

Monster Conversions for: PF4 Fortress Of The Stone Giants

FOR PATHFINDER RPG



Longtooth

CR 11

Male juvenile red dragon

XP 12,800

CE Large dragon (fire)

Init +5 **Senses** dragon senses, smoke vision; Perception +18

Aura frightful presence (120 ft., DC 18)

Defense

AC 29, touch 14, flat-footed 28 (+1 Dex, +15 natural, +4 *mage armor*, -1 size)

hp 149 (13d12+65)

Fort +13, **Ref** +5, **Will** +10

Immune fire, paralysis, sleep

Weaknesses vulnerability to cold

Offense

Speed 40 ft., fly 150 ft. (poor)

Melee bite +22 (2d6+13) and 2 claws +22(1d8+9) and 2 wings +19 (1d6+5) and

tail slap +19 (1d8+13)

Power Attack: bite +18 (2d6+25) and 2 claws +18 (1d8+17) and 2 wings +15 (1d6+9) and tail slap +15 (1d8+25)

Vital Strike Bite +22 (4d6+13)

Vital Strike and Power Attack Bite +18 (4d6+25)

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

Special Attacks breath weapon (40- ft. cone, DC 21, 8d10 fire damage)

Spell-Like Abilities (CL 13th)

At will — *detect magic, pyrotechnics*

Spells Known (CL 3rd)

1st (6/day)—*mage armor, ray of enfeeblement, trueshield*

0 (5)—*arcane mark, flare* (DC 12), *mage hand, open/close, prestidigitation*

Statistics

Str 27, **Dex** 12, **Con** 21, **Int** 14, **Wis** 15, **Cha** 14

Base Atk +13; **CMB** +23; **CMD** 34 (38 vs. trip)

Feats Hover, Improved Initiative, Multiattack, Power Attack, Vital Strike, Weapon Focus (bite), Weapon Focus (claw)

Skills Appraise +18, Bluff +18, Fly +11, Intimidate +18, Perception +18, Sense Motive +18, Spellcraft +18, Stealth +13

Languages Common, Dragon, Giant

Treasure

Other Gear *amulet of mighty fists +1*

Stone Giant

CR 8

XP 4,800

N Large humanoid (giant)

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +12

Defense

AC 22, touch 11, flat-footed 20 (+2 Dex, +11 natural, -1 size)

hp 102 (12d8+48)

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

Defensive Abilities improved rock catching

Offense

Speed 40 ft.

Melee greatclub +16/+11 (2d8+12), or 2 slams +16 (1d8+8)

Power Attack greatclub +13/+8 (2d8+21),

Ranged rock +11/+6 (1d8+12)

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

Special rock throwing (180 ft.)

Statistics

Str 27, **Dex** 15, **Con** 19, **Int** 10, **Wis** 12, **Cha** 10

Base Atk +9; **CMB** +18; **CMD** 30

Feats Iron Will, Martial Weapon Proficiency (greatclub), Point Blank Shot, Power Attack, Precise Shot, Quick Draw

Skills Climb +12, Intimidate +12, Perception +12, Stealth +4 (+12 in rocky terrain); **Racial**

Modifiers +8 stealth in rocky terrain

Languages Common, Giant

Treasure

Standard (greatclub, other treasure)

Special Abilities

Improved Rock Catching (Ex) A stone giant gains a +4 racial bonus on its Reflex save when attempting to catch a thrown rock with rock catching. This ability otherwise works like the rock catching ability (see page 303).

Teraktinus

CR 10

Male stone giant 2nd lvl ranger

XP 9,600

CE Large humanoid (giant)

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +13

Defense

AC 29, touch 12, flat-footed 27 (+6 armor, +1 deflection, +2 Dexterity, +11 natural, -1 size)

hp 151 (12d8+2d10+84+2)

Fort +17, **Ref** +9, **Will** +6

Defensive Abilities improved rock catching

Offense

Spd 40 ft.

Melee +1 *dwarf bane heavy pick* +20/+15/+10 (1d8+11/19-20/×4) and +1 *pick* +20

(1d6+11/19-20/×4)

Against dwarves +1 *dwarf bane heavy pick* +24/+19/+14 (1d8+2d6+15/19-20/×4) and

+1 *pick* +22 (1d6+13/19-20/×4)

Power Attack +1 *dwarf bane heavy pick* +17/+12/+7 (1d8+17/19-20/×4) and +1 *pick* +17

(1d6+17/19-20/×4)

Power Attack Against dwarves +1 *dwarf bane heavy pick* +21/+16/+11 (1d8+2d6+21/19-20/×4)

and +1 *pick* +19 (1d6+19/19-20/×4)

Ranged rock +13/+8/+3 (1d8+15)

Against dwarves rock +14/+9/+4 (2d8+17)

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

Special Attacks favored enemy (dwarf +2)

Statistics

Str 30, **Dex** 14, **Con** 23, **Int** 8, **Wis** 14, **Cha** 14

Base Atk +11; **CMB** +22; **CMD** 35

Feats Double Slice, Improved Critical (heavy pick, light pick), Power Attack, Quick Draw,

Two-Weapon Fighting, Weapon Focus (heavy pick, light pick)

Skills Climb +6, Linguistics +0, Perception +13, Stealth -6 (+2 in rocky terrain), Survival +12;

Racial Modifiers +8 stealth in rocky terrain

Languages Common, Dwarven, Giant

SQ rock catching, wild empathy +4, track +1

Treasure

Gear +2 *hide shirt*, +1 *dwarf bane heavy pick*, +1 *light pick*, *ring of protection +1*, war horn

Special Abilities

Improved Rock Catching (Ex) A stone giant gains a +4 racial bonus on its Reflex save when attempting to catch a thrown rock with rock catching. This ability otherwise works like the rock catching ability (see page 303).

Dire Bear

CR7

XP 3,200

N Large animal

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

Defense

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

hp 95 (10d8+50)

Fort +12, **Ref** +8, **Will** +4

Offense

Speed 40 ft.

Melee 2 claws +13 (1d6+7 plus grab), bite +13 (1d8+7)

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

Statistics

Str 25, **Dex** 13, **Con** 21, **Int** 2, **Wis** 12, **Cha** 10

Base Atk +7; **CMB** +15 (+19 grapple); **CMD** 26 (30 vs. trip)
Feats Endurance, Improved Initiative, Iron Will, Run, Skill Focus (Perception)
Skills Perception +12, Swim +19; **Racial Modifiers** +4 Swim

Ogre Cattle Rustlers

Ogre 4th level Barbarian

CR 7

XP 3,200

CE Large humanoid (giant)

Init 0; **Senses** darkvision 60 ft., low-light vision; Perception +9

Defense

AC 19, touch 9, flat-footed 19 (+5 armor, 0 Dex, +5 natural, -1 size)

hp 96 (4d8 +4d12 +48+4)

Fort +13, **Ref** +2, **Will** +5

Special Uncanny Dodge

Offense

Speed 50 ft.

