 5 feet wide at the base, up to 30 feet wide at the top, and up to 50 feet tall, depending on the elemental's size. The elemental controls the exact height, but it must be at least 10 feet.

Another creature might be caught in the whirlwind if it touches or enters the whirlwind, or if the elemental moves into or through the creature's space.

Creatures one or more size categories smaller than the elemental might take damage when caught in the whirlwind (see table for details) and may be lifted into the air. An affected creature must succeed on a Reflex save when it comes into contact with the whirlwind or take the indicated damage. It must also succeed on a second Ref ex save or be picked up bodily and held suspended in the powerful winds, automatically taking the indicated damage each round. A creature that can fly is allowed a Ref ex save each round to





escape the whirlwind. The creature still takes damage but can leave if the save is successful. The Difficulty for saves against the whirlwind's effects varies with the elemental's size (see table). The save Difficulty is Strength-based.

Creatures trapped in the whirlwind cannot move except to go where the elemental carries them or to escape the whirlwind.

Creatures caught in the whirlwind can otherwise act normally, but must succeed on a Difficulty 20 Concentration check to use a supernatural power. Creatures caught in the whirlwind take a -2 penalty to Dexterity and a -2 penalty on attack rolls. The elemental can have only as many creatures trapped inside the whirlwind at one time as will fit inside the whirlwind's volume.

The elemental can eject any carried creatures whenever it wishes, depositing them wherever the whirlwind happens to be. A summoned elemental always ejects trapped creatures before returning to its home plane.

If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the elemental and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment.

Those caught in the cloud must succeed on a Difficulty 19 Concentration check to use supernatural powers.

An elemental in whirlwind form cannot make slam attacks.

AIR ELEMENTAL SIZE AND WHIRLWIND TRAITS

-----Whirlwind-----					
Elemental Size	Height	Weight	Save Difficulty	Damage	Height
Small	4 ft.	1 lb.	11	+1	10-20 ft.
Medium	8 ft.	2 lb.	13	+2	10-30 ft.
Large	16 ft.	4 ft.	16	+4	10-40 ft.
Huge	32 ft.	8 lb.	22	+6	10-50 ft.

An air elemental is a living whirlwind. It looks like a miniature tornado violently swirling around a translucent, vaguely humanoid form. Air elementals speak Auran, though they rarely choose to do so.

Their rapid speed makes air elementals useful on vast battlefields or in extended aerial combat.

EARTH ELEMENTAL, SMALL

Type: 2nd Level Elemental (Earth, Extraplanar)

Size: Small

Speed: 20 ft., burrow 30 ft.

Abilities: Str +3, Dex -1, Con +1, Int -3, Wis +0, Cha +0

Skills: Notice 5 (+5)

Feats: Attack Focus (slam), Power^B

Traits: Darkvision 60 ft., Earth Glide, Earth Mastery, Elemental Traits, Powers (rank 5, Wis, save Difficulty 11, Earth Shaping +5), Vulnerable to Earth Shaping

Combat: Attack +1 (+1 size, +1 base, -1 Dex) (+2 with slam), Damage +5 (slam), Defense Dodge/Parry +1/— (+1 size, +1 base, -1 Dex), Initiative -1

Saving Throws: Toughness +3 (–1 size, +1 Con, +3 natural), Fortitude +4 (+3 base, +1 Con), Ref ex –1 (+0 base, –1 Dex), Will +0 (+0 base)

EARTH ELEMENTAL, MEDIUM

Type: 4th Level Elemental (Earth, Extraplanar)

Size: Medium

Speed: 20 ft., burrow 30 ft.

Abilities: Str +5, Dex –1, Con +3, Int –3, Wis +0, Cha +0

Skills: Notice 7 (+7)

Feats: Attack Focus (slam), Cleave, Power^B

Traits: Darkvision 60 ft., Earth Glide, Earth Mastery, Elemental Traits, Powers (rank 7, Wis, save Dif culty 12, Earth Shaping +7), Vulnerable to Earth Shaping

Combat: Attack +2 (+3 base, –1 Dex) (+3 with slam), Damage +8 (slam), Defense Dodge/Parry +2/– (+3 base, –1 Dex), Initiative –1

Saving Throws: Toughness +7 (+3 Con, +4 natural), Fortitude +7 (+4 base, +3 Con), Ref ex +0 (+1 base, –1 Dex), Will +1 (+1 base)

EARTH ELEMENTAL, LARGE

Type: 8th Level Elemental (Earth, Extraplanar)

Size: Medium

Speed: 20 ft., burrow 30 ft.

Abilities: Str +7, Dex –1, Con +4, Int –2, Wis +0, Cha +0

Skills: Notice 11 (+11)

Feats: Attack Focus (slam), Cleave, Great Cleave, Power^B

Traits: Damage Reduction 2/–, Darkvision 60 ft., Earth Glide, Earth Mastery, Elemental Traits, Powers (rank 11, Wis, save Dif culty 14, Earth Shaping +11), Vulnerable to Earth Shaping

Combat: Attack +4 (–1 size, +6 base, –1 Dex) (+5 with slam), Damage +13 (slam), Defense Dodge/Parry +4/– (–1 size, +6 base, –1 Dex), Initiative –1

Saving Throws: Toughness +11 (+2 size, +4 Con, +5 natural), Fortitude +10 (+6 base, +4 Con), Ref ex +1 (+2 base, –1 Dex), Will +2 (+2 base)

EARTH ELEMENTAL, HUGE

Type: 16th Level Elemental (Earth, Extraplanar)

Size: Medium

Speed: 30 ft., burrow 40 ft.

Abilities: Str +9, Dex –1, Con +5, Int –2, Wis +0, Cha +0

Skills: Notice 19 (+19)

Feats: Attack Focus (slam), Awesome Blow, Cleave, Great Cleave, Iron Will, Power^B, Stunning Attack

Traits: Damage Reduction 2/–, Darkvision 60 ft., Earth Mastery, Elemental Traits, Powers (rank 19, Wis, save Dif culty 18, Earth Shaping +19), Vulnerable to Earth Shaping

Combat: Attack +9 (–2 size, +12 base, –1 Dex) (+10 with slam), Damage +13 (slam), Defense Dodge/Parry +9/– (–2 size, +12 base, –1 Dex), Initiative –1

Saving Throws: Toughness +14 (+4 size, +5 Con, +5 natural), Fortitude +15 (+10 base, +5 Con), Ref ex +4 (+5 base, –1 Dex), Will +7 (+5 base, +2 Iron Will)

Vulnerable to Earth Shaping: The Earth Shaping supernatural power can be used to hold an earth elemental at bay. This acts exactly like the *creature ward* effect of the Ward supernatural power.

Earth Mastery: 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. This bonus also applies to any Strength check the earth elemental must make when performing a rush. (These modifiers are not included in the stat block.)

EARTH ELEMENTAL SIZES

Elemental Size	Height	Weight
Small	4 ft.	80 lb.
Medium	8 ft.	750 lb.
Large	16 ft.	6,000 lb.
Huge	32 ft.	48,000 lb.

An earth elemental appears as a roughly humanoid shaped mound of living earth. When summoned to the Material Plane, an earth elemental consists of whatever types of dirt, stones, precious metals and gems from which it was conjured. Earth elementals speak Terran but rarely choose to do so.

Though an earth elemental moves slowly, it is a relentless opponent. It can travel though solid ground or stone as easily as humans walk on the earth's surface. It cannot swim, however, and must either walk around a body of water or go through the ground under it. An earth elemental can move along the bottom of a body of water but prefers not to.

FIRE ELEMENTAL, SMALL

Type: 2nd Level Elemental (Extraplanar, Fire)

Size: Small

Speed: 50 ft.

Abilities: Str +0, Dex +1, Con +0, Int –3, Wis +0, Cha +0

Skills: Notice 5 (+5)

Feats: Dodge Focus, Improved Initiative^B, Power^B

Traits: Burn, Damage Reduction 4/supernatural, Darkvision 60 ft., Elemental Traits, Gaseous Form, Immunity to Fire, Powers (rank 5, Wis, save Dif culty 11, Fire Shaping +5), Vulnerable to Cold, Vulnerable to Fire Shaping

Combat: Attack +3 (+1 size, +1 base, +1 Dex), Damage +1 +1 f re (slam), Defense Dodge/Parry +4/– (+1 size, +1 base, +1 Dex, +1 dodge), Initiative +5

Saving Throws: Toughness +0 (–1 size, +0 Con, +1 natural), Fortitude +0 (+0 base), Ref ex +4 (+3 base, +1 Dex), Will +0 (+0 base)

FIRE ELEMENTAL, MEDIUM

Type: 4th Level Elemental (Extraplanar, Fire)

Size: Medium

Speed: 50 ft.

Abilities: Str +1, Dex +3, Con +2, Int –3, Wis +0, Cha +0

Skills: Notice 7 (+7)

Feats: Dodge Focus, Improved defense, Improved Initiative^B, Power^B

Traits: Burn, Damage Reduction 4/supernatural, Darkvision 60 ft., Elemental Traits, Gaseous Form, Immunity to Fire, Powers (rank 7, Wis, save Dif culty 12, Fire Shaping +7), Vulnerable to Cold, Vulnerable to Fire Shaping

Combat: Attack +6 (+3 base, +3 Dex), Damage +3 +2 f re (slam), Defense Dodge/Parry +7/– (+3 base, +3 Dex, +1 dodge), Initiative +7

Saving Throws: Toughness +3 (+2 Con, +1 natural), Fortitude +3 (+1 base, +2 Con), Ref ex +7 (+4 base, +3 Dex), Will +1 (+1 base)

FIRE ELEMENTAL, LARGE

Type: 8th Level Elemental (Extraplanar, Fire)

Size: Large

Speed: 50 ft.

Abilities: Str +2, Dex +5, Con +3, Int –2, Wis +0, Cha +0

Skills: Notice 11 (+11)

Feats: Dodge Focus, Improved defense, Improved Initiative^B, Move-By Action, Power^B

Traits: Burn, Damage Reduction 4/supernatural, Darkvision 60 ft., Elemental Traits, Gaseous Form, Immunity to Fire, Powers (rank 11, Wis, save Difficulty 14, Fire Shaping +11), Vulnerable to Cold, Vulnerable to Fire Shaping

Combat: Attack +10 (–1 size, +6 base, +5 Dex), Damage +6 +4 fire (slam), Defense Dodge/Parry +11/— (–1 size, +6 base, +5 Dex, +1 dodge), Initiative +9

Saving Throws: Toughness +7 (+2 size, +3 Con, +2 natural), Fortitude +5 (+2 base, +3 Dex), Reflex +11 (+6 base, +5 Dex), Will +2 (+2 base)

FIRE ELEMENTAL, HUGE

Type: 16th Level Elemental (Extraplanar, Fire)

Size: Huge

Speed: 50 ft.

Abilities: Str +4, Dex +7, Con +4, Int –2, Wis +0, Cha +0

Skills: Notice 19 (+22)

Feats: Dodge Focus, Improved defense, Improved Initiative^B, Iron Will, Lightning Reflexes, Move-By Action, Power^B, Skill Focus (Notice)

Traits: Burn, Damage Reduction 4/supernatural, Darkvision 60 ft., Elemental Traits, Gaseous Form, Immunity to Fire, Powers (rank 19, Wis, save Difficulty 18, Fire Shaping +19), Vulnerable to Cold, Vulnerable to Fire Shaping

Combat: Attack +17 (–2 size, +12 base, +7 Dex), Damage +10 +6 fire (slam), Defense Dodge/Parry +18/— (–2 size, +12 base, +7 Dex, +1 dodge), Initiative +11

Saving Throws: Toughness +11 (+4 size, +4 Con, +3 natural), Fortitude +9 (+5 base, +4 Con), Reflex +19 (+10 base, +7 Dex, +2 Lightning Reflexes), Will +7 (+5 base, +2 Iron Will)

Burn: A fire elemental's slam attack deals bludgeoning damage plus fire damage from the elemental's flaming body. Those hit by a fire elemental's slam attack also must succeed on a Reflex save or catch on fire. The flame burns for 3 rounds. The save Difficulty varies with the elemental's size (see table). A burning creature can take a move action to put out the flame. The save Difficulty is Constitution-based.

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

Gaseous Form: Fire elementals are composed wholly of animated fire, and gain the benefits of being permanently in gaseous form.

Despite being permanently gaseous, a fire elemental can solidify portions of its body into ember-like fists and is therefore able to manipulate physical objects. A fire elemental can use its supernatural powers despite being gaseous.

Discerning a fire elemental from a natural fire requires a Difficulty 15 Notice check. Fire elementals attempting to hide in an area that contains fire gain a +20 bonus on Stealth checks.

Vulnerable to Fire Shaping: The Fire Shaping supernatural power can be used to hold a fire elemental at bay. This acts exactly like the *creature ward* effect of the Ward supernatural power.

FIRE ELEMENTAL SIZES

Elemental Size	Height	Weight	Burn Save Difficulty
Small	4 ft.	1 lb.	11
Medium	8 ft.	2 lb.	14
Large	16 ft.	4 lb.	17
Huge	32 ft.	8 lb.	22

A fire elemental appears as a column of dancing flame that sometimes flickers into a humanoid shape as it crackles and seethes. Fire elementals speak Ignan, though they rarely choose to do so.

A fire elemental is a fierce opponent that attacks its enemies directly and savagely. It takes joy in burning the creatures and objects of the Material Plane to ashes.

VOID ELEMENTAL, SMALL

Type: 2nd Level Elemental (Extraplanar, Incorporeal)

Size: Small

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

Abilities: Str —, Dex +3, Con +1, Int –3, Wis +0, Cha +0

Skills: Notice 5 (+5)

Feats: Improved Initiative^B, Move-By Action, Power^B

Traits: Darkvision 60 ft., Elemental Traits, Engulf, Powers (rank 5, Wis, save Difficulty 11, Drain Vitality +5), Suction

Combat: Attack +5 (+1 size, +1 base, +3 Dex), Damage +1 +1 point of Constitution damage (incorporeal touch), Defense Dodge/Parry +5/— (+1 size, +1 base, +3 Dex), Initiative +7

Saving Throws: Toughness +1 (–1 size, +1 Con, +1 natural), Fortitude +1 (+0 base, +1 Con), Reflex +3 (+0 base, +3 Dex), Will +3 (+3 base)

VOID ELEMENTAL, MEDIUM

Type: 4th Level Elemental (Extraplanar, Incorporeal)

Size: Medium

Speed: 40 ft., fly 60 ft. (good)

Abilities: Str —, Dex +5, Con +2, Int –3, Wis +0, Cha +0

Skills: Notice 7 (+7)

Feats: Dodge Focus, Improved Initiative^B, Move-By Action, Power^B

Traits: Darkvision 60 ft., Elemental Traits, Engulf, Powers (rank 7, Wis, save Difficulty 12, Drain Vitality +7), Suction

Combat: Attack +8 (+3 base, +5 Dex), Damage +2 +1 point of Constitution damage (incorporeal touch), Defense Dodge/Parry +8/— (+3 base, +5 Dex), Initiative +9

Saving Throws: Toughness +4 (+2 Con, +2 natural), Fortitude +3 (+1 base, +2 Con), Reflex +6 (+1 base, +5 Dex), Will +4 (+4 base)

VOID ELEMENTAL, LARGE

Type: 8th Level Elemental (Extraplanar, Incorporeal)

Size: Large

Speed: 40 ft., fly 60 ft. (good)

Abilities: Str —, Dex +7, Con +3, Int –2, Wis +0, Cha +0

Skills: Notice 11 (+11)

Feats: Blind-Fight, Dodge, Improved Initiative^B, Move-By Action, Power^B

Traits: Damage Reduction 2/—, Darkvision 60 ft., Elemental Traits, Engulf, Powers (rank 11, Wis, save Difficulty 14, Drain Vitality +11), Suction

Combat: Attack +12 (–1 size, +6 base, +7 Dex), Damage +4 +1 point of Constitution damage (incorporeal touch), Defense Dodge/Parry +12/— (–1 size, +6 base, +7 Dex), Initiative +11

Saving Throws: Toughness +8 (+2 size, +3 Con, +3 natural), Fortitude +5 (+2 base, +3 Con), Reflex +9 (+2 base, +7 Dex), Will +6 (+6 base)

VOID ELEMENTAL, HUGE

Type: 16th Level Elemental (Extraplanar, Incorporeal)

Size: Huge

Speed: 40 ft., fly 60 ft. (good)

Abilities: Str —, Dex +8, Con +4, Int –2, Wis +0, Cha +0

Skills: Notice 19 (+22)

Feats: Blind-Fight, Dodge Focus, Improved defense, Improved Initiative^B, Move-By Action, Power^B, Skill Focus (Notice)

Traits: Damage Reduction 2/—, Darkvision 60 ft., Elemental Traits, Engulf, Powers (rank 19, Wis, save Difficulty 18, Drain Vitality +19), Suction

Combat: Attack +18 (–2 size, +12 base, +8 Dex), Damage +8 +1 point of Constitution damage (incorporeal touch), Defense Dodge/Parry +18/— (–2 size, +12 base, +8 Dex), Initiative +12

Saving Throws: Toughness +11 (+4 size, +4 Con, +3 natural), Fortitude +9 (+5 base, +4 Con), Ref ex +13 (+5 base, +8 Dex), Will +10 (+10 base)

Engulf: Creatures up to its own size category; Ref ex save avoids; engulfed creatures are subject to the void elemental's Constitution draining attack. The save Difficulty is Constitution-based.

VOID ELEMENTAL SIZES

Elemental Size	Height	Weight	Engulf Save Difficulty
Small	4 ft.	—	12
Medium	8 ft.	—	14
Large	16 ft.	—	17
Huge	32 ft.	—	22

Suction: This ability works like the Move Object supernatural power, only the void elemental can only move objects directly towards itself.

A manufactured weapon that strikes a void elemental has a chance of being sucked into the void, and being lost forever (Though they still have the normal chance of dealing damage before they get sucked in). The wielder of the weapon must succeed on a Difficulty 15 Strength check to keep their melee weapon. Thrown weapons or ammunition fired at the void elemental are automatically lost.

“Void” is not an element so much as a lack of all elements. A void elemental is an unnatural being creating a swath of destruction wherever its goes. It appears as terrifying shadowy pitch black shape that hungrily sucks everything into its ominous blackness as it traverses the landscape.

WATER ELEMENTAL, SMALL

Type: 2nd Level Elemental (Extraplanar, Water)
Size: Small
Speed: 20 ft., swim 90 ft.
Abilities: Str +2, Dex +0, Con +1, Int –3, Wis +0, Cha +0
Skills: Notice 5 (+5), Swim 0 (+10)
Feats: Attack Focus (slam), Power^B
Traits: Darkvision 60 ft., Drench, Elemental Traits, Liquid form, Powers (rank 5, Wis, save Difficulty 11, Water Shaping +5), Vortex, Vulnerable to Water Shaping, Water Mastery
Combat: Attack +2 (+1 size, +1 base) (+3 with slam), Damage +4 (slam), Defense Dodge/Parry +2/— (+1 size, +1 base), Initiative +0
Saving Throws: Toughness +3 (–1 size, +1 Con, +3 natural), Fortitude +4, Ref ex +0, Will +0

WATER ELEMENTAL, MEDIUM

Type: 4th Level Elemental (Extraplanar, Water)
Size: Medium
Speed: 20 ft., swim 90 ft.
Abilities: Str +3, Dex +1, Con +3, Int –3, Wis +0, Cha +0
Skills: Notice 7 (+7), Swim 0 (+11)
Feats: Attack Focus (slam), Cleave, Power^B
Traits: Darkvision 60 ft., Drench, Elemental Traits, Liquid form, Powers (rank 7, Wis, save Difficulty 12, Water Shaping +7), Vortex, Vulnerable to Water Shaping, Water mastery
Combat: Attack +4 (+3 base, +1 Dex) (+5 with slam), Damage +6 (slam), Defense Dodge/Parry +4/— (+3 base, +1 Dex), Initiative +1
Saving Throws: Toughness +7 (+3 Con, +4 natural), Fortitude +7 (+4 base, +3 Con), Ref ex +2 (+1 base, +1 Dex), Will +1 (+1 base)

WATER ELEMENTAL, LARGE

Type: 8th Level Elemental (Extraplanar, Water)
Size: Large
Speed: 20 ft., swim 90 ft.
Abilities: Str +5, Dex +2, Con +4, Int –2, Wis +0, Cha +0
Skills: Notice 11 (+11), Swim 0 (+13)
Feats: Attack Focus (slam), Cleave, Great Cleave, Power^B
Traits: Damage reduction 2/—, Darkvision 60 ft., Drench, Elemental Traits, Liquid form, Powers (rank 11, Wis, save Difficulty 14, Water Shaping +11), Vortex, Vulnerable to Water Shaping, Water Mastery
Combat: Attack +7 (–1 size, +6 base, +2 Dex) (+8 with slam), Damage +11 (slam), Defense Dodge/Parry +7/— (–1 size, +6 base, +2 Dex), Initiative +2
Saving Throws: Toughness +10 (+2 size, +4 Con, +4 natural), Fortitude +10 (+6 base, +4 Con), Ref ex +4 (+2 base, +2 Dex), Will +2 (+2 base)

WATER ELEMENTAL, HUGE

Type: 16th Level Elemental (Extraplanar, Water)
Size: Huge
Speed: 20 ft., swim 90 ft.
Abilities: Str +7, Dex +4, Con +5, Int –2, Wis +0, Cha +0
Skills: Notice 19 (+22), Swim 0 (+15)
Feats: Attack Focus (slam), Cleave, Great Cleave, Greater Attack Focus (slam), Iron Will, Power^B, Skill Focus (Notice)
Traits: Damage Reduction 2/—, Darkvision 60 ft., Drench, Elemental Traits, Liquid form, Powers (rank 19, Wis, save Difficulty 18, Water Shaping +19), Vortex, Vulnerable to Water Shaping, Water Mastery
Combat: Attack +14 (–2 size, +12 base, +4 Dex) (+16 with slam), Damage +15 (slam), Defense +6 (–2 size, +6 base, +2 Dex), Initiative +2
Saving Throws: Toughness +13 (+4 size, +5 Con, +4 natural), Fortitude +15 (+10 base, +5 Con), Ref ex +9 (+5 base, +4 Dex), Will +7 (+5 base, +2 Iron Will)

Drench: The elemental's touch puts out torches, campfires, exposed lanterns and other open flames.

Liquid Form: A water elemental is composed wholly of animated water, and gains the benefits of being permanently in liquid form. Water elementals can't enter or pass through oil, or travel more than 180 ft. away from the source of water from which they were summoned.

Despite being liquid, a water elemental has mass and weight and can manipulate physical objects normally. A water elemental can use its supernatural powers despite being liquid.

Discerning a water elemental from natural water requires a Difficulty 15 Notice check. Water elementals attempting to hide in water or a similar aqueous liquid gain a +20 bonus on Stealth checks.

Vortex: The elemental can transform itself into a whirlpool once every 10 minutes, provided it is underwater, and remain in that form for up to 1 round for every 2 levels it has. In vortex form, the elemental can move through the water or along the bottom at its swim speed. The vortex is 5 feet wide at the base, up to 30 feet wide at the top, and 10 feet or more tall, depending on the elemental's size. The elemental controls the exact height, but it must be at least 10 feet.

Another creature might be caught in the vortex if it touches or enters the vortex, or if the elemental moves into or through the creature's space.

Creatures one or more size categories smaller than the elemental might take damage when caught in the vortex (see table for details) and may be swept up by it. An affected creature must succeed on a

Reflex save when it comes into contact with the vortex or take the indicated damage. It must also succeed on a second Reflex save or be picked up bodily and held suspended in the powerful currents, automatically taking damage each round. An affected creature is allowed a Reflex save each round to escape the vortex. The creature still takes damage, but can leave if the save is successful. The Difficulty for saves against the vortex's effects varies with the elemental's size. The save Difficulty is Strength-based.

Creatures trapped in the vortex cannot move except to go where the elemental carries them or to escape the whirlwind. Creatures caught in the whirlwind can otherwise act normally, but must succeed on a Concentration Difficulty 15 check to use a supernatural power. Creatures caught in the whirlwind take a -4 penalty to Dexterity and a -2 penalty on attack rolls. The elemental can have only as many creatures trapped inside the vortex at one time as will fit inside the vortex's volume.

The elemental can eject any carried creatures whenever it wishes, depositing them wherever the vortex happens to be. A summoned elemental always ejects trapped creatures before returning to its home plane.

If the vortex's base touches the bottom, it creates a swirling cloud of debris. This cloud is centered on the elemental and has a diameter equal to half the vortex's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment.

Those caught in the cloud must succeed on a Difficulty 20 Concentration check to use a supernatural power.

An elemental in vortex form cannot make slam attacks.

WATER ELEMENTAL SIZES AND VORTEX TRAITS

-----Vortex-----					
Elemental Size	Height	Weight	Save Difficulty	Damage	Height
Small	4 ft.	34 lb.	11	+1	10-20 ft.
Medium	8 ft.	280 lb.	13	+2	10-30 ft.
Large	16 ft.	2,250 ft.	16	+4	10-40 ft.
Huge	32 ft.	18,000 lb.	22	+6	10-50 ft.

Vulnerable to Water Shaping: The Water Shaping supernatural power can be used to hold a water elemental at bay. This acts exactly like the *creature ward* effect of the Ward supernatural power.

Water Mastery: 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 are not included in the stat block.)

A water elemental can be a serious threat to a ship that crosses its path. An elemental can easily overturn small craft (5 feet of length per level of the elemental) and stop larger vessels (10 feet long per level). Even large ships (20 feet long per level) can be slowed to half speed.

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

A water elemental appears as a living swell of water that at times briefly assumes a rounded humanoid shape before splashing back into a wave-like shape. Water elementals speak Aquan but rarely choose to do so.

A water elemental prefers to fight in a large body of water where it can disappear beneath the waves and suddenly swell up behind its opponents.

ELEPHANT

Type: 11th Level Animal

Size: Huge

Speed: 40 ft.

Abilities: Str +10, Dex +0, Con +5, Int -4, Wis +1, Cha -2

Skills: Notice 14 (+18)

Feats: Attack Focus (gore), Endurance, Iron Will, Night Vision^B, Skill Focus (Notice)

Traits: Scent, Trample

Combat: Attack +6 (-2 size, +8 base) (+7 with gore), Damage +16 (gore) or +14 (slam), Defense Dodge/Parry +6/— (-2 size, +8 base), Initiative +0

Saving Throws: Toughness +13 (+4 size, +5 Con, +4 natural), Fortitude +12 (+7 base, +5 Con), Reflex +3 (+3 base), Will +6 (+3 base, +1 Wis, +2 Iron Will)

Trample: Damage +21; Difficulty 25 Reflex save for half damage. The save Difficulty is Strength-based.

Massive herbivores of tropical lands, elephants are unpredictable creatures but nevertheless are sometimes used as mounts or beasts of burden.

This entry describes an African elephant. Indian elephants are slightly smaller and weaker (Strength +9), but more readily trained (Wisdom +2). These statistics can also represent prehistoric creatures such as mammoths and mastodons.

Elephants tend to charge at threatening creatures.

ELF (1ST-LEVEL WARRIOR)

Type: 1st Level Humanoid (Elf)

Size: Medium

Speed: 30 ft.

Abilities: Str +1, Dex +1, Con +0, Int +0, Wis -1, Cha -1

Skills: Knowledge (life sciences) 4 (+4), Notice 4 (+5), Search 0 (+2), Stealth 4 (+5, +2 with armor and shield), Survival 4 (+3)

Feats: Attack Focus (bow), Light Armor Training, Night Vision^B, Shield Training, Talented (Notice and Search)^B, Weapon Training^B

Traits: Elven Background Traits

Combat: Attack +2 (+1 base, +1 Dex) (+3 with bow), Damage +4 (sword, 19-20/+3) or +3 (bow, +4), Defense Dodge/Parry +3/+3 (+1 base, +1 Dex/+1 Str, +1 small wooden shield), Initiative +1

Saving Throws: Toughness +2 (+2 studded leather), Fortitude +2 (+2 base), Reflex +1 (+0 base, +1 Dex), Will -1 (+0 base, -1 Wis)

Elves are almost fey-like humanoids that live in harmony with nature and magic alike. They prefer to live in forests and other places of serene natural beauty. Elves live on fruits and grains, though they occasionally hunt for fresh meat. They prefer colorful clothes, usually with a greenish gray cloak that blends well with the colors of the forest. An elf is lithe, full of grace and beauty, and can usually be identified by its ears which taper to delicate points. Elves average 5 feet tall and typically weigh just over 100 pounds. Elves speak Elven, and most also know Common and Sylvan.

Elves are cautious warriors and take time to analyze their opponents and the location of the fight if at all possible, maximizing their advantage by using ambushes, snipers and camouflage. They prefer to flee from cover and retreat before they are found, repeating this maneuver until all of their enemies are dead. Elves prefer bows, shortbows, rapiers and swords. In melee, elves are graceful and deadly, using complex maneuvers that are beautiful to observe. Their adepts often use the Sleep supernatural power during combat.

Most elves encountered outside their homes are warriors; the information presented here is for one of 1st level.

ELF BACKGROUND TRAITS

Elves possess the following racial traits.

- Ability Adjustments:** +1 Dexterity, -1 Constitution
- Bonus Feats:** Night Vision, Talented (Notice and Search), Weapon Training
- Favored Feats:** Choose one supernatural power (elves treat their total level as their adept level for this power).

ELF BACKGROUNDS

The above information describes the high elf, the most common variety. There are five other major backgrounds of elf, in addition to half-elves, who share enough elven characteristics to be included here.

AQUATIC ELF

Also called sea elves, these creatures are water breathing cousins to land-dwelling elves. Aquatic elves fight underwater with tridents, spears and nets.

AQUATIC ELF BACKGROUND TRAITS

Aquatic elves possess the following racial traits.

- Ability Adjustments:** +1 Dexterity, -1 Intelligence.
- An aquatic elf has the aquatic subtype.
- An aquatic elf has a swim speed of 40 feet. An aquatic elf has a +8 racial bonus on Swim checks to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.
- Gills:** Aquatic elves can survive out of the water for 1 hour per point of Constitution (after that, refer to the suffocation rules).
- Superior Night Vision:** Aquatic elves can see four times as far as a human in starlight, moonlight, torchlight and similar conditions of low illumination. This trait replaces the elf's night vision.
- Bonus Feats:** Talented (Notice and Search)
- Favored Feats:** Wild Empathy

GRAY ELF

Taller and grander in physical appearance than others of their kind, gray elves have a reputation for being aloof and arrogant (even by elven standards). They have either silver hair and amber eyes or pale golden hair and violet eyes. They prefer clothing of white, silver, yellow, or gold, with cloaks of deep blue or purple.

GRAY ELF BACKGROUND TRAITS

Gray elves possess the same background traits as elves, with the following additional ability modifiers.

- Ability Adjustments:** -1 Str, +1 Int

HALF-ELF

Half-elves have one elf and one human parent. They are not truly an elf background, but they are often mistaken for elves. Half-elves usually inherit a good blend of their parents' physical characteristics.

HALF-ELF BACKGROUND TRAITS

Half-elves possess the following racial traits.

- Ability Adjustments:** None
- Bonus Feats:** Night Vision, Talented (Diplomacy and Gather Information), Talented (Notice and Search)
- Favored Feats:** Choose two (based on the half-elf's home culture).

WILD ELF

Wild elves are barbaric and tribal. Wild elves' hair color ranges from black to light brown, lightening to silvery white with age. They dress in simple clothing of animal skins and basic plant weaves.

WILD ELF BACKGROUND TRAITS

Wild elves possess the same background traits as elves, with the following additional ability modifiers.

- Ability Adjustments:** +1 Dex, -1 Int

WOOD ELF

Their hair color ranges from yellow to a coppery red, and they are more muscular than other elves. Their clothing is in dark shades of green and earth tones to better blend in with their natural surroundings.

WOOD ELF BACKGROUND TRAITS

Wood elves possess the same background traits as elves, with the following additional ability modifiers.

- Ability Adjustments:** +1 Str, -1 Int



ELF, DARK (1ST-LEVEL WARRIOR)

Type: 1st Level Humanoid (Elf)

Size: Medium

Speed: 30 ft.

Abilities: Str +1, Dex +1, Con +0, Int +1, Wis -1, Cha +0

Skills: Notice 4 (+5), Search 4 (+7), Sense Motive 4 (+3), Stealth 4 (+5, +2 with armor and shield), Survival 4 (+3)

Feats: Iron Will, Light Armor Training, Power^B, Shield Training, Talented (Notice and Search)^B, Weapon Training^B

Traits: Dark elf traits, Poison, Powers (rank 4, Int, save Dif culty 11, Shadow Shaping +5), Supernatural Resistance 12

Combat: Attack +3 (+1 base, +1 Dex), Damage +3 (rapier, crit 18-20/+3) or +2 (light crossbow, 19-20/+3), Defense Dodge/Parry +3/+3 (+1 base, +1 Dex/+1 Str, +1 small wooden shield), Initiative +1

Saving Throws: Toughness +2 (+2 studded leather), Fortitude +2 (+2 base), Reflex +1 (+0 base, +1 Dex), Will +1 (+0 base, -1 Wis, +2 Iron Will)

Poison: Weapon; Fortitude Difficulty 13; initial damage unconsciousness for 1 minute, secondary damage unconsciousness for 5 hours.

Also known as “drow”, dark elves are a depraved and evil subterranean offshoot of the elves. They look like dark-skinned elves with hardened features. They are still a beautiful people, but theirs is a cold beauty. White is the most common hair color among dark elves, but almost any pale shade is possible. Dark elves tend to be smaller and thinner than other sorts of elves, and their eyes are often a vivid red.

Dark elves usually coat their arrows with a potent venom. A typical dark elf carries 2 doses of dark elf knockout poison. Dark elves typically coat



arrows and crossbow bolts with this poison, but it can also be applied to a melee weapon.

Most dark elves encountered outside their homes are warriors; the information presented here is for one of 1st level.

DARK ELF BACKGROUND TRAITS

These traits are in addition to the high elf traits, except where noted.

—**Ability Adjustments:** +1 Intelligence, +1 Charisma.

—**Vision:** Darkvision out to 120 feet.

—Supernatural Resistance equal to 11 + class levels.

—+2 racial bonus on Will saves against supernatural powers.

—**Light Blindness:** Abrupt exposure to bright light (such as sunlight) blinds drow for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.

—**Bonus Feats:** Power (Shadow Shaping) (dark elves treat this feat as if their total level was their adept level), Talented (Notice and Search), Weapon Training

—**Favored Feats:** Choose one Supernatural Feat (dark elves treat this feat as if their total level was their adept level).

ETTERCAP

Type: 5th Level Aberration

Size: Medium

Speed: 30 ft., climb 30 ft.

Abilities: Str +2, Dex +3, Con +1, Int -2, Wis +2, Cha -1

Skills: Climb 0 (+10), Craft (trap making) 0 (+2), Notice 0 (+6), Stealth 8 (+11)

Feats: Double Strike, Great Fortitude, Night Vision^B

Traits: Poison, Web

Combat: Attack +6 (+3 base, +3 Dex), Damage +5 plus poison (bite) or +2 (claws), Defense Dodge/Parry +6/— (+3 base, +3 Dex), Initiative +3

Saving Throws: Toughness +1 (+1 natural), Fortitude +4 (+1 base, +1 Con, +2 Great Fortitude), Reflex +4 (+1 base, +3 Dex), Will +6 (+4 base, +2 Wis)

Poison: Bite; Fortitude Difficulty 15; initial damage 2 Dex, secondary damage 3 Dex. The save Difficulty is Constitution-based and includes a +2 racial bonus.

Web: An ettercap can throw a web eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against Medium or smaller targets. The web anchors the target in place, allowing no movement.

An entangled creature can escape with a Difficulty 13 Escape Artist check or burst the web with a Difficulty 17 Strength check. The check Difficulties are Constitution-based, and the Strength check Difficulty includes a +4 racial bonus. The web has a toughness of +1, and takes double damage from fire.

Ettercaps can also create sheets of sticky webbing from 5 to 60 feet square. They usually position these to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed on a Difficulty 20 Notice check to notice a web, or they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing receive a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot-square section has a Toughness of +1, and takes double damage from fire.

An ettercap can move across its own sheet web at its climb speed and can determine the exact location of any creature touching the web.

Skills: Ettercaps have a +4 racial bonus on Craft (trap making), and Notice checks. They have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

An ettercap is a ferocious creature that resembles a horrid cross between a human and a tarantula. It has a bloated, bag-like belly, clawed hands and a vaguely human face with multiple spider-like eyes. Two black fangs, like those of a great spider, jut from its mouth. Its sickly yellowish body is dotted with short, bristly hair. An ettercap is about 6 feet tall and weighs about 200 pounds. Ettercaps speak Common.

Ettercaps are not brave creatures, but their cunning traps often ensure that the enemy never draws a weapon. When an ettercap does engage its enemies, it attacks with its keen-edged claws and venomous bite. It usually does not come within melee reach of any foe that is still able to move.

ETTIN

Type: 10th Level Humanoid (Giant)

Size: Large

Speed: 40 ft.

Abilities: Str +6, Dex -1, Con +2, Int -2, Wis +0, Cha +0

Skills: Notice 13 (+18), Search 0 (+0)

Feats: Attack Focus (morningstar), Heavy Armor Training^B, Improved Initiative, Iron Will, Light Armor Training^B, Night Vision^B, Skill Focus (Notice), Two-Weapon Fighting^B, Weapon Training^B

Traits: —

Combat: Attack +5 (-1 size, +7 base, -1 Dex) (+6 with morningstar), Damage +10 (morningstar), Defense Dodge/Parry +5/+12 (-1 size, +7 base, -1 Dex/+6 Str), Initiative +3

Saving Throws: Toughness +9 (+2 size, +2 Con, +3 natural, +2 hide [counts as studded leather]), Fortitude +9 (+7 base, +2 Con), Reflex +2 (+3 base, -1 Dex), Will +5 (+3 base, +2 Iron Will)

Skills: An ettin's two heads give it a +2 racial bonus on Notice, and Search checks.

Ettins, or two-headed giants, are vicious and unpredictable hunters that stalk the night. An ettin never bathes if it can help it, which usually leaves it so grimy and dirty its skin resembles thick, gray hide. Adult ettins are about 13 feet tall and weigh 5,200 pounds. They live about 75 years.

Ettins have no language of their own but speak a pidgin of Orc, Goblin and Giant. Creatures that can speak any of these languages must succeed on a Difficulty 15 Intelligence check to communicate with an ettin. Check once for each bit of information: If the other creature speaks two of these languages, the Difficulty is 10, and for someone who speaks all three, the Difficulty is 5.

Though ettins aren't very intelligent, they are cunning fighters.

They prefer to ambush their victims rather than charge into a straight fight, but once the battle has started, an ettin usually fights furiously until all enemies are dead.

FERRET

Type: 0th Level Animal

Size: Tiny

Speed: 20 ft., climb 20 ft.

Abilities: Str -4, Dex +3, Con +0, Int -4, Wis +1, Cha -2

Skills: Acrobatics 0 (+11), Climb 0 (+11), Notice 3 (+4), Stealth 0 (+15)

Feats: Attack Focus (bite), Night Vision^B

Traits: Attach, Scent

Combat: Attack +5 (+2 size, +0 base, +3 Dex) (+6 with bite), Damage -4 (bite), Defense Dodge/Parry +5/— (+2 size, +3 Dex), Initiative +3

Saving Throws: Toughness -2 (-2 size), Fortitude +0 (+0 base), Reflex +5 (+2 base, +3 Dex), Will +1 (+0 base, +1 Wis)

Attach: If a ferret hits with a bite attack, it uses its powerful jaws to latch onto the opponent's body and automatically deals bite damage each round it remains attached. An attached ferret loses its Dexterity bonus to defense and has a defense of +2. An attached ferret can be struck with a weapon or grappled itself. To remove an attached ferret through grappling, the opponent must achieve a pin against the creature.

Skills: Ferrets have a +4 racial bonus on Stealth checks and a +8 racial bonus on Acrobatics and Climb checks. They use their Dexterity modifier for Climb checks. A ferret can always choose to take 10 on a Climb check, even if rushed or threatened.

These small and mischievous mammals are popular both as pets and as familiars.

FIEND (GENERAL)

Some call them demons or devils; others call them evil spirits, dark forces or even fallen angels. Regardless of what names they have been given, fiends are creatures associated with evil from another plane of existence. Most fiends are associated with one or more vices in particular.

Fiends with supernatural powers use their abilities to delude and confuse foes as much as possible. A favorite trick is to create illusory reinforcements; enemies can never be entirely sure if a threat is only a figment or real summoned fiends joining the fray.

FIEND TRAITS

A fiend may possess one or more of the following traits (unless otherwise noted in a creature's entry).

- Damage Reduction:** Most fiends have some form of damage reduction. The amount of DR and the substances to which the fiend is vulnerable vary with the type of fiend (usually virtue-aligned and cold iron or silver).
- Immunities:** To electricity, fire and poison.
- Resistances:** To acid 4, cold 4 and fire 4.
- See in Darkness:** Some fiends can see perfectly in darkness of any kind, even that created by supernatural powers.
- Summon:** Many fiends share the ability to summon others of their kind (the success chance and type of fiend summoned are noted in each creature description). Fiends are often reluctant to use this power until in obvious peril or extreme circumstances.
- Supernatural Resistance:** Many of the most powerful types of fiends have supernatural resistance. The amount varies with the type of fiend.

BABAU

Type: 7th Level Outsider (Extraplanar, Vice)

Size: Medium

Speed: 30 ft.

Abilities: Str +5, Dex +1, Con +5, Int +2, Wis +1, Cha +3

Skills: Climb 10 (+15), Disable Device 10 (+12), Disguise 10 (+13), Escape Artist 10 (+11), Notice 10 (+19), Open Lock 10 (+11), Search 0 (+10), Sleight of Hand 10 (+11), Stealth 10 (+19)

Feats: Double Strike, Cleave, Improved Strike^B, Power (2)^B, Power, Sneak Attack^B, Weapon Training^B

Traits: Damage Reduction 4/cold iron or virtue, Darkvision 60 ft., Immunity to Electricity and Poison, Powers (rank 10, Cha, save Difficulty 17, Mind Touch +13, Shadow Shaping +13, Teleport +13), Protective Slime, Resistance to Acid 4, Cold 4, and Fire 4, Supernatural Resistance 14, Summon Fiend

Combat: Attack +8 (+7 base, +1 Dex), Damage +7 (claws or bite), Defense Dodge/Parry +8/+12 (+7 base, +1 Dex/+5 Str), Initiative +1

Saving Throws: Toughness +9 (+5 Con, +4 natural), Fortitude +10 (+5 base, +5 Con), Reflex +6 (+5 base, +1 Dex), Will +6 (+5 base, +1 Wis)

Protective Slime: A slimy red jelly coats the babau's skin. Any weapon that touches it takes +3 acid damage from the corrosive goo, and the weapon's hardness does not reduce this damage. A supernatural weapon may attempt a Difficulty 18 Reflex save to avoid taking this damage. A creature who strikes the babau with an unarmed attack, unarmed strike or natural weapon takes this damage as well but can negate the damage with a Difficulty 18 Reflex save. The save Difficulties are Constitution-based.

Summon Fiend: Once per day a babau can attempt to summon another babau with 40% chance of success (13 or better on d20).

Skills: Babaus have a +8 racial bonus on Notice, Search and Stealth checks.

Babaus are fiends of deceit. They lurk in shadows, clothe themselves in illusions, weave intricate lies and assassinate those who get in their way. A babau appears as a gaunt humanoid with dark blood-red skin pulled taught over its skeleton like canvas over a drum. Its eyes are small and beady, but burn with hatred. The teeth of a babau are jagged, and its head is topped by a single massive curved horn. Babaus stand around 6 feet tall and weigh about 140 pounds.

Babaus are sneaky and sly. They attack the most powerful foe first, hoping to eliminate the true threats quickly and then toy with the rest. When ambushing their opponents, they make excellent use of the combination of multiple attacks and sneak attacks. A babau's natural weapons, as well as any weapons it wields, are treated as vice-aligned for the purpose of overcoming damage reduction.

BALOR

Type: 20th Level Outsider (Extraplanar, Vice)

Size: Large



Speed: 40 ft., fly 90 ft. (good)

Abilities: Str +12, Dex +7, Con +10, Int +7, Wis +7, Cha +13

Skills: Bluff 23 (+36), Concentration 23 (+30), Diplomacy 23 (+36), Disguise 23 (+36), Intimidate 23 (+36), Knowledge (supernatural) 23 (+30), Knowledge (any two) 23 (+30), Notice 23 (+38), Search 23 (+30), Sense Motive 23 (+30), Stealth 23 (+30), Survival 23 (+30)

Feats: Attack Focus (sword), Cleave, Exotic Weapon Training (whip)^B, Improved Initiative, Improved Strike^B, Power (6)^B, Power (2), Quicken Power, Two-Weapon Fighting, Weapon Training^B

Traits: Damage Reduction 6/cold iron and virtue, Darkvision 60 ft., Death Throes, Entangle, Flaming Body, Immunity to Electricity, Fire, and Poison, Powers (rank 23, Cha, save Difficulty 33, Dominate +36, Elemental Blast +36, Fire Shaping +36, Mind Touch +36, Move Object +36, Second Sight +36, True Vision +36, Teleport +36), Resistance to Acid 4 and Cold 4, Supernatural Resistance 28, Summon Fiend, Vorpal Sword

Combat: Attack +26 (-1 size, +20 base, +7 Dex) (+28 with +1 vorpal sword and +27 with +1 flaming whip), Damage +17 (+1 vorpal sword, crit 19-20/+3) or +14 +2 Reflex plus entanglement (+1 flaming whip), Defense Dodge/Parry +26/+32 (-1 size, +20 base, +7 Dex/+12 Str [+1 vorpal sword]), Initiative +11

Saving Throws: Toughness +21 (+2 size, +10 Con, +9 natural), Fortitude +22 (+12 base, +10 Con), Reflex +19 (+12 base, +7 Dex), Will +19 (+12 base, +7 Wis)

Death Throes: When killed, a balor explodes in a blinding flash of light that deals +25 damage to anything within 100 feet (Reflex Difficulty 30 half). This explosion automatically destroys any weapons the balor is holding. The save Difficulty is Constitution-based.

Entangle: A balor's +1 flaming whip entangles foes much like an attack with a net. The whip has a toughness of +4. The whip needs no folding. If it hits, the target and the balor immediately make opposed Strength checks; if the balor wins, it drags the target against its flaming body (see the balor's Flaming Body trait). The target remains anchored against the balor's body until it escapes the whip.

Flaming Body: The body of a balor is wreathed in flame. Anyone grappling a balor takes +12 Reflex damage each round.

Summon Fiend: Once per day a balor can automatically summon 20 dretches, 2 hezrous, or one nalfeshnee, glabrezu, marilith, or balor.

Vorpal Sword: Every balor carries a +1 vorpal sword that looks like a flame or a bolt of lightning. On an attack roll of a natural 20, if a critical hit is scored, the sword severs the victim's head (if it has one). This automatically kills most living creatures with a discernable anatomy (tick of the "dead" condition on the damage track).

Skills: Balors have a +8 racial bonus on Notice checks.

Balors are fiends of tyranny and are the lords of the underworld, ruling lesser fiends through sheer power, violence and fear. These large fiends are terrible to behold. A balor is a towering well-muscled humanoid figure shrouded by a blazing inferno. It possesses the classic demonic bat-like wings and horns. A balor stands about 12 feet tall. Its skin is usually dark red. It weighs about 4,500 pounds.

Balors love to join battle armed with their swords and whips. If they face stiff resistance, they may teleport away to lose a few supernatural powers at the foe. A balor's +1 flaming whip is a long, flexible weapon with many tails tipped with hooks, spikes and balls. The weapon deals bludgeoning and slashing damage, in addition to Reflex damage. A balor's natural weapons, as well as any weapons it wields, are treated as vice-aligned for the purpose of overcoming damage reduction.

BARBED FIEND (HAMATULA)

Type: 12th Level Outsider (Extraplanar, Vice)

Size: Medium

Speed: 30 ft.

Abilities: Str +6, Dex +6, Con +6, Int +1, Wis +2, Cha +4

Skills: Concentration 15 (+17), Intimidate 15 (+19), Knowledge (any one) 15 (+16), Notice 15 (+20), Search 15 (+16), Sense Motive 15 (+17), Stealth 15 (+21)

Feats: Cleave, Improved Strike^B, Improved Grab^B, Iron Will, Power (5)^B, Power (2), Skill Focus (Notice), Weapon Training^B

Traits: Barbed defense, Damage Reduction 4/virtue, Darkvision 60 ft., Fear, Immunity to Fire and Poison, Impale 15, Powers (rank 15, Cha, save Dif culty 20, Corrupting Shadow +19, Elemental Blast +19, Fire Shaping +19, Illusion +19, Mind Touch +19, Move Object +19, Teleport +19), Resistance to Acid 4 and Cold 4, See in Darkness, Supernatural Resistance 23, Summon Fiend

Combat: Attack +18 (+12 base, +6 Dex), Damage +12 (claws), Defense Dodge/Parry +18/+18 (+12 base, +6 Dex/+6 Str), Initiative +6

Saving Throws: Toughness +12 (+6 Con, +6 natural), Fortitude +14 (+8 base, +6 Con), Reflex +14 (+8 base, +6 Dex), Will +12 (+8 base, +2 Wis, +2 Iron Will)

Barbed defense: Any creature striking a barbed fiend with handheld weapons or natural weapons takes +8 piercing and slashing damage from the fiend's barbs. Note that weapons with exceptional reach, such as longspears, do not endanger their users in this way.

Fear: A creature hit by a barbed fiend must succeed on a Dif culty 20 Will save or be affected as though by the *fear* effect of the Heart Shaping supernatural power. Whether or not the save is successful, that creature cannot be affected by that same barbed fiend's fear ability for 24 hours. The save Dif culty is Charisma-based.

Impale: A barbed fiend deals +10 piercing damage to a grabbed opponent with a successful grapple check.

Summon Fiend: Once per day a barbed fiend can attempt to summon 3 bearded fiends or another barbed fiend with a 35% chance of success (14 or better on d20).

Barbed fiends are fiends of obsession. They systematically accumulate and hoard all the wealth and influence they can get their clawed hands upon. A barbed fiend is an ugly humanoid covered with painful-looking barbed spines from its head to the tip of its tail. Barbed fiends are about 7 feet tall and weigh about 300 pounds.

Barbed fiends eagerly fight with their claws, trying to impale their opponents. They use Move Object to grapple and immobilize those who avoid their hug attacks. A barbed fiend's natural weapons, as well as any weapons it wields, are treated as vice-aligned for the purpose of overcoming damage reduction.

BEARDED FIEND (BARBAZU)

Type: 6th Level Outsider (Extraplanar, Vice)

Size: Medium

Speed: 40 ft.

Abilities: Str +2, Dex +2, Con +3, Int -2, Wis +0, Cha +0

Skills: Climb 9 (+11), 9 (Notice +9), Sense Motive 9 (+9), Stealth 9 (+11)

Feats: Attack Focus (polearm), Cleave, Improved Initiative, Improved Strike^B, Power (2)^B, Rage^B, Weapon Training^B

Traits: Beard, Damage Reduction 2/silver or virtue, Darkvision 60 ft., Immunity to Fire and Poison, Persistent Wound, Powers (rank 9, Cha, save Dif culty 13, Mind Touch +9, Teleport +9), Resistance to Acid 4 and Cold 4, See in Darkness, Supernatural Resistance 17, Summon Fiend

Combat: Attack +8 (+6 base, +2 Dex) (+9 polearm), Damage +5 plus persistent wound (polearm, crit +4), or +4 (claws), Defense Dodge/Parry +8/+8 (+6 base, +2 Dex/+2 Str), Initiative +6



Saving Throws: Toughness +6 (+3 Con, +3 natural), Fortitude +8 (+5 base, +3 Con), Reflex +7 (+5 base, +2 Dex), Will +5 (+5 base)

Beard: If a bearded fiend hits a single opponent with both claw attacks, it automatically hits with its beard. The affected creature takes +5 damage and must succeed on a Dif culty 16 Fortitude save or be infected with a vile disease known as devil chills (incubation period 2 days, Damage 1 Str). Damage is dealt each day until the affected creature succeeds on three consecutive Fortitude saves, the disease is cured through supernatural means or the creature dies. The save Dif culty is Constitution-based.

Persistent Wound: Polearm; +2 damage each round; Dif culty 16 Medicine and adept level check. The infernal wound is a supernatural ability of the bearded fiend, not of the weapon.

Summon Fiend: Once per day a bearded fiend can attempt to summon 11 lemures with a 50% chance of success (11 or better on d20), or another bearded fiend with a 35% chance of success (14 or better).

Bearded fiends are fiends of wrath. They are the least organized or predictable of fiend-kind. They are legendary for their ferocious battle-rages. A bearded fiend is a feral looking humanoid with skin tones that can range from a sickly green to a dark rusty red. Bearded fiends are named after their jagged beards that appear as though made from sharpened metal wire. They stand 6 feet tall and weigh about 225 pounds. Every bearded fiend carries a saw-toothed glaive (a type of polearm).

Bearded fiends are aggressive and love to fight. They revel in their battle frenzy, spreading mayhem among their foes. A bearded fiend's natural weapons, as well as any weapons it wields, are treated as vice-aligned for the purpose of overcoming damage reduction.

BEBILITH

Type: 12th Level Outsider (Extraplanar, vice)

Size: Huge

Speed: 40 ft., climb 20 ft.

Abilities: Str +9, Dex +1, Con +8, Int +0, Wis +1, Cha +1

Skills: Climb 15 (+24), Jump 15 (+24), Notice 15 (+16), Search 15 (+15), Stealth 15 (+16), Sense Motive 15 (+16)

Feats: All-Out Attack, Cleave, Improved Initiative, Improved Grab, Improved Strike^B, Power^B, Track

Traits: Damage Reduction 4/virtue, Darkvision 60 ft., Poison, Powers (rank 15, Cha, save Dif culty 17, Mind Touch +16), Rend Armor, Scent, Web

Combat: Attack +11 (-2 size, +12 base, +1 Dex), Damage +13 plus poison (bite) or +11 (claws), Defense Dodge/Parry +11/+19 (-2 size, +12 base, +1 Dex/+9), Initiative +5

Saving Throws: Toughness +18 (+4 size, +8 Con, +6 natural), Fortitude +16 (+8 base, +8 Con), Reflex +9 (+8 base, +1 Dex), Will +9 (+8 base, +1 Wis)

Poison: Bite; Fortitude Dif culty 24; initial Damage 2 Con, secondary damage 3 Con. The save Dif culty is Constitution-based.

Rend Armor: If a bebilith hits with both claw attacks, it pulls apart any armor worn by its foe. This attack deals +26 damage to the opponent's armor. Creatures not wearing armor are unaffected by this special attack. Armor makes its own damage saves and has its own damage track. Armor is destroyed when reduced to "dying" condition on the damage track. Damaged armor may be repaired with a successful Craft (armorsmithing) check.

Web: A bebilith can throw a web up to four times per day. This is similar to an attack with a net but has a maximum range of 30 feet, with a range increment of 10 feet. This attack is effective against targets of up to Gargantuan size. The web anchors the target in place, allowing no movement.

An entangled creature can escape with a Dif culty 24 Escape Artist check or burst the web with a Dif culty 24 Strength check. The check Dif culties are Constitution-based. The web has a toughness of +3. There is a 70% chance (7 or better on d20) that the webbing does not burn if any sort of fire is applied to it (check each round).

Skills: A bebilith has mottled coloration that gives it a +8 racial bonus on Stealth checks.

Bebiliths are fiends of cruelty. They are enormous, predatory, arachnid fiends of incalculable cruelty that hunt other fiends. A bebilith has a body the size of a plow horse, with legs spanning more than 14 feet. It weighs more than two tons. Bebiliths understand but do not speak Fiendish. Their telepathy allows them to communicate silently with one another. A bebilith will hunt down and feed upon any creature that comes across its path, not because it is hungry or to defend its territory, but because of the sheer glee it gets from hunting, dismembering and feeding upon other creatures, even other fiends.

A bebilith randomly attacks anything they do not perceive to be more powerful than themselves. It usually picks one target and concentrates its attacks on that opponent, using its webs to isolate the target from its comrades. Should the bebilith become overwhelmed by tougher opponents, it often attempts to bite one or more of its victims and retreats, allowing its poison to do its work. Bebilith venom is highly perishable, losing its potency and becoming inert, foul-smelling goo almost as soon as it comes into contact with air. A bebilith's natural weapons, as well as any weapons it wields, are treated as vice-aligned for the purpose of overcoming damage reduction.

BONE FIEND (OSYLUTH)

Type: 10th Level Outsider (Extraplanar, Vice)

Size: Large

Speed: 40 ft.

Abilities: Str +5, Dex +5, Con +5, Int +2, Wis +2, Cha +2

Skills: Bluff 13 (+15), Concentration 13 (+15), Intimidate 13 (+15), Knowledge (any one) 13 (+15), Notice 13 (+18), Search 13 (+15), Sense Motive 13 (+15), Stealth 13 (+18)

Feats: Double Strike, Improved Initiative, Improved Strike^B, Iron Will, Power (4)^B, Skill Focus (Notice), Weapon Training^B

Traits: Damage Reduction 4/virtue, Darkvision 60 ft., Fear Aura, Immunity to Fire and Poison, Poison, Powers (rank 13, Cha, save Dif culty 17, Cold Shaping +15, Illusion +15, Mind Touch +15, Teleport 15), Resistance to Acid 4 and Cold 4, See in Darkness, Supernatural Resistance 21, Summon Fiend

Combat: Attack +14 (-1 size, +10 base, +5 Dex), Damage +8 (bite) or +6 (claws) or +8 plus poison (sting), Defense Dodge/Parry +14/+14 (-1 size, +10 base, +5 Dex/+5 Str), Initiative +9

Saving Throws: Toughness +12 (+2 size, +5 Con, +5 natural), Fortitude +12 (+7 base, +5 Con), Reflex +12 (+7 base, +5 Dex), Will +11 (+7 base, +2 Wis, +2 Iron Will)

Fear Aura: Bone fiends can radiate a 5-foot-radius fear aura as a free action. Affected creatures must succeed on a Dif culty 17 Will save or be affected as though by the fear effect of the Heart Shaping supernatural power. A creature that successfully saves cannot be affected again by the same bone fiend's aura for 24 hours. Other fiends are immune to the aura. The save Dif culty is Charisma-based.

Poison: Sting; Fortitude Dif culty 20; initial Damage 2 Str, secondary damage 3 Str. The save Dif culty is Constitution-based.

Summon Fiend: Once per day a bone fiend can attempt to summon 11 lemures with a 50% chance of success (11 or better on d20), or another bone fiend with a 35% chance of success (14 or better).

Bone fiends are fiends of injustice. They serve as enforcers among fiend-kind, policing lesser fiends to enforce the laws of higher ranking fiends. A bone fiend looks like a cross between a skeleton and a humanoid scorpion. Its sunken features outline its bone structure with frightening clarity, and its backbone extends into a long scorpion-like tail. Its withered limbs end in sharply clawed hands. Bone fiends stand about 9 feet tall and weigh about 500 pounds.

Bone fiends hate all other creatures and attack ruthlessly. A bone fiend's natural weapons, as well as any weapons it wields, are treated as vice-aligned for the purpose of overcoming damage reduction.

CHAIN FIEND (KYTON)

Type: 8th Level Outsider (Extraplanar, Vice)

Size: Medium

Speed: 30 ft.

Abilities: Str +2, Dex +2, Con +2, Int -2, Wis +0, Cha +1

Skills: Climb 11 (+13), Craft (blacksmithing) 0 (+6), Escape Artist 11 (+13), Intimidate 11 (+12), Notice 11 (+14)

Feats: Exotic Weapon Training (spiked chain)^B, Heavy Armor Training^B, Improved Critical (chain), Improved Initiative, Improved Strike^B, Light Armor Training^B, Skill Focus (Notice), Two Weapon Fighting^B, Weapon Training^B

Traits: Damage Reduction 2/silver or virtue, Dancing Chains, Darkvision 60 ft., Immunity to Cold, Regeneration 2, Supernatural Resistance 18, Unnerving Gaze

Combat: Attack +10 (+8 base, +2 Dex), Damage +4 (spiked chain), Defense Dodge/Parry +10/+10 (+8 base, +2 Dex/+2 Str), Initiative +6

Saving Throws: Toughness +10 (+2 Con, +5 natural, +3 chains [counts as chain mail]), Fortitude +8 (+6 base, +2 Con), Reflex +8 (+6 base, +2 Dex), Will +6 (+6 base)

Dancing Chains: A chain fiend's most awesome attack is its ability to control up to four chains within 20 feet as a standard action, making the chains dance or move as it wishes. In addition, a chain fiend 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 fiend itself. If a chain is in another creature's possession, the creature can attempt a Difficulty 15 Will save to break the chain fiend's power over that chain. If the save is successful, the chain fiend cannot attempt to control that particular chain again for 24 hours or until the chain leaves the creature's possession. A chain fiend can climb chains it controls at its normal speed without making Climb checks. The save Difficulty is Charisma-based.

Regeneration: Each round a chain fiend gains an extra recovery check with a +2 bonus. Damage dealt by silvered weapons, virtue-aligned weapons, and powers or effects used by a creature with the virtue subtype cannot be healed in this way. A chain fiend that loses a piece of its body regrows it in 70 minutes. Holding the severed member against the stump enables it to reattach instantly.

Unnerving Gaze: Range 30 ft., Will Difficulty 15 negates. A chain fiend can make its face resemble one of an opponent's departed loved ones or bitter enemies. Those who fail their saves take a -2 penalty on attack rolls for 2 rounds. The save Difficulty is Charisma-based.

Skills: Chain fiends have a +8 racial bonus on Craft checks involving metalwork.

Chain fiends are fiends of torture. They are humanlike fiends, wrapped in chains instead of clothing, much the same way a mummy is wrapped in gauze. Chain fiends are 6 feet tall and weigh about 300 pounds, chains included. Chain fiends speak Fiendish and Common.

A chain fiend attacks by falling away with the spiked chains that serve as its clothing, armor and weapons. A chain fiend's natural weapons, as well as any weapons it wields, are treated as vice-aligned for the purpose of overcoming damage reduction.

DRETCH

Type: 2nd Level Outsider (Extraplanar, Vice)

Size: Small

Speed: 20 ft.

Abilities: Str +1, Dex +0, Con +2, Int -3, Wis +0, Cha +0

Skills: Intimidate 5 (+5), Notice 5 (+5), Stealth 5 (+9)

Feats: Double Strike, Improved Strike^B, Power^B

Traits: Damage Reduction 2/cold iron or virtue, Darkvision 60 ft., Immunity to Electricity and Poison, Powers (rank 5, Cha, save Difficulty 11, Mind Touch +5), Resistance to Acid 4, Cold 4, and Fire 4, Summon Fiend

Combat: Attack +3 (+1 size, +2 base), Damage +3 (claws) or +2 (bite), Defense Dodge/Parry +3/+4 (+1 size, +2 base, +1 Str), Initiative +0

Saving Throws: Toughness +3 (-1 size, +2 Con, +2 natural), Fortitude +5 (+3 base, +2 Con), Reflex +3 (+3 base), Will +3 (+3 base)

Summon Fiend: Once per day a dretch can attempt to summon another dretch with a 35% chance of success (14 or better on d20).

Dretches are fiends of sloth. They rarely move, act or even think unless commanded to do so by a more powerful fiend. A dretch is a short humanoid with droopy hairless features, spindly limbs and a thick sagging gut. Dretches are about 4 feet tall and weigh about 60 pounds. Dretches cannot speak but can communicate telepathically.

Dretches are slow, stupid and not very effective combatants. In one-on-one combat, they rely on their damage reduction to keep them alive. In groups, they depend on sheer numbers to overcome foes and immediately summon other dretches to improve the odds in battle. They flee at the first sign of adversity unless more powerful fiends are present to intimidate them into fighting. Dretches' fear of their greater kin is stronger than even their fear of destruction. A dretch's natural weapons, as well as any weapons it wields, are treated as vice-aligned for the purpose of overcoming damage reduction.

ERINYES

Type: 9th Level Outsider (Extraplanar, Vice)

Size: Medium

Speed: 30 ft., fly 50 ft. (good)

Abilities: Str +5, Dex +5, Con +5, Int +2, Wis +4, Cha +5

Skills: Concentration 12 (+16), Diplomacy 12 (+17), Escape Artist 12 (+17), Knowledge (any) 12 (+14), Notice 12 (+16), Search 12 (+14), Sense Motive 12 (+16), Stealth 12 (+17)

Feats: Attractive^B, Dodge Focus, Weapon Training (rope)^B, Improved Strike^B, Move-By Action, Point Blank Shot, Precise Shot, Power (6)^B, Weapon Training^B

Traits: Damage Reduction 2/virtue, Darkvision 60 ft., Entangle, Immunity to Fire and Poison, Powers (rank 12, Cha, save Difficulty 20, Illusion +17, Mind Touch +17, Second Sight +17, Suggestion +17, Teleport +17, True Vision +17), Resistance to Acid 4 and Cold 4, See in Darkness, Supernatural Resistance 20, Summon Fiend

Combat: Attack +14 (+9 base, +5 Dex) (+15 with +1 flaming bow), Damage +8 (sword, 19-20/+3) or +9 +2 fire (+1 flaming bow, +4), Defense Dodge/Parry +15/+15 (+9 base, +5 Dex/+5 Str, +1 dodge), Initiative +5

Saving Throws: Toughness +9 (+5 Con, +4 natural), Fortitude +11 (+6 base, +5 Con), Reflex +11 (+6 base, +5 Dex), Will +10 (+6 base, +4 Wis)

Entangle: Each erinyes carries a stout rope some 50 feet long that entangles opponents of any size. Doing so requires a ranged attack to throw the magical rope on the target. The rope has a defense of

+0 and a Toughness save of +1. It requires a Difficulty 23 Strength check to burst the rope. While bound, an adept must succeed on a Difficulty 15 concentration check to use any supernatural powers. An entangled target may also slip free with a Difficulty 20 escape artist check. An erinyes can hurl its rope 30 feet with no range penalty. Typically, an erinyes entangles a foe, lifts it into the air and drops it from a great height.

Summon Fiend: Once per day an erinyes can attempt to summon 11 lemures or 2 bearded fiends with a 50% chance of success (11 or better on d20).

Erinyes are fiends of guilt. Unlike other fiends, an erinyes appears attractive to humans, resembling a very comely woman or man with large feathery wings like those of a falcon. Erinyes stand about 6 feet tall and weigh about 150 pounds. Erinyes speak Fiendish, Celestial and Draconic.

True to its vice, an erinyes' preferred weapon is a rope, symbolic of the tether to which one feels bound by their guilt. Erinyes prefer to engage in combat from a distance. They use Suggestion to distract or disorganize their opponents, then rain down fiery arrows from above. An erinyes' natural weapons, as well as any weapons it wields, are treated as vice-aligned for the purpose of overcoming damage reduction.

GLABREZU

Type: 12th Level Outsider (Extraplanar, Vice)

Size: Huge

Speed: 40 ft.

Abilities: Str +10, Dex +0, Con +10, Int +3, Wis +3, Cha +5

Skills: Bluff 15 (+20), Concentration 15 (+18), Diplomacy 15 (+20), Intimidate 15 (+20), Knowledge (any) 15 (+18), Notice 15 (+26), Search 15 (+18), Sense Motive 15 (+18), Stealth 15 (+15)

Feats: Cleave, Double Strike, Great Cleave, Improved Grab^B, Improved Strike^B, Power (3)^B, Power (2), Weapon Training^B

Traits: Damage reduction 4/virtue, Darkvision 60 ft., Immunity to Electricity and Poison, Powers (rank 15, Cha, save Difficulty 21, Illusion +20, Mind Touch +20, Second Sight +20, Teleport

+20, True Vision +20), Resistance to Acid 4, Cold 4, and Fire 4, Supernatural Resistance 21, Summon Fiend

Combat: Attack +10 (–2 size, +12 base), Damage +16 (pinchers) or +12 (claws) or +13 (bite), Defense Dodge/Parry +10/+20 (–2 size, +12 base, +10 Str), Initiative +0

Saving Throws: Toughness +23 (+4 size, +10 Con, +9 natural), Fortitude +18 (+8 base, +10 Con), Reflex +8 (+8 base), Will +11 (+8 base, +3 Wis)

Summon Fiend: Once per day a glabrezu can attempt to summon 22 dretches or 1 vrock with a 50% chance of success (11 or better on d20), or another glabrezu with a 20% chance of success (17 or better).

Skills: Glabrezu have a +8 racial bonus on Notice checks.

Glabrezus are fiends of greed. A glabrezu resembles a large, hideous dog-headed humanoid with four arms. Its upper set of arms ends in cruel crab-like pinchers, while its lower arms end in clawed hands. Glabrezus have penetrating violet eyes, and their skin color ranges from deep russet to pitch black. Like succubi, glabrezu tempt heroes into ruin, but they lure their prey with power or wealth rather than passion. A glabrezu stands about 15 feet tall and weighs about 5,500 pounds.

Glabrezus prefer subterfuge to combat. However, if their attempts to entice or deceive fail, these enormous fiends attack with a vengeance. A glabrezu's natural weapons, as well as any weapons it wields, are treated as vice-aligned for the purpose of overcoming damage reduction.

HELLCAT (BEZEKIRA)

Type: 8th Level Outsider (Extraplanar, Vice)

Size: Large

Speed: 40 ft.

Abilities: Str +6, Dex +5, Con +3, Int +0, Wis +2, Cha +0

Skills: Acrobatics 11 (+16), Climb 11 (+17), Jump 11 (+17), Notice 11 (+17), Stealth 11 (+16), Survival 11 (+13)

Feats: Dodge Focus, Double Strike, Improved Initiative, Improved Strike^B, Track^B, Improved Grab^B, Power^B

Traits: Damage Reduction 2/virtue, Darkvision 60 ft., Invisible in Light, Pounce, Powers (rank 11, Wis, save Difficulty 16, Mind Touch +13), Rake, Resistance to Fire 4, Scent, Supernatural Resistance 19

Combat: Attack +12 (–1 size, +8 base, +5 Dex), Damage +9 (claws) or +12 (bite) or +6 (rake), Defense Dodge/Parry +13/+14 (–1 size, +8 base, +5 Dex/+6 Str, +1 dodge), Initiative +9

Saving Throws: Toughness +8 (+2 size, +3 Con, +3 natural), Fortitude +9 (+6 base, +3 Con), Reflex +11 (+6 base, +5 Dex), Will +8 (+6 base, +2 Wis)

Improved Grab: To use this ability, a hellcat must hit with its bite attack. It can then attempt to start a grapple as a free action. If it wins the grapple check, it establishes a hold and can rake.

Invisible in Light: A hellcat is invisible in any area lit well enough for a human to see. In a darkened area, it shows up as a faintly glowing outline visible up to 30 feet away (60 feet if the viewer has Night Vision). Supernatural darkness smothers the glow and conceals the outline.

Pounce: If a hellcat charges, it can attack a single target with both its claws and its bite in a single round.

Skills: Hellcats have a +4 racial bonus on Notice and Stealth checks.

Hellcats are fiends of hatred. They are astoundingly voracious creatures whose hunger for flesh is never sated. A hellcat has the form of a lion composed of white fire. While its appearance suggests it is incorporeal, a hellcat has a corporeal body and can be harmed by physical attacks. Hellcats use a natural telepathy to communicate with one another and those they encounter. A hellcat measures about 9 feet long and weighs about 900 pounds.

A hellcat can hold its own in combat thanks to sharp claws and wicked fangs. It prefers to leap upon opponents, just as a lion does. A hellcat's natural weapons, as well as any weapons it wields, are treated as vice-aligned for the purpose of overcoming damage reduction.

HEZROU

Type: 10th Level Outsider (Extraplanar, Vice)

Size: Large

Speed: 30 ft.

Abilities: Str +5, Dex +0, Con +9, Int +2, Wis +2, Cha +4

Skills: Climb 13 (+18), Concentration 13 (+15), Notice 13 (+23), Escape Artist 13 (+13), Intimidate 13 (+17), Knowledge (supernatural) 13 (+15), Search 13 (+15), Stealth 13 (+9)

Feats: Blind-Fight, Cleave, Double Strike^B, Improved Grab^B, Improved Strike^B, Power (3)^B, Power, Tough, Weapon Training^B

Traits: Damage Reduction 4/virtue, Darkvision 60 ft., Immunity to Electricity and Poison, Powers (rank 13, Cha, save Difficulty 19, Corrupting Shadow +17, Mind Touch +17, Second Sight +17, Teleport +17), Resistance to Acid 4, Cold 4, and Fire 4, Supernatural Resistance 19, Stench, Summon Fiend

Combat: Attack +9 (–1 size, +10 base), Damage +9 (bite) or +9 (claws), Defense Dodge/Parry +9/+14 (–1 size, +10 base, +5 Str), Initiative +0

Saving Throws: Toughness +19 (+2 size, +9 Con, +1 Tough, +7 natural), Fortitude +16 (+7 base, +9 Con), Reflex +7 (+7 base), Will +9 (+7 base, +2 Wis)

Stench: A hezrou's skin produces a foul-smelling, toxic liquid whenever it fights. Any living creature (except other fiends) within 10 feet must succeed on a Difficulty 24 Fortitude save or be nauseated for as long as it remains within the affected area and for 2 rounds afterward. Creatures that successfully save are sickened for as long as they remain in the area. A creature that successfully saves cannot be affected again by the same hezrou's stench for 24 hours. A successful use of the Cure Poison supernatural power removes either condition from one creature. Creatures that have immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws. The save Difficulty is Constitution-based.

Summon Fiend: Once per day a hezrou can attempt to summon 22 dretches or another hezrou with a 35% chance of success (14 or better on d20).

Skills: Hezrous have a +8 racial bonus on Notice checks.

Hezrous are fiends of violence. They are built for battle, and love nothing more than bathing in the blood of their victims and reveling in their own battle-stench. A hezrou has a stout brutish body that resembles that of a demonic hairless gorilla with a thick horn-covered hide. A hezrou can walk both upright and on all fours, but it always fights standing up. Hezrous are about 8 feet tall and weigh about 750 pounds.

Hezrous enjoy melee combat even more than vrocks do. They eagerly press an attack deep into the heart of enemy forces, so their stench can take effect as quickly as possible. A hezrou's natural weapons, as well as any weapons it wields, are treated as vice-aligned for the purpose of overcoming damage reduction.

HORNED FIEND (CORNUGON)

Type: 15th Level Outsider (Extraplanar, Vice)

Size: Large

Speed: 20 ft., fly 50 ft. (average)

Abilities: Str +10, Dex +7, Con +7, Int +2, Wis +4, Cha +6

Skills: Bluff 18 (+24), Climb 18 (+28), Concentration 18 (+22), Intimidate 18 (+24), Notice 18 (+22), Search 18 (+20), Sense Motive 18 (+22), Stealth 18 (+21)

Feats: Attack Focus (spiked chain), Cleave, Double Strike, Exotic Weapon Training (spiked chain)^B, Improved Strike^B, Improved Sunder, Iron Will, Power (5)^B, Power, Weapon Training^B

Traits: Damage Reduction 4/virtue and silver, Darkvision 60 ft., Fear Aura, Immunity to Fire and Poison, Persistent Wound, Powers (rank 18, Cha, save Dif culty 24, Elemental Blast +24, Fire Shaping +24, Illusion +24, Mind Touch +24, Teleport +24, Weather Shaping +24), Resistance to Acid 4 and Cold 4, Regeneration 5, See in Darkness, Supernatural Resistance 28, Stun, Summon Fiend

Combat: Attack +21 (–1 size, +15 base, +7 Dex) (+22 spiked chain), Damage +13 (spiked chain or claws) or +16 (bite) or +14 plus persistent wound (tail), Defense Dodge/Parry +21/+24 (–1 size, +15 base, +7 Dex/+10 Str), Initiative +7

Saving Throws: Toughness +18 (+2 size, +7 Con, +9 natural), Fortitude +16 (+9 base, +7 Con), Reflex +16 (+9 base, +7 Dex), Will +15 (+9 base, +4 Wis)

Fear Aura: A horned fiend can radiate a 5-foot-radius fear aura as a free action. A creature in the area must succeed on a Dif culty 23 Will save or be affected as though by the *fear* effect of the Heart Shaping supernatural power. A creature that successfully saves cannot be affected again by the same horned fiend's aura for 24 hours. Other fiends are immune to the aura. The save Dif culty is Charisma-based.

Persistent Wound: Tail; +2 damage each round; Dif culty 24 Medicine and adept level check.

