

Boundless Horizons
Bestiary
Version 1.0 alpha 2



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Chapter 1: Introduction

What Is Boundless Horizons?

Boundless Horizons is a complete fantasy roleplaying system derived from the 3.5 *System Reference Document (SRD)* published by Wizards of the Coast, with the use and adaptation of that material authorized through the use of the Open Gaming License.

Rather than develop a new system from scratch, the material from the *SRD* has been used as a starting point, but with significant revisions, additions, and even deletions focused primarily on balance and simplification.

The only materials required to play a game using *Boundless Horizons* are the three core books (this *Bestiary* plus the *Player Guide* and the *Referee Guide*), a handful of dice, some writing materials, and your imagination.

For Referees Familiar With The SRD

Because of the common derivation, *Boundless Horizons* is superficially the same game as any directly based on the *SRD*. However, there are significant differences, and referees should take the time to familiarize themselves with all of the changes that might affect encounters involving the creatures described in this book.

Some of the most significant changes are briefly described below. Please refer to the appropriate chapters for full information.

Creature Listings

In most respects, creature listings are extremely similar to their *SRD* counterparts. However, most intelligent creatures (and even certain non-intelligent creatures) required minor revisions to their skills and feats based on the general mechanical changes to the *Boundless Horizons* system.

Similarly, certain spell-like abilities needed to be revised to match changes to spells.

Creatures with class levels required additional modifications to show the effects of the class feature level mechanism and other multiclassing issues, such as skill ranks and martial rank.

See individual creature listings for full details.

Templates

Templates have been removed from the main creature listings and now appear in a chapter unto themselves. Some templates that provide common examples (such as Skeletons and Zombies) appear in both chapters – the template by itself and example applications of the templates as creature listings.

Two new templates have been added: Polymorphed and Swarm.

See the chapter on **Templates** for full details.

Monsters as Character Races

As an attempt to organize information on playable races in a fashion more suitable for player reference, information on how to use creatures as races is included in a separate chapter. Creature listings in the *SRD* that described how to use specific races as characters have had their text moved and modified as appropriate.

All races that are playable (that is, those that have a listed level adjustment) are described either in the **Playable Races** chapter of this *Bestiary* or in the **Races** chapter of the *Player Guide*. The latter contains all of the races with 1 racial hit die (or less) and a level adjustment of +0 while the former contains all other playable races.

See the chapter on **Playable Races** for full details.

Chapter 2: Types and Subtypes

Types

A creature's martial rank from its racial hit dice equals its base attack bonus. Racial hit dice do not provide medium saves; saves listed as "Good" progress at the high rate (+1/2 levels plus a one-time +2 bonus) and all other saves progress at the low rate (+1/3 levels).

Traits based on a creature's hit dice are calculated based on racial hit dice only, not any class levels, unless otherwise noted.

Aberration

An aberration has a bizarre anatomy, strange abilities, an alien mindset, or any combination of the three.

Features: An aberration has the following features.

- d8 Hit Dice.
- Base attack bonus equal to 3/4 total Hit Dice (as cleric).
- Good Will saves.
- Skill points equal to 2 + Int modifier, minimum 0.

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

- Darkvision out to 60'.
- Proficient with its natural weapons. If generally humanoid in form, proficient with all simple weapons and any weapon it is described as using.
- Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing, as well as all lighter types. Aberrations not indicated as wearing armor are not proficient with armor. Aberrations are proficient with shields if they are proficient with any form of armor.
- Aberrations eat, sleep, and breathe.

Animal

An animal is a living, nonhuman creature, usually a vertebrate with no magical abilities and no innate capacity for language or culture.

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

- d8 Hit Dice.
- Base attack bonus equal to 3/4 total Hit Dice (as cleric).
- Good Fortitude and Reflex saves (certain animals have different good saves).
- Skill points equal to 2 + Int modifier, minimum 0.

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

- Intelligence score of 1 or 2 (no creature with an Intelligence score of 3 or higher can be an animal).
- Low-light vision.
- Alignment: Always neutral.
- Treasure: None.

—Proficient with its natural weapons only. A noncombative herbivore uses its natural weapons as a secondary attack. Such attacks are made with a –5 penalty on the creature's attack rolls, and the animal receives only 1/2 its Strength modifier as a damage adjustment.

- Proficient with no armor unless trained for war.
- Animals eat, sleep, and breathe.

Construct

A construct is an animated object or artificially constructed creature.

Features: A construct has the following features.

- 10-sided Hit Dice.
- Base attack bonus equal to 3/4 total Hit Dice (as cleric).
- No good saving throws.
- Skill points equal to 2 + Int modifier, minimum 0, if the construct has an Intelligence score. However, most constructs are mindless and gain no skill points or feats.

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

- No Constitution score.
- Low-light vision.
- Darkvision out to 60'.
- Immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).
- Immunity to poison, sleep effects, paralysis, stunning, disease, death effects, and necromancy effects.
- Cannot heal damage on their own, but often can be repaired by exposing them to a certain kind of effect (see the creature's description for details) or through the use of the Craft Construct feat. A construct with the fast healing special quality still benefits from that quality.
- Not subject to critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain.
- Immunity to any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless).
- Not at risk of death from massive damage. Immediately destroyed when reduced to 0 hit points or less.
- Since it was never alive, a construct cannot be raised or resurrected.
- Because its body is a mass of unliving matter, a construct is hard to destroy. It gains bonus hit points based on size, as shown on the following table.

Table 2-1: Construct Bonus Hit Points by Size

Construct Size	Bonus Hit Points	Construct Size	Bonus Hit Points
Fine	—	Large	30
Diminutive	—	Huge	40
Tiny	—	Gargantuan	60
Small	10	Colossal	80
Medium	20		

—Proficient with its natural weapons only, unless generally humanoid in form, in which case proficient with any weapon mentioned in its entry.

—Proficient with no armor.

—Constructs do not eat, sleep, or breathe.

Dragon

A dragon is a reptilelike creature, usually winged, with magical or unusual abilities.

Features: A dragon has the following features.

—12-sided Hit Dice.

—Base attack bonus equal to total Hit Dice (as fighter).

—Good Fortitude, Reflex, and Will saves.

—Skill points equal to 6 + Int modifier, minimum 0.

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

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

—Immunity to magic sleep effects and paralysis effects.

—Proficient with its natural weapons only unless humanoid in form (or capable of assuming humanoid form), in which case proficient with all simple weapons and any weapons mentioned in its entry.

—Proficient with no armor.

—Dragons eat, sleep, and breathe.

Elemental

An elemental is a being composed of one of the four classical elements: air, earth, fire, or water.

Features: An elemental has the following features.

—8-sided Hit Dice.

—Base attack bonus equal to 3/4 total Hit Dice (as cleric).

—Good saves depend on the element: Fortitude (earth, water) or Reflex (air, fire).

—Skill points equal to 2 + Int modifier, minimum 0.

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

—Darkvision out to 60'.

—Immunity to poison, sleep effects, paralysis, and stunning.

—Not subject to critical hits or flanking.

—Unlike most other living creatures, an elemental does not have a dual nature—its soul and body form one unit. When an elemental is slain, no soul is set loose. Spells that restore souls to their bodies, such as *raise dead*, *reincarnate*, and *resurrection*, don't work on an elemental. It takes a different magical effect, such as *limited wish*, *wish*, *miracle*, or *true resurrection*, to restore it to life.

—Proficient with natural weapons only, unless generally humanoid in form, in which case proficient with all simple weapons and any weapons mentioned in its entry.

—Proficient with whatever type of armor (light, medium, or heavy) that it is described as wearing, as well as all lighter types.

Elementals not indicated as wearing armor are not proficient with armor. Elementals are proficient with shields if they are proficient with any form of armor.

—Elementals do not eat, sleep, or breathe.

Fey

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

Features: A fey has the following features.

—6-sided Hit Dice.

—Base attack bonus equal to 1/2 total Hit Dice (as wizard).

—Good Reflex and Will saves.

—Skill points equal to 6 + Int modifier, minimum 0.

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

—Low-light vision.

—Proficient with all simple weapons and any weapons mentioned in its entry.

—Proficient with whatever type of armor (light, medium, or heavy) that it is described as wearing, as well as all lighter types. Fey not indicated as wearing armor are not proficient with armor. Fey are proficient with shields if they are proficient with any form of armor.

—Fey eat, sleep, and breathe.

Giant

A giant is a humanoid-shaped creature of great strength, usually of at least Large size.

Features: A giant has the following features.

—8-sided Hit Dice.

—Base attack bonus equal to 3/4 total Hit Dice (as cleric).

—Good Fortitude saves.

—Skill points equal to 2 + Int modifier, minimum 0.

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

—Low-light vision.

—Proficient with all simple and martial weapons, as well as any natural weapons.

—Proficient with whatever type of armor (light, medium or heavy) it is described as wearing, as well as all lighter types. Giants not described as wearing armor are not proficient with armor. Giants are proficient with shields if they are proficient with any form of armor.

—Giants eat, sleep, and breathe.

Humanoid

A humanoid usually has two arms, two legs, and one head, or a humanlike torso, arms, and a head. Humanoids have few or no supernatural or extraordinary abilities, but most can speak and usually have well-developed societies. They usually are Small or Medium. Every humanoid creature also has a subtype.

Humanoids with 1 Hit Die exchange the features of their humanoid Hit Die for the class features of a PC or NPC class. Humanoids of this sort are presented as 1st-level warriors, which means that they have average combat ability and poor saving throws.

Humanoids with more than 1 Hit Die are the only humanoids who make use of the features of the humanoid type.

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

- 8-sided Hit Dice, or by character class.
- Base attack bonus equal to 3/4 total Hit Dice (as cleric).
- Good Reflex saves (usually; a humanoid's good save varies).
- Skill points equal to 2 + Int modifier, minimum 0, or by character class.

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

- Proficient with all simple weapons, or by character class.
- Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing, or by character class. If a humanoid does not have a class and wears armor, it is proficient with that type of armor and all lighter types. Humanoids not indicated as wearing armor are not proficient with armor. Humanoids are proficient with shields if they are proficient with any form of armor.
- Humanoids breathe, eat, and sleep.

Magical Beast

Magical beasts are similar to animals but can have Intelligence scores higher than 2. Magical beasts usually have supernatural or extraordinary abilities, but sometimes are merely bizarre in appearance or habits.

Features: A magical beast has the following features.

- 10-sided Hit Dice.
- Base attack bonus equal to total Hit Dice (as fighter).
- Good Fortitude and Reflex saves.
- Skill points equal to 2 + Int modifier, minimum 0.

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

- Darkvision out to 60' and low-light vision.
- Proficient with its natural weapons only.
- Proficient with no armor.
- Magical beasts eat, sleep, and breathe.

Monstrous Humanoid

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

Features: A monstrous humanoid has the following features.

- 8-sided Hit Dice.
- Base attack bonus equal to total Hit Dice (as fighter).
- Good Reflex and Will saves.
- Skill points equal to 2 + Int modifier, minimum 0.

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

- Darkvision out to 60'.
- Proficient with all simple weapons and any weapons mentioned in its entry.
- Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing, as well as all lighter types. Monstrous humanoids not indicated as wearing armor are not proficient with armor. Monstrous humanoids are proficient with shields if they are

proficient with any form of armor.

—Monstrous humanoids eat, sleep, and breathe.

Ooze

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

Features: An ooze has the following features.

- 10-sided Hit Dice.
- Base attack bonus equal to 3/4 total Hit Dice (as cleric).
- No good saving throws.
- Skill points equal to 2 + Int modifier, minimum 0, if the ooze has an Intelligence score. However, most oozes are mindless and gain no skill points or feats.

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

- Mindless: No Intelligence score, and immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).
- Blind (but have the blindsight special quality), with immunity to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.
- Immunity to poison, sleep effects, paralysis, polymorph, and stunning.
- Some oozes have the ability to deal acid damage to objects. In such a case, the amount of damage is equal to 10 + 1/2 ooze's HD + ooze's Con modifier per full round of contact.
- Not subject to critical hits or flanking.
- Proficient with its natural weapons only.
- Proficient with no armor.
- Oozes eat and breathe, but do not sleep.

Outsider

An outsider is at least partially composed of the essence (but not necessarily the material) of some plane other than the Material Plane. Some creatures start out as some other type and become outsiders when they attain a higher (or lower) state of spiritual existence.

Features: An outsider has the following features.

- 8-sided Hit Dice.
- Base attack bonus equal to total Hit Dice (as fighter).
- Good Fortitude, Reflex, and Will saves.
- Skill points equal to 8 + Int modifier, minimum 0.

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

- Darkvision out to 60'.
- Unlike most other living creatures, an outsider does not have a dual nature—its soul and body form one unit. When an outsider is slain, no soul is set loose. Spells that restore souls to their bodies, such as *raise dead*, *reincarnate*, and *resurrection*, don't work on an outsider. It takes a different magical effect, such as *limited wish*, *wish*, *miracle*, or *true resurrection* to restore it to life. An outsider with the native subtype can be raised, reincarnated, or resurrected just as other living creatures can be.
- Proficient with all simple and martial weapons and any weapons mentioned in its entry.
- Proficient with whatever type of armor (light, medium, or heavy)

it is described as wearing, as well as all lighter types. Outsiders not indicated as wearing armor are not proficient with armor. Outsiders are proficient with shields if they are proficient with any form of armor.

—Outsiders breathe, but do not need to eat or sleep (although they can do so if they wish). Native outsiders breathe, eat, and sleep.

Plant

This type comprises sentient vegetable creatures. Note that regular plants, such as one finds growing in gardens and fields, lack Wisdom and Charisma scores (see Nonabilities, below) and are not creatures, but objects, even though they are alive.

Features: A plant creature has the following features.

- 8-sided Hit Dice.
- Base attack bonus equal to 3/4 total Hit Dice (as cleric).
- Good Fortitude saves.
- Skill points equal to 2 + Int modifier, minimum 0, if the plant creature has an Intelligence score. However, some plant creatures are mindless and gain no skill points or feats.

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

- Low-light vision.
- Immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).
- Immunity to poison, sleep effects, paralysis, polymorph, and stunning.
- Not subject to critical hits.
- Proficient with its natural weapons only.
- Proficient with no armor.
- Plants breathe and eat, but do not sleep.

Undead

Undead are once-living creatures animated by spiritual or supernatural forces.

Features: An undead creature has the following features.

- 12-sided Hit Dice.
- Base attack bonus equal to 1/2 total Hit Dice (as wizard).
- Good Will saves.
- Skill points equal to 4 + Int modifier, minimum 0, if the undead creature has an Intelligence score. However, many undead are mindless and gain no skill points or feats.

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

- No Constitution score.
- Darkvision out to 60'.
- Immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).
- Immunity to poison, sleep effects, paralysis, stunning, disease, and death effects.
- Not subject to critical hits, nonlethal damage, ability drain, or energy drain. Immune to damage to its physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects.
- Cannot heal damage on its own if it has no Intelligence score, although it can be healed. Negative energy (such as an *inflict* spell)

can heal undead creatures. The fast healing special quality works regardless of the creature's Intelligence score.

—Immunity to any effect that requires a Fortitude save (unless the effect also works on objects or is harmless).

—Uses its Charisma modifier for Concentration checks.

—Not at risk of death from massive damage, but when reduced to 0 hit points or less, it is immediately destroyed.

—Not affected by *raise dead* and *reincarnate* spells or abilities.

Resurrection and *true resurrection* can affect undead creatures.

These spells turn undead creatures back into the living creatures they were before becoming undead.

—Proficient with its natural weapons, all simple weapons, and any weapons mentioned in its entry.

—Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing, as well as all lighter types. Undead not indicated as wearing armor are not proficient with armor.

Undead are proficient with shields if they are proficient with any form of armor.

—Undead do not breathe, eat, or sleep.

Vermin

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

Features: Vermin have the following features.

- 8-sided Hit Dice.
- Base attack bonus equal to 3/4 total Hit Dice (as cleric).
- Good Fortitude saves.
- Skill points equal to 2 + Int modifier, minimum 0, if the vermin has an Intelligence score. However, most vermin are mindless and gain no skill points or feats.

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

—Mindless: No Intelligence score, and immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).

—Darkvision out to 60'.

—Proficient with their natural weapons only.

—Proficient with no armor.

—Vermin breathe, eat, and sleep.

Subtypes

Traits based on a creature's hit dice are calculated based on racial hit dice only, not any class levels, unless otherwise noted.

Air

This subtype usually is used for elementals and outsiders with a connection to the Elemental Plane Air. Air creatures always have fly speeds and usually have perfect maneuverability.

Angel

Angels are a race of celestials, or good outsiders, native to the good-aligned Outer Planes.

Traits: An angel possesses the following traits (unless otherwise

noted in a creature's entry).

- Darkvision out to 60' and low-light vision.
- Immunity to acid, cold, and petrification.
- Resistance to electricity 10 and fire 10.
- +4 racial bonus on saves against poison.
- Protective Aura (Su): Against attacks made or effects created by evil creatures, this ability provides a +4 deflection bonus to AC and a +4 resistance bonus on saving throws to anyone within 20 feet of the angel. Otherwise, it functions as a *magic circle against alignment (evil)* effect and a *lesser globe of invulnerability*, both with a radius of 20 feet (caster level equals angel's HD). (The defensive benefits from the circle are not included in an angel's statistics block.)
- Tongues (Su): All angels can speak with any creature that has a language, as though using a *tongues* spell (caster level equal to angel's Hit Dice). This ability is always active.

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 special quality.

Archon

Archons are a race of celestials, or good outsiders, native to lawful good-aligned Outer Planes.

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

- Darkvision out to 60' and low-light vision.
- Aura of Menace (Su): A righteous aura surrounds archons that fight or get angry. Any hostile creature within a 20' radius of an archon must succeed on a Will save to resist its effects. The save DC varies with the type of archon, is Charisma-based, and includes a +2 racial bonus. Those who fail take a –2 penalty on attacks, AC, and saves for 24 hours or until they successfully hit the archon that generated the aura. A creature that has resisted or broken the effect cannot be affected again by the same archon's aura for 24 hours.
- Immunity to electricity and petrification.
- +4 racial bonus on saves against poison.
- Magic Circle against Evil (Su): A *magic circle against alignment (evil)* effect always surrounds an archon (caster level equals the archon's Hit Dice). (The defensive benefits from the circle are not included in an archon's statistics block.)
- Teleport (Su): Archons can use *greater teleport* at will, as the spell (caster level 14th), except that the creature can transport only itself and up to 50 pounds of objects.
- Tongues (Su): All archons can speak with any creature that has a language, as though using a *tongues* spell (caster level 14th). This ability is always active.

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.

Chaotic

A subtype usually applied only to outsiders native to the chaotic-aligned Outer Planes. Most creatures that have this subtype also have chaotic alignments; however, if their alignments change they still retain the subtype. Any effect that depends on alignment affects a creature with this subtype as if the creature has a chaotic alignment, no matter what its alignment actually is. The creature also suffers effects according to its actual alignment. A creature with the chaotic subtype overcomes damage reduction as if its natural weapons and any weapons it wields were chaotic-aligned (see Damage Reduction, below).

Cold

A creature with the cold subtype has immunity to cold. It has vulnerability to fire, which means it takes half again as much (+50%) damage as normal from fire, regardless of whether a saving throw is allowed, or if the save is a success or failure.

Earth

This subtype usually is used for elementals and outsiders with a connection to the Elemental Plane of Earth. Earth creatures usually have burrow speeds, and most earth creatures can burrow through solid rock.

Evil

A subtype usually applied only to outsiders native to the evil-aligned Outer Planes. Evil outsiders are also called fiends. Most creatures that have this subtype also have evil alignments; however, if their alignments change, they still retain the subtype. Any effect that depends on alignment affects a creature with this subtype as if the creature has an evil alignment, no matter what its alignment actually is. The creature also suffers effects according to its actual alignment. A creature with the evil subtype overcomes damage reduction as if its natural weapons and any weapons it wields were evil-aligned (see Damage Reduction, above).

Extraplanar

A subtype applied to any creature when it is on a plane other than its native plane. A creature that travels the planes can gain or lose this subtype as it goes from plane to plane. Monster entries assume that encounters with creatures take place on the Material Plane, and every creature whose native plane is not the Material Plane has the extraplanar subtype (but would not have when on its home plane). Every extraplanar creature in this book has a home plane mentioned in its description. Creatures not labeled as extraplanar are natives of the Material Plane, and they gain the extraplanar subtype if they leave the Material Plane. No creature has the extraplanar subtype when it is on a transitive plane, such as the Astral Plane, the Ethereal Plane, and the Plane of Shadow.

Fire

A creature with the fire subtype has immunity to fire. It has vulnerability to cold, which means it takes half again as much (+50%) damage as normal from cold, regardless of whether a saving throw is allowed, or if the save is a success or failure.

Goblinoid

Goblinoids are stealthy humanoids who live by hunting and raiding and who all speak Goblin.

Good

A subtype usually applied only to outsiders native to the good-aligned Outer Planes. Most creatures that have this subtype also have good alignments; however, if their alignments change, they still retain the subtype. Any effect that depends on alignment affects a creature with this subtype as if the creature has a good alignment, no matter what its alignment actually is. The creature also suffers effects according to its actual alignment. A creature with the good subtype overcomes damage reduction as if its natural weapons and any weapons it wields were good-aligned (see Damage Reduction, above).

Incorporeal

An incorporeal creature has no physical body. It can be harmed only by other incorporeal creatures, magic weapons or creatures that strike as magic weapons, and spells, spell-like abilities, or supernatural abilities. It is immune to all nonmagical attack forms. Even when hit by spells or magic weapons, it has a 50% chance to ignore any damage from a corporeal source (except for positive energy, negative energy, force effects such as *magic missile*, or attacks made with *ghost touch* weapons). Although it is not a magical attack, holy water can affect incorporeal undead, but a hit with holy water has a 50% chance of not affecting an incorporeal creature.

An incorporeal creature has no natural armor bonus but has a deflection bonus equal to its Charisma bonus (always at least +1, even if the creature's Charisma score does not normally provide a bonus).

An incorporeal creature can enter or pass through solid objects, but must remain adjacent to the object's exterior, and so cannot pass entirely through an object whose space is larger than its own. It can sense the presence of creatures or objects within a square adjacent to its current location, but enemies have total concealment (50% miss chance) from an incorporeal creature that is inside an object. In order to see farther from the object it is in and attack normally, the incorporeal creature must emerge. An incorporeal creature inside an object has total cover, but when it attacks a creature outside the object it only has cover, so a creature outside with a readied action could strike at it as it attacks. An incorporeal creature cannot pass through a force effect.

An incorporeal creature's attacks pass through (ignore) natural armor, armor, and shields, although deflection bonuses and force effects (such as *mage armor*) work normally against it. 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 that are triggered by weight.

An incorporeal creature moves silently and cannot be heard with Listen checks if it doesn't wish to be. It has no Strength score, so its Dexterity modifier applies to both its melee attacks and its ranged attacks. Nonvisual 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.

Lawful

A subtype usually applied only to outsiders native to the lawful-aligned Outer Planes. Most creatures that have this subtype also have lawful alignments; however, if their alignments change, they still retain the subtype. Any effect that depends on alignment affects a creature with this subtype as if the creature has a lawful alignment, no matter what its alignment actually is. The creature also suffers effects according to its actual alignment. A creature with the lawful subtype overcomes damage reduction as if its natural weapons and any weapons it wields were lawful-aligned (see Damage Reduction, above).

Native

A subtype applied only to outsiders. These creatures have mortal ancestors or a strong connection to the Material Plane and can be raised, reincarnated, or resurrected just as other living creatures can be. Creatures with this subtype are native to the Material Plane (hence the subtype's name). Unlike true outsiders, native outsiders need to eat and sleep.

Reptilian

These creatures are scaly and usually coldblooded. The reptilian subtype is only used to describe a set of humanoid races, not all animals and monsters that are truly reptiles.

Shapechanger

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

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

—Proficient with its natural weapons, with simple weapons, and with any weapons mentioned in the creature's description.

—Proficient with any armor mentioned in the creature's description, as well as all lighter forms. If no form of armor is mentioned, the shapechanger is not proficient with armor. A shapechanger is proficient with shields if it is proficient with any type of armor.

Swarm

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 pool of Hit Dice and hit points, a single initiative modifier, a single speed, and a single Armor Class. A swarm makes saving throws as a single creature. A single swarm occupies a square (if it is made up of nonflying creatures) or a cube (of flying creatures) 10 feet on a side, but its reach is 0 feet, like its component creatures. In order to attack, it moves into an opponent's space, which provokes an attack of opportunity. It can occupy the same space as a creature of any size, since it crawls all over its prey. A swarm can move through squares occupied by enemies and vice versa without impediment, although the swarm provokes an attack of opportunity if it does so. A swarm can move through cracks or holes large enough for its component creatures.

A swarm of Tiny creatures consists of 300 nonflying creatures or 1,000 flying creatures. A swarm of Diminutive creatures consists of 1,500 nonflying creatures or 5,000 flying creatures. A swarm of Fine creatures consists of 10,000 creatures, whether they are flying or not. Swarms of nonflying creatures include many more creatures than could normally fit in a 10' 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 or flanking. 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 all weapon damage. Reducing a swarm to 0 hit points or lower causes it to break up, though damage taken until that point does not degrade its ability to attack or resist attack. Swarms are never staggered or reduced to a dying state by damage. Also, they cannot be tripped, grappled, or bull rushed, and they cannot grapple an opponent.

A swarm is immune to any spell or effect that targets a specific number of creatures (including single-target spells such as *disintegrate*), with the exception of mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects) if the swarm has an Intelligence score and a hive mind. A swarm takes half again as much damage (+50%) from spells or effects that affect an area, such as splash weapons and many evocation spells.

Swarms made up of Diminutive or Fine creatures are susceptible to high winds such as that created by a *gust of wind* spell. 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 means of nonlethal damage becomes disorganized and dispersed, and does not reform until its hit points exceed its nonlethal damage.

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 statistics block has "swarm" in the Attack and Full Attack entries, with no attack bonus given. The amount of damage a swarm deals is based on its Hit Dice, as shown below.

Table 2-2: Swarm Damage

Swarm HD	Swarm Base Damage
1–5	1d6
6–10	2d6
11–15	3d6
16–20	4d6
21 or more	5d6

A swarm's attacks are nonmagical, unless the swarm's description states otherwise. Damage reduction sufficient to reduce a swarm attack's damage to 0, being incorporeal, and other special abilities usually 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.

Swarms do not threaten creatures in their square, and do not make attacks of opportunity with their swarm attack. However, they distract foes whose squares they occupy, as described below.

Distraction (Ex): Any living creature vulnerable to a swarm's damage that begins its turn with a swarm in its square is nauseated for 1 round; a Fortitude save (DC 10 + 1/2 swarm's HD + swarm's Con modifier; the exact DC is given in a swarm's description) negates the effect. Spellcasting or concentrating on spells within the area of a swarm requires a Concentration check (DC 20 + spell level). Using skills that involve patience and concentration requires a DC 20 Concentration check.

Water

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

Chapter 3: Bestiary

Reading The Creature Entries

Each monster description is organized in the same general format, as outlined below.

STATISTICS BLOCK

This portion of a monster description contains basic game information on the creature.

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

Size and Type: This line describes the creature's size. A size modifier applies to the creature's Armor Class (AC) and attack bonus, 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 (see Space/Reach, below).

The size and type line continues with the creature's type. Type determines how magic affects a creature. Type determines certain features, such as Hit Dice size, base attack bonus, base saving throw bonuses, and skill points.

Hit Dice: This line gives the creature's number and type of Hit Dice, and lists any bonus hit points. A parenthetical note gives the average hit points for a creature of the indicated number of Hit Dice. A creature's Hit Dice total is also treated as its level for determining how spells affect the creature, its rate of natural healing, and its maximum ranks in a skill.

Initiative: This line gives the creature's modifier on initiative checks.

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 wears armor that reduces its speed, the creature's base land speed follows.

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 magical).

Armor Class: The Armor Class line gives the creature's AC for normal combat and includes a parenthetical mention of the modifiers contributing to it (usually size, Dexterity, and natural armor). The creature's touch and flat-footed ACs follow the combat-ready AC.

A creature's armor proficiencies (if it has any) depend on its type, but in general a creature is automatically proficient with any kind of armor it is described as wearing (light, medium, or heavy), and with all lighter kinds of armor.

Base Attack/Grapple: The number before the slash on this line is the creature's base attack bonus (before any modifiers are applied). This number won't often be used, but it can be handy sometimes, especially if the creature has the Power Attack or Combat Expertise feats.

The number after the slash is the creature's grapple bonus, which is used when the creature makes a grapple attack or when someone tries to grapple the creature. The grapple bonus includes all

modifiers that apply to the creature's grapple checks (base attack bonus, Strength modifier, special size modifier, and any other applicable modifier, such as a racial bonus on grapple checks).

Martial Rank: Martial rank from racial hit dice equals the creature's base attack bonus granted from its racial hit dice. If a creature gains martial rank from class levels or the Martial Prowess feat, it will be noted in this part of the table.

Attack: This line shows the single attack the creature makes with an attack action. In most cases, this is also the attack the creature uses when making an attack of opportunity as well. The attack line provides the weapon used (natural or manufactured), attack bonus, and form of attack (melee or ranged). The attack bonus given includes modifications for size and Strength (for melee attacks) or Dexterity (for ranged attacks). A creature with the Weapon Finesse feat can use its Dexterity modifier on melee attacks. If the creature uses natural attacks, the natural weapon given here is the creature's primary natural weapon. If the creature has several different weapons at its disposal, the alternatives are shown, with each different attack separated by the word "or." A creature can use one of its secondary natural weapons when making an attack action, but if it does it takes an attack penalty, as noted in the Full Attack section below. The damage that each attack deals is noted parenthetically. Damage from an attack is always at least 1 point, even if a subtraction from a die roll reduces the result to 0 or lower.

Full Attack: This line shows all the physical attacks the creature makes when it uses a full-round action to make a full attack. It gives the number of attacks along with the weapon, attack bonus, and form of attack (melee or ranged). The first entry is for the creature's primary weapon, with an attack bonus including modifications for size and Strength (for melee attacks) or Dexterity (for ranged attacks). A creature with the Weapon Finesse feat can use its Dexterity modifier on melee attacks. The remaining weapons are secondary, and attacks with them are made with a -5 penalty to the attack roll, no matter how many there are. Creatures with the Multiattack feat take only a -2 penalty on secondary attacks. The damage that each attack deals is noted parenthetically. Damage from an attack is always at least 1 point, even if a subtraction from a die roll reduces the result to 0 or lower.

A creature's primary attack damage includes its full Strength modifier (1-1/2 times its Strength bonus if the attack is with the creature's sole natural weapon) and is given first. Secondary attacks add only 1/2 the creature's Strength bonus and are given second in the parentheses.

If any attacks also have some special effect other than damage, that information is given here.

Unless noted otherwise, creatures using natural weapons deal double damage on critical hits.

Manufactured Weapons: Creatures that use swords, bows, spears, and the like generally follow the same rules as characters do. The bonus for attacks with two-handed weapons is 1-1/2 times the creature's Strength modifier (if it is a bonus), and is given first. Offhand weapons add only 1/2 the Strength bonus and are given second in the parentheses. Creatures gain additional iterative attacks for a base attack bonus of +6, +11, etc.

A creature that has natural weapons and uses a manufactured weapon treats all of its natural weapons as secondary natural weapons (typically at full attack bonus -5). An appendage with a natural weapon that is otherwise occupied (wielding a weapon or wearing a shield, for example) cannot be used to make a natural attack.

Space/Reach: This line describes how much space the creature takes up on the battle grid and thereby needs to fight effectively, as well as how close it has to be to threaten an opponent. The number before the slash is the creature's space, or how many feet one side of the creature occupies. The number after the slash is the creature's natural reach. If the creature has exceptional reach due to a weapon, tentacle, or the like, the extended reach and its source are noted in parentheses at the end of the line.

Special Attacks and Special Qualities: Many creatures have unusual abilities. A monster entry breaks these abilities into special attacks and special qualities. The latter category includes defenses, vulnerabilities, and other special abilities that are not modes of attack. A special ability is either extraordinary (Ex), spell-like (Sp), or supernatural (Su). Additional information (when needed) is provided in the creature's descriptive text.

When a special ability allows a saving throw, the kind of save and the save DC is noted in the descriptive text. Most saving throws against special abilities have DCs calculated as follows: 10 + 1/2 the attacker's racial Hit Dice + the relevant ability modifier.

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

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

Abilities: This line lists the creature's ability scores, in the customary order: Str, Dex, Con, Int, Wis, Cha. Except where noted otherwise, each creature is assumed to have the standard array of ability scores before racial adjustments (all 11s and 10s). To determine any creature's racial ability adjustments, subtract 10 from any even-numbered ability score and subtract 11 from any odd-numbered score. (Exceptions are noted in the Combat section of a creature's descriptive text.)

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 score of 3 or higher understands at least one language (Common, unless noted otherwise).

Nonabilities: Some creatures lack certain ability scores. These creatures do not have an ability score of 0 — they lack the ability altogether. The modifier for a nonability is +0.

Skills: This line gives the creature's skills, along with each skill's modifier (including adjustments for ability scores, armor check penalties, and any bonuses from feats or racial traits). All listed skills are class skills, unless the creature has a character class (noted in the entry). A creature's type and Intelligence score determine the number of skill points 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 should not be added to the listed skill modifiers.

An asterisk (*) beside the relevant score and in the Skills section of the descriptive text indicates a conditional adjustment, one that applies only in certain situations.

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.

Foreign Skills: Any skill not listed is a foreign skill for the creature's racial hit dice and any class levels it may have. Checks made for any such skill use 1/4 x total hit dice plus the relevant ability modifier.

Feats: The line gives the creature's feats. A monster gains feats just as a character does.

Sometimes a creature has one or more racial bonus feats, marked with a superscript B (^B). Creatures often do not need to meet the prerequisites to gain or use a bonus racial feat.

Bonus feats provided by a class are marked with a superscript asterisk (*), unless they come from a specific class-specific list: Eldritch Knight bonus feats (^E), Fighter bonus feats (^F), or Ranger combat style choices (^R).

If you wish to customize the creature with new feats, you can reassign its other feats, but not its racial bonus feats (^B) or feats are specifically awarded at a class level (*). Feats from class lists may be replaced with other feats from the same class list. Like any other character, a creature cannot have a feat that is not a racial bonus feat unless it meets the feat's prerequisites or it specifically is granted as a class feature regardless of prerequisites.

Environment: This line gives a type of climate and terrain where the creature is typically found. This describes a tendency, but is not exclusionary.

Organization: This line describes the kinds of groups the creature might form. A range of numbers in parentheses indicates how many combat-ready adults are in each type of group. Many groups also have a number of noncombatants, expressed as a percentage of the fighting population. Noncombatants can include young, the infirm, slaves, or other individuals who are not inclined to fight. If the organization line contains the term "domesticated," the creature is generally found only in the company of other creatures, whom it serves in some capacity.

Challenge Rating: This shows the average level of a party of adventurers for which one creature would make an encounter of moderate difficulty under normal conditions.

Treasure: This line reflects how much wealth the creature owns. In most cases, a creature keeps valuables in its home or lair and has no treasure with it when it travels. Intelligent creatures that own useful, portable treasure (such as magic items) tend to carry and use these, leaving bulky items at home.

Treasure can include coins, goods, and items. Creatures can have varying amounts of each, as follows.

Standard: Refer to the treasure tables and roll d% once for each type of treasure (Coins, Goods, Items) on the Level section of the table that corresponds to the creature's Challenge Rating (for

groups of creatures, use the Encounter Level for the encounter instead). Some creatures have double, triple, or even quadruple standard treasure; in these cases, roll for each type of treasure two, three, or four times.

None: The creature collects no treasure of its own.

Nonstandard: Some creatures have quirks or habits that affect the types of treasure they collect. These creatures use the same treasure tables, but with special adjustments.

Fractional Coins: Roll on the Coins column in the section corresponding to the creature's Challenge Rating, but divide the result as indicated.

% Goods or Items: The creature has goods or items only some of the time. Before checking for goods or items, roll d% against the given percentage. On a success, make a normal roll on the appropriate Goods or Items column (which may still result in no goods or items).

Double Goods or Items: Roll twice on the appropriate Goods or Items column.

Parenthetical Notes: Some entries for goods or items include notes that limit the types of treasure a creature collects.

When a note includes the word "no," it means the creature does not collect or cannot keep that thing. If a random roll generates such a result, treat the result as "none" instead.

When a note includes the word "only," the creature goes out of its way to collect treasure of the indicated type. Treat all results from that column as the indicated type of treasure.

It's sometimes necessary to reroll until the right sort of item appears.

Alignment: This line gives the alignment that the creature is most likely to have. Every entry includes a qualifier that indicates how

broadly that alignment applies to the species as a whole.

Advancement: The monster entry usually describes only the most commonly encountered version of a creature. The advancement line shows how tough a creature can get, in terms of extra Hit Dice. (This is not an absolute limit, but exceptions are extremely rare.) Often, intelligent creatures advance by gaining a level in a character class instead of just gaining a new Hit Die.

Level Adjustment: This line is included in the entries of creatures suitable for use as player characters. Add this number to the creature's total Hit Dice, including class levels, to get the creature's effective character level (ECL). A character's ECL affects the experience the character earns, the amount of experience the character must have before gaining a new level, and the character's starting equipment.

Creatures Suitable For Character Play: Any creature with a level adjustment other than "—" can be played as a character. The minimum starting character level for that creature is equal to its racial hit dice plus its level adjustment. All creatures that can be played at 1st level are described in the **Races** section of the *Player Guide*; the chapter on **Playable Races** that follows this one describes how to use each of these races as characters.

DESCRIPTION

Following the statistics block is a general description of the creature and the languages that it understands and/or uses, if applicable.

COMBAT

This section describes the special abilities and qualities of the creature, along with any general information about its combat tactics and preferences.

Achaierai

	Large Outsider (Evil, Extraplanar, Lawful)
Hit Dice:	6d8+12 (39 hp)
Initiative:	+1
Speed:	50' (10 squares)
Armor Class:	20 (-1 size, +1 Dex, +10 natural), touch 10, flat-footed 19
Base	+6/+14
Attack/Grapple:	
Attack:	Claw +9 melee (2d6+4)
Full Attack:	2 claws +9 melee (2d6+4) and bite +4 melee (4d6+2)
Space/Reach:	10'/10'
Special Attacks:	Black cloud
Special Qualities:	Darkvision 60', spell resistance 19
Saves:	Fort +7, Ref +6, Will +7
Abilities:	Str 19, Dex 13, Con 14, Int 11, Wis 14, Cha 16
Skills:	Balance +10, Climb +13, Diplomacy +5, Hide +6, Jump +21, Listen +11, Move Silently +10, Sense Motive +11, Spot +11
Feats:	Dodge, Mobility, Spring Attack
Environment:	A lawful-aligned plane
Organization:	Solitary or flock (5-8)
Challenge Rating:	5

Treasure:	Double standard
Alignment:	Always lawful evil
Advancement:	7–12 HD (Large); 13–18 HD (Huge)
Level Adjustment:	—

Achaierais are massive, 15'-tall flightless birds that inhabit lawful planes of battle and are only occasionally encountered elsewhere.

Achaierais speak Infernal. They weigh about 750 pounds.

COMBAT

In close combat, an achaierai lashes out with two of its four legs and snaps with its powerful beak. It makes frequent use of its Spring Attack feat to strike quickly and then retreat out of range before an enemy can counterattack.

An achaierai's natural weapons, as well as any weapons it wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Black Cloud (Ex): Up to three times per day an achaierai can release a choking, toxic black cloud. Those other than achaierai within 10 feet instantly take 2d6 points of damage. They must also succeed on a DC 15 Fortitude save or be affected for 3 hours as though by an *insanity* spell (caster level 16th). The save DC is Constitution-based.

Allip

	Medium Undead (Incorporeal)
Hit Dice:	4d12 (26 hp)
Initiative:	+4
Speed:	Fly 30' (perfect) (6 squares)
Armor Class:	15 (+1 Dex, +4 deflection), touch 15, flat-footed 14
Base	+2/—
Attack/Grapple:	
Attack:	Incorporeal touch +3 melee (1d4 Wisdom drain)
Full Attack:	Incorporeal touch +3 melee (1d4 Wisdom drain)
Space/Reach:	5'/5'
Special Attacks:	Babble, madness, Wisdom drain
Special Qualities:	Darkvision 60', incorporeal traits, +2 turn resistance, undead traits
Saves:	Fort +1, Ref +4, Will +4
Abilities:	Str —, Dex 12, Con —, Int 11, Wis 11, Cha 18
Skills:	Hide +8, Intimidate +7, Listen +7, Search +4, Spot +7, Survival +0 (+2 following tracks)
Feats:	Improved Initiative, Lightning Reflexes
Environment:	Any
Organization:	Solitary
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral evil
Advancement:	5–12 HD (Medium)
Level Adjustment:	—

An allip is the spectral remains of someone driven to suicide by a madness that afflicted it in life. It craves only revenge and unrelentingly pursues those who tormented it in life and pushed it over the brink.

An allip cannot speak intelligibly.

COMBAT

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

Babble (Su): 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 DC 16 Will save or be affected as though by a *hypnotism* spell for 2d4 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 DC is Charisma-based.

Madness (Su): Anyone targeting an allip with a thought detection, mind control, or telepathic ability makes direct contact with its tortured mind and takes 1d4 points of Wisdom damage.

Wisdom Drain (Su): An allip causes 1d4 points of Wisdom drain each time it hits with its incorporeal touch attack. On each such successful attack, it gains 5 temporary hit points.

Angel

Angels are a race of celestials, beings who live on the good-aligned Outer Planes.

Angels can be of any good alignment. Regardless of their alignment, angels never lie, cheat, or steal. They are impeccably honorable in all their dealings and often prove the most trustworthy and diplomatic of all the celestials.

All angels are blessed with comely looks, though their actual appearances vary widely.

Angels speak Celestial, Infernal, and Draconic, though they can speak with almost any creature because of their tongues ability.

COMBAT

In combat, most angels make full use of their mobility and their ability to attack at a distance.

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

- Darkvision out to 60' and low-light vision.
- Immunity to acid, cold, and petrification.
- Resistance to electricity 10 and fire 10.
- +4 racial bonus on saves against poison.
- *Protective Aura (Su):* Against attacks made or effects created by evil creatures, this ability provides a +4 deflection bonus to AC and a +4 resistance bonus on saving throws to anyone within 20' of the angel. Otherwise, it functions as a *magic circle against evil* effect and a *lesser globe of invulnerability*, both with a radius of 20' (caster level equals angel's HD). This aura can be dispelled, but the angel can create it again as a free action on its next turn. (The defensive benefits from the circle are not included in an angel's statistics block.)
- *Tongues (Su):* All angels can speak with any creature that has a language, as though using a *tongues* spell (caster level equal to angel's Hit Dice). This ability is always active.

Astral Deva

	Medium Outsider (Angel, Extraplanar, Good)
Hit Dice:	12d8+48 (102 hp)
Initiative:	+11
Speed:	50' (10 squares), fly 100' (good)
Armor Class:	29 (+4 Dex, +15 natural), touch 14, flat-footed 25
Base	+12/+18
Attack/Grapple:	
Attack:	+3 <i>heavy mace of disruption</i> +21 melee (1d8+12 plus stun) or slam +18 melee (1d8+9)
Full Attack:	+3 <i>heavy mace of disruption</i> +21/+16/+11 melee (1d8+12 plus stun) or slam +18 melee (1d8+9)
Space/Reach:	5'/5'
Special Attacks:	Spell-like abilities, stun
Special Qualities:	Damage reduction 10/evil, darkvision 60', low-light vision, immunity to acid, cold, and petrification, protective aura, resistance to electricity 10 and fire 10, spell resistance 30, <i>tongues</i> , uncanny dodge
Saves:	Fort +17 (+21 against poison), Ref +12, Will +12
Abilities:	Str 22, Dex 18, Con 18, Int 18, Wis 18, Cha 20
Skills:	Concentration +19, Craft or Knowledge (any four) +19, Diplomacy +22, Escape Artist +19, Hide +19, Intimidate +20, Listen +23, Move Silently +19, Sense Motive +19, Spot +23, Use Rope +4 (+6 with bindings)
Feats:	Alertness ^H , Cleave, Great Fortitude, Improved Initiative, Power Attack, Quicken Spell Receptivity ^H

Environment:	Any good-aligned plane
Organization:	Solitary, pair, or squad (3–5)
Challenge Rating:	14
Treasure:	No coins; double goods; standard items
Alignment:	Always good (any)
Advancement:	13–18 HD (Medium); 19–36 HD (Large)
Level Adjustment:	+8

An astral deva is about 7-1/2 feet tall and weighs about 250 pounds.

COMBAT

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 of disruption*.

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

Spell-Like Abilities: At will—*aid*, *alter form* (animal, anthropoid, dragon, elemental, or outside) (self only), *continual flame*, *detect alignment* (evil only), *discern lies* (DC 19), *dispel alignment* (evil only) (DC 20), *dispel magic*, *holy aura* (DC 23), *holy smite* (DC 19), *holy word* (DC 22), *invisibility* (self only), *plane shift* (DC 22), *remove curse* (DC 18), *remove disease* (DC 18), *remove fear* (DC 16); 7/day—*cure light wounds* (DC 16), *see invisibility*; 1/day—*blade barrier* (DC 21), *heal* (DC 21). Caster level 12th. The save DCs are Charisma-based.

Stun (Su): If an astral deva strikes an opponent twice in one round with its mace, that creature must succeed on a DC 22 Fortitude save or be stunned for 1d6 rounds. The save DC is Strength-based.

Uncanny Dodge (Ex): An astral deva retains its Dexterity bonus to AC when flat-footed, and it cannot be flanked except by a rogue of at least 16th level. It can flank characters with the uncanny dodge ability as if it were a 12th-level rogue.

Planefar

Large Outsider (Angel, Extraplanar, Good)

Hit Dice:	14d8+70 (133 hp)
Initiative:	+11
Speed:	30' (6 squares), fly 90' (good)
Armor Class:	32 (–1 size, +4 Dex, +19 natural), touch 13, flat-footed 28
Base	+14/+25
Attack/Grapple:	
Attack:	+3 <i>greatsword</i> +23 melee (3d6+13/19–20) or slam +20 melee (2d8+10)
Full Attack:	+3 <i>greatsword</i> +23/+18/+13 melee (3d6+13/19–20) or slam +20 melee (2d8+10)
Space/Reach:	10'/10'
Special Attacks:	Spell-like abilities, spells
Special Qualities:	Damage reduction 10/evil, darkvision 60', low-light vision, immunity to acid, cold, and petrification, protective aura, regeneration 10, resistance to electricity 10 and fire 10, spell resistance 30, <i>tongues</i>
Saves:	Fort +14 (+18 against poison), Ref +13, Will +15
Abilities:	Str 25, Dex 19, Con 20, Int 22, Wis 23, Cha 22
Skills:	Concentration +22, Craft or Knowledge (any four) +23, Diplomacy +25, Escape Artist +21, Hide +17, Intimidate +23, Listen +23, Move Silently +21, Sense Motive +23, Search +23, Spot +23, Use Rope +4 (+6 with bindings)
Feats:	Blind-Fight, Cleave, Improved Initiative, Improved Sunder, Power Attack
Environment:	Any good-aligned plane
Organization:	Solitary or pair
Challenge Rating:	16
Treasure:	No coins; double goods; standard items
Alignment:	Always good (any)

Advancement:	15–21 HD (Large); 22–42 HD (Huge)
Level Adjustment:	—

A planetar is nearly 9 feet tall and weighs about 500 pounds.

COMBAT

Despite their vast array of magical 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 good-aligned for the purpose of overcoming damage reduction.

Regeneration: A planetar takes damage from evil-aligned weapons and from spells and effects with the evil descriptor.

Spell-Like Abilities: At will—*alter form (animal, anthropoid, dragon, elemental, or outside) (self only), continual flame, dispel magic, holy smite (DC 20), invisibility (self only), lesser restoration (DC 18), remove curse (DC 19), remove disease (DC 19), remove fear (DC 17), speak with dead (DC 19); 3/day—blade barrier (DC 22), flame strike (DC 21), power word stun, raise dead, waves of fatigue; 1/day—earthquake (DC 24), greater restoration (DC 23), mass charm monster (DC 24), waves of exhaustion*. Caster level 17th. The save DCs are Charisma-based.

The following abilities are always active on the planetar’s person, as the spells (caster level 17th): *detect alignment (evil), detect snares and pits, discern lies (DC 20), see invisibility*, and *true seeing*. They can be dispelled, but the planetar can reactivate them as a free action.

Spells: Planetars can cast divine spells as 17th-level clerics. A planetar has access to two of the following domains: Air, Destruction, Good, Law, or War (plus any others from its deity). The save DCs are Wisdom-based.

Typical Cleric Spells Prepared (6/8/8/7/7/6/6/4/3/2; save DC 16 + spell level): 0—create water, detect magic, guidance, resistance (2), virtue; 1st—bless (2), cause fear, divine favor (2), entropic shield, inflict light wounds, shield of faith; 2nd—aid*, align weapon, bear’s endurance, bull’s strength (2), consecrate, eagle’s splendor, hold person; 3rd—contagion*, daylight, invisibility purge, prayer (2), summon monster III, wind wall; 4th—death ward, dismissal, inflict critical wounds*, neutralize poison (2), summon monster IV; 5th—break enchantment, circle of doom*, dispel alignment (evil only), mark of justice, plane shift, righteous might; 6th—banishment, greater dispel magic, harm*, heal, heroes’ feast, mass cure moderate wounds; 7th—dictum, disintegrate*, holy word, regenerate; 8th—holy aura*, mass cure critical wounds, shield of law; 9th—implosion, summon monster IX (good)*.*

*Domain spell. Domains: Destruction and Good.