Melee ogre hook +14/+9 (3d6+11/x3)

Power Attack +12/+8 (3d6+17)

Ranged javelin +7/+2 (1d8+7)

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

Special Rage 15 rounds/day; Rage Powers – Powerful Blow (+2), Surprise Accuracy (+2),

Statistics

Str 24, **Dex** 10, **Con** 21, **Int** 6, **Wis** 12, **Cha** 4

Base Atk +7; **CMB** +15; **CMD** 25

Feats Iron Will, Toughness, Power Attack, Cleave

Skills Climb +15, Perception +9

Languages Giant

Treasure

+1 hide shirt, +1 ogre hook, 2 mwk. javelins

Raging

Defense

AC 17, touch 7, flat-footed 17 (+5 armor, 0 Dex, +5 natural, -1 size, -2 rage)

hp 112 (4d8 +4d12 +64+4)

Fort +15, **Ref** +2, **Will** +7

Special Uncanny Dodge

Offense

Speed 40 ft. (50 ft. base)

Melee ogre hook +16/+11 (3d6+14/x3)

Power Attack +14/+10 (3d6+20)

Ranged javelin +7/+2 (1d8+9)

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

Special Rage 15 rounds/day; Rage Powers – Powerful Blow (+2), Surprise Accuracy (+2)

Statistics

Str 28, **Dex** 10, **Con** 25, **Int** 6, **Wis** 12, **Cha** 4

Base Atk +7; **CMB** +17; **CMD** 27

Cinderma

CR 10

Female taiga giant

XP 9,600

Usually CN Huge giant

Init +2; **Senses** low-light vision; Perception +12

Defense

AC 27, touch 12, flat-footed 25 (+4 armor, +2 deflection, +2 Dex, +11 natural, -2 size)

hp 147 (14d8+84)

Immune enchantment and illusion spells

Fort +14, **Ref** +8, **Will** +8; +9 vs. fear

Offense

Spd 40 ft. (30 ft. in hide armor)

Melee greatclub +20 (3d8+16) or spear +19 (3d6+16)

Power Attack greatclub +17 (3d8+25)

Power Attack spear +16 (3d6+25)

Ranged rock +11 (2d6+16) or spear +10 (3d6+11)

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

Special Attacks rock throwing, run and throw

Statistics

Str 32, **Dex** 14, **Con** 21, **Int** 12, **Wis** 15, **Cha** 15

Base Atk +10; **CMB** +23; **CMD** 35

Feats Cleave, Iron Will, Lightning Reflexes, Martial Weapon Proficiency (greatclub), Power Attack, Toughness, Weapon Focus (greatclub)

Skills Climb +21, Knowledge (religion) +11, Stealth +10 (+18 in grassland and forest), Perception +12, Survival +19

SQ spirit summoning, rock catching

Special Abilities

Spirit Summoning (Su) Once per day, a taiga giant can perform a 10-minute ritual to summon ancestral spirits to aid it in battle. These invisible spirits grant the giant a +2 deflection bonus to Armor Class, immunity to enchantment and illusion spells, and one of the following spell effects: *bless*, *endure elements*, *protection from evil*, *protection from good*, or *see invisibility*.

These spell effects last for an entire day (regardless of their normal duration). A taiga giant's ancestral spirits can be detected by *detect undead* or any spell that reveals invisible creatures.

These beings occupy the same space as the taiga giant and can be turned or rebuked as a single creature with as many HD as the taiga giant. Turning or rebuking these spirits banishes them for the remainder of the day, though the giant may resummon them the following day. These spirits cannot be attacked or interacted with in any other way.

Run and Throw (Ex) A taiga giant can throw a boulder in the same round he takes a full move action. This ability functions exactly as the Spring Attack feat, but only applies to a ranged attack with a rock.

Rock Catching (Ex) A taiga giant of at least Large size can catch Small, Medium, or Large rocks (or projectiles of similar shape).

Rock Throwing (Ex) The range increment is 140 feet for a taiga giant's thrown rocks.

Skills When hunting, taiga giants often wear lichen-crusting cloaks and camouflage that help hide even their great size. This and their natural stealth grant them a +8 racial bonus on Stealth checks in grasslands or forested terrain.

Treasure

Greatclub, spear, hide armor.

Night Wyverns

CR 7

Nocturnal elite wyvern (*Advanced Bestiary* 190)

XP 3,200

N Large dragon

Init +2; **Senses** darkvision 120 ft., low-light vision, scent; Perception +15 (+11 in bright light)

Defense

AC 20, touch 11, flat-footed 18 (+2 Dex, +9 natural, -1 size)

hp 73 (7d12+28)

Fort +9, **Ref** +6, **Will** +7

Immune paralysis, sleep

Weaknesses light sensitivity

Offense

Spd 20 ft., fly 60 ft. (poor)

Melee sting +12 (1d6+6 plus poison) and bite +13 (3d6+6 plus grab) and 2 wings +10 (1d8+3)

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

Special Attacks poison (DC 17; frequency 6 rounds; effect 1d4 Con; cure 2 consecutive saves), rake (2 talons +10, 1d6+6)

Statistics

Str 22, **Dex** 14, **Con** 19, **Int** 7, **Wis** 14, **Cha** 8

Base Atk +7; **CMB** +14 (+18 grapple); **CMD** 26

Feats Flyby Attack, Improved Natural Attack (bite), Multiattack, Weapon Focus (bite)

Skills Fly +6, Perception +15 (+11 in bright light), Sense Motive +11, Stealth +7; **Racial**

Modifier +8 Stealth, -4 Perception in bright light

Languages Draconic

Special Abilities

Light Sensitivity (Ex) Night wyverns are dazzled when operating in an area of continual bright light (such as sunlight or that created by a *daylight* spell).

Deathweb

CR 6

XP 2,400

N Gargantuan undead

Init +2; **Senses** darkvision 60 ft.; Perception +16

Aura poison swarm 10 ft.

Defense

AC 20, touch 8, flat-footed 18 (+2 Dex, +12 natural, -4 size)

hp 78 (12d8+24)

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

Offense

Spd 30 ft., climb 20 ft.

Melee bite +14 (2d8+9) and 2 claws +14 (2d6+9)

Power Attack bite +11 (2d8+15) and 2 claws +11 (2d6+15)

Space 20 ft.; **Reach** 15 ft.

Special Attacks poison (DC 19; frequency 4 rounds; effect 1 Con; cure 1 save), web (+7, DC 17, 12 hp)

Statistics

Str 28, **Dex** 14, **Con** —, **Int** 6, **Wis** 13, **Cha** 12

Base Atk +9; **CMB** +22 (+24 to bull rush), **CMD** 34 (36 vs. bull rush)

Feats Ability Focus (poison swarm), Awesome Blow, Cleave, Improved Bull Rush, Power Attack, Toughness

Skills Climb +17, Perception +16, Stealth +5

SQ undead traits

Special Abilities

Poison Swarm (Ex) The area around a deathweb is filled with swarms of living spiders that nest in the undead thing's exoskeleton. Any creature that comes within 10 feet of a deathweb takes 1d4 points of damage per round and must make a DC 19 Fortitude save or be poisoned (damage 1 Con). The save DC is Charisma-based. Any attack that deals more than 10 points of damage and has an area of

effect large enough to affect every square a deathweb occupies destroys its poison swarm for 3 rounds. After this time, new spiders well up from inside the beast and recreate the swarm.

Web (Ex) The deathweb can create sticky webs to ensnare enemies. A deathweb can throw a web at will, but no more than once every 5 rounds. 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 Colossal or smaller targets. As a standard action, an entangled creature can escape with a successful DC 16 Escape Artist check or burst it with a DC 24 Strength check. The check DCs are Constitution-based, and the Strength check DC includes a +8 racial bonus.

The slimy webbing created by a deathweb has 10 hit points. It is difficult to burn and has an effective DR of 10 against fire. Fires that do more than 10 points of damage in a round burn away the web;

these fires also deal the same damage on creatures entangled in the web.

Skills Deathwebs have a +8 racial bonus on Climb checks. A deathweb can always choose to take 10 on Climb checks, even if rushed or threatened.

Harpy Monk

CR 7

Female harpy monk 6

XP 3,200

LE Medium monstrous humanoid

Init +3; **Senses** darkvision 60 ft.; Perception +12

Defense

AC 21, touch 20, flat-footed 17 (+2 deflection, +3 Dex, +1 monk, +1 natural, +3 Wisdom, +1 Dodge)

hp 97 (7d10+6d8+26+6)

Fort +9, **Ref** +13, **Will** +13; +2 against enchantment

Defensive Abilities evasion, slow fall 30 ft.; **Immune** non-magical disease

Offense

Spd 40 ft., fly 80 ft. (average)

Melee unarmed strike +15/+10/+5 (1d8+3) and 2 claws +12 (1d6+1) or

flurry of blows unarmed strike +15/+15/+10/+5 (1d8+3) and 2 claws +12 (1d6+1)

Special Attacks captivating song (DC 17), stunning fist 6/day (DC 16) (stun, fatigue)

Statistics

Str 16, **Dex** 16, **Con** 14, **Int** 6, **Wis** 16, **Cha** 14

Base Atk +11; **CMB** +16 (+18 to disarm); **CMD** 31 (+33 vs. disarm)

Feats Ability Focus (captivating song), Deflect Arrows, Dodge, Flyby Attack, Hover, Improved Disarm, Mobility, Multiattack, Stunning Fist, Weapon Focus (unarmed strike)

Skills Bluff +9, Fly +13, Intimidate +6, Perception +12, Perform (song) +10

Languages Common, Giant, Thassilonian

SQ *ki* pool (6), *ki* strike (magic)

Special Abilities

Captivating Song (Su) A harpy's song has the power to infect the minds of those that hear it, calling them to the harpy's side. When a harpy sings, all creatures aside from other harpies within a 300-foot spread must succeed on a DC 16 Will saving throw or become captivated. A creature that successfully saves is not subject to the same harpy's song for 24 hours. A victim under the effects of the captivating song moves toward the harpy using the most direct means available. If the path leads them into a dangerous area such as through fire or off a cliff, that creature receives a second saving throw to end the effect before moving into peril. Captivated creatures can take no actions other than to defend themselves. A victim within 5 feet of the harpy simply stands and offers no resistance to the harpy's attacks. This effect continues for as long as the harpy sings and for 1 round thereafter. This is a sonic mind-affecting charm effect. The save DC is Charisma-based.