Regeneration: Each round a horned fiend gains an extra recovery check with a +5 bonus. Damage from virtue-aligned silvered weapons and from powers or effects used by creatures with the virtue subtype cannot be healed in this way.

Stun: Whenever a horned fiend hits with a spiked chain attack, the opponent must succeed on a Dif culty 27 Fortitude save or be stunned for 2 rounds. This ability is a function of the horned fiend, not of the spiked chain. The save Dif culty is Strength-based.

Summon Fiend: Once per day a horned fiend can attempt to summon 11 lemures or 3 bearded fiends with a 50% chance of success (11 or better on d20), 3 barbed fiends with a 35% chance of success (14 or better), or another horned fiend with a 20% chance of success (17 or better).

These gargoyle-like fiends are fiends of pride. They believe themselves to be the greatest of all fiends, and plot to one day overthrow the pit fiends to take their rightful place as the rulers of all fiend kind. A horned fiend has black scales, large black leathery wings, clawed hands and feet, a crocodile-like tail and sharp horns. They are 9 feet tall and weigh about 600 pounds.

Horned fiends are bold fighters. They rarely retreat, even against overwhelming odds. They love to fight with their spiked chains, usually singling out the most powerful foes to stun and eliminate quickly. A horned fiend's natural weapons, as well as any weapons it wields, are treated as vice-aligned for the purpose of overcoming damage reduction.

ICE FIEND (GELUGON)

Type: 14th Level Outsider (Extraplanar, Vice)

Size: Large

Speed: 40 ft.

Abilities: Str +6, Dex +5, Con +6, Int +6, Wis +6, Cha +5

Skills: Bluff 17 (+22), Climb 17 (+23), Concentration 17 (+23), Intimidate 17 (+24), Jump 17 (+23), Knowledge (supernatural) 17 (+23), Knowledge (any two) 17 (+23), Notice 17 (+26), Search 17 (+23), Sense Motive 17 (+23), Stealth 17 (+18)



Feats: Attack Focus (spear), Cleave, Double Strike^B, Improved Strike^B, Power (3)^B, Power (2), Skill Focus (Notice), Weapon Training^B

Traits: Damage Reduction 4/virtue, Darkvision 60 ft., Fear Aura, Immunity to Fire and Poison, Powers (rank 17, Cha, save Dif culty 22, Cold Shaping +22, Elemental Blast +22, Illusion +22, Mind Touch +22, Teleport +22), Resistance to Acid 4 and Cold 4, Regeneration 5, See in Darkness, Slow, Supernatural Resistance 25, Summon Fiend

Combat: Attack +18 (–1 size, +14 base, +5 Dex) (+19 with spear), Damage +10 (spear, claws or bite) or +12 plus slow (tail), Defense Dodge/Parry +18/+19 (–1 size, +14 base, +5 Dex/+6 Str), Initiative +5

Saving Throws: Toughness +16 (+2 size, +5 Con, +9 natural), Fortitude +15 (+9 base, +6 Con), Reflex +14 (+9 base, +4 Dex), Will +15 (+9 base, +6 Wis)

Fear Aura: An ice fiend can radiate a 10-foot-radius fear aura as a free action. A creature in the area must succeed on a Dif culty 22 Will save or be affected as though by the *fear* effect of the Heart Shaping supernatural power. A creature that successfully saves cannot be affected again by the same ice fiend's aura for 24 hours. Other fiends are immune to the aura. The save Dif culty is Charisma-based.

Regeneration: Each round an ice fiend gains an extra recovery check with a +5 bonus. Damage from virtue-aligned weapons and from powers or effects used by creatures with the virtue subtype cannot be healed in this way.

Slow: A hit from an ice fiend's tail or spear induces numbing cold. The opponent must succeed on a Dif culty 23 Fortitude save or be only able to take a single move or standard action per round for 3 rounds. The save Dif culty is Constitution-based. The affected opponent cannot move and attack in the same round during this time unless it charges.

Summon Fiend: Once per day an ice fiend can attempt to summon 11 lemures or 3 bearded fiends, 5 bone fiends with a 50% chance of success (11 or better on d20), or another ice fiend with a 20% chance of success (17 or better).

Ice fiends are fiends of apathy. The insectoid face of an ice fiend displays no emotion—not that there is any emotion to show. These creatures have no compassion for any other creature and are as aloof and emotionally cold as the frigid aura that constantly surrounds them. An ice fiend has a vaguely humanoid body with mantis-like features and a blue-grey exoskeleton. Ice fiends are about 12 feet tall and weigh about 700 pounds.

An ice fiend prefers to fight only when doing so serves its mission, but it never hesitates to attack when it deems a battle necessary or likely to end in its victory. An ice fiend's natural weapons, as well as any weapons it wields, are treated as vice-aligned for the purpose of overcoming damage reduction.

IMP

Type: 3rd Level Outsider (Extraplanar, Shapechanger, Vice)

Size: Tiny

Speed: 20 ft., fly 50 ft. (perfect)

Abilities: Str +0, Dex +3, Con +0, Int +0, Wis +1, Cha +2

Skills: Diplomacy 6 (+8), Knowledge (supernatural) 6 (+6), Knowledge (any one) 6 (+6), Notice 6 (+7), Search 6 (+6), Stealth 6 (+17)

Feats: Dodge Focus, Improved Strike^B, Power (4)^B, Power

Traits: Alternate Form, Damage Reduction 2/virtue or silver, Darkvision 60 ft., Fast Healing 2, Immunity to Poison, Poison, Powers (rank 6, Cha, save Difficulty 14, Heart Reading +8, Illusion +8, Light Shaping +8, Second Sight +8, Suggestion +8), Resistance to Fire 2

Combat: Attack +8 (+2 size, +3 base, +3 Dex), Damage +1 plus poison (sting), Defense Dodge/Parry +8/+5 (+2 size, +3 base, +3 Dex), Initiative +3

Saving Throws: Toughness +0 (–2 size, +2 natural), Fortitude +3 (+3 base), Reflex +6 (+3 base, +3 Dex), Will +4 (+3 base, +1 Wis)

Alternate Form: An imp can assume other forms at will as a standard action. An individual imp can assume only one or two forms no larger than Medium. Common forms include spider, raven, rat and boar.

Fast Healing: Each round an imp gains an extra recovery check with a +2 bonus.

Poison: Sting; Fortitude Difficulty 13; initial damage 1 Dex, secondary damage 2 Dex. The save Difficulty is Constitution-based and includes a +2 racial bonus.

Imps are tiny fiends of envy. They seek to corrupt mortals by teaching them to covet that which others possess, while they in turn are often jealous of the power held by larger fiends. In its natural form, an imp has the red-skinned, bat-winged, fork-tailed and horned appearance of a classic devil. Imps stand almost 2 feet tall and weigh about 8 pounds.

Imps are craven, but not so timid as to pass up an opportunity for a Sneak Attack using the *invisibility* effect of their Light Shaping supernatural power and alternate form ability. In its natural form, an imp attacks with the wicked stinger on its tail. It quickly flies out of reach if a foe manages to strike back effectively. An imp's natural weapons, as well as any weapons it wields, are treated as vice-aligned for the purpose of overcoming damage reduction.

LEMURE

Type: 2nd Level Outsider (Extraplanar, Vice)

Size: Medium

Speed: 20 ft.

Abilities: Str +0, Dex +0, Con +0, Int —, Wis +0, Cha –3

Skills: —

Feats: Double Strike^B

Traits: Damage Reduction 2/virtue or silver, Darkvision 60 ft., Immunity to Fire and Poison, Mindless, Resistance to Acid 4 and Cold 4, Mindless

Combat: Attack +2 (+2 base), Damage +1 (claws), Defense Dodge/Parry +2/— (+2 base), Initiative +0

Saving Throws: Toughness +2 (+2 natural), Fortitude +3 (+3 base), Reflex +3 (+3 base), Will +3 (+3 base)

Mindless: Immunity to mind-affecting effects (Heart Reading, Heart Shaping, Illusion, Mind Reading, Mind Shaping and Mind Touch supernatural powers).

Lemures are fiends of ignorance. Lemures have no will of their own, but rather serve as puppets and cannon fodder for more powerful fiends. Lemures are mindless and cannot communicate, but they are sensitive to telepathic messages from other fiends, typically obeying a greater fiend's mental commands. A lemure is a vaguely humanoid blob of semi-solid flesh that seems incapable of holding a particular shape. Lemures are about 5 feet tall and weigh about 100 pounds.

Lemures surge toward anything they meet and try to claw it apart. Only a telepathic command from other fiends or the complete destruction of the lemures can make them stop. A lemure's natural weapons, as well as any weapons it wields, are treated as vice-aligned for the purpose of overcoming damage reduction.

MARILITH

Type: 16th Level Outsider (Extraplanar, Vice)

Size: Large

Speed: 40 ft.

Abilities: Str +9, Dex +4, Con +9, Int +4, Wis +4, Cha +7

Skills: Bluff 19 (+26), Concentration 19 (+23), Diplomacy 19 (+26), Disguise 19 (+26), Intimidate 19 (+26), Knowledge (supernatural) 19 (+23), Notice 19 (+31), Search 19 (+23), Sense Motive 19 (+23), Stealth 19 (+19)

Feats: All-Out Attack, Attack Focus (sword), Defensive Attack, Improved Grab^B, Improved Strike^B, Power (5)^B, Power (3), Weapon Training^B

Traits: All-Around Attack, Constrict, Damage reduction 4/virtue and cold iron, Darkvision 60 ft., Immunity to Electricity and Poison, Powers (rank 19, Cha, save Difficulty 25, Illusion +26, Mind Touch +26, Move Object +26, Second Sight +26, Self Shaping +26, Supernatural Weapon +26, Teleport +26, True Vision +26), Resistance to Acid 4, Cold 4, and Fire 4, Squeeze the Life Out, Supernatural Resistance 25, Summon Fiend

Combat: Attack +19 (–1 size, +16 base, +4 Dex) (+20 with swords), Damage +13 (sword, 19-20/+3) or +10 (slam) or +17 (grapple), Defense Dodge/Parry +19/+24 (–1 size, +16 base, +4 Dex/+9 Str), Initiative +4

Saving Throws: Toughness +19 (+2 size, +9 Con, +8 natural), Fortitude +19 (+10 base, +9 Con), Reflex +14 (+10 base, +4 Dex), Will +14 (+10 base, +4 Wis)

All-Around Attack: As a full round action a marilith can make up to six sword or slam attacks against opponents within its reach. Each attack must be made against a different opponent and use a different weapon.

Squeeze the Life Out: A creature constricted by a marilith must succeed on a Difficulty 27 Fortitude save or lose consciousness for as long as it remains in the coils and for 5 rounds thereafter. The save Difficulty is Strength-based.

Summon Fiend: Once per day a marilith can attempt to summon 22 dretches, 2 hezrou, or one nalfeshnee with a 50% chance of success (11 or better on d20), or one glabrezu or another marilith with a 20% chance of success (17 or better).

Skills: Mariliths have a +8 racial bonus on Notice checks.

Mariliths are fiends of vanity. A marilith has the upper body of a beautiful six-armed human woman, but the lower body of great serpent. A marilith usually holds a sword in each of its six hands and wears many bangles and jewels. Mariliths stand about 9 feet tall and measure about 20 feet long. They weigh about 4,000 pounds.

Though mariliths thrive on grand strategy and army-level tactics, they love physical combat and never pass up an opportunity to fight. Mariliths seldom rush headlong into battle, however, preferring to hang back and size up the situation first. They always seek to gain the best possible advantage from the local terrain, obstacles, and any vulnerability or weakness in their opponents. A marilith's natural weapons, as well as any weapons it wields, are treated as vice-aligned for the purpose of overcoming damage reduction.

NALFESHNEE

Type: 14th Level Outsider (Extraplanar, Vice)

Size: Huge

Speed: 30 ft., fly 40 ft. (poor)

Abilities: Str +7, Dex +1, Con +8, Int +6, Wis +6, Cha +5

Skills: Bluff 17 (+22), Concentration 17 (+23), Diplomacy 17 (+22), Disguise 17 (+22), Intimidate 17 (+22), Knowledge (supernatural) 17 (+23), Knowledge (any) 17 (+23), Notice 17 (+31), Search 17 (+23), Sense Motive 17 (+23), Stealth 17 (+10), Survival 17 (+23)

Feats: Attack Focus (bite), Cleave, Double Strike, Improved Strike^B, Power (4)^B, Power (2), Weapon Training^B

Traits: Damage Reduction 4/virtue, Darkvision 60 ft., Immunity to Electricity and Poison, Powers (rank 17, Cha, save Difficulty 22, Elemental Blast +22, Mind Touch +22, Second Sight +22, Teleport +22, True Vision +22, Weather Shaping +22), Resistance to Acid 4, Cold 4, and Fire 4, Smite, Supernatural Resistance 22, Summon Fiend

Combat: Attack +13 (–2 size, +14 base, +1 Dex) (+14 with bite), Damage +13 (bite) or +10 (claws), Defense Dodge/Parry +13/+19 (–2 size, +14 base, +1 Dex/+7 Str), Initiative +1

Saving Throws: Toughness +21 (+4 size, +8 Con, +9 natural), Fortitude +17 (+9 base, +8 Con), Reflex +10 (+9 base, +1 Dex), Will +15 (+9 base, +6 Wis)

Smite: Three times per day a nalfeshnee can create a nimbus of unholy light. When the fiend triggers the ability, rainbow-colored beams play around its body. One round later they burst in a 60-foot radius. Any creature within this area must succeed on a Difficulty 22 Will save or be dazed for 6 rounds as visions of its worst fears hound it. The creature receives its full Dexterity and shield bonuses to defense if attacked but can take no actions. Other fiends are immune to this effect. The save Difficulty is Charisma-based.

Summon Fiend: Twice per day a nalfeshnee can attempt to summon 2 vrocks, 2 hezrous, or one glabrezu with a 50% chance of success (11 or better on d20), or another nalfeshnee with a 20% chance of success (17 or better).

Skills: Nalfeshnees have a +8 racial bonus on Notice checks.

Nalfeshnees are fiends of gluttony. When not performing other duties, a nalfeshnee spends its time eating whatever it finds into its tusked mouth. The hunger of a nalfeshnee is never sated, and after a battle these fiends have been known to consume the bodies of their enemies (and even other fiends) in an orgy of blood and bone. A nalfeshnee's hairy body resembles that of a grotesquely obese ape with clawed hands and cloven hooves. Its head is elongated and its mouth filled with tusks reminiscent of a wild boar. A pair of undersized black-feathered wings sprout from the fiend's back. A nalfeshnee can fly despite the small size of its wings. Nalfeshnees are more than 20 feet tall and weigh 8,000 pounds.

When fulfilling their duties in the underworld, nalfeshnees usually disdain combat as being beneath them. Given the opportunity, they succumb to blood lust and do battle. They disable opponents with their smite ability and slaughter them while they can't fight back. A nalfeshnee's natural weapons, as well as any weapons it wields, are treated as vice-aligned for the purpose of overcoming damage reduction.

PIT FIEND

Type: 18th Level Outsider (Extraplanar, Vice)

Size: Large

Speed: 40 ft., fly 60 ft. (average)

Abilities: Str +13, Dex +8, Con +8, Int +8, Wis +8, Cha +8

Skills: Acrobatics 21 (+29), Bluff 21 (+29), Climb 21 (+34), Concentration 21 (+29), Diplomacy 21 (+29), Disguise 21 (+29), Intimidate 21 (+29), Jump 21 (+34), Knowledge (any one) 21 (+29), Knowledge (supernatural) 21 (+29), Knowledge (theology and philosophy) 21 (+29), Notice 21 (+29), Search 21 (+29), Stealth 21 (+25)

Feats: Cleave, Double Strike^B, Great Cleave, Improved Grab^B, Improved Initiative, Improved Strike^B, Iron Will, Quicken Power, Power (5)^B, Power (2), Weapon Training^B

Traits: Constrict, Damage Reduction 6/virtue and silver, Darkvision 60 ft., Fear Aura, Immunity to Fire and Poison, Powers (rank 21, Cha, save Difficulty 27, Elemental Blast +29, Fire Shaping +29, Illusion +29, Imbue Unlife +29, Light Shaping +29, Mind Touch +29, Teleport +29), Resistance to Acid 4 and Cold 4, Regeneration 5, See in Darkness, Supernatural Resistance 32, Summon Fiend

Combat: Attack +25 (–1 size, +18 base, +8 Dex), Damage +19 (claws, tail slap or grapple) or +21 plus poison plus disease (bite), Defense Dodge/Parry +25/+30 (–1 size, +18 base, +8 Dex/+13 Str), Initiative +12

Saving Throws: Toughness +20 (+2 size, +8 Con, +10 natural), Fortitude +19 (+11 base, +8 Con), Reflex +19 (+11 base, +8 Dex), Will +21 (+11 base, +8 Wis, +2 Iron Will)



Disease: Bite; Fortitude Dif culty 27 resists; f end chills—incubation period 2 days, damage 1 Str. The save Dif culty is Constitution-based.

Fear Aura: A pit f end can radiate a 20-foot radius fear aura as a free action. A creature in the area must succeed on a Dif culty 27 Will save or be af ected as though by the *fear* ef ect of the Heart Shaping Supernatural power. A creature that successfully saves cannot be af ected again by the same pit f end's aura for 24 hours. Other f ends are immune to the aura. The save Dif culty is Charisma-based.

Poison: Bite; Fortitude Dif culty 27; initial damage 2 Con, secondary damage death. The save Dif culty is Constitution-based.

Regeneration: A pit f end gains an extra recovery check each round with a +5 bonus. Damage from virtue-aligned silvered weapons and from powers or ef ects used by creatures with the virtue subtype cannot be healed in this way.

Summon Fiend: Twice per day a pit f end can automatically summon 2 lemures, bone f ends or bearded f ends, or 1 erinyes, horned f end or ice f end.

Pit f ends are f ends of oppression. They rule with an iron fist and subjugate all lesser f ends through a strict caste system. A pit f end is a large, f ery red gargoyle-like creature that appears wreathed in flames. Its mouth is flled with wicked fangs, and two horns like those of a bull sprout from its forehead. A pit f end's tail is heavy but f exible, and ends in a classic diamond-shaped tip. Pit f ends often wrap their wings around their shoulders like some grotesque cloak. They are 12 feet tall and weigh 800 pounds.

Pit f ends are wily and resourceful f ghters, using the *invisibility* ef ect of their Light Shaping supernatural power to gain the upper hand and biting at foes seemingly able to see them. They don't hesitate to make use of their Fire Shaping and Elemental Blast supernatural powers either. A pit f end's natural weapons, as well as any weapons it wields, are treated as vice-aligned for the purpose of overcoming damage reduction.

QUASIT

Type: 3rd Level Outsider (Extraplanar, Shapechanger, Vice)

Size: Tiny

Speed: 20 ft., f y 50 ft. (perfect)

Abilities: Str -1, Dex +3, Con +0, Int +0, Wis +1, Cha +0

Skills: Bluf 6 (+6), Knowledge (any one) 6 (+6), Notice 6 (+7), Search 6 (+6), Sense Motive 6 (+7), Stealth 6 (+17)

Feats: Improved Initiative, Improved Strike^B, Power (3)^B, Power

Traits: Alternate Form, Damage Reduction 2/cold iron or virtue, Darkvision 60 ft., Fast Healing 2, Immunity to Poison, Poison, Powers (rank 6, Wis, save Dif culty 13, Heart Reading +7, Heart Shaping +7, Light Shaping +7, Second Sight +7), Resistance to Fire 4

Combat: Attack +8 (+2 size, +3 base, +3 Dex), Damage -1 plus poison (claws) or +0 (bite), Defense Dodge/Parry +8/+4 (+2 size, +3 base, +3 Dex/-1 Str), Initiative +7

Saving Throws: Toughness -1 (-2 size, +1 natural), Fortitude +3 (+3 base), Ref ex +6 (+3 base, +3 Dex), Will +4 (+3 base, +1 Wis)

Alternate Form: A quasit can assume other forms at will as a standard action. Any individual quasit can assume only one or two forms no larger than Medium. Common forms include bat, centipede, toad and wolf. A quasit in alternate form loses its poison attack.

Fast Healing: Each round a quasit gains an extra recovery check with a +2 bonus.

Poison: Sting; Fortitude Dif culty 13; initial Damage 1 Dex, secondary damage 2 Dex. The save Dif culty is Constitution-based and includes a +2 racial bonus.

Quasits are f ends of mischief and discord. They revel in creating chaos and disharmony in the Material Plane. In its natural form, a quasit is

a tiny hairless green-skinned humanoid with claws, bat-like wings and disproportionately large horns. Quasits speak Common and Fiendish. Quasits stand about 1-1/2 feet tall and weigh about 8 pounds.

Although quasits thirst for victory and power as other f ends do, they are cowards at heart. They typically attack from ambush, using their alternate form ability and the invisibility ef ect of Light Shaping to get within reach, and then try to scuttle away. When retreating, they use the *fear* ef ect of their Heart Shaping supernatural power to deter pursuit. A quasit's natural weapons, as well as any weapons it wields, are treated as vice-aligned for the purpose of overcoming damage reduction.

RETRIEVER

Type: 10th Level Construct (Extraplanar)

Size: Huge

Speed: 50 ft.

Abilities: Str +10, Dex +3, Con —, Int —, Wis +0, Cha -5

Skills: —

Feats: Improved Grab^B, Night Vision^B

Traits: Construct traits, Darkvision 60 ft., Eye Rays, Fast Healing 5, Find Target

Combat: Attack +8 (-2 size, +7 base, +3 Dex), Damage +14 (claws) or +13 (bite), Defense Dodge/Parry +8/— (-2 size, +7 base, +3 Dex), Initiative +3

Saving Throws: Toughness +10 (+4 size, +1 construct, +5 natural), Fortitude +3 (+3 base), Ref ex +6 (+3 base, +3 Dex), Will +3 (+3 base)

Eye Rays: A retriever's eyes can produce four dif erent supernatural rays with a range of 100 feet. Each round, it can f re one ray as a free action. A particular ray is usable only once every 4 rounds. A retriever can f re an eye ray in the same round that it makes physical attacks. The save Dif culty for all rays is 18. The save Dif culty is Dexterity-based.

The four eye ef ects are:

—*Fire:* Deals +12 f re damage to the target (Ref ex half).

—*Cold:* Deals +12 cold damage to the target (Ref ex half).

—*Electricity:* Deals +12 electricity damage to the target (Ref ex half).

—*Petrification:* The target must succeed on a Fortitude save or turn to stone permanently.

Fast Healing: Each round a retriever gains an extra recovery check with a +5 bonus.

Find Target: When ordered to f nd an item or a creature, a retriever does so unerringly. The being giving the order must have seen (or must have an item belonging to) the creature to be found, or must have touched the object to be located.

Retrievers are gigantic mechanical spiders. A retriever specializes in recovering lost or desired objects, runaway slaves and enemies and bringing them back to its master. Retrievers have a body the size of an ox, with legs spanning more than 14 feet. They weigh about 6,500 pounds.

Retrievers attack with four claws, but their eye rays are far more deadly.

SUCCUBUS/INCUBUS

Type: 6th Level Outsider (Extraplanar, Shapechanger, Vice)

Size: Medium

Speed: 30 ft., f y 50 ft. (average)

Abilities: Str +1, Dex +1, Con +1, Int +3, Wis +2, Cha +8

Skills: Bluf 9 (+19), Concentration 9 (+11), Diplomacy 9 (+17), Disguise 9 (+17)*, Escape Artist 9 (+10), Intimidate 9 (+19), Knowledge (any one) 9 (+12), Notice 9 (+19), Search 4 (+7), Stealth 9 (+10)

Feats: Attractive^B, Dodge Focus, Improved Strike^B, Power (5)^B, Skill Training, Talented (Bluf and Intimidate), Weapon Training^B

Traits: Change Shape, Damage Reduction 4/cold iron or virtue, Darkvision 60 ft., Immunity to Electricity and Poison, Kiss of Death, Powers (rank 9, Cha, save Difficulty 21, Heart Reading +17, Mind Reading +17, Mind Touch +17, Suggestion +17, Teleport +17), Resistance to Acid 4, Cold 4, and Fire 4, Supernatural Resistance 18, Summon Fiends, Tongues

Combat: Attack +7 (+6 base, +1 Dex), Damage +3 (claws), Defense Dodge/Parry +8/+8 (+6 base, +1 Dex/+1 Str, +1 dodge), Initiative +1

Saving Throws: Toughness +5 (+1 Con, +4 natural), Fortitude +6 (+5 base, +1 Con), Reflex +6 (+5 base, +1 Dex), Will +7 (+5 base, +2 Wis)

Change Shape: A succubus can assume the form of a Medium humanoid at will as a standard action. If it uses this power to impersonate a specific person, the succubus gets a +10 bonus on its Disguise check.

Kiss of Death: A succubus drains life from a mortal it lures into some act of passion, or by simply planting a kiss on the victim. If the target is not willing to be kissed, the succubus must start a grapple. The succubus' kiss or embrace drains 1 point of Constitution and 1 point of Wisdom from the victim. The kiss also has the effect of a use of the Suggestion supernatural power, asking the victim to accept another kiss from the succubus. The victim must succeed on a Difficulty 21 Will save to negate the effect of the Suggestion. The save Difficulty is Charisma-based.

Summon Fiend: Once per day a succubus can attempt to summon 1 vrock with a 30% chance of success (15 or better on d20).

Tongues: A succubus can speak fluently in any language. Succubi usually use verbal communication with mortals.

Skills: Succubi have a +8 racial bonus on Notice checks.

Succubi are fiends of lust and worldly temptation. Although frequently thought of as female fiends, a succubus can assume the form of nearly any humanoid creature of either gender. A succubus in male form is called an incubus. Regardless of the form it takes the body of a succubus is beautiful—by whatever standards of beauty apply to the humanoid type it is mimicking—and designed to tempt mortals into acts of passion. When a succubus reveals its fiendish form it appears much the same as it did in humanoid form, with the inclusion two small horns on its forehead, a demonic forked tail and large bat-like wings.

Succubi are not warriors. They flee combat whenever they can. If forced to fight, they can attack with their claws, but they prefer to turn foes against one another. Succubi use their Flesh Shaping supernatural power to assume humanoid guise, and can maintain this deception indefinitely. Their preferred tactic when dealing with heroes is to feign friendship and create an opportunity to be alone with one of them, whereupon the succubus applies its kiss of death. Succubi are not above taking on the role of a damsel in distress to lure in naïve heroes. A succubus' natural weapons, as well as any weapons it wields, are treated as vice-aligned for the purpose of overcoming damage reduction.

VROCK

Type: 10th Level Outsider (Extrplanar, Vice)

Size: Large

Speed: 30 ft., fly 50 ft. (average)

Abilities: Str +6, Dex +2, Con +7, Int +2, Wis +3, Cha +3

Skills: Concentration 13 (+16), Intimidate 13 (+16), Knowledge (any one) 13 (+15), Knowledge (supernatural) 13 (+15), Notice 13 (+24), Search 13 (+15), Sense Motive 13 (+16), Stealth 13 (+11)

Feats: Cleave, Double Strike, Improved Strike^B, Power (2)^B, Power (2), Weapon Training^B



Traits: Damage reduction 4/virtue, Dance of Ruin, Darkvision 60 ft., Immunity to Electricity and Poison, Powers (rank 13, Cha, save Difficulty 18, Illusion +16, Mind Touch +16, Move Object +16, Teleport +16), Resistance to Acid 4, Cold 4, and Fire 4, Supernatural Resistance 17, Spores, Stunning Screech, Summon Fiend

Combat: Attack +11 (–1 size, +10 base, +2 Dex), Damage +10 (claws) or +9 (bite), Defense Dodge/Parry +11/+15 (–1 size, +10 base, +2 Dex/+6 Str), Initiative +2

Saving Throws: Toughness +14 (+2 size, +7 Con, +5 natural), Fortitude +14 (+7 base, +7 Con), Reflex +9 (+7 base, +2 Dex), Will +10 (+7 base, +3 Wis)

Dance of Ruin: To use this ability, a group of at least three vocks must join hands in a circle, dancing wildly and chanting. At the end of 3 rounds of dancing, a wave of crackling energy flashes outward in a 100-foot radius. All creatures except for fiends within the radius take +20 damage (Reflex Difficulty 18 half). Stunning, paralyzing or slaying one of the vocks stops the dance. The save Difficulty is Charisma-based.

Spores: A vrock can release masses of spores from its body once every 3 rounds as a free action. The spores automatically deal +3 damage to all creatures adjacent to the vrock. The spores penetrate the skin and grow, dealing an additional +1 damage each round for 10 rounds. At the end of this time, the victim is covered with a tangle of vine-like growths. The vines are harmless and wither away in 2 days. A successful use of the Cure Poison or Cure Disease supernatural power kills the spores' as does sprinkling the victim with a vial of holy water.

Stunning Screech: Once per hour a vrock can emit a piercing screech. All creatures except for fiends within a 30-foot radius must succeed on a Difficulty 22 Fortitude save or be stunned for 1 round. The save Difficulty is Constitution-based.

Summon Fiend: Once per day a vrock can attempt to summon 11 dretches or another vrock with a 7 in 20 chance of success.

Skills: Vrocks have a +8 racial bonus on Notice checks.

Vrocks are fiends of wanton destruction, harbingers of death and ruin. A vrock is a hideous fiend with a scowling, vulture-like head. Its body is grey-green and is covered with scraggly, oily feathers. The hands and feet of a vrock are tipped with jagged talons like those of a great bird of prey. Vrocks are about 8 feet tall and weigh about 500 pounds.

Vrocks are vicious fighters who like to fly down into the enemy and cause as much damage as possible. They prance about in battle, taking briefly to the air and bringing their clawed feet into play. Despite their advantage in mobility, the vrocks' deep love of battle frequently leads them into melee combats against heavy odds. A vrock's natural weapons, as well as any weapons it wields, are treated as vice-aligned for the purpose of overcoming damage reduction.

FLESH FREAK

Type: 13th Level Aberration

Size: Large

Speed: 20 ft.

Abilities: Str +7, Dex +2, Con +5, Int -2, Wis +1, Cha -2

Skills: Intimidate 16 (+22), Notice 16 (+17),

Feats: All-Out Attack, Attack Focus (slam), Great Fortitude, Improved Grab, Power

Traits: Absorb, All Around Attack, Darkvision 60 ft., Fear Aura, Nightmarish Scream, Powers (rank 16, Wis, save Difficulty 18, Flesh Shaping +17)

Combat: Attack +10 (-1 size, +9 base, +2 Dex) (+11 with slam), Damage +9 (slam), Defense Dodge/Parry +10/— (-1 size, +9 base, +2 Dex), Initiative +2



Saving Throws: Toughness +11 (+2 size, +7 Con, +2 natural), Fortitude +11 (+4 base, +5 Con, +2 Great Fortitude), Reflex +6 (+4 base, +2 Dex), Will +9 (+8 base, +1 Wis)

Absorb: When a flesh freak grapples an opponent and achieves a pin, it may attempt to absorb the victim into its body. The victim must succeed on a Difficulty 23 Fortitude save or become physically merged with the flesh freak. Once physically merged with a flesh freak, an individual takes any damage that the flesh freak suffers and vice versa (though independent Toughness saves are still allowed). Physically merged victims can be cut loose with a slashing weapon by bringing the flesh freak to “wounded” or worse condition on the damage track. The victim may also be separated out by beating the flesh freak in an opposed Flesh Shaping roll. The round after being physically merged with the flesh freak, the victim must succeed on a Difficulty 17 Will save or his mind merges with that of the flesh freak as well. At this point the victim is hopelessly lost and becomes another part of the flesh freak. A flesh freak that physically and mentally absorbs a victim gains a number of levels based on the absorbed creature's size. Absorbing a creature three or more size classes smaller than itself gives the flesh freak no benefit. Absorbing a creature that is two sizes smaller gives the flesh freak an additional level and a +1 bonus to Constitution. Absorbing a creature that is one size category smaller than itself gives the flesh freak 2 additional levels, and a +2 bonus to Constitution. Absorbing a creature the same size as itself increases the flesh freak's size by one size category, and gives it three extra levels, a +4 bonus to Constitution and a +2 bonus to Strength. A flesh freak cannot absorb a creature that is larger than itself. If a flesh freak is slain, any victims who are physically attached but not mentally fused with the creature may still be cut loose.

All-Around Attack: As a full round action a flesh freak can make a number of slam attacks equal to its Constitution against opponents within its reach. Each attack must be made against a different opponent.

Fear Aura: All creatures within 60 ft. of a flesh freak must succeed on a Difficulty 15 Will save or suffer the *fear* effect of the Heart Shaping supernatural power. This is a mind-affecting effect.

Nightmarish Scream: As a standard action a flesh freak may emit a terrifying otherworldly scream filled with all the voices of all the creatures of which it is comprised. All living creatures within 100 ft. of the flesh freak must succeed on a Difficulty 17 Will save or become shaken for three rounds.

Skills: A flesh freak has a +8 racial bonus to intimidate checks.

This hulking monstrosity is composed of the merged body parts of all manner of fleshy creatures that look like they have been cobbled together to form some sort of horrific sculpture. They writhe, moan and howl as though desperately trying to break free from the rest of the tortured creatures with which they have been fused.

Flesh fiends attack by pummeling with its many fists, and it can even use entire bodies as bludgeoning weapons. A flesh freak can attack against several opponents at once by flailing with its many limbs, heads, and other body parts.

FOOT-TRAP

Type: 2nd Level Plant

Size: Small

Speed: 0 ft.

Abilities: Str +1, Dex +2, Con +2, Int -5, Wis +0, Cha -1

Skills: Notice 5 (+5), Stealth 0 (+10)

Feats: Improved Grab^B

Traits: Attach, Tremorsense 60 ft.

Combat: Combat +4 (+1 size, +1 base, +2 Dex), Damage +3 (bite), Defense Dodge/Parry +4/— (+1 size, +1 base, +2 Dex), Initiative +2

Saving Throws: Toughness +3 (–1 size, +2 Con, +2 natural), Fortitude +5 (+3 base, +2 Con), Reflex +2 (+0 base, +2 Dex), Will +0 (+0 base)

Attach: If a foot-trap hits with a bite attack, it latches onto the opponent's body, dealing automatic bite damage each round. An attached foot-trap is effectively grappling its prey. The foot-trap loses its Dexterity bonus to defense and has a defense bonus of +2, but holds on with great tenacity. Foot-traps have a +12 racial bonus on grapple checks. An attached foot-trap can be struck with a weapon or grappled itself. To remove an attached foot-trap through grappling, the opponent must achieve a pin against the foot-trap.

Skills: Foot-traps have a +8 racial bonus to stealth checks.

Foot-traps are carnivorous plants that grow along the ground. Their leaves conceal large jaw-like fruiting bodies that clamp shut when they are stepped upon by anything weighing over 20 pounds. These creatures often have a symbiotic relationship with whatever large predators are living nearby. When something gets a limb caught in a foot-trap its cries often attract these local predators that have learned to forage near these plants. The predator gets a free meal and the foot-trap is fertilized by blood that spills over its roots.

FORCE OF NATURE

Type: 18th Level Elemental (Air, Earth, Fire, Water)

Size: Huge

Speed: 40 ft., burrow 40 ft., swim 40 ft.

Abilities: Str +10, Dex +4, Con +6, Int +0, Wis +2, Cha +0

Skills: Intimidate 21 (+21), Notice 21 (+23)

Feats: Cleave, Improved Initiative, Power^B, Power (6)

Traits: Burn, Damage reduction 4/—, Darkvision 60 ft., Elemental Mastery, Elemental Traits, Powers (rank 21, Wis, save Difficulty 21, Earth Shaping +23, Elemental Blast +23, Fire Shaping +23, Plant Shaping +23, Water Shaping +23, Wind Shaping +23)

Combat: Attack +15 (–2 size +13 base, +4 Dex), Damage +18 +6 fire (slam), Defense Dodge/Parry +15/— (–2 size, +13 base, +4 Dex), Initiative +8,

Saving Throws: Toughness +20 (+4 size, +6 Con, +4 DR, +6 natural), Fortitude +17 (+11 base, +6 Con), Reflex +15 (+11 base, +4 Dex), Will +8 (+6 base, +2 Wis)

Elemental Mastery: Airborne creatures take a –1 penalty on attack and damage rolls against a force of nature. A force of nature gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. A force of nature gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water.

Burn: A force of nature's slam attack deals bludgeoning damage plus fire damage from the elemental's flaming fists. Those hit by a force of nature's slam attack also must succeed on a Difficulty 25 Reflex save or catch on fire. The flame burns for 3 rounds. A burning creature can take a move action to put out the flame. The save Difficulty is Constitution-based.

This being appears as a vaguely humanoid shaped creature composed of all four classical elements (air, earth, water and fire) plus a fifth less tangible element that scholars refer to as "aether" or "quintessence". Its body is composed of earth and vegetation, with little streams and brooks running across its form like veins. The plant life that composes the creature is constantly aflutter, as it is surrounded by a light breeze, its eyes are two burning coals and its fists are made of coal that is continually aflame.

A force of nature attacks with all of the elements at its disposal; it pummels with its massive, fiery fists, plants move to hinder its opponents, and wind and water rise up at its mental command. All but the most powerful opponents soon fall under the elemental onslaught of a force of nature.

FOX

Type: 1st Level Animal

Size: Small

Speed: 50 ft.

Abilities: Str +0, Dex +2, Con +1, Int –4, Wis +2, Cha –2

Skills: Notice 4 (+6), Stealth 0 (+10), Survival 0 (+2)*

Feats: Attack Focus (bite), Improved Trip^B, Night Vision^B, Track^B

Traits: Scent

Combat: Attack +3 (+1 size, +0 base, +2 Dex) (+4 with bite), Damage +1 (bite), Defense Dodge/Parry +3/— (+1 size, +2 Dex), Initiative +2

Saving Throws: Toughness +1 (–1 size, +1 Con, +1 natural), Fortitude +3 (+2 base, +1 Con), Reflex +4 (+2 base, +2 Dex), Will +2 (+0 base, +2 Wis)

Skills: Foxes have a +4 racial bonus to Stealth. Foxes have a +4 racial bonus to survival when tracking by scent.

These small predators are known for their cunning. For this reason, fox hunting is a major sport among the nobility in some cultures. Foxes have come to symbolize cleverness and trickery.

FROST WORM

Type: 14th Level Supernatural Beast (Cold)

Size: Huge

Speed: 30 ft., burrow 10 ft.

Abilities: Str +8, Dex +0, Con +5, Int –4, Wis +0, Cha +0

Skills: Notice 8 (+11), Stealth 9 (+1)*

Feats: All-Out Attack, Attack Focus (bite), Improved Initiative, Iron Will, Night Vision^B, Skill Focus (Notice)

Traits: Breath Weapon, Cold, Darkvision 60 ft., Death Throes, Immunity to Cold, Trill, Vulnerable to Fire

Combat: Attack +12 (–2 size, +14 base) (+13 with bite), Damage +14 +3 cold (bite), Defense Dodge/Parry +12/— (–2 size, +12 base), Initiative +4

Saving Throws: Toughness +14 (+4 size, +5 Con, +5 natural), Fortitude +14 (+9 base, +5 Con), Reflex +9 (+9 base), Will +6 (+4 base, +2 Wis)

Breath Weapon: 30-foot cone; once per hour; damage +15 cold; Reflex Difficulty 22 for half damage. Opponents held motionless by the frost worm's trill get no saving throw. The save Difficulty is Constitution-based.

Cold: A frost worm's body generates intense cold, causing opponents to take an extra +3 cold damage every time the creature succeeds on a bite attack. Creatures attacking a frost worm unarmed or with natural weapons take this same cold damage each time one of their attacks hits.

Death Throes: When killed, a frost worm turns to ice and shatters in an explosion that deals +12 cold damage and +8 piercing damage to everything within 100 feet (Reflex half Difficulty 22). The save Difficulty is Constitution-based.

Trill: A frost worm can emit a noise that forces its prey to stand motionless. This sonic mind-affecting compulsion affects all creatures other than frost worms within a 100-foot radius. Creatures must succeed on a Difficulty 17 Will save or be stunned for as long as the worm trills and for 2 rounds thereafter, even if they are attacked. However, if attacked or violently shaken (a full-round action), a stunned character is allowed another saving throw. Once a creature has resisted or broken the effect, it cannot be affected again by that same frost worm's trill for 24 hours. The save Difficulty is Charisma-based.

Skills: *A frost worm, due to its coloration and its affinity for burying itself in the snow, has a +10 racial bonus on Stealth checks in its native environment.

Frost worms are massive snow-white worms with cavernous jaws. The general shape of a frost worm is similar to that of a gigantic millipede, with a segmented body protected by flexible chitinous plates. Its head consists of simply a huge maw ringed with fang-like spines flanked by two grasping mandibles four feet long. A frost worm cannot burrow through stone, but can manage ice and frozen earth. A frost worm leaves behind a usable tunnel about 5 feet in diameter when moving through hard materials like ice or permafrost. Frost worms are about 40 feet long, 5 feet in diameter, and weigh about 8,000 pounds.

Frost worms lurk under the snow, waiting for prey to come near. They begin an attack with a trill and then set upon helpless prey with their bite.

FUNGUS, SHRIEKER

Type: 2nd Level Plant

Size: Medium

Speed: 0 ft.



Abilities: Str —, Dex —, Con +1, Int —, Wis -4, Cha -5

Skills: —

Feats: Night Vision^B

Traits: Plant Traits, Shriek

Combat: Attack—, Damage—, Defense Dodge/Parry +1/— (+1 base), Initiative +0

Saving Throws: Toughness +2 (+1 Con, +1 natural), Fortitude +4 (+3 base, +1 Con), Reflex—, Will -4 (+0 base, -4 Wis)

Shriek: Movement or a light source within 10 feet of a shrieker causes the fungus to emit a piercing sound that lasts for 2 rounds. The sound attracts nearby creatures that are disposed to investigate it. Some creatures that live near shriekers come to learn that the fungus's noise means there is food nearby.

A shrieker is a stationary mushroom-like fungus that emits a loud noise to attract prey or when disturbed. Shriekers live in dark, subterranean places, often in the company of violet fungi, to whose poison they are immune. Shriekers come in several shades of purple.

A shrieker has no means of attack. Instead, it lures prey to its vicinity by emitting a loud noise. Shriekers and violet fungi often work together to attract and kill prey. When the shriekers' hellish racket attracts a curious creature, the violet fungus tries to kill it. Both creatures enjoy the fruits of a successful hunt.

FUNGUS, VIOLET

Type: 2nd Level Plant

Size: Medium

Speed: 10 ft.

Abilities: Str +2, Dex -1, Con +3, Int —, Wis +0, Cha -1

Skills: —

Feats: Night Vision^B

Traits: Plant Traits, Poison

Combat: Attack +0 (+1 base, -1 Dex), Damage +4 plus poison (tendrils), Defense Dodge/Parry +0/— (+1 base, -1 Dex), Initiative -1

Saving Throws: Toughness +5 (+3 Con, +2 natural), Fortitude +6 (+3 base, +3 Con), Reflex -1 (+0 base, -1 Dex), Will +0 (+0 base)

Poison: Tendril; Fortitude Difficulty 14; initial and secondary damage 1 Str and 1 Con. The save Difficulty is Constitution-based.

Violet fungi resemble shriekers and are often found growing among them. A violet fungus' coloration ranges from purple overall to dull gray or violet covered with purple spots.

Vine-like tendrils shoot from the cap of a violet fungus when it detects movement nearby.

GARGOYLE, CHURCH GROTESQUE

Type: 4th Level Construct (Virtue)

Size: Medium

Speed: 20 ft., jump 40 ft., fly 60 ft. (poor)

Abilities: Str +3, Dex +1, Con—, Int -2, Wis +1, Cha -3

Skills: Notice 7 (+8)

Feats: Attack Focus (claw), Double Strike, Tough^B, Power (3)^B

Traits: Darkvision 60 ft., Damage Reduction 2/—, Freeze, Powers (rank 7, Wis, save Difficulty 13, True Vision +8, Ward +8)

Combat: Attack +4 (+3 base, +1 Dex) (+4 with claws), Damage +5 (claws), Defense Dodge/Parry +4/— (+3 base, +1 Dex), Initiative +1

Saving Throws: Toughness +10 (+1 construct, +8 natural, +1 Tough), Fortitude +1 (+1 base), Reflex +2 (+1 base, +1 Dex), Will +2 (+1 base, +1 Wis)

Supernatural Immunity: A church grotesque is immune to most supernatural powers. A church grotesque subjected to the Earth Shaping supernatural power must succeed on a Fortitude save equal

GENIES AND WISHES

Some genies, such as the noble djinni and the efreeti, can grant wishes to non-genies. In all cases, an unwilling target gets a Will save to negate the effect, and supernatural resistance (if any) applies.

To bring about the effects of a wish, a genie can duplicate or undo the effects of any supernatural power. The genie uses its creature level as its adept level for all of the effects that require it, and where applicable the genie can affect a number of targets equal to its level. With this type of wish a genie can restore life to the dead (Imbue Life), heal injury (Cure), restore lost limbs (Flesh Shaping), cause someone to fall in love with the wisher (Heart Shaping) and so forth.

Sometimes a hero wishes for a personal boon. The easiest way to adjudicate this type of wish is to provide the hero with a bonus feat. Look through the list of feats to see if any of them could be used to replicate the effects of the wish. This provides the benefit of the wish while at the same time maintaining game balance and making use of rules that already exist within the game. Giving a bonus feat can cover a lot of what a hero might desire such as wealth (the Wealthy feat), skill (the Skill Training feat), prowess in combat (the Attack Focus feat) or even political power (the Benefit feat). Furthermore, since bonus feats can come from any category, a bonus feat can instead be swapped for a bonus supernatural power. A hero who wishes to be able to use a supernatural power can use the new power as an adept with a level equal to his total level. Other wishes may effectively remove or reverse a feat in an enemy. A wish for ugliness on a rival would act like the reverse of the Attractive feat, providing a –4 penalty to Bluff and Diplomacy, for example.

Genies are arcane and mysterious creatures, and may have limitations on what types of wishes they are permitted to grant. Certainly some wishes can be more powerful than to be replicated with a bonus feat. Such wishes have long-term and sometimes drastic consequences on the campaign, and a Narrator should give careful consideration to allowing them at all.

to 10 + half the adept's level or be slowed for 7 rounds. It can only take a single move or standard action per round and cannot move and attack in the same round during this time unless it charges.

Church grotesque gargoyles are stone guardians, the leering and sometimes comical statues that decorate churches to ward off evil spirits. Some of them are also functional water-spouts, directing the flow of rain water clear of the church's stone walls; the burbling sound they make as rainwater courses through them lends them the name "gargoyle". Church grotesque gargoyles range in height from four to six feet, and may weigh between 100 and 500 pounds.

The creature ward effect of a church grotesque's Ward supernatural power only affects fey, outsiders with the vice subtype, and undead.

GARGOYLE, TRUE

Type: 4th Level Monstrous Humanoid (Earth)
Size: Medium
Speed: 40 ft., fly 60 ft. (average)
Abilities: Str +2, Dex +2, Con +4, Int –2, Wis +0, Cha –2
Skills: Notice 3 (+5), Stealth 4 (+8)
Feats: Double Strike, Tough
Traits: Damage Reduction 4/supernatural, Darkvision 60 ft., Freeze
Combat: Attack +6 (+4 base, +2 Dex), Damage +3 (claws) or +4 (bite or gore), Damage +4, Defense Dodge/Parry +6/— (+4 base, +2 Dex), Initiative +2
Saving Throws: Toughness +7 (+4 Con, +2 natural, +1 Tough), Fortitude +5 (+1 base, +4 Con), Reflex +6 (+4 base, +2 Dex), Will +4 (+4 base)

Freeze: A true gargoyle can hold itself so still it appears to be a statue. An observer must succeed on a Difficulty 20 Notice check to realize that the true gargoyle is really alive.

Skills: True gargoyles have a +2 racial bonus on Stealth and Notice checks. *The Stealth bonus increases by +8 when a true gargoyle is concealed against a background of stone.

A true gargoyle is a monstrous creature that appears to be a winged stone statue. They are a cruel mockery of the virtuous church grotesque gargoyles that people often look to for protection. True gargoyles are living beings, however, and can perch indefinitely without moving and use this disguise to surprise their foes. They require no food, water

or air, but often eat fallen foes that are still alive out of fondness for inflicting pain. No two true gargoyles look exactly alike, but each has similar features: two great bat-like wings, wickedly clawed hands and feet, and a demonic face perpetually etched with a grim scowl. True gargoyles speak Common and Terran.

True gargoyles either remain still, then suddenly attack, or dive onto their prey. A true gargoyle's natural weapons are treated as supernatural weapons for the purpose of overcoming damage reduction.

GENIE (GENERAL)

Genies are humanlike beings who dwell on the elemental planes. They are famous for their strength, guile and skill illusions.

Genies prefer to outmaneuver and outthink their foes. They are not too proud to flee if it means they'll live to fight another day. If trapped, they bargain, offering treasure or favors in return for their lives and freedom.

DJINNI

Type: 7th Level Outsider (Air, Extraplanar)
Size: Large
Speed: 20 ft., fly 60 ft. (perfect)
Abilities: Str +4, Dex +4, Con +2, Int +2, Wis +2, Cha +2
Skills: Concentration 10 (+12), Craft (any one) 10 (+12), Escape Artist 10 (+14), Knowledge (any two) 10 (+12), Notice 10 (+12), Sense Motive 10 (+12), Stealth 10 (+10)
Feats: Dodge Focus, Double Strike, Heavy Armor Training^B, Improved Initiative^B, Improved Strike^B, Light Armor Training^B, Power (3)^B, Power, Weapon Training^B
Traits: Air Mastery, Darkvision 60 ft., Immunity to Acid, Powers (rank 10, Cha, save Difficulty 16, Illusion +12, Light Shaping +12, Mind Touch +12, Teleport +12), Whirlwind
Combat: Attack +10 (–1 size, +7 base, +4 Dex), Damage +7 (slam), Defense Dodge/Parry +11/+11 (–1 size, +7 base, +4 Dex/+4 Str, +1 dodge), Initiative +8
Saving Throws: Toughness +5 (+2 size, +2 Con, +1 natural), Fortitude +7 (+5 base, +2 Con), Reflex +9 (+5 base, +4 Dex), Will +7 (+5 base, +2 Wis)

Air Mastery: Airborne creatures take a –1 penalty on attack and damage rolls against a djinni.

Whirlwind: A djinni can transform itself into a whirlwind once every 10 minutes and remain in that form for up to 7 rounds. In this form, it can move through the air or along a surface at its fly speed.

The whirlwind is 5 feet wide at the base, up to 30 feet wide at the top and up to 50 feet tall. The djinni controls the exact height, but it must be at least 10 feet.

Another creature might be caught in the whirlwind if it touches or enters the whirlwind, or if the djinni moves into or through the creature's space.

Creatures one or more size categories smaller than the djinni might take damage when caught in the whirlwind and may be lifted into the air. An affected creature must succeed on a Dexterity 20 Reflex save when it comes into contact with the whirlwind or take +6 damage. It must also succeed on a second Dexterity 20 Reflex save or be picked up bodily and held suspended in the powerful winds, automatically taking +3 damage each round. A creature with a fly speed is allowed a Dexterity 20 Reflex save each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful. The save Dexterity is Strength-based and includes a +3 racial adjustment.

Creatures trapped in the whirlwind cannot move except to go where the djinni carries them or to escape the whirlwind. Creatures caught in the whirlwind can otherwise act normally, but must succeed on a Dexterity 20 Concentration check to use a supernatural ability. Creatures caught in the whirlwind take a -4 penalty to Dexterity and a -2 penalty on attack rolls. The djinni can have only as many trapped inside a whirlwind at one time as will fit inside the whirlwind's volume.

The djinni can eject any carried creatures whenever it wishes, depositing them wherever the whirlwind happens to be.

If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the djinni and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment.

Those caught in the cloud must succeed on a Dexterity 20 Concentration check to use a supernatural ability.

A djinni in whirlwind form cannot make melee attacks and does not threaten the area around it.

The djinn (singular djinni) are genies from the Elemental Plane of Air. A djinni appears as an olive-skinned humanoid with dark hair and bright eyes. A djinni prefers loose clothing that dances and shimmers in the winds that constantly surround it. Djinn are about 10-1/2 feet tall and weighs about 1,000 pounds. Djinn speak Auran, Celestial, Common and Ignan.

Djinn disdain physical combat, preferring to use their supernatural powers and aerial abilities against foes. A djinni overmatched in combat usually takes flight and becomes a whirlwind to harass those who follow.

NOBLE DJINN

Some djinn (1% of the total population) are noble. A noble djinni can grant three wishes to any being (non-genies only) who captures it. Noble djinn perform no other services and, upon granting the third wish, are free of their servitude. Noble djinn are 10th level (add 3 levels of expert to the above statistics).

EFREETI

Type: 10th Level Outsider (Extraplanar, Fire)
Size: Large
Speed: 20 ft., fly 40 ft. (perfect)

Abilities: Str +6, Dex +3, Con +2, Int +1, Wis +2, Cha +2

Skills: Bluff 13 (+15), Craft (any one) 13 (+14), Concentration 13 (+15), Intimidate 13 (+15), Notice 13 (+15), Sense Motive 13 (+15), Stealth 13 (+12)

Feats: Dodge Focus, Double Strike, Heavy Armor Training^B, Improved Initiative^B, Improved Strike^B, Light Armor Training^B, Power (5)^B, Quicken Power, Weapon Training^B

Traits: Change size, Darkvision 60 ft., Heat, Immunity to Fire, Powers (rank 13, Cha, save Dexterity 17, Elemental Blast +15, Fire Shaping +15, Illusion +15, Light Shaping +15, Mind Touch +15, Teleport +15), Vulnerable to Cold

Combat: Attack +12 (-1 size, +10 base, +3 Dex), Damage +6 +2 fire (slam), Defense Dodge/Parry +13/+16 (-1 size, +10 base, +3 Dex/+6 Str, +1 dodge), Initiative +7

Saving Throws: Toughness +7 (+2 size, +2 Con, +3 natural), Fortitude +9 (+7 base, +2 Con), Reflex +10 (+7 base, +2 Dex), Will +9 (+7 base, +2 Wis)

Change Size: Twice per day, an efreeti can magically change a creature's size up or down up to 2 size categories. A Dexterity 13 Fortitude save negates the effect. The save Dexterity is Charisma-based.

Heat: An efreeti's red-hot body deals +2 extra fire damage whenever it hits in melee, or in each round it maintains a hold when grappling.

Wish Granting: 1/day—grant up to three wishes (to non-genies only).

The efreet (singular efreeti) are genies from the Elemental Plane of Fire. An efreeti is a muscular, red-skinned humanoid with sharp, somewhat demonic features. Although it is not constantly aflame, on occasion a lick of fire will spring up somewhere on the efreeti's body, flicker for several seconds, then cease. Efreet stand about 12 feet tall and weigh about 2,000 pounds. Efreet speak Auran, Common, Ignan and Fiendish.

Efreet love to mislead, befuddle and confuse their foes. They do so for enjoyment as well as a battle tactic.

JANNI

Type: 6th Level Outsider (Native)

Size: Medium

Speed: 20 ft., fly 15 ft. (perfect) in chainmail; base land speed 30 ft., base fly speed 20 ft. (perfect)

Abilities: Str +3, Dex +2, Con +1, Int +2, Wis +2, Cha +1

Skills: Appraise 9 (+11), Concentration 9 (+11), Craft (any one) 9 (+11), Escape Artist 9 (+11, +8 in armor), Notice 9 (+11), Ride 9 (+11), Sense Motive 9 (+11), Stealth 9 (+11, +8 in armor)

Feats: Dodge Focus, Heavy Armor Training^B, Improved defense, Improved Initiative^B, Improved Strike^B, Light Armor Training^B, Power (3)^B, Power, Weapon Training^B

Traits: Change Size, Darkvision 60 ft., Elemental Endurance, Powers (rank 9, Cha, save Dexterity 14, Beast Link +10, Light Shaping +10, Mind Touch +10, Teleport +10), Resistance to Fire 4

Combat: Attack +8 melee (+6 base, +2 Dex), Damage +5 (scimitar, crit 18-20/+3), Defense Dodge/Parry +9/+10 (+6 base, +2 Dex/+3 Str, +1 dodge), Initiative +6

Saving Throws: Toughness +4 (+1 Con, +3 chainmail), Fortitude +6 (+5 base, +1 Con), Reflex +7 (+5 base, +2 Dex), Will +7 (+5 base, +2 Wis)

Change Size: Twice per day, a janni can magically change a creature's size up or down two size categories. A Dexterity 13 Fortitude save negates the effect. The save Dexterity is Charisma-based.

Elemental Endurance: Jann can survive on the Elemental Planes of Air, Earth, Fire or Water for up to 48 hours. Failure to return to the Material Plane before that time expires causes a janni to take +1 damage per additional hour spent on the elemental plane, until it dies or returns to the Material Plane.

The jann (singular janni) are the weakest of the genies. Jann are formed out of all four elements and must therefore spend most of their time on the Material Plane. A janni is almost indistinguishable from a human, and many live in secret among human societies on the Material Plane. When using its supernatural powers, however, the true nature of a janni is readily apparent—its eyes flicker like fire, winds seem to surge around it, and its voice thunders loudly from its chest. Jann speak Common, one elemental language (Aquan, Auran, Ignan or Terran) and one outsider language (Fiendish or Celestial).

Jann are physically strong and courageous, and do not take kindly to insult or injury. If they meet a foe they cannot defeat in a standup fight, they use flight and the *invisibility* effect of their Light Shaping supernatural power to regroup and maneuver to a more advantageous position.

GHOUL

Type: 2nd Level Undead

Size: Medium

Speed: 30 ft.

Abilities: Str +1, Dex +2, Con—, Int +1, Wis +2, Cha +1

Skills: Acrobatics 5 (+7), Climb 5 (+6), Jump 5 (+6), Notice 5 (+7), Stealth 5 (+7)

Feats: Double Strike, Tough^B

Traits: Darkvision 60 ft., Ghoul Fever, Paralysis, Stench Undead Traits

Combat: Attack +3 (+1 base, +2 Dex), Damage +3 plus paralysis (bite) or +2 plus paralysis (claws), Defense Dodge/Parry +3/— (+1 base, +2 Dex), Initiative +2

Saving Throws: Toughness +3 (+1 undead, +1 natural, +1 Tough), Fortitude +0 (+0 base), Reflex +2 (+0 base, +2 Dex), Will +5 (+3 base, +2 Wis)

Ghoul Fever: Disease—bite; Fortitude Difficulty 12; incubation period 1 day; damage 1 Con and 1 Dex. The save Difficulty is Charisma-based. An affected humanoid who dies of ghoul fever rises as a free-willed ghoul at the next midnight. A ghoul does not possess any memory of its former life. The ghoul retains its abilities but since it is undead it has no Constitution. Replace all of the hero's heroic levels, feats, skills and traits with those of a ghoul. Although it loses all levels it had in life a ghoul can start over and advance in heroic roles (as a mixed-role hero combining its new creature type with the heroic role) just like any other intelligent creature. Ghouls and ghosts usually advance in the expert role.

Paralysis: Bite or claw; Fortitude Difficulty 12 resists; paralyzed for 4 rounds. The save Difficulty is Charisma-based.

Stench: A ghoul with 4 or more levels reeks of decay and stale blood. These ghouls are also called ghosts. Living creatures within 10 feet must succeed on a Fortitude save with a Difficulty equal to 10 + 1/2 the ghoul's level + the ghoul's Charisma or be sickened for 8 minutes. A creature that successfully saves cannot be affected again by the same ghoul's stench for 24 hours. A successful use of the Cure Poison supernatural power removes the effect from a sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws. The save Difficulty is Charisma-based.

Ghouls are once-living humanoids that have been twisted into feral undead creatures. The body of a ghoul looks like a days-old corpse. The stink of death and corruption surrounding these creatures can be overwhelming. The sickly gray skin of a ghoul has pulled away from the extremities, making the hands into horrid claws. The mouth of a ghoul is wide, showing all of its cracked and yellowed teeth. Ghouls are intelligent undead, but theirs is a predatory intelligence that aids them in setting ambushes and devising ingenious means of acquiring victims. Ghouls speak the languages they spoke in life (usually Common).



Ghouls try to attack with surprise whenever possible. They strike from behind tombstones and burst from shallow graves.

GHOUL LACEDON

These cousins of the ghoul have the aquatic subtype. They lurk near hidden reefs or other places where ships are likely to meet their end. They have a base land speed of 30 feet and a swim speed of 30 feet and are found only in aquatic environments.

GIANT (GENERAL)

All giants speak Giant. Those with an Intelligence of +0 or higher also speak Common.

Giants relish melee combat. They favor massive two-handed weapons and wield them with impressive skill. They have enough cunning to soften up a foe with ranged attacks first, if they can. A giant's favorite ranged weapon is a big rock.

Rock Catching: A giant of at least Large size can catch Small, Medium or Large rocks (or projectiles of similar shape). Once per round, a giant that would normally be hit by a rock can make a Reflex save to catch it as a free action. The Difficulty is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. (If the projectile provides a supernatural bonus on attack rolls, the Difficulty increases by that amount.) The giant must be ready for and aware of the attack in order to make a rock catching attempt.

Rock Throwing: Adult giants are accomplished rock throwers and receive a +1 racial bonus on attack rolls when throwing rocks. A giant of at least Large size can hurl rocks weighing 40 to 50 pounds each (Small objects) up to five range increments. The size of the range increment varies with the giant's variety. A Huge giant can hurl rocks of 60 to 80 pounds (Medium objects)

CLOUD GIANT

Type: 17th Level Humanoid (Air, Giant)
Size: Huge
Speed: 50 ft.
Abilities: Str +12, Dex +1, Con +6, Int +1, Wis +3, Cha +1
Skills: Climb 12 (+24, +21 with armor), Craft (any one) 12 (+13), Intimidate 12 (+13), Notice 14 (+17), Perform (harp) 2 (+3), Sense Motive 12 (+15)
Feats: Awesome Blow, Cleave, Great Fortitude, Heavy Armor Training^B, Iron Will, Light Armor Training^B, Night Vision^B, Power^B, Skill Training, Stunning Blow, Weapon Training^B
Traits: Powers (rank 20, Wis, save Dif culty 22, Wind Shaping +23), Rock Catching, Rock Throwing, Scent
Combat: Attack +11 (–2 size, +12 base, +1 Dex), Damage +16 (morningstar) or +14 (slam) or +18 (rock), Defense Dodge/Parry +11/+22 (–2 size, +12 base, +1 Dex/+12 Str), Initiative +1
Saving Throws: Toughness +19 (+4 size, +6 Con, +6 natural, +3 chainmail), Fortitude +16 (+10 base, +6 Con, +2 Great Fortitude), Reflex +6 (+5 base, +1 Dex), Will +10 (+5 base, +3 Wis, +1 Iron Will)

Rock Throwing: The range increment is 140 feet for a cloud giant's thrown rocks.

Cloud giants live on mountaintops and in high alpine meadows. They dress in the finest clothing available and wear jewelry of silver and platinum. To cloud giants, appearance indicates station: The better the clothes and the finer the jewelry, the more important the wearer. They also appreciate music, and most can play one or more instruments (the harp is a favorite). The skin of a cloud giant is usually an airy color, ranging from milky white to light sky blue. Hair color is varied, but is usually silvery white or brass. All cloud giants have iridescent blue eyes. Adult males are about 18 feet tall and weigh about 5,000 pounds. Females are slightly shorter and lighter. Cloud giants can live to be 400 years old.

Cloud giants fight in well-organized units, using carefully developed battle plans. They prefer to fight from a position above their opponents. A favorite tactic is to circle the enemies, barraging them with rocks while the giants with supernatural abilities confound them with their powers.

FIRE GIANT

Type: 15th Level Humanoid (Fire, Giant)
Size: Large
Speed: 40 ft.
Abilities: Str +10, Dex –1, Con +5, Int +0, Wis +2, Cha +0
Skills: Climb 10 (+20, +16 in armor), Craft (any one) 10 (+10), Intimidate 10 (+10), Notice 10 (+12)
Feats: All-Out Attack, Cleave, Great Cleave, Heavy Armor Training^B, Improved Sunder, Iron Will, Light Armor Training^B, Night Vision^B, Skill Training, Weapon Training^B
Traits: Immunity to Fire, Rock Catching, Rock Throwing, Vulnerable to Cold
Combat: Attack +9 (–1 size, +11 base, –1 Dex), Damage +15 (greatsword, crit 19-20/+3) or +11 (slam) or +14 +4 fire (rock), Defense Dodge/Parry +9/+20 (–1 size, +11 base, –1 Dex/+10 Str), Initiative –1
Saving Throws: Toughness +15 (+2 size, +5 Con, +4 natural, +4 breastplate), Fortitude +14 (+9 base, +5 Con), Reflex +4 (+5 base, –1 Dex), Will +9 (+5 base, +2 Wis, +2 Iron Will)

Rock Throwing: The range increment is 120 feet for a fire giant's thrown rocks.

Fire giants dwell very near and sometimes even inside active volcanoes. The skin of a fire giant is ruddy, and most fire giants have bright red hair.

Male fire giants favor large, full beards that they let grow wild—from a distance it almost looks as if a bearded fire giant is spitting flames. Fire giants wear sturdy cloth or leather garments colored red, orange, yellow or black. Warriors wear helmets and half-plate armor of blackened steel. Adult male fire giants are 12 feet tall and weigh about 7,000 pounds. Females are slightly shorter and lighter. Fire giants can live to be 350 years old.

Fire giants heat their rocks in nearby fires, geysers or lava pools, so that they deal extra fire damage. They favor supernatural flaming swords in (when they can get them). They are also fond of grabbing smaller opponents and tossing them somewhere very hot.

FROST GIANT

Type: 14th Level Humanoid (Cold, Giant)
Size: Large
Speed: 40 ft.
Abilities: Str +9, Dex –1, Con +5, Int +0, Wis +2, Cha +0
Skills: Climb 9 (+18, +15 with armor), Craft (any one) 9 (+9), Intimidate 10 (+10), Notice 10 (+12)
Feats: All-Out Attack, Cleave, Great Cleave, Heavy Armor Training^B, Improved Sunder, Light Armor Training^B, Skill Training, Weapon Training^B
Traits: Immunity to Cold, Night Vision^B, Rock Catching, Rock Throwing, Vulnerable to Fire
Combat: Attack +8 (–1 size, +10 base, –1 Dex), Damage +15 (greataxe) or +10 (slam) or +13 (rock), Damage +13, Defense Dodge/Parry +8/+18 (–1 size, +10 base, –1 Dex/+9 Str), Initiative –1
Saving Throws: Toughness +14 (+2 size, +5 Con, +4 natural, +3 chainmail), Fortitude +14 (+9 base, +5 Con), Reflex +3 (+4 base, –1 Dex), Will +6 (+4 base, +2 Wis)

Rock Throwing: The range increment is 120 feet for a frost giant's thrown rocks.

Frost giants live in cold, arctic regions or in hollowed-out glaciers on tall mountain peaks. A frost giant's hair can be light blue or dirty yellow, and its eyes usually match its hair color. Frost giants dress in skins and pelts, along with any jewelry they own. Frost giant warriors add chain shirts and metal helmets decorated with horns or feathers. Frost giant clans usually have a single powerful leader, called jarl, with several levels in the warrior heroic role. Adult males are about 15 feet tall and weigh about 2,800 pounds. Females are slightly shorter and lighter, but otherwise identical with males. Frost giants can live to be 250 years old.

Frost giants usually start combat at a distance, throwing rocks until they run out of ammunition or the opponent closes, then wading in with their enormous battleaxes. A favorite tactic is to lay an ambush by hiding buried in the snow at the top of an icy or snowy slope, where opponents have difficulty reaching them.

HILL GIANT

Type: 12th Level Humanoid (Giant)
Size: Large
Speed: 40 ft.
Abilities: Str +7, Dex –1, Con +4, Int –2, Wis +0, Cha –2
Skills: Notice 15 (+15)
Feats: All-Out Attack, Attack Focus (greatclub), Awesome Blow, Cleave, Heavy Armor Training^B, Improved Sunder, Light Armor Training^B, Night Vision^B, Weapon Training^B
Traits: Rock Catching, Rock Throwing
Combat: Attack +7 (–1 size, +9 base, –1 Dex) (+8 with greatclub), Damage +11 (greatclub) or +8 (slam) or +11 (rock), Defense Dodge/Parry +7/+15 (–1 size, +9 base, –1 Dex/+7 Str), Initiative –1

Saving Throws: Toughness +12 (+2 size, +4 Con, +4 natural, +2 hide armor [counts as studded leather]), Fortitude +12 (+8 base, +4 Con), Reflex +3 (+4 base, -1 Dex), Will +4 (+4 base)

Rock Throwing: The range increment is 120 feet for a hill giant's thrown rocks.

Hill giants live in mountain foothills and in rolling hill country such as badlands and moors. They live in natural caves but have been known to lair in ruined castles. Sometimes a hill giant will wander into cultivated lands and decide to stay because of the abundance of food there. Skin color among hill giants ranges from light tan to deep ruddy brown. Their hair is brown or black, with eyes the same color. Hill giants wear layers of crudely prepared hides with the fur left on. They seldom wash or repair their garments, preferring to simply add more hides as their old ones wear out. Adults are about 10-1/2 feet tall and weigh about 1,100 pounds. Hill giants can live to be 200 years old.

Hill giants prefer to fight from high, rocky outcroppings, where they can pelt opponents with rocks and boulders while limiting the risk to themselves. Hill giants love to make overrun attacks against smaller creatures when they first join battle. Thereafter, they stand fast and swing away with their massive clubs.

STONE GIANT

Type: 14th Level Humanoid (Giant, Earth)

Size: Large

Speed: 40 ft.

Abilities: Str +8, Dex +2, Con +4, Int +0, Wis +1, Cha +0

Skills: Climb 17 (+25, +23 in armor), Notice 17 (+18), Stealth 0 (-2, -4 in armor)*

Feats: All-Out Attack, Heavy Armor Training^B, Iron Will, Light Armor Training^B, Lightning Reflexes, Night Vision^B, Point Blank Shot, Precise Shot, Weapon Training^B

Traits: Darkvision 60 ft., Rock Catching, Rock Throwing

Combat: Attack +11 (-1 size, +10 base, +2 Dex), Damage +12 (greatclub) or +9 (slam) or +14 (rock), Defense Dodge/Parry +11/+17 (-1 size, +10 base, +2 Dex/+8 Str), Initiative +2

Saving Throws: Toughness +13 (+2 size, +4 Con, +5 natural, +2 hide armor [counts as studded leather]), Fortitude +13 (+9 base, +4 Con), Reflex +8 (+4 base, +2 Dex, +2 Lightning Reflexes), Will +7 (+4 base, +1 Wis, +2 Iron Will)

Rock Catching: A stone giant gains a +4 racial bonus on its Reflex save when attempting to catch a thrown rock.

Rock Throwing: The range increment is 180 feet for a stone giant's thrown rocks. It uses both hands when throwing a rock.

Skills: *A stone giant gains a +8 racial bonus on Stealth checks in rocky terrain.

Stone giants live in the mountains, but not as high up as the cloud giants and not as close to glaciers as the frost giants. They prefer the altitudes just above and below the tree-line. They lair in caves but like to keep them comfortable and homey, often decorating them with animal skins and even furniture carved from solid rock. Of all giants, stone giants enjoy rock throwing and rock catching the most, treating it as a sport. Stone giants prefer thick leather garments, dyed in shades of brown and gray to match the stone around them. Some stone giants develop special abilities related to their environment. These giant elder advance as adepts and always learn the Earth Shaping supernatural power. Adults are about 12 feet tall and weigh about 1,500 pounds. Stone giants can live to be 800 years old.

Stone giants fight from a distance whenever possible, but if they can't avoid melee they use gigantic clubs chiseled out of stone. A favorite tactic of stone giants is to stand nearly motionless, blending in with the background, then move forward to throw rocks and surprise their foes.



STORM GIANT

Type: 19th Level Humanoid (Giant)

Size: Huge

Speed: 50 ft., swim 40 ft.

Abilities: Str +14, Dex +2, Con +6, Int +3, Wis +5, Cha +2

Skills: Climb 15 (+29, +25 in armor), Concentration 15 (+20), Craft (any one) 15 (+18), Intimidate 15 (+17), Jump 14 (+28, +24 in armor), Notice 15 (+20), Perform (sing) 14 (+16), Sense Motive 15 (+20), Swim 0 (+20, +12 in armor)*

Feats: Awesome Blow, Cleave, Heavy Armor Training^B, Improved Sunder, Iron Will, Light Armor Training^B, Night Vision^B, Power (3)^B, Skill Training (2), Stunning Blow, Weapon Training^B

Traits: Freedom of Movement, Immunity to Electricity, Powers (rank 22, Wis, save Difficulty 25, Elemental Blast +27, Weather Shaping +27, Wind Shaping +27), Rock Catching, Rock Throwing, Water Breathing

Combat: Attack +14 (-2 size, +14 base, +2 Dex), Damage +19 (greatsword, crit 19-20/+3) or +15 (slam) or +8 (bow, crit +4), Defense Dodge/Parry +14/+26 (-2 size, +14 base, +2 Dex/+14 Str), Initiative +2

Saving Throws: Toughness +20 (+4 size, +6 Con, +6 natural, +4 breastplate), Fortitude +17 (+11 base, +6 Con), Reflex +8 (+6 base, +2 Dex), Will +13 (+6 base, +5 Will, +2 Iron Will)

Freedom of Movement: Storm giants can move and fight underwater or partially submerged without penalty.

Water Breathing: Storm giants can breathe underwater indefinitely and can freely use their supernatural abilities while submerged.

Skills: A storm giant has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can

use the run action while swimming, provided it swims in a straight line. *Storm giants ignore all weight penalties for gear carried when swimming.

Like their close cousins the cloud giants, storm giants lair on mountaintops. They prefer mountains that are frequently foggy and stormy rather than tall and cold, so they usually keep to smaller mountain ranges near coastal areas. Thus, the territories of storm and cloud giants do not often overlap. Storm giants are handsome green-skinned humanoids with darker green hair. Very rarely, storm giants have violet skin. Violet-skinned storm giants have deep violet or blue-black hair with silvery gray or purple eyes. Storm giants' garb is usually a short, loose tunic belted at the waist, sandals or bare feet, and a headband. They wear a few pieces of simple but finely crafted jewelry, anklets (favored by barefoot giants), rings or circlets being most common. They live quiet, reflective lives and spend their time musing about the world, composing and playing music, and tilling their land or gathering food. Adults are about 21 feet tall and weigh about 12,000 pounds. Storm giants can live to be 600 years old.

Storm giants use weapons and supernatural powers instead of throwing rocks. Their bows have a range increment of 180 feet.

GIDEON FUNGI

Type: 2nd Level Plant

Size: Small

Speed: 0 ft.

Abilities: Str +0, Dex —, Con +3, Int —, Wis +2, Cha +4

Skills: Stealth 0 (+4)*

Feats: Ability Focus (Gideon Grease)^B

Traits: Gideon Grease

Combat: Attack—, Damage—, Defense Dodge/Parry +2/— (+1 size, +1 base), Initiative +0

Saving Throws: Toughness +5 (–1 size, +3 Con, +3 natural), Fortitude +6 (+3 base, +3 Con), Reflex—, Will +2 (+0 base, +2 Wis)

Gideon Grease: Gideon fungi secrete a brown substance that looks like mud, but is actually an incredibly slippery substance known as “Gideon grease”. Any travelers who move over a Gideon fungus must succeed on a Dexterity 18 Reflex save or slip and fall, suffering +2 damage. A quadruped Large size or greater (such as horses) who fail the Reflex save has a 25% chance (16 or better on d20) of breaking a leg and becoming lame. Check of “disabled” on the damage track, and reduce its movement to 5 ft. Secretions from the ooze known as copper curse dissolve Gideon grease instantly. A horse outfitted with bronze horseshoes coated in copper curse secretions can walk over Gideon fungi without risk of injury or loss of balance.

Skills: *Gideon fungi gain a +12 racial bonus to stealth checks in their natural environment. Gideon fungi always take 10 on their Stealth checks so it takes a Dexterity 26 Notice check to spot them.

Gideon fungi are a strange breed of mushroom that grow in dark moist conditions such as forest floors, swamps or caves, often in areas that contain large boulders nearby. They grow along trails, roads and other high traffic areas in their natural environment. Most of the Gideon fungus is below ground, and from the surface it looks like a smooth patch of gray rock, and their surface is just as hard. Some naturalists believe Gideon fungi gain nourishment from blood, but others contend that their attraction to heavily traveled areas is due to the lack of competition from other plants.