Solar

	Large Outsider (Angel, Extraplanar, Good)
Hit Dice:	22d8+110 (209 hp)
Initiative:	+15
Speed:	50' (10 squares), fly 150' (good)
Armor Class:	35 (–1 size, +5 Dex, +21 natural), touch 14, flat-footed 30
Base	+22/+35
Attack/Grapple:	
Attack:	+5 <i>dancing greatsword</i> +35 melee (3d6+18/19–20) or +2 <i>composite longbow</i> (+5 Str bonus) +28 ranged (2d6+7/x3 plus slaying) or slam +30 melee (2d8+13)
Full Attack:	+5 <i>dancing greatsword</i> +35/+30/+25/+20 melee (3d6+18/19–20) or +2 <i>composite longbow</i> (+5 Str bonus) +28/+23/+18/+13 ranged (2d6+7/x3 plus slaying) or slam +30 melee (2d8+13)
Space/Reach:	10'/10'
Special Attacks:	Spell-like abilities, spells
Special Qualities:	Damage reduction 15/epic and evil, darkvision 60', low-light vision, immunity to acid, cold, and petrification, protective aura, regeneration 15, resistance to electricity 10 and fire 10, spell resistance 32, <i>tongues</i>
Saves:	Fort +18 (+22 against poison), Ref +18, Will +20
Abilities:	Str 28, Dex 20, Con 20, Int 23, Wis 25, Cha 25
Skills:	Concentration +30, Craft or Knowledge (any five) +33, Diplomacy +34, Escape Artist +30, Hide +26, Listen +32, Move Silently +30, Search +31, Sense Motive +32, Spellcraft +31, Spot +32, Survival +7 (+9 following tracks), Use Rope +5 (+7 with bindings)
Feats:	Cleave, Dodge, Improved Initiative, Improved Sunder, Mobility, Power Attack, Spring Attack, Track

Environment:	Any good-aligned plane
Organization:	Solitary or pair
Challenge Rating:	23
Treasure:	No coins; double goods; standard items
Alignment:	Always good (any)
Advancement:	23–33 HD (Large); 34–66 HD (Huge)
Level Adjustment:	—

A solar has a deep and commanding voice, and stands about 9 feet tall. It weighs about 500 pounds.

COMBAT

Solars are puissant champions of good. Only the most powerful fiends approach their power.

Even more fearsome than their +5 *dancing greatswords* are their +2 *composite longbows* that create any sort of *slaying arrow* when drawn.

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

Regeneration (Ex): A solar takes normal damage from epic evil-aligned weapons, and from spells or effects with the evil descriptor.

Spell-Like Abilities: At will—*aid*, *alter form (animal, anthropoid, dragon, elemental, or outside)* (self only), *animate objects*, *commune*, *continual flame*, *dimensional anchor*, *greater dispel magic*, *holy smite* (DC 21), *imprisonment* (DC 26), *invisibility* (self only), *lesser restoration* (DC 19), *power word stun*, *remove curse* (DC 20), *remove disease* (DC 20), *remove fear* (DC 18), *resist energy*, *summon monster VII*, *speak with dead* (DC 20), *waves of fatigue*; 3/day—*blade barrier* (DC 23), *earthquake* (DC 25), *heal* (DC 23), *mass charm monster* (DC 25), *permanency*, *resurrection*, *waves of exhaustion*; 1/day—*greater restoration* (DC 24), *power word blind*, *power word kill*, *power word stun*, *prismatic spray* (DC 24), *wish*. Caster level 20th. The save DCs are Charisma-based.

The following abilities are always active on a solar's person, as the spells (caster level 20th): *detect alignment (evil)*, *detect snares and pits*, *discern lies* (DC 21), *see invisibility*, *true seeing*. They can be dispelled, but the solar can reactivate them as a free action.

Spells: Solars can cast divine spells as 20th-level clerics. A solar has access to two of the following domains: Air, Destruction, Good, Law, or War (plus any others from its deity). The save DCs are Wisdom-based.

Typical Cleric Spells Prepared (6/8/8/8/7/7/6/6/5/5; save DC 17 + spell level): 0—*create water*, *detect magic*, *guidance* (2), *resistance* (2); 1st—*bless* (2), *cause fear*, *divine favor* (2), *entropic shield*, *obscuring mist**, *shield of faith*; 2nd—*align weapon*, *bear's endurance* (2), *bull's strength* (2), *consecrate*, *eagle's splendor*, *spiritual weapon**; 3rd—*daylight*, *invisibility purge*, *magic circle against alignment (evil only)*, *magic vestment**, *prayer* (2), *protection from energy*, *wind wall*; 4th—*death ward* (2), *dismissal* (2), *divine power**, *neutralize poison* (2); 5th—*break enchantment*, *control winds**, *dispel alignment (evil only)*, *plane shift*, *righteous might* (2), *symbol of pain*; 6th—*banishment*, *chain lightning**, *heroes' feast*, *mass cure moderate wounds*, *undeath to death*, *word of recall*; 7th—*control weather**, *destruction*, *dictum*, *ethereal jaunt*, *holy word*, *regenerate*; 8th—*fire storm*, *holy aura*, *mass cure critical wounds* (2), *whirlwind**; 9th—*etherealness*, *elemental swarm (air)**, *mass heal*, *miracle*, *storm of vengeance*.

*Domain spell. Domains: Air and War.

Animal

Animals generally operate on instinct, driven by simple needs such as food and reproduction. Most animals, even predators, do not attack unless they or their young are threatened.

Animals are not capable of detailed reasoning, although with the Handle Animal skill it is possible to tame an animal and teach it to perform certain tricks.

Some herbivorous animals do not normally use their natural weapons to attack. As such, their natural weapons are treated as secondary attacks. The animal's attack and damage entries note this fact, with an explanatory footnote.

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

- Intelligence score of 1 or 2 (no creature with an Intelligence score of 3 or higher can be an animal).
- Low-light vision.
- *Alignment:* Always neutral. Animals are not governed by a human sense of morality.
- *Treasure:* None. Animals never possess treasure.
- Level adjustment: Always —.

Ape

	Large Animal
Hit Dice:	4d8+11 (29 hp)
Initiative:	+2
Speed:	30' (6 squares), climb 30'
Armor Class:	14 (-1 size, +2 Dex, +3 natural), touch 11, flat-footed 12
Base Attack/Grapple:	+3/+12
Attack:	Claws +7 melee (1d6+6)
Full Attack:	2 claws +7 melee (1d6+6) and bite +2 melee (1d6+3)
Space/Reach:	10'/10'
Special Attacks:	—
Special Qualities:	Low-light vision, scent
Saves:	Fort +6, Ref +6, Will +2
Abilities:	Str 21, Dex 15, Con 14, Int 2, Wis 12, Cha 7
Skills:	Climb +14, Listen +6, Spot +6
Feats:	Alertness ^H , Strong Armed ^H , Toughness
Environment:	Warm forests
Organization:	Solitary, pair, or company (3–5)
Challenge Rating:	2
Advancement:	5–8 HD (Large)

These powerful omnivores resemble gorillas but are far more aggressive; they kill and eat anything they can catch. An adult male ape is 5-1/2 to 6 feet tall and weighs 300 to 400 pounds.

COMBAT

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.

Baboon

	Medium Animal
Hit Dice:	1d8+1 (5 hp)
Initiative:	+2
Speed:	40' (8 squares), climb 30'
Armor Class:	13 (+2 Dex, +1 natural), touch 12, flat-footed 11
Base Attack/Grapple:	+0/+2
Attack:	Bite +2 melee (1d6+4)
Full Attack:	Bite +2 melee (1d6+4)
Space/Reach:	5'/5'
Special Attacks:	—
Special Qualities:	Low-light vision, scent
Saves:	Fort +3, Ref +4, Will +1
Abilities:	Str 15, Dex 14, Con 12, Int 2, Wis 12, Cha 4
Skills:	Climb +10, Listen +5, Spot +5
Feats:	Alertness ^H , Strong Armed ^H
Environment:	Warm plains
Organization:	Solitary or troop (10–40)
Challenge Rating:	0
Advancement:	2–3 HD (Medium)

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.

COMBAT

Baboons usually attack in groups.

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.

Badger

	Small Animal
Hit Dice:	1d8+2 (6 hp)
Initiative:	+3
Speed:	30' (6 squares), burrow 10'
Armor Class:	15 (+1 size, +3 Dex, +1 natural), touch 14, flat-footed 12
Base Attack/Grapple:	+0/-5
Attack:	Claw +4 melee (1d2-1)
Full Attack:	2 claws +4 melee (1d2-1) and bite -1 melee (1d3-1)
Space/Reach:	5'/5'
Special Attacks:	Rage
Special Qualities:	Low-light vision, scent
Saves:	Fort +4, Ref +5, Will +1
Abilities:	Str 8, Dex 17, Con 15, Int 2, Wis 12, Cha 6
Skills:	Escape Artist +7, Listen +3, Spot +3
Feats:	Track ^B , Weapon Finesse
Environment:	Temperate forests
Organization:	Solitary, pair, or cete (3-5)
Challenge Rating:	0
Advancement:	2 HD (Small)

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.

COMBAT

Badgers attack with their sharp claws and teeth.

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

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

Bat

	Diminutive Animal
Hit Dice:	1/4 d8 (1 hp)
Initiative:	+2
Speed:	5 ft (1 square), fly 40' (good)
Armor Class:	16 (+4 size, +2 Dex), touch 16, flat-footed 14
Base	+0/-17
Attack/Grapple:	
Attack:	—
Full Attack:	—
Space/Reach:	1'/0'
Special Attacks:	—
Special Qualities:	Blindsense 20', low-light vision
Saves:	Fort +2, Ref +4, Will +2
Abilities:	Str 1, Dex 15, Con 10, Int 2, Wis 14, Cha 4
Skills:	Hide +16, Listen +8*, Move Silently +8, Spot +8*
Feats:	Alertness ^H , Stealthy ^H

Environment:	Temperate deserts
Organization:	Colony (10–40) or crowd (10–50)
Challenge Rating:	-5
Advancement:	—

Bats are nocturnal flying mammals. The statistics presented here describe small, insectivorous bats.

COMBAT

Blindsense (Ex): A bat notices and locates creatures within 20'. Opponents still have 100% concealment against a creature with blindsense.

Skills: *A bat has a +4 racial bonus on Spot and Listen checks. These bonuses are lost if its blindsense is negated.

Bear

	Black Bear	Brown Bear	Polar Bear
	Medium Animal	Large Animal	Large Animal
Hit Dice:	3d8+6 (19 hp)	6d8+24 (51 hp)	8d8+32 (68 hp)
Initiative:	+1	+1	+1
Speed:	40' (8 squares)	40' (8 squares)	40' (8 squares), swim 30'
Armor Class:	13 (+1 Dex, +2 natural), touch 11, flat-footed 12	15 (–1 size, +1 Dex, +5 natural), touch 10, flat-footed 14	15 (–1 size, +1 Dex, +5 natural), touch 10, flat-footed 14
Base Attack/Grapple:	+2/+6	+4/+16	+6/+18
Attack:	Claw +6 melee (1d4+4)	Claw +11 melee (1d8+8)	Claw +13 (1d8+8)
Full Attack:	2 claws +6 melee (1d4+4) and bite +1 melee (1d6+2)	2 claws +11 melee (1d8+8) and bite +6 melee (2d6+4)	2 claws +13 melee (1d8+8) and bite +8 melee (2d6+4)
Space/Reach:	5/5'	10/5'	10/5'
Special Attacks:	—	Improved grab	Improved grab
Special Qualities:	Low-light vision, scent	Low-light vision, scent	Low-light vision, scent
Saves:	Fort +5, Ref +4, Will +2	Fort +9, Ref +6, Will +3	Fort +10, Ref +7, Will +3
Abilities:	Str 19, Dex 13, Con 15, Int 2, Wis 12, Cha 6	Str 27, Dex 13, Con 19, Int 2, Wis 12, Cha 6	Str 27, Dex 13, Con 19, Int 2, Wis 12, Cha 6
Skills:	Climb +4, Listen +4, Spot +4, Swim +8	Listen +4, Spot +7, Swim +12	Hide –2*, Listen +5, Spot +7, Swim +16
Feats:	Endurance, Run	Endurance, Run, Track	Endurance, Run, Track
Environment:	Temperate forests	Cold forests	Cold plains
Organization:	Solitary or pair	Solitary or pair	Solitary or pair
Challenge Rating:	2	4	4
Advancement:	4–5 HD (Medium)	7–10 HD (Large)	9–12 HD (Large)

Black Bear

The black bear is a forest-dwelling omnivore that usually is not dangerous unless an interloper threatens its cubs or food supply.

Black bears can be pure black, blond, or cinnamon in color and are rarely more than 5 feet long.

COMBAT

Black bears rip prey with their claws and teeth.

Skills: A black bear has a +4 racial bonus on Swim checks.

Brown Bear

These massive carnivores weigh more than 1,800 pounds and stand nearly 9 feet tall when they rear up on their hind legs. They are bad-

tempered and territorial. The brown bear's statistics can be used for almost any big bear, including the grizzly.

COMBAT

A brown bear attacks mainly by tearing at opponents with its claws.

Improved Grab (Ex): To use this ability, a brown bear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Skills: A brown bear has a +4 racial bonus on Swim checks.

Polar Bear

These long, lean carnivores are slightly taller than brown bears.

COMBAT

Polar bears fight just as brown bears do.

Improved Grab (Ex): To use this ability, a polar bear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Skills: A polar bear 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 polar bear's white coat bestows a +12 racial bonus on Hide checks in snowy areas.

Bison

	Large Animal
Hit Dice:	5d8+15 (37 hp)
Initiative:	+0
Speed:	40' (8 squares)
Armor Class:	13 (-1 size, +4 natural), touch 9, flat-footed 13
Base Attack/Grapple:	+3/+13
Attack:	Gore +8 melee (1d8+9)
Full Attack:	Gore +8 melee (1d8+9)
Space/Reach:	10'/5'
Special Attacks:	Stampede
Special Qualities:	Low-light vision, scent
Saves:	Fort +7, Ref +4, Will +1
Abilities:	Str 22, Dex 10, Con 16, Int 2, Wis 11, Cha 4
Skills:	Listen +7, Spot +5
Feats:	Alertness ^H , Endurance, Inexorable Advance ^H
Environment:	Temperate plains
Organization:	Solitary or herd (6-30)
Challenge Rating:	2
Advancement:	6-7 HD (Large)

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.

COMBAT

Stampede (Ex): 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 1d12 points of damage for each five bison in the herd (Reflex DC 18 half). The save DC is Strength-based.

Boar

Medium Animal

Hit Dice:	3d8+14 (27 hp)
Initiative:	+0
Speed:	40' (8 squares)
Armor Class:	16 (+6 natural), touch 10, flat-footed 16
Base Attack/Grapple:	+2/+4
Attack:	Gore +4 melee (1d8+3)
Full Attack:	Gore +4 melee (1d8+3)
Space/Reach:	5'/5'
Special Attacks:	Ferocity
Special Qualities:	Low-light vision, scent
Saves:	Fort +6, Ref +3, Will +2
Abilities:	Str 15, Dex 10, Con 17, Int 2, Wis 13, Cha 4
Skills:	Listen +7, Spot +5
Feats:	Alertness ^H , Thick Skinned ^H , Toughness
Environment:	Temperate forests
Organization:	Solitary or herd (5–8)
Challenge Rating:	2
Advancement:	4–5 HD (Medium)

Though not carnivores, these wild swine are bad-tempered and usually charge anyone who disturbs them. A boar is covered in coarse, grayish-black fur. Adult males are about 4 feet long and 3 feet high at the shoulder.

COMBAT

Ferocity (Ex): A boar is such a tenacious combatant that it continues to fight without penalty even while disabled or dying.

Camel

	Large Animal
Hit Dice:	3d8+6 (19 hp)
Initiative:	+3
Speed:	50' (10 squares)
Armor Class:	13 (–1 size, +3 Dex, +1 natural) touch 12, flat-footed 10
Base Attack/Grapple:	+2/+10
Attack:	Bite +0 melee (1d4+2*)
Full Attack:	Bite +0 melee* (1d4+2*)
Space/Reach:	10'/5'
Special Attacks:	—
Special Qualities:	Low-light vision, scent
Saves:	Fort +5, Ref +6, Will +1
Abilities:	Str 18, Dex 16, Con 14, Int 2, Wis 11, Cha 4
Skills:	Listen +5, Spot +5
Feats:	Alertness ^H , Endurance, Fortunate Will ^H
Environment:	Warm deserts
Organization:	Domesticated or herd (6–30)
Challenge Rating:	1
Advancement:	—

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 score (16).

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.

COMBAT

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

Cat

	Tiny Animal
Hit Dice:	1/2 d8 (2 hp)
Initiative:	+2
Speed:	30' (6 squares)
Armor Class:	14 (+2 size, +2 Dex), touch 14, flat-footed 12
Base Attack/Grapple:	+0/-12
Attack:	Claw +4 melee (1d2-4)
Full Attack:	2 claws +4 melee (1d2-4) and bite -1 melee (1d3-4)
Space/Reach:	2-1/2'/0'
Special Attacks:	—
Special Qualities:	Low-light vision, scent
Saves:	Fort +2, Ref +4, Will +1
Abilities:	Str 3, Dex 15, Con 10, Int 2, Wis 12, Cha 7
Skills:	Balance +10, Climb +6, Hide +14*, Jump +10, Listen +5, Move Silently +6, Spot +5
Feats:	Alertness ^H , Stealthy ^H , Weapon Finesse ^B
Environment:	Temperate plains
Organization:	Domesticated or solitary
Challenge Rating:	-2
Advancement:	—

The statistics presented here describe a common feral cat. Domesticated cats are loathe to engage in conflict (except other tiny or smaller animals that either threaten it or look to easy enough to prey upon), and treat their claw attacks as secondary weapons (-1 attack bonus instead of +4).

COMBAT

Cats prefer to sneak up on their prey.

Skills: Cats have a +4 racial bonus on Climb, Hide, and Move Silently checks and a +8 racial bonus on Jump checks. Cats have a +8 racial bonus on Balance checks. They use their Dexterity modifier instead of their Strength modifier for Climb and Jump checks. *In areas of tall grass or heavy undergrowth, the Hide bonus rises to +8.

Cheetah

	Medium Animal
Hit Dice:	3d8+6 (19 hp)
Initiative:	+4
Speed:	50' (10 squares)
Armor Class:	15 (+4 Dex, +1 natural), touch 14, flat-footed 11
Base Attack/Grapple:	+2/+5
Attack:	Bite +6 melee
Full Attack:	Bite +6 melee (1d6+3) and 2 claws +1 melee (1d2+1)
Space/Reach:	5'/5'
Special Attacks:	Trip
Special Qualities:	Low-light vision, scent, sprint
Saves:	Fort +5, Ref +7, Will +2
Abilities:	Str 16, Dex 19, Con 15, Int 2, Wis 12, Cha 6
Skills:	Hide +8, Listen +4, Move Silently +8, Spot +4
Feats:	Alertness ^H , Stealthy ^H , Weapon Finesse
Environment:	Warm plains
Organization:	Solitary, pair, or family (3-5)
Challenge Rating:	2
Advancement:	4-5 HD (Medium)

Cheetahs are swift feline predators of the plains. A cheetah is 3 to 5 feet long and weighs 110 to 130 pounds.

COMBAT

Cheetahs make sudden sprints to bring down prey.

Trip (Ex): A cheetah that hits with a claw or bite attack can attempt to trip the opponent (+3 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the cheetah.

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

Crocodile

	Crocodile	Giant Crocodile
	Medium Animal	Huge Animal
Hit Dice:	3d8+9 (22 hp)	7d8+28 (59 hp)
Initiative:	+1	+1
Speed:	20' (4 squares), swim 30'	20' (4 squares), swim 30'
Armor Class:	15 (+1 Dex, +4 natural), touch 11, flat-footed 14	16 (-2 size, +1 Dex, +7 natural), touch 9, flat-footed 15
Base Attack/Grapple:	+2/+6	+5/+21
Attack:	Bite +6 melee (1d8+6) or tail slap +6 melee (1d12+6)	Bite +11 melee (2d8+12) or tail slap +11 melee (1d12+12)
Full Attack:	Bite +6 melee (1d8+6) or tail slap +6 melee (1d12+6)	Bite +11 melee (2d8+12) or tail slap +11 melee (1d12+12)
Space/Reach:	5'/5'	15'/10'
Special Attacks:	Improved grab	Improved grab
Special Qualities:	Hold breath, low-light vision	Hold breath, low-light vision
Saves:	Fort +6, Ref +4, Will +2	Fort +9, Ref +6, Will +3
Abilities:	Str 19, Dex 12, Con 17, Int 1, Wis 12, Cha 2	Str 27, Dex 12, Con 19, Int 1, Wis 12, Cha 2
Skills:	Hide +7*, Listen +4, Spot +4, Swim +12	Hide +1*, Listen +5, Spot +5, Swim +16
Feats:	Alertness ^H , Power Attack, Skill Focus (Hide) ^H	Alertness ^H , Endurance, Power Attack, Skill Focus (Hide) ^H
Environment:	Warm marshes	Warm marshes
Organization:	Solitary or colony (6–11)	Solitary or colony (6–11)
Challenge Rating:	2	4
Advancement:	4–5 HD (Medium)	8–14 HD (Huge)

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.

COMBAT

Improved Grab (Ex): To use this ability, a crocodile must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, the crocodile establishes a hold on the opponent with its mouth and drags it into deep water, attempting to pin it to the bottom.

Hold Breath (Ex): A crocodile can hold its breath for a number of rounds equal to 4 x its Constitution score before it risks drowning.

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 Hide checks when in the water. Further, a crocodile can lie in the water with only its eyes and nostrils showing, gaining a +10 cover bonus on Hide checks.

Giant Crocodile

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.

Dog

	Dog	Riding Dog
	Small Animal	Medium Animal
Hit Dice:	1d8+2 (6 hp)	2d8+4 (13 hp)
Initiative:	+3	+2
Speed:	40' (8 squares)	40' (8 squares)
Armor Class:	16 (+1 size, +4 Dex, +1 natural), touch 15, flat-footed 12	17 (+3 Dex, +4 natural), touch 13, flat-footed 14
Base Attack/Grapple:	+0/-3	+1/+3
Attack:	Bite +2 melee (1d4+1)	Bite +3 melee (1d6+3)
Full Attack:	Bite +2 melee (1d4+1)	Bite +3 melee (1d6+3)
Space/Reach:	5'/5'	5'/5'
Special Attacks:	—	—
Special Qualities:	Low-light vision, scent	Low-light vision, scent
Saves:	Fort +4, Ref +5, Will +1	Fort +5, Ref +5, Will +1
Abilities:	Str 13, Dex 17, Con 15, Int 2, Wis 12, Cha 6	Str 15, Dex 15, Con 15, Int 2, Wis 12, Cha 6
Skills:	Jump +7, Listen +5, Spot +5, Survival +1*	Jump +8, Listen +5, Spot +5, Swim +3, Survival +1*
Feats:	Alertness ^H , Quick Footed ^H , Track ^B	Alertness ^H , Quick Footed ^H , Track ^B
Environment:	Temperate plains	Temperate plains
Organization:	Solitary or pack (5–12)	Solitary or pack (5–12)
Challenge Rating:	-1	1
Advancement:	—	—

The statistics presented here describe a fairly small dog of about 20 to 50 pounds in weight. They also can be used for small wild canines such as coyotes, jackals, and African wild dogs.

COMBAT

Dogs generally hunt in packs, chasing and exhausting prey until they can drag it down.

Skills: Dogs have a +4 racial bonus on Jump checks. *Dogs have a +4 racial bonus on Survival checks when tracking by scent.

Riding Dog

This category includes working breeds such as collies, huskies, and St. Bernards.

Carrying Capacity: A light load for a riding dog is up to 100 pounds; a medium load, 101–200 pounds; and a heavy load, 201–300 pounds. A riding dog can drag 1,500 pounds.

COMBAT

If trained for war, these animals can make trip attacks just as wolves do (see the Wolf entry). A riding dog can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Skills: Riding dogs have a +4 racial bonus on Jump checks. *Riding dogs have a +4 racial bonus on Survival checks when tracking by scent.

Donkey

	Medium Animal
Hit Dice:	2d8+2 (11 hp)
Initiative:	+1
Speed:	30' (6 squares)
Armor Class:	13 (+1 Dex, +2 natural), touch 11, flat-footed 12

Base Attack/Grapple:	+1/+1
Attack:	Bite +1 melee (1d2)
Full Attack:	Bite +1 melee (1d2)
Space/Reach:	5'/5'
Special Attacks:	—
Special Qualities:	Low-light vision, scent
Saves:	Fort +4, Ref +4, Will +0
Abilities:	Str 10, Dex 13, Con 12, Int 2, Wis 11, Cha 4
Skills:	Balance +3, Listen +3, Spot +2
Feats:	Endurance
Environment:	Temperate deserts
Organization:	Solitary
Challenge Rating:	-3
Advancement:	—

These long-eared, horselike creatures are surefooted and sturdy. The statistics presented here could also describe burros.

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.

COMBAT

A donkey bites only when it has no way to escape.

Skills: Donkeys have a +2 racial bonus on Balance checks.

Eagle

	Small Animal
Hit Dice:	1d8+1 (5 hp)
Initiative:	+2
Speed:	10' (2 squares), fly 80' (average)
Armor Class:	14 (+1 size, +2 Dex, +1 natural), touch 13, flat-footed 12
Base Attack/Grapple:	+0/–4
Attack:	Talons +3 melee (1d4)
Full Attack:	2 talons +3 melee (1d4) and bite –2 melee (1d4)
Space/Reach:	5'/5'
Special Attacks:	—
Special Qualities:	Low-light vision
Saves:	Fort +3, Ref +4, Will +2
Abilities:	Str 10, Dex 15, Con 12, Int 2, Wis 14, Cha 6
Skills:	Listen +2, Spot +14
Feats:	Weapon Finesse
Environment:	Temperate mountains
Organization:	Solitary or pair
Challenge Rating:	0
Advancement:	2–3 HD (Medium)

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.

COMBAT

Eagles dive at prey, raking with their powerful talons.

Skills: Eagles have a +8 racial bonus on Spot checks.

Elephant

	Huge Animal
Hit Dice:	11d8+63 (112 hp)
Initiative:	+0
Speed:	40' (8 squares)
Armor Class:	15 (-2 size, +7 natural), touch 8, flat-footed 15
Base	+8/+26
Attack/Grapple:	
Attack:	Gore +16 melee (2d8+15)
Full Attack:	Slam +16 melee (2d6+10) and 2 stamps +11 melee (2d6+5); or gore +16 melee (2d8+15)
Space/Reach:	15'/10'
Special Attacks:	Trample 2d8+15
Special Qualities:	Low-light vision, scent
Saves:	Fort +12, Ref +7, Will +8
Abilities:	Str 30, Dex 10, Con 21, Int 2, Wis 13, Cha 7
Skills:	Listen +12, Spot +10
Feats:	Alertness ^H , Endurance, Iron Will, Skill Focus (Listen) ^H , Toughness
Environment:	Warm plains
Organization:	Solitary or herd (6–30)
Challenge Rating:	7
Advancement:	12–22 HD (Huge)

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 28), but more readily trained (Wisdom 15). These statistics can also represent prehistoric creatures such as mammoths and mastodons.

COMBAT

Elephants tend to charge at threatening creatures.

Trample (Ex): Reflex half DC 25. The save DC is Strength-based.

Hawk

	Tiny Animal
Hit Dice:	1d8 (4 hp)
Initiative:	+3
Speed:	10' (2 squares), fly 60' (average)
Armor Class:	17 (+2 size, +3 Dex, +2 natural), touch 15, flat-footed 14
Base	+0/-10
Attack/Grapple:	
Attack:	Talons +5 melee (1d4-2)
Full Attack:	Talons +5 melee (1d4-2)
Space/Reach:	2-1/2'/0'
Special Attacks:	—
Special Qualities:	Low-light vision
Saves:	Fort +2, Ref +5, Will +2
Abilities:	Str 6, Dex 17, Con 10, Int 2, Wis 14, Cha 6
Skills:	Listen +2, Spot +14
Feats:	Weapon Finesse
Environment:	Temperate forests
Organization:	Solitary or pair
Challenge Rating:	-1
Advancement:	—

These creatures are similar to eagles but slightly smaller: 1 to 2 feet long, with wingspans of 6 feet or less.

COMBAT

Hawks combine both talons into a single attack.

Skills: Hawks have a +8 racial bonus on Spot checks.

Horse

	Horse, Heavy	Horse, Light
	Large Animal	Large Animal
Hit Dice:	3d8+6 (19 hp)	3d8+6 (19 hp)
Initiative:	+1	+1
Speed:	50' (10 squares)	60' (12 squares)
Armor Class:	13 (–1 size, +1 Dex, +3 natural), touch 10, flat-footed 12	13 (–1 size, +1 Dex, +3 natural), touch 10, flat-footed 12
Base Attack/Grapple:	+2/+9	+2/+8
Attack:	Hoof –1 melee (1d6+1*)	Hoof –2 melee (1d4+1*)
Full Attack:	2 hooves –1 melee (1d6+1*)	2 hooves –2 melee (1d4+1*)
Space/Reach:	10'/5'	10'/5'
Special Attacks:	—	—
Special Qualities:	Low-light vision, scent	Low-light vision, scent
Saves:	Fort +5, Ref +4, Will +2	Fort +5, Ref +4, Will +2
Abilities:	Str 16, Dex 13, Con 15, Int 2, Wis 12, Cha 6	Str 14, Dex 13, Con 15, Int 2, Wis 12, Cha 6
Skills:	Listen +4, Spot +4	Listen +4, Spot +4
Feats:	Endurance, Run	Endurance, Run
Environment:	Temperate plains	Temperate plains
Organization:	Domesticated	Domesticated or herd (6–30)
Challenge Rating:	1	1
Advancement:	—	—

	Warhorse, Heavy	Warhorse, Light
	Large Animal	Large Animal
Hit Dice:	4d8+12 (30 hp)	3d8+9 (22 hp)
Initiative:	+1	+1
Speed:	50' (10 squares)	60' (12 squares)
Armor Class:	14 (–1 size, +1 Dex, +4 natural), touch 10, flat-footed 13	14 (–1 size, +1 Dex, +4 natural), touch 10, flat-footed 13
Base Attack/Grapple:	+3/+11	+2/+9
Attack:	Hoof +6 melee (1d6+4)	Hoof +4 melee (1d4+3)
Full Attack:	2 hooves +6 melee (1d6+4) and bite +1 melee (1d4+2)	2 hooves +4 melee (1d4+3) and bite –1 melee (1d3+1)
Space/Reach:	10'/5'	10'/5'
Special Attacks:	—	—
Special Qualities:	Low-light vision, scent	Low-light vision, scent
Saves:	Fort +7, Ref +5, Will +2	Fort +6, Ref +4, Will +2
Abilities:	Str 18, Dex 13, Con 17, Int 2, Wis 13, Cha 6	Str 16, Dex 13, Con 17, Int 2, Wis 13, Cha 6
Skills:	Listen +5, Spot +4	Listen +4, Spot +4
Feats:	Endurance, Run	Endurance, Run
Environment:	Temperate plains	Temperate plains
Organization:	Domesticated	Domesticated
Challenge Rating:	2	1
Advancement:	—	—

Horses are widely domesticated for riding and as beasts of burden.

Heavy Horse

The statistics presented here describe large breeds of working horses such as Clydesdales. These animals are usually ready for heavy work by age three. A heavy horse cannot fight while carrying a rider.

Carrying Capacity: A light load for a heavy horse is up to 200 pounds; a medium load, 201–400 pounds; and a heavy load, 401–600 pounds. A heavy horse can drag 3,000 pounds.

Light Horse

The statistics presented here describe smaller breeds of working horses such as quarter horses and Arabians as well as wild horses. These animals are usually ready for useful work by age two. A light horse cannot fight while carrying a rider.

Carrying Capacity: A light load for a light horse is up to 150 pounds; a medium load, 151–300 pounds; and a heavy load, 301–450 pounds. A light horse can drag 2,250 pounds.

Heavy Warhorse

These animals are similar to heavy horses but are trained and bred for strength and aggression. A heavy warhorse can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

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

Light Warhorse

These animals are similar to light horses but are trained and bred for strength and aggression. They usually are not ready for warfare before age three. A light warhorse can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Carrying Capacity: A light load for a light warhorse is up to 230 pounds; a medium load, 231–460 pounds; and a heavy load, 461–690 pounds. A light warhorse can drag 3,450 pounds.

COMBAT

A horse not trained for war does not normally use its hooves to attack. Its hoof attack is treated as a secondary attack and adds only half the horse's Strength bonus to damage. (These secondary attacks are noted with an asterisk in the Attack and Full Attack entries for the heavy horse and the light horse.)

Hyena

	Medium Animal
Hit Dice:	2d8+4 (13 hp)
Initiative:	+2
Speed:	50' (10 squares)
Armor Class:	14 (+2 Dex, +2 natural), touch 12, flat-footed 12
Base Attack/Grapple:	+1/+3
Attack:	Bite +3 melee (1d6+3)
Full Attack:	Bite +3 melee (1d6+3)
Space/Reach:	5'/5'
Special Attacks:	Trip
Special Qualities:	Low-light vision, scent
Saves:	Fort +5, Ref +5, Will +1
Abilities:	Str 14, Dex 15, Con 15, Int 2, Wis 13, Cha 6
Skills:	Hide +3*, Listen +6, Spot +4
Feats:	Alertness ^H , Opportune ^H
Environment:	Warm deserts

Organization:	Solitary, pair, or pack (7–16)
Challenge Rating:	1
Advancement:	3 HD (Medium); 4–5 HD (Large)

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.

COMBAT

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.

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

Skills: *Hyenas have a +4 racial bonus on Hide checks in areas of tall grass or heavy undergrowth.

Leopard

	Medium Animal
Hit Dice:	3d8+6 (19 hp)
Initiative:	+4
Speed:	40 ft (8 squares), climb 20'
Armor Class:	15 (+4 Dex, +1 natural), touch 14, flat-footed 11
Base Attack/Grapple:	+2/+5
Attack:	Bite +6 melee (1d6+3)
Full Attack:	Bite +6 melee (1d6+3) and 2 claws +1 melee (1d3+1)
Space/Reach:	5'/5'
Special Attacks:	Improved grab, pounce, rake 1d3+1
Special Qualities:	Low-light vision, scent
Saves:	Fort +5, Ref +7, Will +2
Abilities:	Str 16, Dex 19, Con 15, Int 2, Wis 12, Cha 6
Skills:	Balance +12, Climb +11, Hide +10*, Jump +11, Listen +6, Move Silently +10, Spot +6
Feats:	Alertness ^H , Stealthy ^H , Weapon Finesse
Environment:	Warm forests
Organization:	Solitary or pair
Challenge Rating:	2
Advancement:	4–5 HD (Medium)

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.

COMBAT

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

Pounce (Ex): If a leopard charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +6 melee, damage 1d3+1.

Skills: Leopards have a +8 racial bonus on Jump checks and a +4 racial bonus on Hide and Move Silently checks. Leopards have a +8 racial bonus on Balance 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 Hide bonus improves to +8.

Lion

	Large Animal
Hit Dice:	5d8+10 (32 hp)
Initiative:	+3
Speed:	40' (8 squares)

Armor Class:	15 (-1 size, +3 Dex, +3 natural), touch 12, flat-footed 12
Base Attack/Grapple:	+3/+12
Attack:	Claw +7 melee (1d4+5)
Full Attack:	2 claws +7 melee (1d4+5) and bite +2 melee (1d8+2)
Space/Reach:	10'/5'
Special Attacks:	Pounce, improved grab, rake 1d4+2
Special Qualities:	Low-light vision, scent
Saves:	Fort +6, Ref +7, Will +2
Abilities:	Str 21, Dex 17, Con 15, Int 2, Wis 12, Cha 6
Skills:	Balance +7, Hide +5*, Listen +5, Move Silently +13, Spot +5
Feats:	Alertness ^H , Run, Stealthy ^H
Environment:	Warm plains
Organization:	Solitary, pair, or pride (6-10)
Challenge Rating:	3
Advancement:	6-8 HD (Large)
Level Adjustment:	—

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.

COMBAT

Pounce (Ex): If a lion charges a foe, it can make a full attack, including two rake attacks.

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

Rake (Ex): Attack bonus +7 melee, damage 1d4+2.

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

Lizard

	Lizard	Monitor Lizard
	Tiny Animal	Medium Animal
Hit Dice:	1/2 d8 (2 hp)	3d8+9 (22 hp)
Initiative:	+2	+2
Speed:	20' (4 squares), climb 20'	30' (6 squares), swim 30'
Armor Class:	14 (+2 size, +2 Dex), touch 14, flat-footed 12	15 (+2 Dex, +3 natural), touch 12, flat-footed 13
Base Attack/Grapple:	+0/-12	+2/+5
Attack:	Bite +4 melee (1d4-4)	Bite +5 melee (1d8+4)
Full Attack:	Bite +4 melee (1d4-4)	Bite +5 melee (1d8+4)
Space/Reach:	2-1/2'/0'	5'/5'
Special Attacks:	—	—
Special Qualities:	Low-light vision	Low-light vision
Saves:	Fort +2, Ref +4, Will +1	Fort +8, Ref +5, Will +2
Abilities:	Str 3, Dex 15, Con 10, Int 1, Wis 12, Cha 2	Str 17, Dex 15, Con 17, Int 1, Wis 12, Cha 2
Skills:	Balance +10, Climb +12, Hide +10, Listen +3, Spot +3	Climb +7, Hide +8*, Listen +4, Move Silently +8, Spot +4, Swim +11
Feats:	Weapon Finesse	Alertness ^H , Great Fortitude, Stealthy ^H
Environment:	Warm forests	Warm forests
Organization:	Solitary	Solitary
Challenge Rating:	-3	2
Advancement:	—	4-5 HD (Medium)

The statistics presented here describe small, nonvenomous lizards of perhaps a foot or two in length, such as an iguana.

COMBAT

Lizards prefer flight to combat, but they can bite painfully if there is no other option.

Skills: Lizards have a +8 racial bonus on Balance 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.

Monitor Lizard

This category includes fairly large, carnivorous lizards from 3 to 5 feet long.

COMBAT

Monitor lizards can be aggressive, using their powerful jaws to tear at prey or enemies.

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 Hide and Move Silently checks. *In forested or overgrown areas, the Hide bonus improves to +8.

Manta Ray

	Large Animal (Aquatic)
Hit Dice:	4d8 (18 hp)
Initiative:	+0
Speed:	Swim 30' (6 squares)
Armor Class:	12 (-1 size, +3 natural), touch 9, flat-footed 12
Base Attack/Grapple:	+3/+9
Attack:	Ram -1 melee* (1d6+1)
Full Attack:	Ram -1 melee* (1d6+1)
Space/Reach:	10'/5'
Special Attacks:	—
Special Qualities:	Low-light vision
Saves:	Fort +4, Ref +4, Will +2
Abilities:	Str 15, Dex 11, Con 10, Int 1, Wis 12, Cha 2
Skills:	Listen +7, Spot +6, Swim +10
Feats:	Alertness ^H , Battlefield Traverser ^H , Endurance
Environment:	Warm aquatic
Organization:	Solitary or school (2-5)
Challenge Rating:	1
Advancement:	5-6 HD (Medium)

These fish are nonaggressive and generally avoid contact with other creatures. They filter plankton and similar small organisms from the water through their gaping, toothless maws.

COMBAT

*If threatened, a manta ray uses its size and weight to ram opponents. This is treated as a secondary attack.

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.

Monkey

	Tiny Animal
Hit Dice:	1d8 (4 hp)
Initiative:	+2
Speed:	30' (6 squares), climb 30'

Armor Class:	14 (+2 size, +2 Dex), touch 14, flat-footed 12
Base Attack/Grapple:	+0/-12
Attack:	Bite +4 melee (1d3-4)
Full Attack:	Bite +4 melee (1d3-4)
Space/Reach:	2-1/2'/0'
Special Attacks:	—
Special Qualities:	Low-light vision
Saves:	Fort +2, Ref +4, Will +1
Abilities:	Str 3, Dex 15, Con 10, Int 2, Wis 12, Cha 5
Skills:	Balance + 10, Climb +10, Hide +10, Listen +3, Spot +3
Feats:	Weapon Finesse
Environment:	Warm forests
Organization:	Troop (10-40)
Challenge Rating:	-3
Advancement:	2-3 HD (Small)

The statistics presented here can describe any arboreal monkey that is no bigger than a housecat, such as a colobus or capuchin.

COMBAT

Monkeys generally flee into the safety of the trees, but if cornered can fight ferociously.

Skills: Monkeys have a +8 racial bonus on Balance 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.

Male

	Large Animal
Hit Dice:	3d8+12 (25 hp)
Initiative:	+1
Speed:	30' (6 squares)
Armor Class:	13 (-1 size, +1 Dex, +3 natural), touch 10, flat-footed 12
Base Attack/Grapple:	+2/+9
Attack:	Hoof +4 melee (1d4+3)
Full Attack:	2 hooves +4 melee (1d4+3)
Space/Reach:	10'/5'
Special Attacks:	—
Special Qualities:	Low-light vision, scent
Saves:	Fort +6, Ref +4, Will +1
Abilities:	Str 16, Dex 13, Con 17, Int 2, Wis 11, Cha 6
Skills:	Listen +6, Spot +6
Feats:	Alertness ^H , Endurance, Thick Skinned ^H
Environment:	Warm plains
Organization:	Domesticated
Challenge Rating:	1
Advancement:	—

Mules are sterile crossbreeds of donkeys and horses. A mule is similar to a light horse, but slightly stronger and more agile.

COMBAT

A mule's powerful kick can be dangerous.

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.

Skills: Mules have a +2 racial bonus on Dexterity checks to avoid slipping or falling.

Octopus

	Octopus	Giant Octopus
	Small Animal (Aquatic)	Large Animal (Aquatic)
Hit Dice:	2d8 (9 hp)	8d8+14 (50 hp)
Initiative:	+3	+2
Speed:	20' (4 squares), swim 30'	20' (4 squares), swim 30'
Armor Class:	16 (+1 size, +3 Dex, +2 natural), touch 14, flat-footed 13	18 (-1 size, +2 Dex, +7 natural), touch 11, flat-footed 16
Base Attack/Grapple:	+1/+2	+6/+15
Attack:	Arms +5 melee (0)	Tentacle +10 melee (1d4+5)
Full Attack:	Arms +5 melee (0) and bite +0 melee (1d3)	8 tentacles +10 melee (1d4+5) and bite +5 melee (1d8+2)
Space/Reach:	5'/5'	10'/10' (20' with tentacle)
Special Attacks:	Improved grab	Improved grab, constrict
Special Qualities:	Ink cloud, jet, low-light vision	Ink cloud, jet, low-light vision
Saves:	Fort +3, Ref +6, Will +1	Fort +7, Ref +8, Will +3
Abilities:	Str 12, Dex 17, Con 11, Int 2, Wis 12, Cha 3	Str 20, Dex 15, Con 13, Int 2, Wis 12, Cha 3
Skills:	Escape Artist +13, Hide +11, Listen +2, Spot +5, Swim +9	Escape Artist +12, Hide +12, Listen +4, Spot +6, Swim +13
Feats:	Weapon Finesse	Alertness ^H , Power Attack, Skill Focus (Hide) ^H , Toughness
Environment:	Warm aquatic	Warm aquatic
Organization:	Solitary	Solitary
Challenge Rating:	1	8
Advancement:	3–6 HD (Medium)	9–12 HD (Large); 13–24 HD (Huge)

These bottom-dwelling sea creatures are dangerous only to their prey. If disturbed, they usually try to escape.

Combat

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

Ink Cloud (Ex): 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 (Ex): An octopus can jet backward once per round as a full-round action, at a speed of 200'. It must move in a straight line, but does not provoke attacks of opportunity while jetting.

Skills: An octopus can change colors, giving it a +4 racial bonus on Hide 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.

Giant Octopus

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.

COMBAT

An opponent can attack a giant octopus's tentacles with a sunder attempt as if they were weapons. A giant octopus's tentacles have 10 hit points each. If a giant octopus is currently grappling a target with the tentacle that is being attacked, it usually uses another limb to make its attack of opportunity against the opponent making the sunder attempt. Severing one of a giant octopus's tentacles deals 5 points of damage to the creature. A giant octopus usually withdraws from combat if it loses four tentacles. The creature regrows severed limbs in 1d10+10 days.

Constrict (Ex): A giant octopus deals 2d8+6 points of damage with a successful grapple check.

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

Ink Cloud (Ex): 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 (Ex): A giant octopus can jet backward once per round as a full-round action, at a speed of 200'. It must move in a straight line, but does not provoke attacks of opportunity while jetting.

Skills: A giant octopus can change colors, giving it a +4 racial bonus on Hide 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.

Owl

	Tiny Animal
Hit Dice:	1d8 (4 hp)
Initiative:	+3
Speed:	10' (2 squares), fly 40' (average)
Armor Class:	17 (+2 size, +3 Dex, +2 natural), touch 15, flat-footed 14
Base Attack/Grapple:	+0/-11
Attack:	Talons +5 melee (1d4-3)
Full Attack:	Talons +5 melee (1d4-3)
Space/Reach:	2-1/2'/0'
Special Attacks:	—
Special Qualities:	Low-light vision
Saves:	Fort +2, Ref +5, Will +2
Abilities:	Str 4, Dex 17, Con 10, Int 2, Wis 14, Cha 4
Skills:	Listen +14, Move Silently +17, Spot +6*
Feats:	Weapon Finesse
Environment:	Temperate forests
Organization:	Solitary
Challenge Rating:	-2
Advancement:	2 HD (Small)
Level Adjustment:	—

The statistics presented here 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.

COMBAT

Owls swoop quietly down onto prey, attacking with their powerful talons.

Skills: Owls have a +8 racial bonus on Listen checks and a +14 racial bonus on Move Silently checks. *They have a +8 racial bonus on Spot checks in areas of shadowy illumination.

Pony

	Pony	Warpony
	Medium Animal	Medium Animal
Hit Dice:	2d8+2 (11 hp)	2d8+4 (13 hp)
Initiative:	+1	+1
Speed:	40' (8 squares)	40' (8 squares)
Armor Class:	13 (+1 Dex, +2 natural), touch 11, flat-footed 12	13 (+1 Dex, +2 natural), touch 11, flat-footed 12
Base Attack/Grapple:	+1/+2	+1/+3

Attack:	Hoof -3 melee (1d3*)	Hoof +3 melee (1d3+2)
Full Attack:	2 hooves -3 melee (1d3*)	2 hooves +3 melee (1d3+2)
Space/Reach:	5'/5'	5'/5'
Special Attacks:	—	—
Special Qualities:	Low-light vision, scent	Low-light vision, scent
Saves:	Fort +4, Ref +4, Will +0	Fort +5, Ref +4, Will +0
Abilities:	Str 13, Dex 13, Con 12, Int 2, Wis 11, Cha 4	Str 15, Dex 13, Con 14, Int 2, Wis 11, Cha 4
Skills:	Listen +5, Spot +5	Listen +5, Spot +5
Feats:	Endurance	Endurance
Environment:	Temperate plains	Temperate plains
Organization:	Solitary	Domesticated
Challenge Rating:	-2	0
Advancement:	—	—

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.

COMBAT

*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.

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.

Warpony

Warponies are bred for strength and aggression, and are similar to light warhorses.

COMBAT

A warpony can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Carrying Capacity: A light load for a warpony is up to 100 pounds; a medium load, 101–200 pounds; and a heavy load, 201–300 pounds. A warpony can drag 1,500 pounds.

Porpoise

	Medium Animal
Hit Dice:	2d8+2 (11 hp)
Initiative:	+3
Speed:	Swim 80' (16 squares)
Armor Class:	15 (+3 Dex, +2 natural), touch 13, flat-footed 12
Base Attack/Grapple:	+1/+1
Attack:	Slam +4 melee (2d4)
Full Attack:	Slam +4 melee (2d4)
Space/Reach:	5'/5'
Special Attacks:	—
Special Qualities:	Blindsight 120', hold breath, low-light vision
Saves:	Fort +4, Ref +6, Will +1
Abilities:	Str 11, Dex 17, Con 13, Int 2, Wis 12, Cha 6
Skills:	Listen +8*, Spot +7*, Swim +8
Feats:	Weapon Finesse
Environment:	Temperate aquatic
Organization:	Solitary, pair, or school (3–20)
Challenge Rating:	0
Advancement:	3–4 HD (Medium); 5–6 HD (Large)

Porpoises are mammals that tend to be playful, friendly, and helpful. 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.

COMBAT

Blindsight (Ex): Porpoises can “see” by emitting high-frequency sounds, inaudible to most other creatures, that allow them to locate objects and creatures within 120'. A *silence* spell negates this and forces the porpoise to rely on its vision, which is approximately as good as a human's.

Hold Breath (Ex): A porpoise can hold its breath for a number of rounds equal to 6 x its Constitution score before it risks drowning.

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 Spot and Listen checks. These bonuses are lost if its blindsight is negated.