Treasure

Gear *ring of protection* +2

The Black Monk

CR 11

Male dread mummy human monk 8 (Advanced Bestiary 86)

XP 12,800

LE Medium undead (augmented humanoid)

Init +8; **Senses** darkvision 60 ft.; Perception +15

Aura gaze of despair

Defense

AC 31, touch 23, flat-footed 27 (+2 deflection, +4 Dexterity, +2 monk, +8 natural, +4 Wisdom, +1 Dodge)

hp 71 (8d8+24+8)

Fort +6, **Ref** +10, **Will** +10 (+2 against enchantment)

Defensive Abilities evasion, resistant to blows, slow fall 40 ft., turn resistance +4;

DR 5/—; **Immune** undead traits; **Resist** cold 10

Weaknesses vulnerable to fire

Offense

Spd 5 ft., fly 60 ft. (perfect)

Melee unarmed strike +17/+12 (1d10+10 plus mummy rot) or

flurry of blows +17/+17/+12/+12 (1d10+10 plus mummy rot)

Special Attacks breath of death, command undead, create spawn, stunning fist 8/day (DC 18)

Spell-Like Abilities (caster level 8th)

At will—*animal messenger*, *calm animals* (DC 14), *heat metal*, *summon swarm*

2/day—*commune with nature*, *control winds*, *dominate animal* (DC 16), *insect plague*

1/day—*control weather*, *creeping doom*, *earthquake*, *sunbeam* (DC 20)

Statistics

Str 30, **Dex** 18, **Con** —, **Int** 12, **Wis** 18, **Cha** 16

Base Atk +6; **CMB** +18 (+20 to trip); **CMD** 35 (cannot be tripped)

Feats Ability Focus (breath of death), Combat Casting, Dodge, Combat Reflexes, Improved

Initiative, Improved Trip, Stunning Fist, Weapon Focus (unarmed strike)

Skills Acrobatics +15, Fly +15, Knowledge (arcana) +12, Perception +15, Stealth +15

Languages Thassilonian, Giant

SQ flight, *ki* pool (8), *ki* strike (magic), wholeness of body (8 hp)

Special Abilities

Breath of Death (Su) Once every 1d4 rounds, the Black Monk can exhale a 30-foot cone of tomb gas, ice, and dust. Each living creature in this area must make a DC 20 Fortitude save or gain 1d4 negative levels. A creature killed by this effect rises as a Zombie under the Black Monk's control in 1d4 rounds. The save DC is Charisma-based.

Command Undead (Su) As a free action, the Black Monk can automatically command all undead within 30 feet, except those with more character levels or higher Charisma scores.

Create Spawn (Su) A creature killed by the Black Monk's mummy rot ability turns to dust. One week later, as long as the Black Monk still exists, the dust reforms next to the Black Monk as a new dread mummy. A dread mummy created in this manner is under the command of the Black Monk and remains so until either it or its creator is destroyed.

Flight (Su) The black monk's flight speed is similar to that granted by the *fly* spell, but it cannot be dispelled.

Gaze of Despair (Su) Any creature within 100 feet of a dread mummy that meets its gaze must make a DC 18 Fortitude save or be paralyzed for 1d4 rounds. This is a mind-affecting fear effect.

Mummy Rot (Su) A creature hit by the Black Monk's unarmed strike must make a DC 18 Fortitude save or contract mummy rot. This disease has an incubation period of 1 minute, and deals 1d6 points of Constitution damage and 1d6 points of Charisma damage with each failed save. A character attempting to cast a healing spell on a creature afflicted with mummy rot must make a DC 20 caster level check, or the spell has no effect on that creature. In order to eliminate mummy rot, the curse must first be removed with a *break enchantment* or *remove curse* (DC 20 caster level check for either). Thereafter, no caster level check is necessary to cast healing spells on the victim, and the disease can be cured just like any normal disease can. A creature killed by mummy rot turns to dust unless both *remove disease* and *raise dead* are cast on the remains within 6 rounds.

Resistant to Blows (Ex) The Black Monk takes only half damage from melee and ranged weapons, natural weapons, and falls. Apply this reduction before applying damage reduction.

Treasure

Gear *belt of giant strength* +4, *ring of protection* +2

Embers

CR 10

Male advanced dire bear

XP 9,600

N Huge animal

Init +4; **Senses** low-light vision, scent; Perception +22

Defense

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

hp 207 (18d8+126)

Fort +18, Ref +11, Will +7

Offense

Speed 40 ft.

Melee 2 claws +27 (2d6+15 plus grab), bite +26 (2d6+15)

Power Attack 2 claws +23 (2d6+23 plus grab), bite +22 (2d6+23)

Space 15 ft.; Reach 10 ft.

Statistics

Str 40, Dex 11, Con 25, Int 2, Wis 12, Cha 10

Base Atk +13; CMB +30 (+34 grapple); CMD 40 (44 vs. trip)

Feats Cleave, Endurance, Improved Initiative, Improved Natural Attack (claw), Iron Will, Power Attack, Run, Skill Focus (Perception), Weapon Focus (claw)

Skills Perception +25, Swim +19; Racial Modifiers +4 Swim

Conna the Wise

CR 12

Female stone giant elder 6th lvl sorcerer (elemental)

XP 19,200

N Large humanoid (giant)

Init +2; Senses darkvision 60 ft., low-light vision; Perception +23

Defense

AC 29, touch 18, flat-footed 26 (+2 deflection, +4 armor, +2 Dex, +11 natural, +1 Dodge, -1 size)

hp 171 (12d8+6d6+90+6)

Fort +15, Ref +10, Will +13

Resist acid 10, fire 10

Defensive Abilities improved rock catching, acid resistance

Offense

Speed 40 ft.

Melee +1 short spear +19/+14 (1d8+11), or 2 slams +18 (1d8+7)

Ranged rock +14 (1d8+10)

Space 10 ft.; Reach 10 ft.

Special rock throwing (180 ft.), elemental ray (1d6+3 acid; 7/day)

Spell-Like Abilities (CL 10th)

1/day—*stone shape*, *stone tell*, *transmute rock to mud* or *transmute mud to rock* (DC 19)

Spells Known (CL 6th; +13 ranged touch)

3rd (4/day)—*fly*

2nd (6/day)—*blur*, *mirror image*, *scorching ray** (acid)

1st (7/day)—*burning hands** (acid) (DC 16), *charm person* (DC 16), *mage armor*, *obscuring mist*, *shocking grasp*

0 (7)—*dancing lights*, *daze* (DC 15), *disrupt undead*, *flare* (DC 15), *ghost sound* (DC 15), *light*, *mending*, *prestidigitation*

Statistics

Str 24, Dex 14, Con 20, Int 14, Wis 15, Cha 19

Base Atk +12; CMB +20; CMD 35

Feats Combat Casting, Combat Expertise, Combat Reflexes, Dodge, Empower Spell, Extend Spell, Eschew Materials, Iron Will, Lightning Reflexes, Mobility

Skills Acrobatics +23, Climb +28, Knowledge (arcane) +14, Perception +23, Spellcraft +14, Stealth +17 (+25 in rocky terrain); Racial Modifiers +8 stealth in rocky terrain

Languages Common, Giant, Thassilonian

Treasure

Potion of Barkskin +4, +1 shortspear, ring of minor fire resistance, ring of protection +2, headband of charisma +2

Special Abilities

Improved Rock Catching (Ex) A stone giant gains a +4 racial bonus on its Reflex save when attempting to catch a thrown rock with rock catching. This ability otherwise works like the rock catching ability (see page 303).