GNOLL

Type: 2nd Level Humanoid (Gnoll)

Size: Medium

Speed: 30 ft.

Abilities: Str +2, Dex +0, Con +1, Int –1, Wis +0, Cha –1

Skills: Notice 5 (+5), Stealth 0 (+0, –3 in armor)

Feats: All-Out Attack^B, Heavy Armor Training^B, Light Armor Training^B, Shield Training, Weapon Training^B

Traits: Darkvision 60 ft.

Combat: Attack +1 (+1 base), Damage +5 (battleaxe, crit +4), or +2 (short bow, crit +4), Defense Dodge/Parry +3/+5 (+1 base, +2 Str, +2 medium metal shield), Initiative +0

Saving Throws: Toughness +2 (+1 Con, +1 leather armor), Fortitude +4 (+3 base, +1 Con), Reflex +0 (+0 base), Will +0 (+0 base)

Gnolls are hyena-headed, evil humanoids that wander in loose tribes. Most gnolls have dirty yellow or reddish-brown fur. A gnoll is a nocturnal carnivore, preferring intelligent creatures for food because they scream more. Gnolls are about 7-1/2 feet tall and weigh 300 pounds. Gnolls speak Gnoll.

Gnolls like to attack when they have the advantage of numbers, using horde tactics and their physical strength to overwhelm and knock down their opponents. They show little discipline when fighting unless they have a strong leader; at such times, they can maintain ranks and fight as a unit. While they do not usually prepare traps, they do use ambushes and try to attack from a flanking position. Because of its armor and shield, a gnoll's modifier on Stealth checks (untrained) is –3, which means gnolls always take special care to seek favorable conditions when laying ambushes (such as darkness, cover, or some other form of advantageous terrain).

GNOME (1ST-LEVEL WARRIOR)

Type: 1st Level Humanoid (Gnome)

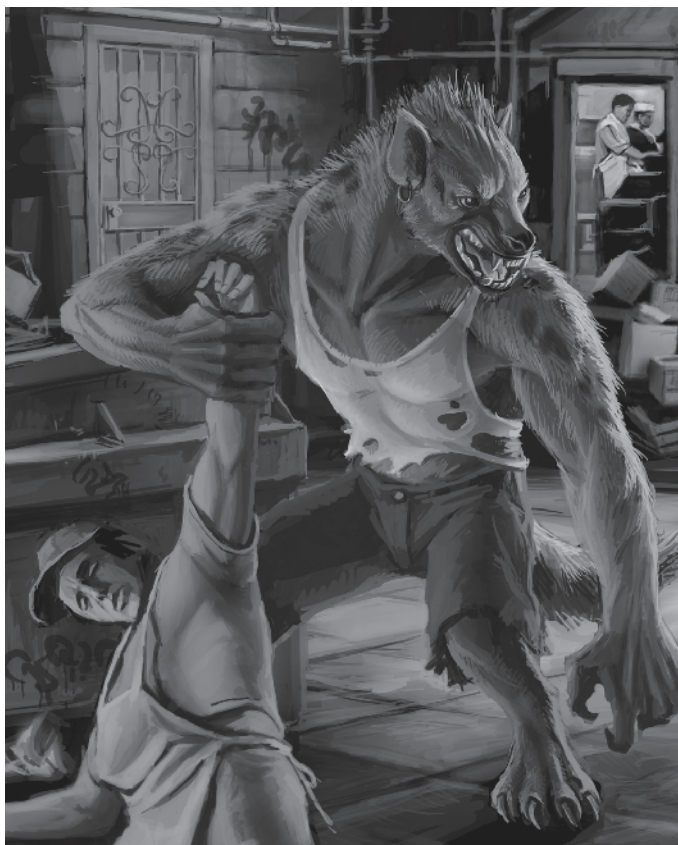
Size: Small

Speed: 20 ft.

Abilities: Str +0, Dex +0, Con +2, Int +0, Wis –1, Cha –1

Skills: Bluff 4 (+3), Craft (alchemy) 0 (+2), Notice 4 (+6), Ride 4 (+4), Stealth 4 (+8, +6 with armor)

Feats: Iron Will^B, Night Vision^B, Light Armor Training, Power, Talented (Craft [alchemy] and Notice)^B, Weapon Training



Traits: Gnome Background Traits, Power (rank 4, Cha, save Dif culty 11, Illusion +3)
Combat: Attack +2 (+1 size, +1 base), Damage +2 (sword, 19-20/+3) or +1 (light crossbow, crit 19-20/+3), Defense Dodge/Parry +2/+2 (+1 size, +1 base), Initiative +0
Saving Throws: Toughness +3 (–1 size, +2 Con, +2 studded leather), Fortitude +4 (+2 base, +2 Con), Reflex +0 (+0 base), Will +1 (+0 base, +2 Iron Will)

Gnomes are small humanoids that live in elaborate underground warrens. Like elves, they celebrate nature and revere its power and beauty. The skin color of gnomes ranges from dark tan to woody brown, their hair is fair, and their eyes can be any shade of blue. Gnome males prefer short, carefully trimmed beards. Gnomes generally wear leather or earth tones, though they decorate their clothes with intricate stitching or fine jewelry. Gnomes reach adulthood at about age 40, and they live about 350 years, though some can live almost 500 years. Gnomes stand 3 to 3-1/2 feet tall and weigh 40 to 45 pounds. Gnomes speak their own language, Gnome. Most gnomes who travel outside gnome lands (as traders, tinkers or adventurers) know Common, while warriors in gnome settlements usually learn Goblin.

Gnomes prefer misdirection and deception over direct confrontation. They would rather befuddle or embarrass foes (other than goblinoids or kobolds) than kill them. Gnomes make heavy use of the Illusion supernatural power and carefully prepared ambushes and traps whenever they can.

Most gnomes encountered outside their homes are warriors; the information presented here is for one of 1st level.

GNOME BACKGROUND TRAITS

Gnomes possess the following racial traits.

- Ability Adjustments:** +1 Constitution, –1 Strength
- Size:** Small size. +1 bonus to defense, +1 bonus on attack rolls, +4 bonus on Stealth checks, –4 penalty on grapple checks, lifting and carrying limits 3/4 those of Medium characters.
- Speed:** A gnome's base land speed is 20 feet.
- Bonus Feats:** Iron Will, Night Vision, Talented (Craft [alchemy] and Notice)
- Favored Feats:** Fascinate and Favored Opponent (kobolds or goblins), or a Supernatural Power (counts as two favored feats if chosen)

GNOME BACKGROUNDS

The information in the stat block is for rock gnomes, the most common variety. There are two other gnome backgrounds, which differ from rock gnomes as follows.

FOREST GNOME

They are the smallest of all the gnomes, averaging 2 to 2-1/2 feet in height, but look just like regular gnomes except with bark-colored or gray-green skin, and eyes that can be brown or green as well as blue. A very long-lived people, forest gnomes have an average life expectancy of 500 years.

FOREST GNOME BACKGROUND TRAITS

Forest Gnomes possess the same background traits as other gnomes with the following changes:

- Bonus Feats:** Forest Gnomes gain Skill focus (Stealth) and Trackless instead of Iron Will and Talented (Craft [alchemy] and Notice).

SVIRFNEBLIN

Also called deep gnomes, svirfneblin are said to dwell in great cities deep underground. A svirfneblin has wiry, rock-colored skin usually medium brown to brownish gray. Only males are bald; females have stringy gray hair. The average svirfneblin lifespan is 250 years.



SVIRFNEBLIN BACKGROUND TRAITS

Svirfneblins possess the same background traits as other gnomes with the following changes:

- Ability Adjustments:** –1 Strength, +1 Dexterity, +1 Wisdom, –2 Charisma

GOBLIN, GREAT

Type: 6th Level Humanoid (Giant, Goblinoid)
Size: Large
Speed: 30 ft.
Abilities: Str +7, Dex +1, Con +4, Int +1, Wis +2, Cha +0
Skills: Climb 9 (+16), Intimidate 9 (+9), Notice 9 (+11)
Feats: Attack Focus (slam), Heavy Armor Training^B, Light Armor Training^B, Tough, Weapon Training^B
Traits: Darkvision 60 ft., Slippery
Combat: Attack +4 (–1 size, +4 base, +1 Dex) (+5 with slam), Damage +9 (slam), Defense Dodge/Parry +4/— (–1 size, +4 base, +1 Dex), Initiative +1
Saving Throws: Toughness +7 (+2 size, +4 Con, +1 Tough), Fortitude +9 (+5 base, +4 Con), Reflex +3 (+2 base, +1 Dex), Will +4 (+2 base, +2 Wis)

Slippery: All opponents attempting to grapple a giant goblin suffer a –2 penalty to their grapple checks.

Great goblins are large and obese goblinoids. These creatures are thick bodied and bulbous goblins that tower over their lesser brethren. They often bully tribes of lesser goblin kind into going out on numerous raids to steal food for the great goblin's insatiable appetite. Their skin is constantly coated in greasy secretions that give its body a putrid green sheen to it. Great goblins stand approximately seven feet tall and weigh close to 2,000 pounds.

GOLEM (GENERAL)

Golems are magically created automatons of great power. Constructing one involves the employment of mighty supernatural and elemental forces. The animating force for a golem is a spirit from the Elemental Plane of Earth. The process of creating the golem binds the unwilling spirit to the artificial body and subjects it to the will of the golem's creator.

Golems are relentless and tenacious in combat and prodigiously strong as well. Being mindless, they do nothing without orders from their creators. They follow instructions explicitly and are incapable of any strategy or tactics. They are emotionless in combat and cannot be provoked.

Supernatural Immunity: Golems have immunity to most magical and supernatural effects, except when otherwise noted.

CLAY GOLEM

Type: 11th Level Construct

Size: Large

Speed: 20 ft.

Abilities: Str +7, Dex -1, Con—, Int —, Wis +0, Cha -5

Skills: —

Feats: Night Vision^B

Traits: Berserk, Construct Traits, Damage Reduction 4/bludgeoning, Darkvision 60 ft., Haste, Persistent Wound, Supernatural Immunity

Combat: Attack +6 (-1 size, +8 base, -1 Dex), Damage +15 plus persistent wound (slam), Defense Dodge/Parry +6/— (-1 size, +8 base, -1 Dex), Initiative -1

Saving Throws: Toughness +10 (+2 size, +1 construct, +7 natural), Fortitude +3 (+3 base), Reflex +2 (+3 base, -1 Dex), Will +3 (+3 base)

Berserk: When a clay golem enters combat, there is a cumulative 5% chance every five rounds that its elemental spirit breaks free and the golem goes berserk (20 on d20 after the first 5 rounds, decreasing by 1 every 5 rounds after that). The uncontrolled golem goes on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction. Once a clay golem goes berserk, no known method can reestablish control.

Haste: After it has engaged in at least 1 round of combat, a clay golem gains an extra action each round for a duration of up to 3 rounds. Because it is moving faster, it gains a +1 bonus to attacks and defense during this time.

Persistent Wound: Slam; no continuing damage; Difficulty 19 adept level check. No Medicine check is needed since the opponent does not take continuing damage. The Difficulty includes a +4 racial bonus.

Supernatural Immunity: A clay golem is immune to most supernatural powers. An adept with Earth Shaping can damage or drive away a clay golem. On a successful Difficulty 21 power check, the golem takes damage equal to the adept's level. The adept can also drive a clay golem away, which functions like the *creature ward* effect of the Ward supernatural power against the golem. Any supernatural attack against a clay golem that deals acid damage does no damage to it and instead grants it an immediate recovery check with a bonus equal to the damage of the attack.

This golem has a humanoid body made from clay. A clay golem wears no clothing except for a metal or stiff leather garment around its hips. A clay golem cannot speak or make any vocal noise. It walks and moves with a slow, clumsy gait. It weighs around 600 pounds.

HOARD GOLEM

Type: 14th Level Construct

Size: Medium

Speed: 30 ft.

Abilities: Str +6, Dex +4, Con—, Int —, Wis +0, Cha -5

Skills: —

Feats: Night Vision^B

Traits: Contingency, Construct Traits, Damage Reduction 4/—, Darkvision 60 ft., Supernatural Immunity, Projectile, Supernatural Items

Combat: Attack +14 (+10 base, +4 Dex), Damage +10 (slam), Defense Dodge/Parry +14/— (+10 base, +4 Dex), Initiative +4

Saving Throws: Toughness +10 (+1 construct, +9 natural), Fortitude +4 (+4 base), Reflex +8 (+4 base, +4 Dex), Will +4 (+4 base)

Contingency: When reduced to “dying” condition on the damage track, a hoard golem explodes in a final attempt to prevent its enemies from being able to loot the treasures that compose its body. All within 50 ft. of the hoard golem suffer +14 damage. This damage is piercing, bludgeoning, and slashing damage.

Projectile: A hoard golem may eject coins or other small treasures from the mass of its body at high velocities. Doing so causes the golem to suffer +0 damage, and allows it to make a ranged attack that deals +4 damage.

Supernatural Immunity: A hoard golem is immune to most supernatural powers. A hoard golem that takes electricity damage from a supernatural attack must succeed on a Fortitude save equal to 10 + the damage of the attack or be slowed for 3 rounds. It can only take a single move or standard action per round and cannot move and attack in the same round during this time unless it charges. A supernatural attack against a hoard golem that deals fire damage does no damage to it and instead breaks any slowing effect on the golem and grants it an immediate recovery check with a bonus equal to the damage of the attack.

Supernatural Items: A hoard golem may consist of any number of supernatural weapons and items, all of which it is able to activate and use provided that the golem's creator knew how such an item could be put to use.

Hoard golems are animated piles of treasure. They were originally created by dragons as a means to allow their hoards to defend themselves against thieves even while the dragon is away from its lair.

IRON GOLEM

Type: 18th Level Construct

Size: Large

Speed: 20 ft.

Abilities: Str +11, Dex -1, Con—, Int —, Wis +0, Cha -5

Skills: —

Feats: Night Vision^B, Weapon Training^B

Traits: Breath Weapon, Construct Traits, Damage Reduction 6/—, Darkvision 60 ft., Supernatural Immunity

Combat: Attack +10 (-1 size, +12 base, -1 Dex), Damage +19 (slam) or +14 (short sword, crit 19-20/+3), Defense Dodge/Parry +10/— (-1 size, +12 base, -1 Dex), Initiative -1

Saving Throws: Toughness +13 (+2 size, +1 construct, +10 natural), Fortitude +6 (+6 base), Reflex +5 (+6 base, -1 Dex), Will +6 (+6 base)

Breath Weapon: 10-foot cube; free action once every 4 rounds; cloud of poisonous gas lasting 1 round; Fortitude Difficulty 19 resists; initial damage 1 Con, secondary damage 3 Con. The save Difficulty is Constitution-based.

Supernatural Immunity: An iron golem is immune to most supernatural powers. An iron golem that takes electricity damage from a supernatural attack must succeed on a Fortitude save equal to 10 + the damage of the attack or be slowed for 3 rounds. It can only take a single move or standard action per round and cannot move and attack in the same round during this time unless it charges. A supernatural attack against an iron golem that deals fire damage does no damage

to it and instead breaks any slowing effect on the golem and grants it an immediate recovery check with a bonus equal to the damage of the attack. An iron golem is affected normally by rust attacks, such as that of a rust monster.

This golem has a humanoid body made from iron. An iron golem can be fashioned in any manner, just like a stone golem, although it almost always displays armor of some sort. Its features are much smoother than those of a stone golem. An iron golem cannot speak or make any vocal noise, nor does it have any distinguishable odor. It moves with a ponderous but smooth gait. Iron golems sometimes carry a large short sword in one hand; this sword is part of the golem and cannot be removed. Each step causes the floor to tremble unless it is on a thick, solid foundation. An iron golem is 12 feet tall and weighs about 5,000 pounds.

SHELL GOLEM

Type: 12th Level Construct (Aquatic)

Size: Large

Speed: 30 ft., swim 20 ft.

Abilities: Str +7, Dex +0, Con—, Int —, Wis +0, Cha –5

Skills: Swim 0 (+15)

Feats: Night Vision^B

Traits: Construct Traits, Damage Reduction 4/bludgeoning or piercing, Darkvision 60 ft., Persistent Wound, Supernatural Immunity

Combat: Attack +8 (–1 size, +9 base), Damage +15 plus persistent wound (slam), Defense Dodge/Parry +8/— (–1 size, +9 base), Initiative +0

Saving Throws: Toughness +10 (+2 size, +1 construct, +7 natural), Fortitude +4 (+4 base), Reflex +4 (+4 base), Will +4 (+4 base)

Persistent Wounds: Slam; +1 damage each round; Difficulty 16 Medicine and adept level check.

Supernatural Immunity: A shell golem is immune to most supernatural powers. A shell golem that takes cold damage from a supernatural attack must succeed on a Fortitude save equal to 10 + the damage of the attack or be slowed for 3 rounds. It can only take a single move or standard action per round and cannot move and attack in the same round during this time unless it charges.

Skills: A shell golem has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered.

This vaguely humanoid conglomeration of shells gives off a faint electrical current that makes one's hairs stand on end. A shell golem is built around a skeleton made of stone or coral. A weak electrical current is magically run through this skeleton. Slowly, all manner of crustaceans are attracted to the electric current and attach to the skeleton, building up in thick layers until a somewhat humanoid shape falls out. A shell golem weighs approximately 600 pounds.

STONE GOLEM

Type: 14th Level Construct

Size: Large

Speed: 20 ft.

Abilities: Str +9, Dex –1, Con—, Int —, Wis +0, Cha –5

Skills: —

Feats: Night Vision^B

Traits: Construct Traits, Damage Reduction 4/—, Darkvision 60 ft., Supernatural Immunity, Slow

Combat: Attack +8 (–1 size, +10 base, –1 Dex), Damage +17 (slam), Defense Dodge/Parry +8/— (–1 size, +10 base, –1 Dex), Initiative –1

Saving Throws: Toughness +12 (+2 size, +1 construct, +9 natural), Fortitude +4 (+4 base), Reflex +3 (+4 base, –1 Dex), Will +4 (+4 base)

Slow: A stone golem can use a slowing effect on a single target within line of sight as a free action once every 2 rounds. The effect has a range of 10 feet and affected creatures can only take a single move or standard action for the next 7 rounds. The affected creature cannot move and attack in the same round during this time unless it charges. A Difficulty 17 Will save negates this effect. The save Difficulty is Constitution-based.

Supernatural Immunity: A stone golem is immune to most supernatural powers. A stone golem subjected to the Earth Shaping supernatural power must succeed on a Fortitude save equal to 10 + half the adept's level or be slowed for 7 rounds. It can only take a single move or standard action per round and cannot move and attack in the same round during this time unless it charges.

This golem has a humanoid body made from stone. A stone golem is 9 feet tall and weighs around 2,000 pounds. Its body is frequently stylized to suit its creator. For example, it might look like it is wearing armor, with a particular symbol carved on the breastplate, or have designs worked into the stone of its limbs. Stone golems are formidable opponents, being physically powerful and difficult to harm.

GORGON

Type: 8th Level Supernatural Beast

Size: Large

Speed: 30 ft.

Abilities: Str +5, Dex +0, Con +5, Int –4, Wis +1, Cha –1

Skills: Notice 11 (+15)

Feats: Improved Initiative, Iron Will, Night Vision^B, Skill Focus (Notice)

Traits: Breath Weapon, Darkvision 60 ft., Scent, Trample

Combat: Attack +7 (–1 size, +8 base), Damage +8 (gore), Defense Dodge/Parry +7/— (–1 size, +8 base), Initiative +4

Saving Throws: Toughness +12 (+2 size, +5 Con, +5 natural), Fortitude +11 (+6 base, +5 Con), Reflex +6 (+6 base), Will +5 (+2 base, +1 Wis, +2 Iron Will)

Breath Weapon: 60-foot cone; once every 3 rounds (but no more than five times per day); turn to stone permanently; Fortitude Difficulty 19 negates. The save Difficulty is Constitution-based.

Trample: Damage +10, Difficulty 19 Reflex save for half damage. The save Difficulty is Strength-based.

Gorgons have the shape of a large bull with a dull metallic black hide. A typical gorgon stands over 6 feet tall at the shoulder and measures 8 feet from snout to tail. It weighs about 4,000 pounds.

Gorgons are nothing if not aggressive. They attack intruders on sight, attempting to trample, gore or petrify them. There is no way to calm these furious creatures, and they are impossible to domesticate. Whenever possible, a gorgon begins an encounter by charging at its opponents.

GORLACK

Type: 3rd Level Monstrous Humanoid

Size: Medium

Speed: 30 ft., climb 30 ft.

Abilities: Str +2, Dex +1, Con +1, Int +0, Wis +0, Cha -1

Skills: Climb 6 (+16), Notice 6 (+6)

Feats: Attack Focus (claw), Rage

Traits: —

Combat: Attack +4 (+3 base, +1 Dex) (+5 with claws), Damage +4 (claws), Defense Dodge/Parry +4/— (+3 base, +1 Dex), Initiative +1

Saving Throws: Toughness +2 (+1 Con, +1 natural), Fortitude +2 (+1 base, +1 Con), Ref ex +4 (+3 base, +1 Dex), Will +3 (+3 base)

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

A gorlack is a large muscular tree dwelling humanoid with brown fur and an expressive, almost lynx-like face and canine teeth. It is believed that gorlacks are a distantly related and primitive shoot of an ancient cat-like people. Gorlacks stand seven or seven and a half feet tall and weigh up to 300 pounds.

GREEN KNIGHT

Type: 16th Level Fey

Size: Medium

Speed: 40 ft.

Abilities: Str +6, Dex +5, Con +5, Int +1, Wis +3, Cha +2

Skills: Diplomacy 19 (+21), Intimidate 19 (+21), Knowledge (life sciences) 19 (+20), Notice 19 (+22), Ride 19 (+23), Sense Motive 19 (+22), Survival 19 (+22)

Feats: Animal Empathy^B, Attack Focus (battleaxe), Attack Specialization (battleaxe), Cleave, Heavy Armor Training^B, Light Armor Training^B, Power^B, Shield Training, Track, Trackless, Trailblazer^B, Weapon Training^B

Traits: Damage Reduction 4/cold iron, Fast Healing, Forest Dependent, Nature's Strength, Powers (rank 19, Wis, save Dif culty 21, Plant Shaping +22)

Combat: Attack +13 (+8 base, +5 Dex) (+14 with battleaxe), Damage +10 (battleaxe, crit +4), Defense Dodge/Parry +15/+16 (+8 base, +5 Dex/+6 Str, +2 medium metal shield), Initiative +5

Saving Throws: Toughness +11 (+5 Con, +6 full plate), Fortitude +10 (+5 base, +5 Con), Ref ex +15 (+10 base, +5 Dex), Will +13 (+10 base, +3 Wis)

Forest Dependent: Each green knight is mystically bound to a single forest and must never stray more than 300 yards from it. Any who do become ill, suffering 1 point of Constitution damage every hour. If a green knight's Constitution reaches -5 in this manner, he dies. Once returned to his forest, he recovers lost Constitution points at the rate of 1 per hour.

Nature's Strength: As long as a green knight is in a wooded area (a place with multiple trees within a 50 ft. radius of the green knight) he can use the Enhance Ability supernatural power using Wisdom as the key ability (rank 19, Wis, Enhance Ability +22).

Green knights are fey warriors of considerable prowess. They are guardians of the forest and any other fey who might live there. A green knight looks like tall bearded warrior with a greenish tint to his skin and hair. They are not as reclusive as most fey, and occasionally pay visits to nearby humanoid kingdoms to challenge their best warriors in single combat or other sport. Only male green knights have been encountered, and it is believed that they take dryads or nymphs as their wives.

GRIFFON

Type: 7th Level Supernatural Beast

Size: Large

Speed: 30 ft.

Abilities: Str +4, Dex +2, Con +3, Int -3, Wis +1, Cha -1

Skills: Jump 0 (+8), Notice 10 (+15)

Feats: Attack Focus (bite), Double Strike, Iron Will

Traits: Darkvision 60 ft., Pounce, Rake, Scent

Combat: Attack +8 (-1 size, +7 base, +2 Dex) (+9 with bite), Damage +8 (bite) or +5 (claws) or +4 (rake), Defense Dodge/Parry +8/— (-1 size, +7 base, +2 Dex), Initiative +2

Saving Throws: Toughness +8 (+2 size, +3 Con, +3 natural), Fortitude +8 (+5 base, +3 Con), Ref ex +7 (+5 base, +2 Dex), Will +5 (+2 base, +1 Wis, +2 Iron Will)

Pounce: If a grif on dives upon or charges a foe, it can attack a single target with both its claws and its bite in a single round.

Skills: Grif ons have a +4 racial bonus on Jump and Notice checks.

Carrying Capacity: A light load for a grif on is up to 300 pounds; a medium load, 301-600 pounds; and a heavy load, 601-900 pounds.

Grif ons are powerful, majestic creatures with the characteristics of both lions and eagles. A grif on possesses the head, upper body, front talons and wings of an eagle and the hind quarters of a lion. Neither males nor females are endowed with a mane. A pair of broad, golden wings emerge from the creature's back and span 25 feet or more. From nose to tail, adult grif ons can measure as much as 8 feet. They weigh about 500 pounds. A grif on cannot speak, but understands Common.

Grif ons prefer to pounce on their prey, either diving to the attack or leaping from above.

TRAINING A GRIFFON

Although intelligent, a grif on requires training before it can bear a rider in combat. To be trained, a grif on must have a friendly attitude toward the trainer (this can be achieved through a successful Diplomacy check). Training a friendly grif on requires six weeks of work and a Dif culty 25 Handle Animal check. Riding a grif on requires an exotic saddle. A grif on can f ght while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

GRIMLOCK

Type: 2nd Level Monstrous Humanoid

Size: Medium

Speed: 30 ft.

Abilities: Str +2, Dex +1, Con +1, Int +0, Wis -1, Cha -2

Skills: Climb 4 (+6), Notice 5 (+4), Stealth 5 (+6)*

Feats: Heavy Armor Training^B, Light Armor Training^B, Skill Training, Track^B, Weapon Training^B

Traits: Blindsight 40 ft., Immunities, Scent

Combat: Attack +3 (+2 base, +1 Dex), Damage +5 (battleaxe, crit +4), Defense Dodge/Parry +3/+4 (+2 base, +1 Dex/+2 Str), Initiative +1

Saving Throws: Toughness +3 (+1 Con, +2 natural), Fortitude +1 (+1 base), Ref ex +4 (+3 base, +1 Dex), Will +2 (+3 base, -1 Wis)

Blindsight: Grimlocks can sense all foes within 40 feet as a sighted creature would. Beyond that range, they treat all targets as having total concealment. Grimlocks are susceptible to sound- and scent-based attacks, however, and are affected normally by loud noises and sonic supernatural powers (such as Illusion being used to make auditory effects) and overpowering odors. Negating a grimlock's sense of smell or hearing reduces this ability to normal Blind-Fight (as the feat). If both these senses are negated, a grimlock is effectively blinded.

Immunities: Grimlocks are immune to gaze attacks, visual effects, sight-based illusions and other attack forms that rely on sight.

Skills: *A grimlock's dull gray skin helps it hide in its native terrain, conferring a +10 racial bonus on Stealth checks when in mountains or underground.

A grimlock is a haggard-looking gray skinned humanoid with long stringy black hair atop its head, large sightless eyes and a disproportionately large mouth. Grimlocks are barbaric subterranean humanoids. They frequently raid the lairs of other subterranean creatures and occasionally come to the surface world to pillage the wealth of food to be found there. They are approximately human-sized, and speak their own language of grunts, squeaks and guttural vocalizations.

Grimlocks are blind, but their exceptional senses of smell and hearing allow them to notice foes nearby. As a result, they usually shun ranged weapons and rush to the attack, brandishing their stone battleaxes.

HAG (GENERAL)

Although different hags are unique in appearance and mannerism, they have many aspects in common. All take the form of crones whose bent shapes belie their fierce power and swiftness. Hags are tremendously strong. They are naturally resistant to supernatural powers and can use supernatural powers of their own. Hags often gather to form covens. A covey, usually containing one hag of each type, can use powers beyond those of the individual members.

Hags speak Giant and Common.

ANNIS

Type: 7th Level Monstrous Humanoid

Size: Large

Speed: 40 ft.

Abilities: Str +7, Dex +1, Con +2, Int +1, Wis +1, Cha +0

Skills: Bluff +10 (+10), Diplomacy +2 (+2), Intimidate +2 (+2), Notice +10 (+11), Stealth +10 (+7)

Feats: Blind-Fight, Double Strike^B, Great Fortitude, Improved Grab^B, Power (2)^B, Skill Training

Traits: Damage Reduction 2/bludgeoning, Darkvision 60 ft., Powers (rank 10, Cha, save Difficulty 14, Illusion +10, Wind Shaping +10), Rake +9 Damage, Supernatural Resistance 19

Combat: Attack +7 (-1 size, +7 base, +1 Dex), Damage +9 (claws or bite) or +5 (rake), Defense Dodge/Parry +7/— (-1 size, +7 base, +1 Dex), Initiative +1

Saving Throws: Toughness +9 (+2 size, +2 Con, +5 natural), Fortitude +6 (+2 base, +2 Con, +2 Great Fortitude), Reflex +6 (+5 base, +1 Dex), Will +6 (+5 base, +1 Wis)

An annis is a horrid, wretched creature with gray skin and scraggly black hair like straw. Her hands are tipped in vicious talons as hard as iron. These hags usually wear tattered gowns or robes. An annis commonly uses her Illusion supernatural power to take on the appearance of an exceptionally tall human, a fair giant or an ogre. Annis' stand some 8 feet tall and weigh about 325 pounds.

Though physically powerful, these hags do not favor simple assaults but try to divide and confuse their foes before combat. They love to pose as commoners or gentlefolk to lull their victims into a sense of false security before they attack.

GREEN HAG

Type: 9th Level Monstrous Humanoid

Size: Medium

Speed: 30 ft., swim 30 ft.

Abilities: Str +4, Dex +1, Con +1, Int +1, Wis +1, Cha +2

Skills: Concentration +10 (+11), Craft or Knowledge (any one) +8 (+9), Notice +12 (+15), Stealth +10 (+11), Swim +0 (+12)

Feats: Blind-Fight, Double Strike^B, Great Fortitude, Power (3)^B, Skill Focus (Notice), Skill Training, Trailblazer^B

Traits: Darkvision 90 ft., Mimicry, Powers (rank 12, Cha, save Difficulty 17, Illusion +14, Light Shaping +14, Mind Touch +14), Supernatural Resistance 18, Water Breathing, Weakness



Combat: Attack +10 (+9 base, +1 Dex), Damage +5 (claws), Defense Dodge/Parry +10/— (+9 base, +1 Dex), Initiative +1

Saving Throws: Toughness +6 (+1 Con, +5 natural), Fortitude +6 (+3 base, +1 Con, +2 Iron Will), Reflex +7 (+6 base, +1 Dex), Will +7 (+6 base, +1 Wis)

Mimicry: A green hag can imitate the sounds of almost any animal found near its lair. A listener must succeed on a DC 20 Notice check to detect the ruse. A listener with 5 or more ranks in Knowledge (life sciences) receives a +2 bonus on the check. The check DC is Charisma-based, and includes a +4 racial bonus.

Water Breathing: Green hags may breathe underwater.

Weakness: A green hag can weaken a foe by making a finesse attack and touching the body of her opponent. The opponent must succeed on a Difficulty 16 Fortitude save or take 2 points of Strength damage. The save Difficulty is Charisma-based.

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

Green hags are found in desolate swamps and dark forests. The skin of a green hag, as the name implies, is a putrid green color like stagnant water. A green hag's hair is constantly wet, and streams down her face and shoulders like limp water weeds. They are about the same height and weight as female humans.

Green hags prefer to attack from hiding, usually after distracting foes. They often use darkvision to their advantage by attacking during moonless nights.

SEA HAG

Type: 3rd Level Monstrous Humanoid

Size: Medium

Speed: 30 ft., swim 40 ft.

Abilities: Str +4, Dex +1, Con +1, Int +0, Wis +1, Cha +2

Skills: Craft or Knowledge (any one) 4 (+4), Notice 6 (+7), Stealth 6 (+7), Swim 0 (+12)

Feats: Double Strike^B, Tough, Skill Training

Traits: Amphibious, Evil Eye, Horrific Appearance, Supernatural Resistance 14

Combat: Attack +4 (+3 base, +1 Dex), Damage +5 (claws), Defense Dodge/Parry +4/— (+3 base, +1 Dex), Initiative +1

Saving Throws: Toughness +3 (+1 Con, +1 natural, +1 Tough), Fortitude +2 (+1 base, +1 Con), Reflex +4 (+3 base, +1 Dex), Will +4 (+3 base, +1 Wis)

Amphibious: Although sea hags are aquatic, they can survive indefinitely on land.

Evil Eye: Three times per day, a sea hag can cast its dire gaze upon any single creature within 30 feet. The target must succeed on a Difficulty 13 Fortitude save or die from fright. Check of the “dead” condition on the damage track. If the Fortitude save is successful, the victim must succeed on a Difficulty 13 Will save or be dazed for three days. Curing this condition requires mental contact with the victim and the Cure supernatural power. Creatures with immunity to fear effects are not affected by the sea hag’s evil eye. The save Difficulties are Charisma-based.

Horrible Appearance: The sight of a sea hag is so revolting that anyone (other than another hag) who sets eyes upon one must succeed on a Difficulty 13 Fortitude save or instantly be weakened, taking 3 points of Strength damage. This damage cannot reduce a victim’s Strength below –5, but anyone reduced to Strength –5 is helpless. Creatures that are affected by this power or that successfully save against it cannot be affected again by the same hag’s horrible appearance for 24 hours. The save Difficulty is Charisma-based.

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

The sea hag is found in the water of seas or overgrown lakes. A sea hag has bluish-green skin, a large hooked nose and red-rimmed, piercing eyes. A sea hag sometimes wears a hooded cloak to conceal her face to those around her, only to throw it back with a cackle to reveal her unearthly ugliness. Sea hags are about the same height and weight as female humans.

Sea hags are not subtle and prefer a direct approach to combat. They usually remain in hiding until they can affect as many foes as possible with their horrible appearance.

HAG COVEY

From time to time, a trio of hags gathers as a covey. Usually this foul triune includes one hag of each type, but this is not always the case.

Hags in a covey rely on deception and their boosted supernatural abilities in combat.

A covey of hags has an 80% chance (5 or better on d20) of being guarded by up to 8 ogres and 4 evil giants who do their bidding. These minions are often disguised with an Illusion to appear less threatening and sent forth as spies. Such minions often (60% chance [9 or better]) carry supernatural stones known as *hag eyes* (see **Hag Eye**).

Bonus Supernatural Powers: A hag covey collectively gains the following powers which can be used as if cast by a single 19th level adept: Illusion +22, Imbue Undeath +22, Mind Shaping +22, Sleep +22, Visions +22, Wind Shaping +22, and Weather Shaping +22. To use one of these supernatural powers (which requires a full-round action), all three hags must be within 10 feet of one another, and all must participate.

Once per month, a covey that does not have a *hag eye* can create one from a valuable gem (see **Hag Eye**).

HAG EYE

A *hag eye* is a supernatural gem created by a covey. It appears to be nothing more than a semiprecious stone, but True Visions or other such effect reveals it as a disembodied eye. Often, a *hag eye* is worn as a ring, brooch or other adornment. Any of the three hags who created the *hag eye* can see through it whenever they wish, so long as it is on the same plane of existence as the hag. A *hag eye* has damage reduction 2/—and a Toughness save of +2. Destroying a *hag eye* deals +4 damage to each member of the covey and causes the one who sustained the greatest level damage to be blinded for 24 hours.

HALFLING (1ST-LEVEL WARRIOR)

Type: 1st Level Humanoid (Half ing)

Size: Small

Speed: 20 ft.

Abilities: Str +0, Dex +1, Con +1, Int +0, Wis –1, Cha –1

Skills: Bluff 4 (+3), Climb 4 (+6, +4 with armor), Jump 0 (+2, +0 with armor), Notice 4 (+5), Stealth 4 (+11, +9 with armor)

Feats: Attack Focus (thrown weapons), Attack Specialization (thrown weapons), Light Armor Training, Talented (Climb and Jump)^B, Talented (Notice and Stealth)^B, Weapon Training

Traits: Half ing Background Traits

Combat: Attack +3 (+1 size, +1 base, +1 Dex) (+4 with thrown weapons), Damage +2 (sword, crit 19-20/+3), or +1 (light crossbow, crit 19-20/+3), or +1 (thrown knife, crit 19-20/+3), Defense Dodge/Parry +3/+2 (+1 size, +1 base, +1 Dex), Initiative +1



Saving Throws: Toughness +2 (–1 size, +1 Con, +2 studded leather), Fortitude +3 (+2 base, +1 Con), Reflex +1 (+0 base, +), Will +1 (+0 base, +2 Iron Will)

Half ings are small humanoids that closely resemble half-sized humans. They live in much the same way as humans, associating in small villages that take advantage of nearby natural resources. Most half ings have brown or black eyes. Half ing men often wear long sideburns, but beards are rare among them and mustaches almost unseen. Half ings prefer simple, comfortable and practical clothes—and a similar lifestyle. Half ings reach adulthood in their early twenties and generally live into the middle of their second century. Half ings stand about 3 feet tall and usually weigh between 30 and 35 pounds. Half ings speak Half ing and Common.

Half ings prefer to fight defensively, usually hiding and launching ranged attacks as the foe approaches. Their tactics are very much like those of elves but place more emphasis on cover and concealment and less on mobility.

Most halflings encountered outside their homes are warriors; the information presented here is for one of 1st level.

HALFLING BACKGROUND TRAITS

Half ings possess the following racial traits.

- Ability Adjustments:** +1 Dexterity, –1 Strength
- Size:** Small size. +1 bonus to defense, +1 bonus on attack rolls, +4 bonus on Stealth checks, –4 penalty on grapple checks, lifting and carrying limits 3/4 those of Medium characters.
- Speed:** A half ing's base land speed is 20 feet.
- Bonus Feats:** Lucky (if Charisma is +1 or better), Talented (Climb and Jump), Talented (Notice and Stealth)
- Favored Feats:** Evasion, Attack Specialization (thrown weapon or sling)

HALFLING BACKGROUNDS

The information in the stat block is for the lightfoot half ing, the most common half ing variety. There are two other major half ing backgrounds, which differ from lightfoot half ings as follows.

DEEP HALFLING

These half ings are shorter and stockier than the more common lightfoots. Deep half ings are about 2-1/2 feet tall and weigh between 30 and 35 pounds. Deep half ings speak Dwarven fluently.

DEEP HALFLING BACKGROUND TRAITS

Deep half ings possess the same background traits as other half ings with the following changes:

- Bonus Feats:** Deep half ings gain Night Vision and Talented (Craft and Search, only involving stonework) instead of Lucky and Talented (Climb and Jump).

TALLFELLOW

Tallfellows are somewhat rare among half ing folk. Tallfellows are 4 feet tall or more and weigh between 30 and 35 pounds.

TALLFELLOW BACKGROUND TRAITS

Tallfellow half ings possess the same background traits as other half ings with the following changes:

- Bonus Feats:** Tallfellows gain Skill Focus (Search) instead of Talented (Climb and Jump).

HELL HOUND

Type: 4th Level Outsider (Extraplanar, Fire, Vice)
Size: Medium
Speed: 40 ft.

Abilities: Str +1, Dex +1, Con +1, Int –2, Wis +0, Cha –2
Skills: Jump 7 (+8), Notice 7 (+7), Stealth 7 (+13), Survival 7 (+7)*
Feats: Improved Initiative, Run, Track^B
Traits: Breath Weapon, Darkvision 60 ft., Fiery Bite, Immunity to Fire, Scent, Vulnerable to Cold
Combat: Attack +5 (+4 base, +1 Dex), Damage +4 +2 fire (bite), Defense Dodge/Parry +5/— (+4 base, +1 Dex), Initiative +5
Saving Throws: Toughness +3 (+1 Con, +2 natural), Fortitude +5 (+4 base, +1 Con), Reflex +5 (+4 base, +1 Dex), Will +4 (+4 base)

Breath Weapon: 10-foot cone; once every 5 rounds; damage +4 fire; Reflex Difficulty 13 for half damage. The save Difficulty is Constitution-based.

Fiery Bite: A hell hound deals an extra +2 fire damage every time it bites an opponent, as if its bite were a flaming weapon.

Skills: Hell hounds have a +5 racial bonus on Stealth checks. *They also receive a +8 racial bonus on Survival checks when tracking by scent, due to their keen sense of smell.

A hellhound is a slaving dog-like creature with fur that ranges from dark brown to black. Its eyes are like two red hot coals, and its mouth spews flame. Typical hell hounds stand 4-1/2 feet high at the shoulder and weigh 120 pounds. Hell hounds do not speak but understand Fiendish.

Hell hounds are efficient hunters. A favorite pack tactic is to surround prey quietly, then attack with one or two hounds, driving it toward the rest with their fiery breath. If the prey doesn't run, the pack closes in. Hell hounds track fleeing prey relentlessly. A hell hound's natural weapons, as well as any weapons it wields, are treated as vice-aligned for the purpose of overcoming damage reduction.

HIPPOGRIF

Type: 3rd Level Supernatural Beast
Size: Medium
Speed: 50 ft., fly 100 ft. (average)
Abilities: Str +4, Dex +2, Con +3, Int –4, Wis +1, Cha –1
Skills: Notice 6 (+11)
Feats: Dodge Focus, Double Strike^B, Night Vision^B, Wingover
Traits: Darkvision 60 ft., Scent
Combat: Attack +4 melee (–1 size, +3 base, +2 Dex), Damage +5 (claws) or +7 (bite), Defense Dodge/Parry +5/— (–1 size, +3 base, +2 Dex, +1 dodge), Initiative +2
Saving Throws: Toughness +7 (+2 size, +3 Con, +2 natural), Fortitude +6 (+3 base, +3 Con), Reflex +5 (+3 base, +2 Dex), Will +2 (+1 base, +1 Wis)

Skills: Hippogriffs have a +4 racial bonus on Notice checks.

Carrying Capacity: A light load for a hippogriff is up to 300 pounds; a medium load, 301-600 pounds; and a heavy load, 601-900 pounds.

A hippogriff is an aggressive flying creature that has the hind quarters of a horse and the head, wings, upper body and front talons of a giant eagle. Voracious omnivores, hippogriffs hunt humanoids as readily as any other meal. Typical hippogriffs are 9 feet long, have a wingspan of 20 feet and weigh 1,000 pounds.

Hippogriffs dive at their prey and strike with their clawed forelegs. When they cannot dive, they slash with claws and beak. Mated pairs and fights of these creatures attack in concert, diving repeatedly to drive away or kill intruders. Hippogriffs fight to the death to defend their nests and their hatchlings, which are prized as aerial mounts and fetch a handsome price in many civilized areas.

TRAINING A HIPPOGRIF

A hippogriff requires training before it can bear a rider in combat. Training a hippogriff requires six weeks of work and a Difficulty 25



Handle Animal check. Riding a hippogrif requires an exotic saddle. A hippogrif can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

HOBGOBLIN (1ST-LEVEL WARRIOR)

Type: 1st Level Humanoid (Goblinoid)

Size: Medium

Speed: 30 ft.

Abilities: Str +1, Dex +1, Con +2, Int +0, Wis -1, Cha -1

Skills: Intimidate 4 (+3), Knowledge (tactics) 4 (+4), Notice 4 (+6), Stealth 4 (+5, +2 with armor and shield)

Feats: Light Armor Training, Shield Training, Skill Focus (Notice), Weapon Training

Traits: Darkvision 60 ft.

Combat: Attack +2 (+1 base, +1 Dex), Damage +4 (sword, crit 19-20/+3) or +3 (javelin), Defense Dodge/Parry +3/+3 (+1 base, +1 Dex/+1 Str, +1 small wooden shield), Initiative +1

Saving Throws: Toughness +4 (+2 Con, +2 studded leather), Fortitude +4 (+2 base, +2 Con), Reflex +1 (+0 base, +1 Dex), Will -1 (+0 base, -1 Wis)

Skills: Hobgoblins have a +4 racial bonus on Stealth checks.

Hobgoblins are larger cousins of goblins. The hair color of a typical hobgoblin ranges from dark reddish-brown to dark gray, while skin color is usually dark orange or red-orange. Large males have blue or red noses. Hobgoblins' eyes are yellowish or dark brown, while their teeth are yellow. Their garments tend to be brightly colored, often blood red with black-tinted leather. Their weaponry is kept polished and in good repair. Hobgoblins speak Goblin and Common.

These creatures have a strong grasp of strategy and tactics and are capable of carrying out sophisticated battle plans. Under the leadership of a skilled strategist or tactician, their discipline can prove a deciding factor. Hobgoblins hate elves and attack them first, in preference to other opponents.

Most hobgoblins encountered outside their homes are warriors; the information presented here is for one of 1st level.

HOMUNCULUS

Type: 2nd Level Construct

Size: Tiny

Speed: 20 ft., fly 50 ft. (good)

Abilities: Str -1, Dex +2, Con —, Int +0, Wis +1, Cha -2

Skills: Notice 5 (+6), Stealth 5 (+15)

Feats: Lightning Reflexes, Night Vision^B

Traits: Construct Traits, Darkvision 60 ft., Poison

Combat: Attack +5 (+2 size, +1 base, +2 Dex), Damage +0 plus poison (bite), Defense Dodge/Parry +5/— (+2 size, +1 base, +2 Dex), Initiative +2

Saving Throws: Toughness -1 (-2 size, +1 construct), Fortitude +0 (+0 base), Reflex +4 (+0 base, +2 Dex, +1 Lightning Reflexes), Will +1 (+0 base, +1 Wis)

Poison: Bite; Fortitude Difficulty 13 resists; initial damage sleep for 1 minute, secondary damage sleep for another 18 minutes. The save Difficulty is Constitution-based and includes a +2 racial bonus.

A homunculus is a miniature servant created by an adept, little more than a tool designed to carry out assigned tasks. These creatures are weak combatants but make effective spies, messengers and scouts. A homunculus's creator determines its precise features, but unless given a specific appearance a homunculus looks like a tiny version of its master with bat-like wings. Homunculi are extensions of their creators, sharing the same virtues and vices. A homunculus cannot speak, but the process of creating one links it telepathically with its creator.

A homunculus knows what its master knows and can convey to him or her everything it sees and hears, out to a distance of 1,500 feet. A homunculus never travels beyond this range willingly, though it can be removed forcibly. If this occurs, the creature does everything in its power to regain contact with its master. An attack that destroys a homunculus deals +8 damage to its master. If the creature's master is slain, the homunculus also dies, and its body swiftly melts away into a pool of ichor. Homunculi land on their victims and bite with their venomous fangs.

HUMAN (1ST-LEVEL WARRIOR)

Type: 1st Level Humanoid (Human)

Size: Medium

Speed: 30 ft.

Abilities: Str +1, Dex +0, Con +1, Int -1, Wis +0, Cha -1

Skills: Handle Animal 4 (+3), Intimidate 4 (+3), Notice 4 (+4), Ride 4 (+4)

Feats: Attack Focus (sword)^B, Light Armor Training, Heavy Armor Training, Shield Training, Weapon Training

Traits: Human Background Traits

Combat: Attack +1 (+1 base) (+2 with sword), Damage +4 (sword, crit 19-20/+3), Defense Dodge/Parry +4/+5 (+1 base, +1 Str, +3 large metal shield), Initiative +0

Saving Throws: Toughness +4 (+1 Con, +3 chainmail), Fortitude +3 (+2 base, +1 Con), Reflex +0 (+0 base), Will +0 (+0 base)

Humans are a very diverse group of humanoids physically, mentally and culturally. They can live in nearly every environment and are quick to take advantage of local resources.

Most humans encountered outside their homes are warriors; the information presented here is for one of 1st level.

HUMAN BACKGROUND TRAITS

Humans possess the following background traits.

—**Ability Adjustments:** None.

—**Bonus Feat:** Humans gain one bonus feat at 1st level out of the list of feats available for the hero's role.

OPTIONAL RULES: CREATING A HOMUNCULUS

To create a homunculus, an adept must have the Imbue Item feat and be trained in Craft (alchemy) and Knowledge (supernatural). The adept must also own or have access to a fully stocked alchemical laboratory.

The body of the homunculus is created from arcane chemicals and rare earths. Narrators are encouraged to come up with a “recipe” for creating a homunculus that best suits the campaign setting. Depending on the campaign setting, one might be able to purchase these ingredients at an alchemy shop. The purchase Difficulty is 22. Some of the materials can be gathered by hand, which may decrease or even bypass the need for a Wealth check (but which opens up adventuring possibilities).

A homunculus has a maximum lifespan of 1 day per level of the adept unless the adept selects the Familiar feat to permanently bind the creature. (This is the only case in which the Familiar feat can be used on any creature other than an animal). An unbound homunculus decays into base matter at the end of its lifespan. This does not injure its master. An adept can have a maximum number of unbound homunculi equal to half his level. An adept can have only one bound homunculus, since it requires the Familiar feat to bind it.

The adept must succeed on a Difficulty 20 Craft (alchemy) check and a Difficulty 20 Knowledge (supernatural) check to mix the ingredients and perform the proper rituals. The adept cannot take 20 on either check, but he can take 10. Each check must be successful or the homunculus decays into base matter. If each check is a success, after the proper amount of time the homunculus crawls from its crucible ready to serve. The time required for the homunculus to “cook” is up to the Narrator. Suggested times are the three nights of the full moon, a week or even a month.

—**Bonus Skill:** The hero gains one bonus known skill at 1st level, in addition to those gained for the hero’s role and Intelligence.

—**Favored Feats:** Choose any two feats as the hero’s favored feats. These feats are available to the hero regardless of role. Favored feats for humans often vary by region and culture.

HYDRA (GENERAL)

Hydras are reptile-like creatures with multiple heads. A hydra is gray-brown to dark brown, with a light yellow or tan underbelly. The eyes are amber and the teeth are yellow-white. Hydras are about 20 feet long and weigh about 4,000 pounds. Hydras do not speak.

Hydras can attack with all their heads at no penalty, even if they move or charge during the round. A hydra can be killed either by severing all of its heads or by slaying its body.

HYDRA (FIVE HEADED)

Type: 5th Level Supernatural Beast
Size: Huge
Speed: 20 ft., swim 20 ft.
Abilities: Str +3, Dex +1, Con +5, Int -4, Wis +0, Cha -1
Skills: Notice 8 (+8), Swim 0 (+11)
Feats: Iron Will, Night Vision^B, Tough
Traits: All-Around Attack, Darkvision 60 ft., Fast Healing 15, Heads, Scent
Combat: Attack +4 (-2 size, +5 base, +1 Dex), Damage +7 (bite), Defense Dodge/Parry +4/— (-2 size, +5 base, +1 Dex) (heads +10), Initiative +1
Saving Throws: Toughness +12 (+4 size, +5 Con, +3 natural, +1 Tough) (heads +6), Fortitude +9 (+4 base, +5 Con), Reflex +5 (+4 base, +1 Dex), Will +3 (+1 base, +2 Iron Will)

HYDRA (SIX HEADED)

Type: 6th Level Supernatural Beast
Size: Huge
Speed: 20 ft., swim 20 ft.
Abilities: Str +3, Dex +1, Con +5, Int -4, Wis +0, Cha -1
Skills: Notice 9 (+9), Swim 0 (+11)
Feats: Attack Focus (bite), Iron Will, Night Vision^B, Heads, Tough
Traits: All-Around Attack, Darkvision 60 ft., Fast Healing 16, Scent
Combat: Attack +5 (-2 size, +6 base, +1 Dex) (+6 with bite), Damage +7 (bite), Defense Dodge/Parry +5/— (-2 size, +6 base, +1 Dex) (heads +11), Initiative +1

Saving Throws: Toughness +12 (+4 size, +5 Con, +3 natural, +1 Tough) (head +6), Fortitude +10 (+5 base, +5 Con), Reflex +6 (+5 base, +1 Dex), Will +4 (+2 base, +2 Iron Will)

HYDRA (SEVEN HEADED)

Type: 7th Level Supernatural Beast
Size: Huge
Speed: 20 ft., swim 20 ft.
Abilities: Str +4, Dex +1, Con +5, Int -4, Wis +0, Cha -1
Skills: Notice 10 (+10), Swim 0 (+12)
Feats: Attack Focus (bite), Iron Will, Night Vision^B, Heads, Tough
Traits: All-Around Attack, Darkvision 60 ft., Fast Healing 17, Scent
Combat: Attack +6 (-2 size, +7 base, +1 Dex) (+7 with bite), Damage +8 (bite), Defense Dodge/Parry +6/— (-2 size, +7 base, +1 Dex) (heads +12), Initiative +1
Saving Throws: Toughness +13 (+4 size, +5 Con, +3 natural, +1 Tough) (heads +6), Fortitude +10 (+5 base, +5 Con), Reflex +6 (+5 base, +1 Con), Will +4 (+2 base, +2 Iron Will)

HYDRA (EIGHT HEADED)

Type: 8th Level Supernatural Beast
Size: Huge
Speed: 20 ft., swim 20 ft.
Abilities: Str +4, Dex +1, Con +5, Int -4, Wis +0, Cha -1
Skills: Notice 11 (+11), Swim 0 (+12)
Feats: Attack Focus (bite), Iron Will, Night Vision^B, Heads, Tough
Traits: All-Around Attack, Darkvision 60 ft., Fast Healing 18, Scent
Combat: Attack +7 (-2 size, +8 base, +1 Dex) (+8 with bite), Damage +8 (bite), Defense Dodge/Parry +7/— (-2 size, +8 base, +1 Dex) (heads +13), Initiative +1
Saving Throws: Toughness +13 (+4 size, +5 Con, +3 natural, +1 Tough) (heads +6), Fortitude +11 (+6 base, +5 Con), Reflex +7 (+6 base, +1 Dex), Will +4 (+2 base, +2 Iron Will)

HYDRA (NINE HEADED)

Type: 9th Level Supernatural Beast
Size: Huge
Speed: 20 ft., swim 20 ft.
Abilities: Str +5, Dex +1, Con +5, Int -4, Wis +0, Cha -1
Skills: Notice 12 (+12), Swim 0 (+13)
Feats: Attack Focus (bite), Blind-Fight, Iron Will, Night Vision^B, Heads, Tough

Traits: All-Around Attack, Darkvision 60 ft., Fast Healing 19, Scent
Combat: Attack +8 (–2 size, +9 base, +1 Dex) (+9 with bite), Damage +9 (bite), Defense Dodge/Parry +8/— (–2 size, +9 base, +1 Dex) (heads +14), Initiative +1
Saving Throws: Toughness +13 (+4 size, +5 Con, +3 natural, +1 Tough) (heads +6), Fortitude +11 (+6 base, +5 Con), Reflex +7 (+6 base, +1 Dex), Will +5 (+3 base, +2 Iron Will)

HYDRA (TEN HEADED)

Type: 10th Level Supernatural Beast
Size: Huge
Speed: 20 ft., swim 20 ft.
Abilities: Str +5, Dex +1, Con +5, Int –4, Wis +0, Cha –1
Skills: Notice 13 (+13), Swim 0 (+13)
Feats: Attack Focus (bite), Blind-Fight, Iron Will, Night Vision^B, Heads, Tough
Traits: All-Around Attack, Darkvision 60 ft., Fast Healing 20, Scent
Combat: Attack +9 (–2 size, +10 base, +1 Dex) (+10 with bite), Damage +9 (bite), Defense Dodge/Parry +9/— (–2 size, +10 base, +1 Dex) (heads +15), Initiative +1
Saving Throws: Toughness +13 (+4 size, +5 Con, +3 natural, +1 Tough) (heads +6), Fortitude +12 (+7 base, +5 Con), Reflex +8 (+7 base, +1 Con), Will +5 (+3 base, +2 Iron Will)

HYDRA (ELEVEN HEADED)

Type: 11th Level Supernatural Beast
Size: Huge
Speed: 20 ft., swim 20 ft.
Abilities: Str +6, Dex +1, Con +5, Int –4, Wis +0, Cha –1
Skills: Notice 14 (+14), Swim 0 (+14)
Feats: Attack Focus (bite), Blind-Fight, Iron Will, Night Vision^B, Heads, Tough

Traits: All-Around Attack, Darkvision 60 ft., Fast Healing 21, Scent
Combat: Attack +10 (–2 size, +11 base, +1 Dex) (+11 with bite), Damage +10 (bite), Defense Dodge/Parry +10/— (–2 size, +11 base, +1 Dex) (heads +16), Initiative +1
Saving Throws: Toughness +13 (+4 size, +5 Con, +3 natural, +1 Tough) (heads +6), Fortitude +12 (+7 base, +5 Con), Reflex +8 (+7 base, +1 Dex), Will +5 (+3 base, +2 Iron Will)

HYDRA (TWELVE HEADED)

Type: 12th Level Supernatural Beast
Size: Huge
Speed: 20 ft., swim 20 ft.
Abilities: Str +6, Dex +1, Con +5, Int –4, Wis +0, Cha –1
Skills: Notice 15 (+15), Swim 0 (+14)
Feats: Attack Focus (bite), Blind-Fight, Iron Will, Night Vision^B, Heads, Tough (2)
Traits: All-Around Attack, Darkvision 60 ft., Fast Healing 22, Scent
Combat: Attack +11 (–2 size, +12 base, +1 Dex) (+12 with bite), Damage +10 (bite), Defense Dodge/Parry +11/— (–2 size, +12 base, +1 Dex) (heads +17), Initiative +1
Saving Throws: Toughness +14 (+4 size, +5 Con, +3 natural, +2 Tough) (heads +7), Fortitude +13 (+8 base, +5 Con), Reflex +9 (+8 base, +1 Dex), Will +6 (+4 base, +2 Iron Will)

All-Around Attack: As a full round action a hydra can make a number of bite attacks equal to its current number of heads against opponents within its reach. Each attack must be made against a different opponent and use a different head.

Fast Healing: Each round a hydra gains an extra recovery check with a bonus equal to 10 + the number of its original heads.

Heads: Severing a hydra's heads follows the rules for sundering a tentacle (see **Tentacles** in the description of creature traits in **Chapter One** of this book). A hydra's head counts as a Small held object for the sundering attempt.

Each time a head is severed, two new heads spring from the stump in 3 rounds. A hydra can never have more than twice its original number of heads at any one time, and any extra heads it gains beyond its original number wither and die within a day. To prevent new heads from growing from the stump, an opponent must bring the stump to "hurt" or worse condition on the damage track using fire or acid. The severed stump has the same Toughness save as the hydra's head (half that of the hydra itself). A flaming weapon (or similar effect) deals its fire damage to the stump in the same blow in which a head is severed. Fire or acid damage from an area effect may burn multiple stumps in addition to dealing damage to the hydra's body. A hydra does not die from losing its heads until all its heads have been cut off and the stumps seared by fire or acid.

A hydra's body can be slain just like any other creature's, but hydras possess fast healing (see the hydra's Fast Healing trait) and are difficult to defeat in this fashion. Any attack that is not (or cannot be) an attempt to sunder a head affects the body.

Targeted supernatural effects cannot sever a hydra's heads (and thus must be directed at the body) unless they deal slashing damage and could be used to make sunder attempts.

Skills: Hydras have a +2 racial bonus on Notice checks, thanks to their multiple heads. A hydra has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.



CRYOHYDRA

Supernatural Beast (Cold)

These purplish hydras can breathe jets of frost 10 feet high, 10 feet wide, and 20 feet long. All heads breathe once every 3 rounds. Each jet deals cold damage equal to the hydra's level. A successful Reflex save halves the damage. The save Difficulty is 10 + 1/2 hydra's original number of heads + hydra's Constitution modifier.

A cryohydra takes half again as much damage (+50%) from fire. Cryohydras hate fire and those who wield it, and target fire-using opponents first. They use their icy breath to blow out torches and kill those who display the Fire Shaping or (even worse!) the Elemental Blast (fire) supernatural powers.

ELECTROHYDRA

Supernatural Beast (Air)

These pale blue hydras can breathe jets of lightning 20 feet long. All heads breathe once every 3 rounds. Each jet deals electricity damage equal to the hydra's level. A successful Reflex save halves the damage. The save Difficulty is 10 + 1/2 hydra's original number of heads + hydra's Constitution modifier.

Fire attacks cannot prevent an electrohydra's stump from growing new heads, but water damage does. Water poured on an electrohydra's stump does +2 damage per gallon for the purposes of sealing it. The Elemental Blast (Water) supernatural power does damage normally for the purposes of sealing the stump.

PYROHYDRA

Supernatural Beast (Fire)

These reddish hydras can breathe jets of fire 10 feet high, 10 feet wide, and 20 feet long. All heads breathe once every 3 rounds. Each jet deals fire damage equal to the hydra's level. A successful Reflex save halves the damage. The save Difficulty is 10 + 1/2 hydra's original number of heads + hydra's Constitution modifier.

Fire attacks cannot prevent a pyrohydra's stump from growing new heads (since a pyrohydra has immunity to fire), but cold damage does.

HYENA

Type: 2nd Level Animal

Size: Medium

Speed: 50 ft.

Abilities: Str +2, Dex +2, Con +2, Int -4, Wis +1, Cha -2

Skills: Notice 5 (+6), Stealth 4 (+6)*

Feats: Improved Trip^B, Night Vision^B, Skill Training

Traits: Scent

Combat: Attack +3 (+1 base, +2 Dex), Damage +4 (bite), Defense Dodge/Parry +3/— (+1 base, +2 Dex), Initiative +2

Saving Throws: Toughness +2 (+2 Con), Fortitude +5 (+3 base, +2 Con), Reflex +5 (+3 base, +2 Ref), Will +1 (+0 base, +1 Wis)

Skills: *Hyenas have a +4 racial bonus on Stealth checks in areas of tall grass or heavy undergrowth.

Hyenas are pack hunters infamous for their cunning and their unnerving vocalizations. The statistics presented here are for a striped hyena, which is about 3 feet long and weighs about 120 pounds.

A favorite tactic is to send a few individuals against the foe's front while the rest of the pack circles and attacks from the flanks or rear.

INVISIBLE STALKER

Type: 8th Level Elemental (Air, Extraplanar)

Size: Large

Speed: 30 ft., fly 30 ft. (perfect)

Abilities: Str +4, Dex +4, Con +2, Int +2, Wis +2, Cha +0

Skills: Notice 11 (+13), Search 11 (+13), Stealth 11 (+15), Survival 11 (+13)

Feats: Attack Focus (slam), Improved Initiative, Track

Traits: Darkvision 60 ft., Elemental Traits, Natural Invisibility, Improved Tracking

Combat: Attack +9 (-1 size, +6 base, +4 Dex) (+10 with slam), Damage +8 (slam), Defense Dodge/Parry +9/— (-1 size, +6 base, +4 Dex), Initiative +8

Saving Throws: Toughness +6 (+2 size, +2 Con, +2 natural), Fortitude +4 (+2 base, +2 Con), Reflex +10 (+6 base, +4 Dex), Will +4 (+2 base, +2 Wis)

Improved Tracking: An invisible stalker is a consummate tracker and makes Notice checks instead of the usual Survival checks to trace a creature's passage.

Natural Invisibility: This ability is constant, allowing a stalker to remain invisible even when attacking. This trait is otherwise similar to the invisibility effect of the Light Shaping supernatural power.

Invisible stalkers are creatures native to the Elemental Plane of Air. They sometimes serve adepts, who summon them to perform specific tasks. A summoned invisible stalker undertakes whatever task the summoner commands, even if the task sends it hundreds or thousands of miles away. The creature follows a command until the task is completed and obeys only the summoner. However, it resents protracted missions or complex tasks and seeks to pervert its instructions accordingly. Invisible stalkers have an amorphous form. A use of the True Vision supernatural power shows only a roiling cloud of vapor. These creatures speak only Auran but can understand Common.

An invisible stalker attacks by using the air itself as a weapon. It creates a sudden, intense blast of wind that pounds a single target on the same plane as the creature. An invisible stalker can be killed only when it is on the Elemental Plane of Air. When performing a task elsewhere, it automatically returns to its home plane when it takes damage sufficient to destroy it.

JACKLOVA

Type: 7th Level Fey (Fire)

Size: Medium

Speed: 60 ft.

Abilities: Str +0, Dex +3, Con +1, Int +2, Wis +2, Cha +7

Skills: Bluff 10 (+17), Diplomacy 10 (+17), Disguise 10 (+17), Knowledge (life sciences) 10 (+12), Notice 10 (+15), Perform (Dance) 10 (+17), Sense Motive 10 (+12), Stealth 10 (+13)

Feats: Attractive, Fascinate, Improved Initiative^B, Night Vision^B, Power (5)^B, Run^B, Skill Focus (Notice), Trackless^B, Weapon Training^B

Traits: Damage Reduction 4/cold iron, Immunity to Fire, Partial Invisibility, Powers (rank 10, Cha, save Difficulty 21; Fascination [Dance] +17, Fire Shaping +17, Mind Touch +17, Suggestion +17, Supernatural Speed +17), Vulnerable to Cold

Combat: Attack +6 (+3 base, +3 Dex), Damage +1 (knife, crit 19-20/+3), Defense Dodge/Parry +6/+3 (+3 base, +3 Dex/+0 Str), Initiative +7

Saving Throws: Toughness +3 (+1 Con, +2 natural), Fortitude +3 (+2 base, +1 Con), Reflex +8 (+5 base, +3 Dex), Will +7 (+5 base, +2 Wis)

Partial Invisibility: A jacklova can become invisible at will, as per the invisibility effect of the Light Shaping power. While invisible, the jacklova can be seen only in the corner of one's eye or in brief reflections in water. The miss chance when targeting a partially invisible jacklova is 20% rather than the usual 50%. This ability is not fatiguing to the jacklova.

Jacklovas are mischievous free spirited creatures. They are spirits of flame, often clothed in the fiery leaves of autumn, and are continually surrounded by a warm glow. Jacklovas are jovial and festive creatures, and they can always be found at the parties thrown by dryads and centaurs. They are skilled dancers, and are capable of mesmerizing their audiences with their dance. They tend to be somewhat untrusting and jealous of nymphs. A jacklova has the form of a beautiful young elf maiden with golden, strawberry blonde or red hair. Her green eyes burn with a mischievous emerald flame. Jacklovas speak Common, Ignan and Sylvan.

Jacklovas have supernatural powers that let them move and shape fire and implant suggestions in the minds of mortal creatures. They are also capable of telepathic communication, and running with supernatural speed. While invisible, they cannot be seen while one is looking straight at them, but travelers may catch a fleeting glides out of the corner of their eye, or reflected in a pool of water. They delight in light heartedly teasing and taunting travelers while invisible, playing tricks on them for their own amusement. They continue such activities for as long as it amuses them, but depart once they become bored of the game.

JADE EVISCERATOR

Type: 7th Level Aberration

Size: Large

Speed: 30 ft.

Abilities: Str +6, Dex +3, Con +4, Int -3, Wis +2, Cha +0

Skills: Climb 4 (+10), Notice 5 (+7), Stealth 5 (+8)

Feats: Blind Fight, Improved Grab^B, Skill Training

Traits: Constrict, Darkvision 60 ft., Persistent Wound, Tentacles

Combat: Attack +7 (-1 size, +5 base, +3 Dex), Damage +10 plus persistent wound (tentacle slash) or +8 (bite) or +12 (grapple), Defense Dodge/Parry +7/— (-1 size, +5 base, +3 Dex) (tentacles +13), Initiative +3

Saving Throws: Toughness +10 (+2 size, +4 Con, +4 natural) (tentacles +5), Fortitude +6 (+2 base, +4 Con), Reflex +5 (+2 base, +3 Dex), Will +7 (+5 base, +2 Wis)

Persistent Wounds: Tentacle; +2 damage each round; Difficulty 17 Medicine and adept level check.

Tentacles: A jade eviscerator's tentacle counts as a Small held object for the purposes of a sundering attempt.

A jade eviscerator is a bizarre octopus-like creature that consists of a giant fiery-looking head with numerous tentacles radiating from it. The tentacles each sport jagged bony blades. As per its namesake, a jade eviscerator is covered in semitransparent jade-green scales.

In combat a jade eviscerator attacks until its opponents die or leave it alone. The barbs on a jade eviscerator's tentacles are razor sharp and open deep wounds that bleed severely. Surrounded by foes, it creates a veritable cloud of its opponents' blood with its whipping tentacles.

JUGGERNAUT

Type: 15th Level Construct

Size: Large

Speed: 40 ft.

Abilities: Str +8, Dex -1, Con—, Int —, Wis +0, Cha -5

Skills: —

Feats: Improved Trip^B, Night Vision^B

Traits: Construct Traits, Damage Reduction 4/—, Darkvision 60 ft., Momentum, Supernatural Immunity, Trample

Combat: Attack +9 (-1 size, +11 base, -1 Dex), Damage +14 (slam), Defense Dodge/Parry +9/— (-1 size, +11 base, -1 Dex), Initiative -1

Saving Throws: Toughness +12 (+2 size, +1 construct, +9 natural), Fortitude +5 (+5 base), Reflex +4 (+5 base, -1 Dex), Will +5 (+5 base)

Momentum: A juggernaut must move forward five feet for every 45 degrees that it wishes to turn. A juggernaut can run, but only if it travels in a straight line.

Supernatural Immunity: A juggernaut is immune to most supernatural powers. A juggernaut subjected to the Earth Shaping supernatural power must succeed on a Fortitude save equal to 10 + half the adept's level or be slowed for 7 rounds. It can only take a single move or standard action per round and cannot move and attack in the same round during this time unless it charges.

Trample: Damage +18, Difficulty 25 Reflex save for half damage. The save Difficulty is Strength-based.

A juggernaut is a massive supernaturally animated stone statue that moves around on heavy stone rollers. Juggernauts are usually 8 or 9 feet tall and weigh over 2,000 pounds.

KOBOLD (1ST-LEVEL WARRIOR)

Type: 1st Level Humanoid (Reptilian)

Size: Small

Speed: 30 ft.

Abilities: Str -1, Dex +1, Con +0, Int +0, Wis -1, Cha -1

Skills: Craft (trap making) 4 (+6), Notice 4 (+6), Search 4 (+5), Stealth 4 (+9, +7 in armor)

Feats: Dodge Focus, Light Armor Training, Skill Focus (Notice), Weapon Training

Traits: Darkvision 60 ft., Light Sensitivity

Combat: Attack +3 (+1 size, +1 base, +1 Dex), Damage +2 (spear, 19-20/+4), Defense Dodge/Parry +4/+2 (+1 size, +1 base, +1 Dex/-1 Str, +1 dodge), Initiative +1

Saving Throws: Toughness +1 (-1 size, +2 studded leather), Fortitude +2 (+2 base), Reflex +1 (+0 base, 1 Dex), Will -1 (+0 base, -1 Wis)

Light Sensitivity: Kobolds are dazzled in bright sunlight or the equivalent.

Skills: Kobolds have a +2 racial bonus on Craft (trap making) and Search checks.

Kobolds are short, reptilian humanoids with cowardly and sadistic tendencies. A kobold's scaly skin ranges from dark rusty brown to a rusty black color. It has glowing red eyes and a short, lizard-like tail. Kobolds wear ragged clothing, favoring red and orange. A kobold is 2 to 2-1/2 feet tall and weighs 35 to 45 pounds. Kobolds speak Draconic with a voice that sounds like that of a yapping dog.

Kobolds like to attack with overwhelming odds or trickery; should the odds fall below this threshold, they usually flee. However, they attack gnomes on sight—if their numbers are equal. They begin a fight by slinging bullets, closing only when they can see that their foes have been weakened. Whenever they can, kobolds set up ambushes near trapped areas.

Most kobolds encountered outside their homes are warriors; the information presented here is for one of 1st level.

KRAKEN

Type: 20th Level Supernatural Beast (Aquatic)

Size: Gargantuan

Speed: Swim 20 ft.

Abilities: Str +12, Dex +0, Con +9, Int +5, Wis +5, Cha +5

Skills: Concentration 23 (+27), Intimidate 23 (+27), Knowledge (earth sciences) 23 (+27), Knowledge (life sciences) 23 (+27), Notice 23 (+30), Search 23 (+27), Sense Motive 23 (+27), Swim 0 (+20)

Feats: Blind-Fight, Defensive Attack, Double Strike^B, Improved Critical (tentacle), Improved Grab^B, Improved Initiative, Improved Trip, Iron Will, Night Vision^B, Power (3)^B, Skill Focus (Notice)

Traits: Constrict, Darkvision 60 ft., Ink Cloud, Jet, Powers (rank 23, Wis, save Dif culty 25, Dominate +28, Weather Shaping +28, Wind Shaping +28), Tentacles

Combat: Attack +16 (–4 size, +20 base), Damage +18 (tentacles or grapple, crit 19–20/+3) or +20 (bite), Defense Dodge/Parry +16/— (–4 size, +20 base) (tentacles +19), Initiative +4

Saving Throws: Toughness +22 (+6 size, +9 Con, +7 natural) (tentacles +11), Fortitude +21 (+12 base, +9 Con), Reflex +12 (+12 base), Will +13 (+6 base, +5 Wis, +2 Iron Will)

Ink Cloud: A kraken can emit a cloud of jet-black ink in an 80-foot spread once per minute as a free action. The cloud provides total concealment, which the kraken normally uses to escape a fight that is going badly. Creatures within the cloud are considered to be in darkness.

Jet: A kraken can jet backward once per round as a full-round action, at a speed of 280 feet. It must move in a straight line.

Tentacles: A kraken's tentacle counts as a Huge held object for the purposes of a sundering attempt.

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

Krakens are supernatural squid-like beings of immense size. Six of a kraken's eight tentacles are shorter arms about 30 feet long; the remaining two are nearly 60 feet long and covered with barbs. Its beak-like mouth is located where the tentacles meet the lower portion of its body. Krakens speak Common and Aquan.

Krakens strike their opponents with their two barbed tentacles, then grab and constrict with their smaller arms or drag victims into their huge jaws. A kraken usually tries to withdraw from combat if it loses both main tentacles.

LAMIA

Type: 9th Level Supernatural Beast
Size: Large
Speed: 60 ft.
Abilities: Str +4, Dex +2, Con +1, Int +1, Wis +2, Cha +1
Skills: Bluff 9 (+14), Concentration 8 (+10), Diplomacy 2 (+3), Notice 9 (+11), Stealth 8 (+10)
Feats: Dodge Focus, Improved defense, Iron Will, Move-By Action, Night Vision^B, Power (4)^B
Traits: Darkvision 60 ft., Powers (rank 12, Wis, save Dif culty 17, Dominate +14, Illusion +14, Sleep +14, Suggestion +14), Wisdom Drain
Combat: Attack +10 (–1 size, +9 base, +2 Dex), Damage 1 pt Wisdom drain (touch f nesse attack) or +5 (knife, crit 19–20/+3) or +5 (claws), Defense Dodge/Parry +10/+12 (–1 size, +9 base, +2 Dex/+4 Str), Initiative +2
Saving Throws: Toughness +6 (+2 size, +1 Con, +3 natural), Fortitude +7 (+6 base, +1 Con), Reflex +8 (+6 base, +2 Dex), Will +7 (+3 base, +2 Wis, +1 Iron Will)

Wisdom Drain: A lamia drains 1 point of Wisdom each time it touches the body of its opponent with a f nesse attack. Unlike with other kinds of ability drain attacks, a lamia does not heal any damage when it uses its Wisdom drain. Lamias try to use this power early in an encounter to make foes more susceptible to Dominate and Suggestion.

Skills: Lamias have a +4 racial bonus on Bluff and Stealth checks.

A lamia is a centaur-like creature with the upper body of a human attached at the waist to the body of a lion. Although the human portion of a lamia's body is generally quite attractive by human standards, lamias

are anything but beautiful creatures. They are wild, vicious hunters that have little concern for mercy. Typical lamias are about 8 feet long and weigh about 700 pounds.

Though a lamia is powerful and dangerous in close combat, it has no stomach for a fair fight. It uses its illusion abilities to lure heroes into perilous situations, and then uses its Move-By Action feat to bound out of the shadows and drain Wisdom from its opponents. When it has sapped the will of its victim, it uses its enchantment abilities to beguile and ensnare the unfortunate soul. A lamia forced into physical combat attacks with a knife in one of its human hands and a pair of lion-like claws.