Rat

	Tiny Animal
Hit Dice:	1/4 d8 (1 hp)
Initiative:	+2
Speed:	15' (3 squares), climb 15', swim 15'
Armor Class:	14 (+2 size, +2 Dex), touch 14, flat-footed 12
Base Attack/Grapple:	+0/-12
Attack:	Bite +4 melee (1d3-4)
Full Attack:	Bite +4 melee (1d3-4)
Space/Reach:	2-1/2'/0'
Special Attacks:	—
Special Qualities:	Low-light vision, scent
Saves:	Fort +2, Ref +4, Will +1
Abilities:	Str 2, Dex 15, Con 10, Int 2, Wis 12, Cha 2
Skills:	Balance +10, Climb +12, Hide +14, Move Silently +10, Swim +10
Feats:	Weapon Finesse
Environment:	Any
Organization:	Plague (10-100)
Challenge Rating:	-4
Advancement:	—

These omnivorous rodents thrive almost anywhere.

COMBAT

Rats usually run away. They bite only as a last resort.

Skills: Rats have a +4 racial bonus on Hide and Move Silently checks, and a +8 racial bonus on Balance, Climb, and Swim checks. A rat can always choose to take 10 on Climb checks, even if rushed or threatened. A rat uses its Dexterity modifier instead of its Strength modifier for Climb and Swim checks. A rat 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.

Raven

	Tiny Animal
Hit Dice:	1/4 d8 (1 hp)
Initiative:	+2
Speed:	10' (2 squares), fly 40' (average)
Armor Class:	14 (+2 size, +2 Dex), touch 14, flat-footed 12
Base Attack/Grapple:	+0/-13
Attack:	Claws +4 melee (1d2-5)

Full Attack:	Claws +4 melee (1d2–5)
Space/Reach:	2-1/2'/0'
Special Attacks:	—
Special Qualities:	Low-light vision
Saves:	Fort +2, Ref +4, Will +2
Abilities:	Str 1, Dex 15, Con 10, Int 2, Wis 14, Cha 6
Skills:	Listen +3, Spot +5
Feats:	Weapon Finesse
Environment:	Temperate forests
Organization:	Solitary
Challenge Rating:	-3
Advancement:	—

These glossy black birds are about 2 feet long and have wingspans of about 4 feet. They combine both claws into a single attack. The statistics presented here can describe most nonpredatory birds of similar size.

Rhinoceros

	Large Animal
Hit Dice:	8d8+48 (84 hp)
Initiative:	+0
Speed:	30' (6 squares)
Armor Class:	16 (–1 size, +7 natural), touch 9, flat-footed 16
Base Attack/Grapple:	+6/+18
Attack:	Gore +13 melee (2d6+12)
Full Attack:	Gore +13 melee (2d6+12)
Space/Reach:	10'/5'
Special Attacks:	Powerful charge
Special Qualities:	Low-light vision
Saves:	Fort +11, Ref +6, Will +3
Abilities:	Str 26, Dex 10, Con 21, Int 2, Wis 13, Cha 2
Skills:	Listen +14, Spot +3
Feats:	Alertness ^H , Endurance, Improved Natural Attack (gore), Thick Skinned ^H
Environment:	Warm plains
Organization:	Solitary or herd (2–12)
Challenge Rating:	4
Advancement:	9–12 HD (Large); 13–24 HD (Huge)

The rhinoceros is infamous for its bad temper and willingness to charge intruders.

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).

COMBAT

When it is harassed or annoyed, a rhinoceros lowers its head and charges.

Powerful Charge (Ex): A rhinoceros deals 4d6+24 points of damage when it makes a charge.

Shark

	Shark, Medium	Shark, Large	Shark, Huge
	Medium Animal (Aquatic)	Large Animal (Aquatic)	Huge Animal (Aquatic)
Hit Dice:	3d8+3 (16 hp)	7d8+7 (38 hp)	10d8+20 (65 hp)
Initiative:	+2	+6	+7
Speed:	Swim 60' (12 squares)	Swim 60' (12 squares)	Swim 60' (12 squares)
Armor Class:	15 (+2 Dex, +3 natural), touch	15 (–1 size, +2 Dex, +4	15 (–2 size, +2 Dex, +5

	12, flat-footed 13	natural), touch 11, flat-footed 13	natural), touch 10, flat-footed 13
Base	+2/+3	+5/+12	+7/+20
Attack/Grapple:			
Attack:	Bite +4 melee (1d6+3)	Bite +7 melee (1d8+6)	Bite +10 melee (2d6+9)
Full Attack:	Bite +4 melee (1d6+3)	Bite +7 melee (1d8+6)	Bite +10 melee (2d6+9)
Space/Reach:	5/5'	10/5'	15/10'
Special Attacks:	—	—	—
Special Qualities:	Blindsense, keen scent	Blindsense, keen scent	Blindsense, keen scent
Saves:	Fort +4, Ref +5, Will +2	Fort +8, Ref +7, Will +3	Fort +11, Ref +9, Will +5
Abilities:	Str 13, Dex 15, Con 13, Int 1, Wis 12, Cha 2	Str 17, Dex 15, Con 13, Int 1, Wis 12, Cha 2	Str 21, Dex 15, Con 15, Int 1, Wis 12, Cha 2
Skills:	Listen +6, Spot +6, Swim +9	Listen +8, Spot +7, Swim +11	Listen +10, Spot +10, Swim +13
Feats:	Alertness ^H , Strong Armed ^H , Weapon Finesse	Alertness ^H , Great Fortitude, Improved Initiative, Strong Armed ^H	Alertness ^H , Great Fortitude, Improved Initiative, Iron Will, Strong Armed ^H
Environment:	Cold aquatic	Cold aquatic	Cold aquatic
Organization:	Solitary, school (2–5), or pack (6–11)	Solitary, school (2–5), or pack (6–11)	Solitary, school (2–5), or pack (6–11)
Challenge Rating:	1	2	4
Advancement:	4–6 HD (Medium)	8–9 HD (Large)	11–17 HD (Huge)

These carnivorous fish are aggressive and liable to make unprovoked attacks against anything that approaches them. Smaller sharks are from 5 to 8 feet long and not usually dangerous to creatures other than their prey. Large sharks can reach around 15 feet in length and are a serious threat. Huge sharks are true monsters, like great whites, that can exceed 20 feet in length.

COMBAT

Sharks circle and observe potential prey, then dart in and bite with their powerful jaws.

Blindsense (Ex): A shark can locate creatures underwater within a 30-foot radius. This ability works only when the shark is underwater.

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

Skills: A 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.

Snake

Snakes usually are not aggressive and flee when confronted.

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

Constrictor

	Constrictor	Giant Constrictor
	Medium Animal	Huge Animal
Hit Dice:	3d8+5 (18 hp)	11d8+19 (68 hp)
Initiative:	+3	+3
Speed:	20' (4 squares), climb 20', swim 20'	20' (4 squares), climb 20', swim 20'
Armor Class:	15 (+3 Dex, +2 natural), touch 13, flat-footed	15 (–2 size, +3 Dex, +4 natural), touch 11, flat-

	12	footed 12
Base	+2/+5	+8/+23
Attack/Grapple:		
Attack:	Bite +5 melee (1d3+4)	Bite +16 melee (1d8+10)
Full Attack:	Bite +5 melee (1d3+4)	Bite +16 melee (1d8+10)
Space/Reach:	5'/5'	15'/10'
Special Attacks:	Constrict 1d3+4, improved grab	Constrict 1d8+10, improved grab
Special Qualities:	Scent	Scent
Saves:	Fort +4, Ref +6, Will +2	Fort +8, Ref +10, Will +4
Abilities:	Str 17, Dex 17, Con 13, Int 1, Wis 12, Cha 2	Str 25, Dex 17, Con 13, Int 1, Wis 12, Cha 2
Skills:	Balance +11, Climb +14, Hide +12, Listen +7, Move Silently +5, Spot +7, Swim +11	Balance +11, Climb +17, Hide +10, Listen +9, Spot +9, Swim +16
Feats:	Alertness ^H , Stealthy ^H , Toughness	Alertness ^H , Endurance, Skill Focus (Hide) ^H , Toughness, Weapon Focus (bite)
Environment:	Warm forests	Warm forests
Organization:	Solitary	Solitary
Challenge Rating:	2	5
Advancement:	4–5 HD (Medium); 6–10 HD (Large)	12–16 HD (Huge); 17–33 HD (Gargantuan)

Constrictor snakes usually are not aggressive and flee when confronted. They hunt for food but do not attempt to make a meal out of any creature that is too large to constrict.

COMBAT

Constrictor snakes hunt by grabbing prey with their mouths and then squeezing it with their powerful bodies.

Constrict (Ex): On a successful grapple check, a constrictor snake deals 1d3+4 points of damage.

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

Giant Constrictor

Giant constrictor snakes are more aggressive than their smaller cousins, principally because they need a great amount of food to survive.

Viper

	Tiny Viper	Small Viper
	Tiny Animal	Small Animal
Hit Dice:	1/4 d8 (1 hp)	1d8 (4 hp)
Initiative:	+3	+3
Speed:	15' (3 squares), climb 15', swim 15'	20' (4 squares), climb 20', swim 20'
Armor Class:	17 (+2 size, +3 Dex, +2 natural), touch 15, flat-footed 14	17 (+1 size, +3 Dex, +3 natural), touch 14, flat-footed 14
Base	+0/–11	+0/–6
Attack/Grapple:		
Attack:	Bite +5 melee (1 plus poison)	Bite +4 melee (1d2–2 plus poison)
Full Attack:	Bite +5 melee (1 plus poison)	Bite +4 melee (1d2–2 plus poison)
Space/Reach:	2-1/2'/0'	5'/5'
Special Attacks:	Poison	Poison
Special Qualities:	Scent	Scent
Saves:	Fort +2, Ref +5, Will +1	Fort +2, Ref +5, Will +1
Abilities:	Str 4, Dex 17, Con 11, Int 1, Wis 12, Cha 2	Str 6, Dex 17, Con 11, Int 1, Wis 12, Cha 2
Skills:	Balance +11, Climb +11, Hide +15, Listen +6, Spot +6, Swim +5	Balance +11, Climb +11, Hide +11, Listen +7, Spot +7, Swim +6
Feats:	Weapon Finesse	Weapon Finesse

Environment:	Temperate marshes	Temperate marshes	Temperate marshes
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	-1	0	0
Advancement:	—	—	—

	Medium Viper	Large Viper	Huge Viper
	Medium Animal	Large Animal	Huge Animal
Hit Dice:	2d8 (9 hp)	3d8 (13 hp)	6d8+6 (33 hp)
Initiative:	+3	+6	+6
Speed:	20' (4 squares), climb 20', swim 20'	20' (4 squares), climb 20', swim 20'	20' (4 squares), climb 20', swim 20'
Armor Class:	16 (+3 Dex, +3 natural), touch 13, flat-footed 13	15 (-1 size, +3 Dex, +3 natural), touch 12, flat-footed 12	15 (-2 size, +2 Dex, +5 natural), touch 10, flat-footed 15
Base Attack/Grapple:	+1/+0	+2/+6	+4/+15
Attack:	Bite +4 melee (1d4-1 plus poison)	Bite +4 melee (1d4 plus poison)	Bite +7 melee (1d6+4 plus poison)
Full Attack:	Bite +4 melee (1d4-1 plus poison)	Bite +4 melee (1d4 plus poison)	Bite +7 melee (1d6+4 plus poison)
Space/Reach:	5'/5'	10'/5'	15'/10'
Special Attacks:	Poison	Poison	Poison
Special Qualities:	Scent	Scent	Scent
Saves:	Fort +3, Ref +6, Will +1	Fort +3, Ref +6, Will +2	Fort +6, Ref +7, Will +3
Abilities:	Str 8, Dex 17, Con 11, Int 1, Wis 12, Cha 2	Str 10, Dex 17, Con 11, Int 1, Wis 12, Cha 2	Str 16, Dex 15, Con 13, Int 1, Wis 12, Cha 2
Skills:	Balance +11, Climb +11, Hide +12, Listen +5, Spot +5, Swim +7	Balance +11, Climb +11, Hide +8, Listen +5, Spot +6, Swim +8	Balance +10, Climb +11, Hide +3, Listen +7, Spot +7, Swim +11
Feats:	Weapon Finesse	Improved Initiative, Weapon Finesse	Improved Initiative, Run, Weapon Focus (bite)
Environment:	Temperate marshes	Temperate marshes	Temperate marshes
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	1	2	3
Advancement:	—	—	7-18 HD (Huge)

These creatures range widely in size. They are not particularly aggressive, but will often lash out with a bite attack before attempting to retreat.

COMBAT

Viper snakes rely on their venomous bite to kill prey and defend themselves.

Poison (Ex): A viper snake has a poisonous bite that deals initial and secondary damage of 1d6 Con. The save DC varies by the snake's size, as shown on the table below. The save DCs are Constitution-based.

Size	Fort DC
Tiny	10
Small	10
Medium	11
Large	11
Huge	14

Squid

	Squid	Giant Squid
	Medium Animal (Aquatic)	Huge Animal (Aquatic)
Hit Dice:	3d8+3 (16 hp)	12d8+24 (78 hp)
Initiative:	+3	+3
Speed:	Swim 60' (12 squares)	Swim 80' (16 squares)

Armor Class:	16 (+3 Dex, +3 natural), touch 13, flat-footed 13	17 (-2 size, +3 Dex, +6 natural), touch 11, flat-footed 14
Base Attack/Grapple:	+2/+8*	+9/+29
Attack:	Arms +4 melee (0)	Tentacle +18 melee (1d6+8)
Full Attack:	Arms +4 melee (0) and bite -1 melee (1d6+1)	10 tentacles +18 melee (1d6+8) and bite +10 melee (2d8+4)
Space/Reach:	5'/5'	15'/15' (30' with tentacle)
Special Attacks:	Improved grab	Constrict 1d6+8, improved grab
Special Qualities:	Ink cloud, jet, low-light vision	Ink cloud, jet, low-light vision
Saves:	Fort +3, Ref +6, Will +2	Fort +9, Ref +11, Will +5
Abilities:	Str 14, Dex 17, Con 11, Int 1, Wis 12, Cha 2	Str 26, Dex 17, Con 13, Int 1, Wis 12, Cha 2
Skills:	Listen +7, Spot +7, Swim +10	Listen +10, Spot +11, Swim +16
Feats:	Alertness ^H , Endurance, Thick Skinned ^H	Alertness ^H , Diehard, Endurance, Opportune ^H , Toughness, Weapon Focus (tentacle)
Environment:	Temperate aquatic	Temperate aquatic
Organization:	Solitary or school (6-11)	Solitary
Challenge Rating:	1	9
Advancement:	4-6 HD (Medium); 7-11 HD (Large)	13-18 HD (Huge); 19-36 HD (Gargantuan)

These free-swimming mollusks are fairly aggressive. They are more feared than sharks in some locales.

COMBAT

Improved Grab (Ex): To use this ability, a squid must hit an opponent of any size with its arms attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and automatically deals bite damage. *A squid has a +4 racial bonus on grapple checks.

Ink Cloud (Ex): 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 (Ex): A squid can jet backward once per round as a full-round action, at a speed of 240'. It must move in a straight line, but does not provoke attacks of opportunity while jetting.

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

Giant Squid

These voracious creatures can have bodies more than 20 feet long and attack almost anything they meet.

COMBAT

An opponent can attack a giant squid's tentacles with a sunder attempt as if they were weapons. A giant squid's tentacles have 10 hit points each. If a giant squid is currently grappling a target with the tentacle that is being attacked, it usually uses another limb to make its attack of opportunity against the opponent making the sunder attempt. Severing one of a giant squid's tentacles deals 5 points of damage to the creature. A giant squid usually withdraws from combat if it loses five tentacles. The creature regrows severed limbs in 1d10+10 days.

Constrict (Ex): A giant squid deals 1d6+8 points of damage with a successful grapple check.

Improved Grab (Ex): To use this ability, a giant squid must hit an opponent of any size with a tentacle attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict. *A giant squid has a +4 racial bonus on grapple checks.

Ink Cloud (Ex): 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 (Ex): A giant squid can jet backward once per round as a full-round action, at a speed of 320'. It must move in a straight line, but does not provoke attacks of opportunity while jetting.

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.

Tiger

	Large Animal
Hit Dice:	6d8+18 (45 hp)
Initiative:	+2
Speed:	40' (8 squares)
Armor Class:	14 (-1 size, +2 Dex, +3 natural), touch 11, flat-footed 12
Base Attack/Grapple:	+4/+14
Attack:	Claw +9 melee (1d8+6)
Full Attack:	2 claws +9 melee (1d8+6) and bite +4 melee (2d6+3)
Space/Reach:	10'/5'
Special Attacks:	Improved grab, pounce, rake 1d8+3
Special Qualities:	Low-light vision, scent
Saves:	Fort +8, Ref +7, Will +3
Abilities:	Str 23, Dex 15, Con 17, Int 2, Wis 12, Cha 6
Skills:	Balance +6, Hide +3*, Listen +3, Move Silently +9, Spot +3, Swim +11
Feats:	Alertness ^H , Improved Natural Weapon (bite), Improved Natural Weapon (claw), Opportune ^H
Environment:	Warm forests
Organization:	Solitary
Challenge Rating:	4
Advancement:	7–12 HD (Large); 13–18 HD (Huge)

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.

COMBAT

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

Pounce (Ex): If a tiger charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +9 melee, damage 1d8+3.

Skills: Tigers have a +4 racial bonus on Balance, Hide, and Move Silently checks. *In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.

Toad

	Diminutive Animal
Hit Dice:	1/4 d8 (1 hp)
Initiative:	+1
Speed:	5' (1 square)
Armor Class:	15 (+4 size, +1 Dex), touch 15, flat-footed 14
Base Attack/Grapple:	+0/-17
Attack:	—
Full Attack:	—
Space/Reach:	1'/0'
Special Attacks:	—
Special Qualities:	Amphibious, low-light vision
Saves:	Fort +2, Ref +3, Will +2
Abilities:	Str 1, Dex 12, Con 11, Int 1, Wis 14, Cha 4
Skills:	Hide +23, Listen +4, Move Silently +3, Spot +4
Feats:	Alertness ^H , Stealthy ^H

Environment:	Temperate marshes
Organization:	Swarm (10–100)
Challenge Rating:	-5
Advancement:	—

These diminutive amphibians are innocuous and beneficial, since they eat insects.

Skills: A toad's coloration gives it a +4 racial bonus on Hide checks.

Weasel

	Tiny Animal
Hit Dice:	1/2 d8 (2 hp)
Initiative:	+2
Speed:	20' (4 squares), climb 20'
Armor Class:	14 (+2 size, +2 Dex), touch 14, flat-footed 12
Base Attack/Grapple:	+0/–12
Attack:	Bite +4 melee (1d3–4)
Full Attack:	Bite +4 melee (1d3–4)
Space/Reach:	2-1/2'0'
Special Attacks:	Attach
Special Qualities:	Low-light vision, scent
Saves:	Fort +2, Ref +4, Will +1
Abilities:	Str 3, Dex 15, Con 10, Int 2, Wis 12, Cha 5
Skills:	Balance +10, Climb +10, Hide +11, Move Silently +8, Spot +3
Feats:	Weapon Finesse
Environment:	Temperate hills
Organization:	Solitary
Challenge Rating:	-2
Advancement:	—

These little mammals are aggressive predators but usually confine themselves to smaller prey. The statistics presented here can also apply to ferrets.

COMBAT

Attach (Ex): 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 Armor Class and has an AC 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 Move Silently checks and a +8 racial bonus on Balance 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.

Whale

	Baleen Whale	Cachalot Whale	Orca
	Gargantuan Animal	Gargantuan Animal	Huge Animal
Hit Dice:	12d8+84 (138 hp)	12d8+93 (147 hp)	9d8+51 (91 hp)
Initiative:	+1	+1	+2
Speed:	Swim 40' (8 squares)	Swim 40' (8 squares)	Swim 50' (10 squares)
Armor Class:	16 (–4 size, +1 Dex, +9 natural), touch 7, flat-footed 15	16 (–4 size, +1 Dex, +9 natural), touch 7, flat-footed 15	16 (–2 size, +2 Dex, +6 natural), touch 10, flat-footed 14
Base Attack/Grapple:	+9/+33	+9/+33	+6/+22
Attack:	Tail slap +17 melee (2d6+19)	Bite +17 melee (4d6+13)	Bite +12 melee (2d6+13)
Full Attack:	Tail slap +17 melee (2d6+19)	Bite +17 melee (4d6+13) and	Bite +12 melee (2d6+13)

		tail slap +12 melee (1d8+6)	
Space/Reach:	20'/15'	20'/15'	15'/10'
Special Attacks:	—	—	—
Special Qualities:	Blindsight 120', hold breath, low-light vision	Blindsight 120', hold breath, low-light vision	Blindsight 120', hold breath, low-light vision
Saves:	Fort +14, Ref +9, Will +5	Fort +15, Ref +9, Will +6	Fort +11, Ref +8, Will +5
Abilities:	Str 35, Dex 13, Con 22, Int 2, Wis 12, Cha 6	Str 35, Dex 13, Con 24, Int 2, Wis 14, Cha 6	Str 27, Dex 15, Con 21, Int 2, Wis 14, Cha 6
Skills:	Listen +15*, Spot +14*, Swim +20	Listen +15*, Spot +14*, Swim +20	Listen +14*, Spot +14*, Swim +16
Feats:	Alertness ^H , Diehard, Endurance, Improved Natural Attack (tail slap), Strong Armed ^H , Toughness	Alertness ^H , Diehard, Endurance, Improved Natural Attack (bite), Strong Armed ^H , Toughness	Alertness ^H , Endurance, Run, Strong Armed ^H , Toughness
Environment:	Warm aquatic	Temperate aquatic	Cold aquatic
Organization:	Solitary	Solitary or pod (6–11)	Solitary or pod (6–11)
Challenge Rating:	6	7	5
Advancement:	13–18 HD (Gargantuan); 19–36 HD (Colossal)	13–18 HD (Gargantuan); 19–36 HD (Colossal)	10–13 HD (Huge); 14–27 HD (Gargantuan)

Some varieties of these seagoing mammals are among the largest animals known. Relatively small whales (such as the orca presented here) can be vicious predators, attacking virtually anything they detect.

Blindsight (Ex): Whales can “see” by emitting high-frequency sounds, inaudible to most other creatures, that allow them to locate objects and creatures within 120'. A *silence* spell negates this and forces the whale to rely on its vision, which is approximately as good as a human's.

Hold Breath (Ex): A whale can hold its breath for a number of rounds equal to 8 x its Constitution score before it risks drowning.

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 Spot and Listen checks. These bonuses are lost if its blindsight is negated.

Baleen Whale

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.

Cachalot Whale

Also known as sperm whales, these creatures can be up to 60 feet long. They prey on giant squids.

Orca

These ferocious creatures are about 30 feet long. They eat fish, squid, seals, and other whales.

Wolf

	Medium Animal
Hit Dice:	2d8+4 (13 hp)
Initiative:	+2
Speed:	50' (10 squares)
Armor Class:	14 (+2 Dex, +2 natural), touch 12, flat-footed 12
Base Attack/Grapple:	+1/+2
Attack:	Bite +3 melee (1d6+1)

Full Attack:	Bite +3 melee (1d6+1)
Space/Reach:	5/5'
Special Attacks:	Trip
Special Qualities:	Low-light vision, scent
Saves:	Fort +5, Ref +5, Will +1
Abilities:	Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6
Skills:	Hide +2, Listen +3, Move Silently +3, Spot +3, Survival +1*
Feats:	Track ^B , Weapon Focus (bite)
Environment:	Temperate forests
Organization:	Solitary, pair, or pack (7–16)
Challenge Rating:	1
Advancement:	3 HD (Medium); 4–6 HD (Large)

Wolves are pack hunters known for their persistence and cunning.

COMBAT

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.

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent (+1 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Skills: *Wolves have a +4 racial bonus on Survival checks when tracking by scent.

Wolverine

	Medium Animal
Hit Dice:	3d8+15 (28 hp)
Initiative:	+2
Speed:	30' (6 squares), burrow 10', climb 10'
Armor Class:	14 (+2 Dex, +2 natural), touch 12, flat-footed 12
Base	+2/+4
Attack/Grapple:	
Attack:	Claw +5 melee (1d4+2)
Full Attack:	2 claws +5 melee (1d4+2) and bite –1 melee (1d6+1)
Space/Reach:	5/5'
Special Attacks:	Rage
Special Qualities:	Low-light vision, scent
Saves:	Fort +7, Ref +5, Will +2
Abilities:	Str 14, Dex 15, Con 19, Int 2, Wis 12, Cha 10
Skills:	Climb +10, Listen +6, Spot +6
Feats:	Alertness ^H , Thick Skinned ^H , Track ^B , Weapon Focus (claw)
Environment:	Cold forests
Organization:	Solitary
Challenge Rating:	2
Advancement:	4–5 HD (Large)

These creatures are similar to badgers but are bigger, stronger, and even more ferocious.

COMBAT

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

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.

Animated Object

	Animated Object, Tiny	Animated Object, Small	Animated Object, Medium
	Tiny Construct	Small Construct	Medium Construct
Hit Dice:	1/2 d10 (2 hp)	1d10+10 (15 hp)	2d10+20 (31 hp)
Initiative:	+2	+1	+0
Speed:	40' (8 squares); 50' legs, 60' multiple legs; 80' wheels	30' (6 squares); 40' legs, 50' multiple legs, 70' wheels	30' (6 squares); 40' legs, 50' multiple legs, 70' wheels
Armor Class:	14 (+2 size, +2 Dex), touch 14, flat-footed 12	14 (+1 size, +1 Dex, +2 natural), touch 12, flat-footed 13	14 (+4 natural), touch 10, flat-footed 14
Base Attack/Grapple:	+0/-9	+0/-4	+1/+2
Attack:	Slam +1 melee (1d3-1)	Slam +1 melee (1d4)	Slam +2 melee (1d6+1)
Full Attack:	Slam +1 melee (1d3-1)	Slam +1 melee (1d4)	Slam +2 melee (1d6+1)
Space/Reach:	2-1/2'/0'	5'/5'	5'/5'
Special Attacks:	See text	See text	See text
Special Qualities:	Construct traits, darkvision 60', low-light vision; also see text	Construct traits, darkvision 60', low-light vision; also see text	Construct traits, darkvision 60', low-light vision; also see text
Saves:	Fort +0, Ref +2, Will -5	Fort +0, Ref +1, Will -5	Fort +0, Ref +0, Will -5
Abilities:	Str 8, Dex 14, Con —, Int —, Wis 1, Cha 1	Str 10, Dex 12, Con —, Int —, Wis 1, Cha 1	Str 12, Dex 10, Con —, Int —, Wis 1, Cha 1
Skills:	—	—	—
Feats:	—	—	—
Environment:	Any	Any	Any
Organization:	Group (4)	Pair	Solitary
Challenge Rating:	0	1	2
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	—	—	—
Level Adjustment:	—	—	—
	Animated Object, Large	Animated Object, Huge	Animated Object, Gargantuan
	Large Construct	Huge Construct	Gargantuan Construct
Hit Dice:	4d10+30 (52 hp)	8d10+40 (84 hp)	16d10+60 (148 hp)
Initiative:	+0	-1	-2
Speed:	20' (4 squares); 30' legs, 40' multiple legs, 60' wheels	20' (4 squares); 30' legs, 40' multiple legs, 60' wheels	10' (2 squares); 20' legs, 30' multiple legs, 50' wheels
Armor Class:	14 (-1 size, +5 natural), touch 9, flat-footed 14	13 (-2 size, -1 Dex, +6 natural), touch 7, flat-footed 13	12 (-4 size, -2 Dex, +8 natural), touch 4, flat-footed 12
Base Attack/Grapple:	+3/+10	+6/+19	+12/+31
Attack:	Slam +5 melee (1d8+4)	Slam +9 melee (2d6+7)	Slam +15 melee (2d8+10)
Full Attack:	Slam +5 melee (1d8+4)	Slam +9 melee (2d6+7)	Slam +15 melee (2d8+10)
Space/Reach:	10'/5' (long) 10'/10' (tall)	15'/10' (long) 15'/15' (tall)	20'/15' (long) 20'/20' (tall)
Special Attacks:	See text	See text	See text
Special Qualities:	Construct traits, darkvision 60', low-light vision; also see text	Construct traits, darkvision 60', low-light vision; also see text	Construct traits, darkvision 60', low-light vision; also see text
Saves:	Fort +1, Ref +1, Will -4	Fort +2, Ref +1, Will -3	Fort +5, Ref +3, Will +0
Abilities:	Str 16, Dex 10, Con —, Int —,	Str 20, Dex 8, Con —, Int —,	Str 24, Dex 6, Con —, Int —,

	Wis 1, Cha 1	Wis 1, Cha 1	Wis 1, Cha 1
Skills:	—	—	—
Feats:	—	—	—
Environment:	Any	Any	Any
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	3	5	7
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	—	—	—
Level Adjustment:	—	—	—

Animated Object, Colossal

	Colossal Construct
Hit Dice:	32d10+80 (256 hp)
Initiative:	−3
Speed:	10' (2 squares); 20' legs, 30' multiple legs, 50' wheels
Armor Class:	11 (−8 size, −3 Dex, +12 natural), touch −1, flat-footed 11
Base Attack/Grapple:	+24/+49
Attack:	Slam +25 melee (4d6+13)
Full Attack:	Slam +25 melee (4d6+13)
Space/Reach:	30'/20' (long) 30'/30' (tall)
Special Attacks:	See text
Special Qualities:	Construct traits, darkvision 60', low-light vision; also see text
Saves:	Fort +10, Ref +7, Will +5
Abilities:	Str 28, Dex 4, Con —, Int —, Wis 1, Cha 1
Skills:	—
Feats:	—
Environment:	Any
Organization:	Solitary
Challenge Rating:	10
Treasure:	None
Alignment:	Always neutral
Advancement:	—
Level Adjustment:	—

Animated objects come in all sizes, shapes, and colors. They owe their existence as creatures to spells such as *animate objects* or similar supernatural abilities.

COMBAT

Animated objects fight only as directed by the animator. They follow orders without question and to the best of their abilities. Since they do not need to breathe and never tire, they can be extremely capable minions.

An animated object can have one or more of the following special abilities, depending on its form.

Blind (Ex): A sheetlike animated object such as a carpet or tapestry can grapple an opponent up to three sizes larger than itself. The object makes a normal grapple check. If it wins, it wraps itself around the opponent's head, causing that creature to be blinded until removed.

Constrict (Ex): A flexible animated object such as a rope, vine, or rug deals damage equal to its slam damage value plus 1-1/2 times its Strength bonus with a successful grapple check against a creature up to one size larger than itself.

An object of at least Large size can make constriction attacks against multiple creatures at once, if they all are at least two sizes smaller than the object and can fit under it.

Hardness (Ex): An animated object has the same hardness it had before it was animated.

Improved Speed (Ex): The base land speed given in the statistics block assume that an animated object lurches, rocks, or slithers along.

Objects with two legs (statues, ladders) or a similar shape that allows faster movement have a +10 foot bonus to speed. Objects with multiple legs (tables, chairs) have a +20 foot bonus to speed. Wheeled objects have a +40 foot bonus to speed.

Objects might have additional modes of movement. A wooden object can float and has a swim speed equal to half its land speed. A rope or similar sinuous object has a climb speed equal to half its land speed. A sheetlike object can fly (clumsy maneuverability) at half its normal speed.

Trample (Ex): An animated object of at least Large size and with a hardness of at least 10 can trample creatures two or more sizes smaller than itself, dealing damage equal to the object's slam damage + 1-1/2 times its Strength bonus. Opponents who do not make attacks of opportunity against the object can attempt Reflex saves (DC 10 + 1/2 object's HD + object's Str modifier) to halve the damage.

Ankheg

	Large Magical Beast
Hit Dice:	3d10+12 (28 hp)
Initiative:	+0
Speed:	30' (6 squares), burrow 20'
Armor Class:	18 (−1 size, +9 natural), touch 9, flat-footed 18
Base	+3/+12
Attack/Grapple:	
Attack:	Bite +7 melee (2d6+7 plus 1d4 acid)
Full Attack:	Bite +7 melee (2d6+7 plus 1d4 acid)
Space/Reach:	10'/5'
Special Attacks:	Improved grab, spit acid
Special Qualities:	Darkvision 60', low-light vision, tremorsense 60'
Saves:	Fort +6, Ref +3, Will +2
Abilities:	Str 21, Dex 10, Con 17, Int 1, Wis 13, Cha 6
Skills:	Climb +10, Listen +6, Spot +3, Swim +7
Feats:	Alertness ^H , Athletic ^H , Toughness
Environment:	Warm plains
Organization:	Solitary or cluster (2–4)
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral
Advancement:	4 HD (Large); 5–9 HD (Huge)
Level Adjustment:	—

The ankheg is a burrowing monster with a taste for fresh meat. An ankheg has 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 ([1d10 + 5] x \geq 10).

COMBAT

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.

Improved Grab (Ex): To use this ability, an ankheg must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If the ankheg is damaged after grabbing its prey, it retreats backward down its tunnel at its land speed (not its burrow speed), dragging the victim with it.

Spit Acid (Ex): 30' line, once every 6 hours; damage 4d4 acid, Reflex DC 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 DC is Constitution-based.

An ankeg does not use this ability unless it is desperate or frustrated. It most often spits acid when reduced to fewer than half its full normal hit points or when it has not successfully grabbed an opponent.

Aranea

	Medium Magical Beast (Shapechanger)
Hit Dice:	3d10+6 (22 hp)
Initiative:	+6
Speed:	50' (10 squares), climb 25'
Armor Class:	13 (+2 Dex, +1 natural), touch 12, flat-footed 11
Base	+3/+3
Attack/Grapple:	
Attack:	Bite +5 melee (1d6 +1 precision plus poison) or web +5 ranged
Full Attack:	Bite +5 melee (1d6 +1 precision plus poison) or web +5 ranged
Space/Reach:	5'/5'
Special Attacks:	Poison, spells, web
Special Qualities:	Change shape, darkvision 60', low-light vision
Saves:	Fort +5, Ref +5, Will +4
Abilities:	Str 11, Dex 15, Con 14, Int 14, Wis 13, Cha 14
Skills:	Climb +14, Concentration +8, Escape Artist +5, Jump +13, Listen +6, Spot +6
Feats:	Improved Initiative, Iron Will ^B , Weapon Finesse
Environment:	Temperate forests
Organization:	Solitary or colony (3–6)
Challenge Rating:	4
Treasure:	Standard coins; double goods; standard items
Alignment:	Usually neutral
Advancement:	By character class
Level Adjustment:	+4

An aranea is an intelligent, shapechanging spider with sorcerous powers. In its natural form, an aranea resembles a big spider, with a humpbacked body a little bigger than a human torso. It has fanged mandibles like a normal spider. Two small arms, each about 2 feet long, lie below the mandibles. Each arm has a hand with four many-jointed fingers and a double-jointed thumb.

An aranea weighs about 150 pounds. The hump on its back houses its brain.

Araneas speak Common and Sylvan.

COMBAT

An aranea avoids physical combat and uses its webs and spells when it can. In a battle, it tries to immobilize or distract the most aggressive opponents first. Araneas often subdue opponents for ransom.

Poison (Ex): Injury, Fortitude DC 13, initial damage 1d6 Str, secondary damage 2d6 Str. The save DC is Constitution-based.

Spells: An aranea casts spells as a 3rd-level sorcerer. It prefers illusions and enchantments and avoids fire spells.

Typical Sorcerer Spells Known (6/6; save DC 12 + spell level): 0— *daze, detect magic, ghost sound, light, resistance*; 1st— *mage armor, silent image, sleep*.

Web (Ex): In spider or hybrid form (see below), an aranea can throw a web up to six 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 of up to Large size. The web anchors the target in place, allowing no movement.

An entangled creature can escape with a DC 13 Escape Artist check or burst the web with a DC 17 Strength check. The check DCs are Constitution-based, and the Strength check DC includes a +4 racial bonus. The web has 6 hit points, hardness 0, and takes double damage from fire.

Change Shape (Su): An aranea's natural form is that of a Medium monstrous spider. It can assume two other forms. The first is a unique Small or Medium humanoid; an aranea in its humanoid form always assumes the same appearance and traits, much as a lycanthrope would. In humanoid form, an aranea cannot use its bite attack, webs, or poison.

The second form is a Medium spider–humanoid hybrid. In hybrid form, an aranea looks like a Medium humanoid at first glance, but a DC 18 Spot check reveals the creature’s fangs and spinnerets. The aranea retains its bite attack, webs, and poison in this form, and can also wield weapons or wear armor. When in hybrid form, an aranea’s speed is 30 feet (6 squares).

An aranea remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, nor does an aranea revert to its natural form when killed. A *true seeing* spell, however, reveals its natural form if it is in humanoid or hybrid form.

Skills: Araneas have a +2 racial bonus on Jump, Listen, and Spot 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.

Archon

Archons are celestials from a lawful good-aligned plane.

Archons speak Celestial, Infernal, and Draconic, but can speak with almost any creature because of their tongues ability.

COMBAT

Archons 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 magic before moving into melee).

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

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

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

— Immunity to electricity and petrification.

— +4 racial bonus on saves against poison.

— *Magic Circle against Alignment (evil) (Su):* A *magic circle against alignment* effect (evil only) always surrounds an archon (caster level equals the archon’s Hit Dice). (The defensive benefits from the circle are not included in an archon’s statistics block.)

— *Teleport (Su):* Archons can use *greater teleport* at will, as the spell (caster level 14th), except that the creature can transport only itself and up to 50 pounds of objects.

— *Tongues (Su):* All archons can speak with any creature that has a language, as though using a *tongues* spell (caster level 14th). This ability is always active.

Lantern Archon

	Small Outsider (Archon, Extraplanar, Good, Lawful)
Hit Dice :	1d8 (4 hp)
Initiative :	+3
Speed :	Fly 60' (perfect) (12 squares)
Armor Class :	15 (+1 size, +4 natural), touch 11, flat-footed 15
Base Attack/Grapple :	+1/–8
Attack :	Light ray +2 ranged touch (1d6)
Full Attack :	2 light rays +2 ranged touch (1d6)
Space/Reach :	5'/5'
Special Attacks :	Spell-like abilities
Special Qualities :	Aura of menace, damage reduction 10/evil and magic, darkvision 60', immunity to electricity and petrification, <i>magic circle against alignment (evil)</i> , <i>teleport</i> , <i>tongues</i>
Saves :	Fort +2 (+6 against poison), Ref +2, Will +2
Abilities :	Str 1, Dex 11, Con 10, Int 6, Wis 11, Cha 10
Skills :	Concentration +4, Diplomacy +4, Knowledge (the planes) +2, Listen +4, Sense Motive +4, Spot +4
Feats :	Improved Initiative

Environment :	A lawful good-aligned plane
Organization :	Solitary, pair, or squad (3–5)
Challenge Rating :	2
Treasure :	None
Alignment :	Always lawful good
Advancement :	2–4 HD (Small)
Level Adjustment:	—

Lantern archons appear as 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.

COMBAT

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, then blasts away with its light rays. Lantern archons prefer to concentrate on a single opponent, seeking to reduce enemy numbers quickly.

Aura of Menace (Su): Will DC 12 negates.

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

Spell-Like Abilities: At will—*aid*, *detect alignment (evil only)*, *continual flame*. Caster level 3rd.

Hound Archon

	Hound Archon	Hound Archon Hero Outsider 5 / Fighter 2 (4) / Paladin 9
	Medium Outsider (Archon, Extraplanar, Good, Lawful)	Medium Outsider (Archon, Extraplanar, Good, Lawful)
Hit Dice:	6d8+6 (33 hp)	5d8+15 plus 11d10+33 (131 hp)
Initiative:	+5	+8
Speed:	40' (8 squares)	30' in full plate armor (6 squares); base speed 40'
Armor Class:	19 (+9 natural), touch 10, flat-footed 19	30 (+9 natural, +11 +3 <i>full plate armor</i>), touch 10, flat-footed 30
Base Attack/Grapple:	+6/+8	+16/+21; martial rank 16
Attack:	Bite +8 melee (1d8+2) or greatsword +8 melee (2d6+3/19–20)	+2 <i>cold iron greatsword</i> +28 melee (2d6+17/19–20) or bite +21 melee (1d8+5)
Full Attack:	Bite +8 melee (1d8+2) and slam +3 melee (1d4+1); or greatsword +8/+3 melee (2d6+3/19–20) and bite +3 melee (1d8+1)	+2 <i>cold iron greatsword</i> +28/+23/+18/+13 melee (2d6+17/19–20) and bite +16 melee (1d8+2); or bite +21 melee (1d8+5) and slam +16 melee (1d4+2)
Space/Reach:	5'/5'	5'/5'
Special Attacks:	Spell-like abilities	Smite infidel, spells, spell-like abilities, turn/rebuke
Special Qualities:	Aura of menace, damage reduction 10/evil, darkvision 60', immunity to electricity and petrification, <i>magic circle against alignment (evil)</i> , scent, shapechange, spell resistance 16, <i>teleport</i> , <i>tongues</i>	Aura of menace, damage reduction 10/evil, darkvision 60', immunity to electricity and petrification, <i>magic circle against alignment (evil)</i> , fighter abilities, paladin abilities, shapechange, scent, spell resistance 27, <i>teleport</i> , <i>tongues</i>
Saves:	Fort +6 (+10 against poison), Ref +5, Will +6	Fort +16 (+20 against poison), Ref +11, Will +13
Abilities:	Str 15, Dex 10, Con 13, Int 10, Wis 13, Cha 12	Str 21, Dex 10, Con 16, Int 8, Wis 14, Cha 16
Skills:	Concentration +10, Diplomacy +3, Hide +9*, Jump +15, Listen +10, Move Silently +9, Sense Motive +10, Spot +10, Survival +10* (+12 following tracks)	Bluff +9, Climb +11, Concentration +11, Craft (any 1) +6, Diplomacy +10, Handle Animal +10, Heal +15, Hide +6*, Intimidate +8, Jump +16, Knowledge (history) +4, Knowledge (nobility and royalty) +6, Knowledge (religion) +8, Knowledge (war) +4, Listen +12, Move Silently +6,

		Profession (any 2) +9, Ride +16, Sense Motive +19, Spot +14, Survival +12*, Swim +10
Feats:	Improved Initiative, Power Attack, Track	Improved Initiative, Mounted Combat, Martial Prowess ^F , Ride-By Attack, Spirited Charge, Stand Still, Track, Weapon Focus (greatsword) ^F , Weapon Specialization (greatsword) ^F
Environment	A lawful good-aligned plane	A lawful good-aligned plane
Organization:	Solitary, pair, or squad (3–5)	Solitary or with juvenile bronze dragon
Challenge Rating:	4	15
Treasure:	No coins; double goods; standard items	Standard
Alignment:	Always lawful good	Always lawful good
Advancement:	7–9 HD (Medium); 10–18 HD (Large)	By character class
Level	+5	+2 (originally +5)
Adjustment:		

Hound archons look like well-muscled humans with canine heads.

COMBAT

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 good-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Spell-Like Abilities: At will—*aid*, *continual flame*, *detect alignment (evil only)*, *message*. Caster level 6th.

Aura of Menace (Su): Will DC 16 negates.

Shapechange (Su): A hound archon can assume any canine form of Small to Large size. For the purposes of this ability, canines include any doglike or wolflike animal of the animal type.

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

Hound Archon Hero

The hound archon hero is a mighty champion of justice, devoted to the pursuit and destruction of evil in all its forms.

COMBAT

Hound archon heroes have over time developed a love for their weapons. They prefer to use their *holy greatswords* over their bite and slam attacks.

Spell-Like Abilities: At will—*aid*, *continual flame*, *detect alignment (evil only)*, *message*. Caster level 5th.

Aura of Menace (Su): The save DC for the hound archon hero's aura of menace (DC 18) is adjusted for its higher Charisma score.

Smite Infidel (Su): Five times per day a hound archon hero can make a normal melee attack with a +3 bonus that deals an extra 9 points of damage against a chaotic or evil foe.

Shapechange (Su): A hound archon hero can assume any canine form of Small to Large size. For the purposes of this ability, canines include any doglike or wolflike animal of the Animal type.

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

Fighter Abilities: Weapon aptitude, battle hardening.

Paladin Abilities: Aura, *detect alignment* (chaotic or evil), divine grace, divine health, lay on hands (27 points/day), *remove disease* 2/week, special mount (juvenile bronze dragon), channel faith 6/day, domain power: Good, Law, shield ally.

Typical Paladin Spells Prepared (4/4/3/3; save DC 13 + spell level): 1st—*bless*, *bless weapon*, *divine favor*, *protection from alignment*; 2nd—*bull's strength*, *eagle's splendor*, *owl's wisdom*, *resist energy*; 3rd—*dispel magic*, *heal mount*, *remove curse*; 4th—*break enchantment*, *dispel alignment*, *holy sword*.

Possessions: +3 full plate armor, +2 cold iron greatsword.

Hound Archon Hero Mounts

In the course of their adventures, many hound archon heroes befriend bronze dragons, which may come to serve as their mounts. The relationship between these mounts and their celestial riders goes beyond even the special bond between paladin and mount. The dragon and the archon are naturally allies and friends, as can be expected of two powerful servants of cosmic justice. The juvenile bronze dragon mount gains 2 additional HD, 4 points of Strength, an additional 4 points of natural armor, improved evasion, and +10' to speed in all its movement forms. The dragon cannot, however, command other creatures of its type as other kinds of paladin mounts can.

Trumpet Archon

	Medium Outsider (Archon, Extraplanar, Good, Lawful)
Hit Dice:	12d8+72 (126 hp)
Initiative:	+10
Speed:	40' (8 squares), fly 90' (good)
Armor Class:	27 (+3 Dex, +14 natural), touch 13, flat-footed 24
Base	+12/+17
Attack/Grapple:	
Attack:	+4 <i>greatsword</i> +21 melee (2d6+11/19–20)
Full Attack:	+4 <i>greatsword</i> +21/+16/+11 melee (2d6+11/19–20)
Space/Reach:	5'/5'
Special Attacks:	Spell-like abilities, spells, trumpet
Special Qualities:	Aura of menace, damage reduction 10/evil, darkvision 60', immunity to electricity and petrification, magic circle against evil, spell resistance 29, teleport, tongues
Saves:	Fort +14 (+18 against poison), Ref +11, Will +11
Abilities:	Str 20, Dex 17, Con 23, Int 16, Wis 16, Cha 16
Skills:	Concentration +21, Diplomacy +20, Escape Artist +18, Handle Animal +18, Knowledge (any one) +18, Listen +18, Move Silently +18, Perform (wind instruments) +18, Ride +20, Sense Motive +18, Spot +18, Use Rope +3 (+5 with bindings)
Feats:	Blind-Fight, Cleave, Combat Reflexes, Improved Initiative, Power Attack
Environment:	A lawful good-aligned plane
Organization:	Solitary, pair, or squad (3–5)
Challenge Rating:	14
Treasure:	No coins; double goods; standard items
Alignment:	Always lawful good
Advancement:	13–18 HD (Medium); 19–36 HD (Large)
Level Adjustment:	+8

Each Trumpet Archon carries a gleaming silver trumpet about 6 feet long.

COMBAT

A trumpet archon usually disdains physical combat, preferring to obliterate foes with spells 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 good-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Spell-Like Abilities: At will—*detect alignment (evil), continual flame, message*. Caster level 12th.

Aura of Menace (Su): Will DC 21 negates.

Spells: Trumpet archons can cast divine spells as 14th-level clerics. A trumpet archon has access to two of the following domains: Air, Destruction, Good, Law, or War (plus any others from its deity). The save DCs are Wisdom-based.

Typical Cleric Spells Prepared (5/5/5/5/3/3/2/1; DC 13 + spell level): 0—*detect magic, light, purify food and drink, read magic, resistance*; 1st—*bless, divine favor, protection from alignment, sanctuary, shield of faith*; 2nd—*aid, bull's strength, consecrate, lesser restoration, owl's wisdom*; 3rd—*daylight, invisibility purge, magic circle against alignment, magic vestment, protection from energy*; 4th—*divine power, neutralize poison, spell immunity*; 5th—*dispel alignment, mass cure*

light wounds, raise dead; 6th—banishment, heal; 7th—holy word.

Trumpet (Su): An 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 DC 19 Fortitude save or be paralyzed for 1d4 rounds. The save DC is Charisma-based. The archon can also command its trumpet to become a +4 *greatsword* as a free action.

If a trumpet is ever stolen, it becomes a chunk of useless metal until the owner can recover it. Woe betide any thief caught with one.