Galenmir

CR 12

Male stone giant 4th lvl fighter

XP 19,200

LE Large humanoid (giant)

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +17

Defense

AC 33, touch 12, flat-footed 30 (+8 armor, +2 Dex, +11 natural, +2 shield, +1 Dodge, -1 size)

hp 176 (12d8+4d10+96+4)

Fort +20, **Ref** +9, **Will** +9 (+10 vs fear)

Special Defenses Armor Training 1, Bravery +1, improved rock catching

Offense

Spd 40 ft.

Melee +3 *heavy pick* +29/+24/+19 (1d8+14/19-20/x4)

Power Attack +3 *heavy pick* +25/+20/+15 (1d8+22/19-20/x4)

Ranged rock +15/+10/+5 (1d8+16)

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

Special Attacks rock throwing

Statistics

Str 33, **Dex** 14, **Con** 22, **Int** 13, **Wis** 10, **Cha** 16

Base Atk +13; **CMB** +27 (+29 bull rush); **CMD** 40 (42 vs. bull rush)

Feats Awesome Blow, Combat Expertise, Combat Reflexes, Dodge, Improved Bull Rush, Iron

Will, Mobility, Power Attack, Quick Draw, Spring Attack, Weapon Focus (heavy pick)

Skills Climb +28, Handle Animal +9, Perception +17, Ride +10, Stealth +17 (+25 in rocky terrain)

Modifiers +8 stealth in rocky terrain

Languages Common, Giant

SQ rock catching

Treasure

Combat Gear *potion of heroism*, *potion of gaseous form*, *oil of keen edge*, *oil of darkness* **Other**

Gear +2 *breastplate*, +1 *light steel shield*, +3 *heavy pick*, *cloak of elvenkind*, 19 pp, 18 gp, 13 sp

Special Abilities

Improved Rock Catching (Ex) A stone giant gains a +4 racial bonus on its Reflex save when attempting to catch a thrown rock with rock catching. This ability otherwise works like the rock catching ability (see page 303).

Enga Keckvia, Kobold “Ratcatcher”

CR 11

Female kobold 12th lvl barbarian

XP 12,800

CE Small humanoid (reptilian)

Init +2; **Senses** darkvision 60 ft.; Perception +16

Defense

AC 20, touch 11, flat-footed 18 (+7 armor, +2 Dex, -2 rage, +2 shield, +1 size)

hp 143 (12d12+48+12)

Fort +14 **Ref** +6 **Will** +10

Defensive Abilities improved uncanny dodge; **DR** 2/—

Offense

Spd 30 ft.

Melee +3 *shortspear* +22/+17/+12 (1d4+8/19-20/x3)

Power Attack +3 *shortspear* +18/+13/+8 (1d4+16/19-20/x3)

Special Attacks greater rage 27 rounds, rage powers (guarded stance +3 AC, Surprise Accuracy +4 atk., Powerful blow +4 dmg, Strength Surge +12, Knock Back, Mighty Swing)

Base Stats When Enga isn't raging, her stats change as follows:

AC 22, touch 13, flat-footed 20

hp 107

Fort +11 Will +7

Melee +3 *shortspear* +19/+14/+9 (1d4+5/19-20/x3)

CMB +13; CMD 25

Str 14, Con 12

Swim +6

-

Statistics

Str 20, Dex 15, Con 18, Int 10, Wis 12, Cha 8

Base Atk +12; CMB +16; CMD 28

Feats Blind-Fight, Great Fortitude, Improved Critical (*shortspear*), Iron Will, Power Attack, Weapon Focus (*shortspear*)

Skills Craft (trapmaking) +17, Perception +16, Stealth +10, Survival +11, Swim +6

Languages Draconic, Common

SQ light sensitivity, trap sense +4, fast movement

Combat Gear *necklace of fireballs* (type IV; 8, 6(2), 4(2), 2(4); 36d6(avg.126hp); Other Gear +1 *breastplate*, +1 *buckler*, +3 *shortspear*, 11 gp, 12 sp, 12 cp

Redcaps

CR 6

XP 2,400

NE Small fey

Init +8; Senses low-light vision; Perception +12

Defense

AC 20, touch 15, flat-footed 16 (+2 armor, +4 Dex, +3 natural, +1 size)

hp 53 (8d6+32); fast healing 3

Fort +6, Ref +10, Will +7

DR 10/cold iron

Weaknesses Irreligious

Offense

Spd 60 ft.

Melee Medium scythe +11 (2d4+7/x4) and kick +4 (1d4+4)

Special Attacks boot stomp

Statistics

Str 18, Dex 19, Con 18, Int 16, Wis 13, Cha 15

Base Atk +4; CMB +7; CMD 21

Feats Cleave, Improved Initiative, Power Attack, Weapon Focus (scythe)

Skills Acrobatics +15 (+27 jump), Bluff +13, Climb +15, Escape Artist +15, Fly +0, Intimidate +10, Knowledge (nature) +14, Perception +12, Sense Motive +12, Stealth +19

Languages: Aklo, Common, Giant

SQ heavy weapons, red cap

Special Abilities

Boot Stomp (Ex): A redcap wears heavy iron boots with spiked soles that it uses to deadly effect in combat. It can use its boots to make a secondary attack as part of a full attack action or can use them to make an attack as part of its movement just as if it had the Spring Attack feat. A redcap is only treated as having Spring Attack when attacking with its boots and no other weapon.

Heavy Weapons (Ex) A redcap's powerful hands and arms allow It to wield Medium weapons without penalty.

Irreligious (Ex): Bitter and blasphemous, a redcap cannot stand the symbols of good-aligned religions. If a foe spends a standard action presenting such a holy symbol, any redcap that can see the character becomes frightened for 1 minute and attempts to flee.

Red Cap (Su) A redcap wears a tiny, shapeless woolen hat, dyed over and over with the blood of its victims. While wearing its cap, a redcap gains a +4 bonus on damage rolls and fast healing 3

(reflected above). These benefits are lost if the cap is removed or destroyed, and caps are not transferable, even between redcaps.

Lokansir

CR 11

Male jotunblood hill giant

XP 12,800

CE Huge giant

Init -2; **Senses** low-light vision, scent; Perception +28

Defense

AC 22, touch 6, flat-footed 22 (-2 Dexterity, +16 natural, -2 size)

hp 231 (22d8+132)

Fort +19, **Ref** +4, **Will** +6

SR 19

Offense

Spd 50 ft.

Melee +3 *greatclub* +29/+24/+19/+14 (3d8+19/19-20)

Ranged rock +13 (2d8+11)

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

Special Attacks earth-shaking bellow

Statistics

Str 33, **Dex** 6, **Con** 23, **Int** 6, **Wis** 10, **Cha** 7

Base Atk +16; **CMB** +29 (+33 to Sunder); **CMD** 37 (41 vs. Sunder)

Feats Cleave, Critical Focus, Great Cleave, Greater Sunder, Improved Bull Rush, Improved Critical (*greatclub*), Improved Sunder, Power Attack, Skill Focus (Perception), Staggering Critical, Weapon Focus (*greatclub*)

Skills Climb +36, Perception +28

Languages Giant

SQ meld into earth, rock catching

Other Gear +3 *greatclub*

Special Abilities

Earth-Shaking Bellow (Su) Once every 1d4 rounds, Lokansir can loose an earth-shaking bellow that functions like an *earthquake* spell, affecting a 40-foot-cone.

Meld Into Earth (Su) At will, Lokansir can meld into earth (not solid stone) as if using the *meld into stone* spell, except that he may remain in the earth as long as he wishes. A *move earth* spell cast upon his location causes him to be expelled from the earth and take 5d6 points of damage. While melded with earth, he gains fast healing 1.