LAMMASU

Type: 7th Level Supernatural Beast
Size: Large
Speed: 30 ft., fly 60 ft. (average)
Abilities: Str +6, Dex +1, Con +3, Int +3, Wis +3, Cha +2
Skills: Concentration 10 (+13), Diplomacy 10 (+12), Knowledge (supernatural) 10 (+13), Notice 10 (+15), Sense Motive 10 (+13)
Feats: Blind-Fight, Double Strike^B, Iron Will, Night Vision^B, Power (6)^B, Power
Traits: Darkvision 60 ft., Powers (rank 10, Wis, save Dif culty 17, Cure Poison +13, Enhance Ability +13, Heart Reading +13, Light Shaping +13, Purifying Light +13, Second Sight +13, Teleport +13), Rake
Combat: Attack +7 (–1 size, +7 base, +1 Dex), Damage +8 (claws) or +5 (rake), Defense Dodge/Parry +7/— (–1 size, +7 base, +1 Dex), Initiative +1
Saving Throws: Toughness +10 (+2 size, +3 Con, +5 natural), Fortitude +8 (+5 base, +3 Con), Reflex +6 (+5 base, +1 Dex), Will +7 (+2 base, +3 Wis, +2 Iron Will)

Skills: Lammasus have a +2 racial bonus on Notice checks.

Lammasus look like winged lions with humanlike faces. Lammasus are good creatures, bordering on celestial, that try to bring harmony and decency to the world. They hate the depredations of fiends and undead, and seek to roust them out to cleanse the world of their darkness. Typical lammasus are about 8 feet long and weigh about 500 pounds. Lammasus speak Common, Draconic and Celestial.

A lammasu attacks with supernatural powers or its razor-sharp claws. It almost always enters combat if it observes a good creature being threatened by evil.

LEOPARD

Type: 3rd Level Animal
Size: Medium
Speed: 40 ft., climb 20 ft.
Abilities: Str +3, Dex +4, Con +2, Int –4, Wis +1, Cha –2
Skills: Acrobatics 0 (+12), Climb 0 (+11), Jump 0 (+11), Notice 6 (+10), Stealth 0 (+8)*
Feats: Double Strike, Improved Grab^B, Night Vision^B, Skill Focus (Notice)
Traits: Pounce, Rake, Scent
Combat: Attack +6 (+2 base, +4 Dex), Damage +5 (bite) or +3 (claws) or +1 (rake), Defense Dodge/Parry +6/— (+2 base, +4 Dex), Initiative +4
Saving Throws: Toughness +2 (+2 Con), Fortitude +5 (+3 base, +2 Con), Reflex +7 (+3 base, +4 Dex), Will +2 (+1 base, +1 Wis)

Pounce: If a leopard charges a foe, it can attack a single target with both its claws and its bite in a single round.

Skills: Leopards have a +8 racial bonus on Jump checks and a +4 racial bonus on Stealth checks. Leopards have a +8 racial bonus on Acrobatics and Climb checks. A leopard can always choose to take 10 on a Climb check, even if rushed or threatened. *In areas of tall grass or heavy undergrowth, the Stealth bonus improves to +8.

These jungle cats are about 4 feet long and weigh about 120 pounds. They usually hunt at night. The statistics presented here can describe any feline of similar size, such as jaguars, panthers and mountain lions.

LICH (11TH-LEVEL ADEPT)

Type: 11th Level Undead (Augmented, Human)

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +2, Con—, Int +5, Wis +2, Cha +1

Skills: Concentration 14 (+16), Diplomacy 14 (+15), Knowledge (any two) 14 (+19), Knowledge (supernatural) 14 (+19), Notice 14 (+24), Sense Motive 14 (+24), Search 14 (+27), Stealth 14 (+24)

Feats: Imbue Item, Improved Initiative, Power (11), Quicken Power, Tough^B, Widen Power

Traits: Damage Reduction 6/bludgeoning and supernatural, Darkvision 60 ft., Fear Aura, Immunity to Cold, Electricity, and Mind-Affecting Attacks, Paralyzing Touch, Powers (rank 14, Int, save Dif culty 21, Cold Shaping +19, Corrupting Shadow +19, Dominate +19, Elemental Blast +19, Fire Shaping +19, Illusion +19, Imbue Unlife +19, Mind Reading +19, Mind Shaping +19, Mind Touch +19, Teleport +19), Undead Traits

Combat: Attack +7 (+5 base, +2 Dex), Damage +8 plus paralysis (touch), Defense Dodge/Parry +7/— (+5 base, +2 Dex), Initiative +6

Saving Throws: Toughness +8 (+5 undead, +2 natural, +1 Tough), Fortitude +3 (+3 base), Reflex +5 (+3 base, +2 Dex), Will +9 (+7 base, +2 Wis)

Fear Aura: Liches are shrouded in a dreadful aura of death and evil. Creatures with fewer than 5 levels that look at the lich must succeed on a Will save or be affected as though by the *fear* effect of the Heart Shaping supernatural power. A creature that successfully saves cannot be affected again by the same lich's aura for 24 hours.

Paralyzing Touch: Touch fessence attack; Fortitude Dif culty 16; permanently paralyzed. A Cure check against the save Dif culty can restore the victim. Anyone paralyzed by a lich seems dead. A Dif culty 20 Notice check or a Dif culty 15 Medicine check reveals the victim is still alive.

Skills: Liches have a +8 racial bonus on Notice, Stealth, Search and Sense Motive checks.

A lich is an adept who has used his supernatural powers to unnaturally extend his life. A lich is a gaunt and skeletal humanoid with withered flesh stretched tight across horribly visible bones. Its eyes have long ago been lost to decay, but bright pinpoint of crimson light burn on in the empty sockets. Liches speak Common plus any other languages they knew in life.

The process of becoming a lich is unspeakably evil and must be willingly undertaken. A lich retains all the characteristics and abilities of the heroic role it had in life.

THE LICH'S PHYLACTERY

An integral part of becoming a lich is creating a phylactery in which the adept stores its life force. As a rule, the only way to get rid of a lich for sure is to destroy its phylactery. Unless its phylactery is located and destroyed, a lich reappears 1d20/2 days after its apparent death.

Each lich must make a phylactery, which requires the Imbue Item feat. The character must be able to use supernatural powers and have an adept level of 11th or higher.

The most common form of phylactery is a sealed metal box containing strips of parchment on which magical phrases have been transcribed. The box is Tiny and has +8 toughness, damage reduction 8/—, and a break Dif culty of 40.

Other forms of phylacteries can exist, such as rings, amulets or similar items.

LIGER

Type: 6th Level Animal

Size: Large

Speed: 40 ft.

Abilities: Str +6, Dex +3, Con +3, Int –4, Wis +1, Cha –2

Skills: Acrobatics 0 (+7), Notice 9 (+13), Stealth 0 (+3)*

Feats: Attack Focus (claw), Double Strike, Improved Grab^B, Night Vision^B, Run^B, Skill Focus (Notice)

Traits: Pounce, Rake, Scent

Combat: Attack +6 (–1 size, +4 base, +3 Dex) (+7 with claws), Damage +9 (claws) or +10 (bite) or +6 (rake), Defense Dodge/Parry +6/— (–1 size, +4 base, +3 Dex), Initiative +3

Saving Throws: Toughness +5 (+2 size, +3 Con), Fortitude +8 (+5 base, +3 Con), Reflex +8 (+5 base, +3 Dex), Will +3 (+2 base, +1 Wis)

Pounce: If a liger charges a foe, it can attack a single target with both its claws and its bite in a single round.

Skills: Ligers have a +4 racial bonus on Acrobatics, and Stealth. *In areas of tall grass or heavy undergrowth, the Stealth bonus improves to +10.

Ligers are ferocious lion-tiger hybrids. A liger looks like a large lion without a mane, with feint tiger-like stripes across its hindquarters. Ligers are often bred as guards and attack animals, and thus have the most fearsome aspects of both their ancestors. Ligers tend to weigh about 500 pounds, and be approximately eight feet long.

LILLEND

Type: 7th Level Outsider (Extraplanar, Virtue)

Size: Large

Speed: 20 ft., fly 70 ft. (average)

Abilities: Str +5, Dex +3, Con +2, Int +2, Wis +3, Cha +4

Skills: Appraise 10 (+12), Concentration 10 (+13), Diplomacy 10 (+14), Knowledge (supernatural) 10 (+12), Notice 10 (+13), Perform (any one) 10 (+14), Sense Motive 10 (+13), Survival 10 (+17)

Feats: Extend Power, Fascinate^B, Heavy Armor Training^B, Improved Grab^B, Improved Strike^B, Inspire^B, Light Armor Training^B, Lightning Reflexes, Night Vision^B, Power (5)^B, Power, Suggest^B, Weapon Training^B

Traits: Constrict, Darkvision 60 ft., Powers (rank 10, Cha, save Dif culty 18, Beast Link +14, Cure +14, Illusion +14, Light Shaping +14, Second Sight +14, Suggestion +14)

Combat: Attack +9 (–1 size, +7 base, +3 Dex), Damage +8 (short sword, crit 19-20/+3) or +9 (tail slap or grapple), Defense Dodge/Parry +9/+11 (–1 size, +7 base, +3 Dex/+5 Str), Initiative +3

Saving Throws: Toughness +6 (+2 size, +2 Con, +2 natural), Fortitude +7 (+5 base, +2 Con), Reflex +10 (+5 base, +3 Dex, +2 Lightning Reflexes), Will +8 (+5 base, +3 Wis)

Skills: Lillends have a +4 racial bonus on Survival checks.

A lillend has the upper body of a body of a beautiful human female with feathers instead of hair and large colorful wings. From the waist down they are gigantic serpents with scales that match their colorful wings and plumage. Lillends work well with couatls and lammasus, often cooperating with those creatures to help drive some great evil from the Material Plane. A typical lillend's coils are 20 feet long. The creature weighs about 3,800 pounds. A few lillends have male torsos. Lillends speak Celestial, Fiendish and Common.

Lillends are generally peaceful unless they intend vengeance against someone they believe guilty of harming or even threatening a favored work of art or artist; then they become implacable foes. They use their supernatural powers to confuse and weaken opponents before entering combat. A covey of lillends usually discusses strategy before a battle. Constricting uses the entire lower portion of a lillend's body, so it cannot take any move actions when constricting, but it can still attack with its sword e. A lillend's natural weapons, as well as any weapons it wields, are treated as virtue-aligned for the purpose of overcoming damage reduction.

LION

Type: 5th Level Animal

Size: Large

Speed: 40 ft.

Abilities: Str +5, Dex +3, Con +2, Int -4, Wis +1, Cha -2

Skills: Acrobatics 0 (+7), Notice 8 (+12), Stealth 0 (+3)*

Feats: Double Strike, Improved Grab^B, Night Vision^B, Run^B, Skill Focus (Notice)

Traits: Pounce, Rake, Scent

Combat: Attack +5 (-1 size, +3 base, +3 Dex), Damage +6 (claws) or +8 (bite) or +3 (rake), Defense Dodge/Parry +5/— (-1 size, +3 base, +3 Dex), Initiative +3

Saving Throws: Toughness +4 (+2 size, +2 Con), Fortitude +6 (+4 base, +2 Con), Reflex +7 (+4 base, +3 Dex), Will +2 (+1 base, +1 Wis)

Pounce: If a lion charges a foe, it can attack a single target with both its claws and its bite in a single round.

Skills: Lions have a +4 racial bonus on Acrobatics, and Stealth. *In areas of tall grass or heavy undergrowth, the Stealth bonus improves to +12.

The statistics presented here describe a male African lion, which is 5 to 8 feet long and weighs 330 to 550 pounds. Females are slightly smaller but use the same statistics.

LIZARD

Type: 0th Level Animal

Size: Tiny

Speed: 20 ft., climb 20 ft.

Abilities: Str -4, Dex +2, Con +0, Int -5, Wis +1, Cha -4

Skills: Acrobatics 0 (+10), Climb 0 (+10), Notice 3 (+4), Stealth 0 (+10)

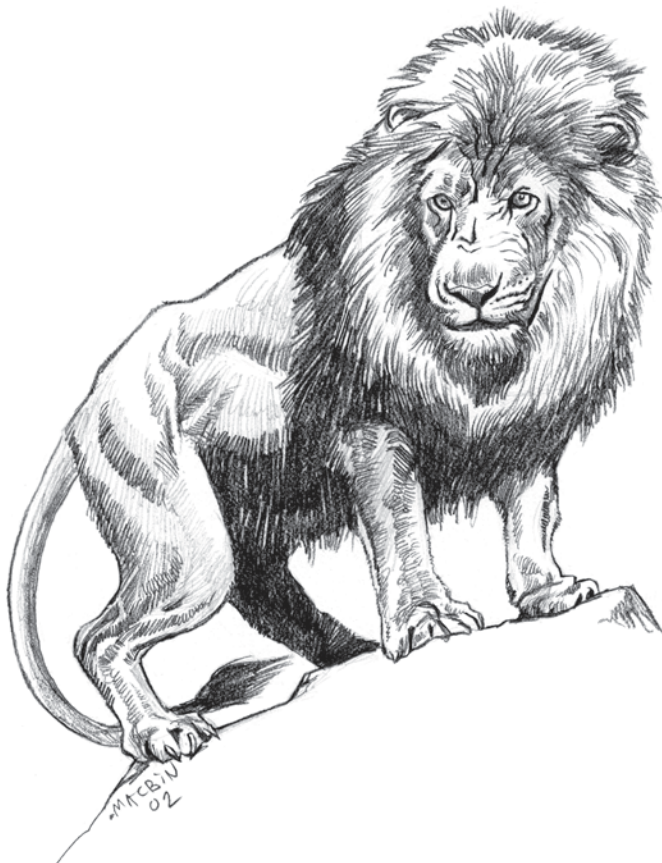
Feats: Attack Focus (bite), Night Vision^B

Traits: —

Combat: Attack +4 (+2 size, +0 base, +2 Dex) (+5 with bite), Damage -3 (bite), Defense Dodge/Parry +4/— (+2 size, +2 Dex), Initiative +2

Saving Throws: Toughness -2 (-2 size), Fortitude +2 (+2 base), Reflex +4 (+2 base, +2 Dex), Will +1 (+0 base)

Skills: Lizards have a +8 racial bonus on Acrobatics checks. They also have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened. Lizards use their Dexterity modifier instead of their Strength modifier for Climb checks.



The statistics presented here describe small, non-venomous lizards of perhaps a foot or two in length, such as an iguana.

Lizards prefer flight to combat, but they can bite painfully if there is no other option.

LIZARD, MONITOR LIZARD

Type: 3rd Level Animal

Size: Medium

Speed: 30 ft., swim 30 ft.

Abilities: Str +3, Dex +2, Con +3, Int -5, Wis +1, Cha -4

Skills: Climb 3 (+6), Notice 4 (+5), Stealth 3 (+9)*, Swim 0 (+11)

Feats: Great Fortitude, Night Vision^B, Skill Training

Traits: —

Combat: Attack +4 (+2 base, +2 Dex), Damage +5 (bite), Defense Dodge/Parry +4/— (+2 base, +2 Dex), Initiative +2

Saving Throws: Toughness +3 (+3 Con), Fortitude +8 (+3 base, +3 Con, +2 Great Fortitude), Reflex +5 (+3 base, +2 Dex), Will +2 (+1 base, +1 Wis)

Skills: A monitor lizard has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. Monitor lizards have a +4 racial bonus on Stealth checks. *In forested or overgrown areas, the Stealth bonus improves to +8.

This category includes fairly large, carnivorous lizards from 3 to 5 feet long.

Monitor lizards can be aggressive, using their powerful jaws to tear at prey or enemies.



LIZARDFOLK

Type: 2nd Level Humanoid (Reptilian)

Size: Medium

Speed: 30 ft.

Abilities: Str +1, Dex +0, Con +1, Int -1, Wis +0, Cha +0

Skills: Acrobatics 0 (+4), Jump 0 (+5), Notice 5 (+5), Swim 0 (+2)

Feats: Double Strike, Heavy Armor Training^B, Light Armor Training^B, Weapon Training^B

Traits: Hold Breath

Combat: Attack +1 (+1 base), Damage +2 (claws or bite), Defense Dodge/Parry +1/+2 (+1 base, +1 Str), Initiative +0

Saving Throws: Toughness +3 (+1 Con, +2 natural), Fortitude +1 (+0 base, +1 Con), Reflex +3 (+3 base), Will +0 (+0 base)

Hold Breath: A lizardfolk can hold its breath for a number of rounds equal to 40 plus 8 x its Constitution before it risks drowning. (The sample lizardfolk can hold its breath for 48 rounds).

Skills: Because of their tails, lizardfolk have a +4 racial bonus on Acrobatics, Jump and Swim checks.

A lizardfolk is well-muscled, reptilian creature with green, gray or brown scales. Its tail is used for balance and is 3 to 4 feet long. Lizardfolk are usually 6 to 7 feet tall and can weigh from 200 to 250 pounds. Lizardfolk speak Draconic.

Lizardfolk fight as unorganized individuals. They prefer frontal assaults and massed rushes, sometimes trying to force foes into the water, where the lizardfolk have an advantage. If outnumbered or if their territory is being invaded, they set snares, plan ambushes and make raids to hinder enemy supplies. Advanced tribes use more sophisticated tactics and have better traps and ambushes.

LOCATHAH

Type: 2nd Level Humanoid (Aquatic)

Size: Medium

Speed: 10 ft., swim 60 ft.

Abilities: Str +0, Dex +1, Con +0, Int +1, Wis +1, Cha +0

Skills: Craft (any one) 5 (+6), Notice 5 (+6), Search 5 (+6), Swim 0 (+8)

Feats: Attack Focus (longspear), Heavy Armor Training^B, Light Armor Training^B, Weapon Training^B

Traits: —

Combat: Attack +2 (+1 base, +1 Dex) (+3 with longspear), Damage +3 (longspear, crit 19-20/+4), or +3 (heavy crossbow, crit 19-20/+3), Defense Dodge/Parry +2/+1 (+1 base, +1 Dex), Initiative +1

Saving Throws: Toughness +1 (+1 natural), Fortitude +3 (+3 base), Reflex +1 (+0 base, +1 Dex), Will +1 (+0 base, +1 Wis)

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

Although humanoid in shape, locathahs are clearly more fish than human. A locathah has a fish-like face with bulbous eyes and gill slits that follow its jaw line. Its scales are slivery green, fading to white or yellow on its belly. Typical locathahs stand 5 feet tall and weigh 175 pounds. Females and males look very much alike, although the former can be recognized by the two ochre stripes marking their egg sacs. Locathahs speak Aquan.

Any battle with locathahs usually begins with the creatures loosing volleys of bolts from their crossbows; underwater, their crossbows have a range increment of 20 feet. If they have managed to set up an ambush or other trap, they continue to employ crossbows for as long as possible. Otherwise, they close to bring their longspears into play. Although primarily used for fishing, these spears make formidable weapons. Locathahs lack teeth, claws, and other natural weapons, so they are not especially dangerous if unarmed. A weaponless locathah generally turns and flees.

LYCANTHROPE (GENERAL)

Lycanthropes are humanoids who can transform themselves into animals. In its natural form, a lycanthrope looks like any other members of its kind, though natural lycanthropes and those who have been afflicted for a long time acquire features reminiscent of their animal forms. In animal form, a lycanthrope resembles a powerful version of the normal animal, but on close inspection, its eyes (which often glow red in the dark) show a faint spark of unnatural intelligence.

Lycanthropy can be spread like a disease. Sometimes a lycanthrope begins life as a normal humanoid who subsequently contracts lycanthropy after being wounded by a lycanthrope. Such a creature is called an afflicted lycanthrope. Other lycanthropes are born as lycanthropes, and are known as natural lycanthropes.

A lycanthrope in its humanoid form uses whatever tactics and weapons are favored by others of its kind, though it tends to be slightly more aggressive. A lycanthrope possesses the senses of its animal form, including Scent and the Night Vision feat, and it has a deep empathy for (and ability to communicate with) animals of its animal form. An afflicted lycanthrope damaged in combat may be overwhelmed by rage, causing it to change to its animal form involuntarily.

A lycanthrope in animal form fights like the animal it resembles. It is preternaturally cunning and strong, and possesses damage reduction that is overcome only by silvered weapons.

Finally, a natural lycanthrope (or an afflicted lycanthrope that has become aware of its affliction) can assume a hybrid form that is a mix of its humanoid and animal forms. A hybrid has hands and can use

weapons, but it can also attack with its teeth and claws. A hybrid has the same damage reduction that its animal form possesses.

All of the sample lycanthropes presented here are affected lycanthropes, and cannot pass on the curse of lycanthropy.

WEREBEAR, FULLY ADVANCED (ANIMAL 6/WARRIOR 1)

Type: 7th Level Humanoid (Augmented, Human, Shapechanger)

Size: Medium

Speed: 30 ft.

Abilities: Str +2, Dex +0, Con +1, Int -1, Wis +1, Cha -1

Skills: Handle Animal 6 (+5), Intimidate 6 (+5), Notice 6 (+7), Ride 4 (+4), Swim 0 (+6, +4 with armor)

Feats: Attack Focus (greataxe)^B, Attack Specialization (greataxe), Cleave, Light Armor Training, Heavy Armor Training, Iron Will^B, Night Vision^B, Rage, Weapon Training

Traits: Alternate Form, Human Background Traits, Lycanthropic Empathy, Scent

Combat: Attack +5 (+5 base) (+6 with greataxe), Damage +7 (greataxe), Defense Dodge/Parry +5/+7 (+5 base, +2 Str), Initiative +0

Saving Throws: Toughness +3 (+1 Con, +1 natural, +1 leather), Fortitude +6 (+5 base, +1 Con), Reflex +3 (+3 base), Will +3 (+0 base, +1 Wis, +2 Iron Will)

Alternate Form: A werebear can assume the form of a brown bear or a bear-humanoid hybrid. In these alternate forms the werebear becomes Large and its physical abilities become Str +10, Dex +1, Con +5. Furthermore the werebear gains natural claw and bite attacks, its speed increases to 40 ft. and its Swim skill is +13. The “Feats”, “Traits”, “Combat” and “Saving Throws” lines of the werebear’s stat block now read like this:

Feats: Attack Focus (greataxe)^B, Attack Specialization, Cleave, Light Armor Training, Heavy Armor Training, Improved Grab^B, Iron Will^B, Night Vision^B, Rage, Track^B, Weapon Training

Traits: Alternate Form, Damage Reduction 2/silver, Human Background Traits, Lycanthropic Empathy, Scent

Combat: Attack +5 melee (+5 base, +1 Dex, -1 size) (+6 with greataxe), Damage or +15 (greataxe) or +12 (claw) or +13 (bite) (it cannot use its greataxe in animal form), Defense Dodge/Parry +5/+14 (it cannot parry in animal form) (-1 size, +5 base, +1 Dex/+10 Str), Initiative +1

Bear Empathy: Communicate with bears and dire bears, and +4 racial bonus on Charisma-based checks against bears and dire bears.

Skills: In any form a werebear has a +4 racial bonus on Swim checks.

Werebears in humanoid form tend to be stout, well-muscled and hairy. Their brown hair is thick, and males usually wear beards. They may have reddish, blond, ivory or black hair, matching the color of the ursine form. They dress in simple cloth and leather garments that are easy to remove, repair or replace.

Werebears fight just as bears do in animal form. In humanoid or hybrid form, they favor large, heavy weapons such as greataxes. The werebear’s greataxe is a Medium weapon, so it can wield the axe in one hand in hybrid form.

WEREBOAR, FULLY ADVANCED (ANIMAL 3/WARRIOR 1)

Type: 4th Level Humanoid (Augmented, Human, Shapechanger)

Size: Medium

Speed: 30 ft.

Abilities: Str +1, Dex +0, Con +1, Int -1, Wis +1, Cha -1

Skills: Handle Animal 5 (+4), Intimidate 5 (+4), Notice 5 (+6), Ride 4 (+4)

Feats: Attack Focus (sword)^B, Light Armor Training, Heavy Armor Training, Iron Will^B, Tough, Tough, Weapon Training

Traits: Alternate Form, Human Background Traits, Lycanthropic Empathy, Scent

Combat: Attack +3 (+3 base) (+4 with sword), Damage +4 (sword, crit 19-20/+3), Defense +3 (+3 base), Initiative +0

Saving Throws: Toughness +5 (+1 Con, +1 natural, +2 Tough, +1 leather), Fortitude +4 (+3 base, +1 Con), Reflex +1 (+1 base), Will +2 (+0 base, +2 Iron Will)

Alternate Form: A wereboar can assume the form of a boar or a boar-humanoid hybrid. In these alternate forms the wereboar’s abilities become Str +3, Dex +0 and Con +4. Furthermore the wereboar gains a natural gore attack, and its speed increases to 40 ft. The “Feats”, “Traits”, “Combat” and “Saving Throws” lines of the wereboar’s stat block now read like this:

Feats: Attack Focus (spear)^B, Light Armor Training, Heavy Armor Training, Iron Will^B, Night Vision^B, Tough, Tough, Weapon Training

Traits: Alternate Form, Damage Reduction 2/silver, Human Background Traits, Lycanthropic Empathy, Scent

Combat: Attack +3 (+3 base) (+4 with sword), Damage +4 (sword, crit 19-20/+3), Defense Dodge/Parry +3/+4 (+3 base, +1 Str), Initiative +0

Saving Throws: Toughness +8 (+4 Con, +1 natural, +2 Tough, +1 leather) (+7 in animal form with no leather armor), Fortitude +7 (+3 base, +4 Con), Reflex +1 (+1 base), Will +2 (+0 base, +2 Iron Will)

Boar Empathy: Communicate with boars and dire boars, and +4 racial bonus on Charisma-based checks against boars and dire boars.

A wereboar in humanoid form tends to be a stocky, muscular individual of average height. It dresses in simple garments that are easy to remove, repair or replace.

In any form, wereboars are as ferocious as normal boars. When in hybrid form, they fight with a weapon and their dangerous gore attack.

WERERAT, FULLY ADVANCED (ANIMAL 1/WARRIOR 1)

Type: 2nd Level Humanoid (Augmented, Human, Shapechanger)

Size: Medium

Speed: 30 ft.

Abilities: Str +1, Dex +0, Con +1, Int -1, Wis +1, Cha -1

Skills: Climb 0 (+8, +7 in armor), Handle Animal 4 (+3), Intimidate 5 (+4), Notice 4 (+5), Ride 4 (+4) Swim 0 (+8, +6 in armor)

Feats: Attack Focus (rapier)^B, Canny Dodge, Light Armor Training, Iron Will^B, Two-Weapon Fighting, Weapon Training

Traits: Alternate Form, Human Background Traits, Lycanthropic Empathy, Scent

Combat: Attack +1 (+1 base) (+2 with rapier) (+0 rapier/-1 knife), Damage +3 (rapier, crit 18-20/+3) or +2 (knife, crit 19-20/+3), Defense Dodge/Parry +2/+3 (+1 base, +1 Wis, +1 Str), Initiative +0

Saving Throws: Toughness +2 (+1 Con, +1 leather), Fortitude +3 (+2 base, +1 Con), Reflex +0 (+base), Will +0 (+0 base, +2 Iron Will)

Alternate Form: A wererat can assume a bipedal hybrid form or the form of a dire rat. In these alternate forms the wererat’s abilities become Dex +3 and Con +2. In dire rat form it becomes Small. Furthermore the wererat gains a natural bite attack, and its speed increases to 40 ft. with a climb speed of 20 ft. Its Climb and Swim skills both become +11. The “Feats”, “Traits”, “Combat” and “Saving Throws” lines of the wererat’s stat block now read like this:

HYBRID FORM:

Feats: Attack Focus (rapier)^B, Canny Dodge, Light Armor Training, Iron Will^B, Two-Weapon Fighting, Weapon Training

Traits: Alternate Form, Damage Reduction 2/silver, Human Background Traits, Lycanthropic Empathy, Scent

Combat: Attack +3 (+0 base, +3 Dex) (+4 with rapier) (+2 rapier/+1 knife), Damage +2 plus disease (bite) or +3 (rapier, crit 18-20/+3) or +1 (knife, 19-20/+3), Defense Dodge/Parry +5/+2 (+1 base, +3 Dex, +1 Wis), Initiative +3

Saving Throws: Toughness +4 (+2 Con, +1 natural, +1 leather), Fortitude +4 (+2 base, +2 Con), Reflex +3 (+0 base, +3 Dex), Will +0 (+0 base, +2 Iron Will)

DIRE RAT FORM:

Feats: Attack Focus (rapier)^B, Canny Dodge, Light Armor Training, Iron Will^B, Two-Weapon Fighting, Weapon Training

Traits: Alternate Form, Damage Reduction 2/silver, Human Background Traits, Lycanthropic Empathy, Scent

Combat: Attack +4 (+0 base, +1 size, +3 Dex), Damage +1 plus disease (bite), Defense Dodge/Parry +6/— (+1 size, +1 base, +3 Dex, +1 Wis), Initiative +3

Saving Throws: Toughness +2 (–1 size, +2 Con, +1 natural), Fortitude +4 (+2 base, +2 Con), Reflex +3 (+0 base, +3 Dex), Will +0 (+0 base, +2 Iron Will)

Disease: Bite; Fortitude Difficulty 12 resists; flesh fever—incubation period 2 days, damage 1 Dex and 1 Con. The save Difficulty is Constitution-based.

Rat Empathy: Communicate with rats and dire rats, and +4 racial bonus on Charisma-based checks against rats and dire rats.

Skills: In any form a wererat uses its Dexterity modifier for Climb or Swim checks. It has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened. In any form wererats have a +8 racial bonus on Swim checks.

A wererat in humanoid form tends to be a thin, wiry individual of shorter than average height. The eyes constantly dart around, and the nose and mouth may twitch if he or she is excited. Males often have thin, ragged mustaches.

In animal form, wererats avoid combat, preferring to use their dire rat shape for skulking and spying. In hybrid form, a wererat fights with a rapier and light crossbow.

WERETIGER, FULLY ADVANCED (ANIMAL 6/WARRIOR 1)

Type: 7th Level Humanoid (Augmented, Human, Shapechanger)

Size: Medium

Speed: 30 ft.

Abilities: Str +1, Dex +0, Con +2, Int –1, Wis +1, Cha –1

Skills: Acrobatics 0 (+4, +1 with armor and shield), Handle Animal 6 (+5), Intimidate 6 (+5), Notice 6 (+7), Ride 4 (+4), Stealth 0 (+4, +1 with armor and shield)

Feats: Attack Focus (scimitar)^B, Light Armor Training, Heavy Armor Training, Iron Will^B, Night Vision^B, Rage, Run, Shield Training, Weapon Training

Traits: Alternate Form, Human Background Traits, Lycanthropic Empathy, Scent

Combat: Attack +5 (+5 base) (+6 with sword), Damage +3 (scimitar, crit 18-20/+3), Defense Dodge/Parry +7/+8 (+5 base, +1 Str, +2 medium metal shield), Initiative +0

Saving Throws: Toughness +4 (+2 Con, +1 natural, +1 leather), Fortitude +6 (+5 base, +1 Con), Reflex +3 (+3 base), Will +3 (+0 base, +1 Wis, +1 Iron Will)

Alternate Form: A weretiger can assume a bipedal hybrid form or the form of a tiger. In these alternate forms the weretiger becomes Large and its physical abilities become Str +7, Dex +2, Con +5. Furthermore the weretiger gains natural claw and bite attacks, its speed increases to 40 ft. Its Acrobatics skill becomes +6, and its Stealth skill becomes +2 (thanks to the size penalty). The “Feats”,

“Traits”, “Combat” and “Saving Throws” lines of the weretiger’s stat block now read like this:

Feats: Attack Focus (scimitar)^B, Light Armor Training, Heavy Armor Training, Improved Grab^B, Iron Will^B, Night Vision^B, Rage, Run, Shield Training, Weapon Training

Traits: Alternate Form, Damage Reduction 2/silver, Human Background Traits, Lycanthropic Empathy, Pounce, Rake, Scent

Combat: Attack +6 melee (–1 size, +5 base, +2 Dex), Damage +9 (scimitar, crit 18-20/+3) or +9 (claw) or +10 (bite) or +5 (rake) (it cannot use its scimitar in animal form), Defense Dodge/Parry +8/+13 (it cannot parry in animal form) (–1 size, +5 base, +2 Dex/+7 Str, +2 medium metal shield) (+6 in animal form without the shield), Initiative +2

Saving Throws: Toughness +8 (+2 size, +5 Con, +1 natural), Fortitude +10 (+5 base, +5 Con), Reflex +5 (+3 base, +2 Dex), Will +3 (+0 base, +1 Wis, +2 Iron Will)

Pounce: If a weretiger in tiger form charges an opponent, it can attack a single target with both its claws and its bite in a single round.

Tiger Empathy: Communicate with tigers and dire tigers, and +4 racial bonus on Charisma-based checks against tigers and dire tigers.

Skills: In any form weretigers have a +4 bonus on Acrobatics and Stealth checks. *In areas of tall grass or heavy undergrowth, the Stealth bonus improves to +8 in the tiger form.

Weretigers in humanoid form tend to be sleekly muscular, taller than average, and very agile.

Weretigers can assume a hybrid form as well as an animal form. In tiger form, they can pounce and grab just as normal tigers do. In hybrid form, they rely on their deadly claws.

WEREWOLF, FULLY ADVANCED (ANIMAL 2/WARRIOR 1)

Type: 3rd Level Humanoid (Augmented, Human, Shapechanger)

Size: Medium

Speed: 30 ft.

Abilities: Str +1, Dex +0, Con +1, Int –1, Wis +1, Cha –1

Skills: Handle Animal 4 (+3), Intimidate 5 (+4), Notice 5 (+6), Ride 4 (+4), Survival 0 (+1)

Feats: Attack Focus (sword)^B, Greater Attack Focus (sword), Light Armor Training, Iron Will^B, Night Vision^B, Run, Shield Training, Weapon Training

Traits: Alternate Form, Human Background Traits, Lycanthropic Empathy, Scent

Combat: Attack +2 (+2 base) (+4 with sword), Damage +4 (sword, crit 19-20/+3), Defense Dodge/Parry +4/+5 (+2 base, +1 Str, +2 medium wooden shield), Initiative +0

Saving Throws: Toughness +3 (+1 Con, +1 natural, +1 leather), Fortitude +4 (+3 base, +1 Con), Reflex +1 (+1 base), Will +3 (+0 base, +1 Wis, +2 Iron Will)

Alternate Form: A werewolf can assume a bipedal hybrid form or the form of a wolf. In these alternate forms the werewolf’s abilities become Str +2, Dex +2 and Con +3. Furthermore the werewolf gains a natural bite attack, and its speed increases to 50 ft. The “Feats”, “Traits”, “Combat” and “Saving Throws” lines of the werewolf’s stat block now read like this:

Feats: Attack Focus (sword)^B, Greater Attack Focus (sword), Light Armor Training, Improved Trip^B, Iron Will^B, Night Vision^B, Run, Shield Training, Track^B, Weapon Training

Traits: Alternate Form, Damage Reduction 2/silver, Human Background Traits, Lycanthropic Empathy, Scent

Combat: Attack +4 (+2 base, +2 Dex) (+6 with sword), Damage +5 (sword, crit 19-20/+3) or +4 (bite) or +3 (claw) (it cannot use its sword in animal form), Defense Dodge/Parry +6/+6 (it cannot parry in animal form) (+2 base, +2 Dex/+2 Str, +2 medium wooden shield) (+4 in animal form with no shield), Initiative +2

Saving Throws: Toughness +5 (+3 Con, +1 natural, +1 leather) (+4 in animal form with no leather armor), Fortitude +6 (+3 base, +3 Con), Reflex +3 (+2 base, +1 Dex), Will +3 (+0 base, +1 Wis, +2 Iron Will)

Wolf Empathy: Communicate with wolves and dire wolves, and +4 racial bonus on Charisma-based checks against wolves and dire wolves.

Skills: *In any form a werewolf gains a +4 racial bonus on Survival checks when tracking by scent.

Werewolves in humanoid form have no distinguishing traits.

In wolf form, a werewolf can trip just as a normal wolf does. A werewolf in hybrid form usually dispenses with weapon attacks, though it can wield a weapon and use its bite as a secondary natural attack.

LYNX

Type: 2nd Level Animal

Size: Small

Speed: 40 ft.

Abilities: Str +2, Dex +3, Con +2, Int -4, Wis +2, Cha -2

Skills: Acrobatics 0 (+7), Notice 4 (+6), Stealth 0 (+7), Survival 1 (+3)

Feats: Double Strike, Night Vision^B, Track^B

Traits: Pounce, Scent, Snow-Walk

Combat: Attack +4 (+1 size, +3 Dex), Damage +3 (bite) or +2 (claws), Defense Dodge/Parry +4/— (+1 size, +3 Dex), Initiative +3

Saving Throws: Toughness +2 (-1 size, +2 Con, +1 natural), Fortitude +5 (+3 base, +2 Con), Reflex +6 (+3 base, +3 Dex), Will +2 (+2 Wis)

Pounce: When a lynx charges, it can attack a single target with both its claws and its bite in a single round.

Snow-Walk: A lynx has specialized paws that allow it to move at its regular speed across ice and snow without penalty or risk of slipping.

Skills: Lynxes have a +4 racial bonus on Acrobatics, and Stealth checks. *When in a snow-covered landscape the stealth bonus increases to +8.

A lynx is a strong feline about twice the size of a house cat. Its fur is grayish brown and mottled with dark spots and its black ears have small tufts of hair at the point. The feet of a lynx are large, acting like snow shoes to allow the animal to move unimpeded across deep snow.

MANTA RAY

Type: 4th Level Animal (Aquatic)

Size: Large

Speed: Swim 30 ft.

Abilities: Str +2, Dex +0, Con +0, Int -5, Wis +1, Cha -4

Skills: Notice 7 (+11), Swim 0 (+10)

Feats: Endurance, Night Vision^B, Skill Focus (Notice)

Traits: —



Combat: Attack +2 (-1 size, +3 base) (-3 with ram), Damage +3 (ram), Defense Dodge/Parry +2/— (-1 size, +3 base), Initiative +0

Saving Throws: Toughness +2 (+2 size), Fortitude +4 (+4 base), Reflex +4 (+4 base), Will +2 (+1 base, +1 Wis)

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

These fish are non-aggressive and generally avoid contact with other creatures. They filter plankton and similar small organisms from the water through their gaping, toothless maws.

If threatened, a manta ray uses its size and weight to ram opponents.

MANTICORE

Type: 6th Level Supernatural Beast

Size: Large

Speed: 30 ft., fly 50 ft. (clumsy)

Abilities: Str +5, Dex +2, Con +4, Int -2, Wis +1, Cha -1

Skills: Notice 5 (+10), Survival 4 (+5)*

Feats: Attack Focus (spikes), Double Strike, Move-By Action, Night Vision^B, Track^B

Traits: Darkvision 60 ft., Scent, Spikes

Combat: Attack +7 (-1 size, +6 base, +2 Dex) (+8 ranged with spikes), Damage +7 (claws) or +8 (bite) or +5/19-20 (spikes), Defense Dodge/Parry +7/— (-1 size, +6 base, +2 Dex), Initiative +2

Saving Throws: Toughness +9 (+2 size, +4 Con, +3 natural), Fortitude +9 (+5 base, +4 Con), Reflex +7 (+5 base, +2 Dex), Will +3 (+2 base, +1 Wis)

Spikes: With a snap of its tail, a manticore can loose a volley of spikes as a standard action using the autofire attack rules in **Chapter Six** of the *True20 Adventure Roleplaying* book. This attack has a range of 180 feet with no range increment. The manticore can release up to



four spikes at a single opponent, or it can release up to four spikes at targets within 30 feet of each other. The creature can launch only four spikes in any 24-hour period.

Skills: *Manticores have a +4 racial bonus on Notice checks.

A manticore has a body that resembles that of a lion. Its face is almost human-looking except for the many rows of sharp teeth that fill its oversized mouth. A manticore also possesses large leathery wings and a scorpion-like tail that sports a multitude of spikes. Manticores are about 10 feet long and weigh about 1,000 pounds. Manticores speak Common.

A manticore begins most attacks with a volley of spikes, and then closes. In the outdoors, it often uses its powerful wings to stay aloft during battle.

MEDUSA

Type: 6th Level Monstrous Humanoid

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +2, Con +1, Int +1, Wis +1, Cha +2

Skills: Bluff 7 (+9), Diplomacy 2 (+4), Disguise 7 (+9), Intimidate 2 (+4), Notice 7 (+8), Stealth 6 (+8)

Feats: Heavy Armor Training^B, Light Armor Training^B, Point Blank Shot, Precise Shot, Skill Training, Weapon Training^B

Traits: Darkvision 60 ft., Petrifying Gaze, Poison

Combat: Attack +8 (+6 base, +2 Dex), Damage +2 (short bow, crit +4) or +1 (knife, crit 19-20/+3) or +1 plus poison (snakes), Damage, Defense Dodge/Parry +8/+6 (+6 base, +2 Dex/+0 Str), Initiative +2

Saving Throws: Toughness +2 (+1 Con, +1 natural), Fortitude +3 (+2 base, +1 Con), Reflex +7 (+5 base, +2 Dex), Will +6 (+5 base, +1 Wis)

Petrifying Gaze: 30 feet; Fortitude Difficulty 15 negates; turn to stone permanently. The save Difficulty is Charisma-based.

Poison: Snake bite; Fortitude Difficulty 14 resists; initial damage 1 Str, secondary damage 3 Str. The save Difficulty is Constitution-based.

A medusa is indistinguishable from a normal human at distances greater than 30 feet (or closer, if its face is concealed). Closer inspection reveals that they have a mass of writhing serpents where their hair should be. The creature often wears garments that enhance its body while hiding its face behind a hood or veil. A typical medusa is 5 to 6 feet tall and about the same weight as a human. Medusas speak Common.

A medusa tries to disguise its true nature until the intended victim is within range of its petrifying gaze, using subterfuge and bluffing games to convince the target that there is no danger. It uses normal weapons to attack those who avert their eyes or survive its gaze, while its poisonous snakes strike at adjacent opponents.

MERFOLK (1ST-LEVEL WARRIOR)

Type: 1st Level Humanoid (Aquatic)

Size: Medium

Speed: 5 ft., swim 50 ft.

Abilities: Str +1, Dex +1, Con +2, Int +0, Wis -1, Cha +0

Skills: Diplomacy 4 (+4), Handle Animal 4 (+4), Notice 4 (+6), Ride 4 (+5), Swim 0 (+9, +5 in armor)

Feats: Attack Focus (trident), Night Vision^B, Light Armor Training, Skill Focus (Notice), Weapon Training

Traits: Amphibious

Combat: Attack +2 (+1 base, +1 Dex) (+3 with trident), Damage +4 (trident, crit +4) or +3 (heavy crossbow, crit 19-20/+3), Defense Dodge/Parry +2/+2 (+1 base, +1 Dex, +1 Str), Initiative +2

Saving Throws: Toughness +4 (+2 Con, +2 sharkskin [counts as studded leather]), Fortitude +4 (+2 base, +2 Con), Reflex +1 (+0 base, +1 Dex), Will -1 (+0 base, -1 Wis)

Amphibious: Merfolk can breathe both air and water, although they rarely travel more than a few feet from the water's edge.

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

Most merfolk encountered outside their homes are warriors; the information presented here is for one of 1st level.

A merfolk has the upper body of a human and the lower body of a large fish. The human features of most merfolk are attractive by human standards, with long flowing hair, slender features and dark eyes. Merfolk usually ornament themselves with shells and coral. Merfolk are about 8 feet long from the top of the head to the end of the tail, and weigh about 400 pounds. Merfolk speak Common and Aquan.

Merfolk favor heavy crossbows made of reinforced whalebone that fire bolts fashioned from blowfish spines, with an underwater range increment of 30 feet. Merfolk often barrage their enemies with bolts before closing, when they resort to tridents tipped with shark teeth.

MIMIC

Type: 7th Level Aberration (Shapechanger)

Size: Large

Speed: 10 ft.

Abilities: Str +4, Dex +1, Con +3, Int +0, Wis +1, Cha +0

Skills: Climb 7 (+11), Disguise 8 (+16), Notice 9 (+10)

Feats: Attack Focus (slam), Lightning Reflexes, Skill Training

Traits: Adhesive, Crush, Darkvision 60 ft., Immunity to Acid, Mimic Shape

Combat: Attack +5 (-1 size, +5 base, +1 Dex) (+6 with slam), Damage +7 (slam), Defense Dodge/Parry +5/— (-1 size, +5 base, +1 Dex), Initiative +1

Saving Throws: Toughness +7 (+2 size, +3 Con, +2 natural), Fortitude +5 (+2 base, +3 Con), Reflex +5 (+2 base, +1 Dex, +2 Lightning Reflexes), Will +6 (+5 base, +1 Wis)

Adhesive: A mimic exudes a thick slime that acts as a powerful adhesive, holding fast any creatures or items that touch it. An adhesive-covered mimic automatically grapples any creature it hits with its slam attack. Opponents so grappled cannot get free while the mimic is alive without removing the adhesive first.

A weapon that strikes an adhesive-coated mimic is stuck fast unless the wielder succeeds on a Difficulty 16 Reflex save. A successful Difficulty 16 Strength check is needed to pry it off. The save DC is Constitution-based. Strong alcohol dissolves the adhesive, but the mimic still can grapple normally. A mimic can dissolve its adhesive at will, and the substance breaks down 5 rounds after the creature dies.

Crush: A mimic deals +7 damage with a successful grapple check.

Mimic Shape: A mimic can assume the general shape of any object that fills roughly 150 cubic feet (5 feet by 5 feet by 6 feet), such as a massive chest, a stout bed, or a wide door frame. The creature cannot substantially alter its size, though. A mimic's body is hard and has a rough texture, no matter what appearance it might present. Anyone who examines the mimic can detect the ruse with a successful Notice check opposed by the mimic's Disguise check. Of course, by this time it is generally far too late.

Skills: A mimic has a +8 racial bonus on Disguise checks.

Mimics are shapechangers that like to take on the form of inanimate objects such as tables, chairs or treasure chests. A mimic can have almost any dimensions, but usually is not more than 10 feet long. A typical mimic has a volume of 150 cubic feet (5 feet by 5 feet by 6 feet) and weighs about 4,500 pounds. Mimics speak Common.

A mimic often surprises an unsuspecting adventurer, lashing out with a heavy pseudopod. The creature does not necessarily fight to the death if it can succeed in extorting treasure or food from a party.

MINOTAUR

Type: 6th Level Monstrous Humanoid

Size: Large

Speed: 30 ft.

Abilities: Str +4, Dex +0, Con +2, Int -2, Wis +0, Cha -1

Skills: Intimidate 0 (+3), Notice 9 (+13), Search 0 (+2)

Feats: All-Out Attack, Great Fortitude, Heavy Armor Training^B, Light Armor Training^B, Skill Focus (Intimidate), Track^B, Weapon Training^B

Traits: Darkvision 60 ft., Natural Cunning, Powerful Charge 12, Scent

Combat: Attack +5 (-1 size, +6 base), Damage +9 (gore) or +7 (gore), Defense Dodge/Parry +5/+9 (-1 size, +6 base, +4 Str), Initiative +0

Saving Throws: Toughness +6 (+2 size, +2 Con, +2 natural), Fortitude +6 (+2 base, +2 Con, +2 Great Fortitude), Reflex +5 (+5 base), Will +5 (+5 base)

Natural Cunning: Although minotaurs are not especially intelligent, they possess innate cunning and logical ability. This prevents them from ever becoming lost, and enables them to track enemies. Further, they are never caught flat-footed.

Powerful Charge: A minotaur typically begins a battle by charging at an opponent, lowering its head to bring its mighty horns into play. In addition to the normal benefits and hazards of a charge, this allows the beast to make a single gore attack with a +5 attack bonus that deals +12 damage.

Skills: Minotaurs have a +4 racial bonus on Search, and Notice checks.

Minotaurs are large brutish humanoids with the head of a bovine. Minotaurs love warfare and revel in bloodshed. They are powerful

creatures that seem to live only to fight and kill all things weaker than themselves. Because of their fierce nature and skill at arms, minotaurs are valuable mercenaries. A minotaur stands more than 7 feet tall and weighs about 700 pounds. Minotaurs speak Giant.

Minotaurs prefer melee combat, where their great strength serves them well.

MONKEY

Type: 1st Level Animal

Size: Tiny

Speed: 30 ft., climb 30 ft.

Abilities: Str -4, Dex +2, Con +0, Int -4, Wis +1, Cha -3

Skills: Acrobatics 0 (+10), Climb 0 (+10), Notice 4 (+5), Stealth 0 (+10)

Feats: Attack Focus (bite), Night Vision^B

Traits: —

Combat: Attack +4 (+2 size, +0 base, +2 Dex) (+5 with bite), Damage -4 (bite), Defense Dodge/Parry +4/— (+2 size, +2 Dex), Initiative +2

Saving Throws: Toughness -2 (-2 size), Fortitude +2 (+2 base), Reflex +4 (+2 base, +2 Dex), Will +1 (+0 base, +1 Wis)

Skills: Monkeys have a +8 racial bonus on Acrobatics and Climb checks. They can always choose to take 10 on Climb checks, even if rushed or threatened. They use their Dexterity modifier instead of their Strength modifier for Climb checks.

The statistics presented here can describe any arboreal monkey that is no bigger than a housecat, such as a colobus or capuchin.

If threatened, monkeys generally flee into the safety of the trees, but if cornered they can fight ferociously.

MOOSE

Type: 4th Level Animal

Size: Large

Speed: 40 ft.

Abilities: Str +5, Dex +0, Con +3, Int -4, Wis +1, Cha -2

Skills: Notice 6 (+7), Stealth 1 (-1), Swim 0 (+9)

Feats: Endurance, Night Vision^B, Tough

Traits: Scent

Combat: Attack +2 (-1 size, +3 base), Damage +7 (gore), Defense Dodge/Parry +2/— (-1 size, +3 base), Initiative +0

Saving Throws: Toughness +7 (+2 size, +3 Con, +1 natural, +1 Tough), Fortitude +7 (+4 base, +3 Con), Reflex +4 (+4 base), Will +2 (+1 base, +1 Wis)

Skills: Moose have a +2 racial bonus on Stealth checks, and a +4 racial bonus to Swim checks.

These majestic animals are more aggressive than most herbivores and can be quite territorial.

MORPHEAN

Type: 9th Level Humanoid (Giant, Elf)

Size: Large

Speed: 30 ft.

Abilities: Str +6, Dex +0, Con +4, Int +3, Wis +5, Cha +4

Skills: Concentration 12 (+17), Diplomacy 12 (+16), Intimidate 12 (+16), Notice 12 (+17), Survival 12 (+17)

Feats: Accurate Attack, Dodge Focus, Heavy Armor Training^B, Light Armor Training^B, Night Vision^B, Power (2)^B, Power, Supernatural Focus (Visions), Weapon Training^B

Traits: Blindsight 60 ft., Forestall Fate, Immune to Fire, Powers (rank 12, Wis, save Difficulty 20, Mind Touch +17, Second Sight +17, Visions +20), Sleep Gaze, Stigmata

Combat: Attack +5 (–1 size, +6 base), Damage +9 (scimitar, crit 18–20/+3), Defense Dodge/Parry +6/+12 (–1 size, +6 base, +6 Str, +1 dodge), Initiative +0

Saving Throws: Toughness +7 (+2 size, +4 Con, +1 natural), Fortitude +10 (+6 base, +4 Con), Reflex +3 (+3 base), Will +8 (+3 base, +5 Wis)

Forestall Fate: When a being is put to sleep by a morpheap's sleep gaze they enter a timeless state. Any poison, disease or blood loss ceases to cause damage or cause the victim any further ill effects until they wake. Once the target has awoken, all disease, poison and bleeding continues as normal as though no time had passed.

Sleep Gaze: When a morpheap removes its blindfold, any who meet its gaze are affected as if targeted by the Sleep supernatural power (rank 12, Wis, save Difficulty 20, Sleep +17).

Stigmata: Once a month a morpheap produces blood of great potency that bleeds spontaneously from the palms of their hands. This mystical blood can be used to confer fire immunity to other creatures for up to three days by painting it on their foreheads.

Morpheans are magical half-giants with noticeable elven ancestry. Morpheans stand nine feet tall and weigh around 500 pounds. They tend to live secluded or in small communities high in the mountains. They resemble large and somewhat stocky elves of great beauty, and are always encountered wearing a blindfold. Only female morpheans have been encountered, and they have been known to hold attractive male human or elven travelers captive. Nevertheless morpheans are known as great mystics, and are sought out by those desperate few who wish to know the future, or seek to cheat fate. Morpheans are usually glad to give their services in exchange for a price, often asking that a difficult task be performed, or a rare item or herb be found and brought to them as a means of payment. Morpheans dislike dwarves, and refuse to deal with them.

MULE

Type: 3rd Level Animal
Size: Large
Speed: 30 ft.
Abilities: Str +3, Dex +1, Con +3, Int –4, Wis +0, Cha –2
Skills: Notice 6 (+9)
Feats: Double Strike, Endurance, Night Vision^B, Skill Focus (Notice)
Traits: Scent
Combat: Attack +2 (–1 size, +2 base, +1 Dex), Damage +4 (hooves), Defense Dodge/Parry +2/— (–1 size, +2 base, +1 Dex), Initiative +1
Saving Throws: Toughness +5 (+2 size, +3 Con), Fortitude +6 (+3 base, +3 Con), Reflex +4 (+3 base, +1 Dex), Will +1 (+1 base)

Skills: Mules have a +2 racial bonus on Dexterity checks to avoid slipping or falling.

Carrying Capacity: A light load for a mule is up to 230 pounds; a medium load, 231–460 pounds; and a heavy load, 461–690 pounds. A mule can drag 3,450 pounds.

Mules are sterile crossbreeds of donkeys and horses. A mule is similar to a light horse, but slightly stronger and more agile.

A mule's powerful kick can be dangerous.

MUMMY

Type: 8th Level Undead
Size: Medium
Speed: 20 ft.
Abilities: Str +7, Dex +0, Con—, Int –2, Wis +2, Cha +2

Skills: Notice 11 (+16), Stealth 11 (+11)
Feats: Great Fortitude, Skill Focus (Notice), Tough
Traits: Damage Reduction 2/—, Darkvision 60 ft., Despair, Mummy Rot, Undead Traits, Vulnerable to Fire
Combat: Attack +4 (+4 base), Damage +9 plus disease (slam), Defense Dodge/Parry +4/— (+4 base), Initiative +0
Saving Throws: Toughness +10 (+4 undead, +5 natural, +1 Tough), Fortitude +4 (+2 base, +2 Great Fortitude), Reflex +2 (+2 base), Will +8 (+6 base, +2 Wis)

Despair: At the mere sight of a mummy, the viewer must succeed on a Difficulty 16 Will save or be paralyzed with fear for 3 rounds. Whether or not the save is successful, that creature cannot be affected again by the same mummy's despair ability for 24 hours. The save Difficulty is Charisma-based.

Mummy Rot: Supernatural disease—slam; Fortitude Difficulty 16, incubation period 1 minute; damage 2 Con and 2 Cha. The save Difficulty is Charisma-based.

Unlike normal diseases, mummy rot continues until the character reaches Constitution –5 (and dies) or is cured as described below.

Mummy rot is a powerful curse, not a natural disease. A character attempting to cast any Cure supernatural power on a creature affected with mummy rot must succeed on a Difficulty 20 adept level check, or the power has no effect on the victim.

To eliminate mummy rot, the curse must first be broken with a successful Difficulty 20 Cure Disease check, after which adept level checks are no longer necessary to use healing supernatural powers on the victim, and the mummy rot can be cured through supernatural means as any normal disease.

An affected creature who dies of mummy rot shrivels away into sand and dust that blow away into nothing at the first wind.

Mummies are preserved corpses animated through the auspices of dark desert gods best forgotten. They are often found in tombs wrapped in old crumbling gauze. Most mummies are 5 to 6 feet tall and weigh about 120 pounds. Mummies can speak Common, but seldom bother to do so.

NAGA (GENERAL)

All nagas have long, snakelike bodies covered with glistening scales, and more or less human faces. They range in length from 10 to 20 feet and weigh from 200 to 500 pounds. The eyes of a naga are bright and intelligent, burning with an almost hypnotic inner light.

Nagas favor the use of supernatural powers over other forms of combat. Because they are almost always found in the lairs they guard and know well, they can arrange most encounters to suit their wishes.

DARK NAGA

Type: 9th Level Aberration
Size: Large
Speed: 40 ft.
Abilities: Str +2, Dex +2, Con +2, Int +3, Wis +2, Cha +3
Skills: Bluff 12 (+15), Concentration 12 (+14), Diplomacy 12 (+15), Notice 12 (+14), Sense Motive 12 (+14)
Feats: Dodge Focus, Lightning Reflexes, Power (7)^B, Power (2)
Traits: Darkvision 60 ft., Immunity to Poison, Poison, Powers (rank 12, Cha, save Difficulty 18, Cold Shaping +15, Drain Vitality +15, Elemental Blast +15, Enhance Ability +15, Fire Shaping +15, Light Shaping +15, Mind Reading +15, Psychic Shield +15, Second Sight +15), Resistance to Charm
Combat: Attack +7 (–1 size, +6 base, +2 Dex), Damage +4 plus poison (sting) or +3 (bite), Defense Dodge/Parry +8/— (–1 size, +6 base, +2 Dex, +1 dodge), Initiative +2

Saving Throws: Toughness +5 (+2 size, +2 Con, +1 natural), Fortitude +5 (+3 base, +2 Con), Reflex +7 (+3 base, +2 Dex, +2 Lightning Reflexes), Will +8 (+6 base, +2 Wis)

Guarded Thoughts: Dark nagas are immune to any form of mind reading (such as the Heart Reading, Mind Reading, Mind Touch, Sense Mind, and Truth Reading supernatural powers).

Poison: Sting; Fortitude Difficulty 16 resists; initial and secondary damage lapse into a nightmare-haunted sleep for 5 minutes. The save Difficulty is Constitution-based.

Resistance to Charm: Dark nagas have a +2 racial bonus on saving throws against Suggestion and Dominate supernatural powers and similar effects (not included in the stat block).

Dark nagas are a deep purple in color. Their tails are barbed, and their faces look like a cross between that of a man and that of an eel. Dark nagas speak Common and Fiendish.

Dark nagas prefer to fight from an elevated position where they get a good view of the battlefield while also staying out of reach.

GUARDIAN NAGA

Type: 11th Level Aberration

Size: Large

Speed: 40 ft.

Abilities: Str +5, Dex +2, Con +4, Int +3, Wis +4, Cha +4

Skills: Bluff 14 (+18), Concentration 14 (+18), Diplomacy 14 (+18), Notice 14 (+18), Sense Motive 14 (+18)

Feats: Dodge Focus, Lightning Reflexes, Power (5)^B, Power (2)

Traits: Darkvision 60 ft., Poison, Powers (rank 14), Cha, save Difficulty 20, Cold Shaping +18, Cure +18, Elemental Blast +18, Fire Shaping +18, Light Shaping +18, Mind Reading +18, Second Sight +18, Spit

Combat: Attack +9 (–1 size, +8 base, +2 Dex), Damage +9 plus poison (bite) or nil plus poison (spit), Defense Dodge/Parry +10/— (–1 size, +8 base, +2 Dex, +1 dodge), Initiative +2

Saving Throws: Toughness +9 (+2 size, +4 Con, +3 natural), Fortitude +7 (+3 base, +4 Con), Reflex +7 (+3 base, +2 Dex, +2 Lightning Reflexes), Will +11 (+7 base, +4 Wis)

Poison: Bite or spit; Fortitude Difficulty 19 resists; initial and secondary damage 3 Con. The save Difficulty is Constitution-based.

Spit: A guardian naga can spit its venom up to 30 feet as a standard action. This is a ranged offense attack with no range increment.

Guardian nagas scales range from a metallic green to golden in hue. Their faces are human-like and they have a golden frill that runs the length of their body. Guardian nagas are virtuous, and often guard ancient temples or other holy sites. Guardian nagas speak Celestial and Common.

Guardian nagas usually warn of intruders before attacking. If the warning is ignored, they may begin an assault using their supernatural powers, or spit poison.

SPIRIT NAGA

Type: 9th Level Aberration

Size: Large

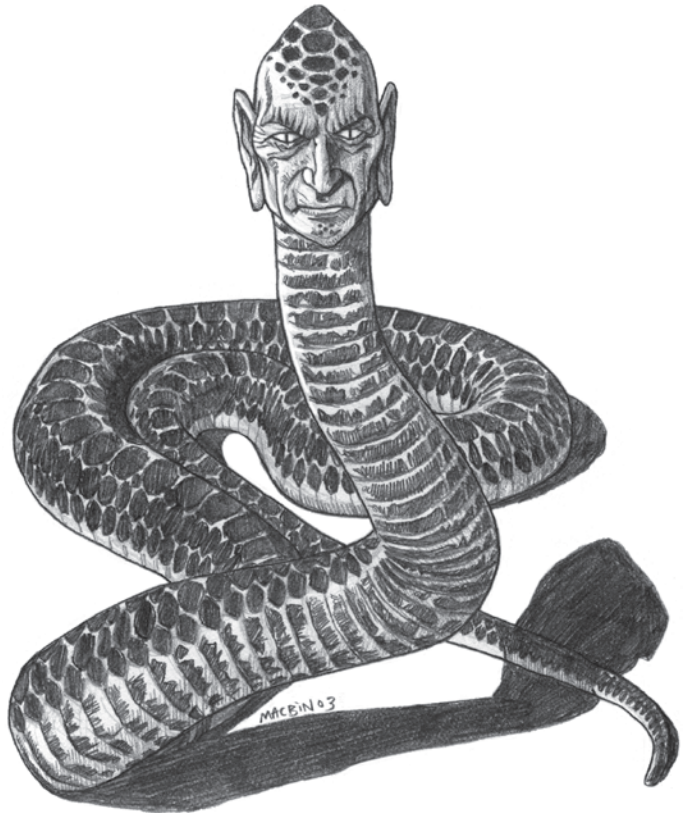
Speed: 40 ft.

Abilities: Str +4, Dex +1, Con +4, Int +1, Wis +3, Cha +3

Skills: Concentration 12 (+15), Knowledge (supernatural) 12 (+13), Notice 12 (+15)

Feats: Ability Focus (charming gaze), Lightning Reflexes, Power (6)^B, Power (2)

Traits: Charming Gaze, Darkvision 60 ft., Poison, Powers (rank 12), Cha, save Difficulty 18, Cure +15, Cold Shaping +15, Elemental Blast +15, Enhance Ability +15, Fire Shaping +15, Light Shaping +15, Second Sight +15, Suggestion +15



Combat: Attack +6 (–1 size, +6 base, +1 Dex), Damage +8 plus poison (bite), Defense Dodge/Parry +6/— (–1 size, +6 base, +1 Dex), Initiative +1

Saving Throws: Toughness +9 (+2 size, +4 Con, +3 natural), Fortitude +7 (+3 base, +4 Con), Reflex +6 (+3 base, +1 Dex, +2 Lightning Reflexes), Will +9 (+6 base, +3 Wis)

Charming Gaze: Those who meet the gaze of a spirit naga must succeed on a Difficulty 19 Will save or fall under the effects of the Dominate supernatural power. The save Difficulty is Charisma-based.

Poison: Bite; Fortitude Difficulty 18 resists; initial and secondary damage 2 Con. The save Difficulty is Constitution-based.

Spirit nagas have alternating black and either purple or crimson bands along the length of their serpentine bodies. Spirit nagas speak Fiendish and Common.

Spirit nagas meet foes boldly so as to use their gaze attacks to best effect. They quickly slither forward to bite foes that avert their eyes.

WATER NAGA

Type: 7th Level Aberration

Size: Large

Speed: 30 ft., swim 50 ft.

Abilities: Str +3, Dex +1, Con +4, Int +0, Wis +3, Cha +2

Skills: Concentration 10 (+13), Notice 10 (+13), Swim 0 (+11)

Feats: Lightning Reflexes, Power (4)^B, Power (2)

Traits: Darkvision 60 ft., Poison, Powers (rank 10), Cha, save Difficulty 16, Elemental Blast +12, Illusion +12, Light Shaping +12, Second Sight +12, Suggestion +12, Water Shaping +12

Combat: Attack +6 (–1 size, +6 base, +1 Dex), Damage +7 plus poison (bite), Defense Dodge/Parry +6/— (–1 size, +6 base, +1 Dex), Initiative +1

Saving Throws: Toughness +9 (+2 size, +4 Con, +3 natural), Fortitude +6 (+2 base, +4 Con), Reflex +5 (+2 base, +1 Dex, +2 Lightning Reflexes), Will +8 (+5 base, +3 Wis)

Poison: Bite; Fortitude Dif culty 17 resists; initial and secondary damage 2 Con. The save Dif culty is Constitution-based.

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

Water nagas are human headed snakes with hypnotic emerald green patterns along their sides, and bright red spines along their backs. Water nagas speak Aquan and Common.

Water nagas prefer to stay mostly concealed in a body of water while they launch an attack using their supernatural powers.

NECRITE (1ST-LEVEL WARRIOR)

Type: 1st Level Humanoid (Necrite)

Size: Medium

Speed: 30 ft.

Abilities: Str +1, Dex +1, Con +1, Int +0, Wis -1, Cha -2

Skills: Intimidate 4 (+2), Knowledge (theology and philosophy) 4 (+4), Notice 4 (+3), Stealth 4 (+5, +3 with armor)

Feats: Attack Focus (battle axe), Light Armor Training, Power^B, Sneak Attack, Weapon Training

Traits: Darkvision 60 ft., Half Living, Powers (rank 4, Cha, save Dif culty 11, Mind Touch +4), Speak with Dead

Combat: Attack +2 (+1 base, +1 Dex) (+3 with battle axe), Damage +4 (battle axe, crit +4) or +2 (knife, crit 19-20/+3), Defense Dodge/Parry +2/+2 (+1 base, +1 Dex/+1 Str), Initiative +1

Saving Throws: Toughness +3 (+1 Con, +2 studded leather), Fortitude +3 (+2 base, +1 Con), Reflex +1 (+0 base, +1 Dex), Will -1 (+0 base, -1 Wis)

Half Living: Necrites gain a +5 racial bonus on saves vs. mind-affecting effects, poison, sleep effects, paralysis, stunning and disease. There is a 50% chance (11 or better on d20) that any curative or healing supernatural powers used on them have no effect.

Speak with Dead: Necrites can use their Mind Touch supernatural power only on living creatures that are at “dying” or worse condition on the damage track, on undead or on those dead creatures who have recently died. The Dif culty to activate Mind Touch increases by one for every day the target creature has been dead. When this power is used on a dead or undead creature, the necrite is able to communicate with the deceased’s spirit. All the normal modifiers for Mind Touch apply.

Most necrites encountered outside their homes are warriors; the information presented here is for one of 1st level.

Necrite Background Traits: Necrites possess the following background traits.

—**Ability Adjustments:** none, unless their mutations dictate otherwise.

—**Bonus Feats:** Mind Touch

—**Favored Feats:** Sneak Attack

—**Special:** Necrites gain the “Half Living” and “Speak with Dead” traits.

Necrites look almost like fresh zombies, but they are quite alive. Some say they were once human, before they fell under the dreadful curse of a lich-king. It is said that each necrite is born with one foot in the grave. The sickly-looking body of a necrite is slender, its pale skin clearly outlining its bones. Sunken eyes reside in deep, black-ringed hollows on the necrite’s face, giving it a skull-like appearance. Necrites prefer to wear colors that are associated with death among local human cultures (usually black, but it could be any color depending on the culture). Necrites stand about 6 feet tall, and weigh around 140 pounds.

NIGHT HAG

Type: 8th Level Outsider (Extraplanar, Vice)

Size: Medium

Speed: 20 ft.

Abilities: Str +4, Dex +1, Con +4, Int +0, Wis +2, Cha +1

Skills: Bluff 11 (+12), Concentration 11 (+16), Intimidate 11 (+12), Notice 11 (+16), Ride 11 (+12), Sense Motive 11 (+13)

Feats: Improved Strike^B, Power (5)^B, Skill Focus (Concentration), Skill Focus (Notice), Vehicular Combat (Mounted)

Traits: Damage reduction 4/cold iron and supernatural, Dream Haunting, Immunity to Fire, Cold, Charm, Sleep, and Fear, Powers (rank 11, Cha, save Dif culty 15, Drain Vitality +12, Heart Reading +12, Second Sight +12, Self Shaping +12, Sleep +12), Supernatural Resistance 25

Combat: Attack +9 (+8 base, +1 Dex), Damage +8 plus disease (bite), Defense Dodge/Parry +9/+12 (+8 base, +1 Dex/+4 Str), Initiative +1

Saving Throws: Toughness +9 (+4 Con, +5 natural), Fortitude +12* (+6 base, +4 Con, +2 heartstone), Reflex +9* (+6 base, +1 Dex, +2 heartstone), Will +10* (+6 base, +2 Wis, +2 heartstone)

Disease: Bite; Fortitude Dif culty 18 resists; fever—incubation period 1 day, damage 2 Con. Each day after the first, on a failed save, an affected creature must immediately succeed on another Dif culty 18 Fortitude save or take 1 point of Constitution drain. The save Dif culty is Constitution-based.

Dream Haunting: Night hags can visit the dreams of an individual by using a special periapt known as a *heartstone* to become ethereal, then hovering over the creature. Once a hag invades someone’s dreams, it rides on the victim’s back until dawn. The sleeper suffers from tormenting dreams and takes 1 point of Constitution drain upon awakening. Only another being on the Ethereal Plane can stop these nocturnal intrusions, by confronting and defeating the night hag.



A night hag resembles an old crone with shriveled skin the color of a deep bruise. Her face is elongated and her lips roll back to reveal a mouth full of fangs. A pair of curled horns sprout from amidst her tangled ebony hair. Night hags are about the same height and weight as female humans. Night hags speak Fiendish, Celestial and Common.

Night hags attack virtuous creatures on sight if the odds of success seem favorable. These creatures rip through armor and flesh with their deadly teeth. They love to use the Sleep supernatural power and then strangle those who are overcome by it. A night hag's natural weapons, as well as any weapons it wields, are treated as vice-aligned for the purpose of overcoming damage reduction. Its natural weapons are treated as supernatural weapons for the purpose of overcoming damage reduction.

HEARTSTONE

All night hags carry a periapt known as a *heartstone*, which instantly cures any disease contracted by the holder. In addition, a *heartstone* provides a +2 resistance bonus on all saving throws (this bonus is included in the stat block). A night hag that loses this charm can no longer become ethereal until it can manufacture another (which takes one month). Creatures other than the hag can benefit from the *heartstone*'s powers, but the periapt shatters after ten uses (any disease cured or saving throw affected counts as a use) and it does not bestow etherealness to a bearer that is not a night hag.

NIGHTMARE

Type: 6th Level Outsider (Extraplanar, Vice)

Size: Large

Speed: 40 ft., fly 90 ft. (good)

Abilities: Str +4, Dex +2, Con +3, Int +1, Wis +1, Cha +1

Skills: Concentration 8 (+9), Intimidate 9 (+10), Knowledge (supernatural) 8 (+9), Notice 9 (+10), Search 6 (+7), Sense Motive 9 (+10), Stealth 9 (+7), Survival 9 (+10)

Feats: Double Strike^B, Improved Initiative, Improved Strike^B, Run, Skill Training

Traits: Darkvision 60 ft., Etherealness, Flaming Hooves, Smoke

Combat: Attack +7 melee (–1 size, +6 base, +2 Dex), Damage +7 +1 fire (hooves), Defense Dodge/Parry +7/+9 (–1 size, +6 base, +2 Dex/+4 Str), Initiative +6

Saving Throws: Toughness +11 (+2 size, +3 Con, +6 natural), Fortitude +8 (+5 base, +3 Con), Reflex +7 (+5 base, +2 Dex), Will +6 (+5 base, +1 Wis)

Etherealness: A nightmare can become ethereal at will.

Flaming Hooves: A blow from a nightmare's hooves sets combustible materials alight.

Smoke: During the excitement of battle, a nightmare snorts and neighs with rage. This snorting fills a 15-foot cone with a hot, sulfurous smoke that chokes and blinds opponents. Any living creature in the cone must succeed on a Dexterity 16 Fortitude save or take a –2 penalty on all attack and damage rolls until 4 minutes after leaving the cone. The cone lasts 1 round, and the nightmare uses it once as a free action during its turn each round. The save Dexterity is Constitution-based.

Because of the smoke it gives off, a nightmare has concealment against creatures 5 feet away and total concealment against creatures 10 feet or farther away. The smoke does not obscure the nightmare's vision at all.

Carrying Capacity: A light load for a nightmare is up to 300 pounds; a medium load, 301-600 pounds; and a heavy load, 601-900 pounds.

A nightmare is a powerful jet-black horse with burning hooves and a mane of fire. They are the preferred mounts of fiends as well as mortal villains. A nightmare is about the size of a light war horse.

A nightmare can fight while carrying a rider, but the rider cannot also fight unless he or she succeeds on a Ride check. A nightmare's natural weapons, as well as any weapons it wields, are treated as vice-aligned for the purpose of overcoming damage reduction.

NYMPH

Type: 6th Level Fey

Size: Medium

Speed: 30 ft., swim 20 ft.

Abilities: Str +0, Dex +3, Con +1, Int +3, Wis +3, Cha +4

Skills: Bluff 0 (+8), Concentration 9 (+12), Diplomacy 9 (+17), Escape Artist 9 (+12), Handle Animal 9 (+13), Medicine 9 (+12), Notice 9 (+12), Ride 9 (+12), Sense Motive 9 (+12), Stealth 9 (+12), Swim 0 (+8)

Feats: Animal Empathy^B, Attractive^B, Dodge Focus, Night Vision^B, Power (8)^B, Power (2), Weapon Training^B

Traits: Blinding Beauty, Damage Reduction 4/cold iron, Powers (rank 9, Cha, save Dexterity 17, Beast Link +13, Cure +13, Elemental Blast +13, Fire Shaping +13, Light Shaping +13, Plant Shaping +13, Second Sight +13, Teleport +13, Water Shaping +13, Wind Shaping +13), Stunning Glance, Unearthly Grace

Combat: Combat +6 (+3 base, +3 Dex), Damage +1 (knife, crit 19-20/+3), Defense Dodge/Parry +11/+8 (+3 base, +3 Dex, +4 Cha, +1 dodge), Initiative +3

Saving Throws: Toughness +1 (+1 Con), Fortitude +7 (+2 base, +1 Con, +4 Cha), Reflex +12 (+5 base, +3 Dex, +4 Cha), Will +12 (+5 base, +3 Wis, +4 Cha)

Blinding Beauty: This ability affects all humanoids within 30 feet of a nymph. Those who look directly at a nymph must succeed on a Dexterity 17 Fortitude save or be blinded permanently. Only the Cure Blindness supernatural power can remove this affliction. A nymph can suppress or resume this ability as a free action. The save Dexterity is Charisma-based.

Stunning Glance: As a standard action, a wrathful nymph can stun a creature within 30 feet with a look. The target creature must succeed on a Dexterity 17 Fortitude save or be stunned for 5 rounds. The save Dexterity is Charisma-based.

Unearthly Grace: A nymph adds her Charisma modifier as a bonus to her defense as per the Lucky feat. The stat block already reflects this bonus.

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

Nymphs are the physical embodiment of beauty incarnate. Their hair-color and skin tone of nymphs may vary widely, but they always look like breathtakingly gorgeous female elves. Nymphs associate freely with other fey creatures, most notably dryads and green knights. They are wary of satyrs and centaurs, and keep their distance from them if possible. Nymphs are about the height and weight of a female elf. Nymphs speak Sylvan and Common.

OCTOPUS

Type: 2nd Level Animal (Aquatic)

Size: Small

Speed: 20 ft., swim 30 ft.

Abilities: Str +1, Dex +3, Con +0, Int –4, Wis +1, Cha –4

Skills: Escape Artist 0 (+13), Notice 5 (+6), Stealth 0 (+7), Swim 0 (+9)

Feats: Attack Focus (bite), Improved Grab^B, Night Vision^B

Traits: Ink Cloud, Jet, Tentacles

Combat: Attack +5 (+1 size, +1 base, +3 Dex), Damage nil (tentacles) or +1 (bite), Defense Dodge/Parry +5/— (+1 size, +1 base, +3 Dex) (tentacles +11), Initiative +3

Saving Throws: Toughness -1 (-1 size) (tentacles -2), Fortitude +3 (+3 base), Reflex +6 (+3 base, +3 Dex), Will +1 (+0 base, +1 Wis)

Ink Cloud: An octopus can emit a cloud of jet-black ink 10 feet high by 10 feet wide by 10 feet long once per minute as a free action. The cloud provides total concealment, which the octopus normally uses to escape a losing fight. All vision within the cloud is obscured.

Jet: 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.

Tentacles: A squid's tentacle counts as a Small held object for the purposes of a sundering attempt.