Arrowhawk

	Juvenile Arrowhawk	Adult Arrowhawk	Elder Arrowhawk
	Small Outsider (Air, Extraplanar)	Medium Outsider (Air, Extraplanar)	Large Outsider (Air, Extraplanar)
Hit Dice:	3d8+3 (16 hp)	7d8+7 (38 hp)	15d8+45 (112 hp)
Initiative:	+5	+5	+5
Speed:	Fly 60' (perfect) (12 squares)	Fly 60' (perfect) (12 squares)	Fly 60' (perfect) (12 squares)
Armor Class:	20 (+1 size, +5 Dex, +4 natural), touch 16, flat-footed 15	21 (+5 Dex, +6 natural), touch 15, flat-footed 16	22 (-1 size, +5 Dex, +8 natural), touch 14, flat-footed 17
Base Attack/Grapple:	+3/+0	+7/+9	+15/+25
Attack:	Electricity ray +9 ranged touch (2d6) or bite +9 melee (1d6+1 +1 precision)	Electricity ray +12 ranged touch (2d8) or bite +12 melee (1d8+3 +2 precision)	Electricity ray +19 ranged touch (2d8) or bite +21 melee (2d6+9 +5 precision)
Full Attack:	Electricity ray +9 ranged touch (2d6) or bite +9 melee (1d6+1)	Electricity ray +12 ranged touch (2d8) or bite +12 melee (1d8+3)	Electricity ray +19 ranged touch (2d8) or bite +20 melee (2d6+9)
Space/Reach:	5'/5'	5'/5'	10'/5'
Special Attacks:	Electricity ray	Electricity ray	Electricity ray
Special Qualities:	Darkvision 60', immunity to acid, electricity, and poison, resistance to cold 10 and fire 10	Darkvision 60', immunity to acid, electricity, and poison, resistance to cold 10 and fire 10	Darkvision 60', immunity to acid, electricity, and poison, resistance to cold 10 and fire 10
Saves:	Fort +4, Ref +8, Will +4	Fort +6, Ref +10, Will +6	Fort +12, Ref +14, Will +10
Abilities:	Str 12, Dex 21, Con 12, Int 10, Wis 13, Cha 13	Str 14, Dex 21, Con 12, Int 10, Wis 13, Cha 13	Str 22, Dex 21, Con 16, Int 10, Wis 13, Cha 13
Skills:	Diplomacy +3, Escape Artist +11, Knowledge (the planes) +6, Listen +7, Move Silently +11, Search +6, Sense Motive +7, Spot +7, Survival +7 (+9 following tracks, +9 Plane of Air), Use Rope +5 (+7 with bindings)	Diplomacy +3, Escape Artist +15, Knowledge (the planes) +10, Listen +11, Move Silently +15, Search +10, Sense Motive +11, Spot +11, Survival +11 (+13 following tracks, +13 Plane of Air), Use Rope +5 (+7 with bindings)	Diplomacy +3, Escape Artist +23, Hide +10, Knowledge (the planes) +18, Listen +21, Move Silently +25, Search +18, Sense Motive +19, Spot +21, Survival +19 (+21 following tracks, +21 Plane of Air), Use Rope +5 (+7 involving bindings)
Feats:	Dodge, Weapon Finesse	Dodge, Flyby Attack, Weapon Finesse	Alertness ^H , Blind-Fight, Combat Reflexes, Dodge, Flyby Attack, Stealthy ^H , Weapon Finesse, Weapon Focus (bite) ^B
Environment	Elemental Plane of Air	Elemental Plane of Air	Elemental Plane of Air
Organization:	Solitary or clutch (2–4)	Solitary or clutch (2–4)	Solitary or clutch (2–4)
Challenge Rating:	3	5	8
Treasure:	None	None	None

Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	4–6 HD (Small)	8–14 HD (Medium)	16–24 HD (Large); 25–32 HD (Gargantuan)
Level Adjustment:	—	—	—

An arrowhawk is a predator and scavenger from the Elemental Plane of Air. By twisting its body and varying the cadence of its wingbeats, an arrowhawk can fly at top speed in any direction. A juvenile arrowhawk (1 to 10 years old) is about 5 feet long from beak to tail, with the body accounting for about one-third of that length. Its wingspan is about 7 feet, and it weighs about 20 pounds. An adult (11 to 40 years old) is about 10 feet long from beak to tail, with a wingspan of about 15 feet and a weight of about 100 pounds. An elder arrowhawk (41 to 75 years old) is about 20 feet long with a wingspan of 30 feet and a weight of about 800 pounds.

Arrowhawks speak Auran, but they are not usually talkative creatures.

COMBAT

Arrowhawks are extremely territorial and always hungry. They attack almost any other creature they meet, seeking a meal or trying to drive away a rival. The primary mode of attack is an electricity ray, fired from the tail. The creature also bites, but it prefers to stay out of reach.

Electricity Ray (Su): An arrowhawk can fire this ray once per round, with a range of 50'.

Assassin Vine

	Large Plant
Hit Dice:	4d8+12 (30 hp)
Initiative:	+0
Speed:	5' (1 square)
Armor Class:	15 (–1 size, +6 natural), touch 9, flat-footed 15
Base Attack/Grapple:	+3/+12
Attack:	Slam +7 melee (1d6+7)
Full Attack:	Slam +7 melee (1d6+7)
Space/Reach:	10'/10' (20' with vine)
Special Attacks:	Constrict 1d6+7, entangle, improved grab
Special Qualities:	Blindsight 30', camouflage, immunity to electricity, low-light vision, plant traits, resistance to cold 10 and fire 10
Saves:	Fort +7, Ref +1, Will +2
Abilities:	Str 20, Dex 10, Con 16, Int —, Wis 13, Cha 9
Environment:	Temperate forests
Organization:	Solitary or patch (2–4)
Challenge Rating:	3
Treasure:	1/10th coins; 50% goods; 50% items
Alignment:	Always neutral
Advancement:	5–16 HD (Huge); 17–32 HD (Gargantuan); 33+ HD (Colossal)
Level Adjustment:	—

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 offal to support a thriving colony of mushrooms and other fungi, which spring up around the plant and help conceal it.

COMBAT

An assassin vine uses simple tactics:

It lies still until prey comes within reach, then attacks. It uses its entangle ability both to catch prey and to deter counterattacks.

Constrict (Ex): An assassin vine deals 1d6+7 points of damage with a successful grapple check.

Entangle (Su): An assassin vine can animate plants within 30' of itself as a free action (Ref DC 13 partial). The effect lasts until the vine dies or decides to end it (also a free action). The save DC is Wisdom-based. The ability is otherwise similar to *entangle* (caster level 4th).

Improved Grab (Ex): To use this ability, an assassin vine must hit with its slam attack.

It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

If it wins the grapple check, it establishes a hold and can constrict.

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

Camouflage (Ex): Since an assassin vine looks like a normal plant when at rest, it takes a DC 20 Spot check to notice it before it attacks.

Anyone with ranks in Survival or Knowledge (nature) can use one of those skills instead of Spot to notice the plant. Dwarves can use stonecunning to notice the subterranean version.

Athach

	Huge Aberration
Hit Dice:	14d8+70 (133 hp)
Initiative:	+1
Speed:	35' in hide armor (7 squares); base speed 50'
Armor Class:	20 (-2 size, +1 Dex, +3 hide armor, +8 natural), touch 9, flat-footed 19
Base	+10/+26
Attack/Grapple:	
Attack:	Morningstar +16 melee (3d6+8) or rock +9 ranged (2d6+8)
Full Attack:	Morningstar +12/+7 melee (3d6+8), and 2 morningstars +12 melee (3d6+4), and bite +12 melee (2d8+4 plus poison); or rock +5 ranged (2d6+8), and 2 rocks +5 ranged (2d6+4)
Space/Reach:	15'/15'
Special Attacks:	Poison
Special Qualities:	Darkvision 60'
Saves:	Fort +9, Ref +5, Will +10
Abilities:	Str 26, Dex 13, Con 21, Int 7, Wis 12, Cha 6
Skills:	Climb +9, Jump +18, Listen +7, Spot +7
Feats:	Alertness ^H , Cleave, Inexorable Advance ^H , Multiweapon Fighting, Power Attack, Weapon Focus (bite)
Environment:	Temperate hills
Organization:	Solitary, gang (2-4), or tribe (7-12)
Challenge Rating:	8
Treasure:	1/2 coins; double goods; standard items
Alignment:	Often chaotic evil
Advancement:	15-28 HD (Huge)
Level Adjustment:	+5

The athach is a hulking, misshapen biped. An adult stands some 18 feet tall and weighs about 4,500 pounds. Athachs speak a crude dialect of Giant.

COMBAT

Athachs charge into melee combat unless their opponents are out of reach, in which case they throw rocks. They sometimes try to overrun armored opponents to reach unarmored opponents in back ranks. With its first few melee attacks, an athach tends to flail about indiscriminately. After a few rounds, it concentrates on foes that have been hitting it most often and uses its bite on whoever has dealt it

the most damage.

Poison (Ex): Injury, Fortitude DC 22, initial damage 1d6 Str, secondary damage 2d6 Str. The save DC is Constitution-based.

Avoral

	Medium Outsider (Extraplanar, Good)
Hit Dice:	7d8+35 (66 hp)
Initiative:	+6
Speed:	40' (8 squares), fly 90' (good)
Armor Class:	24 (+6 Dex, +8 natural), touch 16, flat-footed 18
Base Attack/Grapple:	+7/+9
Attack:	Claw +13 melee (2d6+2 +2 precision) or wing +13 melee (2d8+2 +2 precision)
Full Attack:	2 claws +13 melee (2d6+2 +2 precision) or 2 wings +13 melee (2d8+2 +2 precision)
Space/Reach:	5'/5'
Special Attacks:	Spell-like abilities, fear aura
Special Qualities:	Damage reduction 10/evil or silver, darkvision 60', immunity to electricity and petrification, lay on hands, low-light vision, resistance to cold 10 and sonic 10, speak with animals, spell resistance 25, true seeing
Saves:	Fort +10 (+14 against poison), Ref +11, Will +8
Abilities:	Str 15, Dex 23, Con 20, Int 15, Wis 16, Cha 16
Skills:	Bluff +13, Concentration +15, Diplomacy +7, Disguise +3 (+5 acting), Handle Animal +13, Hide +16, Intimidate +5, Knowledge (any one) +12, Listen +13, Move Silently +16, Ride +8, Sense Motive +13, Spellcraft +12, Spot +21
Feats:	Flyby Attack, Metamagic Spell-Like Ability (empowered <i>magic missile</i>), Weapon Finesse
Environment:	A good-aligned plane.
Organization:	Solitary, pair, or squad (3–5)
Challenge Rating:	9
Treasure:	No coins; double goods; standard items
Alignment:	Always neutral good
Advancement:	8–14 HD (Medium); 15–21 HD (Large)
Level Adjustment:	—

An avoral's bones are strong but hollow, so even the largest specimens weigh no more than 120 pounds. An avoral is about 7 feet tall. Each of an avoral's wings has a small hand at the midpoint. When the wings are folded, these appendages are about where human hands would be and can do nearly anything hands can do.

An avoral's visual acuity is virtually unmatched: It can see detail on objects up to 10 miles away and is said to be able to discern the color of a creature's eyes at 200 paces.

Avorals speak Celestial, Infernal, and Draconic, but can speak with almost any creature, thanks to their *tongues* ability.

COMBAT

On the ground, an avoral can lash out with its wings to deliver punishing blows. However, it prefers to meet its foes in the air, where it can employ its talons and make full use of its aerial speed and agility. It can't make wing attacks while flying, however.

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

Spell-Like Abilities: At will—*aid*, *blur* (self only), *command* (DC 14), *detect magic*, *dimension door*, *dispel magic*, *gust of wind* (DC 15), *hold person* (DC 16), *light*, *magic circle against alignment (evil only)* (self only), *magic missile*, *see invisibility*; 3/day—*lightning bolt* (DC 16). Caster level 8th. The save DCs are Charisma-based.

Fear Aura (Su): Once per day an avoral can create an aura of fear in a 20' radius. It is otherwise identical with *fear* from an 8th-level caster (save DC 17). The save DC is Charisma-based.

Lay on Hands (Su): As the champion class feature, except that each day, an avoral can heal an amount of damage equal to its full normal hit points and can use this ability equally on itself or others.

Speak with Animals (Su): This ability works like *Speak with animals* (caster level 8th) but is a free action and does not require sound.

True Seeing (Su): This ability is identical with *true seeing* (caster level 14th), except that it has personal range and the avoral must concentrate for 1 full round before it takes effect. Thereafter the ability remains in effect as long as the avoral concentrates on it.

Skills: An avoral's sharp eyes give it a +8 racial bonus on Spot checks.

Azer

	Medium Outsider (Extraplanar, Fire)
Hit Dice:	2d8+2 (11 hp)
Initiative:	+1
Speed:	20' in scale mail (4 squares); base speed 30'
Armor Class:	24 (+1 Dex, +6 natural, +4 scale mail, +3 heavy shield), touch 11, flat-footed 23
Base Attack/Grapple:	+2/+3
Attack:	Warhammer +3 melee (1d8+1/x3 plus 1 fire) or shortspear +3 ranged (1d6+1 plus 1 fire)
Full Attack:	Warhammer +3 melee (1d8+1/x3 plus 1 fire) or shortspear +3 ranged (1d6+1 plus 1 fire)
Space/Reach:	5'/5'
Special Attacks:	Heat
Special Qualities:	Darkvision 60', immunity to fire, spell resistance 13, vulnerability to cold
Saves:	Fort +4, Ref +4, Will +4
Abilities:	Str 13, Dex 13, Con 13, Int 12, Wis 12, Cha 9
Skills:	Appraise +6, Climb +0, Craft (any two) +6, Hide +0, Jump -6, Listen +6, Search +6, Spot +6
Feats:	Power Attack
Environment:	Elemental Plane of Fire
Organization:	Solitary, pair, team (3-4), squad (11-20 plus 2 3rd-level sergeants and 1 leader of 3rd-6th level), or clan (30-100 plus 50% noncombatants plus 1 3rd-level sergeant per 20 adults, 5 5th-level lieutenants, and 3 7th-level captains)
Challenge Rating:	2
Treasure:	Standard coins; double goods (nonflammables only); standard items (nonflammables only)
Alignment:	Always lawful neutral
Advancement:	By character class
Level Adjustment:	+4

Azers are dwarflike beings native to the Elemental Plane of Fire. They wear kilts of brass, bronze, or copper, and speak Ignan and Common.

COMBAT

Azers use broad-headed spears or well-crafted hammers in combat. When unarmed, they attempt to grapple foes.

Although unfriendly and taciturn, azers rarely provoke a fight except to relieve a foe of gems, which they love. If threatened, they fight to the death, but they see the value of taking prisoners themselves.

Heat (Ex): An azer's body is intensely hot, so its unarmed attacks deal extra fire damage. Its metallic weapons also conduct this heat.

Barghest

Barghest	Greater Barghest
Medium Outsider (Evil, Extraplanar, Lawful, Shapechanger)	Large Outsider (Evil, Extraplanar, Lawful, Shapechanger)

Hit Dice:	6d8+6 (33 hp)	9d8+27 (67 hp)
Initiative:	+7	+8
Speed:	30' (6 squares)	40' (8 squares)
Armor Class:	18 (+2 Dex, +6 natural), touch 12, flat-footed 16	20 (−1 size, +2 Dex, +9 natural), touch 11, flat-footed 18
Base Attack/Grapple:	+6/+9	+9/+18
Attack:	Bite +9 melee (1d6+3)	Bite +13 melee (1d8+5)
Full Attack:	Bite +9 melee (1d6+3) and 2 claws +4 melee (1d4+1)	Bite +13 melee (1d8+5) and 2 claws +8 melee (1d6+2)
Space/Reach:	5'/5'	10'/5'
Special Attacks:	Spell-like abilities, feed	Spell-like abilities, feed
Special Qualities:	Change shape, damage reduction 5/magic, darkvision 60', scent	Change shape, damage reduction 10/magic, darkvision 60', scent
Saves:	Fort +6, Ref +7, Will +7	Fort +9, Ref +8, Will +10
Abilities:	Str 17, Dex 15, Con 13, Int 14, Wis 14, Cha 14	Str 20, Dex 15, Con 16, Int 18, Wis 18, Cha 18
Skills:	Bluff +11, Diplomacy +6, Disguise +2 (+4 acting), Hide +11*, Intimidate +13, Jump +12, Listen +11, Move Silently +10, Search +11, Sense Motive +11, Spot +11, Survival +11 (+13 following tracks)	Bluff +16, Climb +17, Concentration +15, Diplomacy +8, Disguise +4 (+6 acting), Hide +10*, Intimidate +18, Jump +21, Listen +16, Move Silently +14, Sense Motive +16, Spot +16, Survival +16 (+18 following tracks), Tumble +16
Feats:	Combat Reflexes, Improved Initiative, Track	Combat Casting, Combat Reflexes, Improved Initiative, Track
Environment	An evil-aligned plane	An evil-aligned plane
Organization:	Solitary or pack (3–6)	Solitary or pack (3–6)
Challenge Rating:	4	5
Treasure:	Double standard	Double standard
Alignment:	Always lawful evil	Always lawful evil
Advancement:	Special (see below)	Special (see below)
Level Adjustment:	—	—

A barghest is a lupine fiend that can take the shape of a wolf or a goblin. In its natural form, it resembles a goblin–wolf hybrid with terrible jaws and sharp claws. As whelps, barghests are nearly indistinguishable from wolves, except for their size and claws. As they grow larger and stronger, their skin darkens to bluishred and eventually becomes blue altogether.

A full-grown barghest is about 6 feet long and weighs 180 pounds. A barghest’s eyes glow orange when the creature becomes excited.

Barghests speak Goblin, Worg, and Infernal.

COMBAT

Barghests can claw and bite, no matter what their form, and usually disdain weapons. Though they love killing, they have little stomach for direct combat and attack from ambush whenever possible. Barghests start a combat by using *crushing despair* and *charm monster* to keep opponents off balance. They try to stay away from the enemy’s main strength.

A barghest’s natural weapons, as well as any weapons it wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction. Its natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Spell-Like Abilities: At will—*blink*, *levitate*, *misdirection* (DC 14), *rage* (DC 15); 1/day—*charm monster* (DC 16), *crushing despair* (DC 16), *dimension door*. Caster level equals the barghest’s racial hit dice.

The save DCs are Charisma-based.

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

A barghest advances in Hit Dice by consuming corpses in this fashion. For every three suitable corpses a barghest devours, it gains 1 Hit Die, and its Strength, Constitution, and natural armor increase by +1. Its attack bonus and saves improve as normal for an outsider of its

Hit Dice, and it gains skill points, feats, and ability score improvements normally.

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

Shapechange (Su): A barghest can assume the shape of a goblin or a wolf as a standard action. In goblin form, a barghest cannot use its natural weapons but can wield weapons and wear armor. In wolf form, a barghest loses its claw attacks but retains its bite attack.

Pass Without Trace (Ex): A barghest in wolf form can use *pass without trace* (as the spell) as a free action.

Skills: *A barghest in wolf form gains a +4 circumstance bonus on Hide checks.

Greater Barghest

A barghest that reaches 9 Hit Dice through feeding becomes a greater barghest. These creatures can change shape into a goblinlike creature of Large size (about 8 feet tall and 400 pounds) or a dire wolf. In goblin form, a greater barghest cannot use its natural weapons but can wield weapons and wear armor. In dire wolf form, a greater barghest loses its claw attacks but retains its bite attack.

A greater barghest can reach a maximum of 18 Hit Dice through feeding.

Spell-Like Abilities: In addition to the spell-like abilities all barghests possess, a greater barghest gains the following abilities. At will—*invisibility sphere*; 1/day—*mass bull's strength*, *mass enlarge*. Caster level equals the greater barghest's HD.

COMBAT

Occasionally, a greater barghest uses a magic two-handed weapon in combat instead of its claws, giving it multiple attacks (attack bonus +13/+8). It can also make one bite attack (attack bonus +8) each round. The save DC against a greater barghest's spell-like abilities is 14 + spell level.

Basilisk

	Basilisk	Abyssal Greater Basilisk
	Medium Magical Beast	Large Outsider (Augmented Magical Beast, Extraplanar)
Hit Dice:	6d10+12 (45 hp)	18d10+90 (189 hp)
Initiative:	-1	-1
Speed:	20' (4 squares)	20' (4 squares)
Armor Class:	16 (-1 Dex, +7 natural), touch 9, flat-footed 16	17 (-1 Dex, -1 size, +9 natural) touch 8, flat-footed 17
Base Attack/Grapple:	+6/+8	+18/+29
Attack:	Bite +8 melee (1d8+3)	Bite +28 melee (2d8+10)
Full Attack:	Bite +8 melee (1d8+3)	Bite +28 melee (2d8+10)
Space/Reach:	5'/5'	10'/5'
Special Attacks:	Petrifying gaze	Petrifying gaze, smite good
Special Qualities:	Darkvision 60', low-light vision	Resistance to cold 10 and fire 10, damage reduction 10/magic, darkvision 60', low-light vision, spell resistance 23
Saves:	Fort +10, Ref +4, Will +3	Fort +22, Ref +16, Will +12
Abilities:	Str 15, Dex 8, Con 15, Int 2, Wis 12, Cha 11	Str 24, Dex 8, Con 21, Int 3, Wis 10, Cha 15
Skills:	Hide +0*, Listen +7, Spot +7	Hide +0*, Listen +10, Spot +10
Feats:	Alertness ^H , Blind-Fight, Great Fortitude, Undying Will ^H	Alertness ^H , Blind-Fight, Great Fortitude, Iron Will, Improved Natural Attack (bite), Lightning Reflexes, Undying Will ^H , Weapon Focus (bite)
Environment:	Warm deserts	A chaotic evil plane
Organization:	Solitary or colony (3-6)	Solitary or colony (3-6)
Challenge Rating:	5	12

Treasure:	None	Standard
Alignment:	Always neutral	Always chaotic evil
Advancement:	7–10 HD (Medium); 11–18 HD (Large)	—
Level	—	—
Adjustment:		

A basilisk is a reptilian monster that petrifies living creatures with a mere gaze. 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.

COMBAT

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.

Petrifying Gaze (Su): Turn to stone permanently, range 30 feet; Fortitude DC 13 negates. The save DC 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 Hide checks in natural settings.

Abyssal Greater Basilisk

COMBAT

The save DC for the abyssal greater basilisk's petrifying gaze (DC 21) is adjusted for its greater Hit Dice and higher Charisma score.

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

Smite Good (Su): Once per day an abyssal greater basilisk can make a normal melee attack to deal an extra 18 points of damage against a good foe.

Behir

	Huge Magical Beast
Hit Dice:	9d10+45 (94 hp)
Initiative:	+1
Speed:	40' (8 squares), climb 15'
Armor Class:	20 (–2 size, +1 Dex, +11 natural), touch 9, flat-footed 19
Base Attack/Grapple:	+9/+25
Attack:	Bite +15 melee (2d4+12)
Full Attack:	Bite +15 melee (2d4+12)
Space/Reach:	15'/10'
Special Attacks:	Breath weapon, constrict 2d8+8, improved grab, rake 1d4+4, swallow whole
Special Qualities:	Can't be tripped, darkvision 60', immunity to electricity, low-light vision, scent
Saves:	Fort +11, Ref +7, Will +5
Abilities:	Str 26, Dex 13, Con 21, Int 7, Wis 14, Cha 12
Skills:	Climb +18, Hide +5, Listen +4, Spot +4, Survival +2, Swim +12
Feats:	Alertness ^H , Athletic ^H , Cleave, Power Attack, Track
Environment:	Warm hills
Organization:	Solitary or pair
Challenge Rating:	8
Treasure:	Standard
Alignment:	Often neutral
Advancement:	10–13 HD (Huge); 14–27 HD (Gargantuan)
Level Adjustment:	—

The behir is a serpentine monster that can slither like a snake or use its dozen legs to move with considerable speed. A behir is about 40 feet long and weighs about 4,000 pounds. It can fold its 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.

Behirs speak Common.

COMBAT

A behir usually bites and grabs its prey first, 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.

Breath Weapon (Su): 20' line, once every 10 rounds, damage 7d6 electricity, Reflex DC 19 half. The save DC is Constitution-based.

Constrict (Ex): A behir deals 2d8+8 points of damage with a successful grapple check. It can make six rake attacks against a grappled foe as well.

Improved Grab (Ex): To use this ability, a behir must hit a creature of any size with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

If it wins the grapple check, it establishes a hold and can attempt to constrict the opponent or swallow the opponent in the following round.

Rake (Ex): Six claws, attack bonus +15 melee, damage 1d4+4.

Swallow Whole (Ex): A behir can try to swallow a grabbed Medium or smaller opponent by making a successful grapple check.

A behir that swallows an opponent can use its Cleave feat to bite and grab another opponent.

A swallowed creature takes 2d8+8 points of bludgeoning damage and 8 points of acid damage per round from the behir's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (AC 15). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

A behir's gizzard can hold 2 Medium, 8 Small, 32 Tiny, or 128 Diminutive or smaller opponents.

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.

Behir

	Large Elemental (Air, Extraplanar)
Hit Dice:	7d8+7 (38 hp)
Initiative:	+5
Speed:	30' (6 squares), fly 50' (perfect)
Armor Class:	23 (-1 size, +6 Dex, +8 natural), touch 15, flat-footed 17
Base Attack/Grapple:	+5/+11
Attack:	Wing +9 melee (1d6+2 + 2 precision)
Full Attack:	2 wings +9 melee (1d6+2+2 precision) and bite +4 melee (1d4+1+ 2 precision) and 2 claws +4 melee (1d3+1+ 2 precision)
Space/Reach:	10'/10'
Special Attacks:	Smoke claws
Special Qualities:	Darkvision 60', elemental traits, smoke form
Saves:	Fort +3, Ref +10, Will +2
Abilities:	Str 14, Dex 21, Con 13, Int 6, Wis 11, Cha 11
Skills:	Listen +7, Move Silently +9, Spot +7
Feats:	Alertness ^H , Multiattack, Quick Footed ^H , Weapon Finesse
Environment:	Elemental Plane of Air
Organization:	Solitary, pair, or clutch (3-4)
Challenge Rating:	6
Treasure:	None
Alignment:	Usually neutral evil

Advancement:	8–10 HD (Large); 11–21 HD (Huge)
Level Adjustment:	—

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.

COMBAT

In most cases, a belker fights with its nasty claws and painful bite.

Smoke Claws (Ex): A belker in smoke form (see below) can engulf opponents by moving on top of them. It fills the air around one Medium or smaller opponent without provoking an attack of opportunity. The target must succeed on a DC 14 Fortitude save or inhale part of the creature. The save DC is Constitution-based. Smoke inside the victim solidifies into a claw and begins to rip at the surrounding organs, dealing 3d4 points of damage per round. An affected creature can attempt another Fortitude save each subsequent round to cough out the semivaporous menace.

Smoke Form (Su): Most of the time a belker is more or less solid, but at will it can assume smoke form. It can switch forms once per round as a free action and can spend up to 20 rounds per day in smoke form. A belker in smoke form can fly at a speed of 50 feet (perfect). The ability is otherwise similar to a *gaseous form* spell (caster level 7th).

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

Blink Dog

	Medium Magical Beast
Hit Dice:	4d10 (22 hp)
Initiative:	+3
Speed:	40' (8 squares)
Armor Class:	16 (+3 Dex, +3 natural), touch 13, flat-footed 13
Base Attack/Grapple:	+4/+4
Attack:	Bite +4 melee (1d6)
Full Attack:	Bite +4 melee (1d6)
Space/Reach:	5'/5'
Special Attacks:	—
Special Qualities:	Blink, darkvision 60', dimension door, low-light vision, scent
Saves:	Fort +4, Ref +7, Will +5
Abilities:	Str 10, Dex 17, Con 10, Int 10, Wis 13, Cha 11
Skills:	Hide +3, Listen +5, Sense Motive +3, Spot +5, Survival +4
Feats:	Iron Will, Run, Track ^B
Environment:	Temperate plains
Organization:	Solitary, pair, or pack (7–16)
Challenge Rating:	2
Treasure:	None
Alignment:	Usually lawful good
Advancement:	5–7 HD (Medium); 8–12 HD (Large)
Level Adjustment:	—

The blink dog is an intelligent 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.

COMBAT

Blink dogs hunt in packs, teleporting in a seemingly random fashion until they surround their prey, allowing some of them to take advantage of flanking.

Blink (Su): A blink dog can use *blink* as the spell (caster level 8th), and can evoke or end the effect as a free action.

Dimension Door (Su): A blink dog can teleport, as *dimension door* (caster level 8th), once per round as a free action. The

ability affects only the blink dog, which never appears within a solid object and can act immediately after teleporting.

Bodak

	Medium Undead (Extraplanar)
Hit Dice:	9d12 (58 hp)
Initiative:	+6
Speed:	20' (4 squares)
Armor Class:	20 (+2 Dex, +8 natural), touch 12, flat-footed 18
Base Attack/Grapple:	+4/+5
Attack:	Slam +7 melee (1d8+1)
Full Attack:	Slam +7 melee (1d8+1)
Space/Reach:	5'/5'
Special Attacks:	Death gaze
Special Qualities:	Damage reduction 10/cold iron, darkvision 60', immunity to electricity, resistance to acid 10 and fire 10, undead traits, vulnerability to sunlight
Saves:	Fort +3, Ref +5, Will +7
Abilities:	Str 13, Dex 15, Con —, Int 6, Wis 12, Cha 12
Skills:	Listen +11, Move Silently +10, Spot +11
Feats:	Alertness ^H , Dodge, Improved Initiative, Multi-Dodge ^H , Weapon Focus (slam)
Environment:	A chaotic evil-aligned plane
Organization:	Solitary or gang (2–4)
Challenge Rating:	8
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	10–13 HD (Medium); 14–27 HD (Large)
Level Adjustment:	—

Bodaks are the undead remnants of humanoids who have been destroyed by the touch of absolute evil.

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

COMBAT

Death Gaze (Su): Death, range 30 feet, Fortitude DC 15 negates. Humanoids who die from this attack are transformed into bodaks 24 hours later. The save DC is Charisma-based.

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

Bralani

	Medium Outsider (Chaotic, Extraplanar, Good)
Hit Dice:	6d8+18 (45 hp)
Initiative:	+9
Speed:	40' (8 squares), fly 100' (perfect)
Armor Class:	20 (+4 Dex, +6 natural), touch 14, flat-footed 16
Base Attack/Grapple:	+6/+10
Attack:	+1 <i>holy scimitar</i> +11 melee (1d6+4/18–20) or +1 <i>holy composite longbow</i> (+4 Str bonus) +11 ranged (1d8+5/x3) or slam +10 melee (1d6+4)
Full Attack:	+1 <i>holy scimitar</i> +11/+6 melee (1d6+4/18–20) or +1 <i>holy composite longbow</i> (+4 Str bonus) +11/+6 ranged (1d8+5/x3) or slam +10 melee (1d6+4)
Space/Reach:	5'/5'
Special Attacks:	Spell-like abilities, whirlwind blast
Special Qualities:	Alternate form, damage reduction 10/cold iron or evil, darkvision 60', immunity to electricity

	and petrification, low-light vision, resistance to cold 10 and fire 10, spell resistance 17, <i>tongues</i>
Saves:	Fort +8, Ref +9, Will +7
Abilities:	Str 18, Dex 18, Con 17, Int 13, Wis 14, Cha 14
Skills:	Concentration +12, Diplomacy +4, Escape Artist +13, Handle Animal +11, Hide +15, Jump +10, Listen +13, Move Silently +15, Ride +6, Sense Motive +11, Spot +13, Tumble +13, Use Rope +4 (+6 with bindings)
Feats:	Alertness ^H , Blind-Fight, Improved Initiative, Stealthy ^H
Environment:	A chaotic good-aligned plane
Organization:	Solitary, pair, or squad (3–5)
Challenge Rating:	6
Treasure:	No coins; double goods; standard items
Alignment:	Always chaotic good
Advancement:	7–12 HD (Medium); 13–18 HD (Large)
Level Adjustment:	+5

In addition to their natural form, bralanis can assume the shape of a whirlwind or zephyr of dust, snow, or sand.

Bralanis speak Celestial, Infernal, and Draconic, but can communicate with almost any creature, thanks to their *tongues* ability.

COMBAT

Bralanis prefer the scimitar and bow, the weapons of the desert nomads they most closely resemble.

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

Spell-Like Abilities: At will— *blur*, *charm person* (DC 13), *gust of wind* (DC 14), *mirror image*, *wind wall*; 2/day— *lightning bolt* (DC 15), *cure serious wounds* (DC 15). Caster level 6th. The save DCs are Charisma-based.

Whirlwind Blast (Su): When in whirlwind form, a bralani can attack with a scouring blast of wind, dealing 3d6 points of damage in a 20' line (Reflex DC 16 half). The save DC is Constitution-based.

Alternate Form (Su): A bralani can shift between its humanoid and whirlwind forms as a standard action. In humanoid form, it cannot fly or use its whirlwind blast, but it can use its spell-like abilities and its weapons. In whirlwind form, it can fly, make slam attacks and whirlwind blast attacks, and use spell-like abilities.

A bralani remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, nor does the bralani revert to any particular form when killed. A *true seeing* spell, however, reveals both forms simultaneously.

Tongues (Su): Bralanis can speak with any creature that has a language, as though using a *tongues* spell (caster level 14th). This ability is always active.

Bugbear

	Medium Humanoid (Goblinoid)
Hit Dice:	3d8+3 (16 hp)
Initiative:	+1
Speed:	30' (6 squares)
Armor Class:	18 (+1 Dex, +3 natural, +2 leather armor, +2 light wooden shield), touch 11, flat-footed 17
Base Attack/Grapple:	+2/+4
Attack:	Morningstar +5 melee (1d8+3) or javelin +3 ranged (1d6+3)
Full Attack:	Morningstar +5 melee (1d8+3) or javelin +3 ranged (1d6+3)
Space/Reach:	5'/5'
Special Attacks:	—
Special Qualities:	Darkvision 60', scent
Saves:	Fort +2, Ref +4, Will +1
Abilities:	Str 15, Dex 12, Con 13, Int 10, Wis 10, Cha 9
Skills:	Climb +3, Hide +4, Listen +4, Move Silently +6, Spot +4

Feats:	Alertness ^H , Strong Armed ^H , Weapon Focus (morningstar)
Environment:	Temperate mountains
Organization:	Solitary, gang (2–4), or band (11–20 plus 150% noncombatants plus 2 2nd-level sergeants and 1 leader of 2nd–5th level)
Challenge Rating:	2
Treasure:	Standard
Alignment:	Usually chaotic evil
Advancement:	By character class
Level Adjustment:	+1

Bugbears speak Goblin and Common.

COMBAT

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.

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

Bulette

	Huge Magical Beast
Hit Dice:	9d10+45 (94 hp)
Initiative:	+2
Speed:	40' (8 squares), burrow 10'
Armor Class:	22 (–2 size, +2 Dex, +12 natural), touch 10, flat-footed 20
Base	+9/+25
Attack/Grapple:	
Attack:	Bite +17 melee (2d8+8)
Full Attack:	Bite +17 melee (2d8+8) and 2 claws +10 melee (2d6+4)
Space/Reach:	15'/10'
Special Attacks:	Leap
Special Qualities:	Darkvision 60', lowlight vision, scent, tremorsense 60'
Saves:	Fort +11, Ref +8, Will +8
Abilities:	Str 27, Dex 15, Con 20, Int 2, Wis 13, Cha 6
Skills:	Jump +20, Listen +9, Spot +3, Tumble +6
Feats:	Acrobatic ^H , Alertness ^H , Iron Will, Track, Weapon Focus (bite)
Environment:	Temperate hills
Organization:	Solitary or pair
Challenge Rating:	7
Treasure:	None
Alignment:	Always neutral
Advancement:	10–16 HD (Huge); 17–27 HD (Gargantuan)
Level Adjustment:	—

Also known as the landshark, the bulette is a terrifying predator that lives only to eat.

COMBAT

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). 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.

Leap (Ex): A bulette can jump into the air during combat. This allows it to make four claw attacks instead of two, each with a +15 attack bonus, but it cannot bite.

Centaur

	Large Monstrous Humanoid
Hit Dice:	4d8+8 (26 hp)
Initiative:	+2
Speed:	50' (10 squares)
Armor Class:	14 (-1 size, +2 Dex, +3 natural), touch 11, flat-footed 12
Base Attack/Grapple:	+4/+12
Attack:	Longsword +7 melee (2d6+6/19–20) or composite longbow (+4 Str bonus) +5 ranged (2d6+4/x3)
Full Attack:	Longsword +7 melee (2d6+6/19–20) and 2 hooves +4 melee (1d6+2); or composite longbow (+4 Str bonus) +5 ranged (2d6+4/x3)
Space/Reach:	10'/5'
Special Attacks:	—
Special Qualities:	Darkvision 60'
Saves:	Fort +3, Ref +6, Will +5
Abilities:	Str 18, Dex 14, Con 15, Int 8, Wis 13, Cha 11
Skills:	Listen +3, Move Silently +4, Spot +3, Survival +2
Feats:	Dodge, Weapon Focus (hoof)
Environment:	Temperate forests
Organization:	Solitary, company (5–8), troop (8–18 plus 1 leader of 2nd–5th level), or tribe (20–150 plus 30% noncombatants plus 10 3rd-level sergeants, 5 5th-level lieutenants, and 1 leader of 5th–9th level)
Challenge Rating:	3
Treasure:	Standard
Alignment:	Usually neutral good
Advancement:	By character class
Level Adjustment:	+2

A centaur is as big as a heavy horse, but much taller and slightly heavier. A centaur is about 7 feet tall and weighs about 2,100 pounds.

Centaurians speak Sylvan and Elven.

COMBAT

A centaur employing a lance deals double damage when it charges, just as a rider on a mount does.

Chaos Beast

	Medium Outsider (Chaotic, Extraplanar)
Hit Dice:	8d8+8 (44 hp)
Initiative:	+6
Speed:	20' (4 squares)
Armor Class:	16 (+1 Dex, +5 natural), touch 11, flat-footed 15
Base Attack/Grapple:	+8/+10
Attack:	Claw +10 melee (1d3+2 plus corporeal instability)
Full Attack:	2 claws +10 melee (1d3+2 plus corporeal instability)
Space/Reach:	5'/5'
Special Attacks:	Corporeal instability
Special Qualities:	Darkvision 60', immunity to critical hits and transformation, spell resistance 15
Saves:	Fort +7, Ref +7, Will +6
Abilities:	Str 14, Dex 13, Con 13, Int 10, Wis 10, Cha 10
Skills:	Climb +13, Escape Artist +12, Hide +12, Jump +9, Listen +11, Search +11, Spot +11, Survival +0 (+2 following tracks), Tumble +14, Use Rope +1 (+3 with bindings)
Feats:	Dodge, Improved Initiative, Mobility
Environment:	Ever-Changing Chaos of Limbo
Organization:	Solitary

Challenge Rating:	7
Treasure:	None
Alignment:	Always chaotic neutral
Advancement:	9–12 HD (Medium); 13–24 HD (Large)
Level Adjustment:	—

The horrific creatures known as chaos beasts have mutable, ever-changing forms. A chaos beast's dimensions vary, but it always weighs about 200 pounds.

Chaos beasts do not speak.

COMBAT

For all its fearsome appearances, whether it has claws, fangs, pincers, tentacles, or spines, a chaos beast does little physical harm. Regardless of form, the creature seems unable to manage more than two attacks per round. Its continual transmutations prevent the coordination needed to do more.

A chaos beast's claw attacks, as well as any weapons it wields, are treated as chaotic-aligned for the purpose of overcoming damage reduction.

Corporeal Instability (Su): A blow from a chaos beast against a living creature can cause a terrible transformation. The creature must succeed on a DC 15 Fortitude save or become a spongy, amorphous mass. Unless the victim manages to control the effect (see below), its shape melts, flows, writhes, and boils. The save DC is Constitution-based.

An affected creature is unable to hold or use any item. Clothing, armor, rings, and helmets become useless. Large items worn or carried—armor, backpacks, even shirts—hamper more than help, reducing the victim's Dexterity score by 4. Soft or misshapen feet and legs reduce speed to 10 feet or one-quarter normal, whichever is less. Searing pain courses along the nerves, so strong that the victim cannot act coherently. The victim cannot cast spells or use magic items, and it attacks blindly, unable to distinguish friend from foe (–4 penalty on attack rolls and a 50% miss chance, regardless of the attack roll).

Each round the victim spends in an amorphous state causes 1 point of Wisdom drain from mental shock. If the victim's Wisdom score falls to 0, it becomes a chaos beast.

A victim can regain its own shape by taking a standard action to attempt a DC 15 Charisma check (this check DC does not vary for a chaos beast with different Hit Dice or ability scores). A success reestablishes the creature's normal form for 1 minute. On a failure, the victim can still repeat this check each round until successful.

Corporeal instability is not a disease or a curse and so is hard to remove. A *shapechange* or *stoneskin* spell does not cure an afflicted creature but fixes its form for the duration of the spell. A *restoration*, *heal*, or *greater restoration* spell removes the affliction (a separate *restoration* is necessary to restore any drained points of Wisdom).

Immunity to Transformation (Ex): No mortal magic can permanently affect or fix a chaos beast's form. Effects such as polymorphing or petrification force the creature into a new shape, but at the start of its next turn it immediately returns to its mutable form as a free action.

Chimera

	Large Magical Beast
Hit Dice:	9d10+27 (76 hp)
Initiative:	+1
Speed:	30' (6 squares), fly 50' (poor)
Armor Class:	19 (–1 size, +1 Dex, +9 natural), touch 10, flat-footed 18
Base Attack/Grapple:	+9/+17
Attack:	Bite +12 melee (2d6+5)
Full Attack:	Bite +12 melee (2d6+5) and bite +12 melee (1d8+5) and gore +12 melee (1d8+5) and 2 claws +10 melee (1d6+2)
Space/Reach:	10'/5'
Special Attacks:	Breath weapon
Special Qualities:	Darkvision 60', low-light vision, scent
Saves:	Fort +9, Ref +7, Will +8
Abilities:	Str 19, Dex 13, Con 17, Int 4, Wis 13, Cha 10
Skills:	Hide +1*, Listen +9, Spot +9

Feats:	Alertness ^H , Hover, Iron Will, Multiattack, Strong Armed ^H
Environment:	Temperate hills
Organization:	Solitary, pride (3–5), or flight (6–13)
Challenge Rating:	7
Treasure:	Standard
Alignment:	Usually chaotic evil
Advancement:	10–13 HD (Large); 14–27 HD (Huge)
Level Adjustment:	+2 (cohort)

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.

COMBAT

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.

Breath Weapon (Su): A chimera’s breath weapon depends on the color of its dragon head, as summarized on the table below. Regardless of its type, a chimera’s breath weapon is usable once every 1d4 rounds, deals 3d8 points of damage, and allows a DC 17 Reflex save for half damage. The save DC is Constitution-based.

To determine a chimera’s head color and breath weapon randomly, roll 1d10 and consult the table below.

d10	Head Color	Breath Weapon
1–2	Black	40' line of acid
3–4	Blue	40' line of lightning
5–6	Green	20' cone of gas (acid)
7–8	Red	20' cone of fire
9–10	White	20' cone of cold

Skills: A chimera’s three heads give it a +2 racial bonus on Spot and Listen checks. *In areas of scrubland or brush, a chimera gains a +4 racial bonus on Hide 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.

Choker

	Small Aberration
Hit Dice:	3d8+3 (16 hp)
Initiative:	+6
Speed:	20' (4 squares), climb 10'
Armor Class:	17 (+1 size, +2 Dex, +4 natural), touch 13, flat-footed 15
Base Attack/Grapple:	+2/+5
Attack:	Tentacle +6 melee (1d3+3)
Full Attack:	2 tentacles +6 melee (1d3+3)
Space/Reach:	5'/10'
Special Attacks:	Improved grab, constrict 1d3+3
Special Qualities:	Darkvision 60', quickness
Saves:	Fort +2, Ref +5, Will +4
Abilities:	Str 16, Dex 14, Con 13, Int 4, Wis 13, Cha 7
Skills:	Climb +16, Hide +10, Move Silently +6
Feats:	Improved Initiative ^B , Lightning Reflexes, Skill Focus (Climb) ^H , Stealthy ^H
Environment:	Underground
Organization:	Solitary
Challenge Rating:	2
Treasure:	1/10 coins; 50% goods; 50% items
Alignment:	Usually chaotic evil

Advancement:	4–6 HD (Small); 7–12 HD (Medium)
Level Adjustment:	—

These vicious little predators lurk underground, grabbing whatever prey happens by. Its hands and feet have spiny pads that help the choker grip almost any surface. The creature weighs about 35 pounds.

Chokers speak Undercommon.

COMBAT

A choker likes to perch near the ceiling, often at intersections, archways, wells, or staircases, and reach down to attack its prey. A choker attacks creatures of almost any size, but prefers lone prey of its size or larger. If one is very hungry, it may attack a group, but it waits to grab the last creature in line.

Constrict (Ex): A choker deals 1d3+3 points of damage with a successful grapple check against a Large or smaller creature. Because it seizes its victim by the neck, a creature in the choker’s grasp cannot speak or cast spells with verbal components.

Improved Grab (Ex): To use this ability, a choker must hit a Large or smaller opponent with a tentacle attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict. Chokers receive a +4 racial bonus on grapple checks, which is already included in the statistics block.

Quickness (Su): Although not particularly dexterous, a choker is supernaturally quick. It can take an extra standard action or move action during its turn each round.

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

Chual

	Large Aberration (Aquatic)
Hit Dice:	11d8+44 (93 hp)
Initiative:	+8
Speed:	30' (6 squares), swim 20'
Armor Class:	22 (-1 size, +3 Dex, +10 natural), touch 12, flat-footed 19
Base Attack/Grapple:	+8/+17
Attack:	Claw +12 melee (2d6+5)
Full Attack:	2 claws +12 melee (2d6+5)
Space/Reach:	10'/5'
Special Attacks:	Constrict 3d6+5, improved grab, paralytic tentacles
Special Qualities:	Amphibious, darkvision 60', immunity to poison
Saves:	Fort +7, Ref +6, Will +9
Abilities:	Str 20, Dex 16, Con 18, Int 10, Wis 14, Cha 5
Skills:	Hide +15, Listen +11, Move Silently +7, Spot +11, Swim +13
Feats:	Alertness ^H , Blind-Fight, Combat Reflexes, Improved Initiative, Stealthy ^H
Environment:	Temperate marshes
Organization:	Solitary, pair, or pack (3–5)
Challenge Rating:	7
Treasure:	1/10th coins; 50% goods; standard items
Alignment:	Usually chaotic evil
Advancement:	12–16 HD (Large); 17–33 HD (Huge)
Level Adjustment:	—

A horrible mix of crustacean, insect, and serpent, the chuul is an abomination that lurks submerged or partially submerged, awaiting intelligent prey to devour. Although amphibious, chuuls are not good swimmers and actually prefer to be on land or in very shallow water when they attack. A chuul is about 8 feet long and weighs 650 pounds.

Chuuls speak Common (or Undercommon, for the underground variety).

COMBAT

A chuul prefers to wait by the shore, submerged in murky water, until it hears nearby prey (in or out of the water) that it can attack with surprise. A chuul grabs with its claws and constricts its foe, then passes the opponent to its paralytic tentacles. It tries to always have one claw free, so if it faces a large number of opponents, it drops a paralyzed or dead victim and continues attempting to grab, constrict, and paralyze the rest.

Constrict (Ex): On a successful grapple check, a chuul deals 3d6+5 points of damage.

Improved Grab (Ex): To use this ability, a chuul must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict or on its next turn transfer a grabbed opponent to its tentacles.

Paralytic Tentacles (Ex): A chuul can transfer grabbed victims from a claw to its tentacles as a move action. The tentacles grapple with the same strength as the claw but deal no damage. However, they exude a paralytic secretion. Anyone held in the tentacles must succeed on a DC 19 Fortitude save each round on the chuul's turn or be paralyzed for 6 rounds. The save DC is Constitution-based. While held in the tentacles, paralyzed or not, a victim automatically takes 1d8+2 points of damage each round from the creature's mandibles.

Amphibious (Ex): Although chuuls are aquatic, they can survive indefinitely on land.

Skills: A chuul 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.

Cloaker

	Large Aberration
Hit Dice:	6d8+18 (45 hp)
Initiative:	+7
Speed:	10' (2 squares), fly 40' (average)
Armor Class:	19 (-1 size, +3 Dex, +7 natural), touch 12, flat-footed 16
Base Attack/Grapple:	+4/+13
Attack:	Tail slap +8 melee (1d6+5)
Full Attack:	Tail slap +8 melee (1d6+5) and bite +3 melee (1d4+2)
Space/Reach:	10'/10' (5' with bite)
Special Attacks:	Moan, engulf
Special Qualities:	Darkvision 60', shadow shift
Saves:	Fort +5, Ref +5, Will +7
Abilities:	Str 21, Dex 16, Con 17, Int 14, Wis 15, Cha 15
Skills:	Hide +10, Listen +13, Move Silently +14, Spot +13
Feats:	Alertness ^H , Combat Reflexes, Improved Initiative, Stealthy ^H
Environment:	Underground
Organization:	Solitary, mob (3-6), or flock (7-12)
Challenge Rating:	5
Treasure:	Standard
Alignment:	Usually chaotic neutral
Advancement:	7-9 HD (Large); 10-18 HD (Huge)
Level Adjustment:	—

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.

COMBAT

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 and shadow shift abilities to reduce the opposition's numbers, then engulfs a survivor. Multiple cloakers usually split up, leaving one or two behind to use special abilities while the rest make melee attacks.

Moan (Ex): A cloaker can emit a dangerous subsonic moan as a standard action. By changing the frequency, the cloaker can cause one of four effects. Cloakers are immune to these sonic, mindaffecting attacks. Unless otherwise specified, a creature that successfully saves against one of these effects cannot be affected by the same moan effect from the same cloaker for 24 hours. All save DCs for moan effects are Charisma-based.

Unnerve: Anyone within a 60' spread automatically takes a –2 penalty on attack and damage rolls. Those forced to hear the moan for more than 6 consecutive rounds must succeed on a DC 15 Will save or enter a trance, unable to attack or defend themselves until the moaning stops.

Fear: Anyone within a 30' spread must succeed on a DC 15 Will save or become panicked for 2 rounds.

Nausea: Anyone in a 30' cone must succeed on a DC 15 Fortitude save or be overcome by nausea and weakness.