Econtrador and Sulaminga

CR 10

Male young red dragons

XP 9,600

CE Large dragon (fire)

Init +5; **Senses** dragon senses, smoke vision; Perception +15

Defense

AC 22, touch 10, flat-footed 21 (+1 Dex, +12 natural, -1 size)

hp 115 (11d12+44)

Fort +11, **Ref** +8, **Will** +10

Immune fire, paralysis, sleep

Weaknesses vulnerability to cold

Offense

Speed 40 ft., fly 200 ft. (poor)

Melee bite +17 (2d6+10), 2 claws +17 (1d8+7), 2 wings +12 (1d6+3), tail slap +12 (1d8+10)

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

Special Attacks breath weapon (40-ft. cone, DC 19, 6d10 fire)

Spell-Like Abilities (CL 11th)

At will—*detect magic*

Spells Known (CL 1st)

1st (3/day)—*cure light wounds, shield*

0 (at will)—*mage hand, message, prestidigitation, read magic*

Statistics

Str 25, **Dex** 12, **Con** 19, **Int** 12, **Wis** 13, **Cha** 12

Base Atk +11; **CMB** +19; **CMD** 30 (34 vs. trip)

Feats Cleave, Improved Initiative, Improved Vital Strike, Iron Will, Power Attack, Vital Strike

Skills Appraise +15, Bluff +15, Fly +9, Intimidate +15, Perception +15, Sense Motive +15, Stealth +11

Languages Common, Draconic

Seleval and Zaelsar

CR 10

Female lamia 8th lvl cleric (Lamashtu)

XP 9,600

CE Large monstrous humanoid

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +15

Defense

AC 24, touch 15, flat-footed 20 (+2 armor, +2 deflection, +3 Dexterity, +1 dodge +7 natural, -1 size)

hp 144 (9d10+8d8+51+8)

Fort +14, **Ref** +13, **Will** +20

Offense

Speed 60 ft.

Melee +2 *flail* +19/+14/+9 (1d8+5) and touch +12 (1d4 Wisdom drain) and 2 claws +12 (1d4+1)

With Scythe of Evil +2 *flail* +19/+14/+9 (1d8+5 plus 2d6 profane dmg) and touch +12 (1d4 Wisdom drain) and 2 claws +12 (1d4+1)

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

Special Attacks Wisdom drain, Touch of Evil (4 rounds; 9/day), Scythe of Evil (4 rounds), Strength Surge (+4 Str; 9/day), Might of the Gods (+8 Str; 8 rounds/day) Channel Negative Energy (4d6; DC 17; 67day)

Spells Known (CL 9th)

At will—*disguise self, ventriloquism*

3/day—*charm monster* (DC 15), *major image* (DC 14), *mirror image, suggestion* (DC 14)

1/day—*deep slumber* (DC 14)

Spells Prepared (CL 8th)

4th—*freedom of movement, poison* (DC 22), *sending, unholy blight** (DC 20)

3rd—*blindness/deafness* (DC 21), *cure serious wounds* (2), *dispel magic, magic vestment** (already cast), *stone shape*

2nd—*bear's endurance, bull's strength**, *cure moderate wounds* (2), *death knell* (DC 20), *sound burst* (DC 18)

1st—*command* (DC 17), *cure light wounds* (3), *divine favor, protection from good**, *sanctuary* (DC 17)

0—*stabilize, detect magic, guidance, read magic*

Domains Evil, Strength

Statistics

Str 16, **Dex** 16, **Con** 16, **Int** 12, **Wis** 22, **Cha** 16

Base Atk +15; **CMB** +19; **CMD** 33 (37 vs. trip)

Feats Dodge, Great Fortitude, Greater Spell Focus (necromancy), Iron Will, Lightning Reflexes, Mobility, Selective Channeling, Spell Focus (necromancy), Spring Attack

Skills Bluff +19, Diplomacy +4, Disguise +6, Intimidate +10, Knowledge (religion) +9, Perception +15, Spellcraft +13, Stealth +15, Survival +12; **Racial Modifiers** +4 Bluff, +4 Stealth

Languages Common, Draconic, Giant, Thassilonian

SQ spontaneous casting (inflict spells), undersized weapons

Other Gear +2 *flail, periapt of Wisdom* +2, *ring of protection* +2

Special Abilities

Undersized Weapons (Ex) Although a lamia is Large, its upper torso is the same size as that of a Medium humanoid. As a result, lamias wield weapons as if they were one size category smaller than their actual size (Medium for most lamias).

Wisdom Drain (Su) A lamia drains 1d4 points of Wisdom each time it hits with its melee touch 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

Touch of Evil (Sp): You can cause a creature to become sickened as a melee touch attack.

Scythe of Evil (Su): At 8th level, you can give a weapon touched the unholy special weapon quality.

Strength Surge (Sp): As a standard action, you can touch a creature to give it great strength. For 1 round, the target gains an enhancement bonus equal to 1/2 your cleric level (minimum +1) to melee attacks, combat maneuver checks that rely on Strength, Strength-based skills, and Strength checks.

Might of the Gods (Su): At 8th level, you can add your cleric level as an enhancement bonus to your Strength score for a number of rounds per day equal to your cleric level. This bonus only applies on Strength checks and Strength-based skill checks.

Xanasha

Lamia Matriarch sorcerer 2

CR 10

XP 9,600

CE Large monstrous humanoid (shapechanger)

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

Defense

AC 32, touch 23, flat-footed 25 (+6 Dex, +4 armor, +1 deflection, +9 natural, -1 size, +4 shield, +1 dodge, -2 rage)

hp 159 (12d10+2d6+84+2)

Fort +11 (+13 against poison), **Ref** +16, **Will** +14 (+18 against visual effects)

Defensive Abilities alternate form; **Immune** mind-affecting effects, *magic missile* spell; **SR** 18

Offense

Speed 40 ft., Climb 40 ft., Swim 40 ft., Fly 60 ft. (good)

Melee +1 impaler of thorns +26/+26/+21/+16 (1d8+16 plus 1 Wisdom drain/19-20/x3) or

Touch +24/+24 (2d4 Wisdom drain) or 3 Claws +24 (1d4+11 plus 1 Wisdom drain)

Power Attack +1 impaler of thorns +22/+22/+17/+12 (1d8+28 plus 1 Wisdom drain/19-20/x3) or 3 Claws +20 (1d4+19 plus 1 Wisdom drain)

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

Spell-Like Abilities (CL 10th)

At will—*charm monster* (DC 21), *ventriloquism* (DC 18)

3/day—*deep slumber* (DC 20), *dream*, *major image* (DC 20), *mirror image*, *suggestion* (DC 20)

Spells Known (CL 8th, +21 ranged touch)

4th (4/day)— *dimension door*, *empowered scorching ray*

3rd (7-3/day)— *fly*, *haste*, *rage**, *empowered cure light wounds*, *empowered magic missile*

2nd (8-1/day)— *bull's strength**, *invisibility*, *scorching ray*, *silence* (DC 19)

1st (8-3/day)— *cause fear** (DC 18), *cure light wounds*, *divine favor*, *mage armor*, *magic missile*, *shield*

0 (8)— *acid slash*, *dancing lights*, *daze* (DC 17), *detect magic*, *ghost sound* (DC 17), *mage hand*, *mending*, *prestidigitation*

Statistics

Str 28, **Dex** 23, **Con** 22, **Int** 16, **Wis** 14, **Cha** 25

Base Atk +13; **CMB** +23; **CMD** 40 (cannot be tripped)

Feats Eschew Materials, Empower Spell, Extend Spell, Improved Critical (spear), Lunge, Power Attack, Silent Spell, Weapon Focus (spear)

Skills Acrobatics +18, Bluff +24, Fly +33, Knowledge (arcana) +20, Knowledge (local) +15, Spellcraft +20, Use Magic Device +24

Languages Abyssal, Common, Draconic, Thassilonian

SQ abyssal bloodline, undersized weapons

Treasure

Combat Gear impaler of thorns, medusa mask, sihedron medallion, snakeskin tunic, ring of protection +1

SPECIAL ABILITIES

Undersized Weapons (Ex) Although a lamia is Large, its upper torso is the same size as that of a Medium humanoid. As a result, lamias wield weapons as if they were one size category smaller than their actual size (Medium for most lamias).