Skills: An octopus can change colors, giving it a +4 racial bonus on Stealth checks. An octopus also can squeeze and contort its body, giving it a +10 racial bonus on Escape Artist checks. An octopus has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

These bottom-dwelling sea creatures are dangerous only to their prey. If disturbed, they usually try to escape.

OCTOPUS, GIANT

Type: 8th Level Animal (Aquatic)

Size: Large

Speed: 20 ft., swim 30 ft.

Abilities: Str +5, Dex +2, Con +1, Int -4, Wis +1, Cha -4

Skills: Escape Artist 0 (+12), Notice 11 (+15), Stealth 0 (+9), Swim 0 (+13)

Feats: Skill Focus (Notice), Skill Focus (Stealth), Tough, Improved Grab^B, Night Vision^B

Traits: All-Around Attack, Constrict, Ink Cloud, Jet, Tentacles

Combat: Attack +7 (-1 size, +6 base, +2 Dex), Damage +6 (grapple) or +5 (bite), Defense Dodge/Parry +7/— (-1 size, +6 base, +2 Dex) (tentacles +11), Initiative +2

Saving Throws: Toughness +4 (+2 size, +1 Con, +1 Tough) (tentacles +2), Fortitude +7 (+6 base, +1 Con), Reflex +8 (+6 base, +2 Dex), Will +3 (+2 base, +1 Wis)

All-Around Attack: As a full round action a giant octopus can make up to four tentacle attacks against opponents within its reach. Each attack must be made against a different opponent and use a different tentacle.

Ink Cloud: A giant octopus can emit a cloud of jet-black ink 20 feet high by 20 feet wide by 20 feet long once per minute as a free action. The cloud provides total concealment, which the octopus normally uses to escape a losing fight. All vision within the cloud is obscured.

Jet: A giant 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.

Tentacles: A giant octopus' tentacle counts as a Large held object for the purposes of a sundering attempt.

Skills: A giant octopus can change colors, giving it a +4 racial bonus on Stealth checks. A giant octopus also can squeeze and contort its body, giving it a +10 racial bonus on Escape Artist checks. A giant octopus has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

These creatures are aggressive and territorial hunters, with arms reaching 10 feet or more in length. Their tentacles are studded with barbs and sharp-edged suckers.

OGRE MAGE

Type: 5th Level Humanoid (Giant)

Size: Large

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

Abilities: Str +5, Dex +0, Con +3, Int +2, Wis +2, Cha +3

Skills: Concentration 8 (+10), Intimidate 8 (+11), Knowledge (supernatural) 8 (+10), Notice 8 (+10)

Feats: Accurate Attack, Heavy Armor Training^B, Improved Initiative, Light Armor Training^B, Night Vision^B, Power (5)^B, Weapon Training^B

Traits: Darkvision 90 ft., Flight, Powers (rank 8, Cha, save Difficulty 16, Cold Shaping +11, Elemental Blast +11, Light Shaping +11, Sleep +11, Suggestion +11), Regeneration 5, Supernatural Resistance 19

Combat: Attack +2 (-1 size, +3 base), Damage +10 (greatsword, crit 19-20/+3), Defense Dodge/Parry +2/+7 (-1 size, +3 base, Str +5), Initiative +4

Saving Throws: Toughness +10 (+2 size, +3 Con, +2 natural, +3 chainmail), Fortitude +7 (+4 base, +3 Con), Reflex +1 (-1 base), Will +3 (+1 base, +2 Wis)

Flight: An ogre mage can cease or resume flight as a free action. An ogre mage flies through supernatural means—it does not have wings.

Regeneration: An ogre mage automatically gets an extra recovery check each round with a +5 bonus. Damage caused by fire and acid cannot be healed in this way. An ogre mage that loses a limb or body part can reattach it by holding the severed member to the stump. Reattachment takes 1 minute. If the head or some other vital organ is severed, it must be reattached within 10 minutes or the creature dies. An ogre mage cannot regrow lost body parts.

Ogre magi are a more intelligent and dangerous variety of its mundane cousin. An ogre mage looks much like a normal ogre except that its skin varies in color from light green to light blue, and its hair is black or very dark brown. They favor loose, comfortable clothing and lightweight armor. Ogre magi stand about 10 feet tall and weigh up to 700 pounds. Ogre magi speak Giant and Common.

Ogre magi rely on their supernatural powers, resorting to physical combat only when necessary. When faced with obviously superior forces, they prefer to retreat rather than fight a losing battle.

OOZE (GENERAL)

Oozes are amorphous creatures that live only to eat. They inhabit underground areas throughout the world, scouring caverns, ruins and dungeons in search of organic matter—living or dead.

Oozes instinctively attack any creatures they encounter. They lash out with bludgeoning pseudopods or simply engulf opponents with their bodies, which secrete acids that help them catch or digest their prey.

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

Split: Some oozes can be split in two by certain types of damage (usually slashing or piercing damage). An attack that causes an ooze to split and brings the ooze to "wounded" or worse condition on the damage track deals no damage, and instead causes the creature to split into two identical creatures, each one size class lower than the original and with half of the original's level (round down). An ooze with 1 level cannot be further split and dies when it reaches "dying" condition on the damage track. The creature ignores all other damage from that type of attack.

BLACK BILE JELLY

Type: 8th Level Ooze

Size: Large

Speed: 10 ft.

Abilities: Str +5, Dex -5, Con +6, Int —, Wis -5, Cha -5

Skills: Stealth 0 (-9)*

Feats: —

Traits: Acid, Blindsight 60 ft., Despair, Fear, Split, Ooze Traits

Combat: Attack +0 (-1 size, +6 base, -5 Dex), Damage +6 +3 acid (slam), Defense Dodge/Parry +0/— (-1 size, +6 base, -5 Dex), Initiative -5

Saving Throws: Toughness +9 (+2 size, +1 ooze, +6 Con), Fortitude +8 (+2 base, +6 Con), Reflex -3 (+2 base, -5 Dex), Will -3 (+2 base, -5 Dex)

Acid: A black bile jelly secretes a digestive acid that dissolves only flesh. A successful slam attack deals acid damage, and a creature that grapples with a black bile jelly or strikes it with an unarmed attack also takes acid damage. An opponent wearing metal armor is immune to a black bile jelly's acid, but those wearing leather or cloth armor are not. The black bile jelly's senses are keen enough that it is able to detect vulnerable flesh, however, so despite being mindless it can choose to make fence attacks to avoid metal armor.

Despair/Fear: A black bile jelly can use the *despair* and *fear* effects of the Heart Shaping supernatural power (rank 11, Con, save Difficulty 20, Heart Shaping +17).

Engulf: Medium or smaller creatures; Reflex Difficulty 19; engulfed creatures are subject to the black bile jelly's acid. The save Difficulty is Strength-based.

Split: Slashing and piercing weapons can cause a black bile jelly to split in two.

Skills: *A black bile jelly gains a +16 bonus to stealth checks when it is in dark or gloomy conditions.

Black bile jellies are dark oily slimes that lurk about in dark wet areas. They seek to drive warm-bodied creatures into deep depressions and then attack them when they are off-sulking around on their own in a dark corner. The black bile jelly then sneaks up on them under cover of the shadows and attempts to engulf them.

BLACK PUDDING

Type: 10th Level Ooze

Size: Huge

Speed: 20 ft., climb 20 ft.

Abilities: Str +3, Dex -5, Con +6, Int —, Wis -5, Cha -5

Skills: Climb 0 (+11)

Feats: Improved Grab^B

Traits: Acid, Blindsight 60 ft., Constrict, Ooze Traits, Split

Combat: Attack +0 (-2 size, +7 base, -5 Dex), Damage +8 +4 acid (slam or grapple), Defense Dodge/Parry +0/— (-2 size, +7 base, -5 Dex), Initiative -5

Saving Throws: Toughness +11 (+4 size, +1 ooze, +6 Con), Fortitude +9 (+3 base, +6 Con), Reflex -2 (+3 base, -5 Dex), Will -2 (+3 base, -5 Wis)

Acid: The creature secretes a digestive acid that dissolves organic material and metal quickly, but does not affect stone. Any melee hit or grapple deals acid damage, and the opponent's armor and clothing dissolve and become useless immediately unless they succeed on Difficulty 21 Reflex saves. A metal or wooden weapon that strikes a black pudding also dissolves immediately unless it succeeds on a Difficulty 21 Reflex save. The save Difficulties are Constitution-based.

The pudding's acidic touch deals +10 damage per round to wooden or metal objects, but the ooze must remain in contact with the object for 1 full round to deal this damage.

Split: Slashing and piercing weapons can cause a black pudding to split in two.

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

A black pudding is a quivering mass of oily-black sludge. The typical black pudding measures 15 feet across and 2 feet thick. It weighs about 18,000 pounds.

A black pudding attacks by grabbing and squeezing their prey. The opponent's clothing and armor take a -4 penalty on Reflex and Toughness saves against the acid when being grappled by a black pudding.

COPPER CURSE

Type: 5th Level Ooze

Size: Small

Speed: 15 ft.

Abilities: Str +0, Dex -1, Con +6, Int —, Wis -5, Cha -5

Skills: Climb 0 (+8)

Feats: —

Traits: Blindsight 60 ft., Blood Infection, Ooze Traits, Oxidizing Touch, Split

Combat: Attack +3 (+1 size, +3 base, -1 Dex), Damage -1 plus oxidizing touch (slam), Defense Dodge/Parry +3/— (+1 size, +3 base, -1 Dex), Initiative -1

Saving Throws: Toughness +6 (-1 size, +6 Con, +1 ooze), Fortitude +7 (+1 base, +6 Con), Reflex +0 (+1 base, -1 Dex), Will -4 (+1 base, -5 Wis)



Blood Infection: When a copper-curse corrodes metal armor that is being worn by a living creature, there is a chance that the creature becomes infected. During the corrosion process the copper-curse's slime mixes with the metal and is altered in such a way that it absorbs through the skin, and gets into the blood-stream. The victim begins to develop severe anemia and his veins begin to turn a coppery color as the iron in his blood is slowly destroyed. The victim must succeed in a Difficulty 18 Fortitude save upon infection and once each day thereafter or suffer 1 point of Constitution drain. This condition lasts until the victim dies, succeeds on three successful saving throws or until the Cure Disease supernatural power is successfully used upon them. The save Difficulty is Constitution-based.

Oxidizing Touch: When a copper curse makes a successful slam attack it causes the target metal to corrode, falling to pieces and becoming useless immediately. The touch can destroy up to a 10-foot cube of metal instantly. Supernatural armor and weapons, and other supernatural items made of metal, must succeed on a Difficulty 18 Reflex save or be dissolved. The save Difficulty is Constitution-based.

A metal weapon that deals damage to a copper curse corrodes immediately. Wooden, stone, and other nonmetallic weapons are unaffected. Some dwarves have discovered a special bronze alloy that is immune to the touch of a copper-curse.

Split: Slashing and piercing weapons can cause a copper curse to split in two.

Skills: A Copper curse has a +8 racial bonus to Climb checks.

Copper curse is a small copper-colored blob of goo that constantly oozes about in search of metals to corrode.

GELATINOUS CUBE

Type: 4th Level Ooze

Size: Huge

Speed: 15 ft.

Abilities: Str +0, Dex -5, Con +8, Int —, Wis -5, Cha -5

Skills: —

Feats: —

Traits: Acid, Blindsight 60 ft., Engulf, Immunity to Electricity, Ooze Traits, Paralysis, Transparent

Combat: Attack -4 (-2 size, +3 base, -5 Dex), Damage +2 +2 acid (slam), Defense -4/— (-2 size, +3 base, -5 Dex), Initiative -5

Saving Throws: Toughness +13 (+4 size, +1 ooze, +8 Con), Fortitude +9 (+1 base, +8 Con), Reflex -4 (+1 base, -5 Dex), Will -4 (+1 base, -5 Wis)

Acid: A gelatinous cube's acid does not harm metal or stone.

Engulf: Large or smaller creatures; Reflex Difficulty 13; engulfed creatures are subject to the cube's paralysis and acid. The save Difficulty is Strength-based and includes a +1 racial bonus.

Paralysis: Slam or engulf; Fortitude Difficulty 20 resists; paralyzed for 10 rounds. The cube can automatically engulf a paralyzed opponent. The save Difficulty is Constitution-based.

Transparent: Gelatinous cubes are hard to see, even under ideal conditions, and it takes a Difficulty 15 Notice check to spot one. Creatures who fail to notice a cube and walk into it are automatically engulfed.

The nearly transparent gelatinous cube travels slowly along dungeon corridors and cave floors, absorbing carrion, creatures, and trash. Inorganic material remains trapped and visible inside the cube's body. A typical gelatinous cube is 15 feet on a side and weighs about 50,000 pounds, though much larger specimens are not unknown.

A gelatinous cube attacks by slamming its body into its prey. It is capable of lashing out with a pseudopod, but usually engulfs foes. A gelatinous cube secretes an anesthetizing slime.

GRAY OOZE

Type: 3rd Level Ooze

Size: Medium

Speed: 10 ft.

Abilities: Str +1, Dex -5, Con +5, Int —, Wis -5, Cha -5

Skills: —

Feats: Improved Grab^B

Traits: Acid, Blindsight 60 ft., Constrict, Immunity to Cold and Fire, Ooze Traits, Transparent

Combat: Attack -3 (+2 base, -5 Dex), Damage +3 +2 acid (slam or grapple), Defense -3/— (+2 base, -5 Dex), Initiative -5

Saving Throws: Toughness +6 (+1 ooze, +5 Con), Fortitude +6 (+1 base, +5 Con), Reflex -4 (+1 base, -5 Dex), Will -4 (+1 base, -5 Dex)

Acid: A gray ooze secretes a digestive acid that quickly dissolves organic material and metal, but not stone. Any melee hit or constrict attack deals acid damage. Armor or clothing dissolves and becomes useless immediately unless it succeeds on a Difficulty 16 Reflex save. A metal or wooden weapon that strikes a gray ooze also dissolves immediately unless it succeeds on a Difficulty 16 Reflex save. The save Difficulties are Constitution-based.

The ooze's acidic touch deals +8 damage per round to wooden or metal objects, but the ooze must remain in contact with the object for 1 full round to deal this damage.

Transparent: A gray ooze is hard to identify, even under ideal conditions, and it takes a Difficulty 15 Notice check to spot one. Creatures who fail to notice a gray ooze and walk into it are automatically hit with a melee attack for slam and acid damage.

A gray ooze is difficult to distinguish in appearance from a wet stone. A gray ooze can grow to a diameter of up to 10 feet and a thickness of about 6 inches. A typical specimen weighs about 700 pounds.

A gray ooze strikes like a snake, slamming opponents with its body. The opponent's clothing and armor take a -4 penalty on Reflex and Toughness saves against the acid when being grappled by a gray ooze.



OCHRE JELLY

Type: 6th Level Ooze
Size: Large
Speed: 10 ft., climb 10 ft.
Abilities: Str +2, Dex -5, Con +6, Int —, Wis -5, Cha -5
Skills: Climb 0 (+10)
Feats: Improved Grab^B
Traits: Acid, Blindsight 60 ft., Constrict, Split, Ooze Traits
Combat: Attack -2 (-1 size, +4 base, -5 Dex), Damage +4 +1 acid (slam or grapple), Defense -3/— (-1 size, +4 base, -5 Dex), Initiative -5
Saving Throws: Toughness +9 (+2 size, +1 ooze, +6 Con), Fortitude +8 (+2 base, +6 Con), Reflex -3 (+2 base, -5 Dex), Will -3 (+2 base, -5 Wis)

Acid: An ochre jelly secretes a digestive acid that dissolves only flesh. A successful slam or constrict attack deals acid damage, and a creature that grapples with an ochre jelly or strikes it with an unarmed attack also takes acid damage. An opponent wearing metal armor is immune to an ochre jelly's acid, but those wearing leather or cloth armor are not. The ochre jelly's senses are keen enough that it is able to detect vulnerable flesh, however, so despite being mindless it can choose to make fensse attacks to avoid metal armor.

Split: Slashing and piercing weapons and electricity damage can cause an ochre jelly to split in two.

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

An ochre jelly can grow to a diameter of about 15 feet and a thickness of about 6 inches, but can compress its body to fit into cracks as small as 1 inch wide. A typical specimen weighs about 5,600 pounds.

An ochre jelly attempts to envelop and squeeze its prey.

YELLOW BILE JELLY

Type: 4th Level Ooze
Size: Small
Speed: 10 ft.
Abilities: Str +3, Dex -2, Con +5, Int —, Wis -5, Cha -5
Skills: Stealth 0 (+10)
Feats: Rage^B
Traits: Blindsight 60 ft., Immunity to Fire, Induce Hatred, Incite Rage, Ooze Traits, Split
Combat: Attack +2 (+1 size, +3 base, -2 Dex), Damage +4 (slam), Defense Dodge/Parry +2/— (+1 size, +3 Dex, -2 Dex), Initiative -2
Saving Throws: Toughness +5 (-1 size, +1 ooze, +5 Con), Fortitude +6 (+1 base, +5 Con), Reflex -1 (+1 base, -2 Dex), Will -4 (+1 base, -5 Wis)

Induce Hatred/Incite Rage: A yellow bile jelly can use the *hatred* and *rage* effects of the Heart Shaping supernatural power (rank 7, Con, save Difficulty 17, Heart Shaping +12).

Split: Slashing and piercing weapons can cause a yellow bile jelly to split in two.

Skills: A yellow bile jelly has a +8 racial bonus to stealth checks.

Yellow bile jellies are amoeba-like masses of putrid yellow slime. A yellow bile jelly usually avoids combat. It tends to sneak up on a group of living beings and causes them to fight amongst themselves. When one or more of the combatants is slain, the bile jelly waits till the others have left and begins to feed on the body. If the yellow bile jelly is discovered and attacked it feeds if at all possible. If it is cornered, it feeds into a rage-like frenzy and defend itself with flailing pseudopods.

ORC, BLACK

Type: 3rd Level Humanoid (Orc)
Size: Medium
Speed: 30 ft.
Abilities: Str +3, Dex +2, Con +3, Int +0, Wis +1, Cha +0
Skills: Intimidate 4 (+4), Notice 4 (+5), Stealth 2 (+4, -4 with armor), Survival 2 (+3)*
Feats: Endurance^B, Heavy Armor Training^B, Improved Critical (sword), Light Armor Training^B, Night Vision^B, Shield Training, Track^B, Weapon Training^B
Traits: Scent
Combat: Attack +4 (+2 base, +2 Dex), Damage +6 (sword, crit 17-20/+3) or +6 (bow, crit +4), Defense Dodge/Parry +6/+7 (+2 base, +2 Dex/+3 Str, +2 medium metal shield), Initiative +2
Saving Throws: Toughness +9 (+3 Con, +6 full plate), Fortitude +4 (+1 base, +3 Con), Reflex +5 (+3 base, +2 Dex), Will +2 (+1 base, +1 Wis)

Skills: Black orcs have a +2 racial bonus to survival when tracking by scent.

Black orcs have been bred to be soldiers. They are highly organized and lack the cowardice and sensitivity to light that characterize most other orc breeds. They are also larger, stronger and harder than normal orcs. Groups of black orcs can be encountered alone, or accompanied by other orc breeds. In mixed breed groups, black orcs are the ones in charge by virtue of their superior might. This can create resentment among the leaders of the lesser orc breeds. Black orcs stand around six feet tall and weigh around 220 pounds. Black orcs speak Common and Orc.

Black orcs are brutal in combat. They pummel their opponents for as long as they are able to stand, not backing down even when severely injured. Black orcs have no mercy, and expect none in return.

ORC, GREY (1ST-LEVEL WARRIOR)

Type: 1st Level Humanoid (Orc)
Size: Medium
Speed: 30 ft.
Abilities: Str +2, Dex +0, Con +2, Int -2, Wis +0, Cha -2
Skills: Intimidate 4 (+2), Notice 4 (+4), Survival 4 (+4)*
Feats: Endurance^B, Night Vision^B, Light Armor Training, Shield Training, Skill Training, Track^B, Weapon Training
Traits: Cowardly, Light Sensitivity, Scent
Combat: Attack +1 (+1 base), Damage +4 (scimitar, crit 18-20/+3) or +4 (short bow, crit +4), Defense Dodge/Parry +3/+5 (+1 base, +2 Str, +2 medium wooden shield), Initiative +0
Saving Throws: Toughness +4 (+2 Con, +2 studded leather), Fortitude +4 (+2 base, +2 Con), Reflex +0 (+9 base), Will +0 (+0 base)

Cowardly: Grey Orcs are cowards. When grey orcs are outnumbered or face an obviously superior foe, each must succeed on a Difficulty 15 Will save or flee. If their leader is present and not at "disabled" or worse condition on the damage track, grey orcs receive a +2 bonus on the save for every level the leader possesses (+2 more if the leader has the Leadership feat, +2 more if the leader has 5 or more ranks in Intimidation). Individual grey orcs can also be scared of with a successful Intimidation check (Difficulty 15 +1 per orc by which you are outnumbered).

Light Sensitivity: Grey Orcs suffer a -1 penalty to attack rolls in bright sunlight or the equivalent.

Skills: Grey orcs have a +2 racial bonus to survival when tracking by scent.

Most grey orcs are warriors; the information presented here is for one of 1st level.



Grey Orc Background Traits: Grey Orcs possess the following background traits.

- Ability Adjustments:** +1 Str, +1 Con, -1 Int, -1 Cha
- Bonus Feats:** Endurance, Night Vision, Track
- Favored Feats:** Cleave, Rage
- Special:** Cowardly, Light Sensitivity, Scent.

Grey orcs are primitive and craven orcs. They live underground and mine metals to build tools of war. Their craftsmanship is crude and ugly but very functional. Their craft is limited to weapons and armor however, and all other things they possess are stolen from the small settlements they raid. Grey orcs are usually around five and a half feet in height and 180 pounds. Grey Orcs speak Common and Orc.

In combat grey orcs are dishonorable and disordered. They only attack smaller or unarmed groups. They only engage in combat with a force of equal or greater size if they are led by a leader that they fear far more than the enemy.

OTTERFOLK (1ST-LEVEL WARRIOR)

Type: 1st Level Humanoid (Otterfolk)

Size: Small

Speed: 20 ft., swim 40 ft.

Abilities: Str +0, Dex +2, Con +1, Int +0, Wis -2, Cha -1

Skills: Acrobatics 4 (+6), Notice 4 (+4), Search 4 (+6), Sense Motive 4 (+2), Swim 0 (+8)

Feats: Acrobatic Bluff, Light Armor Training, Night Vision^B, Skill Focus (Notice), Weapon Training

Traits: Scent

Combat: Attack +4 (+1 size, +1 base, +2 Dex), Damage +1 (bite) or +2 (sword, crit 19-20/+3), Defense Dodge/Parry +4/+2 (+1 size, +1 base, +2 Dex), Initiative +2

Saving Throws: Toughness +0 (-1 size, +1 Con), Fortitude +2 (+2 base), Reflex +2 (+0 base, +2 Dex), Will -2 (+0 base, -2 Wis)

Toboggan: While on any smooth downward slope (such as smooth stone or ice) an otterfolk can add 20 feet to their movement provided that they are moving down the slope.

Skills: Otterfolk gain a +2 racial bonus to search and notice checks. An otterfolk has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Most otterfolk encountered outside their homes are warriors; the information presented here is for one of 1st level.

Otterfolk Background Traits: Otterfolk possess the following background traits.

- Ability Adjustments:** -1 Strength, +2 Dexterity, -1 Wisdom.
- Bonus Feats:** Night Vision
- Favored Feats:** Acrobatic Bluff, Evasion
- Traits:** Scent

Otterfolk are large humanoid otters. They are friendly and curious by nature. Otterfolk dwell on lakeshores in temperate areas, living in earthen mounds hollowed out to make surprisingly comfortable homes. Otterfolk are around 3 or 4 feet tall and usually weigh between 35 and 40 pounds.

These gentle creatures are rarely violent unless they feel they or their communities are seriously threatened.

OTYUGH

Type: 6th Level Aberration

Size: Large

Speed: 20 ft.

Abilities: Str +0, Dex +0, Con +1, Int -3, Wis +1, Cha -2

Skills: Notice 6 (+10), Stealth 3 (-1)*

Feats: Attack Focus (tentacle), Double Strike^B, Tough, Improved Grab^B, Skill Focus (Notice)

Traits: Constrict, Darkvision 60 ft., Disease, Scent, Tentacles

Combat: Attack +3 (-1 size, +4 base) (+4 with tentacles), Damage +2 (tentacles or grapple) or +3 (bite), Defense Dodge/Parry +3/- (-1 size, +4 base) (tentacle +8), Initiative +0

Saving Throws: Toughness +8 (+2 size, +1 Con, +4 natural, +1 Tough) (tentacle +4), Fortitude +3 (+2 base, +1 Con), Reflex +2 (+2 base), Will +6 (+5 base, +1 Wis)

Disease: Bite; Fortitude Difficulty 14 resists; flesh fever—incubation period 2 days, damage 1 Dex and 1 Con. The save Difficulty is Constitution-based.

Tentacles: An otyugh's tentacle counts as a Medium held object for the purposes of a sundering attempt. An otyugh that has had its eye-tentacle severed is blinded.

Skills: *An otyugh has a +8 racial bonus on Stealth checks when in its lair, due to its natural coloration.

An otyugh is little more than a massive mouth supported by three stubby legs, and sporting three massive tentacles. The middle tentacle ends in a set of eyes, while the other two are covered in bony spikes. Otyughs eat carrion, garbage, and other less identifiable substances. They are typically found in the sewers and refuse heaps of great cities. A typical otyugh has a body 8 feet in diameter and weighs about 500 pounds. Otyughs speak Common.

An otyugh attacks living creatures if it feels threatened or if it is hungry; otherwise it is content to remain hidden. Otyughs slash and squeeze opponents with their tentacles, which they also use to drag prey into their mouths.

OWL

Type: 1st Level Animal
Size: Tiny
Speed: 10 ft., f y 40 ft. (average)
Abilities: Str -3, Dex +3, Con +0, Int -4, Wis +2, Cha -3
Skills: Notice 4 (+14), Stealth 0 (+24)
Feats: Attack Focus (Talons), Night Vision^B
Traits: —
Combat: Attack +5 (+2 size, +0 base, +3 Dex) (+6 with talons), Damage -2 (talons), Defense Dodge/Parry +5/— (+2 size, +3 Dex), Initiative +3
Saving Throws: Toughness -2 (-2 size), Fortitude +2 (+2 base), Reflex +5 (+2 base, +3 Dex), Will +2 (+0 base, +2 Wis)

Skills: Owls have a +8 racial bonus on Notice checks and a +14 racial bonus on Stealth checks.

The statistics presented here can be used to describe nocturnal birds of prey from 1 to 2 feet long, with wingspans up to 6 feet. They combine both talons into a single attack.

Owls swoop quietly down onto prey, attacking with their powerful talons.

OWL, GIANT

Type: 4th Level Supernatural Beast
Size: Large
Speed: 10 ft., f y 70 ft. (average)
Abilities: Str +4, Dex +3, Con +1, Int +0, Wis +2, Cha +0
Skills: Notice 7 (+20), Stealth 7 (+6)*
Feats: Double Strike^B, Skill Focus (Notice), Wingover
Traits: Superior Night Vision
Combat: Attack +6 (-1 size, +4 base, +3 Dex), Damage +6 (talons) or +7 (bite), Defense Dodge/Parry +6/— (-1 size, +4 base, +3 Dex), Initiative +3
Saving Throws: Toughness +4 (+2 size, +1 Con, +1 natural), Fortitude +5 (+4 base, +1 Con), Reflex +7 (+4 base, +3 Dex), Will +3 (+1 base, +2 Wis)

Superior Night Vision: A giant owl can see five times as far as a human can in dim light.

Skills: Giant owls have a +8 racial bonus on Notice checks. *When in flight, giant owls gain a +8 bonus on Stealth checks.

Carrying Capacity: A light load for a giant owl is up to 300 pounds; a medium load, 301-600 pounds; and a heavy load, 601-900 pounds.

Giant owls are nocturnal birds of prey, feared for their ability to hunt and attack in near silence. They are intelligent, and though naturally suspicious, sometimes associate with good creatures. A typical giant owl stands about 9 feet tall, has a wingspan of up to 20 feet and resembles its smaller cousins in nearly every way except size. Giant owls speak Common and Sylvan.

A giant owl attacks by gliding silently just a few feet above its prey and plunging to strike when directly overhead.

TRAINING A GIANT OWL

Although intelligent, a giant owl requires training before it can bear a rider in combat. To be trained, a giant owl must have a friendly attitude toward the trainer (this can be achieved through a successful Diplomacy check). Training a friendly giant owl requires six weeks of work and a Difficulty 25 Handle Animal check. Riding a giant owl requires an exotic saddle. A giant owl can flight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

OWLBEAR

Type: 5th Level Supernatural Beast
Size: Large
Speed: 30 ft.
Abilities: Str +5, Dex +1, Con +5, Int -4, Wis +1, Cha +0
Skills: Notice 8 (+9)
Feats: Double Strike, Improved Grab^B, Skill Focus (Notice), Track
Traits: Scent
Combat: Attack +5 (-1 size, +5 base, +1 Dex), Damage +7 (claws) or +8 (bite), Defense Dodge/Parry +5/— (-1 size, +5 base, +1 Dex), Initiative +1
Saving Throws: Toughness +9 (+2 size, +5 Con, +2 natural), Fortitude +9 (+4 base, +5 Con), Reflex +5 (+4 base, +1 Dex), Will +2 (+1 base, +1 Wis)

Owlbears have the body of a grizzly bear with an owl head and feathers covering the front limbs. An owlbear's coat ranges in color from brown-black to yellowish brown; its beak is a dull ivory color. Adventurers who have survived encounters with the creature often speak of the bestial madness they glimpsed in its red-rimmed eyes. A full-grown male can stand as tall as 8 feet and weigh up to 1,500 pounds.

Owlbears attack prey—any creature bigger than a mouse—on sight, always fighting to the death. They slash with claws and beak, trying to grab their prey and rip it apart.

PEGASUS

Type: 4th Level Supernatural Beast
Size: Large
Speed: 60 ft., f y 120 ft. (average)
Abilities: Str +4, Dex +2, Con +3, Int +0, Wis +1, Cha +1
Skills: Diplomacy 2 (+3), Notice 5 (+10), Sense Motive 7 (+8)
Feats: Double Strike^B, Iron Will, Move-By Action, Night Vision^B, Power^B
Traits: Darkvision 60 ft., Powers (rank 7, Cha, save Difficulty 13, Heart Reading +8), Scent
Combat: Attack +5 melee (-1 size, +4 base, +2 Dex), Damage +6 (hooves) or +4 (bite), Defense Dodge/Parry +5/— (-1 size, +4 base, +2 Dex), Initiative +2
Saving Throws: Toughness +6 (+2 size, +3 Con, +1 natural), Fortitude +7 (+4 base, +3 Con), Reflex +6 (+4 base, +2 Dex), Will +4 (+1 base, +1 Wis, +2 Iron Will)

Skills: Pegasi have a +4 racial bonus on Notice checks.

Carrying Capacity: A light load for a pegasus is up to 300 pounds; a medium load, 301-600 pounds; and a heavy load, 601-900 pounds.

The pegasus is a magnificent winged horse that sometimes serves the cause of good. Though highly prized as aerial steeds, pegasi are wild and shy creatures not easily tamed. A typical pegasus stands 6 feet high at the shoulder, weighs 1,500 pounds and has a wingspan of 20 feet. Pegasi cannot speak, but they understand Common.

TRAINING A PEGASUS

Although intelligent, a pegasus requires training before it can bear a rider in combat. To be trained, a pegasus must have a friendly attitude toward the trainer (this can be achieved through a successful Diplomacy check). Training a friendly pegasus requires six weeks of work and a Difficulty 25 Handle Animal check. Riding a pegasus requires an exotic saddle. A pegasus can flight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Pegasi mature at the same rate as horses. A pegasus serves virtuous master with absolute faithfulness for life.

PHOENIX

Type: 16th Level Supernatural Beast (Fire)

Size: Medium

Speed: 30 ft., fly 90 ft. (good)

Abilities: Str +5, Dex +8, Con +6, Int +7, Wis +8, Cha +7

Skills: Concentration 19 (+27), Diplomacy 19 (+26), Escape Artist 19 (+27), Knowledge (any two) 19 (+26), Notice 19 (+30), Search 19 (+26), Sense Motive 19 (+27), Stealth 19 (+27)

Feats: Dodge Focus, Fascinate, Improved Initiative, Night Vision^B, Power (3)^B, Power, Skill Focus (Notice), Widen Power

Traits: Damage Reduction 4/supernatural, Darkvision 60 ft., Fiery Rebirth, Immunity to Fire, Petrification and Sleep, Powers (rank 19, Wis, save Difficulty 26; Cure +27, Elemental Blast +27, Fire Shaping +27, Mind Touch +27), Resistance to Electricity 6, Supernatural Resistance 19, Vulnerable to Cold

Combat: Attack +24 (+16 base, +8 Dex), Damage +7 +2 fire (talons or bite), Defense Dodge/Parry +25/— (+16 base, +8 Dex, +1 dodge focus), Initiative +12

Saving Throws: Toughness +12 (+6 Con, +6 natural), Fortitude +16 (+10 base, +6 Con), Reflex +16 (+10 base, +6 Dex), Will +15 (+5 base, +8 Wis, +2 Iron Will)

Fiery Rebirth: A phoenix at “dying” or worse condition on the damage track bursts into a large ball of flame, doing fire damage equal to its level to all creatures within 10 ft. (Difficulty 24 Reflex save for half damage). A newly born phoenix rises from the ashes a round later. The new phoenix is thought to be a reincarnation of its predecessor but has none of the memories of its previous existence. The only way to prevent a phoenix’s fiery rebirth is to slay it under conditions where fire cannot exist, such as conditions of extreme cold or total lack of air. The save Difficulty is Constitution-based.

A newborn phoenix is a Small 4th level Supernatural Beast, and it gains 1 level every 5 years until it is 16th level. It becomes Medium at 8th level.



The phoenix is a sacred peacock-like bird with fiery multicolored plumage. Phoenixes are believed to herald good luck and miraculous events, and are a symbol of wisdom and immortality.

Phoenixes attack with their talons and beak. They prefer not to enter combat at all, and usually flee hostile creatures.

PIT PLANT

Type: 8th Level Plant

Size: Huge

Speed: —

Abilities: Str +8, Dex +0, Con +8, Int —, Wis +0, Cha –5

Skills: Stealth 0 (+12)

Feats: Improved Grab^B

Traits: Digestive Juices, Mimic Sound, Tremor Sense 60 ft.

Combat: Attack +6 (+6 base), Damage nil (tendrils), Defense Dodge/Parry +6/— (+6 base), Initiative +0

Saving Throws: Toughness +14 (+4 size, +8 Con, +2 natural), Fortitude +14 (+6 base, +8 Con), Reflex +2 (+2 base), Will +2 (+2 base)

Digestive Juices: The round after something falls into the maw of a pit plant, the bottom of its mouth begins to fill with digestive juices. All creatures within it take +3 acid damage per round.

Mimic Sound: Pit plants have specialized organs that allow it to mimic various noises its previous meals have made, such as a call for help, in order to lure the unwary into its trap. Listeners must succeed on a Difficulty 20 Notice check to detect the ruse.

Pitfall: Any creature from Tiny to Large size that walks over this mossy area must succeed on a Difficulty 15 Reflex save or fall thirty feet down into the pit plant, landing on the large spike-like thorns at the bottom and suffering +8 damage. Climbing back out requires a successful Difficulty 30 climb check due to numerous slippery downward pointing needles that line the walls of the pit-plant.

Skills: A pit plant has a +20 racial bonus to Stealth checks so long as it remains buried in the ground. A pit plant always takes 10 on its Stealth checks to hide.

A pit plant is a giant carnivorous plant, perhaps related to the tendriculos, that grows beneath the soil. From the surface the pit plant merely looks like a large patch of moss.

This patch of moss is actually a trap-door that leads to a treacherous fall into the plant’s “mouth” where the victim may be impaled on thorn-like spikes. If a victim’s companions run to the edge of the pit to aid their friend, the pit plant attempts to grab them with its leaf-like tendrils, and drop them into its pit-like mouth as well.

PLANETOUCHEDED (GENERAL)

Planetouched is a general word to describe someone who can trace his or her bloodline back to an outsider, usually a fiend or celestial.

The effects of having a supernatural being in one’s heritage last for many generations. Although not as dramatically altered as a half-celestial or a half-fiend, planetouched still retain some special qualities.

The two planetouched varieties described here are the most common. Aasimars are humans with some trace of celestial blood in their veins, and tieflings have some fiendishness in their family tree.

AASIMAR (1ST-LEVEL WARRIOR)

Type: 1st Level Outsider (Native)

Size: Medium

Speed: 30 ft.

Abilities: Str +1, Dex +0, Con +1, Int +0, Wis +0, Cha +0

Skills: Knowledge (theology and philosophy) 4 (+4), Medicine 4 (+4), Notice 4 (+6), Ride 4 (+4)
Feats: Light Armor Training, Heavy Armor Training, Power^B, Shield Training, Weapon Training
Traits: Darkvision 60 ft., Powers (rank 4, Wis, save Difficulty 11, Purifying Light +4), Resistance to Acid 2, Cold 2, and Electricity 2
Combat: Attack +1 (+1 base), Damage +4 (sword, crit 19-20/+3), Defense Dodge/Parry +4/+5 (+1 base, +1 Str, +3 large metal shield), Initiative +0
Saving Throws: Toughness +5 (+1 Con, +4 breastplate), Fortitude +3 (+2 base, +1 Con), Reflex +0 (+0 base), Will +0 (+0 base)

Skills: An aasimar has a +2 racial bonus on Notice checks.

Aasimars are usually tall, good-looking, and generally pleasant. Some have a minor physical trait suggesting their heritage, such as silver hair, golden eyes or an unnaturally intense stare. Most aasimars are decidedly virtuous. They fight against evil causes and attempt to sway others to do the right thing. Occasionally they take on the vengeful, judgmental aspect of their celestial ancestor, but this is rare.

Aasimars usually like a fair, straightforward contest. Against a particularly evil foe, however, they fight with utter conviction and to the death.

Most aasimar's encountered outside their homes are warriors; the information presented here is for one of 1st level.

TIEFLING (1ST-LEVEL WARRIOR)

Type: 1st Level Outsider (Native)
Size: Medium
Speed: 30 ft.
Abilities: Str +1, Dex +1, Con +1, Int +1, Wis -1, Cha -1
Skills: Bluff 4 (+5), Notice 4 (+3), Sleight of Hand 4 (+5, +3 with armor), Stealth 4 (+10, +6 with armor)
Feats: Attack Focus (rapier), Power^B, Light Armor Training, Skill Focus (Stealth), Weapon Training
Traits: Darkvision 60 ft., Powers (rank 4, Cha, save Difficulty 10, Shadow Shaping +3), Resistance to Cold 2, Electricity 2, and Fire 2
Combat: Attack +2 (+1 base, +1 Dex) (+3 with rapier), Damage +3 (rapier, crit 18-20/+3), Defense Dodge/Parry +2/+2 (+1 base, +1 Dex/+1 Str), Initiative +1
Saving Throws: Toughness +3 (+1 Con, +2 studded leather), Fortitude +3 (+2 base, +1 Con), Reflex +1 (+0 base, +1 Dex), Will -1 (+0 base, -1 Wis)

Skills: A tiefling has a +2 racial bonus on Bluff and Stealth checks.

Many tieflings are indistinguishable from humans. Others have small horns, pointed teeth, red eyes, a whiff of brimstone about them, reddening skin or even cloven feet. No two tieflings have the same fendish features.

Tieflings are sneaky, subtle and generally conniving. They prefer to strike from ambush and usually avoid a fight if they can.

PONY

Type: 2nd Level Animal
Size: Medium
Speed: 40 ft.
Abilities: Str +1, Dex +1, Con +1, Int -4, Wis +0, Cha -3
Skills: Notice 5 (+5)
Feats: Endurance, Night Vision^B
Traits: Scent
Combat: Attack +2 (+1 base, +1 Dex) (-3 with hooves*), Damage +0 (hooves)*, Defense Dodge/Parry +2/— (+1 base, +1 Dex), Initiative +1

Saving Throws: Toughness +1 (+1 Con), Fortitude +4 (+3 base, +1 Con), Reflex +4 (+3 base, +1 Dex), Will +0 (+0 base)

Carrying Capacity: A light load for a pony is up to 75 pounds; a medium load, 76-150 pounds; and a heavy load, 151-225 pounds. A pony can drag 1,125 pounds.

The statistics presented here describe a small horse, under 5 feet tall at the shoulder. Ponies are otherwise similar to light horses and cannot fight while carrying a rider.

*A pony not trained for war does not normally use its hooves to attack but rather to run. Its hoof attack is treated as a secondary attack and adds only half the pony's Strength bonus to damage.

PORPOISE

Type: 2nd Level Animal
Size: Medium
Speed: Swim 80 ft.
Abilities: Str +0, Dex +3, Con +1, Int -4, Wis +1, Cha -2
Skills: Notice 5 (+10), Swim 0 (+8)
Feats: Attack Focus (Slam), Night Vision^B
Traits: Blindsight 120 ft., Hold Breath
Combat: Attack +4 (+1 base, +3 Dex) (+5 with slam), Damage +2 (slam), Defense Dodge/Parry +4/— (+1 base, +3 Dex), Initiative +3
Saving Throws: Toughness +1 (+1 Con), Fortitude +4 (+3 base, +1 Con), Reflex +6 (+3 base, +3 Dex), Will +1 (+1 base)

Blindsight: Porpoises can "see" by emitting high-frequency sounds, inaudible to most other creatures, that allow them to locate objects and creatures within 120 feet. An auditory illusion (as generated by the Illusion supernatural power) interferes with this sense and forces the porpoise to rely on its vision, which is approximately as good as a human's

Hold Breath: A porpoise can hold its breath for a number of rounds equal to 60 plus 12 x its Constitution before it risks drowning. (The sample porpoise can hold its breath for 72 rounds).

Skills: A porpoise has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. *A porpoise has a +4 racial bonus on Notice checks. These bonuses are lost if its Blindsight is negated.

Porpoises are mammals that tend to be playful, friendly and helpful. Porpoises have been known to aid sailors lost or adrift at sea, guiding them to the nearest land. A typical porpoise is 4 to 6 feet long and weighs 110 to 160 pounds. The statistics presented here can describe any small whale of similar size.

PRAETOR OF SOULS

Size: Large 19th Level Outsider (Extraplanar)
Speed: 40 ft.
Abilities: Str +8, Dex +6, Con +6, Int +5, Wis +8, Cha +3
Skills: Bluff +25, Concentration +30, Diplomacy +25, Intimidate +25, Knowledge (theology and philosophy) +27, Knowledge (any two) +27, Notice +30, Search +27, Sense Motive +25, Stealth +24
Feats: Attack Focus (gavel), Improved Strike^B, Iron Will, Night Vision^B, Power (3)^B, Power (3), Taunt, Well Informed, Weapon Training^B
Traits: Damage Reduction 6/supernatural, Darkvision 60 ft., Gavel, Powers (rank 22, Wis, save Difficulty 28, Dominate +30, Heart Reading +33, Suggestion +30, True Vision +30), Resistance to Acid 4, Cold 4, Electricity 4 and Fire 4, Supernatural Resistance 30

Combat: Attack +24 (–1 size, +19 base, +6 Dex) (+26 with +1 *gavel*), Damage +12 (+1 *gavel*), Defense Dodge/Parry +24/+26 (–1 size, +19 base, +6 Dex/+8 Str), Initiative +6

Saving Throws: Toughness +10 (+2 size, +6 Con, +2 natural), Fortitude +17 (+11 base, +6 Con), Reflex +17 (+11 base, +6 Dex), Will +21 (+11 base, +8 Wis, +2 Iron Will)

Gavel: The gavel carried by a praetor of souls is equivalent to a +1 *light mace*. If a praetor of souls is disarmed or the gavel is sundered, the gavel vanishes and reappears intact in the praetor's hand the following round.

These grim beings appear as tall gaunt judges with gavel in hand. Upon their heads sits a large white wig with only a dark void where its face should be and their bodies are dressed in fine judge's robes. A praetor of souls is one of the eternal judges that preside over all mortal souls. Upon death, they review the being's past life, and determine their eternal reward or punishment based upon their virtues, their vices and how the individual has mediated between them over the course of their life. The exact criteria they use are held secret, and their judgments can sometimes seem arbitrary, but they never show any signs of doubt or uncertainty.

A praetor of souls rarely enters combat, instead relying on servants for such base physical activities. When forced into melee a praetor of souls prefers to Dominate foes to get them to submit rather than simply pounding them with its gavel.

PRAYING MANTIS, GIANT

Type: 4th Level Vermin

Size: Large

Speed: 20 ft., fly 40 ft. (poor)

Abilities: Str +4, Dex +1, Con +2, Int —, Wis +2, Cha +0

Skills: Notice 0 (+6), Stealth 0 (+1)*

Feats: Improved Grab^B

Traits: Darkvision 60 ft., Vermin Traits

Combat: Attack +3 (–1 size, +3 base, +1 Dex), Damage +7 (claws) or +4 (bite), Defense Dodge/Parry +3/— (–1 size, +3 base, +1 Dex), Initiative +1

Saving Throws: Toughness +7 (+2 size, +2 Con, +3 natural), Fortitude +6 (+4 base, +2 Con), Reflex +2 (+1 base, +1 Dex), Will +3 (+1 base, +2 Wis)

Improved Grab: To use this ability, a giant praying mantis must hit with its claws attack. If it wins the ensuing grapple check, it establishes a hold and makes a bite attack as a primary attack (at its full +3 combat bonus).

Skills: A giant praying mantis has a +4 racial bonus on Stealth and Notice checks. *Because of its camouflage, the Stealth bonus increases to +12 when a mantis is surrounded by foliage.

This patient carnivore remains completely still as it waits for prey to come near.

PSEUDODRAGON

Type: 2nd Level Dragon

Size: Tiny

Speed: 15 ft., fly 60 ft. (good)

Abilities: Str –2, Dex +2, Con +1, Int +0, Wis +1, Cha +0

Skills: Diplomacy 5 (+5), Notice 5 (+6), Search 5 (+5), Sense Motive 5 (+6), Stealth 5 (+19)*, Survival 5 (+6)

Feats: Attack Focus (sting), Night Vision^B, Power^B

Traits: Blindsight 60 ft., Darkvision 60 ft., Immunity to Sleep and Paralysis, Poison, Powers (rank 5, Cha, save Difficulty 11, Mind Touch +5), Supernatural Resistance 19

Combat: Attack +6 (+2 size, +2 base, +2 Dex) (+7 with sting), Damage –2 plus poison (sting) or +0 (bite), Defense Dodge/Parry +6/— (+2 size, +2 base, +2 Dex), Initiative +2

Saving Throws: Toughness +1 (–2 size, +1 Con, +2 natural), Fortitude +4 (+3 base, +1 Con), Reflex +5 (+3 base, +2 Dex), Will +4 (+3 base, +1 Wis)

Blindsight: A pseudodragon can locate creatures within 60 feet by non-visual means (mostly hearing and scent, but also by noticing vibration and other environmental clues). Opponents the pseudodragon can't actually see still have total concealment against the pseudodragon.

Poison: Sting; Fortitude Difficulty 14 resists; initial damage sleep for 1 minute, secondary damage sleep for 2 hours. The save Difficulty is Constitution-based and includes a +2 racial bonus.

Skills: Pseudodragons have a chameleon-like ability that grants them a +4 racial bonus on Stealth checks. *In forests or overgrown areas, this bonus improves to +8.

A pseudodragon is a tiny red-scaled dragon with a scorpion-like tail. A pseudodragon has a body about 1 foot long, with a 2-foot tail. It weighs about 7 pounds. A pseudodragon can communicate telepathically and can also vocalize animal noises.

A pseudodragon can deliver a vicious bite, but its principal weapon is its sting-equipped tail.

PURPLE WORM

Type: 16th Level Supernatural Beast

Size: Gargantuan

Speed: 20 ft., burrow 20 ft., swim 10 ft.

Abilities: Str +12, Dex –2, Con +7, Int –5, Wis –1, Cha –1

Skills: Notice 19 (+18), Swim 0 (+20)

Feats: All-Out Attack, Attack Focus (bite), Attack Focus (sting), Cleave, Improved Critical (bite), Improved Grab

Traits: Poison, Swallow Whole, Tremorsense 60 ft.

Combat: Attack +10 (–4 size, +16 base, –2 Dex) (+11 with bite or sting), Damage +20 (bite) or +16 plus poison (sting), Defense Dodge/Parry +10/— (–4 size, +16 base, –2 Dex), Initiative –2

Saving Throws: Toughness +20 (+6 size, +7 Con, +7 natural), Fortitude +17 (+10 base, +7 Con), Reflex +8 (+10 base, –2 Dex), Will +4 (+5 base, –1 Wis)

Poison: Sting; Fortitude Difficulty 25 resists; initial damage 2 Str, secondary damage 3 Str. The save Difficulty is Constitution-based.

Swallow Whole: Creatures one size smaller; +18 bludgeoning damage plus +78 acid damage per round; gizzard Toughness save +10; a purple worm's interior can hold 2 Large, 8 Medium, 32 Small, 128 Tiny, or 512 Diminutive or smaller opponents.

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

A purple worm is a monstrous creature that is little more than a tubular stomach with a massive maw filled with dagger-like teeth. The creature has a poisonous stinger in its tail. A purple worm will eat just about anything organic that will fit into its mouth. The body of a mature purple worm is 5 feet in diameter and 80 feet long, weighing about 40,000 pounds.

In battle, a purple worm forms into a coil 20 feet in diameter, biting and stinging anything within reach.

QUESTING BEAST

Type: 11th Level Supernatural Beast
Size: Large
Speed: 60 ft., climb 20 ft.
Abilities: Str +7, Dex +4, Con +3, Int -3, Wis +1, Cha -2
Skills: Climb 0 (+15), Notice 14 (+18), Stealth 0 (+8), Swim 0 (+15)
Feats: Dodge Focus, Endurance^B, Evasion, Night Vision^B, Run, Skill Focus (Notice), Trailblazer^B
Traits: Darkvision 80 ft., Light Bending, Poison, Scent
Combat: Attack +14 (-1 size, +11 base, +4 Dex), Damage +9 plus poison (bite), Defense Dodge/Parry +15/— (-1 size, +11 base, +4 Dex, +1 dodge), Initiative +4
Saving Throws: Toughness +8 (+2 size, +3 Con, +3 natural), Fortitude +10 (+7 base, +3 Con), Reflex +11 (+7 base, +4 Dex), Will +4 (+3 base, +1 Wis)

Light Bending: A questing beast can bend light around itself to replicate the blur effect of the Light Shaping supernatural power, giving all attackers a 50% miss chance (11 or better on d20).

Poison: Bite; Fortitude Difficulty 17 resists; initial and secondary damage 2 Con. The save Difficulty is Constitution-based.

Skills: A questing beast gains a +8 racial bonus to Climb, Stealth and Swim checks.

This strange animal possesses a snake's head, the body of a leopard, the back legs of a lion and the hooves of a deer. They are cunning beasts and powerful runners that can move through natural thickets and other obstacles with ease. To further their defenses, questing beasts have developed a supernatural ability to bend light around them, causing their images to blur, making their outline less distinct. They have earned themselves a reputation as the ultimate quarry for hunting, and many young warriors and hunters seek to bring one down in order to prove their worth.

While a questing beast is a deadly predator and fights fiercely if cornered, they are extremely shy of humanoid and often flee them on sight.

RAKSHASA

Type: 7th Level Outsider (Native)
Size: Medium
Speed: 40 ft.
Abilities: Str +1, Dex +2, Con +3, Int +1, Wis +1, Cha +3
Skills: Bluff 10 (+17)*, Concentration 10 (+11), Diplomacy 4 (+7), Disguise 10 (+17)*, Intimidate 2 (+5), Notice 10 (+14), Perform (oratory) 8 (+11), Sense Motive 10 (+11), Stealth 10 (+12)
Feats: Dodge Focus, Double Strike^B, Heavy Armor Training^B, Improved Strike^B, Light Armor Training^B, Power (7)^B, Skill Focus (Notice), Skill Training, Weapon Training^B
Traits: Change Shape, Damage Reduction 6/virtue and piercing, Darkvision 60 ft., Powers (rank 10, Cha, save Difficulty 17, Drain Vitality +13, Enhance Ability +13, Illusion +13, Light Shaping +13, Mind Reading +13, Mind Touch +13, Suggestion +13), Supernatural Resistance 27
Combat: Attack +9 (+7 base, +2 Dex), Damage +2 (claws) or +3 (bite), Defense Dodge/Parry +10/+9 (+7 base, +2 Dex/+1 Str, +1 dodge), Initiative +2
Saving Throws: Toughness +7 (+3 Con, +4 natural), Fortitude +8 (+5 base, +3 Con), Reflex +7 (+5 base, +2 Dex), Will +6 (+5 base, +1 Wis)

Change Shape: A rakshasa can assume any humanoid form, or revert to its own form, as a standard action. In humanoid form, a rakshasa loses its claw and bite attacks (although it often equips itself with weapons and armor instead). A rakshasa remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, but the rakshasa reverts to its natural form when killed. A successful use of the True Vision supernatural power reveals its natural form.



Skills: A rakshasa has a +4 racial bonus on Bluff and Disguise checks. *When using change shape, a rakshasa gains an additional +10 circumstance bonus on Disguise checks. If reading an opponent's mind, its circumstance bonus on Bluff and Disguise checks increases by a further +4.

At first glance, the only physical feature that separates a rakshasa from a human being is its tiger-like head. A closer look at a rakshasa reveals that the palms of its hands are where the backs of the hands would be on a human. A rakshasa is about the same height and weight as a human. Rakshasas speak Common, Fiendish and Undercommon.

In close combat, which a rakshasa disdains as ignoble, it employs its sharp claws and powerful bite. Whenever possible, it uses its other abilities to make such encounters unnecessary.

RAVEN

Type: 0th Level Animal
Size: Tiny
Speed: 10 ft., fly 40 ft. (average)
Abilities: Str -5, Dex +2, Con +0, Int -4, Wis +2, Cha -2
Skills: Notice 3 (+5)
Feats: Attack Focus (Claws), Night Vision^B
Traits: —
Combat: Attack +4 (+2 size, +0 base, +2 Dex) (+5 with claws), Damage -5 (claws), Defense Dodge/Parry +4/— (+2 size, +2 Dex), Initiative +2
Saving Throws: Toughness -2 (-2 size), Fortitude +2 (+2 base), Reflex +4 (+2 base, +2 Dex), Will +2 (+0 base, +2 Wis)

These glossy black birds are about 2 feet long and have wingspans of about 4 feet. In many cultures ravens are viewed as supernatural messengers or guides. Some associate them with good luck or trickery while others associate them with dark omens and death. The statistics presented here can describe most non-predatory birds of similar size.

REMORHAZ

Type: 7th Level Supernatural Beast
Size: Huge
Speed: 30 ft., burrow 20 ft.
Abilities: Str +8, Dex +1, Con +5, Int -3, Wis +1, Cha +0
Skills: Notice 10 (+15)
Feats: All-Out Attack, Attack Focus (bite), Improved Grab, Night Vision^B
Traits: Darkvision 60 ft., Heat, Swallow Whole, Tremorsense 60 ft.
Combat: Attack +6 (-2 size, +7 base, +1 Dex) (+7 with bite), Damage +14 (bite), Defense Dodge/Parry +6/— (-2 size, +7 base, +1 Dex), Initiative +1
Saving Throws: Toughness +14 (+4 size, +5 Con, +5 natural), Fortitude +10 (+5 base, +5 Con), Reflex +6 (+5 base, +1 Dex), Will +3 (+2 base, +1 Wis)

Heat: An enraged remorhaz generates heat so intense that anything touching its body takes +8 fire damage. Creatures striking a remorhaz with natural attacks or unarmed attacks are subject to this damage, but creatures striking with melee weapons do not take damage from the remorhaz's heat. This heat can melt or char weapons; any weapon that strikes a remorhaz is allowed a Dexterity 18 Fortitude save to avoid destruction. The save Dexterity is Constitution-based.

Swallow Whole: Creatures one size category smaller; +12 bludgeoning damage plus +8 fire damage per round; gizzard Toughness save +7; a remorhaz's gizzard can hold 2 Large, 4 Medium, 8 Small, 32 Tiny, 128 Diminutive, or 512 Fine or smaller opponents.

Skills: Remorhazes have a +4 racial bonus on Notice checks.

A remorhaz looks something like a gigantic heavily armored demonic centipede. A remorhaz is whitish-blue in color but pulses with a reddish glow from the heat its body produces. They dwell in arctic regions, burrowing through ice and snow with the heat generated from their bodies. Remorhazes are a little more than 20 feet long, and 5 feet wide. They weigh about 10,000 pounds. Remorhazes cannot speak.

Remorhazes hide under the snow and ice until they hear movement above them, then attack from below and surprise prey.

RHINOCEROS

Type: 8th Level Animal
Size: Large
Speed: 30 ft.
Abilities: Str +8, Dex +0, Con +5, Int -4, Wis +1, Cha -4
Skills: Notice 11 (+15)
Feats: Attack Focus (gore), Endurance, Night Vision^B, Skill Focus (Notice)
Traits: Powerful Charge
Combat: Attack +5 (-1 size, +6 base) (+6 with gore), Damage +12 (gore), Defense Dodge/Parry +5/— (-1 size, +6 base), Initiative +0
Saving Throws: Toughness +7 (+2 size, +5 Con), Fortitude +11 (+6 base, +5 Con), Reflex +6 (+6 base), Will +3 (+2 base, +1 Wis)

Powerful Charge: A rhinoceros deals +16 damage when it makes a charge.

The statistics presented here are based on the African black rhino, which is 6 to 14 feet long, 3 to 6 feet high at the shoulder, and weighs up to 6,000 pounds. These statistics can describe any herbivore of similar size and similar natural weapons (antlers, horns, tusks, or the like).

The rhinoceros is infamous for its bad temper and willingness to charge intruders. When it is harassed or annoyed, a rhinoceros lowers its head and charges.

ROC

Type: 18th Level Animal
Size: Gargantuan
Speed: 20 ft., fly 80 ft. (average)
Abilities: Str +12, Dex +2, Con +7, Int -4, Wis +1, Cha +0
Skills: Notice 21 (+29)
Feats: All-Out Attack, Double Strike, Iron Will, Move-By Action, Night Vision^B, Skill Focus (Notice), Snatch, Wingover
Traits: —
Combat: Attack +11 (-4 size, +13 base, +2 Dex), Damage +16 (talons) or +18 (bite), Defense Dodge/Parry +11/— (-4 size, +13 base, +2 Dex), Initiative +2
Saving Throws: Toughness +17 (+6 size, +7 Con, +4 natural), Fortitude +18 (+11 base, +7 Con), Reflex +13 (+11 base, +2 Dex), Will +9 (+6 base, +1 Wis, +2 Iron Will)

Skills: Rocs have a +4 racial bonus on Notice checks.

A roc is a bird of prey of immense size. A roc's plumage is either dark brown or golden from head to tail. These enormous creatures are 30 feet long from the beak to the base of the tail, with wingspans as wide as 80 feet. A roc weighs about 8,000 pounds.

A roc attacks from the air, swooping earthward to snatch prey in its powerful talons and carry it off for itself and its young to devour. A solitary roc is typically hunting and attack any Medium or larger creature that appears edible. A mated pair of rocs attack in concert, fighting to the death to defend their nests or hatchlings.

ROPER

Type: 10th Level Supernatural Beast
Size: Large
Speed: 10 ft.
Abilities: Str +4, Dex +1, Con +3, Int +1, Wis +3, Cha +1
Skills: Climb 13 (+17), Notice 13 (+17), Stealth 13 (+10)*
Feats: Attack Focus (strand), Double Strike, Improved Initiative, Iron Will, Night Vision^B, Skill Focus (Notice)
Traits: Darkvision 60 ft., Drag, Immunity to Electricity, Resistance to Cold 4, Strands, Supernatural Resistance 30, Vulnerable to Fire, Weakness
Combat: Attack +10 (-1 size, +10 base, +1 Dex) (+11 with strands), Damage nil plus drag (strands) or +8 (bite), Defense Dodge/Parry +10/— (-1 size, +10 base, +1 Dex) (strand +17), Initiative +5
Saving Throws: Toughness +12 (+2 size, +7 Con, +7 natural) (strand +3), Fortitude +10 (+7 base, +3 Con), Reflex +8 (+7 base, +1 Dex), Will +8 (+3 base, +3 Wis, +2 Iron Will)

Drag: If a roper hits with a strand attack, the strand latches onto the opponent's body. This deals no damage but drags the stuck opponent 10 feet closer each subsequent round unless that creature breaks free, which requires a Dexterity 23 Escape Artist check or a Dexterity 19 Strength check. The check Dexterity checks are Strength-based, and the Escape Artist Dexterity check includes a +4 racial bonus. A roper can draw in a creature within 10 feet of itself and bite with a +4 attack bonus in the same round.

Strands: Most encounters with a roper begin when it fires strong, sticky strands. The creature can have up to six strands at once, and they can strike up to 50 feet away (no range increment). A roper can attack with its strands and bite attack in the same round as a full round action.

A strand can be severed using the rules for sundering tentacles (see **Tentacles** in the description of creature traits in **Chapter One** of this book) with the exception that severing a strand deals no damage to a roper. A roper's strand counts as a Tiny held object and has a

Toughness save equal to 1/4 that of the roper. If a strand is severed, the roper can extrude a new one on its next turn as a free action. A strand that has attached to a victim does not get the roper's combat bonus or Dexterity to defense (and has a defense of +6).

Weakness: A roper's strands can sap an opponent's Strength. Anyone grabbed by a strand must succeed on a Difficulty 18 Fortitude save or take 4 points of Strength damage. The save Difficulty is Constitution-based.

Skills: *Ropers have a +8 racial bonus on Stealth checks in stony or icy areas.

A roper is easily mistaken for a large naturally occurring stone pillar until it opens its large central eye and circular maw filled with multiple rows of teeth. A roper also has numerous retractable tentacle-like strands that serve as its limbs for catching prey and drawing it into its mouth to feed. Ropers stand some 9 feet tall and taper from 3 or 4 feet in diameter at the base to 1 foot across at the top. They weigh just over a ton. A roper's coloration and temperature change to match the features of the surrounding cave. Ropers speak Terran and Undercommon.

A roper hunts by standing very still and imitating a bit of rock. This tactic often allows it to attack with surprise. When prey comes within reach, it lashes out with its strands. In melee, it bites adjacent opponents with its powerful maw.

RUST MONSTER

Type: 5th Level Aberration

Size: Medium

Speed: 40 ft.

Abilities: Str +0, Dex +3, Con +1, Int -4, Wis +1, Cha -1

Skills: Notice 8 (+12)

Feats: Skill Focus (Notice), Track

Traits: Darkvision, Rust, Scent

Combat: Attack +6 (+3 base, +3 Dex), Damage nil +rust (antennae touch) or +0 (bite), Defense Dodge/Parry +6/— (+3 base, +3 Dex), Initiative +3

Saving Throws: Toughness +3 (+1 Con, +2 natural), Fortitude +2 (+1 base, +1 Con), Reflex +4 (+1 base, +3 Dex), Will +5 (+4 base, +1 Wis)

Rust: A rust monster that makes a successful antennae touch attack causes the target metal to corrode, falling to pieces and becoming useless immediately. The touch can destroy up to a 10-foot cube of metal instantly. Supernatural armor and weapons, and other supernatural items made of metal, must succeed on a Difficulty 17 Reflex save or be dissolved. The save Difficulty is Constitution-based and includes a +4 racial bonus. A metal weapon that deals damage to a rust monster corrodes immediately. Wooden, stone, and other nonmetallic weapons are unaffected.

A rust monster is an insect-like quadruped that sports two long antennae that protrude out from beneath each of its eyes, and a tail with a bony club at the end. The hide of these creatures varies in color from a yellowish tan underside to a rust-red upper back. A rust monster's prehensile antennae can rust metals on contact. The typical rust monster measures 5 feet long and 3 feet high, weighing 200 pounds.

A rust monster can scent a metal object from up to 90 feet away. When it detects one, it dashes toward the source and attempts to strike it with its antennae. The creature is relentless, chasing prey over long distances if they still possess intact metal objects but usually ceasing its attacks to devour a freshly rusted meal. The creature targets the largest metal object available, striking first at armor, then at shields and smaller items. It prefers ferrous metals (steel or iron) over precious metals (such as gold or silver) but devour the latter if given the opportunity.

SAHUAGIN

Type: 2nd Level Monstrous Humanoid (Aquatic)

Size: Medium

Speed: 30 ft., swim 60 ft.

Abilities: Str +2, Dex +1, Con +1, Int +2, Wis +1, Cha -1

Skills: Handle Animal 5 (+4)*, Notice 5 (+6)*, Profession (hunter) 0 (+1)*, Ride 5 (+6), Swim 0 (+10), Survival 0 (+1)*, Stealth 5 (+6)*

Feats: Double Strike^B, Great Fortitude, Heavy Armor Training^B, Light Armor Training^B, Weapon Training^B

Traits: Blindsight 30 ft., Blood Frenzy, Darkvision 60 ft., Freshwater Sensitivity, Light Blindness, Rake, Speak with Sharks, Water Dependent

Combat: Attack +3 (+2 base, +1 Dex), Damage +5 (trident, crit +4) or +3 (claw or bite) or +2 (rake), Defense Dodge/Parry +3/+4 (+2 base, +1 Dex/+2 Str), Initiative +1

Saving Throws: Toughness +3 (+1 Con, +2 natural), Fortitude +3 (+0 base, +1 Con, +2 Great Fortitude), Reflex +4 (+3 base, +1 Dex), Will +4 (+3 base, +1 Wis)

Blindsight: A sahuagin can locate creatures underwater within a 30-foot radius. This ability works only when the sahuagin is underwater.

Blood Frenzy: Once per day a sahuagin that is brought to "hurt" or worse condition on the damage track can fly into rage in the following round. This ability operates like the Rage feat: +2 Constitution and +2 Strength, and a -2 penalty to defense. A sahuagin cannot end its rage voluntarily and claws and bites madly until either it or its opponent is dead and there are no more enemies in sight.

Freshwater Sensitivity: A sahuagin fully immersed in fresh water must succeed on a Difficulty 15 Fortitude save or suffer a level of fatigue. Even on a success, it must repeat the save attempt every 10 minutes it remains immersed.

Light Blindness: Abrupt exposure to bright light (such as bright sunlight) blinds sahuagin for round. On subsequent rounds, they are dazzled while operating in bright light.

Speak with Sharks: Sahuagin can communicate telepathically with sharks up to 150 feet away. The communication is limited to fairly simple concepts such as "food", "danger" and "enemy". Sahuagin can use the Handle Animal skill to befriend and train sharks.

Water Dependent: Sahuagin can survive out of the water for 60 minutes plus 30 minutes per point of Constitution. After that, refer to the **Hazards and the Environment** section of **Chapter Six** of the *True20 Adventure Roleplaying* book.

Skills: A sahuagin has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. *Underwater, a sahuagin has a +4 racial bonus on Stealth, and Notice checks. *A sahuagin has a +4 racial bonus on Survival and Profession (hunter) checks within 50 miles of its home. *A sahuagin has a +4 racial bonus on Handle Animal checks when working with sharks.

Sahuagins are aquatic humanoids that have qualities reminiscent of both fish and reptiles. The hands of a sahuagin are webbed, and a row of spiny fins line its back and tail. Its mouth is wide and filled with needle sharp fangs. A sahuagin's skin is scaly featuring alternating dark and light green stripes, and a white underbelly. Most sahuagin feature green coloration, darker along the back and lighter on the belly. Many have dark stripes, bands, or spots, but these tend to fade with age. Sahuagins are the natural enemy of aquatic elves. The two cannot coexist peacefully: Wars between them are prolonged, bloody affairs that sometimes interfere with shipping and maritime trade. Sahuagin have an only slightly less vehement hatred for tritons. Adult

male sahuagins stand roughly 6 feet tall and weigh about 200 pounds. Sahuagins speak their own language, Sahuagin. Thanks to their high Intelligence, most sahuagin also speak two bonus languages, usually Common and Aquan.

Sahuagin are savage fighters, asking for and giving no quarter. When swimming, a sahuagin tears with its feet as it strikes with its talons or a weapon. About half of any group of sahuagin are also armed with nets.

SAHUAGIN MUTANTS

About one in two hundred sahuagin has four arms. Such creatures have the All-Around Attack trait and can make four claw attacks or use extra weapons, in addition to the claw and bite attacks as a full round action.

If a community of aquatic elves is located within 100 miles of a sahuagin community, about one in one hundred sahuagin looks just like an aquatic elf. These creatures, called malenti, have a swim speed of 40 feet, can remain out of water for a number of minutes equal to 60 plus 60 per point of Constitution, and have freshwater sensitivity and light sensitivity (dazzled in bright light). Malenti have no natural attacks. They are otherwise identical with sahuagin.

SALAMANDER (GENERAL)

Salamanders are creatures native to the Elemental Plane of Fire. A salamander has the upper body of a scaly hairless humanoid and the lower body of a great serpent. Its skin is rough and scaly and has the appearance of molten lava. Salamanders speak Ignan. Some average salamanders and all nobles also speak Common.

If a salamander has damage reduction, its natural weapons are treated as supernatural weapons for the purpose of overcoming damage reduction. A noble salamander can constrict multiple creatures simultaneously, provided they are all at least two sizes smaller than it.

SALAMANDER, FLAMEBROTHER

Type: 4th Level Outsider (Extraplanar, Fire)

Size: Small

Speed: 20 ft.

Abilities: Str +1, Dex +1, Con +2, Int +2, Wis +2, Cha +1

Skills: Bluf 7 (+8), Craft (blacksmithing) 7 (+13), Diplomacy 7 (+8), Disguise 7 (+8), Intimidate 7 (+8), Notice 7 (+9), Search 7 (+9), Stealth 7 (+12)

Feats: Heavy Armor Training^B, Improved Grab, Improved Strike^B, Light Armor Training^B, Skill Focus (Notice), Weapon Training^B

Traits: Constrict, Darkvision 60 ft., Heat, Immunity to Fire, Vulnerable to Cold

Combat: Attack +6 (+1 size, +4 base, +1 Dex), Damage +3 +2 f re (spear, crit 19-20/+4) or +2 +2 f re (tail slap or grapple), Defense Dodge/Parry +6/+6 (+1 size, +4 base, +1 Dex/+1 Str), Initiative +1

Saving Throws: Toughness +4 (–1 size, +2 Con, +3 natural), Fortitude +6 (+4 base, +2 Con), Reflex +5 (+4 base, +1 Dex), Will +6 (+4 base, +2 Wis)

SALAMANDER, AVERAGE

Type: 9th Level Outsider (Extraplanar, Fire)

Size: Medium

Speed: 20 ft.

Abilities: Str +2, Dex +1, Con +2, Int +2, Wis +2, Cha +1

Skills: Bluf 12 (+13), Craft (blacksmithing) 12 (+18), Diplomacy 12 (+13), Disguise 12 (+13), Intimidate 12 (+13), Notice 12 (+14), Search 12 (+14), Stealth 12 (+13)

Feats: All-Out Attack, Heavy Armor Training^B, Improved Grab, Improved Strike^B, Light Armor Training^B, Skill Focus (Notice), Weapon Training^B

Traits: Constrict, Damage Reduction 4/supernatural, Darkvision 60 ft., Heat, Immunity to Fire, Vulnerable to Cold

Combat: Attack +10 (+9 base, +1 Dex), Damage +5 +2 f re (spear, crit 19-20/+4), or +6 +2 f re (tail slap or grapple), Defense Dodge/Parry +10/+11 (+9 base, +1 Dex/+2 Str), Initiative +1

Saving Throws: Toughness +5 (+2 Con, +3 natural), Fortitude +8 (+6 base, +2 Con), Reflex +7 (+6 base, +1 Dex), Will +8 (+6 base, +2 Wis)

SALAMANDER, NOBLE

Type: 15th Level Outsider (Extraplanar, Fire)

Size: Large

Speed: 20 ft.

Abilities: Str +6, Dex +1, Con +3, Int +3, Wis +2, Cha +2

Skills: Bluf 18 (+20), Craft (blacksmithing) 18 (+27), Diplomacy 18 (+20), Disguise 18 (+20), Intimidate 18 (+20), Notice 18 (+20), Search 18 (+21), Sense Motive 18 (+20), Stealth 18 (+15)

Feats: All-Out Attack, Cleave, Great Cleave, Heavy Armor Training^B, Improved Grab, Improved Strike^B, Light Armor Training^B, Power (2)^B, Skill Focus (Craft [blacksmithing]), Skill Focus (Notice), Weapon Training^B

Traits: Constrict, Damage Reduction 6/supernatural, Darkvision 60 ft., Heat, Immunity to Fire, Powers (rank 18, Wis, save Difficulty 20, Elemental Blast +20, Fire Shaping +20), Vulnerable to Cold

Combat: Attack +15 melee (–1 size, +15 base, +1 Dex) (+18 with +3 *longspear*), Damage +13 +3 f re (+3 *longspear*, crit 19-20/+4) or +12 +3 f re (tail slap or grapple), Defense Dodge/Parry +15/+23 (–1 size, +15 base, +1 Dex/+6 Str [+3 *longspear*]), Initiative +1

Saving Throws: Toughness +9 (+2 size, +3 Con, +4 natural), Fortitude +12 (+9 base, +3 Con), Reflex +10 (+9 base, +1 Dex), Will +11 (+9 base, +2 Wis)

Heat: A salamander generates so much heat that its mere touch deals additional fire damage. Salamanders' metallic weapons also conduct this heat.

Skills: Salamanders have a +4 racial bonus on Craft (blacksmithing) checks.

SATYR

Type: 5th Level Fey

Size: Medium

Speed: 40 ft.

Abilities: Str +0, Dex +1, Con +1, Int +1, Wis +1, Cha +1

Skills: Bluf 8 (+9), Diplomacy 8 (+9), Intimidate 8 (+9), Knowledge (life sciences) 8 (+9), Notice 8 (+16), Perform (wind instruments) 8 (+13), Stealth 8 (+13)

Feats: Dodge Focus, Night Vision^B, Skill Focus (Notice), Tough, Weapon Training^B

Traits: Damage Reduction 2/cold iron, Pipes

Combat: Attack +3 (+2 base, +1 Dex), Damage +2 (head butt) or +2 (short bow, crit +4), Defense Dodge/Parry +4/+3 (+2 base, +1 Dex, +1 dodge), Initiative +1

Saving Throws: Toughness +4 (+1 Con, +2 natural, +1 Tough), Fortitude +2 (+1 base, +1 Con), Reflex +5 (+4 base, +1 Dex), Will +5 (+4 base, +1 Wis)

Pipes: Satyrs can play a variety of magical tunes on their pan pipes. Usually, only one satyr in a group carries pipes. When it plays, all creatures within a 60-foot spread (except satyrs) must succeed on a Difficulty 13 Will save or be affected by either the Heart Shaping,

Sleep or Suggestion supernatural powers as if they were cast by a 10th level adept (rank 13, Cha, save Dif culty 16, Heart Shaping +14, Sleep +14, Suggestion +14). The satyr chooses the tune and its effect. In the hands of other beings, these pipes have no special powers. A creature that successfully saves against any of the pipe's effects cannot be affected by the same set of pipes for 24 hours. The save Dif culty is Charisma-based.

Satyrs, also called fauns, are jubilant and rowdy creatures. A satyr has the upper body of a human, and the lower body and horns of a goat. A satyr's hair is red or chestnut brown, while its hooves and horns are jet black. A satyr almost always has a beard reminiscent of that of a goat. The keen senses of a satyr make it almost impossible to surprise one in the wild. Conversely, with their own natural grace and agility, satyrs can sneak up on travelers who are not carefully watching the surrounding wilderness. Satyrs stand about 5 feet tall and weigh 130 pounds. All satyrs are male. Satyrs speak Sylvan, and most also speak Common.

Once engaged in battle, an unarmed satyr attacks with a powerful head butt. A satyr expecting trouble is likely to be armed with a bow and a knife and typically looses arrows from hiding, weakening an enemy before closing.

SCORPION (GENERAL)

Scorpions are likely to attack any creature that approaches and they usually charge when attacking prey.

SCORPION, TINY

Type: 0th Level Vermin

Size: Tiny

Speed: 20 ft.