Affected characters fall prone and become nauseated for 1d4+1 rounds.

Stupor: A single creature within 30 feet of the cloaker must succeed on a DC 15 Fortitude save or be affected as though by a *hold monster* spell for 5 rounds. Even after a successful save, the creature must repeat the save if the cloaker uses this effect again.

Engulf (Ex): A cloaker can try to wrap a Medium or smaller creature in its body as a standard action. The cloaker attempts a grapple that does not provoke an attack of opportunity. If it wins the grapple check, it establishes a hold and bites the engulfed victim with a +4 bonus on its attack roll. It can still use its whiplike tail to strike at other targets.

Attacks that hit an engulfing cloaker deal half their damage to the monster and half to the trapped victim.

Shadow Shift (Su): A cloaker can manipulate shadows. This ability is effective only in shadowy areas and has three possible effects.

Obscure Vision: The cloaker gains concealment (20% miss chance) for 1d4 rounds.

Dancing Images: This effect duplicates a *mirror image* spell (caster level 6th).

Silent Image: This effect duplicates a *silent image* spell (DC 15, caster level 6th). The save DC is Charisma-based.

Cockatrice

	Small Magical Beast
Hit Dice:	5d10 (27 hp)
Initiative:	+3
Speed:	20' (4 squares), fly 60' (poor)
Armor Class:	14 (+1 size, +3 Dex), touch 14, flat-footed 11
Base Attack/Grapple:	+5/–1
Attack:	Bite +9 melee (1d4–2 +1 precision plus petrification)
Full Attack:	Bite +9 melee (1d4–2 +1 precision plus petrification)
Space/Reach:	5'/5'
Special Attacks:	Petrification
Special Qualities:	Darkvision 60', low-light vision
Saves:	Fort +4, Ref +7, Will +2
Abilities:	Str 6, Dex 17, Con 11, Int 2, Wis 13, Cha 9
Skills:	Listen +7, Spot +7
Feats:	Alertness ^H , Dodge, Multi-Dodge ^H , Weapon Finesse ^B
Environment:	Temperate plains
Organization:	Solitary, pair, flight (3–5), or flock (6–13)
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral
Advancement:	6–8 HD (Small); 9–15 HD (Medium)
Level Adjustment:	—

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.

COMBAT

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.

Petrification (Su): Creatures hit by a cockatrice's bite attack must succeed on a DC 12 Fortitude save or instantly turn to stone. The save DC is Constitution-based. Cockatrices have immunity to the petrification ability of other cockatrices, but other petrification attacks affect them normally.

Darkmantle

	Small Magical Beast
Hit Dice:	1d10+1 (6 hp)
Initiative:	+3
Speed:	20' (4 squares), fly 30' (poor)
Armor Class:	17 (+1 size, +6 natural), touch 11, flat-footed 17
Base Attack/Grapple:	+1/+0
Attack:	Slam +5 melee (1d4+4)
Full Attack:	Slam +5 melee (1d4+4)
Space/Reach:	5'/5'
Special Attacks:	Darkness, improved grab, constrict 1d4+4
Special Qualities:	Blindsight 90'
Saves:	Fort +3, Ref +2, Will +0
Abilities:	Str 16, Dex 10, Con 13, Int 2, Wis 10, Cha 10
Skills:	Hide +10, Listen +5*, Spot +5*
Feats:	Improved Initiative
Environment:	Underground
Organization:	Solitary, pair, clutch (3–9), or swarm (6–15)
Challenge Rating:	1
Treasure:	None
Alignment:	Always neutral
Advancement:	2–3 HD (Small)
Level Adjustment:	—

The darkmantle hangs from a ceiling by a muscular "foot" 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.

COMBAT

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.

Darkness (Su): Once per day a darkmantle can cause darkness as the *darkness* spell (caster level 5th). It most often uses this ability just before attacking.

Improved Grab (Ex): 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 without provoking an attack of opportunity.

If it wins the grapple check, it attaches to the opponent's head and can constrict.

Constrict (Ex): A darkmantle deals 1d4+4 points of damage with a successful grapple check.

Blindsight (Ex): A darkmantle can "see" by emitting high-frequency sounds, inaudible to most other creatures, that allows it to ascertain objects and creatures within 90'. A *silence* spell negates this ability and effectively blinds the darkmantle.

Skills: A darkmantle has a +4 racial bonus on Listen and Spot checks.

These bonuses are lost if its blindsight is negated. The creature's variable coloration gives it a +4 racial bonus on Hide checks.

Delver

	Huge Aberration
Hit Dice:	15d8+86 (153 hp)
Initiative:	+7
Speed:	30' (6 squares), burrow 10'
Armor Class:	24 (-2 size, +1 Dex, +15 natural), touch 9, flat-footed 23
Base	+11/+27
Attack/Grapple:	
Attack:	Slam +17 melee (1d6+9 plus 2d6 acid)
Full Attack:	2 slams +17 melee (1d6+9 plus 2d6 acid)
Space/Reach:	15'/10'
Special Attacks:	Corrosive slime
Special Qualities:	Darkvision 60', immunity to acid, stone shape, tremorsense 60'
Saves:	Fort +14, Ref +6, Will +11
Abilities:	Str 27, Dex 13, Con 21, Int 14, Wis 14, Cha 12
Skills:	Knowledge (dungeoneering) +14, Knowledge (nature) +4, Listen +20, Move Silently +17, Spot +20, Survival +14 (+16 underground)
Feats:	Alertness ^H , Blind-Fight, Great Fortitude, Improved Initiative, Power Attack, Strong Armed ^H , Toughness
Environment:	Underground
Organization:	Solitary
Challenge Rating:	9
Treasure:	None
Alignment:	Usually neutral
Advancement:	16–30 HD (Huge); 31–45 HD (Gargantuan)
Level Adjustment:	—

A delver is about 15 feet long and 10 feet wide. It weighs about 6,000 pounds.

Delvers speak Terran and Undercommon.

COMBAT

A delver prefers to fight from its tunnel, which it uses to protect its flanks while lashing out with its flippers. A delver expecting trouble may honeycomb an area with tunnels, leaving most closed with layers of stone 1 or 2 inches thick. The delver can quickly dissolve the stone cover and pop up to attack unexpectedly.

Corrosive Slime (Ex): A delver produces a mucuslike slime that contains a highly corrosive substance. The slime is particularly effective against stone. A delver's mere touch deals 2d6 points of acid damage to organic creatures or objects. Against metallic creatures or objects, a delver's slime deals 4d8 points of damage, and against stony creatures (including earth elementals) or objects it deals 8d10 points of damage. A slam attack by a delver leaves a patch of slime that deals 2d6 points of damage on contact and another 2d6 points of damage in each of the next 2 rounds. A large quantity (at least a quart) of water or weak acid, such as vinegar, washes off the slime. An opponent's armor and clothing dissolve and become useless immediately unless the wearer succeeds on a DC 22 Reflex save. Weapons that strike a delver also dissolve immediately unless the wielder succeeds on a DC 22 Reflex save. A creature attacking a delver with natural weapons takes damage from its slime each time an attack hits unless the creature succeeds on a DC 22 Reflex save. These save DCs are Constitution-based.

Stone Shape (Ex): A delver can alter its slime to temporarily soften stone instead of dissolving it. Once every 10 minutes, a delver can soften and shape up to 25 cubic feet of stone, as a *stone shape* spell (caster level 15th).

Demon

Demons are a race of creatures native to chaotic evil-aligned planes. They are ferocity personified and will attack any creature just for the sheer fun of it—even other demons.

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

- Immunity to electricity and poison.
- Resistance to acid 10, cold 10, and fire 10.
- *Summon* (Sp): Many demons share the ability to summon others of their kind (the success chance and type of demon summoned are noted in each monster description). Demons are often reluctant to use this power until in obvious peril or extreme circumstances.
- Telepathy.

Except where otherwise noted, demons speak Abyssal, Celestial, and Draconic.

Babau

	Medium Outsider (Chaotic, Extraplanar, Evil)
Hit Dice:	7d8+35 (66 hp)
Initiative:	+1
Speed:	30' (6 squares)
Armor Class:	19 (+1 Dex, +8 natural), touch 11, flat-footed 18
Base Attack/Grapple:	+7/+12
Attack:	Claw +12 melee (1d6+5)
Full Attack:	2 claws +12 melee (1d6+5) and bite +7 melee (1d6+2)
Space/Reach:	5'/5'
Special Attacks:	Sneak attack +2d6, spell-like abilities, <i>summon demon</i>
Special Qualities:	Damage reduction 10/cold iron or good, darkvision 60', immunity to electricity and poison, protective slime, resistance to acid 10, cold 10, and fire 10, spell resistance 14, telepathy 100'
Saves:	Fort +10, Ref +6, Will +6
Abilities:	Str 21, Dex 12, Con 20, Int 14, Wis 13, Cha 16
Skills:	Climb +15, Disable Device +12, Disguise +13, Escape Artist +11, Hide +19, Listen +19, Move Silently +19, Open Lock +11, Search +20, Sleight of Hand +11, Survival +1 (+3 following tracks), Use Rope +1 (+3 with bindings)
Feats:	Cleave, Multiattack, Power Attack
Environment:	A chaotic evil-aligned plane
Organization:	Solitary or gang (3–6)
Challenge Rating:	6
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	8–14 HD (Large); 15–21 HD (Huge)
Level Adjustment:	—

A babau is about 6 feet tall and weighs about 140 pounds.

COMBAT

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 chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

Sneak Attack (Ex): A babau can make a sneak attack like a rogue, dealing an extra 2d6 points of damage whenever a foe is denied his or her Dexterity bonus, or when the babau is flanking.

Spell-Like Abilities: At will—*darkness*, *dispel magic*, *see invisibility*, *greater teleport* (self plus 50 pounds of objects only). Caster level 7th.

Protective Slime (Su): A slimy red jelly coats the babau's skin. Any weapon that touches it takes 1d8 points of acid damage from the corrosive goo, and the weapon's hardness does not reduce this damage. A magic weapon may attempt a DC 18 Reflex save to avoid taking this damage. A creature who strikes the babau with an unarmed attack, unarmed strike, touch spell, or natural weapon takes this damage as well but can negate the damage with a DC 18 Reflex save. The save DCs are Constitution-based.

Summon Demon (Sp): Once per day a babau can attempt to summon 1 babau with a 40% chance of success. This ability is

the equivalent of a 3rd-level spell.

Skills: Babaus have a +8 racial bonus on Hide, Listen, Move Silently, and Search checks.

Balor

	Large Outsider (Chaotic, Extraplanar, Evil)
Hit Dice:	20d8+200 (290 hp)
Initiative:	+16
Speed:	40' (8 squares), fly 90' (good)
Armor Class:	35 (–1 size, +7 Dex, +19 natural), touch 16, flat-footed 28
Base Attack/Grapple:	+20/+36
Attack:	+1 <i>vorpal longsword</i> +36 melee (2d6+8/19–20) and +1 <i>flaming whip</i> +35 melee (1d4+4 plus 1d6 fire plus entangle)
Full Attack:	+1 <i>vorpal longsword</i> +36/+31/+26/+21 melee (2d6+8/19–20) and +1 <i>flaming whip</i> +35/+30/+25/+20 melee (1d4+4 plus 1d6 fire plus entangle); or 2 slams +31 melee (1d10+7)
Space/Reach:	10'/10' (20' with +1 <i>flaming whip</i>)
Special Attacks:	Death throes, entangle, spell-like abilities, <i>summon demon</i> , <i>vorpal sword</i>
Special Qualities:	Damage reduction 15/cold iron and good, darkvision 60', flaming body, immunity to electricity, fire, and poison, resistance to acid 10 and cold 10, spell resistance 28, telepathy 100', true seeing
Saves:	Fort +22, Ref +19, Will +19
Abilities:	Str 35, Dex 25, Con 31, Int 24, Wis 24, Cha 26
Skills:	Bluff +31, Concentration +33, Diplomacy +35, Disguise +8 (+10 acting), Hide +26, Intimidate +33, Knowledge (any two) +30, Listen +38, Move Silently +30, Search +30, Sense Motive +30, Spellcraft +30 (+32 scrolls), Spot +38, Survival +7 (+9 following tracks)
Feats:	Cleave, Improved Initiative, Metamagic Spell-Like Ability (quickened <i>telekinesis</i>), Power Attack, Two-Weapon Fighting, Weapon Focus (longsword), Weapon Focus (whip)
Environment:	A chaotic evil-aligned plane
Organization:	Solitary or troupe (1 balor, 1 marilith, and 2–5 hezrous)
Challenge Rating:	20
Treasure:	Standard coins; double goods; standard items, plus +1 <i>vorpal greatsword</i> and +1 <i>flaming whip</i>
Alignment:	Always chaotic evil
Advancement:	21–30 HD (Large); 31–60 HD (Huge)
Level Adjustment:	—

A balor stands about 12 feet tall. Its skin is usually dark red. It weighs about 4,500 pounds.

COMBAT

Balors love to join battle armed with their swords and whips. If they face stiff resistance, they may teleport away to loose a few spell-like effects 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 fire damage.

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

Death Throes (Ex): When killed, a balor explodes in a blinding flash of light that deals 100 points of damage to anything within 100 feet (Reflex DC 30 half). This explosion automatically destroys any weapons the balor is holding. The save DC is Constitution-based.

Entangle (Ex): A balor's +1 *flaming whip* entangles foes much like an attack with a net. The whip has 20 hit points. 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 below). The target remains anchored against the balor's body until it escapes the whip.

Spell-Like Abilities: At will—*blasphemy* (DC 25), *dominate monster* (DC 27), *greater dispel magic*, *greater teleport* (self plus 50 pounds of objects only), *insanity* (DC 25), *power word stun*, *telekinesis* (DC 23), *unholy aura* (DC 26); 1/day—*fire storm* (DC 26), *implosion* (DC 27). Caster level 20th. The save DCs are Charisma-based.

Vorpal Sword (Su): Every balor carries a +1 *vorpal longsword* that looks like a flame or a bolt of lightning.

Summon Demon (Sp): Once per day a balor can automatically summon 4d10 dretches, 1d4 hezrous, or one nalfeshnee, glabrezu, marilith, or balor. This ability is the equivalent of a 9th-level spell.

Flaming Body (Su): The body of a balor is wreathed in flame. Anyone grappling a balor takes 6d6 points of fire damage each round.

True Seeing (Su): Balors have a continuous *true seeing* ability, as the spell (caster level 20th).

Skills: Balors have a +8 racial bonus on Listen and Spot checks.

Tactics Round-by-Round

The balor is most effective as a ranged combatant, using its spell-like abilities to attack from a distance.

Prior to combat: Unholy aura.

Round 1: *Fire storm* or *implosion* and quickened *telekinesis*, or summon additional demons. If the balor does not deem itself seriously threatened, it conserves abilities usable only once per day and uses *blasphemy* instead.

Round 2: *Insanity* or *power word stun*.

Round 3: Full melee attack with weapons, including entangle with whip.

Round 4: *Teleport* or fly away with entangled foe to reestablish range; repeat round 1 and continue.

A balor who wants to drive off or neutralize a party without slaying its foes avoids lethal attacks.

Prior to combat: Unholy aura.

Round 1: Dominate monster.

Round 2: Power word stun.

Round 3: *Insanity* or *telekinesis* to incapacitate or repel a dangerous opponent.

Round 4: *Teleport* or fly away to reestablish range; repeat round 1 and continue.

Bebilith

	Huge Outsider (Chaotic, Extraplanar, Evil)
Hit Dice:	12d8+96 (150 hp)
Initiative:	+8
Speed:	40' (8 squares), climb 20'
Armor Class:	22 (–2 size, +1 Dex, +13 natural), touch 9, flat-footed 21
Base Attack/Grapple:	+12/+29
Attack:	Bite +19 melee (2d6+9 plus poison) or web +11 ranged
Full Attack:	Bite +19 melee (2d6+9 plus poison) and 2 claws +14 melee (2d4+4); or web +11 ranged
Space/Reach:	15'/10'
Special Attacks:	Poison, rend armor, web
Special Qualities:	Damage reduction 10/good, darkvision 60', plane shift, scent, telepathy 100'
Saves:	Fort +16, Ref +9, Will +9
Abilities:	Str 28, Dex 12, Con 26, Int 11, Wis 13, Cha 13
Skills:	Climb +24, Diplomacy +3, Hide +16, Jump +28, Listen +16, Move Silently +16, Search +15, Sense Motive +16, Spot +16, Survival +1 (+3 following tracks)
Feats:	Cleave, Improved Initiative, Improved Grapple, Power Attack, Track
Environment:	A chaotic evil-aligned plane
Organization:	Solitary
Challenge Rating:	10
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	13–18 HD (Huge); 19–36 HD (Gargantuan)
Level Adjustment:	—

Bebiliths are enormous, predatory, arachnid demons that hunt other demons. 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 Abyssal. Their telepathy allows them to communicate silently with one another.

COMBAT

A bebilith attacks any creature it sees. 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.

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

Poison (Ex): Injury, Fortitude DC 24, initial damage 1d6 Con, secondary damage 2d6 Con. Bebilith venom is highly perishable, losing its potency and becoming inert, foul-smelling goo almost as soon as it comes into contact with air. The save DC is Constitution-based.

Rend Armor (Ex): If a bebilith hits with both claw attacks, it pulls apart any armor worn by its foe. This attack deals 4d6+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. Damaged armor may be repaired with a successful Craft (armorsmithing) check.

Web (Ex): 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'. 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 DC 24 Escape Artist check or burst the web with a DC 24 Strength check. The check DCs are Constitution-based. The web has 14 hit points and hardness 0. There is a 75% chance that the webbing will not burn if any sort of fire is applied to it (check each round).

Plane Shift (Su): This ability affects only the bebilith. It is otherwise similar to the spell (caster level 12th).

Skills: A bebilith has mottled coloration that gives it a +8 racial bonus on Hide checks.

Dretch

	Small Outsider (Chaotic, Extraplanar, Evil)
Hit Dice:	2d8+4 (13 hp)
Initiative:	+0
Speed:	20' (4 squares)
Armor Class:	16 (+1 size, +5 natural), touch 11, flat-footed 16
Base Attack/Grapple:	+2/-1
Attack:	Claw +4 melee (1d6+1)
Full Attack:	2 claws +4 melee (1d6+1) and bite +2 melee (1d4)
Space/Reach:	5'/5'
Special Attacks:	Spell-like abilities, <i>summon demon</i>
Special Qualities:	Damage reduction 5/cold iron or good, darkvision 60', immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, telepathy 100'
Saves:	Fort +5, Ref +3, Will +3
Abilities:	Str 12, Dex 10, Con 14, Int 5, Wis 11, Cha 11
Skills:	Hide +9, Listen +5, Move Silently +5, Spot +5, Search +2, Survival +0 (+2 following tracks)
Feats:	Multiattack
Environment:	A chaotic evil-aligned plane
Organization:	Solitary, pair, gang (3-5), crowd (6-15), or mob (10-40)
Challenge Rating:	2
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	3-6 HD (Small)
Level Adjustment:	+2

A dretch is about 4 feet tall and weighs about 60 pounds.

Dretches cannot speak but can communicate telepathically.

COMBAT

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 demons are present to intimidate them into fighting. Dretches' fear of their greater kin is stronger than even their fear of death.

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

Spell-Like Abilities: 1/day—*scare* (DC 12), *stinking cloud* (DC 13). Caster level 2nd. The save DCs are Charisma-based.

Summon Demon (Sp): Once per day a dretch can attempt to summon another dretch with a 35% chance of success. This ability is the equivalent of a 1st-level spell.

Telepathy (Su): Dretches can communicate telepathically with creatures within 100 feet that speak Abyssal.

Glabrezu

	Huge Outsider (Chaotic, Extraplanar, Evil)
Hit Dice:	12d8+120 (174 hp)
Initiative:	+0
Speed:	40' (8 squares)
Armor Class:	27 (–2 size, +19 natural) touch 8, flat-footed 27
Base Attack/Grapple:	+12/+30
Attack:	Pincers +20 melee (3d8+10)
Full Attack:	2 pincers +20 melee (3d8+10) and 2 claws +18 melee (1d6+5) and bite +18 melee (1d8+5)
Space/Reach:	15'/15'
Special Attacks:	Improved grab, spell-like abilities, <i>summon demon</i>
Special Qualities:	Damage reduction 10/good, darkvision 60', immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, spell resistance 21, telepathy 100', true seeing
Saves:	Fort +18, Ref +8, Will +11
Abilities:	Str 31, Dex 10, Con 31, Int 16, Wis 16, Cha 20
Skills:	Bluff +22, Concentration +25, Diplomacy +9, Disguise +5 (+7 acting), Intimidate +24, Knowledge (any two) +18, Listen +26, Move Silently +18, Search +18, Sense Motive +18, Spellcraft +18, Spot +26, Survival +3 (+5 following tracks)
Feats:	Cleave, Improved Natural Attack (pincers), Inexorable Advance ^H , Multiattack, Persuasive ^H , Power Attack
Environment:	A chaotic evil-aligned plane
Organization:	Solitary or troupe (1 glabrezu, 1 succubus, and 2–5 vrocks)
Challenge Rating:	13
Treasure:	Standard coins; double goods; standard items
Alignment:	Always chaotic evil
Advancement:	13–18 HD (Huge); 19–36 HD (Gargantuan)
Level Adjustment:	—

Like succubi, glabrezu tempt victims into ruin, but they lure their prey with power or wealth rather than passion.

Glabrezu have penetrating violet eyes, and their skin color ranges from deep russet to pitch black. A glabrezu stands about 15 feet tall and weighs about 5,500 pounds.

COMBAT

Glabrezu prefer subterfuge to combat. However, if their attempts to entice or deceive fail, these enormous demons attack with a vengeance. They follow a *confusion* attack with melee attacks, hoping to finish off wounded foes with *chaos hammer* or *unholy blight*.

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

Improved Grab (Ex): To use this ability, a glabrezu must hit a Medium or smaller opponent with a pincer attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Spell-Like Abilities: At will—*chaos hammer* (DC 19), *confusion* (DC 19), *dispel magic*, *mirror image*, *reverse gravity* (DC 22), *greater teleport* (self plus 50 pounds of objects only), *unholy blight* (DC 19); 1/day—*power word stun*. Caster level 14th. The save DCs are Charisma-based.

Once per month, a glabrezu can fulfill a *wish* for a mortal humanoid. The demon can use this ability to offer a mortal

whatever he or she desires—but unless the *wish* is used to create pain and suffering in the world, the glabrezu demands either terrible evil acts or great sacrifice as compensation.

Summon Demon (Sp): Once per day a glabrezu can attempt to summon 4d10 dretches or 1d2 vrock with a 50% chance of success, or another glabrezu with a 20% chance of success. This ability is the equivalent of a 4th-level spell.

True Seeing (Su): Glabrezu continuously use *true seeing* as the spell (caster level 14th).

Skills: Glabrezu have a +8 racial bonus on Listen and Spot checks.

Hezrou

	Large Outsider (Chaotic, Extraplanar, Evil)
Hit Dice:	10d8+100 (145 hp)
Initiative:	+0
Speed:	30' (6 squares)
Armor Class:	23 (–1 size, +14 natural) touch 9, flat-footed 23
Base Attack/Grapple:	+10/+19
Attack:	Bite +14 melee (4d4+5)
Full Attack:	Bite +14 melee (4d4+5) and 2 claws +9 melee (1d8+2)
Space/Reach:	10'/10'
Special Attacks:	Spell-like abilities, stench, improved grab, <i>summon demon</i>
Special Qualities:	Damage reduction 10/good, darkvision 60', immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, spell resistance 19, telepathy 100'
Saves:	Fort +16, Ref +7, Will +9
Abilities:	Str 21, Dex 10, Con 29, Int 14, Wis 14, Cha 18
Skills:	Climb +18, Concentration +22, Hide +13, Escape Artist +13, Intimidate +17, Listen +23, Move Silently +13, Search +15, Spellcraft +15, Spot +23, Survival +2 (+4 following tracks), Use Rope +0 (+2 with bindings)
Feats:	Blind-Fight, Cleave, Power Attack, Toughness
Environment:	A chaotic evil-aligned plane
Organization:	Solitary or gang (2–4)
Challenge Rating:	11
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	11–15 HD (Large); 16–30 HD (Huge)
Level Adjustment:	+9

A hezrou can walk both upright and on all fours, but it always fights standing up

A hezrou is about 8 feet tall and weighs about 750 pounds.

COMBAT

Hezrous enjoy melee combat even more than vrock do. They eagerly press an attack deep into the heart of enemy forces, so their stench can take effect as quickly as possible. They enter most battles by using *blasphemy*, and follow it with an occasional *chaos hammer* or *unholy blight*, depending on the alignment of their opponents.

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

Improved Grab (Ex): To use this ability, a hezrou must hit with both claw attacks. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Spell-Like Abilities: At will—*chaos hammer* (DC 18), *greater teleport* (self plus 50 pounds of objects only), *unholy blight* (DC 18); 3/day—*blasphemy* (DC 21), *gaseous form*. Caster level 13th. The save DCs are Charisma-based.

Stench (Ex): A hezrou's skin produces a foul-smelling, toxic liquid whenever it fights. Any living creature (except other demons) within 10 feet must succeed on a DC 24 Fortitude save or be nauseated for as long as it remains within the affected area and for 1d4 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 *delay poison* or

neutralize poison spell 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 DC is Constitution-based.

Summon Demon (Sp): Once per day a hezrou can attempt to summon 4d10 dretches or another hezrou with a 35% chance of success. This ability is the equivalent of a 4th-level spell.

Skills: Hezrous have a +8 racial bonus on Listen and Spot checks.

Marilith

	Large Outsider (Chaotic, Extraplanar, Evil)
Hit Dice:	16d8+144 (216 hp)
Initiative:	+4
Speed:	40' (8 squares)
Armor Class:	29 (–1 size, +4 Dex, +16 natural), touch 13, flat-footed 25
Base Attack/Grapple:	+16/+29
Attack:	Longsword +29 melee (2d6+9/19–20) plus 5 longswords +29 melee (2d6+4/19–20) or slam +24 melee (1d8+9) or tail slap +24 melee (4d6+9)
Full Attack:	Primary longsword +29/+24/+19/+14 melee (2d6+9/19–20) and 5 longswords +29/+24/+19/+14 melee (2d6+4/19–20) and tail slap +22 melee (4d6+4); or 6 slams +24 melee (1d8+9) and tail slap +22 melee (4d6+4)
Space/Reach:	10'/10'
Special Attacks:	Constrict 4d6+13, improved grab, spell-like abilities, <i>summon demon</i>
Special Qualities:	Damage reduction 10/good and cold iron, darkvision 60', immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, spell resistance 25, telepathy 100'
Saves:	Fort +19, Ref +14, Will +14
Abilities:	Str 29, Dex 19, Con 29, Int 18, Wis 18, Cha 24
Skills:	Bluff +26, Concentration +28, Diplomacy +30, Disguise +7 (+9 acting), Hide +19, Intimidate +28, Listen +31, Move Silently +23, Search 23, Sense Motive +23, Spellcraft +23 (+25 scrolls), Spot +31, Survival +4 (+6 following tracks), Use Magic Device +26 (+28 scrolls)
Feats:	Combat Expertise, Combat Reflexes, Multiattack, Multiweapon Fighting, Power Attack, Weapon Focus (longsword)
Environment:	A chaotic evil-aligned plane
Organization:	Solitary or pair
Challenge Rating:	17
Treasure:	Standard coins; double goods; standard items, plus 1d4 magic weapons
Alignment:	Always chaotic evil
Advancement:	17–20 HD (Large); 21–48 HD (Huge)
Level Adjustment:	—

A marilith usually holds a longsword in each of its six hands and wears many bangles and jewels.

A marilith stands about 9 feet tall and measures about 20 feet from head to tip of tail. It weighs about 4,000 pounds.

COMBAT

Though mariliths thrive on grand strategy and army-level tactics, they love physical combat and never pass up an opportunity to fight. Each of a marilith's six arms can wield a weapon, and the creature gets an additional three weapon attacks with its primary arm. 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 chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

Constrict (Ex): A marilith deals 4d6+13 points of damage with a successful grapple check. The constricted creature must succeed on a DC 27 Fortitude save or lose consciousness for as long as it remains in the coils and for 2d4 rounds thereafter. The save DC is Strength-based.

Improved Grab (Ex): To use this ability, a marilith must hit with its tail slap attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it succeeds on the grapple check, it can constrict.

Spell-Like Abilities: At will—*alter form (aberrant)*, *alter form (animal)*, *alter form (anthropoid)*, *align weapon*, *blade barrier* (DC 23), *magic weapon*, *project image* (DC 23), *see invisibility*, *telekinesis* (DC 22), *greater teleport* (self plus 50 pounds of objects only), *unholy aura* (DC 25). Caster level 16th. The save DCs are Charisma-based.

Summon Demon (Sp): Once per day a marilith can attempt to summon 4d10 dretches, 1d4 hezrou, or one nalfeshnee with a 50% chance of success, or one glabrezu or another marilith with a 20% chance of success. This ability is the equivalent of a 5th-level spell.

True Seeing (Su): Mariliths continuously use this ability, as the spell (caster level 16th).

Skills: Mariliths have a +8 racial bonus on Listen and Spot checks.

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

Nalfeshnee

	Huge Outsider (Chaotic, Extraplanar, Evil)
Hit Dice:	14d8+112 (175 hp)
Initiative:	+1
Speed:	30' (6 squares), fly 40' (poor)
Armor Class:	27 (–2 size, +1 Dex, +18 natural) touch 9, flat-footed 26
Base Attack/Grapple:	+14/+29
Attack:	Bite +23 melee (2d8+7)
Full Attack:	Bite +23 melee (2d8+7) and 2 claws +17 melee (1d8+3)
Space/Reach:	15'/15'
Special Attacks:	Smite, spell-like abilities, <i>summon demon</i>
Special Qualities:	Damage reduction 10/good, darkvision 60', immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, spell resistance 22, telepathy 100', true seeing
Saves:	Fort +17, Ref +10, Will +15
Abilities:	Str 25, Dex 13, Con 27, Int 22, Wis 22, Cha 20
Skills:	Bluff +22, Concentration +25, Diplomacy +26, Disguise +5 (+7 acting), Hide +10, Intimidate +22, Knowledge (arcana) +23, Listen +31, Move Silently +18, Search +23, Sense Motive +23, Spellcraft +25 (+27 scrolls), Spot +31, Survival +6 (+8 following tracks), Use Magic Device +22 (+24 scrolls)
Feats:	Cleave, Improved Bull Rush, Multiattack, Power Attack, Weapon Focus (bite)
Environment:	A chaotic evil-aligned plane
Organization:	Solitary or troupe (1 nalfeshnee, 1 hezrou, and 2–5 vrocks)
Challenge Rating:	14
Treasure:	Standard coins; double goods; standard items
Alignment:	Always chaotic evil
Advancement:	15–20 HD (Huge); 21–42 HD (Gargantuan)
Level Adjustment:	—

A nalfeshnee can fly despite its small wings.

A nalfeshnee is more than 20 feet tall and weighs 8,000 pounds.

COMBAT

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 chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

Smite (Su): Three times per day a nalfeshnee can create a nimbus of unholy light. When the demon triggers the ability, rainbow-colored beams play around its body. One round later they burst in a 60' radius. Any creature within this area must succeed on a DC 22 Will save or be dazed for 1d10 rounds as visions of its worst fears hound it. The creature receives its full Dexterity and shield bonuses to AC if attacked but can take no actions. Other demons are immune to this effect. The save DC is Charisma-based.

Spell-Like Abilities: At will—*call lightning* (DC 18), *feeblemind* (DC 20), *greater dispel magic*, *slow* (DC 18), *greater teleport* (self plus 50 pounds of objects only), *unholy aura* (DC 23). Caster level 12th. The save DCs are Charisma-based.

Summon Demon (Sp): Twice per day a nalfeshnee can attempt to summon 1d4 vrock, 1d4 hezrous, or one glabrezu with a 50% chance of success, or another nalfeshnee with a 20% chance of success. This ability is the equivalent of a 5th-level spell.

True Seeing (Su): Nalfeshnees continuously use *true seeing*, as the spell (caster level 14th).

Skills: Nalfeshnees have a +8 racial bonus on Listen and Spot checks.

Quasit

	Tiny Outsider (Chaotic, Extraplanar, Evil)
Hit Dice:	3d8 (13 hp)
Initiative:	+7
Speed:	20' (4 squares), fly 50' (perfect)
Armor Class:	18 (+2 size, +3 Dex, +3 natural), touch 15, flat-footed 15
Base	+3/−6
Attack/Grapple:	
Attack:	Claw +8 melee (1d3−1 +1 precision plus poison)
Full Attack:	2 claws +8 melee (1d3−1 +1 precision plus poison) and bite +3 melee (1d4−1 +1 precision)
Space/Reach:	2-1/2'/0'
Special Attacks:	Poison, spell-like abilities
Special Qualities:	Damage reduction 5/cold iron or good, darkvision 60', fast healing 2, immunity to poison, resistance to fire 10, shapechange
Saves:	Fort +3, Ref +6, Will +4
Abilities:	Str 8, Dex 17, Con 10, Int 10, Wis 12, Cha 10
Skills:	Bluff +6, Diplomacy +2, Disguise +0 (+2 acting), Hide +17, Intimidate +2, Knowledge (any one) +6, Listen +7, Move Silently +9, Search +6, Spellcraft +6, Spot +6
Feats:	Improved Initiative, Weapon Finesse
Environment:	A chaotic evil-aligned plane
Organization:	Solitary
Challenge Rating:	2
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	4–6 HD (Tiny)
Level Adjustment:	—

In its natural form, a quasit stands about 1-1/2 feet tall and weighs about 8 pounds.

Quasits speak Common and Abyssal.

COMBAT

Although quasits thirst for victory and power as other demons do, they are cowards at heart. They typically attack from ambush, using their alternate form ability and *invisibility* to get within reach, then try to scuttle away. When retreating, they use their *cause fear* ability to deter pursuit.

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

Poison (Ex): Injury, Fortitude DC 13, initial damage 1d4 Dex, secondary damage 2d4 Dex. The save DC is Constitution-based and includes a +2 racial bonus.

Spell-Like Abilities: At will—*detect alignment* (good only), *detect magic*, and *invisibility* (self only); 1/day—*cause fear* (as the spell, except that its area is a 30' radius from the quasit, save DC 11). Caster level 6th. The save DCs are Charisma-based.

Once per week a quasit can use *commune* to ask six questions. The ability otherwise works as the spell (caster level 12th).

Shapechange (Su): A quasit can use this ability to turn into a medium or smaller creature of the Animal or Vermin type. A

quasit knows one specific form per racial hit die (typically 3). Common forms include bat, monstrous centipede, toad, and wolf. A quasit loses its poison attack while shapechanged.

Retriever

Huge Construct (Extraplanar)

Hit Dice:	10d10+80 (135 hp)
Initiative:	+3
Speed:	50' (10 squares)
Armor Class:	21 (–2 size, +3 Dex, +10 natural), touch 11, flat-footed 18
Base Attack/Grapple:	+7/+25
Attack:	Claw +15 melee (2d6+10) and eye ray +8 ranged touch
Full Attack:	4 claws +15 melee (2d6+10) and bite +10 melee (1d8+5) and eye ray +8 ranged touch
Space/Reach:	15'/10'
Special Attacks:	Eye rays, <i>find target</i> , improved grab
Special Qualities:	Construct traits, darkvision 60', fast healing 5, low-light vision
Saves:	Fort +3, Ref +6, Will +3
Abilities:	Str 31, Dex 17, Con —, Int —, Wis 11, Cha 1
Skills:	—
Feats:	—
Environment:	A chaotic evil-aligned plane
Organization:	Solitary
Challenge Rating:	11
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	11–15 HD (Huge); 16–30 HD (Gargantuan)
Level Adjustment:	—

A retriever specializes in recovering lost or desired objects, runaway slaves, and enemies and bringing them back to its master. A retriever has a body the size of an ox, with legs spanning more than 14 feet. It weighs about 6,500 pounds.

Combat

Retrievers attack with four claws, but their eye rays are far more deadly.

Eye Rays (Su): A retriever's eyes can produce four different magical rays with a range of 100'. Each round, it can fire one ray as a free action. A particular ray is usable only once every 4 rounds. A retriever can fire an eye ray in the same round that it makes physical attacks. The save DC for all rays is 18. The save DC is Dexterity-based.

The four eye effects are:

Fire: Deals 12d6 points of fire damage to the target (Reflex half).

Cold: Deals 12d6 points of cold damage to the target (Reflex half).

Electricity: Deals 12d6 points of electricity damage to the target (Reflex half).

Petrification: The target must succeed on a Fortitude save or turn to stone permanently.

Find Target (Sp): When ordered to find an item or a creature, a retriever does so unerringly, as though guided by *discern location*.

The being giving the order must have seen (or must have an item belonging to) the creature to be found, or must have touched the object to be located. This ability is the equivalent of an 8th-level spell.

Improved Grab (Ex): To use this ability, a retriever must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and grips the opponent fast in its mouth. This is the method by which it usually "retrieves" things.

Succubus

	Medium Outsider (Chaotic, Extraplanar, Evil)
Hit Dice:	6d8+6 (33 hp)
Initiative:	+1
Speed:	30' (6 squares), fly 50' (average)
Armor Class:	20 (+1 Dex, +9 natural), touch 11, flat-footed 19
Base Attack/Grapple:	+6/+7
Attack:	Claw +7 melee (1d6+1)
Full Attack:	2 claws +7 melee (1d6+1)
Space/Reach:	5'/5'
Special Attacks:	Energy drain, spell-like abilities, <i>summon demon</i>
Special Qualities:	Damage reduction 10/cold iron or good, darkvision 60', immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, shapechange, spell resistance 18, telepathy 100', tongues
Saves:	Fort +6, Ref +6, Will +7
Abilities:	Str 13, Dex 13, Con 13, Int 16, Wis 14, Cha 26
Skills:	Bluff +19, Concentration +10, Diplomacy +14, Disguise +17* (+19 acting), Escape Artist +10, Hide +10, Intimidate +19, Knowledge (any one) +12, Listen +19, Move Silently +10, Search +12, Sense Motive + 5, Spot +19, Survival +2 (+4 following tracks), Use Rope +1 (+3 with bindings)
Feats:	Dodge, Mobility, Negotiator ^H , Persuasive ^H
Environment:	A chaotic evil-aligned plane
Organization:	Solitary
Challenge Rating:	7
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	7–12 HD (Medium)
Level Adjustment:	+6

A succubus is 6 feet tall in its natural form and weighs about 125 pounds.

COMBAT

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 *alter form* ability 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 her life-draining kiss. Succubi are not above taking on the role of a damsel in distress when encountered within a dungeon.

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

Energy Drain (Su): A succubus drains energy 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, which provokes an attack of opportunity. The succubus's kiss or embrace bestows one negative level. The kiss also has the effect of a *suggestion* spell, asking the victim to accept another kiss from the succubus. The victim must succeed on a DC 21 Will save to negate the effect of the *suggestion*. The DC is 21 for the Fortitude save to remove a negative level. These save DCs are Charisma-based.

Spell-Like Abilities: At will—*charm monster* (DC 22), *detect alignment (good only)*, *detect thoughts* (DC 20), *ethereal jaunt* (self plus 50 pounds of objects only), *suggestion* (DC 21), *greater teleport* (self plus 50 pounds of objects only). Caster level 12th. The save DCs are Charisma-based.

Shapechange (Su): A succubus can use this ability to turn into a small or medium creature of the Fey or Humanoid type of the same gender.

Summon Demon (Sp): Once per day a succubus can attempt to summon 1 vroock with a 30% chance of success. This ability is the equivalent of a 3rd-level spell.

Tongues (Su): A succubus has a permanent tongues ability (as the spell, caster level 12th). Succubi usually use verbal communication with mortals.

Skills: Succubi have a +8 racial bonus on Listen and Spot checks.

*While using her *alter form* ability, a succubus gains a +10 circumstance bonus on Disguise checks.

Vrock

	Large Outsider (Chaotic, Extraplanar, Evil)
Hit Dice:	10d8+70 (115 hp)
Initiative:	+2
Speed:	30' (6 squares), fly 50' (average)
Armor Class:	22 (-1 size, +2 Dex, +11 natural), touch 11, flat-footed 20
Base Attack/Grapple:	+10/+20
Attack:	Claw +15 melee (2d6+6)
Full Attack:	2 claws +15 melee (2d6+6) and bite +13 melee (1d8+3) and 2 talons +13 melee (1d6+3)
Space/Reach:	10'/10'
Special Attacks:	Dance of ruin, spell-like abilities, spores, stunning screech, <i>summon demon</i>
Special Qualities:	Damage reduction 10/good, darkvision 60', immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, spell resistance 17, telepathy 100'
Saves:	Fort +14, Ref +9, Will +10
Abilities:	Str 23, Dex 15, Con 25, Int 14, Wis 16, Cha 16
Skills:	Concentration +20, Diplomacy +5, Hide +11, Intimidate +16, Knowledge (any one) +15, Listen +24, Move Silently +15, Search +15, Sense Motive +16, Spellcraft +15, Spot +24, Survival +3 (+5 following tracks)
Feats:	Cleave, Combat Reflexes, Multiattack, Power Attack
Environment:	A chaotic evil-aligned plane
Organization:	Solitary, pair, gang (3–5), or squad (6–10)
Challenge Rating:	9
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	11–14 HD (Large); 15–30 HD (Huge)
Level Adjustment:	+8

A vrock is about 8 feet tall and weighs about 500 pounds.

COMBAT

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 chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

Dance of Ruin (Su): To use this ability, a group of at least three vrocks 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' radius. All creatures except for demons within the radius take 20d6 points of damage (Reflex DC 18 half). Stunning, paralyzing, or slaying one of the vrocks stops the dance. The save DC is Charisma-based.

Spell-Like Abilities: At will—*mirror image*, *telekinesis* (DC 18), *greater teleport* (self plus 50 pounds of objects only); 1/day—*heroism*. Caster level 12th. The save DCs are Charisma-based.

Spores (Ex): A vrock can release masses of spores from its body once every 3 rounds as a free action. The spores automatically deal 1d8 points of damage to all creatures adjacent to the vrock. They then penetrate the skin and grow, dealing an additional 1d4 points of damage each round for 10 rounds. At the end of this time, the victim is covered with a tangle of viny growths. (The vines are harmless and wither away in 1d4 days.) A *delay poison* spell stops the spores' growth for its duration. *Bless*, *neutralize poison*, or *remove disease* kills the spores, as does sprinkling the victim with a vial of holy water.

Stunning Screech (Su): Once per hour a vrock can emit a piercing screech. All creatures except for demons within a 30' radius must succeed on a DC 22 Fortitude save or be stunned for 1 round. The save DC is Constitution-based.

Summon Demon (Sp): Once per day a vrock can attempt to summon 2d10 dretches or another vrock with a 35% chance of success. This ability is the equivalent of a 3rd-level spell.

Skills: Vrocks have a +8 racial bonus on Listen and Spot checks.

Derro

	Small Monstrous Humanoid
Hit Dice:	3d8+3 (16 hp)
Initiative:	+6
Speed:	20' (4 squares)
Armor Class:	19 (+1 size, +2 Dex, +2 natural, +3 studded leather armor, +1 buckler), touch 13, flat-footed 17
Base	+3/-1
Attack/Grapple:	
Attack:	Short sword +4 melee (1d4/19–20) or repeating light crossbow +6 ranged (1d6/19–20 plus poison)
Full Attack:	Short sword +4 melee (1d4/19–20) or repeating light crossbow +6 ranged (1d6/19–20 plus poison)
Space/Reach:	5'/5'
Special Attacks:	Poison use, spell-like abilities, sneak attack +1d6
Special Qualities:	Madness, spell resistance 15 vulnerability to sunlight
Saves:	Fort +2, Ref +5, Will +6
Abilities:	Str 11, Dex 14, Con 13, Int 10, Wis 5*, Cha 16*
Skills:	Bluff +5, Hide +10, Listen +1, Move Silently +8
Feats:	Blind-Fight, Improved Initiative
Environment:	Underground
Organization:	Team (2–4), squad (5–8 plus 1 3rd-level sorcerer), or band (11–20 plus 30% noncombatants plus 3 3rd-level sorcerers and 1 sorcerer of 5th–8th level)
Challenge Rating:	3
Treasure:	Standard coins; double goods; standard items
Alignment:	Usually chaotic evil
Advancement:	By character class
Level Adjustment:	— (+2 if sane)

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 creatures of other races, 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.

COMBAT

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.

Madness (Ex): Derro use their Charisma modifier on Will saves instead of their Wisdom modifier, and have immunity to *confusion* and *insanity* effects. A derro cannot be restored to sanity by any means short of a *miracle* or *wish* spell.

*The racial madness of the derro provides a +6 bonus to their Charisma scores and a –6 penalty to their Wisdom scores. A derro restored to sanity gains 6 points of Wisdom and loses 6 points of Charisma.

Poison Use (Ex): Derro typically carry 2d4 doses of greenblood oil or Medium monstrous spider venom, applying it to their crossbow bolts. Derro are not at risk of poisoning themselves when handling poison.

Sneak Attack (Ex): Any time a derro's opponent is denied his Dexterity bonus to AC, or if a derro flanks his opponent, he deals an extra 1d6 points of damage. This ability is just like the rogue's sneak attack and subject to the same limitations.

Spell-Like Abilities: At will—*darkness*, *ghost sound*; 1/day—*daze* (DC 13), *sound burst* (DC 15). Caster level 3rd. The

save DCs are Charisma-based.

Vulnerability to Sunlight (Ex): A derro takes 1 point of Constitution damage for every hour it is exposed to sunlight, and it dies if its Constitution score reaches 0. 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 Hide and Move Silently checks.

Destrachan

	Large Aberration
Hit Dice:	8d8+24 (60 hp)
Initiative:	+6
Speed:	30' (6 squares)
Armor Class:	18 (-1 size, +1 Dex, +8 natural), touch 10, flat-footed 17
Base Attack/Grapple:	+6/+14
Attack:	Claw +9 melee (1d6+4)
Full Attack:	2 claws +9 melee (1d6+4)
Space/Reach:	10'/5'
Special Attacks:	Destructive harmonics
Special Qualities:	Blindsight 100', immunities, protection from sonics
Saves:	Fort +5, Ref +6, Will +10
Abilities:	Str 18, Dex 12, Con 16, Int 12, Wis 18, Cha 12
Skills:	Hide +8, Listen +25, Move Silently +7, Survival +9
Feats:	Dodge, Improved Initiative, Lightning Reflexes
Environment:	Underground
Organization:	Solitary or pack (3-5)
Challenge Rating:	8
Treasure:	None
Alignment:	Usually neutral evil
Advancement:	9-16 HD (Large); 17-24 HD (Huge)
Level Adjustment:	—

The dungeon-dwelling destrachan looks like some bizarre, nonintelligent beast, but it's an incredibly evil and crafty sadist. 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.

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 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.

COMBAT

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.

Destructive Harmonics (Su): 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' radius. It can tune the harmonics of this destructive power to affect different types of targets. All save DCs are Charisma-based.

Flesh: Disrupting tissue and rending bone, this attack deals 4d6 points of damage to all within the area (Reflex DC 15 half).

Nerves: A destrachan can focus its harmonics to knock out foes rather than slay them. This attack deals 6d6 points of nonlethal damage to all within the area (Reflex DC 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 DC 15 Fortitude save or shatter. Objects (or portions of objects) that have up to 30 hit points are potentially affected by this attack.

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

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

Protection from Sonics (Ex): While they can be affected by loud noises and sonic spells (such as *ghost sound* or *silence*), 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 Listen checks.

Devil

Devils are fiends from lawful evil-aligned planes.

Many devils are surrounded by a fear aura, which they use to break up powerful groups and defeat opponents piecemeal. Devils with spell-like abilities use their illusion 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 devils joining the fray.

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

- Immunity to fire and poison.
- Resistance to acid 10 and cold 10.
- See in Darkness (Su): Some devils can see perfectly in darkness of any kind, even that created by a *deeper darkness* spell.
- *Summon* (Sp): Some devils share the ability to summon others of their kind (the success chance and type of devils summoned are noted in each monster description).
- Telepathy.

Except when otherwise noted, devils speak Infernal, Celestial, and Draconic.

Barbed Devil (*Hamatula*)

	Medium Outsider (Evil, Extraplanar, Lawful)
Hit Dice:	12d8+72 (126 hp)
Initiative:	+6
Speed:	30' (6 squares)
Armor Class:	29 (+6 Dex, +13 natural) touch 16, flat-footed 23
Base Attack/Grapple:	+12/+22
Attack:	Claw +18 melee (2d8+6 plus fear)
Full Attack:	2 claws +18 melee (2d8+6 plus fear)
Space/Reach:	5'/5'
Special Attacks:	Fear, improved grab, impale 3d8+9, <i>summon devil</i>
Special Qualities:	Barbed defense, damage reduction 10/good, darkvision 60', immunity to fire and poison, resistance to acid 10 and cold 10, see in darkness, spell resistance 23, spell-like abilities, telepathy 100'
Saves:	Fort +14, Ref +14, Will +15
Abilities:	Str 23, Dex 23, Con 23, Int 12, Wis 14, Cha 18
Skills:	Concentration +21, Diplomacy +6, Hide +21, Intimidate +19, Knowledge (any one) +16, Listen +19, Move Silently +21, Search +16, Sense Motive +17, Spot +19, Survival +2 (+4 following tracks)
Feats:	Alertness ^H , Cleave, Improved Grapple, Inexorable Advance ^H , Iron Will, Power Attack
Environment:	A lawful evil-aligned plane
Organization:	Solitary, pair, team (3–5), or squad (6–10)
Challenge Rating:	11
Treasure:	Standard
Alignment:	Always lawful evil
Advancement:	13–24 (Medium); 25–36 HD (Large)
Level Adjustment:	—

A barbed devil is about 7 feet tall and weighs about 300 pounds.