Alternate Form (Su) A lamia matriarch has a single humanoid form that she can assume as a standard action—most lamia matriarchs have human, elven, or half-elven alternate forms. Their appearance in this form is identical from the waist up to their serpentine form, yet in humanoid form the lamia matriarch is Medium sized (–8 Strength, +2 Dex, –4 Constitution), cannot use her Wisdom drain attack, and has a base speed of 30 feet.

Wisdom Drain (Su) A lamia matriarch drains 1d6 points of Wisdom each time she hits with her melee touch attack. If she strikes a foe with a melee weapon, she drains 1 point of Wisdom instead. Unlike creatures with other kinds of ability drain attacks, a lamia matriarch does not heal damage when she uses her Wisdom drain.

Skills Lamia matriarchs have a +4 racial bonus on Bluff, Tumble, and Use Magic Device checks.

Spells Lamia matriarchs cast spells as 6th-level sorcerers, and can also cast spells from the cleric list. Cleric spells are considered arcane spells for a lamia matriarch, meaning that the creature doesn't need a divine focus to cast them.

*Ref.: PF AP2: The Skinsaw Murders

Hurek and Durek

CR 10

Male troll 5th lvl fighter

XP 9,600

CE Large humanoid (giant)

Init +7; **Senses** darkvision 60 ft., low-light vision, scent; Perception +8

Defense

AC 25, touch 12, flat-footed 22 (+8 armor, +3 Dexterity, +5 natural, –1 size)

hp 147 (6d8+5d10+88+5); regeneration 5 (acid or fire)

Fort +17, **Ref** +6, **Will** +5 (+7 vs. fear)

Special Bravery +2, weapon training (polearms +1)

Offense

Speed 30 ft.

Melee +2 *ranseur* +21/+16 (2d6+18/×3) and bite +15 (1d8+4)

or 2 claws +17 (1d6+9) and bite +17 (1d8+9)

Power Attack +2 *ranseur* +18/+13 (2d6+27/×3) and bite +12 (1d8+7)

or 2 claws +14 (1d6+15) and bite +14 (1d8+15)

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

Special rend (2 claws, 1d6+13)

Statistics

Str 28, **Dex** 16, **Con** 26, **Int** 4, **Wis** 11, **Cha** 6

Base Atk +9; **CMB** +19; **CMD** 32 (33 vs. disarm and sunder)

Feats Combat Reflexes, Critical Focus, Improved Initiative, Iron Will, Multiattack, Power Attack, Skill focus (Perception), Weapon Focus (*ranseur*), Weapon Specialization (*ranseur*)

Skills Climb +17, Intimidate +9, Perception +8

Languages Giant

SQ Armor training 2,

Gear +2 *breastplate*, +2 *ranseur*

Runeslave Hill Giant

CR 7

Male runeslave hill giant

XP 3,200

CE Large humanoid (giant)

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

Defense

AC 21, touch 8, flat-footed 21 (+4 armor, -1 Dex, +9 natural, -1 size)

hp 85 (10d8+40)

Fort +11, **Ref** +2, **Will** +2 (-6 vs. mind-affecting effects)

Immune fear

Defensive Abilities rock catching

Offense

Speed 60 ft. (40 ft. in armor)

Melee greatclub +16/+11 (2d8+13) or 2 slams +15 (1d8+9)

With power Attack greatclub +14/+9 (2d8+19) or 2 slams +13 (1d8+13)

Ranged rock +7 (1d8+13)

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

Special Attacks rock throwing (120 ft.)

Statistics

Str 29, **Dex** 8, **Con** 19, **Int** 4, **Wis** 8, **Cha** 5

Base Atk +7; **CMB** +17; **CMD** 26

Feats Cleave, Intimidating Prowess, Martial Weapon Proficiency (greatclub), Power Attack, Weapon Focus (greatclub)

Skills Climb +12, Intimidate +11, Perception +5

Languages Giant

SPECIAL ABILITIES

Rock Throwing (Ex) The range increment is 120 feet for a hill giant's thrown rocks.

Arcane Decay (Su): The symbols etched upon a runeslave's body put great stress on its physical form, choking its mind and ultimately killing the giant. This slow decay of a runeslave's mental faculties manifests as a disease with the following traits.

Arcane Decay—non-contagious, Fortitude DC 30, incubation period instant, damage 1 Int, 1 Wis, 1 Cha.

Arcane Surge (Su): Three times per day, as a free action, a runeslave can gain the benefits of the spell *haste* for 6 rounds. Using this ability forces the giant to make an additional Fortitude save against arcane decay, even if it has already made its daily save to resist the disease. If it fails, the runeslave takes damage from the disease as normal.

Vulnerable Mind (Ex): A runeslave takes a -8 penalty on any save made to resist a mind-affecting spell or ability.

Immune to Pain (Ex): Runeslaves can continue to function even after taking great punishment. They continue to fight without penalty even when reduced to 0 or fewer hit points (as per the *Diehard* feat) and are immune to nonlethal damage and death from massive damage.

Treasure

Greatclub, hide armor

The Headless Lord

CR 9

Male ogre zombie undead lord fighter 4

XP 6,400

NE Large undead

Init +6; **Senses** darkvision 60 ft.; Perception +1

Aura desecration

Defense

AC 33, touch 11, flat-footed 31 (+10 armor, +2 Dex, +12 natural, -1 size)

hp 86 (8d8+4d10+24+4)

Fort +11, **Ref** +6, **Will** +9 (+10 vs. fear)

Defensive Abilities channel resistance +4; **DR** 10/magic and slashing; armor training 1, bravery +1

Immune undead immunities

Offense

Spd 30 ft.

Melee *runechill hatchet* +19/+14 (1d8+15 plus 1d6 plus *runechill*/×3) and *runechill hatchet* +19 (1d8+15 plus 1d6 plus *runechill* /×3)

Power Attack *runechill hatchet* +16/+11 (1d8+21 plus 1d6 plus *runechill*/×3) and *runechill hatchet* +16 (1d8+21 plus 1d6 plus *runechill* /×3)

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

Special Attacks command undead, create spawn, summon undead, *runechill* (DC 12 fort; 1 Str dmg)

Spell-Like Abilities (CL 12th)

1/day—*darkness*, *fear* (DC 13)

Statistics

Str 28, **Dex** 15, **Con** —, **Int** 10, **Wis** 12, **Cha** 14

Base Atk +10; **CMB** +20; **CMD** 32

Feats Cleave, Combat Reflexes, Double Slice, Great Fortitude, Improved, Initiative, Power Attack, Two-Weapon Fighting, Weapon Focus (handaxe), Weapon Specialization (handaxe)

Skills Climb +19, Intimidate +12

Languages Common, Giant; undead telepathy 100 ft.

SQ headless, armor training 1

Special Abilities

Command Undead (Su) At will, the Headless Lord can command or rebuke zombies as a 12th-level cleric.

Create Spawn (Su) Any creature slain by the Headless Lord rises as a zombie in 1d4 minutes. These zombies remain under the control of the Headless Lord.

Aura of Desecration (Su) The Headless Lord radiates a 20-foot-radius aura of desecration. Undead within this area (including the Headless Lord) gain a +1 profane bonus on attack rolls, damage rolls, and saving throws. All turning checks made in this area suffer a –3 penalty. Undead created or summoned into this area gain +1 hit points per HD.

Undead Telepathy (Su) The Headless Lord can communicate telepathically with any other undead within 100 feet.

Summon Undead (Sp) Once per day, an undead lord can summon a total number of HD worth of undead equal to its HD x 1.5. Undead lords cannot summon an undead that has more HD than it does.

Headless (Su) Although the Headless Lord lacks a head, it can still hear and see and speak as if it had one.

Treasure

Gear +1 *full plate*, two *runechill hatchets*

Zombie Hill Giant

CR 7

Advanced hill giant zombie

XP 3,200

NE Large undead

Init –2; **Senses** low-light vision; Perception +0

Defense

AC 21, touch 8, flat-footed 21 (+9 armor, –1 Dex, +12 natural, –1 size)

hp 130 (20d8+40)

Fort +7, **Ref** +4, **Will** +12

Defensive Abilities DR 5/slashing; **Immune** undead traits

Offense

Speed 30 ft.