Abilities: Str -4, Dex +0, Con +2, Int —, Wis +0, Cha -4

Skills: Climb 0 (+0), Notice 0 (+4), Stealth 0 (+12)

Feats: Double Strike^B, Improved Grab^B

Traits: Constrict, Darkvision 60 ft., Poison, Vermin Traits

Combat: Attack +2 (+2 size, +0 base), Damage -4 (claws or grapple) or -4 plus poison (sting), Defense Dodge/Parry +2/— (+2 size, +0 base), Initiative +0

Saving Throws: Toughness +1 (-2 size, +2 Con, +1 natural), Fortitude +4 (+2 base, +2 Con), Reflex +0 (+0 base), Will +0 (+0 base)

SCORPION, SMALL

Type: 1st Level Vermin

Size: Small

Speed: 30 ft.

Abilities: Str -1, Dex +0, Con +2, Int —, Wis +0, Cha -4

Skills: Climb 0 (+3), Notice 0 (+4), Stealth 0 (+8)

Feats: Double Strike^B, Improved Grab^B

Traits: Constrict, Darkvision 60 ft., Poison, Vermin Traits

Combat: Attack +1 (+1 size, +0 base), Damage -1 (claws or grapple) or -1 plus poison (sting), Defense Dodge/Parry +1/— (+1 size, +0 base), Initiative +0

Saving Throws: Toughness +2 (-1 size, +2 Con, +1 natural), Fortitude +4 (+2 base, +2 Con), Reflex +0 (+0 base), Will +0 (+0 base)

SCORPION, MEDIUM

Type: 2nd Level Vermin

Size: Medium

Speed: 40 ft.

Abilities: Str +1, Dex +0, Con +2, Int —, Wis +0, Cha -4

Skills: Climb 0 (+5), Notice 0 (+4), Stealth 0 (+4)

Feats: Double Strike^B, Improved Grab^B



Traits: Constrict, Darkvision 60 ft., Poison, Vermin Traits

Combat: Attack +1 (+1 base), Damage +2 (claws or grapple) or +2 plus poison (sting), Defense Dodge/Parry +1/— (+1 base), Initiative +0

Saving Throws: Toughness +4 (+2 Con, +2 natural), Fortitude +5 (+3 base, +2 Con), Reflex +0 (+0 base), Will +0 (+0 base)

SCORPION, LARGE

Type: 5th Level Vermin

Size: Large

Speed: 50 ft.

Abilities: Str +4, Dex +0, Con +2, Int —, Wis +0, Cha -4

Skills: Climb 0 (+8), Notice 0 (+4), Stealth 0 (+0)

Feats: Double Strike^B, Improved Grab^B

Traits: Constrict, Darkvision 60 ft., Poison, Vermin Traits

Combat: Attack +2 (-1 size, +3 base), Damage +6 (claws or grapple) or +6 plus poison (sting), Defense Dodge/Parry +2/— (-1 size, +3 base), Initiative +0

Saving Throws: Toughness +7 (+2 size, +2 Con, +3 natural), Fortitude +6 (+4 base, +2 Con), Reflex +1 (+1 base), Will +1 (+1 base)

SCORPION, HUGE

Type: 10th Level Vermin

Size: Huge

Speed: 50 ft.

Abilities: Str +6, Dex +0, Con +3, Int —, Wis +0, Cha -4

Skills: Climb 0 (+10), Notice 0 (+4), Stealth 0 (-4)

Feats: Double Strike^B, Improved Grab^B

Traits: Constrict, Darkvision 60 ft., Poison, Vermin Traits

Combat: Attack +5 (-2 size, +7 base), Damage +9 (claws or grapple) or +8 plus poison (sting), Defense Dodge/Parry +5/— (-2 size, +7 base), Initiative +0

Saving Throws: Toughness +13 (+4 size, +3 Con, +6 natural), Fortitude +10 (+7 base, +3 Con), Ref ex +3 (+3 base), Will +3 (+3 base)

SCORPION, GARGANTUAN

Type: 20th Level Vermin

Size: Gargantuan

Speed: 50 ft.

Abilities: Str +10, Dex +0, Con +3, Int —, Wis +0, Cha -4

Skills: Climb 0 (+14), Notice 0 (+4), Stealth 0 (-8)

Feats: Double Strike^B, Improved Grab^B

Traits: Constrict, Darkvision 60 ft., Poison, Vermin Traits

Combat: Attack +11 (-4 size, +15 base), Damage +14 (claws or grapple) or +14 plus poison (sting), Defense Dodge/Parry +11/- (-4, size +15 base), Initiative +0

Saving Throws: Toughness +18 (+6 size, +3 Con, +9 natural), Fortitude +15 (+12 base, +3 Con), Ref ex +6 (+6 base), Will +6 (+6 base)

SCORPION, COLOSSAL

Type: 40th Level Vermin

Size: Colossal

Speed: 50 ft.

Abilities: Str +12, Dex -1, Con +3, Int —, Wis +0, Cha -4

Skills: Climb +16, Notice +4, Stealth -13

Feats: Double Strike^B, Improved Grab^B

Traits: Constrict, Darkvision 60 ft., Poison, Vermin Traits

Combat: Attack +22 (-8 size, +30 base), Damage +18 (claws or grapple) or +18 plus poison (sting), Defense Dodge/Parry +22/- (-8 size, +30 base), Initiative -1

Saving Throws: Toughness +21 (+8 size, +3 Con, +10 natural), Fortitude +25 (+22 base, +3 Con), Ref ex +12 (+13 base, -1 Dex), Will +13 (+13 base)

Improved Grab: To use this ability, a scorpion must hit with a claw attack. A scorpion can use either its Strength modifier or Dexterity modifier for grapple checks, whichever is better.

Poison: A scorpion has a poisonous sting. The details vary by the scorpion's size, as follows. The save Dif culties are Constitution-based. The indicated damage is initial and secondary damage.

Size	Fort Difficulty	Damage
Tiny	12	1 Con
Small	12	1 Con
Medium	13	1 Con
Large	14	1 Con
Huge	18	2 Con
Gargantuan	23	3 Con
Colossal	22	3 Con

Skills: A scorpion has a +4 racial bonus on Climb, Stealth and Notice checks.

SHADOW (3RD-LEVEL HUMAN WARRIOR)

Type: 3rd Level Undead (Augmented, Incorporeal)

Size: Medium

Speed: Fly 30 ft. (perfect)

Abilities: Str — (+1), Dex +0, Con —, Int -3, Wis +1, Cha +1

Skills: Handle Animal 4 (+3), Intimidate 6 (+7), Notice 6 (+16), Ride 4 (+4), Search 0 (+5), Stealth 2 (+14)

Feats: Attack Focus (sword)^B, Dodge Focus, Light Armor Training, Heavy Armor Training, Shield Training, Skill Focus (Notice), Weapon Training

Traits: Ability Damage, Create Spawn, Human Background Traits, Manifestation, Rejuvenation, Undead Traits, Unnatural Aura

Combat: Attack +3 (+3 base) (+4 with sword), Damage 1 Strength damage (incorporeal touch) or +4 (sword, crit 19-20/+3, against ethereal or incorporeal opponents), Defense Dodge/Parry +5/+7 (+3 base, +1 Cha, +1 Str, +1 dodge, +2 large metal shield, can only parry against ethereal or incorporeal opponents), Initiative +0

Saving Throws: Toughness +1 (+1 undead) (+4 with chainmail, against ethereal or incorporeal opponents), Fortitude +3 (+3 base), Ref ex +1 (+1 base), Will +2 (+1 base, +1 Wis)

Create Spawn: Any humanoid reduced to Strength -5 by a shadow dies and becomes a shadow in 3 rounds.

Manifestation: When a shadow manifests, it can use any powers it possesses on material targets. Only other incorporeal creatures, supernatural weapons or powers can harm a manifested shadow. A manifested shadow can pass through solid objects at will and always moves silently.

Rejuvenation: A destroyed shadow restores itself within eight days with a successful level check (1d20 + shadow's total level) against Dif culty 16.

Strength Damage: The touch of a shadow deals 2 points of Strength damage to a living foe. A creature reduced to -5 Strength by a shadow dies.

Skills: Shadows have a +2 racial bonus on Notice checks and a +4 racial bonus on Search checks. These bonuses stack with the +8 bonus all apparitions have on Notice, Search and Stealth checks. *A shadow gains a +4 racial bonus on Stealth checks in areas of shadowy illumination. In brightly lit areas, it takes a -4 penalty on Stealth checks.



These creatures are spirits of the dead which have come back to haunt the living in the form of an independently animated un-living shadow. A shadow can be difficult to see in dark or gloomy areas but stands out starkly in brightly illuminated places. A shadow is 5 to 6 feet tall and is weightless. Shadows cannot speak intelligibly.

Shadows lurk in dark places, waiting for living prey to happen by.

SHADOW MASTIFF

Type: 4th Level Outsider (Extraplanar)

Size: Medium

Speed: 50 ft.

Abilities: Str +3, Dex +1, Con +3, Int -3, Wis +1, Cha +1

Skills: Notice 7 (+8), Stealth 7 (+8), Survival 7 (+8)*

Feats: Dodge Focus, Improved Initiative, Improved Strike^B, Improved Trip^B, Track^B

Traits: Bay, Darkvision 60 ft., Shadow Blend, Scent

Combat: Attack +5 (+4 base, +1 Dex), Damage +5 (bite), Defense Dodge/Parry +6/+8 (+4 base, +1 Dex/+3 Str, +1 dodge), Initiative +5

Saving Throws: Toughness +4 (+3 Con, +1 natural), Fortitude +7 (+4 base, +3 Con), Reflex +5 (+4 base, +1 Dex), Will +5 (+4 base, +1 Wis)

Bay: When a shadow mastiff howls or barks, all creatures (except outsiders with the vice subtype) within a 300-foot spread must succeed on a Difficulty 13 Will save or become panicked for 5 rounds. This is a sonic mind-affecting fear effect. Whether or not the save is successful, an affected creature is immune to the same mastiff's bay for 24 hours. The save Difficulty is Charisma-based.

Shadow Blend: In any condition of illumination other than full daylight, a shadow mastiff can disappear into the shadows, giving it total concealment.

Skills: *A shadow mastiff has a +4 racial bonus on Survival checks when tracking by scent.

Shadow mastiffs are creatures native to the Plane of Shadow. They are darkness incarnate, beings of living shadow that sometimes cross over into the Material Plane. A shadow mastiff has the body of a large dog, with a smooth black coat and a mouth full of sharp teeth. Shadow mastiffs stand slightly more than 2 feet high at the shoulder and weigh about 200 pounds. Shadow mastiffs cannot speak, but they understand Common.

Shadow mastiffs prefer fighting in shadows or dark conditions, which gives them a great advantage. If a supernatural light source negates the shadows around them, shadow mastiffs are cunning enough to either move out of the light or back off and break up the opposition with their baying.

SHAMBLING MOUND

Type: 8th Level Plant

Size: Medium

Speed: 20 ft., swim 20 ft.

Abilities: Str +5, Dex +0, Con +3, Int -2, Wis +0, Cha -1

Skills: Notice 3 (+7), Stealth 8 (+8)*

Feats: All-Out Attack, Attack Focus (slam), Improved Grab^B, Iron Will, Night Vision^B

Traits: Constrict, Darkvision 60 ft., Immunity to Electricity, Plant Traits, Resistance to Fire 4

Combat: Attack +5 (-1 size, +6 base) (+6 with slam), Damage +9 (slam or grapple), Defense Dodge/Parry +5/— (-1 size, +6 base), Initiative +0

Saving Throws: Toughness +10 (+2 size, +3 Con, +5 natural), Fortitude +9 (+6 base, +3 Con), Reflex +2 (+2 base), Will +4 (+2 base, +2 Iron Will)

Immunity to Electricity: Shamblers take no damage from electricity. Instead, any electricity attack used against a shambler temporarily grants it a +1 increase in Constitution (with a subsequent increase in Toughness and Fortitude saves). The shambler loses these points at the rate of 1 per hour.

Skills: Shamblers have a +4 racial bonus on Notice, and Stealth checks.

*They have a +12 racial bonus on Stealth checks when in a swampy or forested area.

Shambling mounds, also called shamblers, appear to be heaps of rotting vegetation. They are actually intelligent, carnivorous plants. A shambler's brain and sensory organs are located in its upper body. Shamblers have a girth of about 8 feet and stand about 6 feet tall. They weigh about 3,800 pounds.

A shambling mound batters or constricts its opponents with two huge, arm-like appendages.

SHOCKER LIZARD

Type: 2nd Level Supernatural Beast

Size: Small

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

Abilities: Str +0, Dex +2, Con +1, Int -4, Wis +1, Cha -2

Skills: Climb 0 (+10), Jump 5 (+5), Notice 0 (+3), Stealth 0 (+10), Swim 0 (+8)

Feats: Improved Initiative, Night Vision^B

Traits: Darkvision 60 ft., Electricity Sense, Immunity to Electricity, Lethal Shock, Stunning Shock

Combat: Attack +5 (+1 size, +2 base, +2 Dex), Damage +1 (bite), Defense Dodge/Parry +5/— (+1 size, +2 base, +2 Dex), Initiative +6

Saving Throws: Toughness +1 (-1 size, +1 Con, +1 natural), Fortitude +4 (+3 base, +1 Con), Reflex +5 (+3 base, +2 Dex), Will +1 (+0 base, +1 Wis)

Electricity Sense: Shocker lizards automatically detect any electrical discharges within 100 feet.

Lethal Shock: Whenever two or more shocker lizards are within 20 feet of each other, they can work together to create a lethal shock. This effect has a radius of 20 feet, centered on any one contributing lizard. The shock deals +6 electricity damage for each lizard contributing to it, to a maximum of +24. A Reflex save (Difficulty 10 + number of lizards contributing) reduces the damage by half.

Stunning Shock: Once per round, a shocker lizard can deliver an electrical shock to a single opponent within 5 feet. This attack deals +6 nonlethal damage to living opponents (Reflex Difficulty 12 for half damage). The save Difficulty is Constitution-based.

Skills: Shocker lizards have a +4 racial bonus on Stealth checks due to their coloration. Shocker lizards have a +2 racial bonus on Notice checks. Shocker lizards use their Dexterity modifier instead of their Strength modifier for Climb and Jump checks. A shocker lizard has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened. A shocker lizard has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

A shocker lizard has a pale gray or blue underside, shading to a darker hue on its back. It has blue-black markings along its back and tail. They are about 1 foot tall at the shoulder and weigh about 25 pounds.

A shocker lizard relies on its electricity abilities in combat. It tends to bite only after its shock has rendered an opponent unconscious or when the shock seems to have no effect at all. A solitary lizard flees once it delivers its shocks, but if other shocker lizards are nearby, they all home in on their comrade's discharges and attempt to administer their shocks to the foe.

SNAKE, GIANT CONSTRICTOR

Type: 11th Level Animal
Size: Huge
Speed: 30 ft.
Abilities: Str +7, Dex +3, Con +1, Int -5, Wis +1, Cha -4
Skills: Acrobatics 0 (+11), Climb 2 (+17), Notice 1 (+9), Stealth 10 (+12), Swim 1 (+16)
Feats: Endurance, Improved Grab^B, Skill Focus (Notice), Skill Focus (Stealth), Tough
Traits: Constrict, Scent
Combat: Attack +9 (-2 size, +8 base, +3 Dex), Damage +10 (bite or grapple), Defense Dodge/Parry +9/— (-2 size, +8 base, +3 Dex), Initiative +3
Saving Throws: Toughness +6 (+4 size, +1 Con, +1 Tough), Fortitude +8 (+7 base, +1 Con), Reflex +10 (+7 base, +3 Dex), Will +4 (+3 base, +1 Wis)

Giant constrictor snakes are more aggressive than their smaller cousins, principally because they need a great amount of food to survive. Snakes in general are often used as religious symbols, often with contradictory natures of creation and destruction or wisdom and deceit.

Skills: Snakes have a +4 racial bonus on Stealth and Notice checks and a +8 racial bonus on Acrobatics and Climb checks. A snake can always choose to take 10 on a Climb check, even if rushed or threatened. Snakes use either their Strength modifier or Dexterity modifier for Climb checks, whichever is higher. A snake has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

SPECTRE (7TH-LEVEL HUMAN WARRIOR)

Type: 7th Level Undead (Augmented, Incorporeal)
Size: Medium
Speed: Fly 30 ft. (perfect)
Abilities: Str — (+1), Dex +0, Con —, Int +1, Wis +2, Cha +1
Skills: Handle Animal 4 (+3), Intimidate 10 (+11), Knowledge (theology and philosophy) 6 (+7), Notice 10 (+20), Ride 4 (+4), Search 0 (+9), Stealth 0 (+8)
Feats: Attack Focus (incorporeal touch), Attack Focus (sword)^B, Blind-Fight, Canny Dodge, Dodge Focus, Improved Initiative, Iron Will, Light Armor Training, Heavy Armor Training, Power^B, Shield Training, Weapon Training
Traits: Chill Touch, Create Spawn, Drain Vitality, Human Background Traits, Manifestation, Power (rank 10, Cha, save Difficulty 15, Drain Vitality +11), Rejuvenation, Sunlight Powerlessness, Unnatural Aura
Combat: Attack +7 (+7 base) (+8 with sword or incorporeal touch), Damage +7 cold plus Drain Vitality (incorporeal touch) or +4 (sword, crit 19-20/+3, against ethereal or incorporeal opponents), Defense Dodge/Parry +11/+13 (+7 base, +2 Wis, +1 Str, +1 Cha, +1 dodge, +2 large metal shield, can only parry against ethereal or incorporeal opponents), Initiative +2
Saving Throws: Toughness +3 (+3 undead) (+6 with chainmail, against ethereal or incorporeal opponents, Fortitude +5 (+5), Reflex +2 (+2 base), Will +4 (+2 base, +2 Wis)

Create Spawn: Any humanoid slain by the chilling touch of a spectre becomes a spectre in 3 rounds.

Manifestation: When a spectre manifests, it can use any powers it possesses on material targets. Only other incorporeal creatures, supernatural weapons or powers can harm a manifested spectre. A manifested spectre can pass through solid objects at will and always moves silently.

Rejuvenation: A destroyed spectre restores itself within eight days with a successful level check (1d20 + spectre's total level) against Difficulty 16.

Sunlight Powerlessness: Spectres are powerless in natural sunlight (but not in light created by the Light Shaping supernatural power) and flee from it. A spectre caught in sunlight cannot attack and can take only a single move or standard action per round. It cannot move and attack in the same round unless it charges. A spectre that succeeds on the Will save to avoid fleeing the area of the *shining ward* effect of the Purifying Light power must make another Will save at the same Difficulty or be rendered powerless as if by sunlight. The spectre regains its powers once it leaves the area of the *shining ward*.

Unnatural Aura: Animals, whether wild or domesticated, can sense the unnatural presence of a spectre at a distance of 30 feet. They do not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Skills: Apparitions have a +8 racial bonus on Notice, Search and Stealth checks.

A spectre is a powerful ghost-like undead that looks much as it did in life and can be easily recognized by those who knew the individual or have seen the individual's face in a painting or a drawing. In many cases, the evidence of a violent death is visible on its body. Spectres are the same size they were in life, but are weightless.

In close combat a spectre attacks with its numbing, vitality-draining touch. It makes full use of its incorporeal nature, moving through walls, ceilings and floors as it attacks.

SPHINX (GENERAL)

Sphinxes are enigmatic creatures with great, feathery wings and leonine bodies. All sphinxes are territorial, but the more intelligent ones can differentiate between deliberate intrusion and temporary or inadvertent trespass. A typical sphinx is about 10 feet long and weighs about 800 pounds. Sphinxes speak Sphinx, Common and Draconic.

Most sphinxes fight on the ground, using their wings to help them pounce much as lions do. If outnumbered by earthbound creatures, a sphinx takes wing and attacks on the fly.

ANDROSPHINX

Type: 12th Level Supernatural Beast
Size: Large
Speed: 50 ft., fly 80 ft. (poor)
Abilities: Str +7, Dex +0, Con +4, Int +3, Wis +3, Cha +3
Skills: Intimidate 15 (+18), Knowledge (any two) 15 (+18), Notice 15 (+21), Survival 15 (+18)
Feats: All-Out Attack, Cleave, Double Strike^B, Great Cleave, Move-By Action, Night Vision^B, Power (4)^B, Skill Focus (Notice), Track^B
Traits: Darkvision 60 ft., Powers (rank 15, Wis, save Difficulty 19, Cure +18, Enhance Ability +18, Light Shaping +18, Second Sight +18), Rake, Roar
Combat: Attack +11 (-1 size, +12 base) Damage +9 (claws) or +5 (rake), Defense Dodge/Parry +11/— (-1 size, +12 base), Initiative +0
Saving Throws: Toughness +12 (+2 size, +4 Con, +6 natural), Fortitude +12 (+8 base, +4 Con), Reflex +8 (+8 base), Will +7 (+4 base, +3 Wis)

Roar: Three times per day an androsphinx can loose a mighty roar. The first time it does this, all creatures within 500 feet must succeed on a Difficulty 19 Will save or be affected as though by the *fear* effect of the Heart Shaping supernatural power for 7 rounds. If the sphinx roars a second time during the same encounter, all creatures within

250 feet must succeed on a Difficulty 19 Fortitude save or be paralyzed for 2 rounds, and all those within 90 feet are deafened for 7 rounds (no save). If it roars a third time during the same encounter, all those within 250 feet must succeed on a Difficulty 19 Fortitude save or take 2 points of Strength damage. Strength lost to this attack returns after 5 rounds. In addition, any Medium or smaller creature within 90 feet must succeed on a Difficulty 19 Fortitude save or be thrown to the ground and take +6 damage. The force of this roar is so great that it deals +20 damage to any stone or crystalline object within 90 feet. Supernatural items and held or carried items can avoid damage with a Difficulty 19 Reflex save. Other androsphinxes are immune to these effects. The save Difficulties are Charisma-based.

Androsphinxes have the body of a lion, the wings of a falcon and a human-like head. These sphinxes are always male. Androsphinxes are clever and generally good-natured, but they can be savage opponents.

In battle, an androsphinx rips apart enemies with its razor-sharp claws. It relies on its natural weapons in a fight, employing its supernatural powers for defense or healing.

CRIOSPHINX

Type: 10th Level Supernatural Beast

Size: Large

Speed: 30 ft., fly 60 ft. (poor)

Abilities: Str +6, Dex +0, Con +3, Int +0, Wis +0, Cha +0

Skills: Intimidate 13 (+13), Notice 13 (+13)

Feats: All-Out Attack, Cleave, Double Strike^B, Move-By Action, Night Vision^B, Skill Focus (Notice)

Traits: Darkvision 60 ft., Rake

Combat: Attack +9 (–1 size, +10 base), Damage +10 (gore) or +8 (claws) or +5 (rake), Defense Dodge/Parry +9/— (–1 size, +10 base), Initiative +0

Saving Throws: Toughness +10 (+2 size, +3 Con, +5 natural), Fortitude +10 (+7 base, +3 Con), Reflex +7 (+7 base), Will +3 (+3 base)

A criosphinx has the body of a lion, the wings of a falcon and the head of a ram. These sphinxes are always male. Neither good nor evil, they lack the Intelligence of the androsphinx.

Criosphinxes attack with their claws, as do their kin, but they can also butt with their horns. They don't use supernatural powers and employ only the most simple battle tactics.

GYNOSPHINX

Type: 8th Level Supernatural Beast

Size: Large

Speed: 40 ft., fly 60 ft. (poor)

Abilities: Str +4, Dex +1, Con +1, Int +4, Wis +4, Cha +4

Skills: Bluff 11 (+15), Concentration 11 (+15), Diplomacy 11 (+15), Intimidate 11 (+15), Notice 11 (+15), Sense Motive 11 (+15)

Feats: Double Strike^B, Improved Initiative, Iron Will, Night Vision^B, Power (2)^B, Power

Traits: Darkvision 60 ft., Powers (rank 11, Wis, save Difficulty 18, Mind Touch +15, Scrying +15, Second Sight +15), Rake

Combat: Attack +8 (–1 size, +8 base, +1 Dex), Damage +6 (claws) or +4 (rake), Defense Dodge/Parry +8/— (–1 size, +8 base, +1 Dex), Initiative +5

Saving Throws: Toughness +8 (+2 size, +1 Con, +5 natural), Fortitude +7 (+6 base, +1 Con), Reflex +7 (+6 base, +1 Dex), Will +8 (+2 base, +4 Wis, +2 Iron Will)

A gynosphinx has the hind quarters and forelimbs of a lion, the wings of a falcon and the head and torso of a feral yet beautiful human woman. These sphinxes are the female counterparts of androsphinxes.



In close combat, gynosphinxes use their powerful claws to flay the flesh from their enemies. Despite their deadly nature, they prefer to avoid combat whenever possible.

HIERACOSPHINX

Type: 9th Level Supernatural Beast

Size: Large

Speed: 30 ft., fly 90 ft. (poor)

Abilities: Str +5, Dex +2, Con +2, Int –2, Wis +2, Cha +0

Skills: Notice 12 (+18)

Feats: All-Out Attack, Cleave, Double Strike^B, Move-By Action, Night Vision^B, Skill Focus (Notice)

Traits: Darkvision 60 ft., Pounce, Rake

Combat: Attack +10 (–1 size +9, base, +2 Dex) Damage +9 (bite) or +7 (claws) or +4 (rake), Defense Dodge/Parry +10/— (–1 size, +9 base, +2 Dex), Initiative +2

Saving Throws: Toughness +8 (+2 size, +2 Con, +4 natural), Fortitude +8 (+6 base, +2 Con), Reflex +8 (+6 base, +2 Dex), Will +5 (+3 base, +2 Wis)

Pounce: If a hieracosphinx charges a foe, it can attack a single target with both its claws and its bite in a single round.

Skills: Hieracosphinxes have a +4 racial bonus on Notice checks.

A hieracosphinx has the body of a lion and the head and wings of a great falcon. Hieracosphinxes can make short work of even the most dangerous opponents with their claws. They are not particularly intelligent, but are cunning enough to dive at their enemies from above with their flying ability.

SPIDER (GENERAL)

All spiders are aggressive predators that use their poisonous bites to subdue or kill prey.

Spiders come in two general types: hunters and web-spinners. Hunters rove about, while web-spinners usually attempt to trap prey. Hunting spiders can spin webs to use as lairs, but cannot use their webs as weapons the way web-spinners can. A hunting spider has a base land speed 10 feet faster than the figures given in the stat blocks.

SPIDER, TINY

Type: 0th Level Vermin
Size: Tiny
Speed: 20 ft., climb 10 ft.
Abilities: Str -4, Dex +3, Con +0, Int —, Wis +0, Cha -4
Skills: Climb 0 (+11), Jump 0 (-4)*, Notice 0 (+4)*, Stealth 0 (+15)*
Feats: —
Traits: Darkvision 60 ft., Poison, Tremorsense 60 ft., Vermin Traits, Web
Combat: Attack +5 (+2 size, +0 base, +3 Dex), Damage -4 plus poison (bite), Defense Dodge/Parry +5/— (+2 size, +0 base, +3 Dex), Initiative +3
Saving Throws: Toughness -2 (-2 size), Fortitude +2 (+2 base), Ref ex +3 (+0 base, +3 Dex), Will +0 (+0 base)

SPIDER, SMALL

Type: 1st Level Vermin
Size: Small
Speed: 30 ft., climb 20 ft.
Abilities: Str -2, Dex +3, Con +0, Int —, Wis +0, Cha -4
Skills: Climb 0 (+11), Jump 0 (-2)*, Notice 0 (+4)*, Stealth 0 (+11)*
Feats: —
Traits: Darkvision 60 ft., Poison, Tremorsense 60 ft., Vermin Traits, Web
Combat: Attack +4 (+1 size, +0 base, +3 Dex), Damage -1 plus poison (bite), Defense Dodge/Parry +4/— (+1 size, +0 base, +3 Dex), Initiative +3

Saving Throws: Toughness -1 (-1 size), Fortitude +2 (+2 base), Ref ex +3 (+0 base, +3 Dex), Will +0 (+0 base)

SPIDER, MEDIUM

Type: 2nd Level Vermin
Size: Medium
Speed: 30 ft., climb 20 ft.
Abilities: Str +0, Dex +3, Con +1, Int —, Wis +0, Cha -4
Skills: Climb 0 (+11), Jump 0 (+0)*, Notice 0 (+4)*, Stealth 0 (+7)*
Feats: —
Traits: Darkvision 60 ft., Poison, Tremorsense 60 ft., Vermin Traits, Web
Combat: Attack +4 (+1 base, +3 Dex), Damage +2 plus poison (bite), Defense Dodge/Parry +4/— (+1 base, +3 Dex), Initiative +3
Saving Throws: Toughness +1 (+1 Con), Fortitude +4 (+3 base, +1 Con), Ref ex +3 (+0 base, +3 Dex), Will +0 (+0 base)

SPIDER, LARGE

Type: 4th Level Vermin
Size: Large
Speed: 30 ft., climb 20 ft.
Abilities: Str +2, Dex +3, Con +1, Int —, Wis +0, Cha -4
Skills: Climb 0 (+11), Jump 0 (+2)*, Notice 0 (+4)*, Stealth 0 (+3)*
Feats: —
Traits: Darkvision 60 ft., Poison, Tremorsense 60 ft., Vermin Traits, Web
Combat: Attack +5 (-1 size, +3 base, +3 Dex), Damage +5 plus poison (bite), Defense Dodge/Parry +5/— (-1 size, +3 base, +3 Dex), Initiative +3
Saving Throws: Toughness +4 (+2 size, +1 Con, +1 natural), Fortitude +5 (+4 base, +1 Con), Ref ex +4 (+1 base, +3 Dex), Will +1 (+1 base)

SPIDER, HUGE

Type: 8th Level Vermin
Size: Huge
Speed: 30 ft., climb 20 ft.
Abilities: Str +4, Dex +3, Con +2, Int —, Wis +0, Cha -4
Skills: Climb 0 (+12), Jump 0 (+4)*, Notice 0 (+4)*, Stealth 0 (-1)*
Feats: —
Traits: Darkvision 60 ft., Poison, Tremorsense 60 ft., Vermin Traits, Web
Combat: Attack +7 (-2 size, +6 base, +3 Dex), Damage +8 plus poison (bite), Defense Dodge/Parry +7/— (-2 size, +6 base, +3 Dex), Initiative +3
Saving Throws: Toughness +8 (+4 size, +2 Con, +2 natural), Fortitude +8 (+6 base, +2 Con), Ref ex +5 (+3 base, +2 Dex), Will +2 (+3 base)

SPIDER, GARGANTUAN

Type: 16th Level Vermin
Size: Gargantuan
Speed: 30 ft., climb 20 ft.
Abilities: Str +7, Dex +3, Con +2, Int —, Wis +0, Cha -4
Skills: Climb 0 (+15), Jump 0 (+7)*, Notice 0 (+4)*, Stealth 0 (-5)*
Feats: —
Traits: Darkvision 60 ft., Poison, Tremorsense 60 ft., Vermin Traits, Web
Combat: Attack +11 (-4 size, +12 base, +3 Dex), Damage +13 plus poison (bite), Defense Dodge/Parry +11/— (-4 size, +12 base, +3 Dex), Initiative +3
Saving Throws: Toughness +13 (+6 size, +2 Con, +5 natural), Fortitude +12 (+10 base, +2 Con), Ref ex +8 (+5 base, +3 Dex), Will +5 (+5 base)



SPIDER, COLOSSAL

Type: 32nd Level Vermin**Size:** Colossal**Speed:** 30 ft., climb 20 ft.**Abilities:** Str +10, Dex +2, Con +2, Int —, Wis +0, Cha –4**Skills:** Climb 0 (+18), Jump 0 (+10)*, Notice 0 (+4)*, Stealth 0 (–10)*,**Feats:** —**Traits:** Darkvision 60 ft., Poison, Tremorsense 60 ft., Vermin Traits, Web**Combat:** Attack +18 (–8 size, +24 base, +2 Dex), Damage +18 plus poison (bite), Defense Dodge/Parry +18/— (–8 size, +24 base, +2 Dex), Initiative +2**Saving Throws:** Toughness +19 (+8 size, +2 Con, +9 natural), Fortitude +20 (+18 base, +2 Con), Reflex +12 (+10 base, +2 Dex), Will +10 (+10 base)

Poison: A spider has a poisonous bite. The details vary by the spider's size, as shown on the table below. The save Difficulties are Constitution-based. The indicated damage is initial and secondary damage.

Size	Fort Difficulty	Damage
Tiny	10	1 Str
Small	10	1 Str
Medium	12	1 Str
Large	13	2 Str
Huge	16	3 Str
Gargantuan	20	4 Str
Colossal	28	5 Str

Web: Both types of spiders often wait in their webs or in trees, then lower themselves silently on silk strands and leap onto prey passing beneath. A single strand is strong enough to support the spider and one creature of the same size. Web-spinners can throw a web eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size category larger than the spider. An entangled creature can escape with a successful Escape Artist check or burst it with a Strength check. Both are standard actions whose Difficulties are given in the table below. The check Difficulties are Constitution-based, and the Strength check Difficulty includes a +4 racial bonus.

Web-spinners often create sheets of sticky webbing from 5 to 60 feet square, depending on the size of the spider. They usually position these sheets to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed on a Difficulty 20 Notice check to notice a web; otherwise they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot section has the Toughness save given on the table, and sheet webs have damage reduction 2/—.

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

Size	Escape Artist Difficulty	Break Difficulty	Toughness Save
Tiny	10	14	+0
Small	10	14	+1
Medium	12	16	+1
Large	13	17	+2
Huge	16	20	+3
Gargantuan	20	24	+3
Colossal	28	32	+4

Sneak Attack: Hunting spiders receive Sneak Attack as a bonus feat.

Tremorsense: A spider can detect and pinpoint any creature or object within 60 feet in contact with the ground, or within any range in contact with the spider's webs.

Skills: Spiders have a +4 racial bonus on Stealth and Notice checks and a +8 racial bonus on Climb checks. A spider can always choose to take 10 on Climb checks, even if rushed or threatened. Spiders use either their Strength or Dexterity modifier for Climb checks, whichever is higher. *Hunting spiders have a +10 racial bonus on Jump checks and a +8 racial bonus on Notice checks. Web-spinning spiders have a +8 racial bonus on Stealth checks when using their webs.

SPIRIT-HORSE

Type: 6th Level Supernatural Beast**Size:** Large**Speed:** 70 ft.**Abilities:** Str +6, Dex +3, Con +5, Int +1, Wis +4, Cha +4**Skills:** Notice 9 (+13), Sense Motive 9 (+13), Survival 9 (+13)**Feats:** Double Strike^B, Endurance, Iron Will, Night Vision^B, Power (2)^B, Run, Trailblazer^B**Traits:** Powers (rank 9, Wis, save Difficulty 17, Heart Reading +13, Mind Touch +13), Scent**Combat:** Attack +8 (–1 size, +6 base, +3 Dex), Damage +8 (hooves), Defense Dodge/Parry +8/— (–1 size, +6 base, +3 Dex), Initiative +3**Saving Throws:** Toughness +10 (+2 size, +5 Con, +3 Natural), Fortitude +10 (+5 base, +5 Con), Reflex +8 (+5 base, +3 Dex), Will +8 (+2 base, +4 Wis, +2 Iron Will)

Carrying Capacity: A light load for a spirit-horse is up to 520 pounds; a medium load, 521–1,040 pounds; a heavy load 1,041–1,560 pounds. A spirit-horse can drag 7,800 pounds.

Spirit-horses are majestic beasts that roam free across vast plains. They are perfectly formed steeds, often with mixed coloration and special markings. Spirit horses are lords among horses, and any horse gladly does their bidding if they are able. Spirit horses are untamable. They are notoriously difficult to capture, and become violent and uncooperative if they are forced into captivity. If they are not released, they sicken and die within a year. A spirit-horse only carries riders of its own free will, and even then it is only riders of their choosing. Once a spirit horse finds a worthy rider they can become a loyal friend and companion.

SPRITE (GENERAL)

Sprites are reclusive fey. They go out of their way to fight evil and ugliness and to protect their homelands. Sprites fight their opponents with supernatural powers and pint-sized weaponry. They prefer ambushes and other trickery over direct confrontation.

Skills: All sprites have a +2 racial bonus on Search and Notice checks.

GRIG

Type: 1st Level Fey**Size:** Tiny**Speed:** 20 ft., fly 40 ft. (poor)**Abilities:** Str –3, Dex +4, Con +1, Int +0, Wis +1, Cha +2**Skills:** Craft (any one) 4 (+4), Escape Artist 4 (+8), Jump 1 (+6), Notice 4 (+5), Perform (string instruments) 4 (+6), Search 3 (+3), Stealth 4 (+16)**Feats:** Dodge Focus^B, Night Vision^B, Power (3)^B, Power, Weapon Training^B**Traits:** Damage Reduction 2/cold iron, Fiddle, Powers (rank 4, Cha, save Difficulty 13, Fire Shaping +6, Illusion +6, Light Shaping +6, Plant Shaping +6), Supernatural Resistance 17



Combat: Attack +6 (+2 size, +0 base, +4 Dex) Damage –3 (short sword, 19-20/+3) or –3 (bow, crit +4), Defense Dodge/Parry +7/–1 (+2 size, +0 base, +4 Dex/–3 Str, +1 dodge), Initiative +4

Saving Throws: Toughness +0 (–2 size, +1 Con, +1 natural), Fortitude +1 (+0 base, +1 Con), Reflex +6 (+2 base, +4 Dex), Will +3 (+2 base, +1 Wis)

Fiddle: One grig in each band carries a tiny, grig-sized fiddle. When the fiddler plays, any non-sprite within 30 feet of the instrument must succeed on a Difficulty 12 Will save or be magically compelled to do nothing but dance for as long as the playing continues. Once the music stops, a dancer must succeed on a Fortitude save of the same Difficulty or gain a level of fatigue. This spell is broken immediately if any of the dancers are attacked. The save Difficulty is Charisma-based.

Skills: Grigs have a +8 racial bonus on Jump checks.

A grig has the lower body of a grasshopper and the upper body that resembles an elf with two long filamentous antennae protruding from its forehead. Grigs can leap great distances. They have light blue skin, forest-green hair and brown hairy legs, and usually wear tunics or brightly colored vests with buttons made from tiny gems. Grigs stand 1-1/2 feet tall and weigh about 1 pound. Grigs speak Sylvan. Some also speak Common.

Grigs are fierce by sprite standards, attacking opponents fearlessly with bow and knife.

NIXIE

Type: 1st Level Fey (Aquatic)

Size: Small

Speed: 20 ft., swim 30 ft.

Abilities: Str –2, Dex +3, Con +0, Int +1, Wis +1, Cha +4

Skills: Bluff 4 (+8), Craft (any one) 4 (+5), Escape Artist 4 (+7), Handle Animal 4 (+8), Notice 4 (+5), Perform (sing) 4 (+8), Sense Motive 4 (+5), Stealth 0 (+7)*, Swim 0 (+6)

Feats: Animal Empathy^B, Dodge Focus^B, Night Vision^B, Power^B, Power, Weapon Training^B

Traits: Amphibious, Damage Reduction 2/cold iron, Powers (rank 4, Cha, save Difficulty 15, Dominate +8, Suggestion +8), Supernatural Resistance 16, Water Breathing

Combat: Attack +4 (+1 size, +0 base, +3 Dex) Damage –1 (short sword, crit 19-20/+3) or +1 (light crossbow, crit 19-20/+3), Defense Dodge/Parry +5/+0 (+1 size, +0 base, +3 Dex/–2 Str, +1 dodge), Initiative +3

Saving Throws: Toughness –1 (–1 size), Fortitude +0 (+0 base), Reflex +5 (+2 base, +3 Dex), Will +3 (+2 base, +1 Dex)

Amphibious: Although nixies are aquatic, they can survive indefinitely on land.

Water Breathing: Once per day a nixie can bestow the ability to breathe underwater to another creature for a period of 24 hours. Nixies usually bestow this effect on those they Dominate.

Skills: A nixie has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. *Nixies have a +5 racial bonus on Stealth checks when in the water.

Nixies are lake-dwelling fey creatures that swim and play among the weeds and fish of deep fresh water lakes. They prefer not to leave their lakes, rarely venturing more than a few feet from shore. A nixie resembles a tiny elf with webbed hands and feet, green skin and hair and silvery eyes. Most nixies are slim and comely, with lightly scaled, pale green skin and dark green hair. Females often twine shells and pearl strings in their hair and dress in wraps woven from colorful seaweed. Males wear loincloths of the same materials. Nixies are about 4 feet tall and weigh about 45 pounds. Nixies speak Aquan and Sylvan. Some also speak Common.

Nixies rely on their Suggestion and Dominate Supernatural Powers to deter enemies, entering combat only to protect themselves and their territory.

PIXIE

Type: 1st Level Fey

Size: Small

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

Abilities: Str –2, Dex +4, Con +0, Int +3, Wis +2, Cha +3

Skills: Bluff 4 (+7), Concentration 4 (+6), Diplomacy 4 (+7), Escape Artist 4 (+8), Notice 4 (+8), Ride 4 (+8), Search 4 (+9), Sense Motive 4 (+6), Stealth 4 (+12)

Feats: Dodge Focus^B, Night Vision^B, Power (4)^B, Power, Weapon Training^B

Traits: Damage Reduction 4/cold iron, Greater Invisibility, Powers (rank 4, Cha, save Difficulty 14, Heart Reading +7, Illusion +7, Light Shaping +7, Mind Reading +7, Plant Shaping +7), Special Arrows, Supernatural Resistance 15

Combat: Attack +5 (+1 size, +0 base, +4 Dex) Damage –1 (short sword, crit 19-20/+3) or –1 (short bow, crit +4), Defense Dodge/Parry +6/+0 (+1 size, +0 base, +4 Dex/–2 Str, +1 dodge), Initiative +4

Saving Throws: Toughness –1 (–1 size), Fortitude +0 (+0 base), Reflex +6 (+2 base, +4 Dex), Will +4 (+2 base, +2 Wis)

Greater Invisibility: A pixie remains invisible even when it attacks. This ability is constant and not fatiguing to the pixie, but the pixie can suppress or resume it as a free action.

Special Arrows: Pixies sometimes employ arrows that deal no damage but can erase memory or put a creature to sleep.

—**Memory Loss:** An opponent struck by this arrow must succeed on a Difficulty 15 Will save or lose all memory. The save Difficulty is Charisma-based and includes a +2 racial bonus. The subject retains skills, languages and feats abilities but forgets everything else until an adept uses the Mind Touch and Cure supernatural powers on him.

—*Sleep*: Any opponent struck by this arrow, regardless of Level, must succeed on a Difficulty 15 Fortitude save or be affected as though by the Sleep supernatural power. The save Difficulty is Charisma-based and includes a +2 racial bonus.

Pixies are fey pranksters. They are carefree, mischievous creatures that seem to exist only to laugh and cavort playfully. A pixie looks somewhat like a tiny elf with large exaggerated ears and gossamer wings. Most pixies have red hair, green, almond-shaped eyes, upturned noses and freckles. Pixies wear bright clothing, often including a cap and shoes with curled and pointed toes. They grow to about 2-1/2 feet tall and weigh about 30 pounds. Pixies speak Sylvan and Common, and may know other languages as well.

The normally carefree pixies ferociously attack evil creatures and unwanted intruders. They take full advantage of abilities to harass and drive away opponents.

SQUID

Type: 3rd Level Animal (Aquatic)

Size: Medium

Speed: Swim 60 ft.

Abilities: Str +2, Dex +3, Con +0, Int -5, Wis +1, Cha -4

Skills: Notice 6 (+10), Swim 0 (+10)

Feats: Endurance, Improved Grab^B, Night Vision^B, Skill Focus (Notice)

Traits: Ink Cloud, Jet, Tentacles

Combat: Attack +5 (+2 base, +3 Dex), Damage nil (tentacle) or +4 (bite), Defense Dodge/Parry +5/— (+2 base, +3 Dex) (tentacles +10), Initiative +3

Saving Throws: Toughness +0 (tentacles +0), Fortitude +3 (+3 base), Reflex +6 (+3 base, +3 Dex), Will +2 (+1 base, +1 Wis)

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

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

Tentacles: A squid's tentacle counts as a Medium held object for the purposes of a sundering attempt.

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

These free-swimming mollusks are fairly aggressive. They are more feared than sharks in some locales. The stat block here is for aggressive, human-sized species of squid (such as the Humboldt squid). Smaller species exist, but they are generally harmless to anything but fish smaller than they are.

SQUID, GIANT

Type: 12th Level Animal (Aquatic)

Size: Huge

Speed: Swim 80 ft.

Abilities: Str +8, Dex +3, Con +1, Int -5, Wis +1, Cha -4

Skills: Notice 15 (+10), Swim 0 (+160)

Feats: Diehard, Endurance, Improved Grab^B, Night Vision^B, Skill Focus (Notice), Tough (x2)

Traits: Constrict, Ink Cloud, Jet, Tentacles

Combat: Attack +10 (-2 size, +9 base, +3 Dex), Damage +10 (tentacles or grapple) or +14 (bite), Defense Dodge/Parry +10/— (-2 size, +9 base, +3 Dex) (tentacles +13), Initiative +3

Saving Throws: Toughness +7 (+4 size, +1 Con, +2 Tough) (tentacles +3), Fortitude +9 (+8 base, +1 Con), Reflex +11 (+8 base, +3 Dex, Will +5 (+4 base, +1 Wis)

Ink Cloud: A giant squid can emit a cloud of jet-black ink 20 feet high by 20 feet wide by 20 feet long once per minute as a free action. The cloud provides total concealment, which the squid normally uses to escape a losing fight. All vision within the cloud is obscured.

Jet: A giant squid can jet backward once per round as a full-round action, at a speed of 320 feet. It must move in a straight line, but does not provoke attacks of opportunity while jetting.

Tentacles: A giant squid's tentacle counts as a Huge held object for the purposes of a sundering attempt.

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

These voracious creatures can have bodies more than 20 feet long and attack almost anything they meet.

STIRGE

Type: 1st Level Supernatural Beast

Size: Tiny

Speed: 10 ft., fly 40 ft. (average)

Abilities: Str -4, Dex +4, Con +0, Int -5, Wis +1, Cha -2

Skills: Notice 4 (+5), Stealth 4 (+16)

Feats: Night Vision^B, Skill Training

Traits: Attach, Blood Drain, Darkvision 60 ft.

Combat: Attack +7 (+2 size, +1 base, +4 Dex) Damage nil plus attach (bite), Defense Dodge/Parry +7/— (+2 size, +1 base, +4 Dex), Initiative +4

Saving Throws: Toughness -2 (-2 size), Fortitude +2 (+2 base), Reflex +6 (+2 base, +4 Dex), Will +1 (+0 base, +1 Wis)

Attach: If a stirge hits with a fessive attack, it uses its eight pincers to latch onto the opponent's body. An attached stirge is effectively grappling its prey. The stirge loses its Dexterity bonus to defense and has a defense of 12, but holds on with great tenacity. Stirges have a +12 racial bonus on grapple checks. An attached stirge can be struck with a weapon or grappled itself. To remove an attached stirge through grappling, the opponent must achieve a pin against the stirge.

Blood Drain: An attached stirge drains blood, dealing 1 point of Constitution damage in any round when it begins its turn attached to a victim. Once it has dealt 2 points of Constitution damage, it detaches and flies off to digest the meal. If its victim dies before the stirge's appetite has been sated, the stirge detaches and seeks a new target. This attack ignores any manufactured armor its victim is wearing, since the stirge's slender, flexible proboscis can fit through joints or holes in the armor. A stirge cannot drain blood from a creature with damage reduction or with a natural armor bonus of +2 or greater; its proboscis cannot penetrate the creature's skin.

A stirge looks like a cross between a bat and a mosquito. A stirge's coloration ranges from rust-red to reddish-brown, with a dirty yellow underside. The proboscis is pink at the tip, fading to gray at its base. A stirge's body is about 1 foot long, with a wingspan of about 2 feet. It weighs about 1 pound.

A stirge attacks by landing on a victim, finding a vulnerable spot, and plunging its proboscis into the flesh. This is a fessive attack and can target only Small or larger creatures.

SWARM, (GENERAL)

Swarms are dense masses of Fine, Diminutive or Tiny creatures that would not be particularly dangerous in small groups, but can be terrible foes when gathered in sufficient numbers. For game purposes a swarm is defined as a single creature with a space of 10 feet—gigantic hordes are actually composed of dozens of swarms in close proximity. A swarm has a single level, a single initiative modifier, a single speed and a single defense. It makes saving throws as a single creature.

Many different creatures can mass as swarms; bat swarms, centipede swarms, hellwasp swarms, locust swarms, maggot swarms, rat swarms and spider swarms are described here. The swarm's type varies with the nature of the component creature (most are animals or vermin), but all swarms have the swarm subtype.

VULNERABILITIES OF SWARMS

Swarms are extremely difficult to fight with physical attacks. However, they have a few special vulnerabilities, as follows:

A lit torch swung as an improvised weapon deals +1 fire damage per hit. A weapon with a special ability such as flaming or frost deals its full energy damage with each hit, even if the weapon's normal damage can't affect the swarm. A lit lantern can be used as a thrown weapon, dealing +1 fire damage to all creatures in squares adjacent to where it breaks.

SWARM OF BATS

Size: Diminutive 3rd Level Animal (Swarm)

Speed: 5 ft., fly 40 ft. (good)

Abilities: Str -4, Dex +2, Con +0, Int -4, Wis +2, Cha -3

Skills: Notice 6 (+15)

Feats: Lightning Reflexes, Night Vision^B, Skill Focus (Notice)

Traits: Blindsight 20 ft., Distraction, Half Damage from Slashing and Piercing, Swarm Traits, Wounding



Combat: Swarm, Damage +2, Defense Dodge/Parry +8/— (+4 size, +2 base, +2 Dex), Initiative +2

Saving Throws: Toughness -3 (-3 size), Fortitude +3 (+3 base), Reflex +7 (+3 base, +2 Dex, +2 Lightning Reflexes), Will +3 (+1 base, +2 Wis)

Blindsight: A bat swarm notices and locates creatures within 20 feet. Opponents still have total concealment against the bat swarm (but swarm attacks ignore concealment).

Distraction: Any living creature that begins its turn with a swarm in its space must succeed on a Difficulty 11 Fortitude save or be nauseated for 1 round. The save Difficulty is Constitution-based.

Wounding: Any living creature damaged by a bat swarm continues to bleed, taking +1 damage each round thereafter. Multiple wounds do not result in cumulative bleeding loss. The bleeding can be stopped by a Difficulty 10 Medicine check or the application of the Cure supernatural power.

Skills: A bat swarm has a +4 racial bonus on Notice checks. These bonuses are lost if its Blindsight is negated.

A bat swarm is nocturnal, and is never found aboveground in daylight.

A bat swarm seeks to surround and attack any warm-blooded prey it encounters. A bat swarm deals +2 damage to any creature whose space it occupies at the end of its move.

SWARM OF CENTIPEDES

Type: 9th Level Vermin (Swarm)

Size: Diminutive

Speed: 20 ft., climb 20 ft.

Abilities: Str -5, Dex +4, Con -1, Int —, Wis +0, Cha -4

Skills: Climb 0 (+12), Notice 0 (+4)

Feats: —

Traits: Darkvision 60 ft., Distraction, Immune to Weapon Damage, Poison, Swarm Traits, Tremorsense 30 ft., Vermin Traits

Combat: Swarm, Damage +4 plus poison, Defense Dodge/Parry +14/— (+4 size, +6 base, +4 Dex), Initiative +4

Saving Throws: Toughness -4 (-3 size, -1 Con), Fortitude +5 (+6 base, -1 Con), Reflex +7 (+3 base, +4 Dex), Will +3 (+3 base)

Distraction: Any living creature that begins its turn with a centipede swarm in its space must succeed on a Difficulty 13 Fortitude save or be nauseated for 1 round. The save Difficulty is Constitution-based.

Poison: Swarm attack; Fortitude Difficulty 13 resists; initial and secondary damage 1 Dex. The save Difficulty is Constitution-based.

Skills: A centipede swarm has a +4 racial bonus on Notice checks and a +8 racial bonus on Climb checks, and uses its Dexterity modifier instead of its Strength modifier for Climb checks. A centipede swarm has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

A centipede swarm seeks to surround and attack any living prey it encounters. A centipede swarm deals +4 damage to any creature whose space it occupies at the end of its move.

SWARM OF HELLWASPS

Type: 12th Level Supernatural Beast (Extraplanar, Swarm, Vice)

Size: Diminutive

Speed: 5 ft., fly 40 ft.

Abilities: Str -5, Dex +6, Con +2, Int -2, Wis +1, Cha -1

Skills: Notice 15 (+19)

Feats: Ability Focus (poison), Improved Initiative, Iron Will, Night Vision^B, Skill Focus (Notice), Tough

Traits: Damage Reduction 4/supernatural, Darkvision 60 ft., Distraction, Hive Mind, Immune to Weapon Damage, Inhabit, Poison, Resistance to Fire 4, Swarm Traits
Combat: Swarm, Damage +6 plus poison, Defense Dodge/Parry +22/— (+4 size, +12 base, +6 Dex), Initiative +10
Saving Throws: Toughness +0 (–3 size, +2 Con, +1 Tough), Fortitude +10 (+8 base, +2 Con), Reflex +14 (+8 base, +6 Dex), Will +7 (+4 base, +3 Con)

Distraction: Any living creature that begins its turn with a hellwasp swarm in its space must succeed on a Dexterity 18 Fortitude save or be nauseated for 1 round. The save Dexterity is Constitution-based.

Hive Mind: Any hellwasp swarm forms a hive mind, giving it an Intelligence of –2. When a hellwasp swarm is reduced to “dying” condition on the damage track, it becomes mindless.

Inhabit: A hellwasp swarm can enter the body of a helpless or dead creature by crawling into its mouth and other orifices. Inhabiting requires 1 minute, and the victim must be Small, Medium, or Large (although four swarms working together can inhabit a Huge creature). The swarm can abandon the body at any time, although doing this takes 1 full round. Any attack against the host deals half damage to the hellwasp swarm as well, although the swarm’s resistances and immunities may negate some or all of this damage.

If a hellwasp swarm inhabits a dead body, it can restore animation to the creature and control its movements, effectively transforming it into a zombie of the appropriate size for as long as the swarm remains inside. If a hellwasp swarm inhabits a living victim, it can neutralize the effects of its own poison and control the victim’s movement and actions as if using Dominate on the victim. The hellwasps quickly consume a living victim, dealing 2 points of Constitution damage per hour they inhabit a body. A body reduced to Constitution–5 is dead.

A hellwasp-inhabited creature is relatively easy to spot, since its skin crawls with the forms of insects inside. The swarm is intelligent enough to attempt to hide beneath loose clothing or a large cloak to keep its presence from being detected. The swarm can attempt a Disguise check to conceal its inhabitation of a host, with a –4 penalty if currently inhabiting a Small host.

A Cure Disease or Cure supernatural power cast on an inhabited victim forces the hellwasp swarm to abandon its host.

Poison: Swarm attack; Fortitude Dexterity 18 resists; initial and secondary damage 2 Dex. The save Dexterity is Constitution-based.

A single hellwasp resembles a thumb-sized normal wasp, except its carapace is gleaming black with ruby-red stripes, and its compound eyes are an iridescent green. In swarms, hellwasps form a collective hive mind Intelligence with infernal cunning and bloodlust. A hellwasp swarm deals +6 damage to any creature whose space it occupies at the end of its move.

Like any swarm, a hellwasp swarm seeks to surround and attack any living prey it encounters. The swarm can take over the bodies of its prey and infest both the living and the dead, using them as horrible living (or un-living) puppets to accomplish acts of wickedness that a swarm of insects could never attempt. A hellwasp swarm’s attack is treated as a vice-aligned weapon and a supernatural weapon for the purpose of overcoming damage reduction.

SWARM OF LOCUST

Type: 6th Level Vermin (Swarm)
Size: Diminutive
Speed: 10 ft., fly 30 ft. (poor)
Abilities: Str –5, Dex +4, Con –1, Int —, Wis +0, Cha –4
Skills: Notice 0 (+4)

Feats: —
Traits: Darkvision 60 ft., Distraction, Immune to Weapon Damage, Swarm Traits, Vermin Traits
Combat: Swarm, Damage +4, Defense Dodge/Parry +12/— (+4 size, +4 base, +4 Dex), Initiative +4
Saving Throws: Toughness –4 (–3 size, –1 Con), Fortitude +4 (+5 base, –1 Con), Reflex +6 (+2 base, +4 Dex), Will +2 (+2 base)

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

Skills: A locust swarm has a +4 racial bonus on Notice checks.

A locust swarm is a cloud of thousands of winged vermin that devours any organic material in its path. A locust swarm deals +4 damage to any creature whose space it occupies at the end of its move.

A locust swarm surrounds and attacks any living prey it encounters.

SWARM OF MAGGOTS

Type: 4th Level Vermin (Swarm)
Size: Diminutive
Speed: 5 ft.
Abilities: Str –5, Dex +0, Con –1, Int —, Wis +0, Cha –1
Skills: Notice 0 (+4)
Feats: —
Traits: Darkvision 60 ft., Immune to Weapon Damage, Swarm Traits, Vermin Traits
Combat: Swarm, Damage nil or +2, Defense Dodge/Parry +7/— (+4 size, +3 base), Initiative +0
Saving Throws: Toughness –4 (–3 size, –1 Con), Fortitude +3 (+4 base, –1 Con), Reflex +1 (+1 base), Will +1 (+1 base)

Distraction: Any living creature that begins its turn with a maggot swarm in its space must succeed on a Dexterity 19 Fortitude save or be nauseated for 1 round. The save Dexterity is Constitution-based, and includes a +8 racial bonus.

Skills: A maggot swarm has a +4 racial bonus to notice checks.

Maggot swarms are often encountered on battlefields or in old crypts or other places where many dead and decaying bodies might be found. Typically maggots only feed on dead flesh, and are no threat to living creatures. Some rare breeds of maggots have somehow taken an unnatural fancy to living flesh, however, and attempt to consume all creatures in their path, living or dead. A carnivorous maggot swarm deals +2 damage to any creature whose space it occupies at the end of its move.

SWARM OF RATS

Type: 4th Level Animal (Swarm)
Size: Tiny
Speed: 15 ft., climb 15 ft.
Abilities: Str –4, Dex +2, Con +0, Int –4, Wis +1, Cha –4
Skills: Acrobatics +10, Climb +10, Notice +8, Stealth +14, Swim +10
Feats: Night Vision^B
Traits: Disease, Distraction, Half Damage from Slashing and Piercing, Scent, Swarm Traits
Combat: Swarm, Damage +2 plus disease, Defense Dodge/Parry +7/— (+2 size, +3 base, +2 Dex), Initiative +2
Saving Throws: Toughness –2 (–2 size), Fortitude +4 (+4 base), Reflex +6 (+4 base, +2 Dex), Will +2 (+1 base, +1 Wis)

Disease: Swarm attack; Fortitude Dexterity 12 resists; 14th fever—incubation period 2 days; damage 1 Dex and 1 Con. The save Dexterity is Constitution-based.

Distraction: Any living creature that begins its turn with a swarm in its square must succeed on a Difficulty 12 Fortitude save or be nauseated for 1 round. The save Difficulty is Constitution-based.

Skills: A rat swarm has a +4 racial bonus on Stealth checks, and a +8 racial bonus on Acrobatics, Climb, and Swim checks. A rat swarm can always choose to take 10 on all Climb checks, even if rushed or threatened. A rat swarm uses its Dexterity modifier instead of its Strength modifier for Climb and Swim checks. A rat swarm has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Rat swarms usually only exist in the sewers and refuse heaps of great cities, but in times of plenty they can also form in fields and warehouses or other places where grain is stored. A rat swarm seeks to surround and attack any warm-blooded prey it encounters. A rat swarm deals +2 damage to any creature whose space it occupies at the end of its move.

SWARM OF SPIDERS

Type: 2nd Level Vermin (Swarm)

Size: Diminutive

Speed: 20 ft., climb 20 ft.

Abilities: Str -5, Dex +3, Con +0, Int —, Wis +0, Cha -4

Skills: Climb 0 (+11), Notice 0 (+4), Stealth 0 (+19)

Feats: —

Traits: Darkvision 60 ft., Distraction, Poison, Swarm Traits, Tremorsense 30 ft., Vermin Traits

Combat: Swarm, Damage +2 plus poison, Defense Dodge/Parry +8/— (+4 size, +1 base, +3 Dex), Initiative +3

Saving Throws: Toughness -3 (-3 size), Fortitude +3 (+3 base), Reflex +3 (+0 base, +3 Dex), Will +0 (+0 base)

Distraction: Any living creature that begins its turn with a spider swarm in its space must succeed on a Difficulty 11 Fortitude save or be nauseated for 1 round. The save Difficulty is Constitution-based.

Poison: Swarm attack; Fortitude Difficulty 11 resists; initial and secondary damage 1 Str. The save Difficulty is Constitution-based.

Skills: A spider swarm has a +4 racial bonus on Stealth and Notice checks and a +8 racial bonus on Climb checks. It uses its Dexterity modifier instead of its Strength modifier for Climb checks. It can always choose to take 10 on a Climb check, even if rushed or threatened.

Spider swarms are rare, since most species of spider are solitary, territorial creatures. A few spider species live in great communities, however, weaving vast, tent-like webs that can span hundreds of square feet. Spider swarms can also be found deep within the nests of female giant spiders (as hatchlings). A spider swarm deals +2 damage to any creature whose space it occupies at the end of its move.

A spider swarm seeks to surround and attack any living prey it encounters.

TENDRICULOS

Type: 9th Level Plant

Size: Huge

Speed: 20 ft.

Abilities: Str +9, Dex -1, Con +6, Int -4, Wis -1, Cha -4

Skills: Notice 8 (+7), Stealth 12 (+4)

Feats: All-Out Attack, Double Strike^B, Improved Grab^B, Iron Will, Night Vision^B, Skill Training (2)

Traits: Paralysis, Plant Traits, Regeneration 10, Swallow Whole, Tentacles

Combat: Attack +3 (-2 size, +6 base, -1 Dex), Damage +15 (bite) or +11 (tentacles), Defense Dodge/Parry +3/— (-2 size, +6 base, -1 Dex) (tentacles +8), Initiative -1

Saving Throws: Toughness +14 (+4 size, +6 Con, +4 natural) (tentacles +7), Fortitude +12 (+6 base, +6 Con), Reflex +2 (+3 base, -1 Dex), Will +4 (+3 base, -1 Wis, +2 Iron Will)

Regeneration: A tendriculos automatically gains an extra recovery check each round with a +10 bonus. Damage dealt by bludgeoning weapons and acid cannot be healed in this way. A tendriculos that loses part of its body mass can regrow it in 4 minutes. Holding the severed portion against the mass enables it to reattach instantly.

Swallow Whole/Paralysis: Large or smaller creatures; Fortitude Difficulty 20 or be paralyzed 10 rounds, make a new save every round spent inside the tendriculos; +4 acid damage per round; gizzard Toughness save +8. A tendriculos' interior can hold 2 Large, 8 Medium, 32 Small, 128 Tiny, or 512 Diminutive or smaller opponents.

Tentacles: A tendriculos' tentacle counts as a Medium held object for the purposes of a sundering attempt.

A tendriculos is a mound of vegetation that possesses two massive vine-like tentacles, and a gaping maw willed with teeth-like thorns. Tendriculos' can rear up to a height of 15 feet and weigh about 3,500 pounds. Animals and other plant creatures are unnerved by the presence of a tendriculos; they avoid it and any place it has been within the last 24 hours.

Prowling deep forests or waiting in vegetated areas (looking like nothing more than a small hillock), a tendriculos attacks savagely, showing no fear. It attempts to swallow as much flesh as it can, as quickly as it can.

TERMITE, GIANT (GENERAL)

Giant termites are soft-bodied ant-like vermin that are capable of consuming wood. They can be terrible pests near any town or settlement that relies on wood as a major building material. Soldiers and workers are about 6 feet long, nasutes are around 4 feet long, kings can grow up to 9 feet and queens can grow to a length of 16 feet. Giant termites and giant ants are bitter enemies, and their colonies are in constant warfare with one-another.

TERMITE, GIANT WORKER

Type: 2nd Level Vermin

Size: Medium

Speed: 50 ft., climb 20 ft.

Abilities: Str +0, Dex +0, Con +0, Int —, Wis +0, Cha -1

Skills: Climb 0 (+8)

Feats: Favored Foe (plant)^B, Improved Grab^B, Track^B

Traits: Scent, Vermin Traits

Combat: Attack +1 (+1 base), Damage +2 (bite), Defense Dodge/Parry +1/— (+1 base), Initiative +0

Saving Throws: Toughness +2 (+2 natural), Fortitude +3 (+3 base), Reflex +0 (+0 base), Will +0 (+0 base)

TERMITE, GIANT SOLDIER

Type: 2nd Level Vermin

Size: Medium

Speed: 50 ft., climb 20 ft.

Abilities: Str +1, Dex +1, Con +1, Int —, Wis +1, Cha -1

Skills: Climb 0 (+10)

Feats: Favored Foe (plant)^B, Improved Grab^B, Track^B

Traits: Scent, Vermin Traits

Combat: Attack +2 (+1 base, +1 Dex), Damage +3 (bite), Defense Dodge/Parry +2/— (+1 base, +1 Dex), Initiative +1

Saving Throws: Toughness +3 (+1 Con, +2 natural), Fortitude +4 (+3 base, +1 Con), Reflex +1 (+1 Dex), Will +1 (+1 Wis)

TERMITE, GIANT NASUTE

Type: 2nd Level Vermin

Size: Small

Speed: 40 ft., climb 20 ft.

Abilities: Str +0, Dex +1, Con +1, Int —, Wis +1, Cha -1

Skills: 0 (Climb +8)

Feats: Ability Focus (allomone)^B, Track^B

Traits: Allomone Spray, Scent, Vermin Traits

Combat: Attack +3 (+1 size, +1 base, +1 Dex), Damage nil plus allomone spray, Defense Dodge/Parry +3/— (+1 size, +1 base, +1 Dex), Initiative +1

Saving Throws: Toughness +2 (-1 size, +1 Con, +2 natural), Fortitude +4 (+3 base, +1 Con), Reflex +1 (+0 base, +1 Dex), Will +1 (+0 base, +1 Wis)

TERMITE, GIANT KING

Type: 4th Level Vermin

Size: Large

Speed: 40 ft., climb 20 ft.

Abilities: Str +3, Dex +0, Con +1, Int —, Wis +1, Cha +0

Skills: Climb 0 (+11)

Feats: Improved Grab^B, Track^B

Traits: Scent, Vermin Traits

Combat: Attack +2 (-1 size, +3 base), Damage +6 (bite), Defense Dodge/Parry +2/— (-1 size, +3 base), Initiative +0

Saving Throws: Toughness +7 (+2 size, +1 Con, +4 natural), Fortitude +5 (+4 base, +1 Con), Reflex +1 (+1 base), Will +2 (+1 base, +1 Wis)

TERMITE, GIANT QUEEN

Type: 6th Level Vermin

Size: Huge

Speed: 10 ft.

Abilities: Str +4, Dex -2, Con +2, Int —, Wis +1, Cha +0

Skills: —

Feats: Improved Grab^B, Track^B

Traits: Scent, Vermin Traits

Combat: Attack +0 (-2 size, +4 base, -2 Dex), Damage +8 (bite), Defense Dodge/Parry +0/— (-2 size, +4 base, -2 Dex), Initiative -2

Saving Throws: Toughness +9 (+4 size, +2 Con, +3 natural), Fortitude +7 (+5 base, +2 Con), Reflex +0 (+2 base, -2 Dex), Will +3 (+2 base, +1 Wis)

Allomone Spray: A nasute termite attacks by squirting a sticky nauseating substance at intruders through a nozzle on its head. Targets hit by this allomone must succeed on a Difficulty 14 Fortitude save or become nauseated for 5 rounds. The save Difficulty is Constitution-based.

Skills: *Giant termites have a +4 racial bonus on Survival checks when tracking by scent and a +8 racial bonus on Climb checks. A giant termite can always choose to take 10 on Climb checks, even if rushed or threatened.

THOQQUA

Type: 3rd Level Elemental (Earth, Extraplanar, Fire)

Size: Medium

Speed: 30 ft., burrow 20 ft.

Abilities: Str +2, Dex +1, Con +1, Int -2, Wis +1, Cha +0

Skills: Notice +6 (+7), Stealth 2 (+3), Survival 2 (+3)

Feats: Skill Training, Track

Traits: Burn, Darkvision 60 ft., elemental traits, Heat, Immunity to Fire, Tremorsense 60 ft., Vulnerable to Cold

Combat: Attack +3 (+2 base, +1 Dex), Damage +4 +4 fire (slam), Defense Dodge/Parry +3/— (+2 base, +1 Dex), Initiative +1

Saving Throws: Toughness +4 (+1 Con, +3 natural), Fortitude +4 (+3 base, +1 Con), Reflex +2 (+1 base, +1 Dex), Will +2 (+1 base, +1 Wis)

Burn: When a thoqqua hits with its slam attack, the opponent must succeed on a Difficulty 12 Reflex save or catch fire. The save Difficulty is Constitution-based. The flame burns for 3 rounds (if not extinguished sooner), and inflicts +2 fire damage per round. A burning creature can use a full-round action to put out the flame.

Heat: Merely touching or being touched by a thoqqua automatically deals +4 fire damage.

Thoqqas are strange creatures from a transitional plane that borders the Elemental Planes of Earth and Fire. A thoqqua looks like a worm covered in stone-like armored plates and with a drill composed of molten lava for a head. Thoqqas are 1 foot in diameter and 4 to 5 feet long. They weigh about 200 pounds.

When a thoqqua is disturbed, its first instinct is to attack. Its favored tactic is to spring directly at a foe, either by bursting out of the rock or by coiling up its body and launching itself like a spring. Treat this as a charge, even though the thoqqua does not need to move 10 feet before attacking.

THUNDER BIRD

Type: 16th Level Supernatural Beast

Size: Huge

Speed: 30 ft., fly 90 ft. (good)

Abilities: Str +7, Dex +3, Con +6, Int +2, Wis +4, Cha +3

Skills: Diplomacy 19 (+22), Knowledge (life sciences) 19 (+21), Notice 19 (+27), Stealth 19 (+22)

Feats: Double Strike, Evasion^B, Move-By Action, Night Vision^B, Power (2)^B, Power, Snatch, Wingover

Traits: Darkvision 60 ft., Powers (rank 19, Wis, save Difficulty 22, Elemental Blast +23, Wind Shaping +23, Weather Shaping +23)

Combat: Attack +17 (-2 size, +16 base, +3 Dex), Damage +10 (talons) or +11 (bite), Defense Dodge/Parry +17/— (-2 size, +16 base, +3 Dex), Initiative +5

Saving Throws: Toughness +10 (+4 size, +6 Con), Fortitude +16 (+10 base, +6 Con), Reflex +13 (+10 base, +3 Dex), Will +9 (+5 base, +4 Wis)

Skills: Thunder Birds have a +4 racial bonus on Notice checks.

The thunderbird is a great eagle like creature whose wings beat like thunder and whose eyes flash like lightning. The feathers of a thunderbird can be black or brown, with white or golden plumage around the head and in the tail feathers. A thunderbird's haunting cry can be heard echoing for miles through the mountain ranges which it inhabits. Thunderbirds are revered by tribal societies as great weather spirits and forces of nature. Thunderbirds are collectors of knowledge and may spare the life of potential prey in exchange for interesting information or a good story. Thunderbirds are also quite egotistical and often listen to those who approach them as gods or great spirits, bringing sacrifices and praise. Thunderbirds tend to be friendly towards adepts that live in tune with nature and tolerate their presence more than they do other creatures. Thunderbirds speak Auran, Common and Sylvan.

Thunderbirds only fight to protect their aerie, in self-defense, or when hunting for food. However, because they usually only leave their aeries to hunt for food, thunderbirds are often perceived as being more aggressive than they truly are. A party that disturbs a thunderbird's residence are often given a chance to apologize and respectfully leave the area.

TIGER

Type: 6th Level Animal
Size: Large
Speed: 40 ft.
Abilities: Str +6, Dex +2, Con +3, Int -4, Wis +1, Cha -2
Skills: Acrobatics 0 (+6), Notice 4 (+5), Stealth 0 (+4)*, Swim 9 (+15)
Feats: Attack Focus (claw), Double Strike, Improved Grab^B, Night Vision^B, Skill Training
Traits: Pounce, Rake, Scent
Combat: Attack +5 (-1 size, +4 base, +2 Dex) (+6 with claws), Damage +9 (claws) or +10 (bite) or +6 (rake), Damage +10, Defense Dodge/Parry +5/- (-1 size, +4 base, +2 Dex), Initiative +2
Saving Throws: Toughness +5 (+2 size, +3 Con), Fortitude +8 (+5 base, +3 Con), Reflex +7 (+5 base, +2 Dex), Will +3 (+2 base, +1 Wis)

Pounce: If a tiger charges a foe, it can attack a single target with both its claws and its bite in a single round.

Skills: Tigers have a +4 racial bonus on Acrobatics, and Stealth checks.
 *In areas of tall grass or heavy undergrowth, the Stealth bonus improves to +8.

These great cats stand more than 3 feet tall at the shoulder and are about 9 feet long. They weigh from 400 to 600 pounds.

TITAN

Type: 20th Level Outsider (Extraplanar)
Size: Huge
Speed: 30 ft., burrow 20 ft.
Abilities: Str +16, Dex +1, Con +14, Int +5, Wis +9, Cha +7
Skills: Bluff 19 (+26), Climb 19 (+35), Concentration 19 (+28), Craft (any one) 19 (+24), Diplomacy 19 (+26), Intimidate 23 (+30), Jump 19 (+35, +31 with armor), Knowledge (any one) 19 (+24), Medicine 19 (+28), Notice 23 (+32), Perform (oratory) 19 (+26), Sense Motive 21 (+28), Search 19 (+28)
Feats: All-Out Attack, Awesome Blow, Blind-Fight, Cleave, Heavy Armor Training^B, Improved Strike^B, Improved Sunder, Light Armor Training^B, Power (9)^B, Quicken Power, Skill Training, Weapon Training^B
Traits: Damage reduction 6/vice, Darkvision 60 ft., Powers (rank 23, Cha, save Difficulty 29, Cure +30, Elemental Blast +30, Fire Shaping +30, Illusion +30, Light Shaping +30 Purifying Light +30, Suggestion +30, Weather Shaping +30, Wind Shaping +30), Supernatural Resistance 32
Combat: Attack +19 (-2 size, +20 base, +1 Dex) (+22 with +3 warhammer), Damage +24 (+3 warhammer, crit +4) or +20 (javelin) or +16 (slam), Defense Dodge/Parry +18/+37 (-2 size, +20 base, +16 Str [+3 warhammer]), Initiative +1
Saving Throws: Toughness +31 (+4 size, +14 Con, +9 natural, +4 breastplate), Fortitude +26 (+12 base, +14 Con), Reflex +13 (+12 base, +1 Dex), Will +21 (+12 base, +9 Wis)

Titans are huge humanoid outsiders with great power. A titan resembles a powerfully muscled idealized human and is often bathed in a radiant light. Titans rarely venture into the Material Plane, preferring their own homes to the crudity of the mortal world. They are about 25 feet tall and weigh about 14,000 pounds. Titans speak Fiendish, Common, Celestial, Draconic and Giant.

A titan's natural weapons, as well as any weapons it wields, are treated as supernatural for the purpose of overcoming damage reduction.

TOAD

Type: 0th Level Animal
Size: Diminutive
Speed: 5 ft.

Abilities: Str -5, Dex +1, Con +0, Int -5, Wis +2, Cha -3
Skills: Notice 3 (+8), Stealth 0 (+16)
Feats: Night Vision^B, Skill Focus (Notice)
Traits: Amphibious
Combat: Attack—, Damage—, Defense Dodge/Parry +5/— (+4 size, +1 Dex), Initiative +1
Saving Throws: Toughness -3 (-3 size), Fortitude +2 (+2 base), Reflex +3 (+2 base, +1 Dex), Will +2 (+2 base)

Skills: A toad's coloration gives it a +4 racial bonus on Stealth checks.

These diminutive amphibians are innocuous and beneficial, since they eat insects. These statistics can also be used to represent a frog (a Swim speed of 10 ft. and a +8 racial bonus to swim checks). Frogs and toads are often used as symbols of the element of water, rain and fertility.