COMBAT

Barbed devils eagerly fight with their claws, trying to impale their opponents. They use *hold person* to immobilize those who avoid their hug attacks.

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

Fear (Su): A creature hit by a barbed devil must succeed on a DC 20 Will save or be affected as though by *fear* (caster level 9th). Whether or not the save is successful, that creature cannot be affected by that same barbed devil's fear ability for 24 hours. The save DC is Charisma-based.

Impale (Ex): A barbed devil deals 3d8+9 points of piercing damage to a grabbed opponent with a successful grapple check.

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

Summon Devil (Sp): Once per day a barbed devil can attempt to summon 1d6 bearded devils or another barbed devil with a 35% chance of success. This ability is the equivalent of a 4th-level spell.

Barbed Defense (Su): Any creature striking a barbed devil with handheld weapons or natural weapons takes 1d8+6 points of piercing and slashing damage from the devil's barbs. Note that weapons with exceptional reach, such as longswords, do not endanger their users in this way.

Spell-Like Abilities: At will—*greater teleport* (self plus 50 pounds of objects only), *hold person* (DC 16), *major image* (DC 17), *scorching ray* (2 rays only). 1/day—*order's wrath* (DC 18), *unholy blight* (DC 18). Caster level 12th. The save DCs are Charisma-based.

Bearded Devil (Barbazu)

	Medium Outsider (Evil, Extraplanar, Lawful)
Hit Dice:	6d8+18 (45 hp)
Initiative:	+7
Speed:	40' (8 squares)
Armor Class:	19 (+2 Dex, +7 natural) touch 12, flat-footed 17
Base Attack/Grapple:	+6/+8
Attack:	Glaive +10 melee (1d10+3 plus infernal wound) or claw +8 melee (1d6+2)
Full Attack:	Glaive +10/+5 melee (1d10+3 plus infernal wound) or 2 claws +8 melee (1d6+2)
Space/Reach:	5'/5' (10' with glaive)
Special Attacks:	Infernal wound, beard, battle frenzy, <i>summon devil</i>
Special Qualities:	Damage reduction 5/silver or good, darkvision 60', immunity to fire and poison, resistance to acid 10 and cold 10, see in darkness, spell resistance 17, telepathy 100'
Saves:	Fort +8, Ref +7, Will +5
Abilities:	Str 15, Dex 15, Con 17, Int 6, Wis 10, Cha 10
Skills:	Climb +11, Diplomacy +2, Hide +11, Listen +9, Move Silently +9, Sense Motive +9, Spot +9
Feats:	Improved Initiative, Power Attack, Weapon Focus (glaive)
Environment:	A lawful evil-aligned plane
Organization:	Solitary, pair, team (3–5), or squad (6–10)
Challenge Rating:	5
Treasure:	Standard
Alignment:	Always lawful evil
Advancement:	7–9 HD (Medium); 10–18 HD (Large)
Level Adjustment:	+6

Every bearded devil carries a sawtoothed glaive.

A bearded devil stands 6 feet tall and weighs about 225 pounds.

COMBAT

Bearded devils are aggressive and love to fight. They revel in their battle frenzy, spreading mayhem among their foes.

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

Spell-Like Abilities: At will— *greater teleport* (self plus 50 pounds of objects only). Caster level 12th.

Infernal Wound (Su): The damage a bearded devil deals with its glaive causes a persistent wound. An injured creature loses 2 additional hit points each round. The wound does not heal naturally and resists healing spells. The continuing hit point loss can be stopped by a DC 16 Heal check, a *cure* spell, or a *heal* spell. However, a character attempting to cast a *cure* spell or a *heal* spell on a creature damaged by a bearded devil's glaive must succeed on a DC 16 caster level check, or the spell has no effect on the injured character.

A successful Heal check automatically stops the continuing hit point loss as well as restoring hit points. The infernal wound is a supernatural ability of the bearded devil, not of the weapon. The check DC is Constitution-based.

Beard (Ex): If a bearded devil hits a single opponent with both claw attacks, it automatically hits with its beard. The affected creature takes 1d8+2 points of damage and must succeed on a DC 16 Fortitude save or be infected with a vile disease known as devil chills (incubation period 1d4 days, damage 1d4 Str). Damage is dealt each day until the afflicted creature succeeds on three consecutive Fortitude saves, the disease is cured magically, or the creature dies. The save DC is Constitution-based.

Battle Frenzy (Ex): Twice per day, a bearded devil can work itself into a battle frenzy similar to the barbarian's rage (+4 Strength, +4 Constitution, +2 morale bonus on Will saves, -2 AC penalty). The frenzy lasts for 6 rounds, and the bearded devil suffers no ill effects afterward.

Summon Devil (Sp): Once per day a bearded devil can attempt to summon 2d10 lemures with a 50% chance of success, or another bearded devil with a 35% chance of success. This ability is the equivalent of a 3rd-level spell.

Bone Devil (Osylath)

	Large Outsider (Evil, Extraplanar, Lawful)
Hit Dice:	10d8+50 (95 hp)
Initiative:	+11
Speed:	40' (8 squares)
Armor Class:	25 (-1 size, +5 Dex, +11 natural) touch 14, flat-footed 20
Base Attack/Grapple:	+10/+19
Attack:	Bite +14 melee (1d8+5)
Full Attack:	Bite +14 melee (1d8+5) and 2 claws +12 melee (1d4+2) and sting +12 melee (3d4+2 plus poison)
Space/Reach:	10'/10'
Special Attacks:	Spell-like abilities, fear aura, poison, <i>summon devil</i>
Special Qualities:	Damage reduction 10/good, darkvision 60', immunity to fire and poison, resistance to acid 10 and cold 10, see in darkness, spell resistance 21, telepathy 100'
Saves:	Fort +12, Ref +12, Will +13
Abilities:	Str 21, Dex 21, Con 21, Int 14, Wis 14, Cha 14
Skills:	Bluff +15, Concentration +18, Diplomacy +6, Disguise +2 (+4 acting), Hide +14, Intimidate +17, Knowledge (any one) +15, Listen +17, Move Silently +18, Search +15, Sense Motive +15, Spot +17, Survival +2 (+4 following tracks)
Feats:	Alertness ^H , Improved Initiative, Inexorable Advance ^H , Iron Will, Multiattack
Environment:	A lawful evil-aligned plane
Organization:	Solitary, team (2-4), or squad (6-10)
Challenge Rating:	9
Treasure:	Standard
Alignment:	Always lawful evil
Advancement:	11-20 HD (Large); 21-30 HD (Huge)
Level Adjustment:	—

Bone devils stand about 9 feet tall and weigh about 500 pounds.

COMBAT

Bone devils hate all other creatures and attack ruthlessly. They freely use *wall of ice* to keep the enemy divided.

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

Fear Aura (Su): Bone devils can radiate a 5'-radius fear aura as a free action. Affected creatures must succeed on a DC 17 Will save or be affected as though by a *fear* spell (caster level 7th). A creature that successfully saves cannot be affected again by the same bone devil's aura for 24 hours. Other devils are immune to the aura. The save DC is Charisma-based.

Poison (Ex): Injury, Fortitude DC 20, initial damage 1d6 Str, secondary damage 2d6 Str. The save DC is Constitution-based.

Spell-Like Abilities: At will—*greater teleport* (self plus 50 pounds of objects only), *dimensional anchor*, *fly*, *invisibility* (self only), *major image* (DC 15), *wall of ice*. Caster level 12th. The save DC is Charisma-based.

Summon Devil (Sp): Once per day a bone devil can attempt to summon 2d10 lemures with a 50% chance of success, or another bone devil with a 35% chance of success. This ability is the equivalent of a 4th-level spell.

Chain Devil (Kyton)

	Medium Outsider (Evil, Extraplanar, Lawful)
Hit Dice:	8d8+16 (52 hp)
Initiative:	+7
Speed:	30' (6 squares)
Armor Class:	20 (+2 Dex, +8 natural), touch 12, flat-footed 18
Base Attack/Grapple:	+8/+10
Attack:	Chain +10 melee (2d4+3/18–20)
Full Attack:	2 chains +10 melee (2d4+3/18–20)
Space/Reach:	5'/5' (10' with chains)
Special Attacks:	Dancing chains, unnerving gaze
Special Qualities:	Damage reduction 5/silver or good, darkvision 60', immunity to cold, regeneration 2, spell resistance 18
Saves:	Fort +8, Ref +8, Will +6
Abilities:	Str 15, Dex 15, Con 15, Int 6, Wis 10, Cha 12
Skills:	Climb +13, Craft (blacksmithing) +17, Escape Artist +13, Intimidate +12, Listen +13, Spot +13, Use Rope +2 (+4 with bindings)
Feats:	Alertness ^H , Improved Critical (chain), Improved Initiative, Strong Armed ^H
Environment:	A lawful evil-aligned plane
Organization:	Solitary, gang (2–4), band (6–10), or mob (11–20)
Challenge Rating:	6
Treasure:	Standard
Alignment:	Always lawful evil
Advancement:	9–16 HD (Medium)
Level Adjustment:	+6

Kytons are humanlike devils, wrapped in chains instead of clothing. A chain devil is 6 feet tall and weighs about 300 pounds, chains included.

Chain devils speak Infernal and Common.

COMBAT

A chain devil attacks by flailing away with the spiked chains that serve as its clothing, armor, and weapons. A chain devil's natural weapons, as well as any weapons it wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Dancing Chains (Su): A chain devil'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 devil 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 devil itself. If a chain

is in another creature's possession, the creature can attempt a DC 15 Will save to break the chain devil's power over that chain. If the save is successful, the kyton cannot attempt to control that particular chain again for 24 hours or until the chain leaves the creature's possession. The save DC is Charisma-based.

A chain devil can climb chains it controls at its normal speed without making Climb checks.

Unnerving Gaze (Su): Range 30', Will DC 15 negates. A chain devil 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 1d3 rounds. The save DC is Charisma-based.

Regeneration (Ex): Chain devils take normal damage from silvered weapons, good-aligned weapons, and spells or effects with the good descriptor. A chain devil that loses a piece of its body regrows it in 2d6x10 minutes. Holding the severed member against the stump enables it to reattach instantly.

Skills: Chain devils have a +8 racial bonus on Craft checks involving metalwork.

Erinyes

	Medium Outsider (Evil, Extraplanar, Lawful)
Hit Dice:	9d8+45 (85 hp)
Initiative:	+5
Speed:	30' (6 squares), fly 50' (good)
Armor Class:	23 (+5 Dex, +8 natural) touch 15, flat-footed 18
Base Attack/Grapple:	+9/+14
Attack:	Longsword +14 melee (1d8+5/19–20) or +1 flaming composite longbow (+5 Str bonus) +15 ranged (1d8+6/x3 plus 1d6 fire) or rope +14 ranged (entangle)
Full Attack:	Longsword +14/+9 melee (1d8+5/19–20) or +1 flaming composite longbow (+5 Str bonus) +15/+10 ranged (1d8+6/x3 plus 1d6 fire) or rope +14 ranged (entangle)
Space/Reach:	5'/5'
Special Attacks:	Entangle, spell-like abilities, <i>summon devil</i>
Special Qualities:	Damage reduction 5/good, darkvision 60', immunity to fire and poison, resistance to acid 10 and cold 10, see in darkness, spell resistance 20, telepathy 100', true seeing
Saves:	Fort +11, Ref +11, Will +10
Abilities:	Str 21, Dex 21, Con 21, Int 14, Wis 18, Cha 20
Skills:	Concentration +17, Diplomacy +7, Escape Artist +17, Hide +17, Knowledge (any two) +14, Listen +16, Move Silently +17, Search +14, Sense Motive +16, Spot +16, Survival +4 (+6 following tracks), Use Rope +5 (+7 with bindings)
Feats:	Dodge ^B , Mobility ^B , Manyshot, Point Blank Shot, Rapid Shot, Shot on the Run
Environment:	A lawful evil-aligned plane
Organization:	Solitary
Challenge Rating:	8
Treasure:	Standard, plus rope and +1 flaming composite longbow (+5 Str bonus)
Alignment:	Always lawful evil
Advancement:	10–18 HD (Medium)
Level Adjustment:	+7

Unlike other devils, erinyes appear attractive to humans, resembling very comely women or men. An erinyes stands about 6 feet tall and weighs about 150 pounds.

Erinyes speak Infernal, Celestial, and Draconic.

COMBAT

Erinyes prefer to engage in combat from a distance. They use *charm monster* to distract or disorganize their opponents, then rain down fiery arrows from above. An erinyes's natural weapons, as well as any weapons it wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Entangle (Ex): Each erinyes carries a stout rope some 50 feet long that entangles opponents of any size as an *animate rope* spell (caster level 16th). 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.

Spell-Like Abilities: At will—*greater teleport* (self plus 50 pounds of objects only), *charm monster* (DC 19), *minor image* (DC 17), *unholy blight* (DC 19). Caster level 12th. The save DCs are Charisma-based.

Summon Devil (Sp): Once per day an erinyes can attempt to summon 2d10 lemures or 1d4 bearded devils with a 50% chance of success. This ability is the equivalent of a 3rd-level spell.

True Seeing (Su): Erinyes continuously use *true seeing*, as the spell (caster level 14th).

Hellcat (Bezekira)

	Large Outsider (Evil, Extraplanar, Lawful)
Hit Dice:	8d8+24 (60 hp)
Initiative:	+10
Speed:	40' (8 squares)
Armor Class:	21 (–1 size, +5 Dex, +7 natural), touch 14, flat-footed 16
Base Attack/Grapple:	+8/+18
Attack:	Claw +13 melee (1d8+6)
Full Attack:	2 claws +13 melee (1d8+6) and bite +8 melee (2d8+3)
Space/Reach:	10'/5'
Special Attacks:	Improved grab, pounce, rake 1d8+3
Special Qualities:	Damage reduction 5/good, darkvision 60', invisible in light, resistance to fire 10, scent, spell resistance 19, telepathy 100'
Saves:	Fort +9, Ref +11, Will +8
Abilities:	Str 23, Dex 21, Con 17, Int 10, Wis 14, Cha 10
Skills:	Balance +16, Climb +17, Hide +13, Jump +21, Listen +17, Move Silently +20, Spot +13, Swim +17
Feats:	Dodge, Improved Initiative, Track
Environment:	A lawful evil-aligned plane
Organization:	Solitary, pair, or pride (6–10)
Challenge Rating:	7
Treasure:	None
Alignment:	Always lawful evil
Advancement:	9–10 HD (Large); 11–24 HD (Huge)
Level Adjustment:	—

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.

COMBAT

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 evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

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

Pounce (Ex): If a hellcat charges, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +13 melee, damage 1d8+3.

Invisible in Light (Ex): 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 low-light vision). Magical darkness smothers the glow and conceals the outline.

Skills: Hellcats have a +4 racial bonus on Listen and Move Silently checks.

Horned Devil (Cornagon)

Large Outsider (Evil, Extraplanar, Lawful)

Hit Dice:	15d8+105 (172 hp)
Initiative:	+7
Speed:	20' (4 squares), fly 50' (average)
Armor Class:	35 (-1 size, +7 Dex, +19 natural) touch 16, flat-footed 28
Base Attack/Grapple:	+15/+29
Attack:	Spiked chain +28 melee (2d6+15 plus stun) or claw +24 melee (2d6+10) or tail +24 melee (2d6+10 plus infernal wound)
Full Attack:	Spiked chain +28/+23/+18 melee (2d6+15 plus stun) and bite +22 melee (2d8+5) and tail +22 melee (2d6+5 plus infernal wound); or 2 claws +24 melee (2d6+10) and bite + 22 melee (2d8+5) and tail +22 melee (2d6+5 plus infernal wound)
Space/Reach:	10'/10' (20' with spiked chain)
Special Attacks:	Fear aura, infernal wound, spell-like abilities, stun, <i>summon devil</i>
Special Qualities:	Damage reduction 10/good and silver, darkvision 60', immunity to fire and poison, resistance to acid 10 and cold 10, regeneration 5, see in darkness, spell resistance 28, telepathy 100'
Saves:	Fort +16, Ref +16, Will +18
Abilities:	Str 31, Dex 25, Con 25, Int 14, Wis 18, Cha 22
Skills:	Bluff +24, Climb +28, Concentration +24, Diplomacy +10, Disguise +6 (+8 acting), Hide +21, Intimidate +26, Listen +22, Move Silently +23, Search +20, Sense Motive +22, Spot +22, Survival +4 (+6 following tracks)
Feats:	Cleave, Improved Sunder, Iron Will, Multiattack, Power Attack, Weapon Focus (spiked chain)
Environment:	A lawful evil-aligned plane
Organization:	Solitary, team (2–4), or squad (6–10)
Challenge Rating:	16
Treasure:	Standard coins; double goods; standard items
Alignment:	Always lawful evil
Advancement:	16–20 HD (Large); 21–45 HD (Huge)
Level Adjustment:	—

A horned devil is 9 feet tall and weighs about 600 pounds.

COMBAT

Horned devils 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 devil's natural weapons, as well as any weapons it wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Spell-Like Abilities: At will—*dispel alignment (chaos or good)* (DC 21), *magic circle against alignment (good only)*, *greater teleport* (self plus 50 pounds of objects only); *persistent image* (DC 21) 3/day—*fireball* (DC 19), *lightning bolt* (DC 19). Caster level 15th. The save DCs are Charisma-based.

Fear Aura (Su): A horned devil can radiate a 5'-radius fear aura as a free action. A creature in the area must succeed on a DC 23 Will save or be affected as though by a *fear* spell (caster level 15th). A creature that successfully saves cannot be affected again by the same horned devil's aura for 24 hours. Other devils are immune to the aura. The save DC is Charisma-based.

Stun (Su): Whenever a horned devil hits with a spiked chain attack, the opponent must succeed on a DC 27 Fortitude save or be stunned for 1d4 rounds. The save DC is Strength-based. This ability is a function of the horned devil, not of the spiked chain.

Infernal Wound (Su): The damage a horned devil deals with its tail attack causes a persistent wound. An injured creature loses 2 additional hit points each round. The wound does not heal naturally and resists healing spells. The continuing hit point loss can be stopped by a DC 24 Heal check, a *cure* spell, or a *heal* spell. However, a character attempting to cast a *cure* spell or a *heal* spell on a creature damaged by a horned devil's tail must succeed on a DC 24 caster level check, or the spell has no effect on the injured character. A successful Heal check automatically stops the continuing hit point loss as well as restoring hit points. The check DC is Constitution-based.

Summon Devil (Sp): Once per day a horned devil can attempt to summon 2d10 lemures or 1d6 bearded devils with a 50% chance of success, 1d6 barbed devils with a 35% chance of success, or another horned devil with a 20% chance of success. This ability is the equivalent of a 6th-level spell.

Regeneration (Ex): A horned devil takes normal damage from good-aligned silvered weapons, and from spells or effects with the good descriptor.

Ice Devil (Gelagon)

	Large Outsider (Evil, Extraplanar, Lawful)
Hit Dice:	14d8+84 (147 hp)
Initiative:	+5
Speed:	40' (8 squares)
Armor Class:	32 (–1 size, +5 Dex, +18 natural) touch 14, flat-footed 27
Base Attack/Grapple:	+14/+24
Attack:	Spear +23 melee (2d6+9/x3 plus slow) or claw +19 melee (1d10+6)
Full Attack:	Spear +23/+18/+13 melee (2d6+9/x3 plus slow) and bite +14 melee (2d6+3) and tail +14 melee (3d6+3 plus slow); or 2 claws +19 melee (1d10+6) and bite +14 melee (2d6+3) and tail +14 melee (3d6+3 plus slow)
Space/Reach:	10'/10'
Special Attacks:	Fear aura, slow, spell-like abilities, <i>summon devil</i>
Special Qualities:	Damage reduction 10/good, darkvision 60', immunity to fire and poison, resistance to acid 10 and cold 10, regeneration 5, see in darkness, spell resistance 25, telepathy 100'
Saves:	Fort +15, Ref +14, Will +15
Abilities:	Str 23, Dex 21, Con 23, Int 22, Wis 22, Cha 20
Skills:	Bluff +22, Climb +23, Concentration +23, Diplomacy +9, Disguise +5 (+7 acting), Intimidate +24, Jump +27, Knowledge (any three) +23, Listen +25, Move Silently +22, Search +23, Sense Motive +23, Spellcraft +23, Spot +25, Survival +6 (+8 following tracks)
Feats:	Alertness ^H , Cleave, Combat Reflexes, Inexorable Advance ^H , Power Attack, Weapon Focus (spear)
Environment:	A lawful evil-aligned plane
Organization:	Solitary, team (2–4), squad (6–10), or troupe (1–2 ice devils, 7–12 bearded devils, and 1–4 bone devils)
Challenge Rating:	13
Treasure:	Standard coins; double goods; standard items
Alignment:	Always lawful evil
Advancement:	15–28 HD (Large); 29–42 HD (Huge)
Level Adjustment:	—

An ice devil is about 12 feet tall and weighs about 700 pounds.

COMBAT

An ice devil 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 devil's natural weapons, as well as any weapons it wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Fear Aura (Su): An ice devil can radiate a 10'-radius fear aura as a free action. A creature in the area must succeed on a DC 22 Will save or be affected as though by a *fear* spell (caster level 13th). A creature that successfully saves cannot be affected again by the same ice devil's aura for 24 hours. Other devils are immune to the aura. The save DC is Charisma-based.

Slow (Su): A hit from an ice devil's tail or spear induces numbing cold. The opponent must succeed on a DC 23 Fortitude save or be affected as though by a *slow* spell for 1d6 rounds. The save DC is Constitution-based.

Spell-Like Abilities: At will—*cone of cold* (DC 20), *fly*, *ice storm* (DC 19), *greater teleport* (self plus 50 pounds of objects only), *persistent image* (DC 20), *unholy aura* (DC 23), *wall of ice* (DC 19). Caster level 13th. The save DCs are Charisma-based.

Summon Devil (Sp): Once per day an ice devil can attempt to summon 2d10 lemures or 1d6 bearded devils, 2d4 bone devils with a 50% chance of success, or another ice devil with a 20% chance of success. This ability is the equivalent of a 4th-level spell.

Regeneration (Ex): An ice devil takes normal damage from good-aligned weapons and from spells or effects with the good descriptor.

Imp

	Tiny Outsider (Evil, Extraplanar, Lawful)
Hit Dice:	3d8 (13 hp)
Initiative:	+3
Speed:	20' (4 squares), fly 50' (perfect)
Armor Class:	20 (+2 size, +3 Dex, +5 natural), touch 15, flat-footed 17
Base Attack/Grapple:	+3/-5
Attack:	Sting +8 melee (1d4 +1 precision plus poison)
Full Attack:	Sting +8 melee (1d4 +1 precision plus poison)
Space/Reach:	2-1/2'/0'
Special Attacks:	Poison, spell-like abilities
Special Qualities:	Alternate form, damage reduction 5/good or silver, darkvision 60', fast healing 2, immunity to poison, resistance to fire 5
Saves:	Fort +3, Ref +6, Will +4
Abilities:	Str 10, Dex 17, Con 10, Int 10, Wis 12, Cha 14
Skills:	Diplomacy +8, Hide +17, Knowledge (any one) +6, Listen +7, Move Silently +9, Search +6, Spellcraft +6, Spot +7, Survival +1 (+3 following tracks)
Feats:	Dodge, Weapon Finesse
Environment:	A lawful evil-aligned plane
Organization:	Solitary
Challenge Rating:	2
Treasure:	None
Alignment:	Always lawful evil
Advancement:	4-6 HD (Tiny)
Level Adjustment:	—

In its natural form, an imp stands almost 2 feet tall and weighs about 8 pounds.

COMBAT

Imps are craven, but not so timid as to pass up an opportunity for a surprise attack using their *invisibility* 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 evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Poison (Ex): Injury, Fortitude DC 13, initial damage 1d4 Dex, secondary damage 2d4 Dex. The save DC is Constitution-based and includes a +2 racial bonus.

Spell-Like Abilities: At will—*detect alignment (good only)*, *detect magic*, *invisibility* (self only); 1/day—*suggestion* (DC 15). Caster level 6th. The save DC is Charisma-based.

Once per week an imp can use *commune* to ask six questions. The ability otherwise works as the spell (caster level 12th).

Shapechange (Su): An imp can use this ability to turn into a medium or smaller creature of the Animal or Vermin type. An imp knows one specific form per racial hit die (typically 3). Common forms include bat, monstrous centipede, toad, and wolf. A quasit loses its poison attack while shapechanged.

Lemure

Medium Outsider (Evil, Extraplanar, Lawful)

Hit Dice:	2d8 (9 hp)
Initiative:	+0
Speed:	20' (4 squares)
Armor Class:	14 (+4 natural) touch 10, flat-footed 14
Base Attack/Grapple:	+2/+2
Attack:	Claw +2 melee (1d4)
Full Attack:	2 claws +2 melee (1d4)
Space/Reach:	5'/5'
Special Attacks:	—
Special Qualities:	Damage reduction 5/good or silver, darkvision 60', immunity to fire and poison, mindless, resistance to acid 10 and cold 10, mindless, see in darkness
Saves:	Fort +3, Ref +3, Will +3
Abilities:	Str 10, Dex 10, Con 10, Int —, Wis 11, Cha 5
Environment:	A lawful evil-aligned plane
Organization:	Solitary, pair, gang (3–5), swarm (6–15), or mob (10–40)
Challenge Rating:	1
Treasure:	None
Alignment:	Always lawful evil
Advancement:	3–6 HD (Medium)
Level Adjustment:	—

A lemure is about 5 feet tall and weighs about 100 pounds.

Lemures are mindless and cannot communicate, but they are sensitive to telepathic messages from other devils, typically obeying a devil's mental commands.

COMBAT

Lemures surge toward anything they meet and try to claw it apart. Only a telepathic command from other devils 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 evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Mindless (Ex): Immunity to mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).

Pit Fiend

	Large Outsider (Evil, Extraplanar, Lawful)
Hit Dice:	18d8+144 (225 hp)
Initiative:	+17
Speed:	40' (8 squares), fly 60' (average)
AC:	40 (–1 size, +8 Dex, +23 natural) touch 17, flat-footed 32
Base Attack/Grapple:	+18/+35
Attack:	Claw +30 melee (3d8+13)
Full Attack:	2 claws +30 melee (3d8+13) and 2 wings +28 melee (2d6+6) and bite +28 melee (4d6+6 plus poison plus disease) and tail slap +28 melee (2d8+6)
Space/Reach:	10'/10'
Special Attacks:	Constrict 2d8+26, fear aura, improved grab, spell-like abilities, <i>summon devil</i>
Special Qualities:	Damage reduction 15/good and silver, darkvision 60', immunity to fire and poison, resistance to acid 10 and cold 10, regeneration 5, see in darkness, spell resistance 32, telepathy 100'
Saves:	Fort +19, Ref +19, Will +25
Abilities:	Str 37, Dex 27, Con 27, Int 26, Wis 26, Cha 26
Skills:	Balance +10, Bluff +29, Climb +34, Concentration +29, Diplomacy +10, Disguise +29 (+31 acting), Hide +25, Intimidate +31, Jump +40, Knowledge (arcana) +29, Knowledge (nature) +10, Knowledge (the planes) +29, Knowledge (religion) +29, Listen +29, Move Silently +29, Search +29, Spellcraft +31, Spot +29, Survival +8 (+10 on other planes, +10 when tracking), Tumble +31
Feats:	Cleave, Improved Initiative, Improved Natural Attack (claw), Iron Will, Multiattack,

	Metamagic Spell-Like Ability (quicken <i>fireball</i>), Power Attack
Environment:	A lawful evil-aligned plane
Organization:	Solitary, pair, team (3–4), or troupe (1–2 pit fiends, 2–5 horned devils, and 2–5 barbed devils)
Challenge Rating:	20
Treasure:	Standard coins; double goods; standard items
Alignment:	Always lawful evil
Advancement:	19–36 HD (Large); 37–54 HD (Huge)
Level Adjustment:	—

A pit fiend often wraps its wings around itself like a grotesque cloak, and appears wreathed in flames.

A pit fiend is 12 feet tall and weighs 800 pounds.

COMBAT

Pit fiends are wily and resourceful fighters, using *invisibility* to gain the upper hand and biting at foes seemingly able to see them. They don't hesitate to blanket an area with *fireballs*, and can call down the wrath of an inferno with *meteor swarm*.

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

Constrict (Ex): A pit fiend deals 2d8+26 points of damage with a successful grapple check.

Disease (Su): A creature struck by a pit fiend's bite attack must succeed on a DC 27 Fortitude save or be infected with a vile disease known as devil chills (incubation period 1d4 days, damage 1d4 Str). The save DC is Constitution-based.

Fear Aura (Su): A pit fiend can radiate a 20'-radius fear aura as a free action. A creature in the area must succeed on a DC 27 Will save or be affected as though by a *fear* spell (caster level 18th). A creature that successfully saves cannot be affected again by the same pit fiend's aura for 24 hours. Other devils are immune to the aura. The save DC is Charisma-based.

Improved Grab (Ex): To use this ability, a pit fiend must hit with its tail slap attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

If it wins the grapple check, it establishes a hold and can constrict.

Poison (Ex): Injury, Fortitude DC 27, initial damage 1d6 Con, secondary damage death. The save DC is Constitution-based.

Spell-Like Abilities: At will—*blasphemy* (DC 25), *create undead*, *fireball* (DC 21), *greater dispel magic*, *greater teleport* (self plus 50 pounds of objects only), *invisibility*, *magic circle against alignment (good only)*, *mass hold monster* (DC 27), *persistent image* (DC 23), *power word stun*, *unholy aura* (DC 26); 1/day—*meteor swarm* (DC 27). Caster level 18th. The save DCs are Charisma-based.

Once per year a pit fiend can use *wish* as the spell (caster level 20th).

Summon Devil (Sp): Twice per day a pit fiend can automatically summon 2 lemures, bone devils, or bearded devils, or 1 erinyes, horned devil, or ice devil. This ability is the equivalent of an 8th-level spell.

Regeneration (Ex): A pit fiend takes normal damage from good-aligned silvered weapons, and from spells or effects with the good descriptor.

Tactics Round-by-Round

A pit fiend typically opens combat by using its spell-like abilities, attempting to neutralize dangerous opponents before entering melee.

Prior to combat: *Unholy aura*; activate fear aura, *summon devil*.

Round 1: Quicken *fireball* and *mass hold monster* if facing three or more visible, active opponents; otherwise *power word stun* against unarmored opponent (preferably a spellcaster).

Round 2: *Meteor swarm* against as many foes as possible, approach worst-injured enemy.

Round 3: Full attack against injured enemy.

Round 4: Continue melee against injured enemy, or *power word stun* against annoying spellcaster.

Round 5: Repeat from round 1, or *greater teleport* to safety if endangered.

Devourer

Large Undead (Extraplanar)

Hit Dice:	12d12 (78 hp)
Initiative:	+5
Speed:	30' (6 squares)
Armor Class:	24 (–1 size, +15 natural), touch 9, flat-footed 24
Base	+6/+19
Attack/Grapple:	
Attack:	Claw +16 melee (1d6+9)
Full Attack:	2 claws +16 melee (1d6+9)
Space/Reach:	10'/10'
Special Attacks:	Energy drain, trap essence, spell-like abilities
Special Qualities:	Darkvision 60', spell deflection, spell resistance 21, undead traits
Saves:	Fort +4, Ref +4, Will +11
Abilities:	Str 28, Dex 10, Con —, Int 16, Wis 16, Cha 17
Skills:	Climb +24, Concentration +18, Diplomacy +5, Jump +24, Listen +18, Move Silently +15, Search +10, Sense Motive +11, Spot +18, Survival +3 (+5 following tracks)
Feats:	Blind-Fight, Combat Casting, Combat Expertise, Improved Initiative, Weapon Focus (claw)
Environment:	Any
Organization:	Solitary
Challenge Rating:	11
Treasure:	None
Alignment:	Always neutral evil
Advancement:	13–24 HD (Large); 25–36 HD (Huge)
Level Adjustment:	—

Devourers lurk on the Ethereal Plane and the Astral Plane, stalking both natives and travelers with equal sadistic glee.

A devourer is about 9 feet tall and weighs 500 pounds.

Devourers speak Common.

COMBAT

Even if it had no special abilities, a devourer would be a terrible opponent, for its bony claws can flay enemies alive.

Energy Drain (Su): Living creatures hit by a devourer's claw attack or *spectral hand* ability gain one negative level. The DC is 19 for the Fortitude save to remove a negative level. The save DC is Charisma-based.

Trap Essence (Su): The devourer is named for its ability to consume an enemy's life essence. To do so, it must forgo its normal melee attacks and make a trap essence attack. This requires a normal attack roll but deals no damage. The save DC is Charisma-based. A slain creature's essence is trapped within the devourer's ribs, and the tiny figure takes on that victim's features. The trapped essence cannot be raised or resurrected, but a *limited wish*, *miracle*, or *wish* spell frees it, as does destroying the devourer. A devourer can hold only one essence at a time.

The trapped essence provides a devourer with enough power to use five spell-like abilities for each Hit Die or level of the trapped creature. As this energy is expended, the twisted soul fades away until it evaporates completely. The trapped essence gains one negative level for every five times the devourer uses one of its spell-like abilities. When the essence's number of negative levels equals the creature's total Hit Dice or level, the essence is destroyed. If an essence is freed, the restored creature must succeed on a DC 19 Fortitude save for each negative level or lose that level permanently.

Spell-Like Abilities: At the start of any encounter, the trapped essence within a devourer is assumed to have 3d4+3 levels (enough fuel for thirty to seventy-five uses). Once per round, a devourer can use one of the following abilities: *confusion* (DC 17), *control undead* (DC 20), *ghoul touch* (DC 15), *lesser planar ally*, *ray of enfeeblement* (DC 14), *spectral hand*, *suggestion* (DC 16), *true seeing*. Caster level 18th. The save DCs are Charisma-based.

Spell Deflection (Su): The trapped essence provides a measure of magical protection. If any of the following spells are cast at the devourer and overcome its spell resistance, they affect the imprisoned essence instead: *banishment*, *chaos hammer*, *confusion*, *crushing despair*, *detect thoughts*, *dispel alignment (evil)*, *dominate person*, *fear*, *geas/quest*, *holy word*, *hypnosis*, *imprisonment*, *magic jar*, *maze*, *suggestion*, *trap the soul*, or any form of charm or compulsion. In many cases, this deflection effectively neutralizes the spell. Some of these effects might eliminate the trapped essence, depriving the devourer of its spell-like abilities until it can consume another victim.

Digester

	Medium Magical Beast
Hit Dice:	8d10+24 (68 hp)
Initiative:	+6
Speed:	60' (12 squares)
Armor Class:	17 (+2 Dex, +5 natural), touch 12, flat-footed 15
Base Attack/Grapple:	+8/+11
Attack:	Claw +11 melee (1d8+4)
Full Attack:	Claw +11 melee (1d8+4)
Space/Reach:	5'/5'
Special Attacks:	Acid spray
Special Qualities:	Darkvision 60', immunity to acid, low-light vision, scent
Saves:	Fort +9, Ref +12, Will +3
Abilities:	Str 17, Dex 15, Con 17, Int 2, Wis 12, Cha 10
Skills:	Hide +11, Listen +6, Jump +21, Move Silently +6, Spot +6
Feats:	Alertness ^H , Improved Initiative, Lightning Reflexes, Stealthy ^H
Environment:	Warm forests
Organization:	Solitary or pack (3–6)
Challenge Rating:	6
Treasure:	None
Alignment:	Always neutral
Advancement:	9–12 HD (Medium); 13–24 HD (Large)
Level Adjustment:	—

A digester stands about 5 feet tall and is 7 feet long from snout to tail. It weighs about 350 pounds,

COMBAT

A digester is a hunting and eating machine. When it is not hungry (which is rarely), it lies low and avoids most other creatures. When hunting, it looks about for a likely target, then charges forth and delivers a gout of acid. If the initial attack is insufficient to kill the prey, the digester attacks with its hind feet until it can spray acid again.

Acid Spray (Ex): A digester can spray acid in a 20' cone, dealing 4d8 points of damage to everything in the area. Once a digester uses this ability, it can't use it again until 1d4 rounds later.

The creature can also produce a concentrated stream of acid that deals 8d8 points of damage to a single target within 5'. In either case, a DC 17 Reflex save halves the damage. The save DC is Constitution-based.

Skills: A digester's coloration gives it a +4 racial bonus on Hide checks. It also has a +4 racial bonus on Jump checks.

Dinosaur

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.

COMBAT

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

	Large Animal
Hit Dice:	4d8+16 (34 hp)
Initiative:	+2
Speed:	60' (12 squares)
Armor Class:	16 (–1 size, +2 Dex, +5 natural), touch 11, flat-footed 14
Base Attack/Grapple:	+3/+11

Attack:	Talons +6 melee (2d6+4)
Full Attack:	Talons +6 melee (2d6+4) and 2 foreclaws +1 melee (1d3+2) and bite +1 melee (2d4+2)
Space/Reach:	10'/5'
Special Attacks:	Pounce
Special Qualities:	Low-light vision, scent
Saves:	Fort +8, Ref +6, Will +2
Abilities:	Str 19, Dex 15, Con 19, Int 2, Wis 12, Cha 10
Skills:	Hide +8, Jump +26, Listen +10, Spot +10, Survival +10
Feats:	Run, Track
Environment:	Warm forests
Organization:	Solitary, pair, or pack (3–6)
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral
Advancement:	5–8 HD (Large)
Level Adjustment:	—

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.

COMBAT

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.

Pounce (Ex): If a deinonychus charges, it can make a full attack.

Skills: A deinonychus has a +8 racial bonus on Hide, Jump, Listen, Spot, and Survival checks.

Elasmosaurus

	Huge Animal
Hit Dice:	10d8+67 (112 hp)
Initiative:	+2
Speed:	20' (4 squares), swim 50'
Armor Class:	13 (–2 size, +2 Dex, +3 natural), touch 10, flat-footed 11
Base Attack/Grapple:	+7/+23
Attack:	Bite +13 melee (2d8+12)
Full Attack:	Bite +13 melee (2d8+12)
Space/Reach:	15'/10'
Special Attacks:	—
Special Qualities:	Low-light vision, scent
Saves:	Fort +16, Ref +9, Will +4
Abilities:	Str 26, Dex 14, Con 22, Int 2, Wis 13, Cha 9
Skills:	Hide –4*, Listen +4, Spot +9, Swim +16
Feats:	Dodge, Great Fortitude, Mobility, Toughness
Environment:	Warm aquatic
Organization:	Solitary, pair, or herd (5–8)
Challenge Rating:	7
Treasure:	None
Alignment:	Always neutral
Advancement:	11–20 HD (Huge); 21–30 HD (Gargantuan)
Level Adjustment:	—

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.

COMBAT

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.

Skills: *An elasmosaurus has a +8 racial bonus on Hide checks in water.

Megaraptor

	Huge Animal
Hit Dice:	8d8+46 (82 hp)
Initiative:	+2
Speed:	60' (12 squares)
Armor Class:	16 (–2 size, +2 Dex, +6 natural), touch 10, flat-footed 14
Base	+6/+19
Attack/Grapple:	
Attack:	Talons +9 melee (2d8+5)
Full Attack:	Talons +9 melee (2d8+5) and 2 foreclaws +4 melee (1d4+2) and bite +4 melee (2d6+2)
Space/Reach:	15'/10'
Special Attacks:	Pounce
Special Qualities:	Low-light vision, scent
Saves:	Fort +10, Ref +8, Will +4
Abilities:	Str 21, Dex 15, Con 21, Int 2, Wis 15, Cha 10
Skills:	Hide +5, Jump +27, Listen +12, Spot +12, Survival +12
Feats:	Run, Toughness, Track
Environment:	Warm forests
Organization:	Solitary, pair, or pack (3–6)
Challenge Rating:	6
Treasure:	None
Alignment:	Always neutral
Advancement:	9–16 HD (Huge); 17–24 HD (Gargantuan)
Level Adjustment:	—

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.

Pounce (Ex): If a megaraptor charges, it can make a full attack.

Skills: A megaraptor has a +8 racial bonus on Hide, Jump, Listen, Spot, and Survival checks.

Triceratops

	Huge Animal
Hit Dice:	16d8+124 (196 hp)
Initiative:	–1
Speed:	30' (6 squares)
Armor Class:	18 (–2 size, –1 Dex, +11 natural), touch 7, flat-footed 18
Base Attack/Grapple:	+12/+30
Attack:	Gore +20 melee (2d8+15)
Full Attack:	Gore +20 melee (2d8+15)
Space/Reach:	15'/10'
Special Attacks:	Powerful charge, trample 2d12+15
Special Qualities:	Low-light vision, scent
Saves:	Fort +22, Ref +9, Will +6
Abilities:	Str 30, Dex 9, Con 25, Int 1, Wis 12, Cha 7
Skills:	Listen +13, Spot +12
Feats:	Alertness ^H , Cleave, Great Fortitude, Improved Bull Rush, Inexorable Advance ^H , Power Attack, Toughness

Environment:	Temperate plains
Organization:	Solitary, pair, or herd (5–8)
Challenge Rating:	9
Treasure:	None
Alignment:	Always neutral
Advancement:	17–32 HD (Huge); 33–48 HD (Gargantuan)
Level Adjustment:	—

A triceratops has a body about 25 feet long and weighs about 20,000 pounds.

COMBAT

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.

Powerful Charge (Ex): When a triceratops charges, its gore attack deals 4d8+20 points of damage.

Trample (Ex): Reflex half DC 28. The save DC is Strength-based.

Tyrannosaurus

	Huge Animal
Hit Dice:	18d8+121 (202 hp)
Initiative:	+1
Speed:	40' (8 squares)
Armor Class:	14 (–2 size, +1 Dex, +5 natural) touch 9, flat-footed 13
Base Attack/Grapple:	+13/+30
Attack:	Bite +23 melee (3d6+13/16-20)
Full Attack:	Bite +23 melee (3d6+13/16-20)
Space/Reach:	15'/10'
Special Attacks:	Improved grab, swallow whole
Special Qualities:	Low-light vision, scent
Saves:	Fort +16, Ref +12, Will +8
Abilities:	Str 28, Dex 12, Con 21, Int 2, Wis 15, Cha 10
Skills:	Hide –2, Listen +14, Spot +14
Feats:	Alertness ^H , Improved Critical (bite), Improved Natural Attack (bite), Run, Thick Skinned ^H , Toughness, Track, Weapon Focus (bite)
Environment:	Warm plains
Organization:	Solitary or pair
Challenge Rating:	8
Treasure:	None
Alignment:	Always neutral
Advancement:	19–36 HD (Huge); 37–54 HD (Gargantuan)
Level Adjustment:	—

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.

COMBAT

A tyrannosaurus pursues and eats just about anything it sees. Its tactics are simple—charge in and bite.

Improved Grab (Ex): To use this ability, a tyrannosaurus must hit an opponent of up to one size smaller with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can try to swallow the foe the following round.

Swallow Whole (Ex): A tyrannosaurus can try to swallow a grabbed opponent of up to two sizes smaller by making a successful grapple check. The swallowed creature takes 2d8+8 points of bludgeoning damage and 8 points of acid damage per round from the tyrannosaurus's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (AC 12). Once the creature exits, muscular action closes the hole;

another swallowed opponent must cut its own way out.

A Huge 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 Listen and Spot checks.

Dire Animal

Dire animals are larger, tougher, meaner versions of ordinary animals. Each kind tends to have a feral, prehistoric, or even demonic appearance.

Dire Ape

	Large Animal
Hit Dice:	5d8+13 (35 hp)
Initiative:	+4
Speed:	30' (6 squares), climb 15'
Armor Class:	15 (-1 size, +2 Dex, +4 natural), touch 11, flat-footed 13
Base Attack/Grapple:	+3/+13
Attack:	Claw +8 melee (1d6+6)
Full Attack:	2 claws +8 melee (1d6+6) and bite +3 melee (1d8+3)
Space/Reach:	10'/10'
Special Attacks:	Rend 2d6+9
Special Qualities:	Low-light vision, scent
Saves:	Fort +6, Ref +6, Will +5
Abilities:	Str 22, Dex 15, Con 14, Int 2, Wis 12, Cha 7
Skills:	Climb +14, Listen +5, Move Silently +4, Spot +6
Feats:	Alertness ^H , Minor Improved Initiative ^H , Toughness
Environment:	Warm forests
Organization:	Solitary or company (5-8)
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral
Advancement:	6-15 HD (Large)
Level Adjustment:	—

A dire ape stands about 9 feet tall and weighs from 800 to 1,200 pounds.

COMBAT

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 will attempt to grapple and pin, then rend the prone opponent.

Rend (Ex): A dire ape that hits with both claw attacks latches onto the opponent's body and tears the flesh. This attack automatically deals an extra 2d6+12 points of damage.

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.

Dire Dadger

	Medium Animal
Hit Dice:	3d8+16 (29 hp)
Initiative:	+3
Speed:	30' (6 squares), burrow 10'
Armor Class:	16 (+3 Dex, +3 natural), touch 13, flat-footed 13
Base Attack/Grapple:	+2/+4
Attack:	Claw +4 melee (1d4+2)

Full Attack:	2 claws +4 melee (1d4+2) and bite –1 melee (1d6+1)
Space/Reach:	5'/5'
Special Attacks:	Rage
Special Qualities:	Low-light vision, scent
Saves:	Fort +7, Ref +6, Will +4
Abilities:	Str 14, Dex 17, Con 19, Int 2, Wis 12, Cha 10
Skills:	Listen +6, Spot +6
Feats:	Alertness ^H , Thick Skinned ^H , Toughness, Track ^B
Environment:	Temperate forests
Organization:	Solitary or cete (2–5)
Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral
Advancement:	4–9 HD (Large)
Level Adjustment:	—

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.

COMBAT

Dire badgers attack with their sharp claws and teeth.

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

Dire Bat

	Large Animal
Hit Dice:	4d8+12 (30 hp)
Initiative:	+9
Speed:	20' (4 squares), fly 40' (good)
Armor Class:	20 (–1 size, +6 Dex, +5 natural), touch 15, flat-footed 14
Base Attack/Grapple:	+3/+10
Attack:	Bite +5 melee (1d8+4)
Full Attack:	Bite +5 melee (1d8+4)
Space/Reach:	10'/5'
Special Attacks:	—
Special Qualities:	Blindsense 40'
Saves:	Fort +7, Ref +10, Will +6
Abilities:	Str 17, Dex 22, Con 17, Int 2, Wis 14, Cha 6
Skills:	Hide +4, Listen +12*, Move Silently +11, Spot +8*
Feats:	Alertness ^H , Improved Initiative, Stealthy ^H
Environment:	Temperate deserts
Organization:	Solitary or colony (5–8)
Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral
Advancement:	5–12 HD (Large)
Level Adjustment:	—

A dire bat has a wingspan of 15 feet and weighs about 200 pounds.

COMBAT

Dire bats swoop down upon unsuspecting prey from above.

Blindsense (Ex): A dire bat uses echolocation to pinpoint creatures within 40'. Opponents still have total concealment against the bat unless it can actually see them.

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

Dire Bear

	Large Animal
Hit Dice:	12d8+69 (123 hp)
Initiative:	+1
Speed:	40' (8 squares)
Armor Class:	17 (-1 size, +1 Dex, +7 natural), touch 10, flat-footed 16
Base Attack/Grapple:	+9/+23
Attack:	Claw +21 melee (2d4+10)
Full Attack:	2 claws +21 melee (2d4+10) and bite +13 melee (2d8+5)
Space/Reach:	10'/5'
Special Attacks:	Improved grab
Special Qualities:	Low-light vision, scent
Saves:	Fort +12, Ref +9, Will +9
Abilities:	Str 31, Dex 13, Con 19, Int 2, Wis 12, Cha 10
Skills:	Listen +10, Spot +10, Swim +13
Feats:	Alertness ^H , Endurance, Run, Thick Skinned ^H , Toughness, Weapon Focus (claw)
Environment:	Cold forests
Organization:	Solitary or pair
Challenge Rating:	7
Treasure:	None
Alignment:	Always neutral
Advancement:	13–16 HD (Large); 17–36 HD (Huge)
Level Adjustment:	—

The omnivorous dire bear usually does not bother creatures that try to avoid it, but will aggressively defend a kill or other source of food. It will 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.

COMBAT

A dire bear attacks by tearing at opponents with its claws.

Improved Grab (Ex): To use this ability, a dire bear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Dire Boar

	Large Animal
Hit Dice:	7d8+28 (59 hp)
Initiative:	+0
Speed:	40' (8 squares)
Armor Class:	15 (-1 size, +6 natural), touch 9, flat-footed 15
Base Attack/Grapple:	+5/+17
Attack:	Gore +12 melee (1d8+12)
Full Attack:	Gore +12 melee (1d8+12)
Space/Reach:	10'/5'
Special Attacks:	Ferocity
Special Qualities:	Low-light vision, scent
Saves:	Fort +8, Ref +5, Will +9
Abilities:	Str 27, Dex 10, Con 17, Int 2, Wis 13, Cha 8

Skills:	Listen +8, Spot +8
Feats:	Alertness ^H , Endurance, Iron Will, Thick Skinned ^H
Environment:	Temperate forests
Organization:	Solitary or herd (5–8)
Challenge Rating:	4
Treasure:	None
Alignment:	Always neutral
Advancement:	8–16 HD (Large); 17–21 HD (Huge)
Level Adjustment:	—

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.