Melee slam +19 (1d8+15)

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

Statistics

Str 30, **Dex** 6, **Con** –, **Int** –, **Wis** 10, **Cha** 10

Base Atk +10; **CMB** +21; **CMD** 29

Feats Toughness

Special Qualities staggerede, created in Aura of Desacration

Treasure

Mwk. Fullplate

Summoned Plague Zombie Ogre (2)

CR 7

Advanced ogre zombie

XP 3,200

NE Large undead

Init -2; **Senses** darkvision 60 ft., low-light vision; Perception +0

Defense

AC 17, touch 8, flat-footed 17 (+4 armor, +1 Dex, +8 natural, -1 size)

hp 49 (9d8+9)

Fort +3, **Ref** +4, **Will** +6

Immune undead traits

Offense

Speed 40 ft.

Melee Slam +12 (1d8+10 plus disease)

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

Special Attacks Death Burst, Disease (Zombie Rot, DC 14; *onset* 1d4 days, *frequency* 1/day; *effect* 1d2 Con (cannot be healed while infected; *cure* 2 consecutive saves)

Statistics

Str 24, **Dex** 6, **Con** -, **Int** -, **Wis** 10, **Cha** 10

Base Atk +6; **CMB** +14; **CMD** 22

Feats Toughness

Scanderig

CR 10

XP 9,600

LE Large outsider (earth)

Init +6; **Senses** darkvision 120 ft., see in darkness; Perception +13

Defense

AC 25, touch 11, flat-footed 23 (+2 Dex, +14 natural, -1 size)

hp 137 (11d10+77)

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

Immune fire, poison

Resist acid 10, cold 10

Offense

Spd 20 ft., burrow 20 ft.

Melee bite +20 (3d6+9) and 2 claws +19 (1d6+9) and bite +20 (1d8+9)

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

Special Attacks rend equipment, searing spew

Spell-like Abilities (CL 11th)

At will—*major image* (DC 13), *passwall*, *pass without trace*, *shatter* (DC 12), *stone shape* 3/day—*deeper darkness*, *dimensional anchor*, *flesh to stone* (DC 16), quickened *produce flame*, *wall of stone*, *wall of fire*

Statistics

Str 28, **Dex** 14, **Con** 24, **Int** 15, **Wis** 8, **Cha** 10

Base Atk +11; **CMB** +21; **CMD** 33

Feats Ability Focus (Searing Spew), Combat Reflexes, Improved Initiative, Iron Will, Quicken

Spell-Like Ability (*produce flame*), Weapon Focus (bite)

Skills Acrobatics +16, Climb +23, Disable Device +16, Escape Artist +16, Knowledge (dungeoneering) +16, Perception +13, Sense Motive +13, Stealth +15

Languages Common, Dwarven, Infernal, Terran

SQ oversized bite, adamantine bite, earth glide

Special Abilities

Oversized Bite (Ex) A scanderig's primary bite deals damage as if it were two size categories larger than normal.

Adamantine Bite (Ex) A scanderig's primary bite attack is considered to be adamantine for the purpose of overcoming damage reduction and penetrating hardness.

Earth Glide (Ex) A forgefiend can glide through stone, dirt, or almost any other sort of earth

except metal. Its burrowing leaves behind no tunnel or other signs of its presence. A *move earth* spell cast on an area containing a burrowing forgefiend flings the outsider back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Rend Equipment (Ex) If a scanderig hits with its primary bite attack, it chews any armor worn by its foe if the victim fails a DC 24 Reflex save. This attack deals 3d6+18 points of damage to the opponent's armor. Creatures not wearing armor are unaffected by this special attack. Armor reduced to 0 hit points is destroyed. The save DC is Strength-based. As a standard action, a scanderig can attempt to bite a foe's weapon or shield. For the purposes of this attack the scanderig is treated as though it had the Improved Sunder feat and deals 2d6+18 points of damage.

Searing Spew (Su) A scanderig can belch forth a searing pile of slag from its gigantic body maw, burning foes and filling an area with molten iron. This slag can affect any 10-by-10-foot area adjacent to the scanderig. Any creature in the area takes 14d6 points of fire damage (Reflex DC 24 save for half). This slag quickly cools, forming a rugged pile of misshapen metal, which is treated as difficult terrain. A scanderig can use this ability once every 1d4 rounds. The save DC is Constitution-based.

See in Darkness (Su) Scanderigs can see perfectly in darkness of any kind, even that created by a *deeper darkness* spell.

Shining Child

CR 12

XP 19,200

CE Medium outsider (evil)

Init +7; **Senses** darkvision 120 ft.; Perception +21

Aura aura of blinding light

Defense

AC 31, touch 21, flat-footed 27 (+7 deflection, +3 Dex, +1 Dodge, +10 natural)

hp 171 (18d10+72)

Fort +12, **Ref** +14, **Will** +11

Immune fire, poison; **SR** 26

Resist cold 10, sonic 10

Offense

Spd fly 50 ft. (perfect)

Melee burning touch +21 (2d12 fire)

Ranged searing ray +21 (5d6 fire)

Spell-like Abilities (CL 12)

At will—quicken *greater teleport*, *light*, *major image* (DC 20) 3/day—*mirage arcana* (DC 22), *greater dispel magic* (DC 23), *rainbow pattern* (DC 21), *sunbeam*, *spell turning*, *wall of force* 1/day—*scintillating pattern* (DC 25), *screen* (DC 25), *symbol of insanity* (DC 25)

Statistics

Str 10, **Dex** 17, **Con** 18, **Int** 15, **Wis** 11, **Cha** 24

Base Atk +18; **CMB** +18; **CMD** 31

Feats Ability Focus (aura of blinding light), Dodge, Great Fortitude, Improved Initiative, Lightning Reflexes, Mobility, Quicken Spell-Like Ability (*greater teleport*), Spring Attack, Weapon Finesse

Skills Bluff +28, Diplomacy +28, Fly +32, Intimidate +28, Knowledge (arcana) +23, Knowledge (the planes) +23, Perception +21, Use Magic Device +28

Languages telepathy 120 ft.

SQ outsider traits, radiant armor

Special Abilities

Aura of Blinding Light (Ex) A shining child can radiate a 50-foot-radius aura of blinding light as a free action. This creates a condition of illumination equal to daylight and imposes a –4 circumstance penalty on Hide checks within the aura. Creatures within the affected area must succeed on a DC 25 Fortitude save or be blinded. A creature who successfully saves cannot be affected again by the same shining child's aura for 24 hours. Other shining children are immune to the aura. The save DC is Constitution-based.

Burning Touch (Su) A shining child corrupts the positive energy within a living creature into an unnatural, disintegrating, burning light. By making a successful touch attack, it can cause a living foe to burst into this searing radiance. The light of a shining child deals 2d12 points of fire

damage when it first hits and 2d6 points of fire damage for the next 5 rounds. The burning light can be “extinguished” by immersing it in darkness, such as that created by *darkness* or similar spell or simply by entering an area devoid of any other source of light. This attack does not affect constructs, undead, or similar non-living creatures.

Radiant Armor (Su) The light that surrounds a shining child grants a deflection bonus to its AC equal to its Charisma bonus. The bonus can be reduced to +2 for 1 round by casting *deeper darkness* on the shining child (ordinary darkness has no effect).

Searing Ray (Su) A shining child’s primary attack is a ray of searing positive energy. This attack has a range of 120 feet (no range increment). This ray deals double damage to undead.

Clockwork Librarian

CR 8

Clockwork human 8th lvl expert

XP 4,800

LN Medium construct

Init +3; **Senses** Perception +9

Defense

AC 18, touch 13, flat-footed 15 (+3 Dexterity, +5 natural)

hp 64 (8d10+20)

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

DR hardness 10; **Immune** construct traits; **Resist** acid 10, cold 10, fire 10

Weaknesses vulnerability to electricity

Offense

Spd 30 ft.