TREANT

Type: 7th Level Plant
Size: Huge
Speed: 30 ft.
Abilities: Str +9, Dex -1, Con +5, Int +1, Wis +3, Cha +1
Skills: 34 Intimidate 6 (+7), Knowledge (life sciences) 6 (+7), Notice 10 (+13), Sense Motive 6 (+9), Stealth 0 (-9)*, Survival 6 (+9)
Feats: All-Out Attack, Improved Sunder^B, Iron Will, Night Vision^B, Skill Training
Traits: Animate Trees, Damage Reduction 4/slashing, Double Damage Against Objects, Plant Traits, Trample, Vulnerable to Fire
Combat: Attack +2 (-2 size, +5 base, -1 Dex), Damage +13 (slam), Defense Dodge/Parry +2/— (-2 size, +5 base, -1 Dex), Initiative -1
Saving Throws: Toughness +15 (+4 size, +5 Con, +6 natural), Fortitude +10 (+5 base, +5 Con), Reflex +1 (+2 base, -1 Dex), Will +7 (+2 base, +3 Wis, +2 Iron Will)

Animate Trees: A treant can animate trees within 180 feet at will, controlling up to two trees at a time. It takes 1 full round for a normal tree to uproot itself. Thereafter it moves at a speed of 10 feet and fights as a treant in all respects. Animated trees lose their ability to move if the treant that animated them is incapacitated or moves out of range. Animated trees have the same vulnerability to fire that a treant has.

Double Damage Against Objects: A treant or animated tree that makes a full attack against an object or structure deals double damage (+26 slam damage).

Trample: Damage +17; Difficulty 22 Reflex save for half damage. The save Difficulty is Strength-based.

Skills: *Treants have a +16 racial bonus on Stealth checks made in forested areas.

Treants are the guardians of the forest, and work in concert with dryads and green knights to defend the woodlands. A treant is hard to distinguish from a mundane tree at first glance, but closer inspection reveals that it has a vaguely humanoid form and a gnarled human-like face. A treant's leaves are deep green in the spring and summer. In the fall and winter the leaves change to yellow, orange, or red, but they rarely fall out. A treant's legs fit together when closed to look like the trunk of a tree and a motionless treant is nearly indistinguishable from a tree. Most fully grown treants are about 30 feet tall, with a "trunk" about 2 feet in diameter, and weigh over two tons. Treants speak their own language, plus Common and Sylvan. Most also can manage a smattering of just about all other humanoid tongues—at least enough to say "Get away from my trees!"

Treants prefer to watch potential foes carefully before attacking. They often charge suddenly from cover to trample the despoilers of forests. If sorely pressed, they animate trees as reinforcements.

TRITON

Size: Medium 3rd Level Outsider (Native, Water)
Speed: 5 ft., swim 40 ft.
Abilities: Str +1, Dex +0, Con +1, Int +1, Wis +1, Cha +0
Skills: Craft (any one) 6 (+7), Notice 6 (+7), Ride 6 (+6), Search 6 (+7), Sense Motive 6 (+7), Stealth 6 (+6), Survival 6 (+7), Swim 0 (+9)
Feats: Heavy Armor Training^B, Improved Strike^B, Light Armor Training^B, Move-By Action, Power^B, Vehicular Combat (Mounted), Weapon Training^B
Traits: Darkvision 60 ft., Powers (rank 6, Wis, save Dif culty 13, Beast Link +7)
Combat: Attack +3 (+3 base), Damage +4 (trident, crit +4) or +3 (heavy crossbow, crit 19-20/+3), Defense Dodge/Parry +3/+4 (+3 base, +1 Str), Initiative +0
Saving Throws: Toughness +4 (+1 Con, +3 natural), Fortitude +4 (+3 base, +1 Con), Reflex +3 (+3 base), Will +4 (+3 base, +1 Wis)

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

Tritons resemble pointy-eared humans with two powerful fish-tails instead of legs. A triton has silvery skin that fades into silver-blue scales on the lower half of its body. A triton's hair is deep blue or blue-green. Tritons are about the same size and weight as humans. Tritons speak Common and Aquan.

The reclusive tritons prefer to avoid combat, but they fiercely defend their homes. They attack with either melee or ranged weapons as the circumstances warrant. When encountered outside their lair, there is a 90% chance (3 or better on d20) they are mounted on friendly sea creatures such as porpoises.

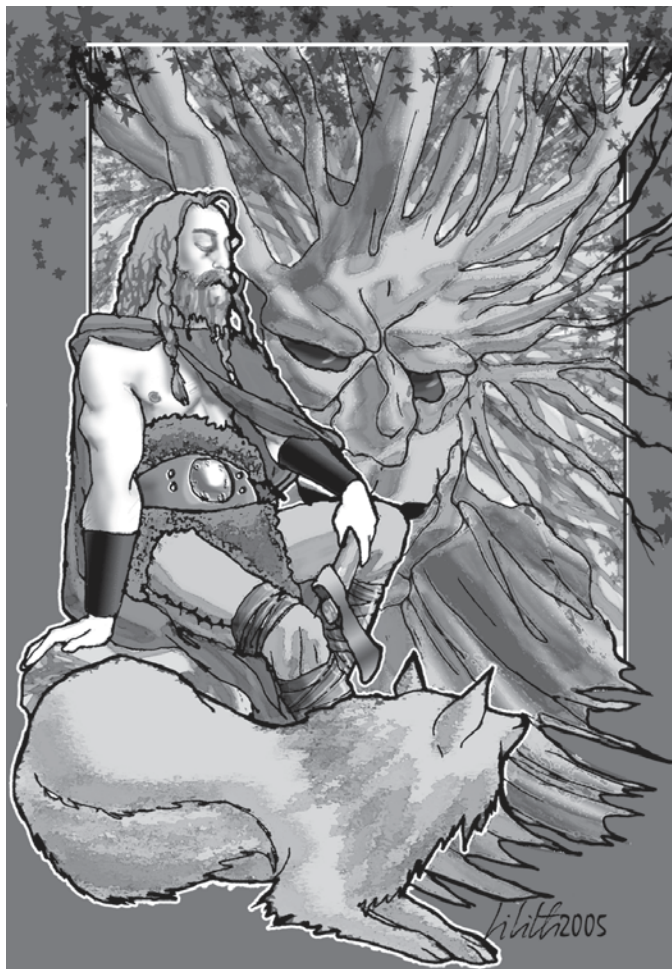
TROGLODYTE

Type: 2nd Level Humanoid (Reptilian)
Size: Medium
Speed: 30 ft.
Abilities: Str +0, Dex -1, Con +2, Int -1, Wis +0, Cha +0
Skills: Notice 4 (+4), Stealth 1 (+4)*
Feats: Attack Focus (javelin), Heavy Armor Training^B, Light Armor Training^B, Weapon Training^B
Traits: Darkvision 90 ft., Stench
Combat: Attack +0 (+1 base, -1 Dex) (+1 with javelin), Damage +2 (club or javelin) or +1 (claws) or +0 (bite), Defense Dodge/Parry +0/+1 (+1 base, -1 Dex), Initiative -1
Saving Throws: Toughness +5 (+2 Con, +3 natural), Fortitude +5 (+3 base, +2 Con), Reflex -1 (+0 base, -1 Dex), Will +0 (+0 base)

Stench: When a troglodyte is angry or frightened, it secretes an oily, musk-like chemical that nearly every form of animal life finds offensive. All living creatures (except troglodytes) within 30 feet of a troglodyte must succeed on a Defense 13 Fortitude save or be sickened for 10 rounds. The save Defense is Constitution-based. Creatures that successfully save cannot be affected by the same troglodyte's stench for 24 hours. A use of the Cure Poison supernatural power removes the effect from the sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.

Skills: The skin of a troglodyte changes color somewhat, allowing it to blend in with its surroundings like a chameleon and providing a +4 racial bonus on Stealth checks. *In rocky or underground settings, this bonus improves to +8.

A troglodyte is a mottled humanoid lizard with greenish-grey skin that is smooth like a frog's. Troglodytes are primitive, subterranean creatures



that live in secluded communities. They rarely venture to the surface world. Troglodytes stand about 5 feet tall and weigh about 150 pounds. Troglodytes speak Draconic.

Half of a group of troglodytes are armed only with claws and teeth; the rest carry one or two javelins and clubs. They normally conceal themselves, and then launch a volley of javelins and close to attack. If the battle goes against them, they retreat and attempt to hide.

TROLL (GENERAL)

Trolls are ugly, violent giants that crave the flesh of other humanoids. A troll usually has green or gray skin, a misshapen nose, warts and powerful limbs that end in clawed hands. The face of a troll is rectangular with menacing yellow eyes, a fang-filled maw and a long hooked nose. The hair is usually greenish black or iron gray. Trolls walk upright but hunched forward with sagging shoulders. Their gait is uneven, and when they run, their arms dangle and drag along the ground. For all this seeming awkwardness, trolls are very agile.

Most trolls have regeneration, while others are vulnerable to sunlight and either turn to stone at its touch or are in some other way hindered by it. All trolls have Darkvision and the Giant subtype.

CAVE TROLL

Type: 6th Level Humanoid (Earth, Giant)
Size: Large
Speed: 40 ft.
Abilities: Str +7, Dex +0, Con +5, Int -2, Wis -1, Cha -1
Skills: Notice 5 (+4), Intimidate 5 (+4), Survival 3 (+2)
Feats: Attack Focus (greatclub), Diehard^B, Night Vision^B, Skill Training, Track, Weapon Training^B

Traits: Darkvision 60 ft., Vulnerable to Sunlight
Combat: Attack +3 (–1 size, +4 base) (+4 with greatclub), Damage +11 (greatclub) or +9 (unarmed), Defense Dodge/Parry +3/+10 (–1 size, +4 base, +7 Str), Initiative +0
Saving Throws: Toughness +7 (+2 size, +5 Con), Fortitude +10 (+5 base, +5 Con), Reflex +2 (+2 base), Will +1 (+2 base, –1 Wis)

Vulnerable to Sunlight: Cave trolls must succeed on a Dexterity 18 Fortitude save on each round in which they are exposed to direct sunlight or be turned to stone.

Cave trolls are large brutish humanoids with thick hides of wart-covered blue-grey skin. They are bullies by nature and survive by taking what they need from those that are weaker than themselves, often by taking it out of their cold dead bodies. Cave trolls hate bright light, and direct sunlight can be lethal to them. Because of this trait, these trolls must seek refuge inside of caves during the day, which is where their namesake comes from. Cave trolls are around 9 feet tall and weigh 600 pounds.

MOUNTAIN TROLL

Type: 8th Level Humanoid (Earth, Giant)
Size: Large
Speed: 40 ft.
Abilities: Str +7, Dex +1, Con +7, Int +0, Wis +0, Cha +0
Skills: Climb 5 (+12), Notice 9 (+9), Intimidate 7 (+7), Survival 5 (+5)
Feats: Attack Focus (greatclub), Diehard^B, Improved Strike^B, Night Vision^B, Skill Training, Track, Weapon Training^B
Traits: Darkvision 60 ft.
Combat: Attack +6 (–1 size, +6 base, +1 Dex) (+7 with greatclub), Damage +11 (greatclub) or +11 (unarmed), Defense Dodge/Parry +6/+12 (–1 size, +6 base, +1 Dex/+7 Str), Initiative +1
Saving Throws: Toughness +9 (+2 size, +7 Con), Fortitude +13 (+6 base, +7 Con), Reflex +3 (+2 base, +1 Dex), Will +2 (+2 base)

Mountain trolls are the larger and more intelligent cousins of cave trolls. Their skin ranges in earth tones, but is most often a dark stone-gray. Their skin gives the impression of a rough-hewn rocky surface crisscrossed with thin veins of quartz. Even though they do not share the vulnerability to sunlight that plagues their lesser kin, they dislike bright light and prefer to be active at night. Perhaps the most dangerous trait of a mountain troll is that it is not nearly as stupid as it first appears. Mountain trolls are at least 10 feet tall and weigh around 800 pounds.

RIVER TROLL

Type: 6th Level Humanoid (Giant)
Size: Large
Speed: 30 ft.
Abilities: Str +6, Dex +2, Con +6, Int –2, Wis –1, Cha –2
Skills: Notice 9 (+11)
Feats: Double Strike^B, Iron Will, Night Vision^B, Skill Focus (Notice), Track, Weapon Training^B
Traits: Darkvision 90 ft., Regeneration 5, Scent
Combat: Attack +5 (–1 size, +4 base, +2 Dex), Damage +8 (claw or bite), Defense Dodge/Parry +5/+9 (–1 size, +4 base, +2 Dex/+6 Str), Initiative +2
Saving Throws: Toughness +10 (+2 size, +6 Con, +2 natural), Fortitude +11 (+5 base, +6 Con), Reflex +4 (+2 base, +2 Dex), Will +3 (+2 base, –1 Wis, +2 Iron Will)

Regeneration: A river troll automatically gains an extra recovery check each round with a +5 bonus. Wounds dealt to the river troll with fire and acid cannot be healed in this way. If a river troll loses a limb or body part, the lost portion regrows in 10 minutes. The creature can reattach the severed member instantly by holding it to the stump.

River trolls are hideous creatures with powerful cord-like limbs and rough wart-covered skin. A river troll's rubbery hide is moss green, mottled green and gray, or putrid gray. Typical adult river trolls stand 9 feet tall and weigh 500 pounds. Females are slightly larger than males. Trolls speak Giant.

Trolls have no fear of death: they launch themselves into combat without hesitation, falling wildly at the closest opponent. Even when confronted with fire, they try to get around the flames and attack.

SCRAG

These cousins of the river troll have the aquatic subtype. They dwell in any body of water in any climate. They have a base land speed of 20 feet and a swim speed of 40 feet and are found only in aquatic environments. They regenerate only if mostly immersed in water, but are otherwise similar to river trolls.

UNICORN

Type: 4th Level Supernatural Beast
Size: Large
Speed: 60 ft.
Abilities: Str +5, Dex +3, Con +5, Int +0, Wis +5, Cha +7
Skills: Jump 5 (+10), Notice 5 (+13), Stealth 5 (+8), Survival 3 (+8)*
Feats: Animal Empathy^B, Night Vision^B, Power (4)^B, Skill Focus (Notice), Skill Training
Traits: Darkvision 60 ft., Horn, Immunity to Poison, Charm and Compulsion, Powers (rank 7, Wis, save Dexterity 19, Cure +14, Cure Poison +14, Heart Reading +14, Teleport +14), Scent
Combat: Attack +6 (–1 size, +4 base, +3 Dex) (+6 with horn), Damage +12 (+3 horn), Defense Dodge/Parry +6/— (–1 size, +4 base, +3 Dex), Initiative +3
Saving Throws: Toughness +10 (+2 size, +5 Con, +3 natural), Fortitude +9 (+4 base, +5 Con), Reflex +7 (+4 base, +3 Dex), Will +6 (+1 base, +5 Wis)

Horn: With a touch of its horn, a unicorn can cure injuries and remove poison from an affected creature's body. In combat, the horn strikes and does damage as a +3 sword.

Skills: Unicorns have a +4 racial bonus on Stealth checks. *Unicorns have a +3 competence bonus on Survival checks within the boundaries of their forest.

Unicorns are lithe yet powerful and magical white steeds of great beauty. Like nymphs and dryads they are a living embodiment of the beauty of nature, and freely associate with most fey creatures and with treants. A unicorn has deep sea-blue, violet, brown or fiery gold eyes. A single straight horn sprouts from its forehead, and males sport a white beard. Adult unicorns grow to 8 feet in length, stand 5 feet high at the shoulder and weigh 1,200 pounds. Females are slightly smaller and slimmer than males. Unicorns speak Sylvan and Common.

Unicorns normally attack only when defending themselves or their forests. They either charge, impaling foes with their horns like lances, or strike with their hooves.

WASP, GIANT

Type: 5th Level Vermin
Size: Large
Speed: 20 ft., fly 60 ft. (good)
Abilities: Str +4, Dex +1, Con +2, Int —, Wis +1, Cha +0
Skills: Notice 0 (+9), Survival 0 (+1)*
Feats: —
Traits: Darkvision 60 ft., Poison, Vermin Traits
Combat: Combat +3 (–1 size, +3 base, +1 Dex), Damage +5 plus poison (sting), Defense Dodge/Parry +3/— (–1 size, +3 base, 1 Dex), Initiative +1

Saving Throws: Toughness +6 (+2 size, +2 Con, +2 natural), Fortitude +6 (+4 base, +2 Con), Reflex +2 (+1 base, +1 Dex), Will +2 (+1 base, +1 Wis)

Poison: Sting; Fortitude Difficulty 14 resists; initial and secondary damage 2 Dex. The save Difficulty is Constitution-based.

Skills: Giant wasps have a +8 racial bonus on Notice checks. *They also have a +4 racial bonus on Survival checks to orient themselves.

Giant wasps attack when hungry or threatened, stinging their prey to death. They take dead or incapacitated opponents back to their lairs as food for their larval young.

WASP, GIANT PARASITIC

Type: 3rd Level Vermin

Size: Medium

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

Abilities: Str +1, Dex +2, Con +1, Int —, Wis +1, Cha +0

Skills: Notice 0 (+9), Survival 0 (+1)*

Feats: —

Traits: Darkvision 60 ft., Implant, Paralysis, Scent, Vermin Traits

Combat: Attack +4 (+2 base, +2 Dex), Damage +3 plus paralysis and implant (sting), Defense Dodge/Parry +4/— (+2 base, +2 Dex), Initiative +2

Saving Throws: Toughness +3 (+1 Con, +2 natural), Fortitude +4 (+3 base, +1 Con), Reflex +3 (+1 base, +2 Dex), Will +2 (+1 base, +1 Wis)

Implant: When a giant parasitic wasp damages a creature with its sting attack, it can lay an egg inside the creature. The young larva emerges from the egg about 5 days later, literally devouring the host from inside. The host takes 1 point of Constitution damage per day for three days, at which point a fully grown adult parasitic wasp emerges, dealing an additional 2 points of Constitution damage to the host. A successful use of the Cure Disease supernatural power rids a victim of the egg, as does a Difficulty 25 Medicine check. If the check fails, the healer can try again, but each attempt (successful or not) deals +2 damage to the patient.

Paralysis: Sting; Fortitude Difficulty 12 resists; paralyzed for 5-7 days. The victim gains a new saving throw after three days to end the effect early. This form of paralysis is caused by a toxin, and subject to the Cure Poison supernatural power. The save Difficulty is Constitution-based.

Skills: Giant parasitic wasps have a +8 racial bonus on Notice checks. *They also have a +4 racial bonus on Survival checks to orient themselves.

Giant parasitic wasps attack Small, Medium and Large creatures in an attempt to implant them with their eggs. They take dead or incapacitated opponents back to their lairs as food for their larval young.

WATCHER IN THE SKY

Type: 5th Level Outsider (Extraplanar)

Size: Medium

Speed: 40 ft., fly 100 ft. (good)

Abilities: Str +1, Dex +5, Con +3, Int +2, Wis +6, Cha +0

Skills: Concentration 8 (+14), Escape Artist 8 (+13), Knowledge (any two) 8 (+10), Notice 8 (+25), Search 8 (+21), Sense Motive 8 (+14), Stealth 8 (+13)

Feats: Heavy Armor Training^B, Improved Strike^B, Iron Will, Light Armor Training^B, Power^B, Power, Skill Focus (Notice), Skill Focus (Search), Weapon Training^B

Traits: Darkvision 60 ft., Invisibility, Powers (rank 8, Wis, save Difficulty 19, Second Sight +14, True Vision +14)

Combat: Attack +6 (+1 size, +1 base, +4 Dex), Damage +2 (slam), Defense Dodge/Parry +6/+3 (+1 size, +1 base, +4 Dex/+1 Str), Initiative +4

Saving Throws: Toughness +5 (+3 Con, +2 natural), Fortitude +7 (+4 base, +3 Con), Reflex +9 (+4 base, +5 Dex), Will +12 (+4 base, +6 Wis, +2 Iron Will)

Invisibility: A watcher in the sky can become invisible at will as if it were using the invisibility effect of the Light Shaping supernatural power.

Skills: Watchers have a +8 racial bonus to Notice and Search Checks.

Watchers in the sky, often just referred to simply as “watchers” are silvery-skinned, bulbous-headed humanoids with large cat-like eyes. Watchers in the sky are mysterious beings that are tasked with the observation of all existence. Nobody knows exactly why they are watching. Some theorize that they are there to bear witness to the acts of mortals before they come before the praetors of souls. Others believe that they serve as additional pairs of eyes for the chroniclers. Another popular theory is that they are the watchmen of the universe, keeping an eternal vigil for the signs of the coming of apocalypse. The only thing that is certain about these strange beings is that they are reluctant to impart information to anyone but their masters, and that they remain neutral in all conflicts. They seem either unwilling to, or incapable of taking decisive action to do anything other than defending themselves. Of course there are exceptions to every rule.

WEASEL

Type: 0th Level Animal

Size: Tiny

Speed: 20 ft., climb 20 ft.

Abilities: Str -4, Dex +2, Con +0, Int -4, Wis +1, Cha -3

Skills: Acrobatics 0 (+10), Climb 0 (+10), Notice 3 (+4), Stealth 0 (+14)

Feats: Attack Focus (bite), Night Vision^B

Traits: Attach, Scent

Combat: Attack +4 (+2 size, +0 base, +2 Dex) (+5 with bite), Damage -4 (bite), Defense Dodge/Parry +4/— (+2 size, +2 Dex), Initiative +2

Saving Throws: Toughness -2 (-2 size), Fortitude +2 (+2 base), Reflex +4 (+2 base, +2 Dex), Will +1 (+0 base, +1 Wis)

These little mammals are aggressive predators but usually confine themselves to smaller prey.

Attach: If a weasel hits with a bite attack, it uses its powerful jaws to latch onto the opponent's body and automatically deals bite damage each round it remains attached. An attached weasel loses its Dexterity bonus to defense and has a defense of 12. An attached weasel can be struck with a weapon or grappled itself. To remove an attached weasel through grappling, the opponent must achieve a pin against the creature.

Skills: Weasels have a +4 racial bonus on Stealth checks and a +8 racial bonus on Acrobatics and Climb checks. They use their Dexterity modifier for Climb checks. A weasel can always choose to take 10 on a Climb check, even if rushed or threatened.

WENDIGO

Type: 6th Level Fey (Cold, Shapechanger)

Size: Medium

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

Abilities: Str +6, Dex +6, Con +4, Int +0, Wis +2, Cha +1

Skills: Intimidate 9 (+10), Notice 9 (+9), Search 9 (+9), Stealth 9 (+15), Survival 9 (+11), Swim 9 (+15)

Feats: Attack Focus (claw), Double Strike, Improved Initiative, Night Vision^B, Power (2)^B, Track^B

Traits: Alternate Form, Cannibalize, Damage Reduction 2/cold iron, Howl, Powers (rank 9, Cha, save Dif culty 15, Mind Shaping +10, Mind Touch +10), Scent, Vulnerable to Fire, Wind Walk

Combat: Attack +9 (+3 base, +6 Dex), Damage +6 plus the hunger (bite) or +7 (claws), Defense Dodge/Parry +9/— (+3 base, +6 Dex), Initiative +6

Saving Throws: Toughness +6 (+4 Con, +2 natural), Fortitude +6 (+2 base, +4 Con), Reflex +10 (+5 base, +6 Dex), Will +7 (+5 base, +2 Wis)

Alternate Form: A wendigo can assume the form of any Medium or smaller predatory animal as a standard action.

Cannibalize: A wendigo can eat a portion of the flesh from a living victim by making a successful grapple check. If it pins the foe, it begins to feed, dealing 1 point of Constitution drain each round the pin is maintained. The wendigo gains a +2 enhancement bonus to Strength and Constitution and +1 to Charisma for each individual intelligent humanoid that it has successfully fed upon. These bonuses last for an hour. A wendigo also gains a recovery check with a +5 bonus every time it feeds upon a new humanoid creature.

Howl: A wendigo can let loose an unearthly howl as a standard action. The howl acts as the *fear* effect of the Heart Shaping supernatural power (rank 9, Cha, save Dif culty 15, Heart Shaping +10).

The Hunger: Any humanoid bitten by a wendigo must succeed on a Dif culty 14 Will save or suffer 1 point of Wisdom drain and be compelled to perform acts of cannibalism at night. They gain a new saving throw each day to end the effects of the hunger, but they receive a -1 penalty to their save for every humanoid that they have fed upon. After failing three consecutive saves, the victim becomes wholly transformed into a wendigo, losing all memory of his former self. The save Dif culty is Charisma-based.

Wind Walk: A wendigo may transform itself into a gust of cold wind as a standard action. While using this power, the wendigo gets all the benefits of the gaseous form trait. As a gust of wind the wendigo is invisible to anyone who is not using the Second Sight supernatural power. The wendigo may fly in this form at a speed of 80 ft. with perfect maneuverability as though it had the Wind Shaping and the Wind Walk supernatural powers (16 ranks).

A wendigo is a feral, animalistic creature that was once a human or other humanoid that has been possessed, transformed by and merged with a savage nature spirit. It is a hairy, bestial creature with only a vague resemblance to their former selves. However, since they are shape-shifters it is difficult to know what form they take, or what any given wendigo truly looks like in its natural form.

A wendigo attacks without mercy, howling and ripping with its claws. Although a wendigo is vicious and murderous, it is also intelligent. It is not above using intimidation and hit and run tactics to weaken its opponent before moving in for the kill.

WHALE, BALEEN

Type: 12th Level Animal

Size: Gargantuan

Speed: Swim 40 ft.

Abilities: Str +12, Dex +1, Con +6, Int -4, Wis +1, Cha -2

Skills: Notice 15 (+23)*, Swim 0 (+20)

Feats: Diehard, Endurance, Night Vision^B, Skill Focus (Notice), Tough (2)

Traits: Blindsight 120 ft., Hold Breath

Combat: Attack +6 (-4 size, +9 base, +1 Dex), Damage +15 (tail slap), Defense Dodge/Parry +6/— (-4 size, +9 base, +1 Dex), Initiative +1

Saving Throws: Toughness +14 (+6 size, +6 Con, +2 Tough), Fortitude +14 (+8 base, +6 Con), Reflex +9 (+8 base, +1 Dex), Will +5 (+4 base, +1 Wis)

Blindsight: Whales can “see” by emitting high-frequency sounds, inaudible to most other creatures, that allow them to locate objects and creatures within 120 feet. An auditory illusion (as generated by the Illusion supernatural power) interferes with this sense and forces the whale to rely on its vision, which is approximately as good as a human’s.

Hold Breath: A whale can hold its breath for a number of rounds equal to 80 plus 16 x its Constitution before it risks drowning. (The sample baleen whale can hold its breath for 176 rounds).

Skills: A whale has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. *A whale has a +4 racial bonus on Notice checks. These bonuses are lost if its blindsight is negated.

The statistics here describe a plankton-feeding whale between 30 and 60 feet long, such as gray, humpback and right whales. These massive creatures are surprisingly gentle. If harassed or provoked, they are as likely to flee as they are to retaliate.

WHALE, CACHALOT

Type: 12th Level Animal

Size: Gargantuan

Speed: Swim 40 ft.

Abilities: Str +12, Dex +1, Con +7, Int -4, Wis +2, Cha -2

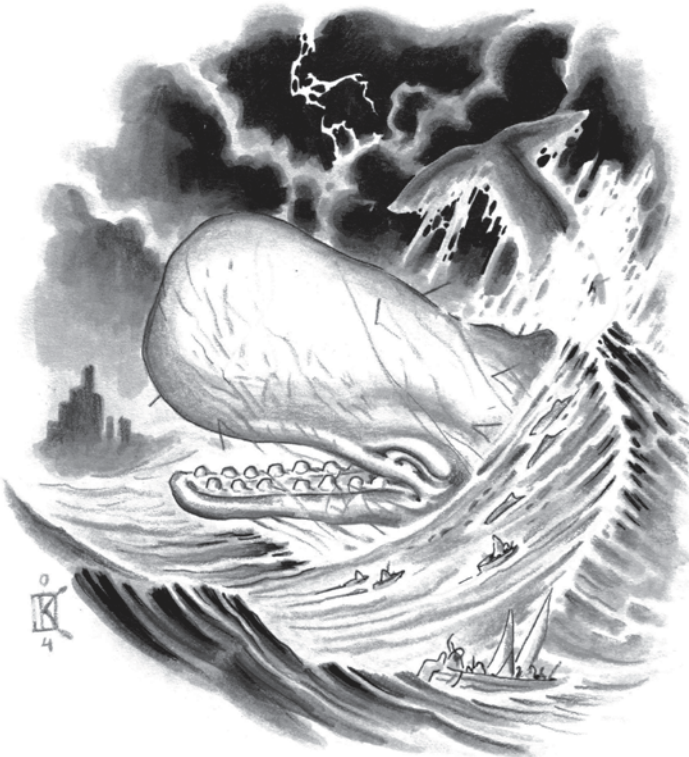
Skills: Notice 15 (+24)*, Swim 0 (+20)

Feats: Attack Focus (bite), Diehard, Endurance, Night Vision^B, Skill Focus (Notice), Tough

Traits: Blindsight 120 ft., Hold Breath

Combat: Attack +6 (-4 size, +9 base, +1 Dex) (+7 with bite), Damage +20 (bite), Defense Dodge/Parry +6/— (-4 size, +9 base, +1 Dex), Initiative +1

Saving Throws: Toughness +14 (+6 size, +7 Con, +1 Tough), Fortitude +15 (+8 base, +7 Con), Reflex +9 (+8 base, +1 Dex), Will +6 (+4 base, +2 Wis)



Blindsight: Whales can “see” by emitting high-frequency sounds, inaudible to most other creatures, that allow them to locate objects and creatures within 120 feet. An auditory illusion (as generated by the Illusion supernatural power) interferes with this sense and forces the whale to rely on its vision, which is approximately as good as a human’s.

Hold Breath: A whale can hold its breath for a number of rounds equal to 80 plus 16 x its Constitution before it risks drowning. (The sample cachalot whale can hold its breath for 192 rounds).

Skills: A whale has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. *A whale has a +4 racial bonus on Notice checks. These bonuses are lost if its blindsight is negated.

Also known as sperm whales, these creatures can be up to 60 feet long. They prey on giant squids.

WHALE, ORCA

Type: 9th Level Animal

Size: Huge

Speed: Swim 50 ft.

Abilities: Str +8, Dex +2, Con +5, Int -4, Wis +2, Cha -2

Skills: Notice 12 (+21)*, Swim 0 (+16)

Feats: Endurance, Night Vision^B, Run, Skill Focus (Notice), Tough

Traits: Blindsight 120 ft., Hold Breath

Combat: Attack +6 (-2 size, +6 base, +2 Dex), Damage +12 (bite), Defense Dodge/Parry +6/- (-2 size, +6 base, +2 Dex), Initiative +2

Saving Throws: Toughness +10 (+4 size, +5 Con, +1 Tough), Fortitude +11 (+6 base, +5 Con), Reflex +8 (+6 base, +2 Dex), Will +5 (+3 base, +2 Wis)

Blindsight: Whales can “see” by emitting high-frequency sounds, inaudible to most other creatures, that allow them to locate objects and creatures within 120 feet. An auditory illusion (as generated by the Illusion supernatural power) interferes with this sense and forces the whale to rely on its vision, which is approximately as good as a human’s.

Hold Breath: A whale can hold its breath for a number of rounds equal to 80 plus 16 x its Constitution before it risks drowning. (The sample orca can hold its breath for 160 rounds).

Skills: A whale has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. *A whale has a +4 racial bonus on Notice checks. These bonuses are lost if its blindsight is negated.

These ferocious creatures are about 30 feet long. They eat fish, squid, seals and other whales.

WIGHT

Type: 4th Level Undead

Size: Medium

Speed: 30 ft.

Abilities: Str +1, Dex +1, Con—, Int +0, Wis +1, Cha +2

Skills: Notice 7 (+11), Intimidate 7 (+9), Search 7 (+7), Stealth 7 (+16)

Feats: Blind-Fight, Power^B, Skill Focus (Notice)

Traits: Create Spawn, Darkvision 60 ft., (rank 7, Cha, save Difficulty 14, Drain Vitality +9), Undead Traits

Combat: Attack +3 (+2 base, +1 Dex), Damage +2 plus Drain Vitality (slam), Defense Dodge/Parry +3/- (+2 base, +1 Dex), Initiative +1

Saving Throws: Toughness +4 (+2 undead, +2 natural), Fortitude +1 (+1 base), Reflex +2 (+1 base, +1 Dex), Will +5 (+4 base, +1 Wis)

Create Spawn: Any humanoid slain by a wight becomes a wight in 3 rounds. A wight usually advances in the warrior role.

Skills: Wights have a +8 racial bonus on Stealth checks.

A wight is a corpse that has been reanimated by a powerful evil spirit. A wight’s appearance is a weird and ghastly reflection of the form it had in life with wild white hair, red eyes and a fierce scowl twisted by death and evil. A wight is about the height and weight of a human. Wights speak Common.

In combat, wights attack by hammering with their fists.

WILL-O’-WISP

Type: 9th Level Aberration (Air)

Size: Small

Speed: Fly 50 ft. (perfect)

Abilities: Str -5, Dex +9, Con +0, Int +2, Wis +3, Cha +1

Skills: Bluff 12 (+13), Diplomacy 12 (+13), Notice 12 (+18), Search 12 (+14)

Feats: Blind-Fight, Dodge Focus, Improved Initiative, Skill Focus (Notice)

Traits: Darkvision 60 ft., Natural Invisibility, Supernatural Immunity

Combat: Attack +16 (+1 size, +6 base, +9 Dex), Damage +6 electricity (shock), Defense Dodge/Parry +16/- (+1 size, +6 base, +9 Dex), Initiative +13

Saving Throws: Toughness -1 (-1 size), Fortitude +3 (+3 base), Reflex +12 (+3 base, +9 Dex), Will +9 (+6 base, +3 Wis)

Natural Invisibility: A startled or frightened will-o’-wisp can extinguish its glow, effectively becoming invisible as per the invisibility effect of the Light Shaping supernatural power.

Supernatural Immunity: A will-o’-wisp is immune to supernatural powers.

Will-o-wisps look like floating balls of light. Will-o’-wisps can be yellow, white, green or blue. They are easily mistaken for lanterns, especially in the foggy marshes and swamps where they reside. A will-o’-wisp’s body is a globe of spongy material about 1 foot across and weighing about 3 pounds, and its glowing body sheds as much light as a torch. Will-o’-wisps speak Common and Auran. They have no vocal apparatus but can vibrate to create a voice with a ghostly sound.

Will-o’-wisps usually avoid combat. They prefer to confuse and bewilder adventurers, luring them into morasses or other hazardous places. When they are forced to fight, they loose small electrical shocks, which act as melee attacks.

WINTER WOLF

Type: 6th Level Supernatural Beast (Cold)

Size: Large

Speed: 50 ft.

Abilities: Str +4, Dex +1, Con +3, Int -1, Wis +1, Cha +0

Skills: Notice 5 (+7), Stealth 8 (+7)*, Survival 0 (+1)*

Feats: Improved Initiative, Improved Trip^B, Night Vision^B, Track, Skill Training

Traits: Breath Weapon, Darkvision 60 ft., Freezing Bite, Immunity to Cold, Scent, Vulnerable to Fire

Combat: Attack +6 (–1 size, +6 base, +1 Dex), Damage +7 +2 cold (bite), Defense Dodge/Parry +6/— (–1 size, +6 base, +1 Dex), Initiative +5

Saving Throws: Toughness +7 (+2 size, +3 Con, +2 natural), Fortitude +8 (+5 base, +3 Con), Reflex +6 (+5 base, +1 Dex), Will +3 (+2 base, +1 Wis)

Breath Weapon: 15-foot cone; once every 3 rounds; damage +8 cold; Reflex Difficulty 16 for half damage. The save Difficulty is Constitution-based.

Freezing Bite: A winter wolf deals an extra +2 cold damage every time it bites an opponent.

Skills: Winter wolves have a +1 racial bonus on Notice checks. Winter wolves have a +2 racial bonus on Stealth checks. *Their natural coloration grants them a +7 racial bonus on Stealth checks in areas of snow and ice. A winter wolf has a +4 racial bonus on Survival checks when tracking by scent.

Winter wolves live in the frozen lands of the far north (and south) and on the glaciers of high mountain peaks. A winter wolf is a massive white canine with a gleam of a sinister intelligence in its eyes. Winter wolves grow to be about 8 feet long and stand about 4-1/2 feet at the shoulder. They weigh about 450 pounds. Winter wolves can speak Giant and Common.

Winter wolves typically hunt in packs. Their size, cunning and formidable breath weapon allow them to hunt and kill creatures much larger than themselves. A pack usually circles an opponent, each wolf attacking in turn to exhaust it. If they're in a hurry, white wolves try to pin their foes.

WOLVERINE

Type: 3rd Level Animal

Size: Medium

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

Abilities: Str +2, Dex +2, Con +4, Int –4, Wis +1, Cha +0

Skills: Climb 0 (+10), Notice 6 (+10)

Feats: Night Vision^B, Rage^B, Skill Focus (Notice), Tough, Track^B

Traits: Scent

Combat: Attack +4 (+2 base, +2 Dex), Damage +3 (claws) or +4 (bite), Defense Dodge/Parry +4/— (+2 base, +2 Dex), Initiative +2

Saving Throws: Toughness +5 (+4 Con, +1 Tough), Fortitude +7 (+3 base, +4 Con), Reflex +5 (+3 base, +2 Dex), Will +2 (+1 base, +1 Wis)

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

These creatures are similar to badgers but are bigger, stronger and even more ferocious.

WORG

Type: 4th Level Supernatural Beast

Size: Medium

Speed: 50 ft.

Abilities: Str +3, Dex +2, Con +2, Int –2, Wis +2, Cha +0

Skills: Notice 5 (+8), Stealth 6 (+10)*, Survival 0 (+2)*

Feats: Improved Trip^B, Night Vision^B, Track, Skill Training

Traits: Darkvision 60 ft., Scent

Combat: Attack +6 (+4 base, +2 Dex), Damage +5 (bite), Defense Dodge/Parry +6/— (+4 base, +2 Dex), Initiative +2

Saving Throws: Toughness +3 (+2 Con, +1 natural), Fortitude +6 (+4 base, +2 Con), Reflex +6 (+4 base, +2 Dex), Will +3 (+1 base, +2 Wis)

Skills: A worg has a +1 racial bonus on Notice checks, and a +2 racial bonus on Stealth checks. *A worg has a +4 racial bonus on Survival checks when tracking by scent.

Worgs are large wolf-like creatures that have been bred for generations by orcs and goblinoids to have violent and ferocious temperaments, and to serve as battle mounts. Many scholars agree that dark powers of unnatural origin were also involved in the breeding of these monstrous creatures. Typical worgs have gray or black fur, grow to 5 feet long and stand 3 feet tall at the shoulder. They weigh over 300 pounds. More intelligent than their smaller canine cousins, worgs speak their own language. Some can also speak Common and Goblin.

Mated pairs or packs work together to bring down large game, while lone worgs usually chase down creatures smaller than themselves. Both often use hit-and-run tactics to exhaust their quarry. A pack usually circles a larger opponent: Each wolf attacks in turn, biting and retreating, until the creature is exhausted, at which point the pack moves in for the kill. If they get impatient or heavily outnumber the opponent, worgs attempt to pin it.

WRAITH (5TH-LEVEL HUMAN WARRIOR)

Type: 5th Level Undead (Augmented, Incorporeal)

Size: Medium

Speed: Fly 30 ft. (perfect)

Abilities: Str — (+1), Dex +0, Con —, Int +1, Wis +2, Cha +1

Skills: Handle Animal 4 (+3), Intimidate 8 (+9), Notice 8 (+18), Ride 4 (+4), Search 2 (+11), Stealth 2 (+10)

Feats: Attack Focus (sword)^B, Blind-Fight, Dodge Focus, Improved Initiative, Light Armor Training, Heavy Armor Training, Shield Training, Tough, Weapon Training

Traits: Ability Drain, Create Spawn, Human Background Traits, Manifestation, Rejuvenation, Sunlight Powerlessness, Unnatural Aura

Combat: Attack +5 (+5 base) (+6 with sword), Damage 2 points of Constitution drain (incorporeal touch) or +4 (sword, crit 19-20/+3, against ethereal or incorporeal opponents), Defense Dodge/Parry +7/+9 (+5 base, +1 Str, +1 Cha, +1 dodge, +2 large metal shield, can only parry against ethereal or incorporeal opponents), Initiative +0

Saving Throws: Toughness +3 (+2 undead, +1 Tough) (+6 with chainmail, against ethereal or incorporeal opponents), Fortitude +4 (+4 base), Reflex +1 (+1 base), Will +3 (+1 base, +2 Wis)

Constitution Drain: Living creatures hit by a wraith's incorporeal touch attack must succeed on a Difficulty 14 Fortitude save or take 2 points of Constitution drain. The save Difficulty is Charisma-based. On each such successful attack, the wraith gains a recovery check with a +5 bonus.

Create Spawn: Any humanoid slain by a wraith becomes a wraith in 3 rounds.

Manifestation: When a wraith manifests, it can use any powers it possesses on material targets. Only other incorporeal creatures, supernatural weapons or powers can harm a manifested wraith. A manifested wraith can pass through solid objects at will and always moves silently.

Rejuvenation: A destroyed wraith restores itself within eight days with a successful level check (1d20 + wraith's total level) against Difficulty 16.

Sunlight Powerlessness: Wraiths are powerless in natural sunlight (but not in light created by the Light Shaping supernatural power) and flee from it. A wraith caught in sunlight cannot attack and can take only a single move or standard action per round. It

cannot move and attack in the same round unless it charges. A wraith that succeeds on the Will save to avoid feeling the area of the *shining ward* effect of the Purifying Light power must make another Will save at the same Difficulty or be rendered powerless as if by sunlight. The wraith regains its powers once it leaves the area of the *shining ward*.

Unnatural Aura: Animals, whether wild or domesticated, can sense the unnatural presence of a wraith at a distance of 30 feet. They do not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Skills: Apparitions have a +8 racial bonus on Notice, Search and Stealth checks.

Wraiths are incorporeal undead born of evil and darkness, ethereal shrouded images of their former selves. A wraith appears as a grim shadow with only twin pinpoints of red light where its eyes should be. In some cases, the grim silhouette of a wraith appears to be armored or outfitted with weapons. This appearance reflects the form it had in life. Wraiths speak Common and Fiendish and any language they knew in life.

WYVERN

Type: 7th Level Dragon

Size: Large

Speed: 20 ft., fly 60 ft. (poor)

Abilities: Str +4, Dex +1, Con +2, Int -2, Wis +1, Cha -1

Skills: Intimidate 10 (+9), Notice 10 (+17), Search 10 (+8), Stealth 10 (+7)

Feats: Ability Focus (poison), Double Strike^B, Improved Grab^B, Move-By Action, Night Vision^B, Skill Focus (Notice)

Traits: Darkvision 60 ft., Immunity to Sleep and Paralysis, Poison, Scent

Combat: Attack +7 (-1 size, +7 base, +1 Dex), Damage +6 plus poison (sting) or +10 (bite) or +8 (talons), Defense Dodge/Parry +7/- (-1 size, +7 base, +1 Dex), Initiative +1

Saving Throws: Toughness +8 (+2 size, +2 Con, +4 natural), Fortitude +7 (+5 base, +2 Con), Reflex +6 (+5 base, +1 Dex), Will +6 (+5 base, +1 Wis)

Poison: Sting; Fortitude Difficulty 17 resists; initial and secondary damage 3 Con. The save Difficulty is Constitution-based.

Skills: Wyverns have a +3 racial bonus on Notice checks.

A distant cousin to the true dragons, the wyvern is a huge flying lizard with a poisonous stinger in its tail. A wyvern's body is 15 feet long and dark brown to gray; half that length is tail. Its wingspan is about 20 feet. A wyvern weighs about one ton. Wyverns speak Draconic, but usually don't bother with anything more elaborate than a loud hiss or a deep-throated growl much like that of a bull alligator.

Wyverns are rather stupid but always aggressive: They attack nearly anything that isn't obviously more powerful than themselves. A wyvern dives from the air, snatching the opponent with its talons and stinging it to death. A wyvern can slash with its talons only when making an attack as it flies by an opponent (using its Move-By Action feat).

XORN (GENERAL)

Xorns are curious creatures that possess radial symmetry. Their roughly egg-shaped bodies are supported by a tripod of stubby legs. Three clawed limbs jut out from the creature's sides at equally spaced intervals, and a single eye sits above each arm. The apex of the creature terminates in a massive toothy maw. Minor xorns are about 3 feet tall and wide and weigh about 120 pounds. Average xorns are about 5 feet tall and wide, weighing about 600 pounds. Elder xorns



are about 8 feet tall and wide and weigh about 9,000 pounds. Xorns speak Common and Terran.

A xorn's favorite mode of attack is to wait just beneath a stone surface until a foe comes within reach, then emerge suddenly. Groups of xorns often send one of their number to the surface to negotiate for food while the remainder position themselves for a Sneak Attack. Xorns do not attack fleshly beings except to defend themselves or their property, since they cannot digest meat. Xorns are indifferent to creatures of the Material Plane—with the sole exception of anyone carrying a significant amount of precious metals or minerals, which xorns eat. They can smell food up to 20 feet away. A xorn can be quite aggressive when seeking food, especially on the Material Plane, where such sustenance is harder to find than it is on its native plane.

XORN, MINOR

Type: 3rd Level Outsider (Extraplanar, Earth)

Size: Small

Speed: 20 ft., burrow 20 ft.

Abilities: Str +2, Dex +0, Con +2, Int +0, Wis +0, Cha +0

Skills: Intimidate 6 (+6), Knowledge (supernatural) 6 (+6), Notice 6 (+6), Search 6 (+6), Stealth 6 (+10), Survival 6 (+6)

Feats: Double Strike, Tough

Traits: All-around Vision, Earth Glide, Damage Reduction 2/bludgeoning, Darkvision 60 ft., Immunity to Cold and Fire, Improved Strike^B, Resistance to Electricity 4, Tremorsense 60 ft.

Combat: Attack +4 (+1 size, +3 base), Damage +8 (bite) or +3 (claws), Defense Dodge/Parry +4/+6 (+1 size, +3 base, +2 Str), Initiative +0

Saving Throws: Toughness +8 (-1 size, +2 Con, +6 natural, +1 Tough), Fortitude +5 (+3 base, +2 Con), Reflex +3 (+3 base), Will +3 (+3 base)

XORN, AVERAGE

Type: 7th Level Outsider (Extraplanar, Earth)**Size:** Medium**Speed:** 20 ft., burrow 20 ft.**Abilities:** Str +3, Dex +0, Con +2, Int +0, Wis +0, Cha +0**Skills:** Intimidate 10 (+10), Knowledge (supernatural) 10 (+10), Notice 10 (+10), Search 10 (+10), Stealth 10 (+10), Survival 10 (+10)**Feats:** All-Out Attack, Cleave^B, Double Strike, Tough**Traits:** All-around Vision, Earth Glide, Damage Reduction 2/bludgeoning, Darkvision 60 ft., Immunity to Cold and Fire, Improved Strike^B, Resistance to Electricity 4, Tremorsense 60 ft.**Combat:** Attack +7 (+7 base), Damage +11 (bite) or +4 (claws), Defense Dodge/Parry +7/+10 (+7 base, +3 Str), Initiative +0**Saving Throws:** Toughness +10 (+2 Con, +7 natural, +1 Tough), Fortitude +7 (+5 base, +2 Con), Reflex +5 (+5 base), Will +5 (+5 base)

XORN, ELDER

Type: 15th Level Outsider (Extraplanar, Earth)**Size:** Large**Speed:** 20 ft., burrow 20 ft.**Abilities:** Str +7, Dex +0, Con +4, Int +0, Wis +0, Cha +0**Skills:** Intimidate +18, Knowledge (supernatural) +18, Notice +20, Search +20, Stealth +14, Survival +18**Feats:** All-Out Attack, Cleave^B, Double Strike, Stunning Blow, Tough (2)**Traits:** All-around Vision, Earth Glide, Damage Reduction 2/bludgeoning, Darkvision 60 ft., Immunity to Cold and Fire, Improved Strike^B, Resistance to Electricity 4, Tremorsense 60 ft.**Combat:** Attack +14 (-1 size, +15 base), Damage +19 (bite) or +9 (claws), Defense Dodge/Parry +14/+21 (-1 size, +15 base, +7 Str), Initiative +0**Saving Throws:** Toughness +15 (+2 size, +4 Con, +8 natural, +2 Tough), Fortitude +13 (+9 base, +4 Con), Reflex +9 (+9 base), Will +9 (+9 base)*All-Around Vision:* A xorn's symmetrically placed eyes allow it to look in any direction, providing a +4 racial bonus on Notice and Search checks. A xorn can't be flanked.*Earth Glide:* A xorn can glide through stone, dirt or almost any other sort of earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence.

YETH HOUND

Type: 3rd Level Outsider (Extraplanar, Vice)**Size:** Medium**Speed:** 40 ft., fly 60 ft. (good)**Abilities:** Str +3, Dex +2, Con +2, Int -2, Wis +2, Cha +0**Skills:** Notice 6 (+8), Search 6 (+4), Stealth 6 (+8), Survival 6 (+8)***Feats:** Improved Initiative, Improved Trip^B, Track**Traits:** Bay, Damage Reduction 4/silver, Darkvision 60 ft., Flight, Scent**Combat:** Attack +5 (+3 base, +2 Dex), Damage +6 (bite), Defense Dodge/Parry +5/— (+3 base, +2 Dex), Initiative +6**Saving Throws:** Toughness +6 (+2 Con, +4 natural), Fortitude +5 (+3 base, +2 Con), Reflex +5 (+3 base, +2 Con), Will +5 (+3 base, +2 Con)*Bay:* When a yeth hound howls or barks, all creatures (except outsiders with the vice subtype) within a 300-foot spread must succeed on a Dexterity 11 Will save or become panicked for 5 rounds. This is a sonic mind-affecting fear effect. Whether or not the save is successful, an affected creature is immune to the same hound's bay for 24 hours. The save Dexterity is Charisma-based.*Flight:* A yeth hound can cease or resume flight as a free action.*Skills:* *A yeth hound has a +4 racial bonus on Survival checks when tracking by scent.

A yeth hound is a spectral hound that seems to be composed of solidified shadow. Its menacing glowing yellow eyes inspire fear in all who look upon them, and its howl is the stuff of nightmare. Yeth hounds stand 5 feet tall at the shoulder and weigh about 400 pounds. Yeth hounds cannot speak, but understand Fiendish.

Yeth hounds hunt only at night. They fear the sun and never venture out in daylight, even if their lives depend on it. A yeth hound's natural weapons, as well as any weapons it wields, are treated as vice-aligned for the purpose of overcoming damage reduction.



CHAPTER THREE: CREATURE TEMPLATES



This chapter details creature templates. A template is a set of modifications for creating a certain type of creature. In most cases, the template is added to an existing creature to change its traits. For example, if someone dies and becomes a ghost, you can apply the apparition template. Templates are an easy way to modify and customize your creatures, or create a variety of distinct creatures sharing a set of common traits.

ACQUIRED AND INHERITED TEMPLATES

Some templates can be added to creatures anytime. Templates such as these are referred to as acquired templates, indicating that the creature did not always have the attributes of the template.

Other templates, known as inherited templates, are part of a creature from the beginning of its existence. Creatures are born with these templates.

It's possible for a certain kind of template to be of either type.

READING A TEMPLATE

A template's description provides a set of instructions for altering an existing creature, known as the base creature. The changes that a template might cause to each line of a creature's stat block are discussed below. Generally, if a template does not cause a change to a certain statistic, that entry is missing from the template description. For clarity, the entry for a statistic or attribute that is not changed is sometimes given as "Same as the base creature".

Type: Templates usually change a creature's type, so a fendish giant wasp is no longer vermin but a supernatural beast, since the fendish template changes the creature type for vermin. The creature gains all traits of the new type, but retains features of its old type unless those are specifically modified.



Size: Templates may change the creature's size. If a template changes a creature's size, the creature's other traits may change as well.

Speed: If a template modifies a creature's speed, the template states how that happens. More commonly, a template adds a new mode of movement.

Abilities: If a template changes one or more abilities, the changes are noted here.

Skills: Most templates do not change skills directly but may offer the creature a bonus to certain skill checks. In a few cases, the template applies penalties, like a penalty to Stealth checks.

Feats: Some templates grant one or more bonus feats.

Traits: A template may add or remove traits. The template description gives the details of any traits a template provides, including how to determine saving throw Difficulties, if applicable. Even if the traits entry is missing from a template description, the creature still gains any traits associated with its new type (see the description of that creature type for details).

Combat: Templates can change the creature's combat bonus and add or remove attack forms. Damage may change with Strength, attack type or qualities. Some templates increase or decrease defense, either because the creature's Dexterity changes, it gains a dodge bonus, or because it gains a supernatural bonus to defense.

Saving Throws: Templates rarely change saves directly. Usually such a change is a side effect of altering the creature's abilities. In some cases, however, a template grants a bonus to particular saves, like saves against a specific energy type such as fire or cold damage. A creature's Toughness save may be altered if it gains some form of natural protection such as natural armor. Certain bonus feats (Tough, Great Fortitude, Lightning Reflexes and Iron Will) can also raise saving throws.

Advancement: This line gives special rules regarding the creature's advancement. Some templates allow a creature to advance in a heroic role, and some only allow it to advance as a creature. Rarely a template does not allow a creature to advance at all.

Level Lag: See the **Templates and Your Hero** sidebar.

TEMPLATES

APPARITION

Apparitions are the spectral remnants of intelligent beings who, for one reason or another, cannot remain at rest.

APPARITION (TEMPLATE)

Type: The base creature's type changes to undead. Do not recalculate base combat bonus, saves or skills. If the base creature was a humanoid, it loses its background subtype (dwarf, elf, human, etc.) but retains its background traits.

Speed: Apparitions have a base speed of 30 feet (perfect), unless the base creature has a higher base speed.

Abilities: Same as the base creature, except the apparition has no Constitution because it is undead. The apparition retains its Strength but it only applies to attacks against other incorporeal or ethereal creatures. All apparitions receive at least a +2 increase in Charisma. An apparition may also have bonuses or penalties to other abilities, depending on the nature of the apparition.

Skills: Apparitions have a +8 racial bonus on Notice, Search and Stealth checks. An apparition may also have bonuses to other skills, depending on the nature of the apparition.

Traits: An apparition retains all the traits of the base creature, although those relying on physical contact do not affect corporeal creatures. The apparition also gains the manifestation, rejuvenation and unnatural aura traits and one or more other

qualities described below. An apparition may also have a power unique to it (like the allip's babble). The save Difficulty of an apparition's qualities is $10 + 1/2$ the apparition's level (round down) + the apparition's Charisma, unless otherwise noted.

Ability Damage: The apparition deals ability damage with its incorporeal touch. The amount of ability damage is usually no greater than 2 points per touch. The ability affected by this trait is given in the apparition's description.

Ability Drain: The apparition deals ability drain with its incorporeal touch. The amount of ability drain is usually no greater than 2 points per touch. Its opponent is allowed a Fortitude save to negate the ability drain. On each such successful attack, the apparition gains an extra recovery check with a +5 bonus.

Chill Touch: The apparition deals cold damage with its incorporeal touch. The damage is equal to the apparition's level.

Create Spawn: A creature killed by the apparition's natural attacks rises from the dead as an apparition of the same type within 3 rounds. A spawn is under the command of the apparition that created it and remains enslaved until its master's destruction or until released by the master. At any given time the master may have enslaved spawn totaling no more than twice its own level; any spawn exceeding this limit are created as free-willed creatures. An enslaved spawn may create and enslave spawn of its own, so the original master can control a large number of lesser creatures in this fashion. A master creature may voluntarily free an enslaved spawn in order to enslave new spawn, but once freed, a creature cannot be enslaved again.

Corrupting Touch: An apparition can use the Harm power with its incorporeal touch.

Drain Vitality: The apparition receives Drain Vitality as a bonus feat. It uses its total level as its adept level.

Frightful Moan: An apparition can emit a frightful moan like the fear effect of the Heart Shaping supernatural power. Doing so causes the apparition no fatigue.

Horrific Appearance: Any living creature within 60 feet that sees the apparition must succeed on a Fortitude save or immediately take 1 point of damage to all physical abilities. A creature that successfully saves against this effect cannot be affected by the same apparition's horrific appearance for 24 hours.

Malevolence: Once per round, the apparition can merge its incorporeal form with a living creature by touch. The target can resist the attack with a successful Will save. A creature that successfully saves is immune to that apparition's malevolence for 24 hours, and the apparition cannot enter the target's space. If the save fails, the apparition vanishes into the target's body and controls it as if using the Dominate supernatural power.

Manifestation: Every apparition has this ability. An apparition dwells on the Ethereal Plane and, as an ethereal creature, it cannot affect or be affected by anything in the material world. When an apparition manifests, it partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. A manifested apparition can be harmed only by other incorporeal creatures, supernatural weapons or powers, with a 50% chance (11 or better on d20) to ignore any damage from a corporeal source. A manifested apparition can pass through solid objects at will, and its own attacks pass through armor. A manifested apparition always moves silently. A manifested apparition remains partially on the Ethereal Plane, where it is not incorporeal. A manifested apparition can be attacked by opponents on either the Material Plane or the Ethereal Plane; the Ethereal Plane can be reached through the use of the Plane Shift supernatural power. The apparition's incorporeality helps protect it from foes

TEMPLATES AND YOUR HERO: LEVEL LAG

During the course of a campaign one of the heroes may fall into circumstances, such as being turned into a vampire or werewolf, where they could gain an acquired template. A player may also wish to play a hero with an inherited template from the beginning of a campaign. The Narrator should not feel obligated to allow heroes to gain or use templates, and may even rule that a hero who acquires a template immediately becomes a supporting character under the Narrator's control.

However, should a Narrator allow a hero to use a template they may soon find that the hero is generally more powerful than other heroes of the same level. If the Narrator wishes to even out the power levels among the heroes, they may opt to use the Level Lag rule listed with each template. Level lag assumes that gaining a template effectively increases a hero's power by the equivalent of one or more levels. Since that hero has surpassed the other heroes in the party, they do not gain a level with the rest of the group until they lag behind the rest of the party by a number of levels equal to the level lag of the template. For example, if a fifth level warrior becomes a vampire they are now effectively a ninth level hero due to the innate powers of a vampire. The hero does not continue to gain levels along with the rest of the party until they lag behind by four levels, at which point they resume gaining levels along with their fellow heroes. All the other heroes will be ninth level, and the vampire hero will be fifth level but they should be approximately balanced with one another.

If you want to allow a hero to begin the game with an inherited template, just start them a number of levels behind the other heroes equal to the template's level lag. For example if you have a player who wants to play a half dragon (level lag of 2), you could allow him to create a level 1 half dragon to play with a level 3 party. Since he is already lagging the appropriate number of levels behind the rest of the party, all the heroes can gain levels simultaneously.

on the Material Plane, but not from foes on the Ethereal Plane. An apparition's Strength is given in parentheses for the sake of combat with other ethereal or incorporeal opponents.

When an apparition with adept levels is not manifested and is on the Ethereal Plane, its powers cannot affect targets on the Material Plane, but they work normally against ethereal targets. When an apparition with adept levels manifests, its powers continue to affect ethereal targets and can affect targets on the Material Plane normally unless the powers rely on touch. A manifested apparition's touch powers don't work on non-ethereal targets unless specifically stated otherwise or were provided by this template.

An apparition has two home planes, the Material Plane and the Ethereal Plane. It is not considered extraplanar when on either of these planes.

Move Object: An apparition can use the Move Object supernatural power as a standard action (adept level 12th or equal to the apparition's level, whichever is higher). Apparitions cannot expend fatigue on Move Object.

Rejuvenation: It's difficult to destroy an apparition through simple combat. The destroyed spirit restores itself within eight days. An apparition that would otherwise be destroyed returns to its old haunts with a successful level check ($1d20 +$ apparition's total level) against Difficulty 16. As a rule, the only way to get rid of an apparition permanently is to determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each apparition and may require a good deal of research.

Sunlight Powerlessness: This apparition is powerless in natural sunlight (but not in light created by the Light Shaping supernatural power) and flees from it. An apparition caught in sunlight cannot attack and can take only a single move or standard action per round. It cannot move and attack in the same round unless it charges. An apparition that succeeds on the Will save to avoid fleeing the area of the *shining ward* effect of the Purifying Light power must make another Will save at the same Difficulty or be rendered powerless as if by sunlight. The apparition regains its powers once it leaves the area of the *shining ward*.

Unnatural Aura: Animals, whether wild or domesticated, can sense the unnatural presence of the apparition at a distance of 30 feet. They do not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range. All apparitions have this ability.

Combat: An apparition retains the attacks of the base creature, although those relying on physical contact do not affect creatures unless they are incorporeal or ethereal. Against corporeal creatures, an apparition usually cannot deal physical damage at all. However, the apparition can use its special attacks, if any, when it manifests. An apparition gains a bonus to defense equal to its Charisma or +1, whichever is higher.

Saving Throws: An apparition's natural armor bonus to toughness is the same as the base creature's but applies only to incorporeal or ethereal encounters. When the apparition manifests, its natural armor bonus is +0.

Advancement: An apparition advances by heroic role, usually continuing in the role(s) it had in life.

Level Lag: 3.

Ghostly Equipment: When an apparition first forms, all its equipment and carried items usually become incorporeal along with it. In addition, the apparition retains items it particularly valued in life (provided they are not in another creature's possession). The equipment passes harmlessly through corporeal objects or creatures. A supernatural weapon, however, can harm corporeal creatures when the apparition manifests, but any such attack has a 50% miss chance (11 or better on d20) unless the weapon has a supernatural quality that states otherwise (such as the Ghost Touch supernatural power). The original material items remain behind, just as the apparition's physical remains do. If another creature seizes the original items, the incorporeal copies fade away. This loss invariably angers the apparition, which stops at nothing to return the items to their original resting place.

"Apparition" is an acquired template that can be added to any aberration, animal, humanoid, monstrous humanoid, plant or supernatural beast. The base creature must have a Charisma of at least -2. An apparition uses all the base creature's statistics and special abilities except as noted here.

SAMPLE APPARITIONS

Allip: An allip is the spectral remains of someone driven to suicide by a madness that affected it in life. It craves only revenge and unrelentingly pursues those who tormented it in life and pushed it over the brink. An allip appears as a semitransparent and somewhat humanoid apparition. Most of its features are too vague and shadowy to identify the tortured individual. An allip cannot speak intelligibly. An allip is unable to cause physical harm, although it doesn't appear to know that. It keeps fleeing away at enemies, yet it inflicts no wounds. Anyone that makes mental contact with an allip may be driven temporarily insane by its mad thoughts. Allips usually have the following traits.

- Cha +4
- *Ability Damage (1 Wisdom, if Mind Touch or Mind Reading is used on the allip), Ability Drain (1 Wisdom), Frightful Moan, Horrific Appearance, Unnatural Aura*

- **Babble:** An allip constantly mutters and whines to itself, creating a hypnotic effect. All sane creatures within 60 feet of the allip must succeed on a Will save or be hypnotized for 5 rounds. This is a sonic mind-affecting compulsion effect. Creatures that successfully save cannot be affected by the same allip's babble for 24 hours. The save Difficulty is Charisma-based.

Ghost: A ghost resembles its corporeal form in life, but often with some telltale sign of its ghostly nature: foggy wisps where its legs once were, an eerie blue glow, a chilling aura, and the like. Ghosts usually have the following traits.

- Cha +2
- *Frightful Moan, Horrific Appearance, Move Object, Unnatural Aura*

Shadow: These creatures are spirits of the dead which have come back to haunt the living in the form of an independently animated un-living shadow. A shadow can be difficult to see in dark or gloomy areas but stands out starkly in brightly illuminated places. Shadows lurk in dark places, waiting for living prey to happen by. Shadows usually have the following traits.

- Int -2, Wis +1, Cha +2
- *Skills:* Shadows have a +10 racial bonus on Notice checks and a +12 racial bonus on Search checks. *A shadow gains a +4 racial bonus on Stealth checks in areas of shadowy illumination. In brightly lit areas, it takes a -4 penalty on Stealth checks.
- *Ability Damage (1 Strength), Create Spawn, Unnatural Aura*

Spectre: A spectre is a powerful apparition that looks much as it did in life and can be easily recognized by those who knew the individual or have seen the individual's face in a painting or a drawing. In many cases, the evidence of a violent death is visible on its body. In close combat a spectre attacks with its numbing, vitality-draining touch. It makes full use of its incorporeal nature, moving through walls, ceilings and floors as it attacks. Spectres usually have the following traits.

- Int +2, Wis +2, Cha +2
- *Chill Touch, Create Spawn, Drain Vitality, Sunlight Powerlessness, Unnatural Aura*

Wraith: Wraiths are incorporeal undead born of evil and darkness, ethereal shrouded images of their former selves. A wraith appears as a grim shadow with only twin pinpoints of red light where its eyes should be. In some cases, the grim silhouette of a wraith appears to be armored or outfitted with weapons. This appearance does not affect the creature's defense or combat abilities but only reflects the shape it had in life. Wraiths usually have the following traits.

- Int +2, Wis +2, Cha +2
- *Ability Drain (2 Constitution), Create Spawn, Sunlight Powerlessness, Unnatural Aura*

CELESTIAL CREATURE

Celestial creatures dwell on the upper planes, the realms of virtue, although they resemble beings found on the Material Plane. They are more regal and more beautiful than their earthly counterparts.

Celestial creatures often come in metallic colors (usually silver, gold or platinum). They can be mistaken for half-celestials, more powerful creatures that are created when a celestial mates with a non-celestial creature.

CELESTIAL CREATURE (TEMPLATE)

Type: Animals or vermin with this template become supernatural beasts, but otherwise the creature type is unchanged. Celestial creatures encountered on the Material Plane have the extraplanar subtype.

Abilities: Same as the base creature, but Intelligence is at least –4.

Traits: A celestial creature retains all the traits of the base creature and also gains the following traits. If the base creature already has one or more of these special qualities, use the better value.

Darkvision: A celestial creature gains darkvision with a range of 60 feet.

Damage Reduction: Some celestial creatures gain damage reduction based on the base creature's level (see table). If a celestial creature gains damage reduction, its natural weapons are treated as supernatural weapons for the purpose of overcoming damage reduction.

Level	Resistance to Acid, Cold, Electricity	Damage Reduction
1-3	2	—
4-7	2	2/supernatural
8-11	4	2/supernatural
12 or more	4	4/supernatural

Resistances: Celestial creatures gain Resistance to acid, cold, and electricity (see table).

Supernatural Resistance: Celestial creatures have Supernatural Resistance equal to the base creature's level +5 (maximum 25).

Smite Evil: Once per day a celestial creature can make a normal melee attack to deal extra damage equal to its level (maximum of +20) to any outsider with the vice subtype or any undead creature.

Advancement: A celestial creature advances by creature type or by heroic role if it is intelligent.

Level Lag: 1

“Celestial” is an inherited template that can be added to any corporeal aberration, animal, dragon, fey, humanoid, monstrous humanoid, plant, supernatural beast, or vermin.

A celestial creature uses all the base creature's statistics and abilities except as noted here. Do not recalculate the creature's base combat bonus, saves, or skills if its type changes.

CLOCKWORK CREATURE

Clockwork creatures are constructs built to imitate the form and function of a specific animal. Clockwork creatures are composed of a complex matrix of gears and coiled springs that continually click and whirl as the construct moves about. Between the gearwork that is often visible between their armored plates, and their jerky mechanical motions it is difficult to mistake a clockwork creature for the real thing unless they are seen at a distance and under poor lighting.

CLOCKWORK CREATURE (TEMPLATE)

Type: The base creature's type changes to construct.

Speed: Same as base creature.

Abilities: Increase the base creature's Strength by +2 and decrease its Dexterity by 1. A clockwork creature has no Constitution or Intelligence. Its Wisdom becomes +0, and its Charisma becomes –5.

Skills: A clockwork creature has no skills, though it retains any racial skill bonuses that the base creature had. Clockwork creatures have a –2 racial penalty to Stealth checks.

Feats: A clockwork creature has no feats except for Night Vision, which it gains as a bonus feat.

Traits: A clockwork creature loses all supernatural powers and supernatural traits. A clockwork creature gains the following traits:



Construct Traits: A clockwork creature gains all the standard immunities, resistances and other traits of the construct creature type.

Damage Reduction: A clockwork creature gains Damage Reduction 2/bludgeoning.

Darkvision: A clockwork creature gains darkvision with a range of 60 feet.

Death Throes: When a clockwork creature is reduced to “disabled” or worse on the damage track it is destroyed. Its gears and all of its tightly-wound springs give way and burst out of its body with a loud twanging sound. Any creature within 10 feet of the clockwork creature must succeed on a Reflex save or take damage equal to its level. This damage is slashing, piercing and bludgeoning. The save Difficulty is Strength-based.

Supernatural Immunity: A clockwork creature is immune to most supernatural powers. A clockwork creature that takes fire damage from a supernatural attack must succeed on a Fortitude save equal to 10 + the damage of the attack or be slowed for 3 rounds. It can only take a single move or standard action per round and cannot move and attack in the same round during this time unless it charges. A supernatural attack against a clockwork creature that deals electricity damage does no damage to it and instead breaks any slowing effect on it and grants it an immediate recovery check with a bonus equal to the damage of the attack. A clockwork creature is affected normally by rust attacks, such as that of a rust monster.

Combat: Same as base creature, modified by the clockwork's lowered Dexterity.

Saving Throws: Base creature's natural armor bonus to toughness becomes +6.

Advancement: A clockwork creature does not advance in level.

Level Lag: None

“Clockwork Creature” is an inherited template (though clockwork creatures are technically built and not born) that can be added to any animal, supernatural beast or vermin (referred to hereafter as the base creature).

COMBAT UNIT

A combat unit is a group of similar individuals that move and attack together as if they were a single creature. In order to be part of a combat unit, a creature must have an Intelligence of -4 or greater, and be Small size or larger. Creatures with no Intelligence or with an Intelligence of -5 cannot be trained to work together as a unit. Tiny or smaller creatures that band together use the rules for swarms instead of the combat unit rules presented here.

COMBAT UNIT (TEMPLATE)

Size and Type: Same as the component creature. The combat unit also gains a “unit size classification” based on the number of individuals in the combat unit. See table on next page.

For larger groups of creatures use the following classifications: a “Brigade” is 2 or more regiments. A “Division” consists of 2 or more brigades.

Space/Reach: A combat unit’s reach remains the same as the component creature, but its space is determined based on the size and number of its component creatures as shown in the table below.

Speed: Same as component creature, or as their mounts if the entire unit is mounted.

Abilities: Same as component creature.

Skills: A combat unit is considered to possess any skills that at least half of its component creatures have.

Feats: A combat unit is considered to have any feats that at least half of its component creatures have.

Traits: A combat unit gains the following traits:

Combat Unit Traits: A combat unit has no discernable anatomy, so it is not subject to critical hits. Combat units cannot be tripped, grappled, or grapple another. A combat unit is considered to be immune to nonlethal damage.

Commander Effect: A unit may have a commander (who is not counted when determining the size of the unit). A unit gains combat and Will save bonuses depending on the level of the unit’s commander.

Commander Level	Bonus
1-2	+0
3-5	+1
6-10	+2
11-15	+3
16+	+4

The commander retains his or her own individual statistics and is always considered to be among the survivors. There are several exceptions to this rule.

A commander may leave his or her combat unit to fight on their own, possibly to take on another commander or other powerful creature in single combat. When the commander leaves a unit, they no longer gain any benefit from their commander bonus, and the commander may be killed while on their own.

The second exception is that when a combat unit reaches “disabled” or worse condition on the damage track.

The third exception is when the commander moves to the front lines to fight in person. While fighting in the front lines, a commander makes their own attack and toughness rolls independent of the combat unit. While the commander is fighting in the front lines, they may be targeted by the attacks of another creature or unit.



Unit Size						
	Company	Squad	Band	Platoon	Battalion	Regiment
# of creatures in unit	3-5	6-10	11-20	21-40	41-80	81-160
Attack Roll Bonus	+1	+2	+3	+4	+5	+6
Damage Bonus	+2	+4	+6	+8	+10	+12
Damage Reduction	2/area	2/area	2/area	4/area	4/area	4/area
Toughness Bonus	+0	+2	+4	+4	+6	+8

APPROXIMATE COMBAT UNIT SPACE BASED ON THE SIZE AND NUMBER OF ITS COMPONENT CREATURES.

	Company of 3-5	Squad of 6-10	Band of 11-20	Platoon of 21-40	Battalion of 41-80	Regiment of 81-160
Small	10 ft. x 10 ft.	15 ft. x 15 ft.	20 ft. x 20 ft.	30 ft. x 30 ft.	40 ft. x 40 ft.	60 ft. x 60 ft.
Medium	10 ft. x 10 ft.	15 ft. x 15 ft.	20 ft. x 20 ft.	30 ft. x 30 ft.	40 ft. x 40 ft.	60 ft. x 60 ft.
Large	20 ft. x 20 ft.	30 ft. x 30 ft.	40 ft. x 40 ft.	60 ft. x 60 ft.	80 ft. x 80 ft.	120 ft. x 120 ft.
Huge	30 ft. x 30 ft.	45 ft. x 45 ft.	60 ft. x 60 ft.	90 ft. x 90 ft.	120 ft. x 120 ft.	180 ft. x 180 ft.
Gargantuan	40 ft. x 40 ft.	60 ft. x 60 ft.	80 ft. x 80 ft.	120 ft. x 120 ft.	160 ft. x 160 ft.	240 ft. x 240 ft.
Colossal	50 ft. x 50 ft.	75 ft. x 75 ft.	100 ft. x 100 ft.	150 ft. x 150 ft.	200 ft. x 200 ft.	300 ft. x 300 ft.

Finally, a commander may be targeted by ranged attacks, but they are considered to have cover while they are amidst their troops.

Damage Reduction: A combat unit of 3-20 creatures (a company, squad or band) gains damage reduction 2/area attacks. A combat unit of 21 or more creatures gains damage reduction 4/area attacks. This damage reduction stacks with the damage reduction of the component creatures, if any.

Immunity to Targeted Effects: A combat unit cannot be targeted by non-damaging supernatural powers or effects that only target a single individual such as the Suggestion or Domination supernatural powers. They can be targeted by the Mass Suggestion feat however.

Pike Hedge: If every creature in a combat unit is armed with a weapon that provides additional reach, the unit may form a pike hedge as a free action. While in pike hedge formation a unit can only move at a speed of 5 ft., but gains a +1 bonus to damage, and deals double damage against charging creatures.

Shield Wall: If every creature in a combat unit is armed with a medium or larger shield, it can form a shield wall as a free action. While in shield wall formation, the combat unit can only move at half speed, but gains an additional +2 bonus to defense. Movement through terrain that prevents the soldiers from standing shoulder to shoulder at all times (such as moving through a forest) prevents the use of a shield wall for the rest of that round.

Vulnerable to Flanking: When in melee combat range of a total number of creatures equal to or greater than twice the number of creatures in the combat unit, the outnumbered combat unit suffers a -4 penalty to its defense.

Combat: As component creature, modified by bonuses from commander effects and unit size.

Saving Throws: A combat unit has Fortitude, Reflex and Will saves equal to the average of its component creatures. Its Toughness save is modified by the unit's size.

“Combat Unit” is an acquired template that can be used to combine a large number of similar creatures into a single fighting force. This template can be added to any creature of small or larger size with an Intelligence of -4 or greater (referred to hereafter as the “component creature”).

COMBAT UNITS AND THE DAMAGE TRACK

A combat unit responds differently to the damage track than a single creature. A combat unit ignores any damage that results in a “hurt” condition on the damage track. Individuals in the unit may be injured, but the unit as a whole is unaffected. A unit that has become “wounded” has lost 10% casualties. A unit that becomes “disabled” has lost 25% casualties. A unit that is marked of as “dying” has 50% casualties and loses one unit size (So a battalion that suffers 50% casualties becomes a platoon), and a unit that is marked of as “dead” has 90% casualties and automatically disbands. Round all fractions up. A unit does not “heal” from these conditions unless it somehow picks up enough additional component creatures to replace the ones that have been lost (no recovery check necessary). Note that a “casualty” is not necessarily a death; a casualty counts as any individual too injured or too demoralized to continue combat.

Each time a combat unit gains one of the above mentioned conditions on the damage track, it must succeed on a Will save with a Difficulty equal to the recovery check difficulty for that condition in order to avoid becoming disbanded. All members of a disbanded unit flee all combat situations, and leave the area as soon as possible, by any means available.