COMBAT

A dire boar charges its opponent, trying to rip the target open with its tusks.

Ferocity (Ex): A dire boar is such a tenacious combatant that it continues to fight without penalty even while disabled or dying.

Dire Lion

	Large Animal
Hit Dice:	8d8+24 (60 hp)
Initiative:	+2
Speed:	40' (8 squares)
Armor Class:	15 (–1 size, +2 Dex, +4 natural), touch 11, flat-footed 13
Base Attack/Grapple:	+6/+17
Attack:	Claw +14 melee (1d6+7)
Full Attack:	2 claws +14 melee (1d6+7) and bite +7 melee (1d8+3)
Space/Reach:	10'/5'
Special Attacks:	Improved grab, pounce, rake 1d6+3
Special Qualities:	Low-light vision, scent
Saves:	Fort +9, Ref +8, Will +7
Abilities:	Str 25, Dex 15, Con 17, Int 2, Wis 12, Cha 10
Skills:	Hide +4*, Listen +7, Move Silently +7, Spot +7
Feats:	Alertness ^H , Run, Stealthy ^H , Weapon Focus (claw)
Environment:	Warm plains
Organization:	Solitary, pair, or pride (6–10)
Challenge Rating:	5
Treasure:	None
Alignment:	Always neutral
Advancement:	9–16 HD (Large); 17–24 HD (Huge)
Level Adjustment:	—

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.

COMBAT

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.

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

Pounce (Ex): If a dire lion charges, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +12 melee, damage 1d6+3.

Skills: Dire lions have a +4 racial bonus on Hide and Move Silently checks. * In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.

Dire Rat

	Small Animal
Hit Dice:	1d8+1 (5 hp)
Initiative:	+3
Speed:	40' (8 squares), climb 20'
Armor Class:	15 (+1 size, +3 Dex, +1 natural), touch 14, flat-footed 12
Base Attack/Grapple:	+0/-4
Attack:	Bite +4 melee (1d4 plus disease)
Full Attack:	Bite +4 melee (1d4 plus disease)
Space/Reach:	5'/5'
Special Attacks:	Disease
Special Qualities:	Low-light vision, scent
Saves:	Fort +3, Ref +5, Will +3
Abilities:	Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 4
Skills:	Climb +11, Hide +10, Listen +4, Move Silently +6, Spot +4, Swim +11
Feats:	Alertness ^H , Stealthy ^H , Weapon Finesse ^B
Environment:	Any
Organization:	Solitary or pack (11–20)
Challenge Rating:	-1
Treasure:	None
Alignment:	Always neutral
Advancement:	2–3 HD (Small); 4–6 HD (Medium)
Level Adjustment:	—

Dire rats are omnivorous scavengers, but will attack to defend their nests and territories.

A dire rat can grow to be up to 4 feet long and weigh over 50 pounds.

COMBAT

Dire rat packs attack fearlessly, biting and chewing with their sharp incisors.

Disease (Ex): Filth fever—bite, Fortitude DC 11, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.

Skills: Dire rats have a +8 racial bonus on Swim checks. Dire rats have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened. Dire rats use their Dexterity modifier for Climb and Swim checks.

Dire Shark

	Huge Animal (Aquatic)
Hit Dice:	18d8+67 (148 hp)
Initiative:	+2
Speed:	Swim 60' (12 squares)
Armor Class:	18 (-2 size, +2 Dex, +8 natural), touch 10, flat-footed 16
Base Attack/Grapple:	+13/+27
Attack:	Bite +21 melee (2d8+9/16-20)
Full Attack:	Bite +21 melee (2d8+9/16-20)
Space/Reach:	15'/10'
Special Attacks:	Improved grab, swallow whole
Special Qualities:	Keen scent

Saves:	Fort +14, Ref +13, Will +12
Abilities:	Str 23, Dex 15, Con 17, Int 1, Wis 12, Cha 10
Skills:	Listen +12, Spot +11, Swim +14
Feats:	Improved Critical (bite), Improved Natural Armor, Improved Natural Attack (bite), Power Critical (bite), Toughness, Weapon Focus (bite)
Environment:	Cold aquatic
Organization:	Solitary or school (2–5)
Challenge Rating:	9
Treasure:	None
Alignment:	Always neutral
Advancement:	19–32 (Huge); 33–54 (Gargantuan)
Level Adjustment:	—

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.

COMBAT

Dire sharks bite with their powerful jaws, swallowing smaller creatures in one gulp.

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

Swallow Whole (Ex): A dire shark can try to swallow a grabbed opponent of up to one size smaller by making a successful grapple check. Once inside, the opponent takes 2d6+6 points of bludgeoning damage plus 1d8+4 points of acid damage per round from the shark's digestive juices. A swallowed creature can cut its way out using a light slashing or piercing weapon by dealing 25 points of damage to the shark's digestive tract (AC 13). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

A Huge dire shark's gullet can hold 2 Large, 8 Medium or Small, 32 Tiny, 128 Diminutive, or 512 Fine or smaller opponents.

Keen Scent (Ex): A dire shark can notice creatures by scent in a 180' radius and can detect blood in the water at a range of up to 1 mile.

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 Tiger

	Large Animal
Hit Dice:	16d8+48 (120 hp)
Initiative:	+2
Speed:	40' (8 squares)
Armor Class:	17 (–1 size, +2 Dex, +6 natural), touch 11, flat-footed 15
Base Attack/Grapple:	+12/+24
Attack:	Claw +23 melee (2d4+8)
Full Attack:	2 claws +23 melee (2d4+8) and bite +17 melee (2d6+4)
Space/Reach:	10'/5'
Special Attacks:	Improved grab, pounce, rake 2d4+4
Special Qualities:	Low-light vision, scent
Saves:	Fort +13, Ref +12, Will +11
Abilities:	Str 27, Dex 15, Con 17, Int 2, Wis 12, Cha 10
Skills:	Hide +7*, Jump +14, Listen +6, Move Silently +11, Spot +7, Swim +10
Feats:	Alertness ^H , Improved Natural Attack (bite), Improved Natural Attack (claw), Run, Stealthy ^H , Weapon Focus (bite), Weapon Focus (claw)
Environment:	Warm forests
Organization:	Solitary or pair

Challenge Rating:	8
Treasure:	None
Alignment:	Always neutral
Advancement:	17–32 HD (Large); 33–48 (Huge)
Level Adjustment:	—

Dire tigers prey on just about anything that moves. They will 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.

COMBAT

A dire tiger attacks by running at prey, leaping, and clawing and biting as it rakes with its rear claws.

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

Pounce (Ex): If a dire tiger charges, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +18 melee, damage 2d4+4.

Skills: Dire tigers have a +4 racial bonus on Hide and Move Silently checks. *In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.

Dire Weasel

	Medium Animal
Hit Dice:	3d8 (13 hp)
Initiative:	+4
Speed:	40' (8 squares)
Armor Class:	16 (+4 Dex, +2 natural), touch 14, flat-footed 12
Base Attack/Grapple:	+2/+4
Attack:	Bite +7 melee (1d6+3)
Full Attack:	Bite +7 melee (1d6+3)
Space/Reach:	5'/5'
Special Attacks:	Attach, blood drain
Special Qualities:	Low-light vision, scent
Saves:	Fort +3, Ref +7, Will +4
Abilities:	Str 14, Dex 19, Con 10, Int 2, Wis 12, Cha 11
Skills:	Hide +8, Listen +3, Move Silently +8, Spot +5
Feats:	Alertness ^H , Stealthy ^H , Weapon Finesse ^B , Weapon Focus (bite)
Environment:	Temperate hills
Organization:	Solitary or pair
Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral
Advancement:	4–6 HD (Medium); 7–9 HD (Large)
Level Adjustment:	—

Dire weasels grow to be up to 10 feet long and can reach a weight of 700 pounds.

COMBAT

Dire weasels stalk their prey in the dark and then leap on it, biting and clawing.

Attach (Ex): 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 AC and thus has an AC 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 (Ex): A dire weasel drains blood for 1d4 points of Constitution damage each round it remains attached.

Dire Wolf

	Large Animal
Hit Dice:	6d8+18 (45 hp)
Initiative:	+2
Speed:	50' (10 squares)
Armor Class:	14 (-1 size, +2 Dex, +3 natural), touch 11, flat-footed 12
Base Attack/Grapple:	+4/+15
Attack:	Bite +11 melee (1d8+10)
Full Attack:	Bite +11 melee (1d8+10)
Space/Reach:	10'/5'
Special Attacks:	Trip
Special Qualities:	Low-light vision, scent
Saves:	Fort +8, Ref +7, Will +6
Abilities:	Str 25, Dex 15, Con 17, Int 2, Wis 12, Cha 10
Skills:	Hide +2, Listen +7, Move Silently +6, Spot +7, Survival +2*
Feats:	Alertness ^H , Run, Stealthy ^H , Track ^B , Weapon Focus (bite)
Environment:	Temperate forests
Organization:	Solitary or pack (5-8)
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral
Advancement:	7-18 HD (Large)
Level Adjustment:	—

Dire wolves are efficient pack hunters that will kill anything they can catch.

Dire wolves are mottled gray or black, about 9 feet long and weighing some 800 pounds.

COMBAT

Dire wolves prefer to attack in packs, surrounding and flanking a foe when they can.

Trip (Ex): A dire wolf that hits with a bite attack can attempt to trip its opponent (+11 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot trip the dire wolf.

Skills: A dire wolf has a +2 racial bonus on Hide, Listen, Move Silently, and Spot checks. *It also has a +4 racial bonus on Survival checks when tracking by scent.

Dire Wolverine

	Large Animal
Hit Dice:	5d8+28 (50 hp)
Initiative:	+3
Speed:	30' (6 squares), climb 10'
Armor Class:	16 (-1 size, +3 Dex, +4 natural), touch 12, flat-footed 13
Base Attack/Grapple:	+3/+13
Attack:	Claw +8 melee (1d6+6)
Full Attack:	2 claws +8 melee (1d6+6) and bite +3 melee (1d8+3)
Space/Reach:	10'/5'
Special Attacks:	Rage
Special Qualities:	Low-light vision, scent
Saves:	Fort +8, Ref +7, Will +5
Abilities:	Str 22, Dex 17, Con 19, Int 2, Wis 12, Cha 10
Skills:	Climb +14, Listen +7, Spot +7
Feats:	Alertness ^H , Thick Skinned ^H , Toughness, Track ^B
Environment:	Cold forests
Organization:	Solitary or pair

Challenge Rating:	4
Treasure:	None
Alignment:	Always neutral
Advancement:	6–15 HD (Large)
Level Adjustment:	—

Dire wolverines grow to about 12 feet in length and can weigh as much as 2,000 pounds.

COMBAT

Dire wolverines attack opponents wantonly, fearing no other creatures.

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

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.

Doppelganger

	Medium Monstrous Humanoid (Shapechanger)
Hit Dice:	4d8+4 (22 hp)
Initiative:	+1
Speed:	30' (6 squares)
Armor Class:	15 (+1 Dex, +4 natural), touch 11, flat-footed 14
Base Attack/Grapple:	+4/+5
Attack:	Slam +5 melee (1d6+1)
Full Attack:	Slam +5 melee (1d6+1)
Space/Reach:	5'/5'
Special Attacks:	Detect thoughts
Special Qualities:	Change shape, immunity to <i>sleep</i> and charm effects
Saves:	Fort +5, Ref +5, Will +6
Abilities:	Str 12, Dex 13, Con 12, Int 13, Wis 14, Cha 13
Skills:	Bluff +10*, Diplomacy +3, Disguise +9* (+11 acting), Intimidate +3, Listen +6, Sense Motive +6, Spot +6
Feats:	Dodge, Great Fortitude
Environment:	Any
Organization:	Solitary, pair, or gang (3–6)
Challenge Rating:	3
Treasure:	Double standard
Alignment:	Usually neutral
Advancement:	By character class
Level Adjustment:	+4

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.

In its natural form a doppelganger is about 5-1/2 feet tall and weighs about 150 pounds.

COMBAT

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 detect thoughts ability to employ the same tactics and strategies as the person it is impersonating.

Detect Thoughts (Su): A doppelganger can continuously use detect thoughts as the spell (caster level 18th; Will DC 13 negates). It can suppress or resume this ability as a free action. The save DC is Charisma-based.

Change Shape (Su): 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 *true seeing* spell or ability 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.

Dragon, True

The known varieties of true dragons (as opposed to other creatures that have the dragon type) fall into two broad categories: chromatic and metallic. The chromatic dragons are black, blue, green, red, and white; they are all evil and extremely fierce. The metallic dragons are brass, bronze, copper, gold, and silver; they are all good, usually noble, and highly respected by the wise.

All true dragons gain more abilities and greater power as they age. (Other creatures that have the dragon type do not.) Characters using a true dragon race are an exception to the rule that characters may advance racial hit dice in lieu of gaining a class level; true dragons only gain racial hit dice via aging.

True dragons range in length from several feet upon hatching to more than 100 feet after attaining the status of great wyrm. The size of a particular dragon varies according to age and variety. 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.

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 magic 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 the age of great wyrm, hundreds of gems and coins may be embedded in its hide.

All dragons speak Draconic.

COMBAT

A dragon attacks with its powerful claws and bite, and can also use a breath weapon and special physical attacks, depending on its size. 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).

The table below provides space and reach statistics for dragons of various sizes, plus the natural weapons a dragon of a certain size can employ and the damage those attacks deal.

Bite: Bite attacks deal the indicated damage plus the dragon's Strength bonus. A dragon also can use its bite to snatch opponents if it has the Snatch feat.

Claw: Claw attacks deal the indicated damage plus 1/2 the dragon's Strength bonus (round down). The dragon also can use its claws to snatch opponents if it has the Snatch feat. Claw attacks are secondary attacks, requiring a -5 penalty on the attack roll. (Many dragons choose the Multiattack feat to lessen this penalty to -2).

Wing: The dragon can slam opponents with its wings, even when flying. Wing attacks deal the indicated damage plus 1/2 the dragon's Strength bonus (round down) and are treated as secondary attacks.

Tail Slap: The dragon can slap one opponent each round with its tail. A tail slap deals the indicated damage plus 1-1/2 times the dragon's Strength bonus (round down) and is treated as a secondary attack.

Crush (Ex): This special attack allows a flying or jumping dragon of at least Huge size to land on opponents as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon (though it can attempt normal overrun or grapple attacks against larger opponents).

A crush attack affects as many creatures as can fit under the dragon's body. Creatures in the affected area must succeed on a Reflex save (DC equal to that of the dragon's breath weapon) or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, treat it as a normal grapple attack. Pinned opponents take damage from the crush each round if they don't escape.

A crush attack deals the indicated damage plus 1-1/2 times the dragon's Strength bonus (round down).

Tail Sweep (Ex): This special attack allows a dragon of at least Gargantuan size to sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet (or 40 feet for a Colossal dragon), extending from an intersection on the edge of the dragon's space in any direction. Creatures within the swept area are affected if they are four or more size categories smaller than the dragon. A tail sweep automatically deals the indicated damage plus 1-1/2 times the dragon's Strength bonus (round down). Affected creatures can attempt Reflex saves to take half damage (DC equal to that of the dragon's breath weapon).

Grappling: Dragons do not favor grapple attacks, though their crush attack (and Snatch feat, if they know it) use normal grapple rules. A dragon can always use its breath weapon while grappling, as well as its spells and spell-like or supernatural abilities, provided it succeeds on Concentration checks.

Breath Weapon (Su): Using a breath weapon is a standard action. Once a dragon breathes, it can't breathe again until 1d4 rounds later. If a dragon has more than one type of breath weapon, it still can breathe only once every 1d4 rounds. A blast from a breath weapon always starts at any intersection adjacent to the dragon and extends in a direction of the dragon's choice, with an area as noted on the table below. If the breath weapon deals damage, creatures caught in the area can attempt Reflex saves to take half damage; the DC depends on the dragon's age and variety, and is given in each individual entry. Saves against non-damaging breath weapons use the same DC; the kind of saving throw is noted in the variety descriptions. The save DC against a breath weapon is $10 + 1/2 \text{ dragon's HD} + \text{dragon's Con modifier}$.

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'	15'
Small	40'	20'
Medium	60'	30'
Large	80'	40'
Huge	100'	50'
Gargantuan	120'	60'
Colossal	140'	70'

*A line is always 5 feet high and 5 feet wide.

**A cone is as high and wide as its length.

Frightful Presence (Ex): 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 HD than the dragon. A potentially affected creature that succeeds on a Will save ($DC 10 + 1/2 \text{ dragon's HD} + \text{dragon's Cha modifier}$) remains immune to that dragon's frightful presence for 24 hours. On a failure, creatures with 4 or less HD become panicked for 4d6 rounds and those with 5 or more HD become shaken for 4d6 rounds. Dragons ignore the frightful presence of other dragons.

Spells: A dragon knows and casts arcane spells as a sorcerer of the level indicated in its variety description, gaining bonus spells for a high Charisma score. Some dragons can also cast spells from the cleric list or cleric domain lists as arcane spells.

Spell-Like Abilities: A dragon's spell-like abilities depend on its age and variety. It gains the abilities indicated for its age plus all previous ones. Its age category or its sorcerer/caster level, whichever is higher, is the caster level for these abilities. The save DC is $10 + \text{dragon's Cha modifier} + \text{spell level}$. All spell-like abilities are usable once per day unless otherwise noted.

Turn Resistance: A dragon gains turn resistance equal to its age category divided by 2, i.e., +1 turn resistance for very young and young dragons, +2 for juveniles and young adults, etc.

Damage Reduction: Young adult and older dragons have damage reduction. Their natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Immunities (Ex): All dragons have immunity to *sleep* and paralysis effects. Each variety of dragon has immunity to one or two additional forms of attack no matter what its age, as given in its description.

Spell Resistance (Ex): As dragons age, they become more resistant to spells and spell-like abilities, as indicated in the variety descriptions.

Blindsense (Ex): Dragons can pinpoint creatures within a distance of 60'. Opponents the dragon can't actually see still have total concealment against the dragon.

Keen Senses (Ex): 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'.

Skills: All dragons have skill points equal to (6 + Int modifier, minimum 1) x (Hit Dice + 3). Most dragons purchase the following skills at the maximum ranks possible: Listen, Search, and Spot. The remaining skill points are generally spent on Concentration, Diplomacy, Escape Artist, Intimidate, Knowledge (any), Sense Motive, and Use Magic Device at a cost of 1 skill point per rank. All these skills are considered class skills for dragons. (Each dragon has other class skills as well, as noted in the variety descriptions.)

Feats: All dragons have feats based on Hit Dice just like any other creature. Dragons favor Alertness, Blind-Fight, Cleave, Flyby Attack, Hover, Improved Initiative, Improved Sunder, Power Attack, Snatch, Weapon Focus (claw or bite), Wingover, and any metamagic feat that is available and useful to sorcerers.

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
11 Wyrm	1,001–1,200
12 Great wyrm	1,201 or more

Dragon Space/Reach, Attacks, and Damage

Size	Space/Reach*	1 Bite	2 Claws	2 Wings	1 Tail Slap	1 Crush	1 Tail Sweep
Tiny	2-1/2'0' (5' with bite)	1d4	1d3	—	—	—	—
Small	5'5'	1d6	1d4	—	—	—	—
Medium	5'5'	1d8	1d6	1d4	—	—	—
Large	10'5' (10' with bite)	2d6	1d8	1d6	1d8	—	—
Huge	15'10' (15' with bite)	2d8	2d6	1d8	2d6	2d8	—
Gargantuan	20'15' (20' with bite)	4d6	2d8	2d6	2d8	4d6	2d6
Colossal	30'20' (30' with bite)	4d8	4d6	2d8	4d6	4d8	2d8

*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.

DRAGON OVERLAND MOVEMENT

Chromatic and metallic dragons are exceedingly strong flyers and can cover vast distances quickly. A dragon's overland flying speed is a function of its tactical fly speed, as shown on the table below.

Dragon Overland Flying Speeds				
	Dragon's Fly Speed			
	100 feet	150 feet	200 feet	250 feet
One Hour				
Normal	15 miles	20 miles	30 miles	40 miles
Hustle	24 miles	40 miles	60 miles	80 miles
One Day				
Normal	120 miles	160 miles	240 miles	320 miles

Dragons do not tire as quickly as other creatures when moving overland on the ground. If a dragon attempts a hustle or a forced march, check for nonlethal damage once every 2 hours instead of every hour.

DRAGONHIDE

Armorsmiths can work with the hides of dragons to produce armor or shields of masterwork quality.

Chromatic Dragons

Chromatic dragons form the evil branch of dragonkind. They are aggressive, greedy, vain, and nasty.

Black Dragon

Dragon (Water)

Environment: Warm marshes

Organization: Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (2–5); adult, mature adult, old, very old, ancient, wyrm, or great wyrm: solitary, pair, or family (1–2 and 2–5 offspring)

Challenge Rating: Wyrmling 3; very young 4; young 5; juvenile 7; young adult 9; adult 11; mature adult 14; old 16; very old 18; ancient 19; wyrm 20; great wyrm 22

Treasure: Triple standard

Alignment: Always chaotic evil

Advancement: Wyrmling 5–6 HD; very young 8–9 HD; young 11–12 HD; juvenile 14–15 HD; young adult 17–18 HD; adult 20–21 HD; mature adult 23–24 HD; old 26–27 HD; very old 29–30 HD; ancient 32–33 HD; wyrm 35–36 HD; great wyrm 38+ HD

Level Adjustment: Wyrmling +3; very young +3; young +3; juvenile +4; others —

Black Dragons by Age

Age	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	Base Attack/ Grapple	Attack	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Frightful Presence DC
Wyrmling	T	4d12+4 (30)	11	10	13	8	11	8	+4/–4	+6	+5	+4	+4	2d4 (13)	—
Very young	S	7d12+7 (52)	13	10	13	8	11	8	+7/+4	+9	+6	+5	+5	4d4 (14)	—
Young	M	10d12+20 (85)	15	10	15	10	11	10	+10/+12	+12	+9	+7	+7	6d4 (17)	—
Juvenile	M	13d12+26 (110)	17	10	15	10	11	10	+13/+16	+16	+10	+8	+8	8d4 (18)	—
Young adult	L	16d12+48 (152)	19	10	17	12	13	12	+16/+24	+19	+13	+10	+11	10d4 (21)	19
Adult	L	19d12+76 (199)	23	10	19	12	13	12	+19/+29	+24	+15	+11	+12	12d4 (23)	20
Mature adult	H	22d12+110 (253)	27	10	21	14	15	14	+22/+38	+28	+18	+13	+15	14d4 (26)	23
Old	H	25d12+125 (287)	29	10	21	14	15	14	+25/+42	+32	+19	+14	+16	16d4 (27)	24
Very old	H	28d12+168 (350)	31	10	23	16	17	16	+28/+46	+36	+22	+16	+19	18d4 (30)	27
Ancient	H	31d12+186 (387)	33	10	23	16	17	16	+31/+50	+40	+23	+17	+20	20d4 (31)	28
Wyrm	G	34d12+238 (459)	35	10	25	18	19	18	+34/+58	+42	+26	+19	+23	22d4 (34)	31
Great wyrm	G	37d12+296 (536)	37	10	27	20	21	20	+37/+62	+46	+28	+20	+25	24d4 (36)	33

Black Dragon Abilities by Age

Age	Speed	Initiative	AC	Special Abilities	Caster Level	SR
Wyrmling	60', fly 100' (average), swim 60'	+0	15 (+2 size, +3 natural), touch 12, flat-footed 15	Immunity to acid, water breathing	—	—
Very young	60', fly 100' (average), swim 60'	+0	17 (+1 size, +6 natural), touch 11, flat-footed 17		—	—
Young	60', fly 150' (poor), swim 60'	+0	19 (+9 natural), touch 10, flat-footed 19		—	—
Juvenile	60', fly 150' (poor), swim 60'	+0	22 (+12 natural), touch 10, flat-footed 22	<i>Darkness</i>	—	—

Young adult	60', fly 150' (poor), swim 60'	+0	24 (-1 size,+15 natural), touch 9, flat-footed 24	DR 5/magic	1st	17
Adult	60', fly 150' (poor), swim 60'	+0	27 (-1 size,+18 natural), touch 9, flat-footed 27	<i>Corrupt water</i>	3rd	18
Mature adult	60', fly 150' (poor), swim 60'	+0	29 (-2 size,+21 natural), touch 8, flat-footed 29	DR 10/magic	5th	21
Old	60', fly 150' (poor), swim 60'	+0	32 (-2 size,+24 natural), touch 8, flat-footed 32	<i>Plant growth</i>	7th	22
Very old	60', fly 150' (poor), swim 60'	+0	35 (-2 size,+27 natural), touch 8, flat-footed 35	DR 15/magic	9th	23
Ancient	60', fly 150' (poor), swim 60'	+0	38 (-2 size,+30 natural), touch 8, flat-footed 38	<i>Insect plague</i>	11th	25
Wyrmling	60', fly 200' (clumsy), swim 60'	+0	39 (-4 size,+33 natural), touch 6, flat-footed 39	DR 20/magic	13th	26
Great wyrm	60', fly 200' (clumsy), swim 60'	+0	42 (-4 size,+36 natural), touch 6, flat-footed 42	<i>Charm reptiles</i>	15th	28

Black dragons are sometimes known as 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 black 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.

Black dragons are especially fond of coins. Older dragons sometimes capture and question humanoids about stockpiles of gold, silver, and platinum coins before killing them.

COMBAT

Black 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 black dragon attempts to fly out of sight, so as not to leave tracks, and hide in a deep pond or bog.

Breath Weapon (Su): A black dragon has one type of breath weapon, a line of acid.

Water Breathing (Ex): A black dragon can breathe underwater indefinitely and can freely use its breath weapon, spells, and other abilities while submerged.

Corrupt Water (Sp): Once per day an adult or older black dragon can stagnate 10 cubic feet of water, making it become still, foul, and unable to support animal life. The ability spoils liquids containing water. Magic items (such as potions) and items in a creature's possession must succeed on a Will save (DC equal to that of the dragon's frightful presence) or become fouled. This ability is the equivalent of a 1st-level spell. Its range is equal to that of the dragon's frightful presence.

Charm Reptiles (Sp): A great wyrm black dragon can use this ability three times per day. It works as a *mass charm* spell that affects only reptilian animals. The dragon can communicate with any charmed reptiles as though casting a *speak with animals* spell. This ability is the equivalent of a 1st-level spell.

Other Spell-Like Abilities: 3/day—*darkness* (juvenile or older; radius 10 feet per age category), *insect plague* (ancient or older); 1/day—*plant growth* (old or older).

Skills: Hide, Move Silently, and Swim are considered class skills for black dragons.

Blue Dragon

Dragon (Earth)

Environment: Temperate deserts

Organization: Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (2–5); adult, mature adult, old, very old, ancient, wyrm, or great wyrm: solitary, pair, or family (1–2 and 2–5 offspring)

Challenge Ratings: Wyrmling 3; very young 4; young 6; juvenile 8; young adult 11; adult 14; mature adult 16; old 18; very old 19; ancient 21; wyrm 23; great wyrm 25

Treasure: Triple standard

Alignment: Always lawful evil

Advancement: Wyrmling 7–8 HD; very young 10–11 HD; young 13–14 HD; juvenile 16–17 HD; young adult 19–20 HD; adult 22–23 HD; mature adult 25–26 HD; old 28–29 HD; very old 31–32 HD; ancient 34–35 HD; wyrm 37–38 HD; great wyrm 40+ HD

Level Adjustment: Wyrmling +4; very young +4; young +5; others —

Blue Dragons by Age

Age	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	Base Attack/ Grapple	Attack	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Frightful Presence DC
Wyrmling	S	6d12+6 (45)	13	10	13	10	11	10	+6/+3	+8	+6	+5	+5	2d8 (14)	—
Very young	M	9d12+18 (76)	15	10	15	10	11	10	+9/+11	+11	+8	+6	+6	4d8 (16)	—
Young	M	12d12+24 (102)	17	10	15	12	13	12	+12/+15	+15	+10	+8	+9	6d8 (18)	—
Juvenile	L	15d12+45 (142)	19	10	17	14	15	14	+15/+23	+18	+12	+9	+11	8d8 (20)	—
Young adult	L	18d12+72 (189)	23	10	19	14	15	14	+18/+28	+23	+15	+11	+13	10d8 (23)	21
Adult	H	21d12+105 (241)	27	10	21	16	17	16	+21/+37	+27	+17	+12	+15	12d8 (25)	23
Mature adult	H	24d12+120 (276)	29	10	21	16	17	16	+24/+41	+31	+19	+14	+17	14d8 (27)	25
Old	H	27d12+162 (337)	31	10	23	18	19	18	+27/+45	+35	+21	+15	+19	16d8 (29)	27
Very old	H	30d12+180 (375)	33	10	23	18	19	18	+30/+49	+39	+23	+17	+21	18d8 (31)	29
Ancient	G	33d12+231 (445)	35	10	25	20	21	20	+33/+57	+41	+25	+18	+23	20d8 (33)	31
Wyrm	G	36d12+288 (522)	37	10	27	20	21	20	+36/+61	+45	+28	+20	+25	22d8 (36)	33
Great wyrm	G	39d12+312 (565)	39	10	27	22	23	22	+39/+65	+49	+29	+21	+27	24d8 (37)	35

Blue Dragon Abilities by Age

Age	Speed	Initiative	AC	Special Abilities	Caster Level	SR
Wyrmling	40', burrow 20', fly 100' (average)	+0	16 (+1 size, +5 natural), touch 11, flat-footed 16	Immunity to electricity, <i>create/destroy water</i>	—	—
Very young	40', burrow 20', fly 150' (poor)	+0	18 (+8 natural), touch 10, flat-footed 18		—	—
Young	40', burrow 20', fly 150' (poor)	+0	21 (+11 natural), touch 10, flat-footed 21		—	—
Juvenile	40', burrow 20', fly 150' (poor)	+0	23 (–1 size, +14 natural), touch 9, flat-footed 23	Sound imitation	1st	—
Young adult	40', burrow 20', fly 150' (poor)	+0	26 (–1 size, +17 natural), touch 9, flat-footed 26	DR 5/magic	3rd	19
Adult	40', burrow 20', fly 150' (poor)	+0	28 (–2 size, +20 natural), touch 8, flat-footed 28	<i>Ventriloquism</i>	5th	21
Mature adult	40', burrow 20', fly 150' (poor)	+0	31 (–2 size, +23 natural), touch 8, flat-footed 31	DR 10/magic	7th	22
Old	40', burrow 20', fly 150' (poor)	+0	34 (–2 size, +26 natural), touch 8, flat-footed 34	<i>Hallucinatory terrain</i>	9th	24
Very old	40', burrow 20', fly 150' (poor)	+0	37 (–2 size, +29 natural), touch 8, flat-footed 37	DR 15/magic	11th	25
Ancient	40', burrow 20', fly 200' (clumsy)	+0	38 (–4 size, +32 natural), touch 6, flat-footed 38	<i>Veil</i>	13th	27
Wyrm	40', burrow 20', fly 200' (clumsy)	+0	41 (–4 size, +35 natural), touch 6, flat-footed 41	DR 20/magic	15th	29
Great wyrm	40', burrow 20', fly 200' (clumsy)	+0	44 (–4 size, +38 natural), touch 6, flat-footed 44	<i>Mirage arcana</i>	17th	31

*Can also cast cleric spells and those from the Air, Evil, and Law domains as arcane spells.

A blue dragon's scales vary in color from an iridescent azure to a deep indigo, polished to a glossy finish by blowing desert sands. 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 and sand. Their vibrant color makes blue dragons easy to spot in barren desert surroundings. However, they often burrow into the sand so only part of their heads are exposed.

Blue dragons love to soar in the hot desert air, usually flying in the daytime when temperatures are highest. Some nearly match the color of the desert sky and use this coloration to their advantage.

Blue dragons lair in vast underground caverns, where they also store their treasure. Although they collect anything that looks valuable, they are most fond of gems—especially sapphires.

COMBAT

Typically, blue dragons attack from above or burrow beneath the sands until opponents come within 100'. Older dragons use their special abilities, such as *hallucinatory terrain*, in concert with these tactics to mask the land and improve their chances to surprise the target. Blue dragons run from a fight only if they are severely damaged, since they view retreat as cowardly.

Breath Weapon (Su): A blue dragon has one type of breath weapon, a line of lightning.

Create/Destroy Water (Sp): A blue dragon of any age can use this ability three times per day. It works like the *create water* spell, except that the dragon can decide to destroy water instead of creating it, which automatically spoils unattended liquids containing water. Magic items (such as potions) and items in a creature's possession must succeed on a Will save (DC equal to that of the dragon's frightful presence) or be ruined. This ability is the equivalent of a 1st-level spell.

Sound Imitation (Ex): A juvenile or older blue dragon can mimic any voice or sound it has heard, anytime it likes. Listeners must succeed on a Will save (DC equal to that of the dragon's frightful presence) to detect the ruse.

Other Spell-Like Abilities: 3/day—*ventriloquism* (adult or older); 1/day—*hallucinatory terrain* (old or older), *veil* (ancient or older), *mirage arcana* (great wyrm).

Skills: Bluff, Hide, and Spellcraft are considered class skills for blue dragons.

Green Dragon

Dragon (Air)

Environment: Temperate forests

Organization: Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (2–5); adult, mature adult, old, very old, ancient, wyrm, or great wyrm: solitary, pair, or family (1–2 and 2–5 offspring)

Challenge Ratings: Wyrmling 3; very young 4; young 5; juvenile 8; young adult 11; adult 13; mature adult 16; old 18; very old 19; ancient 21; wyrm 22; great wyrm 24

Treasure: Triple standard

Alignment: Always lawful evil

Advancement: Wyrmling 6–7 HD; very young 9–10 HD; young 12–13 HD; juvenile 15–16 HD; young adult 18–19 HD; adult 21–22 HD; mature adult 24–25 HD; old 27–28 HD; very old 30–31 HD; ancient 33–34 HD; wyrm 36–37 HD; great wyrm 39+ HD

Level Adjustment: Wyrmling +5; very young +5; young +5; juvenile +6; others —

Green Dragons by Age

Age	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	Base Attack/ Grapple	Attack	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Frightful Presence DC
Wyrmling	S	5d12+5 (37)	13	10	13	10	11	10	+5/+2	+7	+5	+4	+4	2d6 (13)	—
Very young	M	8d12+16 (68)	15	10	15	10	11	10	+8/+10	+10	+8	+6	+6	4d6 (16)	—
Young	M	11d12+22 (93)	17	10	15	12	13	12	+11/+14	+14	+9	+7	+8	6d6 (17)	—
Juvenile	L	14d12+42 (133)	19	10	17	14	15	14	+14/+22	+17	+12	+9	+11	8d6 (20)	—
Young adult	L	17d12+68 (178)	23	10	19	14	15	14	+17/+27	+22	+14	+10	+12	10d6 (22)	20
Adult	H	20d12+100 (230)	27	10	21	16	17	16	+20/+36	+26	+17	+12	+15	12d6 (25)	23
Mature adult	H	23d12+115 (264)	29	10	21	16	17	16	+23/+40	+30	+18	+13	+16	14d6 (26)	24
Old	H	26d12+156 (325)	31	10	23	18	19	18	+26/+44	+34	+21	+15	+19	16d6 (29)	27
Very old	H	29d12+174 (362)	33	10	23	18	19	18	+29/+48	+38	+22	+16	+20	18d6 (30)	28
Ancient	G	32d12+224	35	10	25	20	21	20	+32/+56	+40	+25	+18	+23	20d6 (33)	31

		(432)													
Wyrmling	G	35d12+280 (507)	37	10	27	20	21	20	+35/+60	+44	+27	+19	+24	22d6 (35)	32
Great wyrmling	G	38d12+304 (551)	39	10	27	22	23	22	+38/+64	+48	+29	+21	+27	24d6 (37)	35

Green Dragon Abilities by Age

Age	Speed	Initiative	AC	Special Abilities	Caster Level	SR
Wyrmling	40', fly 100' (average), swim 40 ft	+0	15 (+1 size, +4 natural), touch 11, flat-footed 15	Immunity to acid, water breathing	—	—
Very young	40', fly 150' (poor), swim 40 ft	+0	17 (+7 natural), touch 10, flat-footed 17		—	—
Young	40', fly 150' (poor), swim 40 ft	+0	20 (+10 natural), touch 10, flat-footed 20		—	—
Juvenile	40', fly 150' (poor), swim 40 ft	+0	22 (–1 size, +13 natural), touch 9, flat-footed 22	1st	—	—
Young adult	40', fly 150' (poor), swim 40 ft	+0	25 (–1 size, +16 natural), touch 9, flat-footed 25	DR 5/magic	3rd	19
Adult	40', fly 150' (poor), swim 40 ft	+0	27 (–2 size, +19 natural), touch 8, flat-footed 27	<i>Suggestion</i>	5th	21
Mature adult	40', fly 150' (poor), swim 40 ft	+0	30 (–2 size, +22 natural), touch 8, flat-footed 30	DR 10/magic	7th	22
Old	40', fly 150' (poor), swim 40 ft	+0	33 (–2 size, +25 natural), touch 8, flat-footed 33	<i>Plant growth</i>	9th	24
Very old	40', fly 150' (poor), swim 40 ft	+0	36 (–2 size, +28 natural), touch 8, flat-footed 36	DR 15/magic	11th	25
Ancient	40', fly 200' (clumsy), swim 40 ft	+0	37 (–4 size, +31 natural), touch 6, flat-footed 37	<i>Dominate person</i>	13th	27
Wyrmling	40', fly 200' (clumsy), swim 40 ft	+0	40 (–4 size, +34 natural), touch 6, flat-footed 40	DR 20/magic	15th	28
Great wyrmling	40', fly 200' (clumsy), swim 40 ft	+0	43 (–4 size, +37 natural), touch 6, flat-footed 43	<i>Command plants</i>	17th	30

A wyrmling green 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.

COMBAT

Green 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. Sometimes the dragon elects to control a humanoid creature through intimidation and *suggestion*. Green 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.

Breath Weapon (Su): A green dragon has one type of breath weapon, a cone of corrosive (acid) gas.

Water Breathing (Ex): A green dragon can breathe underwater indefinitely and can freely use its breath weapon, spells, and other abilities while submerged.

Spell-Like Abilities: 3/day—*suggestion* (adult or older), *dominate person* (ancient or older); 1/day—*plant growth* (old or older), *command plants* (great wyrmling).

Skills: Bluff, Hide, and Move Silently are considered class skills for green dragons.

Red Dragon

Dragon (Fire)

Environment: Warm mountains

Organization: Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (2–5); adult, mature adult, old, very old, ancient, wyrmling, or great wyrmling: solitary, pair, or family (1–2 and 2–5 offspring)

Challenge Ratings: Wyrmling 4; very young 5; young 7; juvenile 10; young adult 13; adult 15; mature adult 18; old 20;

very old 21; ancient 23; wyrm 24; great wyrm 26

Treasure: Triple standard

Alignment: Always chaotic evil

Advancement: Wyrmling 8–9 HD; very young 11–12 HD; young 14–15 HD; juvenile 17–18 HD; young adult 20–21 HD; adult 23–24 HD; mature adult 26–27 HD; old 29–30 HD; very old 32–33 HD; ancient 35–36 HD; wyrm 38–39 HD; great wyrm 41+ HD

Level Adjustment: Wyrmling +4; very young +5; young +6; others —

Red Dragons by Age

Age	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	Base Attack/ Grapple	Attack	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Frightful Presence DC
Wyrmling	M	7d12+14 (59)	17	10	15	10	11	10	+7/+10	+10	+7	+5	+5	2d10 (15)	—
Very young	L	10d12+30 (95)	21	10	17	12	13	12	+10/+19	+14	+10	+7	+8	4d10 (18)	—
Young	L	13d12+39 (123)	25	10	17	12	13	12	+13/+24	+19	+11	+8	+9	6d10 (19)	—
Juvenile	L	16d12+64 (168)	29	10	19	14	15	14	+16/+29	+24	+14	+10	+12	8d10 (22)	—
Young adult	H	19d12+95 (218)	31	10	21	14	15	14	+19/+37	+27	+16	+11	+13	10d10 (24)	21
Adult	H	22d12+110 (253)	33	10	21	16	19	16	+22/+41	+31	+18	+13	+17	12d10 (26)	24
Mature adult	H	25d12+150 (312)	33	10	23	18	19	18	+25/+44	+34	+20	+14	+18	14d10 (28)	26
Old	G	28d12+196 (378)	35	10	25	20	21	20	+28/+52	+36	+23	+16	+21	16d10 (31)	29
Very old	G	31d12+248 (449)	37	10	27	22	23	22	+31/+56	+40	+25	+17	+23	18d10 (33)	31
Ancient	G	34d12+306 (527)	39	10	29	24	25	24	+34/+60	+44	+28	+19	+26	20d10 (36)	34
Wyrm	G	37d12+370 (610)	41	10	31	24	25	24	+37/+64	+48	+30	+20	+27	22d10 (38)	35
Great wyrm	C	40d12+400 (660)	45	10	31	26	27	26	+40/+73	+49	+32	+22	+30	24d10 (40)	38

Red Dragon Abilities by Age

Age	Speed	Initiative	AC	Special Abilities	Caster Level	SR
Wyrmling	40', fly 150' (poor)	+0	16 (+6 natural), touch 10, flat-footed 16	Immunity to fire, vulnerability to cold	—	—
Very young	40', fly 150' (poor)	+0	18 (–1 size, +9 natural), touch 9, flat-footed 18		—	—
Young	40', fly 150' (poor)	+0	21 (–1 size, +12 natural), touch 9, flat-footed 21		1st	—
Juvenile	40', fly 150' (poor)	+0	24 (–1 size, +15 natural), touch 9, flat-footed 24	<i>Locate object</i>	3rd	—
Young adult	40', fly 150' (poor)	+0	26 (–2 size, +18 natural), touch 8, flat-footed 26	DR 5/magic	5th	19
Adult	40', fly 150' (poor)	+0	29 (–2 size, +21 natural), touch 8, flat-footed 29		7th	21
Mature adult	40', fly 150' (poor)	+0	32 (–2 size, +24 natural), touch 8, flat-footed 32	DR 10/magic	9th	23
Old	40', fly 200' (clumsy)	+0	33 (–4 size, +27 natural), touch 6, flat-footed 33	<i>Suggestion</i>	11th	24
Very old	40', fly 200' (clumsy)	+0	36 (–4 size, +30 natural), touch 6, flat-footed 36	DR 15/magic	13th	26
Ancient	40', fly 200' (clumsy)	+0	39 (–4 size, +33 natural), touch 6, flat-footed 39	<i>Find the path</i>	15th	28
Wyrm	40', fly 200' (clumsy)	+0	42 (–4 size, +36 natural), touch 6, flat-footed 42	DR 20/magic	17th	30
Great wyrm	40', fly 200' (clumsy)	+0	41 (–8 size, +39 natural), touch 2, flat-footed 41	<i>Discern location</i>	19th	32

*Can also cast cleric spells and those from the Chaos, Evil, and Fire domains as arcane spells.

The small scales of a wyrmling red 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 red dragon fade as it ages; the oldest red dragons have eyes that resemble molten lava orbs.

COMBAT

Because red 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 red 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.

Breath Weapon (Su): A red dragon has one type of breath weapon, a cone of fire.

Locate Object (Sp): A juvenile or older red dragon can use this ability as the spell of the same name, once per day per age category.

Other Spell-Like Abilities: 3/day—*suggestion* (old or older); 1/day—*find the path* (ancient or older), *discern location* (great wyrm).

Skills: Appraise, Bluff, and Jump are considered class skills for red dragons.

White Dragon

Dragon (Cold)

Environment: Cold mountains

Organization: Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (2–5); adult, mature adult, old, very old, ancient, wyrm, or great wyrm: solitary, pair, or family (1–2 and 2–5 offspring)

Challenge Ratings: Wyrmling 2; very young 3; young 4; juvenile 6; young adult 8; adult 10; mature adult 12; old 15; very old 17; ancient 18; wyrm 19; great wyrm 21

Treasure: Triple standard

Alignment: Always chaotic evil

Advancement: Wyrmling 4–5 HD; very young 7–8 HD; young 10–11 HD; juvenile 13–14 HD; young adult 16–17 HD; adult 19–20 HD; mature adult 22–23 HD; old 25–26 HD; very old 28–29 HD; ancient 31–32 HD; wyrm 34–35 HD; great wyrm 37+ HD

Level Adjustment: Wyrmling +2; very young +3; young +3; juvenile +5; others —

White Dragons by Age

Age	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	Base Attack/ Grapple	Attack	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Frightful Presence DC
Wyrmling	T	3d12+3 (22)	11	10	13	6	11	6	+3/–5	+5	+4	+3	+3	1d6 (12)	—
Very young	S	6d12+6 (45)	13	10	13	6	11	6	+6/+3	+8	+6	+5	+5	2d6 (14)	—
Young	M	9d12+18 (76)	15	10	15	6	11	6	+9/+11	+11	+8	+6	+6	3d6 (16)	—
Juvenile	M	12d12+24 (102)	17	10	15	8	11	8	+12/+15	+15	+10	+8	+8	4d6 (18)	—
Young adult	L	15d12+45 (142)	19	10	17	8	11	10	+15/+23	+18	+12	+9	+9	5d6 (20)	17
Adult	L	18d12+72 (189)	23	10	19	10	11	12	+18/+28	+23	+15	+11	+11	6d6 (23)	20
Mature adult	H	21d12+105 (241)	27	10	21	12	13	12	+21/+37	+27	+17	+12	+13	7d6 (25)	21
Old	H	24d12+120 (276)	29	10	21	12	13	12	+24/+41	+31	+19	+14	+15	8d6 (27)	23
Very old	H	27d12+162 (337)	31	10	23	14	15	14	+27/+45	+35	+21	+15	+17	9d6 (29)	25
Ancient	H	30d12+180 (375)	33	10	23	14	15	14	+30/+49	+39	+23	+17	+19	10d6 (31)	27
Wyrm	G	33d12+231 (445)	35	10	25	14	15	16	+33/+57	+41	+25	+18	+20	11d6 (33)	29

Great wyrm	G	36d12+288 (522)	37	10	27	18	19	18	+36/+61	+45	+28	+20	+24	12d6 (36)	32
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White Dragon Abilities by Age

Age	Speed	Initiative	AC	Special Abilities	Caster Level	SR
Wyrmling	60', burrow 30', fly 150' (average), swim 60'	+0	14 (+2 size, +2 natural), touch 12, flat-footed 14	Icewalking, immunity to cold, vulnerability to fire	—	—
Very young	60', burrow 30', fly 150' (average), swim 60'	+0	16 (+1 size, +5 natural), touch 11, flat-footed 16		—	—
Young	60', burrow 30', fly 200' (poor), swim 60'	+0	18 (+8 natural), touch 10, flat-footed 18		—	—
Juvenile	60', burrow 30', fly 200' (poor), swim 60'	+0	21 (+11 natural), touch 10, flat-footed 21	<i>Fog cloud</i>	—	—
Young adult	60', burrow 30', fly 200' (poor), swim 60'	+0	23 (–1 size, +14 natural), touch 9, flat-footed 23	DR 5/magic	—	16
Adult	60', burrow 30', fly 200' (poor), swim 60'	+0	26 (–1 size, +17 natural), touch 9, flat-footed 26	<i>Gust of wind</i>	1st	18
Mature adult	60', burrow 30', fly 200' (poor), swim 60'	+0	28 (–2 size, +20 natural), touch 8, flat-footed 28	DR 10/magic	3rd	20
Old	60', burrow 30', fly 200' (poor), swim 60'	+0	31 (–2 size, +23 natural), touch 8, flat-footed 31	<i>Freezing fog</i>	5th	21
Very old	60', burrow 30', fly 200' (poor), swim 60'	+0	34 (–2 size, +26 natural), touch 8, flat-footed 34	DR 15/magic	7th	23
Ancient	60', burrow 30', fly 200' (poor), swim 60'	+0	37 (–2 size, +29 natural), touch 8, flat-footed 37	<i>Wall of ice</i>	9th	24
Wyrm	60', burrow 30', fly 250' (clumsy), swim 60'	+0	38 (–4 size, +32 natural), touch 6, flat-footed 38	DR 20/magic	11th	25
Great wyrm	60', burrow 30', fly 250' (clumsy), swim 60'	+0	41 (–4 size, +35 natural), touch 6, flat-footed 41	<i>Control weather</i>	13th	27

The scales of a wyrmling white 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.

COMBAT

White dragons prefer sudden assaults, swooping down from aloft or bursting from beneath water, snow, or ice. They loose their breath weapon, then try to knock out a single opponent with a follow-up attack.

Breath Weapon (Su): A white dragon has one type of breath weapon, a cone of cold.

Icewalking (Ex): This ability works like the *spider climb* spell, but the surfaces the dragon climbs must be icy. It is always in effect.

Freezing Fog (Sp): An old or older white dragon can use this ability three times per day. It is similar to a *solid fog* spell but also causes a rime of slippery ice to form on any surface the fog touches, creating the effect of a *grease* spell. The dragon is immune to the *grease* effect because of its icewalking ability. This ability is the equivalent of a 5th-level spell.

Other Spell-Like Abilities: 3/day—*fog cloud* (juvenile or older), *gust of wind* (adult or older), *wall of ice* (ancient or older); 1/day—*control weather* (great wyrm).