Melee +10 unarmed strike (1d3+2 nonlethal)

Statistics

Str 14, **Dex** 16, **Con** —, **Int** 11, **Wis** 7, **Cha** 5

Base Atk +8; **CMB** +10; **CMD** 23

Feats Lightning Reflexes, Skill Focus (Appraise), Skill Focus (Craft[bookbinding]), Skill Focus (Knowledge [arcana]), Skill Focus (Linguistics)

Skills Appraise +14, Craft (bookbinding) +14, Diplomacy +8, Knowledge (arcana) +14, Knowledge (nobility and royalty) +11, Linguistics +14, Perception +9

Languages Abyssal, Aklo, Celestial, Draconic, Elven, Giant, Infernal, Terran, Thassilonian,

SQ metal skin, windup key

Gear *ring of levitation* (as *boots of levitation*), windup key

Special Abilities

Metal Skin (Ex) The clockwork librarian is made of metal and counts as a ferrous creature for the purpose of *rusting grasp* and other spells that have special effects on metal.

Vulnerability to Electricity (Ex) The clockwork librarian takes double damage from electricity on a failed save and half damage on a successful save.

Windup Key (Ex) The clockwork librarian must be wound up each day by placing a small key into its side. Each full round the key is turned, the librarian can be active for 4 hours (maximum 24 hours); each round of turning the key provokes an attack of opportunity.

Hound of Tindalos

CR 7

XP 3,200

NE Medium outsider

Init +11; **Senses** darkvision 120 ft.; Listen +18, Spot +18

Aura ripping gaze (30 ft.)

Defense

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

hp 95 (10d10+40)

Fort +11, **Ref** +14, **Will** +10

Immune poison, mind-affecting effects

DR 10/magic

Offense

Spd 40 ft.

Melee bite +17 (2d6+2/19-20) and 2 claws +17 (1d6+1)

Spell-Like Abilities (CL 10th)

At Will—*air walk, fog cloud, invisibility, locate creature*

3/day—*dimensional anchor, greater scrying* (DC 21), *haste, slow* (DC 17)

Statistics

Str 15, **Dex** 25, **Con** 18, **Int** 20, **Wis** 21, **Cha** 18

Base Atk +10; **CMB** +12; **CMD** 29

Feats Combat Reflexes, Improved Critical (bite), Improved Initiative, Iron Will, Weapon Finesse

Skills Acrobatics +20, Climb +15, Escape Artist +20, Knowledge (arcana) +18, Knowledge (geography) +18, Knowledge (the planes) +18, Perception +18, Stealth +20, Sense Motive +18, Spellcraft +18, Survival +18

SQ angled entry, otherworldly mind

Special Abilities

Angled Entry (Su) A hound of Tindalos has mastered all dimensions and moves through space in a way that other creatures cannot understand. A hound can *greater teleport* once per round as a free action and *plane shift* itself three times per day as a standard action. These abilities function as a 10th-level caster. In both cases, the square a hound of Tindalos appears in must be adjacent to an angle in the physical environment, such as a corner in a wall. (Where a hound can teleport to is determined by the GM.) It can teleport from any location. Indoors, the angle created by a wall and either the floor or ceiling is the most common point of reappearance of a teleporting hound of Tindalos. Angles circumstantially or momentarily created by folds of clothing, flesh, or items are not significant enough to allow a hound to teleport through. A hound could not, for example, teleport into a spherical room. Complex architectures and open outdoor environments can make it difficult for a hound of Tindalos to appear.

Otherworldly Mind (Ex) Any non-outsider who uses a divination spell or similar ability that allows him to read or communicate with a hound of Tindalos's thoughts must make a DC 20 Will save. Those who succeed take 5d6 points of damage and their spell immediately ends (providing no information). Those who fail suffer the same fate and are affected by the spell *insanity*.

Ripping Gaze (Su) The gaze of the hound tears the fabric of matter, destroying flesh at a distance and leaving deep, bloodless rents (5d6 damage, 30 feet, Fortitude DC 17 negates). The DC is Charisma-based. The number of dice rolled to determine the damage of this attack is always half a hound's total Hit Dice.

Mokmurian

CR 15

Male stone giant wizard (transmuter) 14

XP 51,200

CE Large humanoid (giant)

Init +10; **Senses** darkvision 60 ft., low-light vision; **Perception** +33

Defense

AC 34, touch 19, flat-footed 27 (+2 vs. good) (+4 armor, +3 *defending club*, +6 Dexterity, +1 Dodge, +11 natural, -1 size)

Hp 351 (12d8+14d6+234+14)

Fort +18, **Ref** +14, **Will** +17 (+2 vs. good)

Defensive Abilities improved rock catching; **DR** 10/adamantine (for 140 points of damage);

Immune mental control, possession; **Resist** fire 30; **Wind Stance** 20% concealment

Offense

Spd 70 ft. (*spider climb*), fly 40 ft. (average)

Melee *defending spell-storing club* +23/+18/+13/+8 (1d8+8)

Ranged rock +22 (2d8+12)

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

Special rock throwing (180 ft.), telekinetic fist (30 ft. range, +21 ranged touch; 1d4+7; 9/day)

Spells Known (CL 14th, ranged touch +21)

7th—*limited wish*, quickened *haste*, *reverse gravity*

6th—*disintegrate* (DC 22), *flesh to stone* (DC 22), *greater dispel magic*, quickened *acid arrow*, quickened *scorching ray*

5th—*baleful polymorph* (DC 21), *overland flight*, quickened *shield*, *telekinesis* (DC 21), *wall of force*

4th—*dimension door*, *fire shield*, *mass reduce person* (DC 20), *polymorph*, *solid fog*, *stoneskin*

3rd—*dispel magic*, *fireball* (DC 19), *fly*, *greater magic weapon* (already cast), *lightning bolt* (DC 19), *slow* (DC 19)

2nd—*blindness/deafness*, *cat's grace*, *glitterdust* (DC 18), *resist energy*, *scorching ray* (2), *see invisibility*

1st—*alarm* (already cast), *expeditious retreat*, *mage armor* (already cast), *magic missile*, *protection from good*, *ray of enfeeblement*, *reduce person* (DC 17)

0—*arcane mark*, *disrupt undead*, *mage hand*, *prestidigitation*, *touch of fatigue* (DC 16)

Prohibited Schools enchantment, illusion

Statistics

Str 27 (ph. enh.), **Dex** 22 (cat's grace), **Con** 26 (bear's endurance), **Int** 22, **Wis** 14, **Cha** 14

Base Atk +16; **CMB** +24; **CMD** 43

Feats Alertness, Combat Casting, Combat Expertise, Combat Reflexes, Craft Magic Arms and Armor, Craft Wand, Craft Wondrous Item, Dodge, Improved Initiative, Iron Will, Mobility, Quicken Spell, Scribe Scroll, Spring Attack, Toughness, Whirlwind Attack, Wind Stance

Skills Climb +36, Knowledge (arcana) +35, Knowledge (architecture and engineering) +35, Knowledge (dungeoneering) +35, Knowledge (geography) +26, Perception +33, Sense Motive +4, Spellcraft +35, Stealth +35 (+43 in rocky terrain); **Racial Modifiers** +8 stealth in rocky terrain

Languages Common, Draconic, Giant, Orc, Terran, Thassilonian

SQ rock catching, physical enhancement (+3 Str), change shape (beast shape III, elemental body II; 14 rounds)

treasure

Combat Gear *wand of bear's endurance* (13 charges); **Other Gear** +1 *defending spell-storing club* (*vampiric touch*), *bracers of armor* +4, *robe of runes*, *bag of holding* (type II), key to area C7, 500 gp in diamond dust

Spellbook Mokmurian keeps his spellbooks in his *bag of holding*. Apart from containing all of the spells he has prepared, this extensive collection also contains most of the spells in the PH, up through and including 7th-level spells. Feel free to introduce new spells from other sources via these books—if you do, you should also consider swapping some of these spells for those he normally prepares.

Special Abilities

Improved Rock Catching (Ex) A stone giant gains a +4 racial bonus on its Reflex save when attempting to catch a thrown rock with rock catching. This ability otherwise works like the rock catching ability (see page 303).