SAMPLE UNIT: MERCENARY ORC COMPANY (1ST LEVEL WARRIORS WITH A BLACK ORC COMMANDER)

- Type:** 1st Level Humanoids (combat unit, orc)
- Size:** Company of Five Medium Creatures
- Speed:** 30 ft.
- Abilities:** Str +3, Dex +0, Con +1, Int -1, Wis -2, Cha -2
- Skills:** Notice 4 (+2)
- Feats:** Armor Training, Attack Focus (greataxe), Rage, Weapon Training
- Traits:** Combat Unit Traits, Commander Effect +1, Damage Reduction 2/area attacks, Dark Vision 60 Ft., Immunity To Targeted Effects, Light Sensitivity, Vulnerable To Flanking

Combat: Attack +3 (+1 base, +1 unit size, +1 commander effect) (+4 with battleaxe, crit +4), Damage +8 (+3 axe, +3 Str, +2 unit size), Defense Dodge/Parry +2/+5 (+1 base, +3 Str, +1 commander effect)

Saving Throws: Toughness +4 (+1 Con, +3 chainmail), Fortitude +3 (+2 base, +1 Con), Reflex +0 (+0 base), Will -1 (+0 base, +1 commander effect)

A “wounded” mercenary orc company has no casualties.

A “disabled” mercenary orc company has one casualty.

A “dying” mercenary orc company has three casualties and is no longer a combat unit. It loses the combat unit subtype and just becomes two orcs.

A “dead” mercenary orc company has five casualties.

FIENDISH CREATURE

Fiendish creatures dwell on the lower planes, the realms of vice, although they resemble beings found on the Material Plane. They are more fearsome in appearance than their earthly counterparts.

FIENDISH CREATURE (TEMPLATE)

Size and Type: Animals or vermin with this template become supernatural beasts, but otherwise the creature type is unchanged. Size is unchanged. Fiendish creatures encountered on the Material Plane have the extraplanar subtype.

Abilities: Same as the base creature, but Intelligence is at least -4.

Traits: A fiendish creature retains all the traits of the base creature and also gains the following traits. If the base creature already has one or more of these special qualities, use the better value.

Darkvision: A fiendish creature gains darkvision with a range of 60 feet.



Damage Reduction: Some fiendish creatures gain damage reduction based on the base creature’s level (see table). If a fiendish creature gains damage reduction, its natural weapons are treated as supernatural weapons for the purpose of overcoming damage reduction.

Level	Resistance to Acid, Cold, Electricity	Damage Reduction
1-3	2	—
4-7	2	2/supernatural
8-11	4	2/supernatural
12 or more	4	4/supernatural

Resistances: Fiendish creatures gain Resistance to cold and fire (see table).

Supernatural Resistance: Fiendish creatures have Supernatural Resistance equal to the base creature’s level +5 (maximum 25).

Smite the Virtuous: Once per day the creature can make a normal melee attack to deal extra damage equal to its level (maximum of +20) to a creature with the virtue subtype.

Advancement: A fiendish creature advances by creature type or by heroic role if it is intelligent.

Level Lag: 1

“Fiendish” is an inherited template that can be added to any corporeal aberration, animal, dragon, fey, humanoid, monstrous humanoid, ooze, plant, supernatural beast, or vermin (referred to hereafter as the base creature).

A fiendish creature uses all the base creature’s statistics and abilities except as noted here. Do not recalculate the creature’s base combat bonus, saves, or skill points if its type changes.

HALF-CELESTIAL

One of a half-celestial’s parents is a celestial. No matter the form, half-celestials are always comely and delightful to the senses, having golden skin, sparkling eyes, angelic wings, or some other sign of their higher nature.

HALF-CELESTIAL (TEMPLATE)

Type: The creature’s type changes to outsider. Do not recalculate the creature’s base combat bonus or saves. Half-celestials are normally native outsiders.

Speed: A half-celestial has feathered wings and can fly at twice the base creature’s base land speed (good maneuverability). If the base creature has a fly speed, use that instead.

Abilities: Increase the base creature’s abilities as follows: Str +2, Dex +1, Con +2, Int +1, Wis +2, Cha +2.

Skills: Regardless of creature type or heroic role, a half-celestial gains skills as an outsider and has skills equal to (6 + Int, minimum 1) and the same number of skill ranks per additional level.

Feats: All half-celestials gain bonus supernatural powers based on their level:

Level	Bonus Supernatural Powers
1-2	Purifying Light
3-4	Cure
5-6	Cure Poison
7-10	Cure Disease
11-14	Dominate
15-18	Summon Outsider
19-20	Imbue Life

Traits: A half-celestial has all the traits of the base creature, plus the following traits.

Darkvision: A half-celestial gains darkvision with a range of 60 feet.

Damage Reduction: Half-celestials gain Damage Reduction 2/supernatural (if 11th level or lower) or 4/supernatural (if 12th level or above). A half-celestial's natural weapons are treated as supernatural weapons for the purpose of overcoming damage reduction.

Immunity to Disease: Half-celestials are immune to all diseases.

Resistances: Half-celestials gain Resistance to acid 4, cold 4 and electricity 4.

Supernatural Resistance: Half-celestials have Supernatural Resistance equal to creature's level + 10 (maximum 35).

Smite Evil: Once per day a celestial creature can make a normal melee attack to deal extra damage equal to its level (maximum of +20) to any outsider with the vice subtype, or to any undead creature.

Saving Throws: A half-celestial's natural armor bonus to toughness improves by +1. Half-celestials also gain a +4 racial bonus on Fortitude saves against poison.

Advancement: A half-celestial creature advances by heroic role but gains skills as an outsider.

Level Lag: 2.

"Half-celestial" is an inherited template that can be added to any living, corporeal creature with an Intelligence of -3 or higher without the vice subtype (referred to hereafter as the base creature).

A half-celestial uses all the base creature's statistics and special abilities except as noted here.

HALF-DRAGON

A half-dragon is a creature with strong draconic heritage. The blood of dragons literally flows in her veins. Half-dragon creatures are always more formidable than others of their kind that do not have dragon blood, and their appearance betrays their nature—scales, elongated features, reptilian eyes, and exaggerated teeth and claws. Sometimes they have wings.

HALF-DRAGON (TEMPLATE)

Size and Type: The creature's type changes to dragon. The creature's Size is unchanged. Do not recalculate base combat bonus or saves.

Speed: A half-dragon that is Large or larger has wings and can fly at twice its base land speed (maximum 120 ft.) with average maneuverability. A half-dragon that is Medium or smaller does not have wings.

Abilities: Increase the base creature's abilities as follows: Str +4, Con +1, Int +1, Cha +1.

Skills: Regardless of creature type or heroic role a half-dragon gains skills as a dragon and has skills equal to (6 + Int, minimum 1) and the same number of skill ranks per additional level.

Feats: A half-dragon gains Night Vision as a bonus feat.

Traits: A half-dragon has all the traits of the base creature, plus it gains the following traits:

Darkvision: A half-dragon gains darkvision with a range of 60 feet.

Immunities: A half-dragon gains Immunity to sleep and paralysis effects, and an additional Immunity based on the variety of its dragon ancestor.

Breath Weapon: A half-dragon gains a breath weapon (usable once per day) based on its dragon variety (see table). A half-dragon's Breath Weapon deals +7 damage. A successful Reflex save (Difficulty 10 + 1/2 half-dragon's level + the half-dragon's Constitution) reduces damage by half.

Dragon Variety	Immunity	Breath Weapon
Fire	Fire	30-foot cone of fire
Forest	Acid	30-foot cone of corrosive (acid) gas
Ice	Cold	30-foot cone of cold
Moon	Cold	30-foot cone of cold
Mountain	Petrification	30-foot cone of petrifying gas*
Sky	Electricity	60-foot line of lightning
Sun	Fire	30-foot cone of fire
Swamp	Acid	60-foot line of acid

*A creature petrified by a half-mountain dragon's breath weapon of is allowed a Fortitude save every round to recover. The save Difficulty decreases by 1 each round.

Combat: A half-dragon has a claw attack and a bite attack. If the base creature can use weapons, the half-dragon retains this ability. A half-dragon fighting without weapons uses a claw when making an attack action, and may purchase the Double Strike feat to attack with both claws in a single round each at a -2 penalty to hit, and gaining only half of the half dragon's Strength to damage. When it has a weapon, it usually uses the weapon instead. If the base creature does not have these attack forms, use the damage values in the table below. Otherwise, use the values below or the base creature's damage values, whichever are greater.

Size	Bite Damage	Claw Damage
Fine	-4	—
Diminutive	-1	-4
Tiny	+0	-1
Small	+1	+0
Medium	+2	+1
Large	+3	+2
Huge	+4	+3
Gargantuan	+6	+4
Colossal	+8	+6

Saving Throws: A half-dragon's natural armor bonus to toughness improves by +2.

Advancement: A half-dragon creature advances by heroic role but gains skills as a dragon.

Level Lag: 2.

"Half-dragon" is an inherited template that can be added to any living, corporeal creature (referred to hereafter as the base creature).

A half-dragon uses all the base creature's statistics and special abilities except as noted here.

HALF-FIEND

One of a half-fiend's parents is a fiend. No matter its form, a half-fiend is always hideous to behold, having dark scales, horns, glowing red eyes, bat wings, a fetid odor, or some other obvious sign that it is tainted with evil.

HALF-FIEND (TEMPLATE)

Type: The creature's type changes to outsider. Do not recalculate base attack bonus or saves. Half-f ends are normally native outsiders.

Speed: A half-f end has bat wings. Unless the base creature has a better fly speed, the creature can fly at the base creature's base land speed (average maneuverability).

Abilities: Increase the base creature's abilities as follows: Str +2, Dex +2, Con +1, Int +2, Cha +1.

Skills: Regardless of creature type or heroic role a half-f end gains skills as an outsider and has skills equal to (6 + Int, minimum 1) and the same number of skill ranks per additional level.

Feats: A half-f end gains a number of bonus supernatural powers based on its level.

Traits: A half-f end has all the traits of the base creature, plus the following traits.

Darkvision: A half-f end gains darkvision with a range of 60 feet.

Damage Reduction: Half-f ends gain Damage Reduction 2/supernatural (if 11th level or lower) or 4/supernatural (if 12th level or above). A half-f end's natural weapons are treated as supernatural weapons for the purpose of overcoming damage reduction.

Immunity to Poison: Half-f ends are immune to all types of poison.

Resistances: Half-f ends gain Resistance to acid 4, cold 4, electricity 4 and fire 4

Supernatural Resistance: Half-f ends have Supernatural Resistance equal to creature's Level + 10 (maximum 35).

Smite the Virtuous: Once per day the creature can make a normal melee attack to deal extra damage equal to its level (maximum of +20) to a creature with the virtue subtype.

Level	Bonus Supernatural Powers
1-2	Shadow Shaping
3-4	Harm
5-6	Corrupting Shadow
7-10	Drain Vitality
11-14	Imbue Unlife
15-18	Summon Outsider
19-20	Dominate

Combat: A half-f end has a claw attack and a bite attack, and the claws are the primary natural weapon. If the base creature can use weapons, the half-f end retains this ability. A half-f end fighting without weapons uses a claw when making an attack action, and may purchase the Double Strike feat to attack with both claws in a single round each at a -2 penalty to hit, and gaining only half of its Strength to damage. When it has a weapon, it usually uses the weapon instead. If the base creature does not have these attack forms, use the damage values in the table below. Otherwise, use the values below or the base creature's damage values, whichever are greater.

Size	Bite Damage	Claw Damage
Fine	-4	—
Diminutive	-1	-4
Tiny	+0	-1
Small	+1	+0
Medium	+2	+1
Large	+3	+2
Huge	+4	+3
Gargantuan	+6	+4
Colossal	+8	+6

Saving Throws: A half-f end's natural armor bonus to toughness improves by +1.

Advancement: A half-f end creature advances by heroic role but gains skills as an outsider.

Level Lag: 2.

"Half-f end" is an inherited template that can be added to any living, corporeal creature with an Intelligence of -3 or more that lacks the virtue subtype (referred to hereafter as the base creature).

A half-f end uses all the base creature's statistics and special abilities except as noted here.

LICH

Liches are adepts who have used their supernatural powers to extend their existence by becoming undead. They are gaunt, skeletal things with withered flesh stretched tight across horribly visible bones. Its eyes are lost to decay, but bright pinpoints of crimson light burn in the empty sockets.

LICH (TEMPLATE)

Type: The base creature's type changes to undead. Do not recalculate base combat bonus, saves or skills.

Abilities: A lich's mental abilities all increase by +1. Being undead, a lich has no Constitution.

Skills: Liches have a +8 bonus on Notice, Search, Sense Motive and Stealth checks.

Supernatural Powers: Liches can use any supernatural powers they knew in life.

Traits: A lich retains the base creature's traits and gains those described below. Save Difficulty are equal to 10 plus the lich's level (round down) + the lich's Charisma, unless otherwise noted.

Damage Reduction: A lich's undead body is tough, giving the creature damage reduction 6/bludgeoning and supernatural. Its natural weapons are treated as supernatural weapons for overcoming damage reduction.

Fear Aura: Liches are shrouded in a dreadful aura of evil. Creatures in a 60-foot radius that look at the lich must succeed on a Will save or be affected by the *fear* effect of the Heart Shaping supernatural power. A creature that successfully saves cannot be affected again by the same lich's aura for 24 hours.

Immunities: Liches are immune to cold, poison, sleep, paralysis, stunning, disease and mind-influencing effects (including mind-influencing powers). They are not subject to critical hits, non-lethal damage, ability damage, ability drain or any effect requiring a Fortitude save, unless it works on inanimate objects. Liches have immunity to electricity and Flesh Shaping, although they can use Flesh Shaping effects on themselves.

Paralyzing Touch: Any living creature a lich hits with its touch fence attack must succeed on a Fortitude save or be permanently paralyzed. A Cure check against the save Difficulty can restore the victim. Anyone paralyzed by a lich seems dead. A Difficulty 20 Notice check or a Difficulty 15 Medicine check reveals the victim is still alive.

Combat: A lich has a touch attack it can use once per round. A lich without natural weapons has a life draining touch attack that deals +4 damage to living creatures; a Will save (Difficulty 10 + 1/2 the lich's level rounded down + the lich's Charisma) halves the damage. The lich must make a successful fence attack in order to use this ability.

Saving Throws: A lich has the same Toughness save based on its size, with a bonus equal to half its level. A lich has a +2 natural armor bonus to Toughness or the base creature's natural armor bonus, whichever is better.

Advancement: A lich advances by heroic role (usually adept).

Level Lag: 2.

“Lich” is an acquired template that can be added to any humanoid creature (referred to hereafter as the base creature), provided it can create the required phylactery. A lich has the base creature’s statistics and abilities except as noted here.

THE LICH’S PHYLACTERY

An integral part of becoming a lich is creating a phylactery in which the adept stores his life force. As a rule, the only way to get rid of a lich for sure is to destroy its phylactery. Unless its phylactery is destroyed, a lich reappears within ten days after its apparent destruction. Each lich must make its own phylactery, which requires the Imbue Item feat and the Imbue Unlife supernatural power. The would-be lich must also have an adept level of 11th or higher. The phylactery has a purchase Difficulty of 35 to make and a level equal to its creator at the time of creation. A phylactery can be any small item, typically a ring, amulet, circlet or the like. It has hardness 16, regardless of composition.

LYCANTHROPE

Lycanthropes are humanoids or who can transform themselves into animals. In its natural form, a lycanthrope looks like any other members of its kind, though natural lycanthropes and those who have been affected for a long time tend to have or acquire features reminiscent of their animal forms. In animal form, a lycanthrope resembles a powerful version of the normal animal, but on close inspection, its eyes (which often glow red in the dark) show a faint spark of unnatural Intelligence.

LYCANTHROPE (TEMPLATE)

Size and Type: The base creature’s type does not change, but the creature gains the shapechanger subtype. The lycanthrope takes on the characteristics of a creature with the animal type (referred to hereafter as the base animal).

This animal can be any animal whose size is within one size category of the base creature’s size (Small, Medium or Large for a Medium base creature). Lycanthropes can also adopt a hybrid shape that combines features of the base creature and the base animal. A lycanthrope’s hybrid form is the same size as the base animal or the base creature, whichever is larger.

A Narrator can also allow lycanthropic vermin for eerie creatures such as werespiders. This template assumes that lycanthropes only have predatory animal forms, however.

A lycanthrope uses either the base creature’s or the base animal’s statistics and special abilities in addition to those described here.

Speed: Same as the base creature or base animal, depending on which form the lycanthrope is using. Hybrids use the base creature’s speed.

Abilities: All lycanthropes gain +1 to Wisdom. In addition, when in animal form, a lycanthrope’s physical abilities improve according to its kind, as set out in the table at right. These adjustments are equal to the animal’s normal abilities. A lycanthrope in hybrid form modifies its physical abilities by the same amount.

Skills: A lycanthrope retains the skills of the base creature, though it gains future skill ranks equal to (2 + Int, minimum 1) for each level of its animal form as if using the rules for mixed-role heroes for gaining levels of the animal type. In any form, a lycanthrope also has any racial skill bonuses of the base creature and of the base animal.

Feats: A lycanthrope retains the feats of the base creature and gains the bonus feats of the animal as bonus feats while in hybrid or animal form (as shown on the **Common Lycanthropes** table). A lycanthrope receives Iron Will and Night Vision as bonus feats in any form. Since the lycanthrope must gain levels in the animal creature type, it only gains feats at 1st level and every 3 levels after that.



Traits: A lycanthrope retains the traits of the base creature or base animal, depending on which form it is using, and also gains the traits described below.

Alternate Form: A lycanthrope can assume animal form, though only the specific animal form indicated for the lycanthrope can be assumed. It does not assume the abilities of the animal, but instead adds the animal’s physical abilities as modifiers to its own. A lycanthrope also can assume a bipedal hybrid form with prehensile hands and animalistic features.

Changing to or from animal or hybrid form is a standard action.

COMMON LYCANTHROPES

Name	Animal Form	Animal Levels	Ability Modifiers*	Bonus Feats*
Werebear	Bear	6	Str +8, Dex +1, Con +4	Improved Grab, Night Vision, Track
Wereboar	Boar	3	Str +2, Con +3	Night Vision
Wererat	Dire Rat	1	Dex +3, Con +1	Night Vision
Weretiger	Tiger	6	Str +6, Dex +2, Con +3	Improved Grab, Night Vision
Werewolf	Wolf	2	Str +1, Dex +2, Con +2	Improved Trip, Night Vision, Track

*The lycanthrope’s ability modifiers and bonus feats only apply when the lycanthrope is in hybrid or animal form.

EXAMPLE OF A LYCANTHROPE'S ADVANCEMENT

Talbot is a 4th level warrior that is bitten by a natural werewolf. He fails his Fortitude save and becomes an afflicted lycanthrope. He immediately gains the senses and shapechanging ability of a werewolf. He also gains a level lag of 1, meaning he cannot advance at all until other members of his party have advanced 1 level. Since a wolf has 2 levels of animal, instead of advancing as a hero Talbot must advance as a creature of the animal type when he reaches 5th and 6th level. If not cured, for the next two levels his combat bonus increases like that of an animal (same as an expert) as do his saves (Fortitude and Reflex are his good saves and Will is his normal save). Since he is advancing as an animal, he also gains skills as an animal, gaining a number of skill ranks equal to 2 + his Intelligence. He does not gain a feat at 5th level, because since he is advancing as an animal his next available feat comes at 6th level. Even if he is cured of his lycanthropy, he must still take at least 1 level of animal. When Talbot becomes 6th level and lags behind the party average by 1 level, he has satisfied the requirements of the curse. He can once again start taking levels in a heroic role with his 7th level. If not cured, however, he remains a lycanthrope.

A slain lycanthrope reverts to its humanoid form, although it remains dead. Separated body parts retain their animal form, however.

Afflicted lycanthropes find this ability difficult to control (see the section on **Lycanthropy as an Affliction**), but natural lycanthropes have full control over this power.

Curse of Lycanthropy: Any humanoid reduced to “hurt” or worse condition on the damage track by a natural lycanthrope’s bite attack (or other natural attack) in animal or hybrid form must succeed on a Difficulty 15 Fortitude save or contract lycanthropy. If the victim’s size is not within one size category of the lycanthrope the victim cannot contract lycanthropy from that lycanthrope. Afflicted lycanthropes cannot pass on the curse of lycanthropy.

Damage Reduction: An afflicted lycanthrope in hybrid or animal form has Damage Reduction 2/silver. A natural lycanthrope in hybrid or animal form has Damage Reduction 4/silver.

Lycanthropic Empathy: In any form, lycanthropes can communicate and empathize with normal or dire animals of their animal form. This gives them a +4 racial bonus on checks when influencing the animal’s attitude and allows the communication of simple concepts and (if the animal is friendly) commands, such as “friend”, “foe”, “flee”, and “attack”.

Scent: A lycanthrope has the scent ability in any form.

Combat: A lycanthrope’s attacks are the same as the base creature or base animal, depending on which form the lycanthrope is using. A lycanthrope in hybrid form gains a claw attack and a bite attack as natural weapons. These weapons deal damage based on the hybrid form’s size or based on the animal’s bite and claw damage, whichever is greater. A hybrid may attack with a weapon, or may attack with its natural weapons.

Hybrid Size	Claw	Bite
Small	+0	+1
Medium	+1	+2
Large	+2	+3
Huge	+3	+4

The damage for each attack is the same as the base creature or base animal, depending on which form the lycanthrope is in.

Saving Throws: The base creature’s natural armor bonus to toughness increases by +1 in all forms. In hybrid form, the lycanthrope’s natural armor bonus is equal to the natural armor bonus of the base animal or the base creature, whichever is better.

Advancement: The advancement of a lycanthrope is different from all other creatures. When a hero first becomes a lycanthrope (at birth for a natural lycanthrope, and upon failing the Fortitude save to resist the curse of lycanthropy for an afflicted lycanthrope), he gains the senses, bonus feats, damage reduction, shapechanging ability and level lag associated with the type of lycanthrope he is.

In addition to the level lag, the hero *must* advance as creature of the animal type for his next several levels until he has advanced a number of levels equal to the animal’s level—6 levels for a werebear or weretiger, 3 levels for a wereboar, 2 levels for a werewolf, and 1 level for a wererat. (This also means that a natural lycanthrope’s first several levels are in the animal type rather than in a heroic role.) Unless cured an afflicted lycanthrope cannot take a level in a heroic role until he has taken all of the required animal levels. (This is the curse—to be part animal.) An afflicted lycanthrope that is cured of the curse can resume taking levels in a heroic role but only after he has taken at least 1 level in animal. Once cured, an infected lycanthrope loses all bonus feats and traits granted by the lycanthrope template, but their levels of animal remain. They also lose the level lag associated with the lycanthrope template, and the narrator should arrange for them to catch up to the average level of the rest of the party (assuming the hero has no level lag from other sources).

While taking animal levels, the hero’s combat bonus, saving throws and skills are calculated as if he were a mixed-role hero using the animal creature type. His reputation advances as if he were an expert regardless of his last heroic role (news of a lycanthrope is hard to contain!).

Level Lag: +1 (afflicted) or +2 (natural). This level lag is in addition to the required animal levels.

“Lycanthrope” is a template that can be added to any humanoid (referred to hereafter as the base creature). The lycanthrope template can be inherited (for natural lycanthropes) or acquired (for afflicted lycanthropes). Becoming a lycanthrope is very much like becoming a mixed-role hero, taking the animal creature type as the new role.

LYCANTHROPY AS AN AFFLICTION

When a character contracts lycanthropy through a lycanthrope’s bite, no symptoms appear until the first night of the next full moon. On that night, the afflicted character involuntarily assumes animal form and forgets his or her own identity, temporarily becoming a supporting character under the control of the Narrator. He remains in animal form, acting as the animal would, until the next dawn. He remembers nothing about the entire episode (or subsequent episodes) unless he succeeds on a Difficulty 15 Wisdom check, in which case he becomes aware of his lycanthropic condition.

Thereafter, the character is subject to involuntary transformation under the full moon and whenever damaged in combat. He or she feels an overwhelming rage building up and must succeed on a Control Shape check (see the **Control Shape Skill** sidebar) to resist changing into

animal form. Any character not yet aware of his or her lycanthropic condition temporarily becomes a supporting character during an involuntary change, and acts according to the alignment of his or her animal form.

An afflicted lycanthrope with awareness of his condition retains his identity and does not lose control of his actions if he changes. However, each time he changes to his animal form, he must succeed on a Will save (Difficulty 15 + number of times he has been in animal form) or permanently assume an animal-like mentality.

Once an afflicted lycanthrope becomes aware of his affliction, he can now voluntarily attempt to change to animal or hybrid form, using the appropriate Control Shape check Difficulty. An attempt is a standard action and can be made each round.

Changing Form: Changing form is a standard action. If the change is involuntary, the character performs the change on his next turn following the triggering event. Changing to animal or hybrid form ruins

the character's armor and clothing (including any items worn) if the new form is larger than the character's natural form; carried items are simply dropped. Characters can hastily doff clothing while changing, but not armor. Supernatural armor survives the change if it succeeds on a Difficulty 15 Fortitude save. An afflicted lycanthrope who is not aware of his condition remains in animal form until the next dawn. An afflicted lycanthrope who is aware of his condition can try to resume humanoid form following a change (voluntary or involuntary) with a Control Shape check, but if he fails his check, he remains in animal (or hybrid) form until the following dawn.

Curing Lycanthropy: An afflicted lycanthrope who eats a sprig of belladonna (also called wolfsbane) within 1 hour of a lycanthrope's attack can attempt a Difficulty 20 Fortitude save to shake of the affliction. If a healer administers the herb, use the character's save bonus or the healer's Medicine modifier, whichever is higher. The character gets only one chance, no matter how much belladonna is consumed. The belladonna must be reasonably fresh (picked within the last week).

CONTROL SHAPE (WIS)

The Control Shape skill determines whether an afflicted lycanthrope can control his shape. Any character who has contracted lycanthropy and is aware of his condition can learn this skill. Once an afflicted lycanthrope is aware of his condition, he can use this skill untrained and can put skill ranks into it just like any other skill. An afflicted lycanthrope not yet aware of his condition cannot attempt Control Shape checks untrained. An adept can use Body Control in place of the Control Shape skill.

A natural lycanthrope does not need this skill, since it always has full control over its shape.

Check (Involuntary Change): An afflicted lycanthrope must succeed on a Difficulty 25 Control Change check at moonrise each night of the full moon to resist involuntarily assuming animal form. He must also check for an involuntary change when injured; Difficulty 20 for "hurt" and Difficulty 25 for "wounded".

On a failed check, he must remain in animal form until the next dawn, when he automatically returns to his base form. An afflicted lycanthrope aware of his condition may make one attempt to return to humanoid form (see table), but if he fails, he remains in animal form until the next dawn.

Retry (Involuntary Change): Check to resist an involuntary change once each time a triggering event occurs.

Check (Voluntary Change): In addition, an afflicted lycanthrope aware of his condition may attempt to use this skill voluntarily in order to change to animal form, assume hybrid form or return to humanoid form, regardless of the state of the moon or whether he has been injured.

Voluntary Change	Control Shape Difficulty
Return to humanoid form (full moon*)	25
Return to humanoid form (not full moon)	20
Assume hybrid form	15
Voluntary change to animal form (full moon)	15
Voluntary change to animal form (not full moon)	20

* For game purposes, the full moon lasts three days every month.

Challenges: You can take the following challenges with Control Shape:

Aggressive Change: You can change shape and maintain your ability to engage in combat in the same round. By increasing the Difficulty by 5, you can change shape as a move action instead of a standard action.

Partial Change: You can change only part of your body rather than transforming completely, for example, to grow claws or teeth for combat without having to assume hybrid or animal form. On a success, you can attack with whichever natural weapon(s) you would normally be able to use in your other forms without damaging your clothing or armor. The Difficulty is equal to that of assuming hybrid form, plus 5 (Difficulty 20). A partial change lasts until you decide to return to humanoid form, and you must succeed on a Control Shape check to do so (Difficulty 20 or 25, depending on the phase of the moon).

Try again (Voluntary Change): A character can retry voluntary changes to animal form or hybrid form as often as he likes. Each attempt is a standard action. However, on a failed check to return to humanoid form, the character must remain in animal or hybrid form until the next dawn, when he automatically returns to humanoid form.

Special: An afflicted lycanthrope cannot attempt a voluntary change until it becomes aware of its condition (see **Lycanthropy as an Affliction**).

However, fresh or not, belladonna is toxic. The character must succeed on a Dexterity 13 Fortitude save or take 2 points of Strength damage. One minute later, he must succeed on a second Dexterity 13 save or take an additional 3 points of Strength damage.

A successful use of the Cure Disease supernatural power cast by an adept of 12th level or higher also cures the affliction, provided the character receives the treatment within three days of the lycanthrope's attack.

Characters undergoing this cure are often kept bound or confined in cages until the cure takes effect.

Only afflicted lycanthropes can be cured of lycanthropy.

SIMULACRUM

Simulacra are extremely life-like constructs that are usually built to resemble a specific person. Simulacra can be used both to impersonate and replace an individual of power and influence, or as a decoy for an influential figure seeking to confuse their enemies about their true location. The simulacrum is skilled at impersonating the individual it was designed to imitate, but its performance is not flawless. Those who knew the imitated individual well are allowed a Dexterity 20 Sense Motive or Dexterity 25 Notice check to notice that something isn't quite right about the simulacrum.

SIMULACRUM (TEMPLATE)

Type: The base creature's type changes to construct.

Speed: Same as base creature.

Abilities: Increase the base creature's Strength by +1, and decrease its Intelligence, Wisdom and Charisma each by 1. As a construct, a simulacrum has no Constitution.

Skills: Modify the base creature's skills to reflect the changes in abilities. Also add a +8 racial bonus to the bluff skill.

Feats: Same as base creature, plus Night Vision as a bonus feat.

Traits: A simulacrum gains the following traits:

Construct Traits: A simulacrum gains all the standard immunities, resistances and other traits of the construct creature type.

Damage Reduction: A simulacrum gains Damage Reduction 2/—and bludgeoning.

Darkvision: A simulacrum gains darkvision with a range of 60 feet.

Supernatural Immunity: A simulacrum is immune to most supernatural powers. In addition, certain powers and effects function differently against the creature, as noted below.

Android Simulacra: An android simulacrum is vulnerable to electricity and takes half again as much damage from electrical attacks (+50%). Even if the android succeeds on its Toughness save against an electrical attack, it must succeed on an additional Will save or be stunned for 3 rounds. The Dexterity for the Will save is equal to 10 + the damage of the attack.

Clay Simulacra: An adept with Earth Shaping can damage or drive away a clay simulacrum. On a successful power check with a Dexterity equal to 10 + the simulacrum's level, the simulacrum takes damage equal to the adept's level. The adept can also drive a clay simulacrum away, which functions like the *creature ward* effect of the Ward supernatural power against the simulacrum.

Flesh Simulacra: A flesh simulacrum that takes cold or fire damage from a supernatural attack must succeed on a Fortitude save equal to 10 + the damage of the attack or be slowed for 7 rounds. It can only take a single move or standard action per round and cannot move and attack in the same round during this time unless it charges. A supernatural attack against a flesh simulacrum that deals electricity damage deals no damage and instead breaks any slowing effect and grants it an immediate recovery check with a bonus equal to the damage of the attack.

Wax Simulacra: A wax simulacrum is vulnerable to fire and takes half again as much damage from fire attacks (+50%). A wax simulacrum that takes cold damage from a supernatural attack must succeed on a Fortitude save equal to 10 + the damage of the attack or be slowed for 3 rounds. It can only take a single move or standard action per round and cannot move and attack in the same round during this time unless it charges. Any supernatural attack against a wax simulacrum that deals acid damage does no damage and instead grants it an immediate recovery check with a bonus equal to the damage of the attack.

Wood Simulacra: An adept with Plant Shaping can damage or drive away a wood simulacrum. On a successful power check with Dexterity equal to 10 + the simulacrum's level, the wood simulacrum takes damage equal to the adept's level. The adept can also drive a wood simulacrum away, which functions like the *creature ward* effect of the Ward supernatural power against the simulacrum. A wood simulacrum is vulnerable to fire and takes half again as much damage from fire attacks (+50%).

Combat: Same as base creature.

Saving Throws: Base creature's natural armor bonus to toughness becomes +7.

Advancement: A simulacrum advances by heroic role.

Level Lag: 1

Simulacra are similar to golems in many respects, but are not nearly as powerful. They lack much of the supernatural immunity that characterizes golems.

- *Fantasy/Horror:* Simulacra are usually molded out of clay or wax or even wood. Adepts with Flesh Shaping can create them out of human flesh.
- *Science-Fiction:* Simulacra are highly specialized androids with advanced artificial intelligence. They have the android and sentient subtypes.



“Simulacrum” is an inherited template (though simulacrum are technically built and not born) that can be added to any fey, humanoid, monstrous humanoid, or outsider. Create a simulacrum by applying this template to the creature that the simulacrum is supposed to imitate (referred to hereafter as the base creature). It uses all the base creature’s statistics and special abilities except as noted here.

SKELETON

Skeletons are the animated bones of the dead, mindless automatons that obey the orders of their creators. A humanoid skeleton is seldom garbed in anything more than the rotting remnants of whatever clothing or armor it was wearing when it died. An animal skeleton is simply an assemblage of bleached, remorseless bone. A skeleton is completely mindless and does only what it is ordered to do.

SKELETON (TEMPLATE)

Type: The base creature’s type changes to undead.

Speed: Winged skeletons can’t use their wings to fly. If the base creature flew supernaturally, so can the skeleton.

Abilities: A skeleton’s Dexterity increases by +1, it has no Constitution or Intelligence, its Wisdom changes to +0 and its Charisma changes to –5.

Skills: A skeleton has no skills.

Feats: A skeleton loses all feats of the base creature except Weapon Training, and gains Improved Initiative as a bonus feat.

Combat: A skeleton retains the natural weapons, manufactured weapons of the base creature, except for attacks requiring flesh. A creature with hands gains a claw attack. A skeleton’s base combat bonus is the same as an adept of its level.

Damage: Natural and manufactured weapons deal damage normally. A claw attack deals damage depending on the skeleton’s size. (If the base creature already had claw attacks, use the skeleton claw damage only if it’s better.)

Size	Claw Damage
Diminutive or Fine	–4
Tiny	–1
Small	+0
Medium	+1
Large	+2
Huge	+3
Gargantuan	+4
Colossal	+6

Traits: A skeleton loses the traits of the base creature, although it retains any traits that improve its melee or ranged attacks. A skeleton gains the following traits:

Damage Reduction 2/Bludgeoning: Skeletons lack flesh or internal organs.

Immunities: Skeletons are immune to cold, poison, sleep, paralysis, stunning, disease and mind-influencing effects (including mind-influencing powers). They are not subject to critical hits, non-lethal damage, ability damage, ability drain or any effect requiring a Fortitude save, unless it works on inanimate objects.

Saving Throws: A skeleton has a Toughness save based on its size with a bonus equal to half its level (rounded down). It also gains a natural armor bonus to toughness based on its size. Its Will is its good save, and Fortitude and Reflex are poor saves.



Saving Throws: Natural armor bonus changes to a number based on the skeleton’s **Size**:

Size	Natural Armor
Small or smaller	+0
Medium or Large	+1
Huge	+2
Gargantuan	+3
Colossal	+5

Advancement: A skeleton does not advance in level.

Level Lag: None (Once something becomes a skeleton it does not generally gain any more levels).

“Skeleton” is an acquired template added to any living, corporeal creature with a skeletal system (referred to as the base creature). It uses all the base creature’s statistics and special abilities except as noted here.

VAMPIRE

Second only to liches, vampires are the most powerful and feared of the undead, and are also the most desired. Those seeking the immortality of undeath often seek to become vampires in order to retain their living appearance (and perhaps influence, if they can conceal their condition). Vampires appear just as they did in life, although their features are often hardened and feral, with the predatory look of wolves, and their skin is usually pale (except immediately after feeding). Like liches, vampires often embrace misery and decadence and may assume the guise of nobility (if they were not already in life). Despite their appearance, vampires can be recognized by the fact that they cast no shadows and have no reflections in mirrors.

VAMPIRE (TEMPLATE)

Type: The creature's type changes to undead. Do not recalculate base combat bonus, saves or skills.

Speed: Same as the base creature. If the base creature has a swim speed, the vampire retains the ability to swim and is not vulnerable to running water.

Abilities: Increase the base creature's abilities as follows: Strength +3, Dexterity +2, Intelligence +1, Wisdom +1, Charisma +2. As an undead creature, a vampire has no Constitution.

Skills: Vampires have a +8 bonus on Bluff, Notice, Search, Sense Motive and Stealth checks. Otherwise their skills are the same as the base creature.

Feats: Vampires gain Improved Initiative and Lightning Reflexes as bonus feats, in addition to the base creature's other feats.

Combat: A vampire retains the attacks of the base creature and gains a slam attack if it didn't already have one. If the base creature can use weapons, the vampire retains this ability. A creature with natural weapons retains them. A vampire fighting without weapons uses its slam attack or its natural weapons (if any).

Damage: Vampires have slam attacks. If the base creature does not have this attack form, use the appropriate damage value for the vampire's size (see table). Creatures with natural weapons retain their old damage values or use the appropriate value from the table, whichever is better.

Size	Damage
Fine	-4
Diminutive	-1
Tiny	+0
Small	+1
Medium	+2
Large	+3
Huge	+4
Gargantuan	+6
Colossal	+8

Traits: A vampire retains the traits of the base creature and gains those described here. The save Difficulty of a vampire's traits is 10 + 1/2 the vampire's level (round down) + the vampire's Charisma, unless noted otherwise.

Alternate Form: A vampire can assume the shape of a bat, a rat or wolf as a standard action. While in its alternate form, the vampire loses its natural slam attack and Dominate ability, but it gains the natural weapons and attacks of its new form. It can remain in that form until it assumes another or until the next sunrise. This power might allow other animal forms depending on the vampire's native culture or if the base creature is extraterrestrial. Regardless, the animal form is almost always something traditionally associated with instinctive fear or revulsion in most people, and is the vampire's size or no more than two size levels smaller.

Blood Drain: A vampire can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, draining 1 point of Constitution each round the pin is maintained. On each such successful attack, the vampire gains a recovery check with a bonus equal to the Constitution drained.

Children of the Night: Vampires command the lesser creatures of the world and once per day can call forth a rat swarm, a bat swarm or a pack of wolves as a standard action. These creatures arrive within a minute and serve the vampire for up to 1 hour.

Create Spawn: If a vampire kills a victim with blood drain (i.e. reduces the victim's Constitution to -5), the victim returns as a vampire in

three days. The spawn vampire retains the memory of its former life, and gains the vampire template.

Damage Reduction: A vampire has damage reduction +4/silver and supernatural. A vampire's natural weapons are treated as supernatural weapons for the purpose of overcoming damage reduction.

Dominate: A vampire receives the Dominate supernatural power as a bonus power. The ability has a range of 30 feet.

Fast Healing: A vampire makes a recovery check from damage each round. If reduced to "dying" condition on the damage track, a vampire automatically assumes gaseous form and attempts to escape. It must reach its coffin within two hours or be utterly destroyed. (It can travel up to nine miles in two hours.) Any damage dealt to a vampire forced into gaseous form has no effect. Once at rest in its coffin, a vampire is helpless. It goes to "disabled" on the damage track after an hour, then is no longer helpless and resumes healing at the rate of one recovery check per round.

Gaseous Form: As a standard action, a vampire can assume gaseous form at will and can remain gaseous indefinitely. It has a fly speed of 20 feet (perfect) in gaseous form and is immune to physical harm, but it is unable to make attacks or use any of its special abilities.

Immunities: Vampires are immune to cold, poison, sleep, paralysis, stunning, disease and mind-influencing effects (including mind-influencing powers). They are not subject to critical hits, non-lethal damage, ability damage, ability drain or any effect requiring a Fortitude save, unless it works on inanimate objects.

Resistance: A vampire has +4 resistance to cold and electricity.

Spider Climb: A vampire can climb sheer surfaces at a speed of 20 ft. with no Climb check and no chance of falling.

Weaknesses: For all their power, vampires have a number of weaknesses.

Repelling a Vampire: Vampires cannot tolerate the strong odor of garlic and do not enter an area laced with it. Similarly, they recoil from mirrors or strongly presented holy symbols. These things don't harm vampires, merely keep them at bay. A recoiling vampire must stay at least 5 feet away from the mirror or holy symbol, and cannot touch or make melee attacks against a creature holding the item. Holding a vampire at bay takes a standard action each round.

Vampires are unable to cross running water, but can be carried over it while resting in their coffins or aboard a ship.

They are unable to enter a home or other building unless invited in by someone with the authority to do so. They may freely enter public places, since these are by definition open to all.

Slaying a Vampire: Reducing a vampire to "disabled" or worse condition on the damage track incapacitates it but doesn't destroy it (see the note on the vampire's Fast Healing trait). However, certain attacks can slay vampires. Exposing any vampire to direct sunlight disorients it; it can take only a single move or standard action and is destroyed utterly the following round if it cannot escape. Similarly, immersing a vampire in running water causes it one level of lethal damage each round until its condition is "disabled" on the damage track, at which time it is destroyed. Driving a wooden stake through a vampire's heart instantly brings it to "disabled" condition on the damage track. However, it can recover if the stake is removed. A popular tactic is to cut off the staked vampire's head and fill its mouth with garlic, or to burn the body or expose it to sunlight, any of which destroys it.

Saving Throws: A vampire has the same Toughness save based on its size, with a bonus equal to half its level. The base creature's natural armor bonus to toughness improves by +3.

Supernatural Powers: Vampires can use any supernatural powers they knew in life.

Advancement: A vampire advances by heroic role.

Level Lag: 4.

“Vampire” is an acquired template that can be added to any humanoid or monstrous humanoid creature (referred to hereafter as the base creature). A vampire uses all the base creature’s statistics except as noted here.

ZOMBIE

Zombies are corpses animated through dark supernatural powers. Because of their utter lack of Intelligence, the instructions given to a newly created zombie must be very simple. Zombies do nothing except what they are commanded to do.

ZOMBIE (TEMPLATE)

Level: Remove all levels in heroic roles (if any) from the base creature. A 1st level humanoid that becomes a zombie becomes a 1st level undead.

Type: The creature’s type changes to undead.

Speed: If the base creature can fly, its maneuverability drops to clumsy.

Abilities: A zombie’s Strength increases by +1, its Dexterity decreases by 1, it has no Constitution or Intelligence, its Wisdom changes to +0 and its Charisma changes to –5.

Skills: A zombie has no skills.

Feats: A zombie loses all feats of the base creature except Weapon Training and gains Tough as a bonus feat.

Combat: A zombie has the same base attack bonus as an adept of its level. A zombie retains all the natural weapons, manufactured weapon attacks of the base creature. A zombie also gains a slam attack.

Damage: Natural and manufactured weapons deal damage normally. A slam attack deals damage depending on the zombie’s size. Use the base creature’s slam damage if it’s better.

Size	Damage
Fine	–4
Diminutive	–1
Tiny	+0
Small	+1
Medium	+2
Large	+3
Huge	+4
Gargantuan	+6
Colossal	+8

Traits: A zombie loses the traits of the base creature, although it retains any traits that improve its melee or ranged attacks. A zombie gains the following traits.

Immunities: Zombies are immune to poison, sleep, paralysis, stunning, disease, and mind-influencing effects (including mind-influencing powers). They are not subject to critical hits, non-lethal damage, ability damage, ability drain or any effect requiring a Fortitude save, unless it works on inanimate objects.



Slow: Zombies have poor reflexes and can perform only a single move action or standard action each round. A zombie can move up to its speed and attack in the same round, but only if it charges.

Saving Throws: A zombie has the same Toughness save based on its size, with a bonus equal to half its level. Zombies also get a natural armor bonus based on their size. Its Will is its good save, and Fortitude and Reflex are normal.

Size	Natural Armor
Small or smaller	+0
Medium or Large	+1
Huge	+2
Gargantuan	+3
Colossal	+5

Advancement: A zombie does not advance in level.

Level Lag: None (once something becomes a zombie it does not generally gain any more levels).

“Zombie” is a template added to any living creature with a physical body (referred to as the base creature). It uses the base creature’s statistics and abilities except as noted here. If the base creature has more than 10 creature levels, it can’t be made into a zombie.

APPENDIX A: EXPANDED ARCHAIC WEAPONS

Chapter Five of *True20 Adventure Roleplaying* provides some common, basic archaic weapons found in low-tech fantasy and historical settings. Since most of the creatures in this *Bestiary* are suited to such settings, this appendix offers information on additional weapons they may wield, in the same format as the weapons found in the *True20* rulebook, with the weapons from that book reprinted here for easy reference. The weapons have the following qualities listed on the tables:

Category: Melee weapons are categorized as simple, martial and exotic. Martial weapons require the Weapon Training feat to use proficiently,

while each exotic weapon requires its own Exotic Weapon Training feat to use proficiently.

Damage: This is the damage dealt by the weapon on a successful hit. Melee and thrown weapons add the wielder's Strength to this damage.

Critical: The entry in this column notes how the weapon is used with the rules for critical hits.

- **20:** The weapon scores a threat on a natural roll of 20, as usual for critical hits.

MELEE WEAPONS

Weapon	Damage Bonus	Critical	Damage Descriptor	Range Increment	Size	Cost
Simple Weapons						
Club	+2	20/+3	Bludgeoning	10 ft.	Med	4
Gauntlet	+0	20/+3	Bludgeoning	—	Tiny	5
Gauntlet, spiked	+1	20/+3	Piercing	—	Tiny	5
Knife	+1	19-20/+3	Piercing	10 ft.	Tiny	7
Longspear	+3	19-20/+4	Piercing	—	Large	6
Mace, heavy	+3	20/+3	Bludgeoning	—	Med	7
Mace, light	+2	20/+3	Bludgeoning	—	Small	6
Morningstar	+3	20/+3	Bludgeoning and piercing	—	Med	7
Quarterstaff	+2	20/+3	Bludgeoning	10 ft.	Large	4
Sap	+2	20/+3	Bludgeoning	—	Small	2
Spear	+3	19-20/+4	Piercing	20 ft.	Large	6
Tonfa	+1	20/+3	Bludgeoning	—	Med	6
Unarmed Attack	+0	20/+3	Bludgeoning	—	—	—
Martial Weapons						
Axe, throwing	+1	20/+3	Slashing	10 ft.	Small	5
Battleaxe	+3	20/+4	Slashing	—	Med	9
Greataxe	+5	20/+3	Slashing	—	Large	11
Greatclub	+3	20/+3	Bludgeoning	—	Large	5
Greatsword	+4	19-20/+3	Slashing	—	Large	11
Handaxe	+1	20/+4	Bludgeoning	—	Small	4
Kukri	+1	18-20/+3	Slashing	—	Small	7
Polearm	+3	20/+4	Piercing or slashing	—	Large	8
Rapier	+2	18-20/+3	Piercing	—	Med	9
Scimitar	+2	18-20/+3	Slashing	—	Med	10
Scythe	+3	20/+5	Piercing or slashing	—	Large	10
Sword	+3	19-20/+3	Slashing	—	Med	10
Sword, short	+2	19-20/+3	Slashing	—	Small	7
Trident	+3	20/+4	Piercing	—	Med	7
Warhammer	+3	20/+4	Bludgeoning	10 ft.	Med	6
Warhammer, light	+1	20/+3	Bludgeoning	20 ft.	Small	4
Exotic Weapons						
Chain	+2	20/+3	Bludgeoning	10 ft.	Large	5
Chain, spiked	+2	20/+3	Piercing	10 ft.	Large	8
Nunchaku	+2	20/+3	Bludgeoning	—	Small	3
Whip	+0	20/+3	Bludgeoning	15 ft.	Small	4

RANGED WEAPONS

Weapon	Damage Bonus	Critical	Damage Descriptor	Range Increment	Size	Cost
Simple Weapons						
Crossbow, heavy	+3	19-20/+3	Piercing	120 ft.	Medium	11
Crossbow, light	+2	19-20/+3	Piercing	80 ft.	Medium	10
Javelin	+2	20/+3	Piercing	30 ft.	Medium	4
Sling	+1	20/+3	Bludgeoning	50 ft.	Small	3
Martial Weapons						
Bow	+3	20/+4	Piercing	100 ft.	Large	10
Bow, short	+2	20/+4	Piercing	60 ft.	Medium	9
Shuriken	+1	20/+3	Piercing, Autoof re	10 ft.	Tiny	3
Exotic Weapons						
Bolo	—	—	—	40 ft.	Small	3
Boomerang	+2	20/+4	Bludgeoning	20 ft.	Small	2

- **19-20:** The weapon scores a threat on a natural roll of 19 or 20 (instead of just 20).
- **18-20:** The weapon scores a threat on a natural roll of 18, 19 or 20 (instead of just 20).

When your character scores a critical hit, increase the damage as indicated.

- **+3:** The weapon deals +3 damage on a critical hit.
- **+4:** The weapon deals +4 damage on a critical hit.
- **+5:** The weapon deals +5 damage on a critical hit.

Damage Descriptor: Melee weapon damage is generally classified as bludgeoning (weapons with a blunt striking surface, like a club), piercing (weapons with a sharp point), and slashing (weapons with a sharp edge). Some foes may be resistant or immune to some types of damage.

Range Increment: Melee weapons designed for throwing can also be used to make ranged attacks. Thrown weapons have a range increment just as other ranged weapons do—but the maximum range for a thrown weapon is five range increments. Any attack at less than the given range increment is not penalized for range. However, each full range increment causes a cumulative –2 penalty on the attack roll.

Size: Size categories for weapons and other objects are defined differently from the size categories for creatures. The relationship between a weapon's size and its wielder's size defines whether it can be used one-handed, if it requires two hands, and if it's a light weapon. A Medium or smaller weapon can be used one-handed or two-handed. A Large weapon requires two hands.

- *Larger and Smaller Weapons:* In some cases, creatures larger or smaller than Medium may wield versions of weapons scaled to their size. A “sword” wielded by a Tiny creature is barely a knife by the standards of a Medium one. Likewise a giant's “knife” may be the size of a human's sword.

As a general guideline, normal sized weapons adjusted for larger or smaller creatures increase their damage by +1 per size category above Medium and lower it by –1 per size category below Medium. So a knife (+1 damage) sized for a Huge creature does +3 damage, the equivalent of a sword for a Medium creature.

Cost: This is the weapon's purchase Difficulty.

WEAPON DESCRIPTIONS

Arrows and Bolts: An arrow used as a melee weapon is treated as a small improvised weapon (–4 to attack rolls), doing damage like a knife. An arrow that hits its target is considered destroyed; one that misses has a 50% chance (11 or better the d20) of being broken or lost. The same guidelines apply to crossbow bolts.

Axe, Throwing: A small, light axe balanced for throwing.

Battleaxe: This is a heavy-bladed axe that can be wielded with one or two hands.

Bolo: A bolo is a set of weighted cords intended to entangle an opponent. If the bolo hits, the target makes a Difficulty 14 Reflex save. A failed save means the target is entangled. See the Condition Summary in **Chapter Six** of the *True20 Adventure Roleplaying* book for the effects of entanglement.

Boomerang: A thrown boomerang that misses returns to the thrower's hand, ready to be thrown again on the next round. A boomerang that hits does not return. Boomerang wielders with the Exotic Weapon Training feat can throw the weapon so it hits the target on the return arc as a surprise attack (see the **Surprise Attacks** section of **Chapter Six** in the *True20 Adventure Roleplaying* book).

Bow: Bows add the wielder's Strength bonus to their damage, although most bows are only designed to add up to a +5 Str bonus at best.

Chain: You can wield a weighted chain to strike a target up to 10 ft. away. You can use it to make trip attacks and to disarm opponents with a +2 bonus, like the Improved Trip and Improved Disarm feats (and its benefits stack if you already have those feats). A spiked chain inflicts piercing rather than bludgeoning damage due to spikes along the chain's length.

Club: Any of a number of blunt weapons used to strike, including nightsticks, batons, and similar bludgeoning weapons are classified as clubs.

Crossbow: A crossbow is similar to a bow, and used for the same reasons. A crossbow does not add the user's Strength bonus to its damage.

Gauntlet: This metal glove protects your hands and lets you deal lethal rather than non-lethal damage with unarmed strikes. Spiked gauntlets inflict piercing damage. You cannot lose a gauntlet to a disarm action (see the description of the Disarm action in **Chapter Six** of the *True20 Adventure Roleplaying* book).

Greataxe: A big, heavy axe favored by barbarians and those looking to dish out a lot of damage.

Greatclub: A two-handed version of a regular club, often studded or spiked with metal.

Greatsword: A large, two-handed, wide-bladed sword.

Handaxe: A handaxe is a small axe, almost like a hatchet, designed to be used in combat.

Javelin: This is a light, flexible spear intended to be thrown. Javelins can also be used in melee combat.

Knife: A knife is a bladed weapon with a length less than 18 inches or so. This includes knives, stiletos, sais, switchblades, bowie knives and hunting knives, among others.

Kukri: This heavy, curved knife has its sharp edge on the inside of the curve, making it a useful weapon for stealth and assassination.

Longspear: A longspear has reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe. If you use a ready action to set a longspear against a charge, you deal double damage on a successful hit against a charging character.

Mace: A mace has a sturdy wooden handle capped by a flanged metal head.

Morningstar: This weapon combined the impact of a club with the piercing power of metal spikes.

Nunchaku: This is a popular martial arts weapon, made of two wooden shafts connected by a short length of rope or chain.

Polearm: Any of a number of weapons consisting of a bladed metal head atop a long wooden pole.

Rapier: A light fencing sword with a sharp point, usually used for thrusting attacks.

Quarterstaff: This is any fighting staff between four and six feet long, including the bo staff used in martial arts.

Sap: A sap is a bludgeoning weapon intended to knock out targets without permanently injuring them. Saps inflict non-lethal damage.

Scimitar: A scimitar is a long, single-edged sword with a curved blade.

Scythe: A scythe can be used to make trip attacks. If you are tripped during your own trip attempt, you can drop the scythe to avoid being tripped.

Shuriken: These are flat metal stars or spikes for throwing. Shuriken can be thrown in groups (making them autofire weapons). Although they are thrown weapons, shuriken do not add the thrower's Strength bonus to damage due to their lightness.

Sling: Your Strength modifier applies to damage rolls when you use a sling, just as it does for thrown weapons. You can fire, but not load, a sling with one hand. Loading a sling is a move action that requires two hands and provokes attacks of opportunity.

You can hurl ordinary stones with a sling, but stones are not as dense or as round as bullets. Thus, such an attack deals 1 point less damage and you take a -1 penalty on attack rolls.

Spear: A spear is a bladed pole-arm. Most spears can also be thrown.

Sword: A sword is a blade between 18 and 30 or more inches in length, single or double-edged. It includes longswords, katanas, sabers and similar weapons.

Sword, Short: A short sword is similar in construction to a sword, but as its name implies it has a shorter blade. It includes the gladii, long knives and main gauches.

Tonfa: Police officers often carry and use a tonfa to subdue criminals. It's also a common martial arts weapon.

Trident: A three-tined piercing weapon similar to a spear.

Warhammer: A warhammer is a heavy hammer that can be wielded with one or two hands. Warhammers can also be thrown.

Whip: A whip can strike targets up to 15 ft. away. You can use it to make trip attacks and to disarm opponents with a +2 bonus, like the Improved Trip and Improved Disarm feats. Its benefits stack if you already have those feats.

Unarmed Attack: An unarmed attack has a damage bonus of +0, modified by the attacker's Strength. Unarmed attacks inflict non-lethal damage.

APPENDIX B: NEW SUPERNATURAL POWERS

This appendix presents several new powers not found in the *True20 Adventure Roleplaying* book. These supernatural powers are subject to the same rules as the powers presented in the core book, including guidelines on learning and using them. Narrators may wish to limit players' access to these powers, or even reserve them exclusively for supporting characters.

CLOUD MINDS

FATIGUING

You make yourself completely undetectable to other creatures (no matter what sense they are using) by erasing all awareness of your presence from their minds. This supernatural power has the following effects.

First, you are invisible and inaudible to any subjects failing a Will save against your Cloud Minds power. They cannot detect your presence by any means, including the use of supernatural powers.

Second, the subjects remain unaware of your actions, provided you do not make any attacks or cause any obvious or directly threatening changes in the subjects' environment. If you attack a subject, the effect ends for that subject. If you take an action creating a sustained and obvious change in the subject's environment—for example, attacking a creature aside from the subject or moving a large or attended object the subject can see—the subject immediately gains a new saving throw. An ally of the subject able to see or perceive you can use a move action to warn the subject, granting an immediate new saving throw.

Time: Using Cloud Minds is a standard action. Each use lasts for one minute (10 rounds).

CORRUPTING SHADOW

FATIGUING, CONCENTRATION

You can wield the powers of darkness as a weapon against the forces of good. This feat allows you to do two things.

Dark Bolt: First, you can cast a supernatural bolt of darkness like an Elemental Blast (see the Powers chapter of the *True20 Adventure Roleplaying* book), except it only affects supernatural creatures of innate good (creatures with the virtue subtype) such as celestials.

Shadowy Desecration: Second, you can call forth a sinister shadow to fill an area up to 60 feet across. Maintaining the area of shadow requires concentration. Any supernatural creature with the virtue subtype must succeed on a Will save in order to enter the area of shadow, and another Will save each round to remain there. A failed save means the creature cannot enter the area and must leave immediately if it is already inside it.

Both uses of Corrupting Shadow are fatiguing. You make the fatigue save after each *dark bolt* and after you stop maintaining a *shadowy desecration*.

Time: Both uses of Corrupting Shadow require a standard action.

PURIFYING LIGHT

FATIGUING, CONCENTRATION

You can wield the power of pure light as a weapon against the forces of evil. This power allows you to do two things.

Light Blast: First, you can cast a supernatural bolt of light like an Elemental Blast (see the Powers chapter of the *True20 Adventure Roleplaying* book), except it only affects undead and supernatural creatures of innate evil (creatures with the vice subtype) such as fiends.

Shining Ward: Second, you can call forth a shining light to fill an area up to 60 feet across. Maintaining the area of pure light requires concentration. Any undead or supernatural creature with the virtue subtype must make a Will save in order to enter the area of light, and another Will save each round to remain there. A failed save means the creature cannot enter the area and must leave immediately if it is already inside it.

Both uses of Purifying Light are fatiguing. You make the fatigue save after each *light blast* and after you stop maintaining a *shining ward*.

Time: Both uses of Purifying Light require a standard action.

SHADOW SHAPING

FATIGUING, MAINTENANCE

This supernatural power commands the stuff of pure Shadow. It is not just the absence of light, but the darkness of spirit made manifest. It normally appears like a thick, impenetrable mist or a viscous, tarry liquid, as the adept chooses. This Shadow-stuff vanishes instantly at the touch of Purifying Light. Still, an adept can do a great deal with it.

Shroud: You fill an area with shadows, making it darker and more difficult to see. The Difficulty is 5 per 10-foot radius, creating concealment for all in the area. You are unaffected by the concealment created by this shroud. By increasing the Difficulty by 10, you create absolute blackness in the area and confer total concealment.

Stealth: You can make a Shadow Shaping check in place of a Stealth check to hide, even if you have no cover or concealment, since this power provides you with shadows in which to hide.

Shapes: You can create images or shapes of shadow. The base Difficulty is 10 for a 10-foot cube, plus 5 for each additional 10-foot cube the image occupies. Those seeing the image must succeed on a Will save to determine that the Shadow-shapes are not real.

Special: You can take 10 on Shadow Shaping checks.

Time: Shadow Shaping is a standard action.

SUMMON BEASTS

FATIGUING

You can summon a nearby animal or animals. You can summon up to twice your adept level in animals, with no individual animal having a greater level than your adept level. Make a Beast Summoning check against a Difficulty of 10 + the total level of animals summoned. A successful check means the animals hear your call from up to your adept level in miles away and come to you as quickly as they can under their own power. You can choose to limit your summons to a particular type of animal (only eagles or wolves, for example) or even to a particular animal known to you. In the latter case, the check Difficulty is 10 + a familiarity modifier and the range is unlimited (although it may take the animal some time to arrive). Summoned beasts are not under your control in any way and can choose to depart, if they wish. You can use other supernatural powers to help convince the animals to aid you or perform certain tasks.

Time: Summon Beasts is a standard action. You must concentrate to maintain it until the summoned beasts arrive.

SUMMON ELEMENTAL

FATIGUING

PREREQUISITE: 6TH-LEVEL ADEPT OR HIGHER, THE APPROPRIATE ELEMENTAL SHAPING SUPERNATURAL POWER.

You can summon an elemental, a spirit which animates a particular element. This requires a check using the appropriate Shaping supernatural power for that element (Water Shaping for water elementals, Fire Shaping for fire elementals, and so forth) with a Difficulty equal to 10 + twice the elemental's level. Summoning a 5th-level elemental is Difficulty 20, for instance. Summon Elemental is fatiguing (Difficulty 10 + the elemental's level). The summoned elemental does your bidding for a number of rounds equal to your adept level before disappearing, leaving behind only the now-inert element it used for its body. You must have some amount of the desired element nearby to summon an elemental of that type.

Time: Summon Elemental is a full-round action.

SUMMON OUTSIDER

FATIGUING

PREREQUISITE: 6TH-LEVEL ADEPT OR HIGHER, TRAINED IN THE KNOWLEDGE (SUPERNATURAL) AND KNOWLEDGE (THEOLOGY AND PHILOSOPHY) SKILLS.

You can summon outsiders, beings from other planes of existence, to serve you. This requires a check of 1d20 + adept level + your key ability with a Difficulty of 10 + twice the outsider's level. Summoning a 5th level outsider is Difficulty 20, for instance. Summon Outsider is fatiguing (Difficulty 10 + the outsider's level). The summoned creature does your bidding for a number of days equal to your adept level before returning to its home plane.

Time: Summon Outsider is a full-round action.

TRUE VISION

FATIGUING, CONCENTRATION

Your insight is difficult to fool. You can use your True Vision bonus in place of your Sense Motive bonus to resist Bluff attempts. You can also use it in place of your Will save bonus to overcome Illusions and other supernatural powers that fool your senses. These benefits operate automatically for you once you have learned this supernatural power. If you take a full-round action, you can make a True Vision check, opposed by the bonus of any illusory or concealing ability or the Disguise or Stealth bonus of any creature. If you win the check, you see the subject as it truly is, ignoring the effects of any disguise, illusion or concealment. This effect is fatiguing and requires concentration to maintain.

Time: True Vision normally requires no effort to use, operating automatically.

APPENDIX C: CONVERTING D20 CREATURES

This chapter consists of some notes on converting creatures from the ground up from d20 to *True20*. These notes are meant to be supplemental to the conversion notes found in the **d20 System Conversion Appendix** of the *True20 Adventure Roleplaying* book. The following conversion steps are not hard and fast rules. Rather they serve as a set of basic guidelines and suggestions. Be warned that a creature converted from d20 to *True20* may generally be somewhat tougher in its *True20* incarnation than it was in d20 for a variety of reasons. On the other hand, if you use the minion rules presented in the *True20 Adventure Roleplaying* book with a converted creature, it will probably seem relatively weaker in *True20* than it was in d20. When converting

creatures for an adventure, be aware of these differences, and how they affect the challenge that the creature presents to the heroes.

STEP 1: CREATURE SIZE AND TYPE

Keep the creature's original d20 creature size, type and subtype. The only exceptions are that the "magical beasts" become "supernatural beasts", and the "giant" creature type becomes a humanoid with the giant subtype. Creatures that had the "evil" subtype in d20 now have

the “vice” subtype. Creatures that had the “good” subtype in d20 now have the “virtue” subtype. The “chaotic” and “lawful” subtypes are simply removed.

STEP 2: CREATURE LEVEL

The creature’s new *True20* level should be set equal to its old d20 hit dice. In rare cases you may want to adjust the level up or down, especially if the creature’s d20 CR is vastly different from its hit dice. Remember that this is more of an art than a science, and there is no “right answer”.

STEP 3: CREATURE SPEED

Simply keep the old d20 speed listings, but remove any reference to the number of “squares” of movement.

STEP 4: ABILITIES

Replace the d20 abilities with their respective ability bonuses. These are the *True20* abilities. An easy way to determine the bonus is to subtract 10 from the d20 ability score if it is an even number and subtract 11 if it is an odd number. Divide the result by 2.

STEP 5: SKILLS

Since skills are assigned a little differently in *True20*, you should figure out how many skills the creature gets based off of its creature type and Intelligence. Choose skills that are equivalent to the d20 skill selection that the creature had. Note that some *True20* skills combine several d20 skills into one. Specifically ‘Acrobatics’ combines ‘Balance’ and ‘Tumble’, ‘Notice’ combines ‘Listen’ and ‘Spot’, and ‘Stealth’ combines ‘Hide’ and ‘Move Silently’. Also note that ‘Concentration’ is now a Wisdom-based skill. ‘Open Lock’ is accomplished with the ‘Disable Device’ skill, and ‘Forgery’ is accomplished with the appropriate ‘Craft’ skill. Replace the ‘Spellcraft’ skill with ‘Knowledge (Supernatural)’. The ‘Appraise’, ‘Decipher Script’, ‘Forgery’, ‘Open Lock’, ‘Profession’, ‘Use Magic Device’ and ‘Use Rope’ skills do not exist in *True20*. Remember that additional skill ranks may be purchased through the use of the Skill Training feat.

STEP 6: FEATS

Depending on the creature’s specific feat list you may or may not be able to keep the same list of feats. Here are a few conversions for d20 feats not found in *True20*:

REPLACING SPECIFIC D20 FEATS WITH TRUE20 FEATS

d20 Feat	True20 Feat
Acrobatic	Talented feat for the Jump and Acrobatics skills.
Agile	Talented feat for Acrobatics and Escape Artist skills.
Athletic	Talented feat for the Climb and Swim skills.
Augment Summoning	Empower
Brew Potion	Imbue Item
Combat Expertise	Defensive Attack
Craft Magic Arms and Armor	Imbue Item
Craft Rod	Imbue Item
Craft Staff	Imbue Item

d20 Feat	True20 Feat
Craft Wondrous Item	Imbue Item
Deceitful	Talented feat for the Disguise and Bluff skills.
Deft Hands	Skill Focus (Sleight of Hand)
Dodge	Dodge Focus
Empower Spell	Empower
Enlarge Spell	Widen Power
Flyby Attack	Move-By Action
Forge Ring	Imbue Item
Greater Spell Focus	Supernatural Focus
Heighten Spell	Empower
Improved Grapple	Improved Grab
Improved Unarmed Strike	Improved Strike
Investigator	Talented feat for the Gather Information and Search skills.
Maximize Spell	Empower
Mobility	Improved defense
Mounted Combat	Vehicular Combat (Mounted)
Negotiator	Talented feat for the Diplomacy and Sense Motive skills.
Nimble Fingers	Skill Focus (Disable Device)
Persuasive	Talented feat for the Bluff and Intimidate skills.
Power Attack	All-Out Attack or Cleave
Quicken Spell	Quicken Power
Scribe Scroll	Imbue Item
Self Sufficient	Talented feat with the Medicine and Survival skills
Silent Spell	Subtle Power
Spell Focus	Supernatural Focus
Spell Penetration	Shield Penetration
Spring Attack	Move-By Action
Stealthy	Skill Focus (Stealth)
Still Spell	Subtle Power
Toughness	Tough
Weapon Finesse	Attack Focus (main attack form)
Weapon Focus	Attack Focus
Weapon Specialization	Attack Specialization
Widen Spell	Widen Power

Also keep in mind that some things that are not feats in d20 such as Improved Grab, Sneak Attack and Rage are feats in *True20*. Feat slots can also be used to buy more skill ranks, to buy *True20* feats or purchase supernatural powers. If you run out of feat slots, some of these can be added as bonus feats.

STEP 7: TRAITS

Most traits (special qualities) can be kept unaltered, but a few may require a little tweaking. Make sure that any damage dice for special attacks are converted to *True20* damage values. Replace any die-rolls for duration and other variable effects with the average result (2.5 for a d4, 3.5 for a d6, 4.5 for a d8, 5.5 for a d10, and 6.5 for a d12) and round down. For example; a trait that has a power or effect that has a duration of 2d4 rounds in d20 has a duration of 5 rounds in *True20* (2.5 + 2.5 = 5 rounds). Note that some traits such as Improved Grab, Rage, Trip/Improved Trip and Sneak attack are actually feats in *True20*.

True20 creatures gain 2 points of damage reduction for every 5 points of damage reduction that the d20 version had. *True20* creatures gain 2 points of energy resistance for every 5 points of energy resistance that the d20 version had. Low-light vision is replaced by the Night Vision feat in *True20*. Due to their highly individual and variable nature we cannot possibly cover all the situations or complications that may arise here. If you are stuck with a tough decision, just go with your instincts, and use whatever “feels right” to you.

Replace any d20 spells or spell like abilities with analogous *True20* supernatural powers. Adding these supernatural powers require swapping out a feat or can be added as a bonus feat as seems appropriate.

SPELLS

Here are a few suggestions for converting d20 spells to *True20* supernatural powers. If the creature has a spell not converted on the list below, you can use what has already been converted to get an idea of which type of power best reflects which type of spell.

CONVERTING SPECIFIC D20 SPELLS TO TRUE20 SUPERNATURAL POWERS

d20 Spell	True20 Supernatural Power
Alter Self	Flesh Shaping
Analyze Dweomer	Second Sight
Animal Messenger	Beast Link
Animate Dead	Imbue Unlife
Animate Objects	Manipulate Object
Animate Rope	Manipulate Object
Animate Plants	Plant Shaping
Antimagic Field	Ward
Arcane Eye	Scrying
Arcane Sight	Second Sight
Bear's Endurance	Enhance Other or Enhance Ability
Blink	Blink
Bull's Strength	Enhance Other or Enhance Ability
Burning Hands	Fire Shaping
Call Lightning	Weather Shaping + Elemental Blast
Calm Animals	Beast Link or Heart Shaping
Calm Emotions	Heart Shaping
Cat's Grace	Enhance Other or Enhance Ability
Cause Fear	Heart Shaping
Chain Lightning	Weather Shaping + Elemental Blast
Charm Animal	Dominate
Charm Monster	Dominate
Charm Person	Dominate or Suggestion
Chill Metal	Cold Shaping
Chill Touch	Cold Shaping
Clairaudience/Clairvoyance	Scrying
Command	Suggestion
Commune with Nature	Nature Reading
Comprehend Languages	Mind Touch
Cone of Cold	Cold Shaping + Elemental Blast
Continual Flame	Fire Shaping
Control Water	Water Shaping
Control Weather	Weather Shaping
Control Winds	Wind Shaping
Create Undead	Imbue Unlife

d20 Spell	True20 Supernatural Power
Crushing Despair	Heart Shaping
Cure (f ll in the blank) Wounds	Cure
Dancing Lights	Light Shaping
Daylight	Light Shaping
Darkness	Shadow Shaping
Death Knell	Drain Vitality
Deep Slumber	Sleep
Deeper Darkness	Shadow Shaping
Delay Poison	Cure Poison
Demand	Suggestion
Detect Chaos	Heart Reading
Detect Evil	Heart Reading
Detect Good	Heart Reading
Detect Law	Heart Reading
Detect Magic	Second Sight
Detect Thoughts	Mind Reading
Discern Lies	Truth-Reading
Disguise Self	Illusion
Displacement	Light Shaping
Dominate Animal	Dominate
Dominate Monster	Dominate
Dominate Person	Dominate
Eagle's Splendor	Enhance Other or Enhance Ability
Earthquake	Earth Shaping
Energy Drain	Drain Vitality
Entangle	Plant Shaping
Faerie Fire	Light Shaping
Fear	Heart Shaping
Feeblemind	Mind Shaping
Fire Storm	Fire Shaping + Elemental Blast
Fireball	Fire Shaping + Elemental Blast
Flame Strike	Fire Shaping + Elemental Blast
Flaming Sphere	Fire Shaping + Elemental Blast
Flare	Light Shaping
Fox's Cunning	Enhance Other or Enhance Ability
Freezing Sphere	Cold Shaping + Elemental Blast
Gust of Wind	Wind Shaping
Hallucinatory Terrain	Illusion
Harm	Harm
Heal	Cure
Heat Metal	Fire Shaping
Holy Smite	Purifying Light
Ice Storm	Cold Shaping + Elemental Blast
Identify	Object Reading
Illusory Script	Illusion
Illusory Wall	Illusion
Inf ict (f ll in the blank) Wounds	Harm
Insanity	Mind Shaping
Invisibility	Light Shaping
Light	Light Shaping
Lightning Bolt	Weather Shaping + Elemental Blast

d20 Spell	True20 Supernatural Power
Locate Creature	Sense Minds
Mage Hand	Move Object
Magic Weapon	Supernatural Weapon
Major Image	Illusion
Meld into Stone	Earth Shaping
Meteor Swarm	Earth Shaping + Elemental Blast
Mind Blank	Psychic Shield
Minor Image	Illusion
Mirage Arcana	Illusion
Mirror Image	Illusion
Modify Memory	Mind Shaping
Move Earth	Earth Shaping
Neutralize Poison	Cure Poison
Owl's Wisdom	Enhance Other or Enhance Ability
Permanent Image	Illusion
Persistent Image	Illusion
Phantasmal Killer	Illusion
Phantom Trap	Illusion
Plant Growth	Plant Shaping
Polar Ray	Cold Shaping + Elemental Blast
Produce Flame	Fire Shaping
Programmed Image	Illusion
Project Image	Illusion
Pyrotechnics	Fire Shaping
Quench	Fire Shaping
Rage	Heart Shaping
Raise Dead	Imbue Life
Ray of Frost	Cold Shaping
Reincarnate	Imbue Life
Remove Blindness/Deafness	Cure Blindness/Deafness
Remove Disease	Cure Disease
Remove Fear	Heart Shaping
Resurrection	Imbue Life
Scare	Heart Shaping
Scorching Ray	Fire Shaping + Elemental Blast
Scrying	Scrying
Searing Light	Purifying Light
See Invisibility	True Vision
Sending	Mind Touch
Shillelagh	Supernatural Weapon
Silent Image	Illusion
Simulacrum	Illusion
Sleep	Sleep
Sleet Storm	Weather Shaping
Soften Earth and Stone	Earth Shaping
Speak with Animals	Beast Link
Stone Shape	Earth Shaping
Stone Tell	Object Reading
Suggestion	Suggestion
Sunbeam	Purifying Light
Symbol of Pain	Pain
Telekinesis	Move Object
Telepathic Bond	Mind Touch

d20 Spell	True20 Supernatural Power
Teleport	Teleport
True Resurrection	Imbue Life
True Seeing	Second Sight
Vampiric Touch	Drain Vitality
Vision	Visions
Wall of Fire	Fire Shaping
Wall of Ice	Cold Shaping
Wall of Stone	Earth Shaping
Wall of Thorns	Plant Shaping
Warp Wood	Plant Shaping
Whirlwind	Wind Shaping
Wind Walk	Wind Shaping + Wind Walk
Wind Wall	Wind Shaping
Wood Shape	Plant Shaping
Zone of Truth	Truth Reading

STEP 8: COMBAT

When converting a creature's attacks from d20 to *True20* remember that there are no iterative attacks for a high combat bonus in *True20*. Unlike in d20, *True20* only gives each creature a single attack each round. Creatures with multiple natural or manufactured weapons may take advantage of the Two-Weapon Fighting feat, or the Double Strike feat (see feat descriptions for details). Converting a creature's attacks, damage, Defense and initiative bonuses are covered thoroughly in the *True20 Adventure Roleplaying* book. Be aware that Dexterity is the ability used for all attack forms in *True20*, and that Strength only adds to damage. Also keep in mind that in *True20* armor adds to Toughness rather than making you harder to hit. The protective value of manufactured armor is also different in *True20* (i.e. chainmail armor provides a +5 bonus to armor class in d20, but a +3 bonus to Toughness in *True20*).

STEP 9: SAVING THROWS

Fortitude, Reflex and Will saves should all remain the same unless some feats got switched around. Generally creatures have a Toughness save equal to their Constitution plus their size modifier (see the **Game Effects of Creature Size** table in **Chapter One** of this book) plus any bonuses due to armor. Creatures get a natural armor bonus to their Toughness save equal to 1/2 their d20 natural armor bonus (rounded down) up to a maximum of +10. Bonuses for worn armor are listed in the **Armor** section of **Chapter Five** of the *True20 Adventure Roleplaying* book. Also note that the Tough feat gives a +1 bonus to Toughness every time it is taken and it can be taken up to five times.

STEP 10: CREATURE DESCRIPTION

The creature's description need not change while it is being converted, but you may want to expand it to include some of the information found in the d20 stat block that is not present in a *True20* stat block. This information includes information on the creature's environment and habitat and information on its organization and group dynamics. You may also want to include some notes about any items or other treasures that the creature may be carrying that might be of interest for the purposes of bribes and barter or that might be targeted for looting or thievery. You may also want to give some thought to the creature's ecology, and how it fits into or affects the world in which the heroes may eventually meet it. Such information could include the creature's diet, activity cycle, or even its ecological or economic impact.

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