Skills: Hide, Move Silently, and Swim are considered class skills for white dragons.

Metallic Dragons

Metallic dragons make up the good branch of dragonkind, but they are every bit as aggressive as their evil cousins when threatened or challenged. They also tend to be covetous and proud.

Brass Dragon

Dragon (Fire)

Environment: Warm deserts

Organization: Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (2–5); adult, mature adult, old,

very old, ancient, wyrm, or great wyrm: solitary, pair, or family (1–2 and 2–5 offspring)

Challenge Ratings: Wyrmling 3; very young 4; young 6; juvenile 8; young adult 10; adult 12; mature adult 15; old 17; very old 19; ancient 20; wyrm 21; great wyrm 23

Treasure: Triple standard

Alignment: Always chaotic good

Advancement: Wyrmling 5–6 HD; very young 8–9 HD; young 11–12 HD; juvenile 14–15 HD; young adult 17–18 HD; adult 20–21 HD; mature adult 23–24 HD; old 26–27 HD; very old 29–30 HD; ancient 32–33 HD; wyrm 35–36 HD; great wyrm 38+ HD

Level Adjustment: Wyrmling +2; very young +3; young +4; juvenile +4; others —

Brass Dragons by Age

Age	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	Base Attack/ Grapple	Attack	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Frightful Presence DC
Wyrmling	T	4d12+4 (30)	11	10	13	10	11	10	+4/-4	+6	+5	+4	+4	1d6 (13)	—
Very young	S	7d12+7 (52)	13	10	13	10	11	10	+7/+4	+9	+6	+5	+5	2d6 (14)	—
Young	M	10d12+20 (85)	15	10	15	12	13	12	+10/+12	+12	+9	+7	+8	3d6 (17)	—
Juvenile	M	13d12+26 (110)	17	10	15	12	13	12	+13/+16	+16	+10	+8	+9	4d6 (18)	—
Young adult	L	16d12+48 (152)	19	10	17	14	15	14	+16/+24	+19	+13	+10	+12	5d6 (21)	20
Adult	L	19d12+76 (199)	23	10	19	14	15	14	+19/+29	+24	+15	+11	+13	6d6 (23)	21
Mature adult	H	22d12+110 (253)	27	10	21	16	17	16	+22/+38	+28	+18	+13	+16	7d6 (26)	24
Old	H	25d12+125 (287)	29	10	21	16	17	16	+25/+42	+32	+19	+14	+17	8d6 (27)	25
Very old	H	28d12+168 (350)	31	10	23	18	19	18	+28/+46	+36	+22	+16	+20	9d6 (30)	28
Ancient	H	31d12+186 (387)	33	10	23	18	19	18	+31/+50	+40	+23	+17	+21	10d6 (31)	29
Wyrm	G	34d12+238 (459)	35	10	25	20	21	20	+34/+58	+42	+26	+19	+24	11d6 (34)	32
Great wyrm	G	37d12+296 (536)	37	10	27	20	21	20	+37/+62	+46	+28	+20	+25	12d6 (36)	33

Brass Dragon Abilities by Age

Age	Speed	Initiative	AC	Special Abilities	Caster Level	SR
Wyrmling	60', burrow 30', fly 150' (average)	+0	15 (+2 size, +3 natural), touch 12, flat-footed 15	Immunity to fire, <i>speak with animals</i> , vulnerability to cold	—	—
Very young	60', burrow 30', fly 150' (average)	+0	17 (+1 size, +6 natural), touch 11, flat-footed 17		—	—
Young	60', burrow 30', fly 200' (poor)	+0	19 (+9 natural), touch 10, flat-footed 19		1st	—
Juvenile	60', burrow 30', fly 200' (poor)	+0	22 (+12 natural), touch 10, flat-footed 22	<i>Endure elements</i>	3rd	—
Young adult	60', burrow 30', fly 200' (poor)	+0	24 (–1 size, +15 natural), touch 9, flat-footed 24	DR 5/magic	5th	18
Adult	60', burrow 30', fly 200' (poor)	+0	27 (–1 size, +18 natural), touch 9, flat-footed 27	<i>Suggestion</i>	7th	20
Mature adult	60', burrow 30', fly 200' (poor)	+0	29 (–2 size, +21 natural), touch 8, flat-footed 29	DR 10/magic	9th	22
Old	60', burrow 30', fly 200' (poor)	+0	32 (–2 size, +24 natural), touch 8, flat-footed 32	<i>Control winds</i>	11th	24
Very old	60', burrow 30', fly 200' (poor)	+0	35 (–2 size, +27 natural), touch 8, flat-footed 35 DR	15/magic	13th	25
Ancient	60', burrow 30', fly 200' (poor)	+0	38 (–2 size, +30 natural), touch 8, flat-footed 38	<i>Control weather</i>	15th	27
Wyrm	60', burrow 30', fly 250' (clumsy)	+0	39 (–4 size, +33 natural), touch 6, flat-footed 39	DR 20/magic	17th	28
Great	60', burrow 30', fly 250'	+0	42 (–4 size, +36 natural),	<i>Summon djinni</i>	19th	30

wyrm	(clumsy)	touch 6, flat-footed 42
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*Can also cast cleric spells and those from the Chaos and Knowledge domains as arcane spells.

At birth, a brass dragon's scales are a dull, mottled brown. As the dragon gets older, the scales become more brassy until they reach a warm, burnished appearance. The grand head-plates of a brass dragon are smooth and metallic, and it sports bladed chin horns that grow sharper with age. Wings and frills are mottled green toward the edges, darkening with age. As the dragon grows older, its pupils fade until the eyes resemble molten metal orbs.

COMBAT

Brass dragons would rather talk than fight. If an intelligent creature tries to leave without engaging in conversation, the dragon might force compliance in a fit of pique, using *suggestion* or a dose of *sleep* gas. A creature put to sleep may wake to find itself pinned or buried to the neck in the sand until the dragon's thirst for small talk is slaked. When faced with real danger, younger brass dragons fly out of sight, then hide by burrowing into the sand. Older dragons spurn this ploy but still prefer to have the advantage in combat.

Breath Weapon (Su): A brass dragon has two types of breath weapon, a line of fire and a cone of *sleep*. Creatures within the cone must succeed on a Will save or fall asleep, regardless of HD, for 1d6 rounds plus 1 round per age category of the dragon.

Spell-Like Abilities: At will—*speak with animals*; 3/day—*endure elements* (juvenile or older; radius 10' x ⌊dragon's age category); 1/day—*suggestion* (adult or older), *control winds* (old or older), *control weather* (ancient or older).

Summon Djinni (Sp): This ability, usable by a great wyrm brass dragon, works like a *summon monster* spell, except that it summons one djinni. This ability is the equivalent of a 7th-level spell.

Skills: Bluff, Gather Information, and Survival are considered class skills for brass dragons.

Bronze Dragon

Dragon (Water)

Environment: Temperate hills

Organization: Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (2–5); adult, mature adult, old, very old, ancient, wyrm, or great wyrm: solitary, pair, or family (1–2 and 2–5 offspring)

Challenge Ratings: Wyrmling 3; very young 5; young 7; juvenile 9; young adult 12; adult 15; mature adult 17; old 19; very old 20; ancient 22; wyrm 23; great wyrm 25

Treasure: Triple standard

Alignment: Always lawful good

Advancement: Wyrmling 7–8 HD; very young 10–11 HD; young 13–14 HD; juvenile 16–17 HD; young adult 19–20 HD; adult 22–23 HD; mature adult 25–26 HD; old 28–29 HD; very old 31–32 HD; ancient 34–35 HD; wyrm 37–38 HD; great wyrm 40+ HD

Level Adjustment: Wyrmling +4; very young +4; young +6; others —

Bronze Dragons by Age

Age	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	Base Attack/Grapple	Attack	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Frightful Presence DC
Wyrmling	S	6d12+6 (45)	13	10	13	14	15	14	+6/+3	+8	+6	+5	+7	2d6 (14)	—
Very young	M	9d12+18 (76)	15	10	15	14	15	14	+9/+11	+11	+8	+6	+8	4d6 (16)	—
Young	M	12d12+24 (102)	17	10	15	16	17	16	+12/+15	+15	+10	+8	+11	6d6 (18)	—
Juvenile	L	15d12+45 (142)	19	10	17	18	19	18	+15/+23	+18	+12	+9	+13	8d6 (20)	—
Young adult	L	18d12+72 (189)	23	10	19	18	19	18	+18/+28	+23	+15	+11	+15	10d6 (23)	23
Adult	H	21d12+105 (241)	27	10	21	20	21	20	+21/+37	+27	+17	+12	+17	12d6 (25)	25
Mature adult	H	24d12+120 (276)	29	10	21	20	21	20	+24/+41	+31	+19	+14	+19	14d6 (27)	27
Old	H	27d12+162 (337)	31	10	23	22	23	22	+27/+45	+35	+21	+15	+21	16d6 (29)	29
Very old	H	30d12+180	33	10	23	22	23	22	+30/+49	+39	+23	+17	+23	18d6 (31)	31

		(375)													
Ancient	G	33d12+231 (445)	35	10	25	24	25	24	+33/+57	+41	+25	+18	+25	20d6 (33)	33
Wyrmling	G	36d12+288 (522)	37	10	27	26	27	26	+36/+61	+45	+28	+20	+28	22d6 (36)	36
Great wyrmling	G	39d12+312 (565)	39	10	27	26	27	26	+39/+65	+49	+29	+21	+29	24d6 (37)	37

Bronze Dragon Abilities by Age

Age	Speed	Initiative	AC	Special Abilities	Caster Level	SR
Wyrmling	40', fly 100' (average), swim 60'	+0	16 (+1 size, +5 natural), touch 11, flat-footed 16	Immunity to electricity, water breathing, <i>speak with animals</i>	—	—
Very young	40', fly 150' (poor), swim 60'	+0	18 (+8 natural), touch 10, flat-footed 18		—	—
Young	40', fly 150' (poor), swim 60'	+0	21 (+11 natural), touch 10, flat-footed 21	Shapechange	1st	—
Juvenile	40', fly 150' (poor), swim 60'	+0	23 (–1 size, +14 natural), touch 9, flat-footed 23		3rd	—
Young adult	40', fly 150' (poor), swim 60'	+0	26 (–1 size, +17 natural), touch 9, flat-footed 26	DR 5/magic	5th	20
Adult	40', fly 150' (poor), swim 60'	+0	28 (–2 size, +20 natural), touch 8, flat-footed 28	<i>Create food and water, fog cloud</i>	7th	22
Mature adult	40', fly 150' (poor), swim 60'	+0	31 (–2 size, +23 natural), touch 8, flat-footed 31	DR 10/magic	9th	23
Old	40', fly 150' (poor), swim 60'	+0	34 (–2 size, +26 natural), touch 8, flat-footed 34	<i>Detect thoughts</i>	11th	25
Very old	40', fly 150' (poor), swim 60'	+0	37 (–2 size, +29 natural), touch 8, flat-footed 37	DR 15/magic	13th	26
Ancient	40', fly 200' (clumsy), swim 60'	+0	38 (–4 size, +32 natural), touch 6, flat-footed 38	<i>Control water</i>	15th	28
Wyrmling	40', fly 200' (clumsy), swim 60'	+0	41 (–4 size, +35 natural), touch 6, flat-footed 41	DR 20/magic	17th	29
Great wyrmling	40', fly 200' (clumsy), swim 60'	+0	44 (–4 size, +38 natural), touch 6, flat-footed 44	<i>Control weather</i>	19th	31

*Can also cast cleric spells and those from the Animal, Law, and Water domains as arcane spells.

A bronze wyrmling's scales are yellow tinged with green, showing only a hint of bronze. As the dragon approaches adulthood, its color deepens slowly to a darker, rich bronze tone. Very old dragons develop a blue-black tint to the edges of their scales. Powerful swimmers, they have webbed feet and smooth, flat scales. The pupils of its eyes fade as a dragon ages, until in the oldest the eyes resemble glowing green orbs.

COMBAT

Bronze dragons dislike killing animals and would rather bribe them (perhaps with food) or force them away magically. They use *detect thoughts* to learn intelligent creatures' intentions.

When attacking they blind their opponents with *fog cloud* and then charge or, if flying, snatch them up. Against seafaring opponents they conjure up a storm or use their tails to smash the vessels' hulls. If a dragon is inclined to be lenient, ships might be merely becalmed, fogbound, or broken-masted.

Breath Weapon (Su): Bronze dragons have two types of breath weapon, a line of lightning and a cone of *repulsion* gas. Creatures within the cone must succeed on a Will save or be compelled to do nothing but move away from the dragon for 1d6 rounds plus 1 round per age category of the dragon. This is a mind-affecting compulsion enchantment effect.

Water Breathing (Ex): A bronze dragon can breathe underwater indefinitely and can freely use its breath weapon, spells, and other abilities while submerged.

Shapechange (Su): A young or older bronze dragon can assume any animal or humanoid form of Medium size or smaller as a standard action three times per day.

Spell-Like Abilities: At will—*speak with animals*; 3/day—*create food and water* (adult or older), *fog cloud* (adult or older), *detect thoughts* (old or older), *control water* (ancient or older); 1/day—*control weather* (great wyrmling).

Skills: Disguise, Swim, and Survival are considered class skills for bronze dragons.

Copper Dragon

Dragon (Earth)

Environment: Warm hills

Organization: Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (2–5); adult, mature adult, old, very old, ancient, wyrm, or great wyrm: solitary, pair, or family (1–2 and 2–5 offspring)

Challenge Ratings: Wyrmling 3; very young 5; young 7; juvenile 9; young adult 11; adult 14; mature adult 16; old 19; very old 20; ancient 22; wyrm 23; great wyrm 25

Treasure: Triple standard

Alignment: Always chaotic good

Advancement: Wyrmling 6–7 HD; very young 9–10 HD; young 12–13 HD; juvenile 15–16 HD; young adult 18–19 HD; adult 21–22 HD; mature adult 24–25 HD; old 27–28 HD; very old 30–31 HD; ancient 33–34 HD; wyrm 36–37 HD; great wyrm 39+ HD

Level Adjustment: Wyrmling +2; very young +3; young +4; juvenile +4; others —

Copper Dragons by Age

Age	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	Base Attack/ Grapple	Attack	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Frightful Presence DC
Wyrmling	T	5d12+5 (37)	11	10	13	12	13	12	+5/–3	+7	+5	+4	+5	2d4 (13)	—
Very young	S	8d12+8 (60)	13	10	13	12	13	12	+8/+5	+10	+7	+6	+7	4d4 (15)	—
Young	M	11d12+22 (93)	15	10	15	14	15	14	+11/+13	+13	+9	+7	+9	6d4 (17)	—
Juvenile	M	14d12+28 (119)	17	10	15	14	15	14	+14/+17	+17	+11	+9	+11	8d4 (19)	—
Young adult	L	17d12+51 (161)	19	10	17	16	17	16	+17/+25	+20	+13	+10	+13	10d4 (21)	21
Adult	L	20d12+80 (210)	23	10	19	16	17	16	+20/+30	+25	+16	+12	+15	12d4 (24)	23
Mature adult	H	23d12+115 (264)	27	10	21	18	19	18	+23/+39	+29	+18	+13	+17	14d4 (26)	25
Old	H	26d12+130 (299)	29	10	21	18	19	18	+26/+43	+33	+20	+15	+19	16d4 (28)	27
Very old	H	29d12+174 (362)	31	10	23	20	21	20	+29/+47	+37	+22	+16	+21	18d4 (30)	29
Ancient	H	32d12+192 (400)	33	10	23	20	21	20	+32/+51	+41	+24	+18	+23	20d4 (32)	31
Wyrm	G	35d12+245 (472)	35	10	25	22	23	22	+35/+59	+43	+26	+19	+25	22d4 (34)	33
Great wyrm	G	38d12+304 (551)	37	10	27	22	23	22	+38/+63	+47	+29	+21	+27	24d4 (37)	35

Copper Dragon Abilities by Age

Age	Speed	Initiative	AC	Special Abilities	Caster Level	SR
Wyrmling	40', fly 100' (average)	+0	16 (+2 size, +4 natural), touch 12, flat-footed 16	Immunity to acid, spider climb	—	—
Very young	40', fly 100' (average)	+0	18 (+1 size, +7 natural), touch 11, flat-footed 18		—	—
Young	40', fly 150' (poor)	+0	20 (+10 natural), touch 10, flat-footed 20		1st	—
Juvenile	40', fly 150' (poor)	+0	23 (+13 natural), touch 10, flat-footed 23		3rd	—
Young adult	40', fly 150' (poor)	+0	25 (–1 size, +16 natural), touch 9, flat-footed 25	DR 5/magic	5th	19
Adult	40', fly 150' (poor)	+0	28 (–1 size, +19 natural), touch 9, flat-footed 28	Stone shape	7th	21
Mature adult	40', fly 150' (poor)	+0	30 (–2 size, +22 natural), touch 8, flat-footed 30	DR 10/magic	9th	23
Old	40', fly 150' (poor)	+0	33 (–2 size, +25 natural), touch 8, flat-footed 33	Transmute rock to mud/mud to rock	11th	25
Very old	40', fly 150' (poor)	+0	36 (–2 size, +28 natural), touch 8,	DR 15/magic	13th	26

			flat-footed 36			
Ancient	40', fly 150' (poor)	+0	39 (-2 size, +31 natural), touch 8, flat-footed 39	<i>Wall of stone</i>	15th	28
Wyrmling	40', fly 200' (clumsy)	+0	40 (-4 size, +34 natural), touch 6, flat-footed 40	DR 20/magic	17th	29
Great wyrmling	40', fly 200' (clumsy)	+0	43 (-4 size, +37 natural), touch 6, flat-footed 43	<i>Move earth</i>	19th	31

*Can also cast cleric spells and those from the Chaos, Earth, and Trickery domains as arcane spells.

At birth, a copper dragon's scales have a ruddy brown color with a metallic tint. As the dragon gets older, the scales become finer and more coppery, assuming a soft, warm gloss by young adult age. Very old dragons' scales pick up a green tint. A copper dragon's pupils fade with age, and the eyes of great wyrms resemble glowing turquoise orbs.

COMBAT

A copper dragon appreciates wit and usually doesn't harm creatures that can relate a joke, humorous story, or riddle the dragon has not heard before. It quickly gets annoyed with anyone who doesn't laugh at its jokes or accept its tricks with good humor. It likes to taunt and annoy opponents into giving up or acting foolishly.

An angry copper dragon prefers to mire foes using *transmute rock to mud*. The dragon pushes trapped opponents into the mud or snatches and carries them aloft. A copper dragon tries to draw airborne enemies into narrow, stony gorges where it can use its spider climb ability and maneuver them into colliding with the walls.

Breath Weapon (Su): A copper dragon has two types of breath weapon, a line of acid and a cone of *slow* gas. Creatures within the cone must succeed on a Fortitude save or be slowed for 1d6 rounds plus 1 round per age category of the dragon.

Spider Climb (Ex): A copper dragon can climb on stone surfaces as though using the *spider climb* spell.

Spell-Like Abilities: 2/day—*stone shape* (adult or older); 1/day—*transmute rock to mud* or *mud to rock* (old or older), *wall of stone* (ancient or older), *move earth* (great wyrmling).

Skills: Bluff, Hide, and Jump are considered class skills for copper dragons.

Gold Dragon

Dragon (Fire)

Environment: Warm plains

Organization: Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (2–5); adult, mature adult, old, very old, ancient, wyrmling, or great wyrmling: solitary, pair, or family (1–2 and 2–5 offspring)

Challenge Ratings: Wyrmling 5; very young 7; young 9; juvenile 11; young adult 14; adult 16; mature adult 19; old 21; very old 22; ancient 24; wyrmling 25; great wyrmling 27

Treasure: Triple standard

Alignment: Always lawful good

Advancement: Wyrmling 9–10 HD; very young 12–13 HD; young 15–16 HD; juvenile 18–19 HD; young adult 21–22 HD; adult 24–25 HD; mature adult 27–28 HD; old 30–31 HD; very old 33–34 HD; ancient 36–37 HD; wyrmling 39–40 HD; great wyrmling 42+ HD

Level Adjustment: Wyrmling +4; very young +5; young +6; others —

Gold Dragons by Age

Age	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	Base Attack/ Grapple	Attack	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Frightful Presence DC
Wyrmling	M	8d12+16 (68)	17	10	15	14	15	14	+8/+11	+11	+8	+6	+8	2d10 (16)	—
Very young	L	11d12+33 (104)	21	10	17	16	17	16	+11/+20	+15	+10	+7	+10	4d10 (18)	—
Young	L	14d12+42 (133)	25	10	17	16	17	16	+14/+25	+20	+12	+9	+12	6d10 (20)	—
Juvenile	L	17d12+68 (178)	29	10	19	18	19	18	+17/+30	+25	+14	+10	+14	8d10 (22)	—
Young adult	H	20d12+100 (230)	31	10	21	18	19	18	+20/+38	+28	+17	+12	+16	10d10 (25)	24
Adult	H	23d12+115 (264)	33	10	21	20	21	20	+23/+42	+32	+18	+13	+18	12d10 (26)	26

Mature adult	H	26d12+156 (325)	35	10	23	20	21	20	+26/+46	+36	+21	+15	+20	14d10 (29)	28
Old	G	29d12+203 (391)	39	10	25	24	25	24	+29/+55	+39	+23	+16	+23	16d10 (31)	31
Very old	G	32d12+256 (464)	41	10	27	26	27	26	+32/+59	+43	+26	+18	+26	18d10 (34)	34
Ancient	G	35d12+315 (542)	43	10	29	28	29	28	+35/+63	+47	+28	+19	+28	20d10 (36)	36
Wyrm	C	38d12+380 (627)	45	10	31	30	31	30	+38/+71	+47	+31	+21	+31	22d10 (39)	39
Great wyrm	C	41d12+451 (717)	47	10	33	32	33	32	+41/+75	+51	+33	+22	+33	24d10 (41)	41

Gold Dragon Abilities by Age

Age	Speed	Initiative	AC	Special Abilities	Caster Level	SR
Wyrmling	60', fly 200' (poor), swim 60'	+0	17 (+7 natural), touch 10, flat-footed 17	Shapechange, immunity to fire, vulnerability to cold, water breathing	—	—
Very young	60', fly 200' (poor), swim 60'	+0	19 (–1 size, +10 natural), touch 9, flat-footed 19		—	—
Young	60', fly 200' (poor), swim 60'	+0	22 (–1 size, +13 natural), touch 9, flat-footed 22	1st	—	—
Juvenile	60', fly 200' (poor), swim 60'	+0	25 (–1 size, +16 natural), touch 9, flat-footed 25	<i>Bless</i>	3rd	—
Young adult	60', fly 200' (poor), swim 60'	+0	27 (–2 size, +19 natural), touch 8, flat-footed 27	DR 5/magic	5th	21
Adult	60', fly 200' (poor), swim 60'	+0	30 (–2 size, +22 natural), touch 8, flat-footed 30	<i>Luck bonus</i>	7th	23
Mature adult	60', fly 200' (poor), swim 60'	+0	33 (–2 size, +25 natural), touch 8, flat-footed 33	DR 10/magic	9th	25
Old	60', fly 250' (clumsy), swim 60'	+0	34 (–4 size, +28 natural), touch 6, flat-footed 34	<i>Geas/quest, detect gems</i>	11th	27
Very old	60', fly 250' (clumsy), swim 60'	+0	37 (–4 size, +31 natural), touch 6, flat-footed 37	DR 15/magic	13th	28
Ancient	60', fly 250' (clumsy), swim 60'	+0	40 (–4 size, +34 natural), touch 6, flat-footed 40	<i>Sunburst</i> 15th	30	
Wyrm	60', fly 250' (clumsy), swim 60'	+0	39 (–8 size, +37 natural), touch 2, flat-footed 39	DR 20/magic	17th	31
Great wyrm	60', fly 250' (clumsy), swim 60'	+0	42 (–8 size, +40 natural), touch 2, flat-footed 42	<i>Foresight</i>	19th	33

*Can also cast cleric spells and those from the Law, Luck, and Good domains as arcane spells.

On hatching, a gold 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. Gold dragons' faces are bewhiskered and sagacious; as they age, their pupils fade until the eyes resemble pools of molten gold.

COMBAT

Gold dragons usually parley before fighting. When conversing with intelligent creatures, they use Intimidate and Sense Motive to gain the upper hand. In combat, they employ *bless* and their *luck bonus*; older dragons use their *luck bonus* at the start of each day. They make heavy use of spells in combat. Among their favorites are *cloudkill*, *delayed blast fireball*, *fire shield*, *globe of invulnerability*, *maze*, *sleep*, *slow*, and *stinking cloud*.

Breath Weapon (Su): A gold 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 1 point of Strength damage per age category of the dragon.

Shapechange (Su): A gold dragon can assume any animal or humanoid form of Medium size or smaller as a standard action three times per day.

Water Breathing (Ex): A gold dragon can breathe underwater indefinitely and can freely use its breath weapon, spells, and other abilities while submerged (the cone of fire becomes a cone of superheated steam underwater).

Luck Bonus (Sp): Once per day an adult or older gold dragon can touch a gem, usually one embedded in the dragon's hide,

and enspell it to bring good luck. As long as the dragon carries the gem, it and every good creature in a 10' radius per age category of the dragon receives a +1 luck bonus on all saving throws and similar rolls, as for a *stone of good luck*. If the dragon gives an enspelled gem to another creature, only that bearer gets the bonus. The effect lasts 1d3 hours plus 3 hours per age category of the dragon but ends if the gem is destroyed. This ability is the equivalent of a 2nd-level spell.

Detect Gems (Sp): An old or older gold dragon can use this ability three times per day. This is a divination effect similar to a *detect magic* spell, except that it finds only gems. The dragon can scan a 60-degree arc each round: By concentrating for 1 round it knows if there are any gems within the arc; 2 rounds of concentration reveal the exact number of gems; and 3 rounds reveal their exact location, type, and value. This ability is the equivalent of a 2ndlevel spell.

Other Spell-Like Abilities: 3/day—*bless* (juvenile or older); 1/day—*geas/quest* (old or older), *sunburst* (ancient or older), *foresight* (great wyrm).

Skills: Disguise, Heal, and Swim are considered class skills for gold dragons.

Silver Dragon

Dragon (Cold)

Environment: Temperate mountains

Organization: Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (2–5); adult, mature adult, old, very old, ancient, wyrm, or great wyrm: solitary, pair, or family (1–2 and 2–5 offspring)

Challenge Ratings: Wyrmling 4; very young 5; young 7; juvenile 10; young adult 13; adult 15; mature adult 18; old 20; very old 21; ancient 23; wyrm 24; great wyrm 26

Treasure: Triple standard

Alignment: Always lawful good

Advancement: Wyrmling 8–9 HD; very young 11–12 HD; young 14–15 HD; juvenile 17–18 HD; young adult 20–21 HD; adult 23–24 HD; mature adult 26–27 HD; old 29–30 HD; very old 32–33 HD; ancient 35–36 HD; wyrm 38–39 HD; great wyrm 41+ HD

Level Adjustment: Wyrmling +4; very young +4; young +5; others —

Silver Dragons by Age

Age	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	Base Attack/Grapple	Attack	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Frightful Presence DC
Wyrmling	S	7d12+7 (52)	13	10	13	14	15	14	+7/+4	+9	+6	+5	+7	2d8 (14)	—
Very young	M	10d12+20 (85)	15	10	15	14	15	14	+10/+12	+12	+9	+7	+9	4d8 (17)	—
Young	M	13d12+26 (110)	17	10	15	16	17	16	+13/+16	+16	+10	+8	+11	6d8 (18)	—
Juvenile	L	16d12+48 (152)	19	10	17	18	19	18	+16/+24	+19	+13	+10	+14	8d8 (21)	—
Young adult	L	19d12+76 (199)	23	10	19	18	19	18	+19/+29	+24	+15	+11	+15	10d8 (23)	23
Adult	H	22d12+110 (253)	27	10	21	20	21	20	+22/+38	+28	+18	+13	+18	12d8 (26)	26
Mature adult	H	25d12+125 (287)	29	10	21	20	21	20	+25/+42	+32	+19	+14	+19	14d8 (27)	27
Old	H	28d12+168 (350)	31	10	23	22	23	22	+28/+46	+36	+22	+16	+22	16d8 (30)	30
Very old	H	31d12+186 (387)	33	10	23	24	25	24	+31/+50	+40	+23	+17	+24	18d8 (31)	32
Ancient	G	34d12+238 (459)	35	10	25	26	27	26	+34/+58	+42	+26	+19	+27	20d8 (34)	35
Wyrm	G	37d12+333 (573)	39	10	29	28	29	28	+37/+63	+47	+29	+20	+29	22d8 (37)	37
Great wyrm	C	40d12+400 (660)	43	10	31	30	31	30	+40/+72	+48	+32	+22	+32	24d8 (40)	40

Silver Dragon Abilities by Age

Age	Speed	Initiative	AC	Special Abilities	Caster Level	SR
Wyrmling	40', fly 100'	+0	17 (+1 size, +6 natural),	Shapechange, immunity to acid and cold,	—	—

	(average)		touch 11, flat-footed 17	cloudwalking, vulnerability to fire		
Very young	40', fly 150' (poor)	+0	19 (+9 natural), touch 10, flat-footed 19		—	—
Young	40', fly 150' (poor)	+0	22 (+12 natural), touch 10, flat-footed 22		1st	—
Juvenile	40', fly 150' (poor)	+0	24 (–1 size, +15 natural), touch 9, flat-footed 24	<i>Feather fall</i>	3rd	—
Young adult	40', fly 150' (poor)	+0	27 (–1 size, +18 natural), touch 9, flat-footed 27	DR 5/magic	5th	20
Adult	40', fly 150' (poor)	+0	29 (–2 size, +21 natural), touch 8, flat-footed 29	<i>Fog cloud</i>	7th	22
Mature adult	40', fly 150' (poor)	+0	32 (–2 size, +24 natural), touch 8, flat-footed 32	DR 10/magic	9th	24
Old	40', fly 150' (poor)	+0	35 (–2 size, +27 natural), touch 8, flat-footed 35	<i>Control winds</i>	11th	26
Very old	40', fly 150' (poor)	+0	38 (–2 size, +30 natural), touch 8, flat-footed 38	DR 15/magic	13th	27
Ancient	40', fly 200' (clumsy)	+0	39 (–4 size, +33 natural), touch 6, flat-footed 39	<i>Control weather</i>	15th	29
Wyrmling	40', fly 200' (clumsy)	+0	42 (–4 size, +36 natural), touch 6, flat-footed 42	DR 20/magic	17th	30
Great wyrmling	40', fly 200' (clumsy)	+0	41 (–8 size, +39 natural), touch 2, flat-footed 41	<i>Reverse gravity</i>	19th	32

*Can also cast cleric spells and those from the Air, Good, Law, and Sun domains as arcane spells.

A silver wyrmling's scales are blue-gray with silver highlights. As the dragon approaches adulthood, its color gradually brightens until the individual scales are scarcely visible.

COMBAT

Silver dragons are not violent and avoid combat except when faced with highly evil or aggressive foes. If necessary, they use *fog cloud* or *control weather* to blind or confuse opponents before attacking. When angry, they use *reverse gravity* to fling enemies helplessly into the air, where they can be snatched. Against flying opponents, a silver dragon hides in clouds (creating some with *control weather* on clear days), then jumps to the attack when it has the advantage.

Breath Weapon (Su): A silver 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 1d6 rounds plus 1 round per age category of the dragon.

Shapechange (Su): A silver dragon can assume any animal or humanoid form of Medium size or smaller as a standard action three times per day.

Cloudwalking (Su): A silver dragon can tread on clouds or fog as though on solid ground. The ability functions continuously but can be negated or resumed at will.

Spell-Like Abilities: 3/day—*fog cloud* (adult or older), *control winds* (old or older); 2/day—*feather fall* (juvenile or older); 1/day—*control weather* (ancient or older), *reverse gravity* (great wyrmling).

Skills: Bluff, Disguise, and Jump are considered class skills for silver dragons.

Dragon Turtle

	Huge Dragon (Aquatic)
Hit Dice:	12d12+60 (138 hp)
Initiative:	+0
Speed:	20' (4 squares), swim 30'
Armor Class:	25 (–2 size, +17 natural), touch 8, flat-footed 25
Base Attack/Grapple:	+12/+28
Attack:	Bite +18 melee (4d6+8)
Full Attack:	Bite +18 melee (4d6+8) and 2 claws +13 melee (2d8+4)
Space/Reach:	15'/10'
Special Attacks:	Breath weapon, snatch, capsize

Special Qualities:	Darkvision 60', immunity to fire, <i>sleep</i> , and paralysis, low-light vision, scent
Saves:	Fort +13, Ref +8, Will +9
Abilities:	Str 27, Dex 10, Con 21, Int 12, Wis 13, Cha 12
Skills:	Diplomacy +3, Hide +7*, Intimidate +16, Listen +16, Search +16, Sense Motive +16, Spot +16, Survival +16 (+18 following tracks), Swim +21
Feats:	Blind-Fight, Cleave, Improved Bull Rush, Power Attack, Snatch
Environment:	Temperate aquatic
Organization:	Solitary
Challenge Rating:	9
Treasure:	Triple standard
Alignment:	Usually neutral
Advancement:	13–24 HD (Huge); 25–36 HD (Gargantuan)
Level Adjustment:	—

Its rough, deep green shell is much the same color as the deep water the monster 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. An adult dragon turtle can measure from 20 to 30 feet from snout to tail, with a shell from 15 to 25 feet in diameter, and can weigh 8,000 to 32,000 pounds.

Dragon turtles speak Aquan, Draconic, and Common.

COMBAT

Dragon turtles are fierce fighters and generally attack any creature that threatens their territory or looks like a potential meal.

Breath Weapon (Su): Cloud of superheated steam 20 feet high, 25 feet wide, and 50 feet long, once every 1d4 rounds, damage 12d6 fire, Reflex DC 21 half; effective both on the surface and underwater. The save DC is Constitution-based.

Capsize (Ex): A submerged dragon turtle that surfaces under a boat or ship less than 20 feet long capsizes the vessel 95% of the time. It has a 50% chance to capsize a vessel from 20 to 60 feet long and a 20% chance to capsize one over 60 feet long.

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 Hide checks when submerged.

Dragonne

	Large Magical Beast
Hit Dice:	9d10+27 (76 hp)
Initiative:	+7
Speed:	40' (8 squares), fly 30' (poor)
Armor Class:	18 (–1 size, +2 Dex, +7 natural), touch 11, flat-footed 16
Base Attack/Grapple:	+9/+17
Attack:	Bite +12 melee (2d6+4)
Full Attack:	Bite +12 melee (2d6+4) and 2 claws +7 melee (2d4+2)
Space/Reach:	10'/5'
Special Attacks:	Pounce, roar
Special Qualities:	Darkvision 60', low-light vision, scent
Saves:	Fort +9, Ref +8, Will +4
Abilities:	Str 19, Dex 15, Con 17, Int 6, Wis 12, Cha 12
Skills:	Listen +11, Spot +11
Feats:	Blind-Fight, Combat Reflexes, Improved Initiative, Track
Environment:	Temperate deserts
Organization:	Solitary, pair, or pride (5–10)
Challenge Rating:	7
Treasure:	Double standard
Alignment:	Usually neutral
Advancement:	10–12 HD (Large); 13–27 HD (Huge)

Level Adjustment: —

A dragonne possesses huge claws and fangs, and large eyes, usually the color of its scales. A dragonne is about 12 feet long and weighs about 700 pounds.

Dragonnes speak Draconic.

COMBAT

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.

Pounce (Ex): If a dragonne charges, it can make a full attack in the same round.

Roar (Su): A dragonne can loose a devastating roar every 1d4 rounds. All creatures except dragonnes within 120 feet must succeed on a DC 15 Will save or become fatigued. Those within 30 feet who fail their saves become exhausted. The save DC is Charisma-based.

Skills: Dragonnes have a +4 racial bonus on Listen and Spot 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.

Driders

	Large Aberration
Hit Dice:	6d8+18 (45 hp)
Initiative:	+2
Speed:	30' (6 squares), climb 15'
Armor Class:	17 (–1 size, +2 Dex, +6 natural), touch 11, flat-footed 15
Base Attack/Grapple:	+4/+10
Attack:	Dagger +5 melee (1d6+2/19–20) or bite +7 melee (1d4+1 plus poison) or shortbow +5 ranged (1d8/x3)
Full Attack:	2 daggers +3 melee (1d6+2/19–20, 1d6+1/19–20) and bite +2 melee (1d4+1 plus poison); or shortbow +5 ranged (1d8/x3)
Space/Reach:	10'/5'
Special Attacks:	Spells, spell-like abilities, poison
Special Qualities:	Darkvision 60', spell resistance 17
Saves:	Fort +5, Ref +4, Will +8
Abilities:	Str 15, Dex 15, Con 16, Int 15, Wis 16, Cha 16
Skills:	Climb +14, Concentration +9, Hide +10, Listen +9, Move Silently +12, Spot +9
Feats:	Combat Casting, Two-Weapon Fighting, Weapon Focus (bite)
Environment:	Underground
Organization:	Solitary, pair, or troupe (1–2 plus 7–12 Medium monstrous spiders)
Challenge Rating:	7
Treasure:	Double standard
Alignment:	Always chaotic evil
Advancement:	By character class
Level Adjustment:	+4

Driders speak Elven, Common, and Undercommon.

COMBAT

Driders seldom pass up an opportunity to attack other creatures, especially from ambush. They usually begin with a spell assault and often levitate out of the enemy's reach.

Poison (Ex): Injury, Fortitude DC 16, initial and secondary damage 1d6 Str. The save DC is Constitution based.

Spell-Like Abilities: 1/day—*dancing lights* (DC 13), *clairaudience/clairvoyance*, *darkness*, *detect good*, *detect law*, *detect*

magic, dispel magic, faerie fire, levitate, suggestion (DC 16). Caster level 6th. The save DCs are Charisma-based.

Spells: Driders cast spells as 6th-level clerics, wizards, or sorcerers. Drider clerics can choose from the following domains: Chaos, Destruction, Evil, and Trickery. The typical spells prepared shown here are for a drider sorcerer.

Typical Sorcerer Spells Known (6/7/4/2 per day, base save DC 13 + spell level): 0—*daze, detect magic, ghost sound, mage hand, ray of frost, read magic, resistance*; 1st—*mage armor, magic missile, magic weapon, ray of enfeeblement, silent image*; 2nd—*glitterdust, invisibility, web*; 3rd—*lightning bolt*.

Skills: A drider has a +4 racial bonus on Hide and Move Silently 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.

Dryad

	Medium Fey
Hit Dice:	4d6 (14 hp)
Initiative:	+4
Speed:	30' (6 squares)
Armor Class:	17 (+4 Dex, +3 natural), touch 14, flat-footed 13
Base	+2/+2
Attack/Grapple:	
Attack:	Dagger +6 melee (1d4/19–20) or masterwork longbow +7 ranged (1d8/x3)
Full Attack:	Dagger +6 melee (1d4/19–20) or masterwork longbow +7 ranged (1d8/x3)
Space/Reach:	5'/5'
Special Attacks:	Spell-like abilities
Special Qualities:	Damage reduction 5/cold iron, tree dependent, wild empathy
Saves:	Fort +3, Ref +8, Will +6
Abilities:	Str 10, Dex 19, Con 11, Int 14, Wis 15, Cha 18
Skills:	Escape Artist +11, Handle Animal +11, Hide +11, Knowledge (nature) +11, Listen +9, Move Silently +11, Ride +6, Spot +9, Survival +9, Use Rope +4 (+6 with bindings)
Feats:	Great Fortitude, Weapon Finesse
Environment:	Temperate forests
Organization:	Solitary or grove (4–7)
Challenge Rating:	3
Treasure:	Standard
Alignment:	Usually chaotic good
Advancement:	By character class
Level Adjustment:	—

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.

COMBAT

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 *charm person* or *suggestion*, attempting to gain control of the attacker(s) who could help the most against the rest. Any attack on her tree, however, provokes the dryad into a frenzied defense.

Spell-Like Abilities: At will—*entangle* (DC 13), *speak with plants, tree shape*; 3/day—*charm person* (DC 13), *deep slumber* (DC 15), *tree stride*; 1/day—*suggestion* (DC 15). Caster level 6th. The save DCs are Wisdom-based.

Tree Dependent (Su): 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 and die within 4d6 hours. A dryad's oak does not radiate magic.

Wild Empathy (Ex): This power works like the druid's wild empathy class feature, except that the dryad has a +6 racial bonus on the check.

Dwarf

	Dwarf, 1st-Level Warrior	Duergar, 1st-Level Warrior
	Medium Humanoid (Dwarf)	Medium Humanoid (Dwarf)
Hit Dice:	1d8+2 (6 hp)	1d8+3 (7 hp)
Initiative:	+0	+0
Speed:	20' in scale mail (4 squares); base speed 20'	20' in chainmail (4 squares); base speed 20'
Armor Class:	17 (+4 scale mail, +3 heavy shield), touch 10, flat-footed 17	18 (+5 chainmail, +3 heavy shield), touch 10, flat-footed 18
Base Attack/Grapple:	+1/+2	+1/+2
Attack:	Dwarven waraxe +3 melee (1d10+1/x3) or shortbow +1 ranged (1d6/x3)	Warhammer +2 melee (1d8+1/x3) or light crossbow +1 ranged (1d8/19–20)
Full Attack:	Dwarven waraxe +3 melee (1d10+1/x3) or shortbow +1 ranged (1d6/x3)	Warhammer +2 melee (1d8+1/x3) or light crossbow +1 ranged (1d8/19–20)
Space/Reach:	5'/5'	5'/5'
Special Attacks:	Dwarf traits	Duergar traits, spell-like abilities
Special Qualities:	Darkvision 60', dwarf traits	Darkvision 60', duergar traits
Saves:	Fort +4*, Ref +0*, Will –1*	Fort +4*, Ref +0*, Will –1*
Abilities:	Str 13, Dex 11, Con 14, Int 10, Wis 9, Cha 6	Str 13, Dex 11, Con 14, Int 10, Wis 9, Cha 4
Skills:	Appraise +2, Craft (blacksmithing) +2, Craft (stonemasonry) +2, Listen +2, Spot +2	Appraise +2, Craft (blacksmithing) +2, Craft (stonemasonry) +2, Listen +3, Move Silently –4, Spot +2
Feats:	Weapon Focus (dwarven waraxe)	Toughness
Environment:	Temperate mountains (Deep: Underground)	Underground
Organization:	Team (2–4), squad (11–20 plus 2 3rd-level sergeants and 1 leader of 3rd–6th level), or clan (30–100 plus 30% noncombatants plus 1 3rd-level sergeant per 10 adults, 5 5th-level lieutenants, and 3 7th-level captains)	Team (2–4), squad (9–16 plus 3 3rd-level sergeants and 1 leader of 3rd–8th level) or clan (20–80 plus 25% noncombatants plus 1 3rd-level sergeant per 5 adults, 3–6 6th-level lieutenants, and 1–4 9th-level captains)
Challenge Rating:	0	1
Treasure:	Standard coins; double goods; standard items	Standard coins, double goods, standard items
Alignment:	Often lawful good (Deep: Usually lawful neutral or neutral)	Often lawful evil
Advancement:	By character class	By character class
Level Adjustment:	+0	+1

Dwarves favor earth tones in their clothing and prefer simple and functional garb. The skin 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 feet tall and weigh as much as adult humans.

Dwarves speak Dwarven. 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.

Most dwarves encountered outside their home are warriors.

COMBAT

Dwarves are experts in combat, effectively using their environment and executing well-planned group attacks. They rarely use magic in fights, since they have few wizards or sorcerers (but dwarven clerics 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 dwarven waraxe and thrown hammer, dwarves also use warhammers, picks, shortbows, heavy crossbows, and maces.

The dwarf warrior presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

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 speak Dwarven and Undercommon.

Duergar Traits (Ex): These traits are in addition to the hill dwarf traits, except where noted.

- -4 Charisma instead of -2.
- Darkvision out to 120'.
- Immunity to paralysis, phantasms, and poison. This trait replaces the hill dwarf's +2 racial bonus on saving throws against poison.
- +2 racial bonus on saves against spells and spell-like abilities.
- Spell-Like Abilities: 1/day—*enlarge person* and *invisibility* as a wizard of twice the duergar's class level (minimum caster level 3rd); these abilities affect only the duergar and whatever it carries.
- Light Sensitivity: Duergar are dazzled in bright sunlight or within the radius of a *daylight* spell.
- +4 racial bonus on Move Silently checks.
- +1 racial bonus on Listen and Spot checks.
- Automatic Languages: Common, Dwarven, Undercommon.
- Bonus Languages: Draconic, Giant, Goblin, Orc, Terran. This trait replaces the hill dwarf's automatic and bonus languages.
- Favored Class: Fighter.
- Level adjustment +1
- Unlike other dwarves, duergar do not have weapon familiarity with the dwarven waraxe and dwarven urgrosh.

The duergar warrior presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

Challenge Rating: Duergar with levels in NPC classes have a CR equal to their character level. Duergar with levels in PC classes have a CR equal to their character level +1.

Eagle, Giant

	Large Magical Beast
Hit Dice:	4d10+4 (26 hp)
Initiative:	+5
Speed:	10' (2 squares), fly 80' (average)
Armor Class:	15 (-1 size, +3 Dex, +3 natural), touch 12, flat-footed 12
Base Attack/Grapple:	+4/+12
Attack:	Claw +7 melee (1d6+4)
Full Attack:	2 claws +7 melee (1d6+4) and bite +2 melee (1d8+2)
Space/Reach:	10'/5'
Special Attacks:	—
Special Qualities:	Low-light vision, evasion
Saves:	Fort +5, Ref +7, Will +3
Abilities:	Str 18, Dex 17, Con 12, Int 10, Wis 14, Cha 10
Skills:	Knowledge (nature) +2, Listen +6, Sense Motive +4, Spot +15, Survival +3
Feats:	Alertness ^H , Flyby Attack, Minor Improved Initiative ^H
Environment:	Temperate mountains
Organization:	Solitary, pair, or eyrie (5–12)
Challenge Rating:	3
Treasure:	None
Alignment:	Usually neutral good
Advancement:	5–8 HD (Large); 9–12 HD (Huge)
Level Adjustment:	—

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.

COMBAT

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.

Evasion (Ex): With a successful Reflex save against an attack that allows a Reflex save for half damage, a giant eagle takes no damage.

Skills: Giant eagles have a +4 racial bonus on Spot checks.

TRAINING A GIANT EAGLE

Although intelligent, a giant eagle requires training before it can bear a rider in combat. To be trained, a giant eagle must have a friendly attitude toward the trainer (this can be achieved through a successful Diplomacy check). Training a friendly giant eagle requires six weeks of work and a DC 25 Handle Animal check.

Riding a giant eagle requires an exotic saddle. A giant eagle can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Giant eagle eggs are worth 2,500 gp apiece on the open market, while chicks are worth 4,000 gp each. Professional trainers charge 1,000 gp to rear or train a giant eagle.

Carrying Capacity: A light load for a giant eagle is up to 300 pounds; a medium load, 301–600 pounds; and a heavy load, 601–900 pounds.

Elemental

Elementals are incarnations of the elements that compose existence.

COMBAT

Elementals have varied combat abilities and tactics, but all have the same elemental qualities.

Air Elemental

	Air Elemental, Small	Air Elemental, Medium	Air Elemental, Large
	Small Elemental (Air, Extraplanar)	Medium Elemental (Air, Extraplanar)	Large Elemental (Air, Extraplanar)
Hit Dice:	2d8 (9 hp)	4d8+8 (26 hp)	8d8+24 (60 hp)
Initiative:	+6	+9	+12
Speed:	Fly 100' (perfect) (20 squares)	Fly 100' (perfect) (20 squares)	Fly 100' (perfect) (20 squares)
Armor Class:	17 (+1 size, +3 Dex, +3 natural), touch 14, flat-footed 14	18 (+5 Dex, +3 natural), touch 15, flat-footed 13	20 (–1 size, +7 Dex, +4 natural), touch 16, flat-footed 13
Base Attack/Grapple:	+1/–3	+3/+4	+6/+12
Attack:	Slam +5 melee (1d4)	Slam +8 melee (1d6+1 +1 precision)	Slam +12 melee (2d6+2 +2 precision)
Full Attack:	Slam +5 melee (1d4)	Slam +8 melee (1d6+1 +1 precision)	2 slams +12 melee (2d6+2 +2 precision)
Space/Reach:	5'/5'	5'/5'	10'/10'
Special Attacks:	Air mastery, whirlwind	Air mastery, whirlwind	Air mastery, whirlwind
Special Qualities:	Darkvision 60', elemental traits	Darkvision 60', elemental traits	Damage reduction 5/–, darkvision 60', elemental traits
Saves:	Fort +0, Ref +6, Will +0	Fort +3, Ref +9, Will +1	Fort +5, Ref +13, Will +2

Abilities:	Str 10, Dex 17, Con 10, Int 4, Wis 11, Cha 11	Str 12, Dex 21, Con 14, Int 4, Wis 11, Cha 11	Str 14, Dex 25, Con 16, Int 6, Wis 11, Cha 11
Skills:	Listen +2, Spot +3	Listen +3, Spot +4	Listen +5, Spot +6
Feats:	Flyby Attack, Improved Initiative ^B , Weapon Finesse ^B	Dodge, Flyby Attack, Improved Initiative ^B , Weapon Finesse ^B	Combat Reflexes, Dodge, Flyby Attack, Improved Initiative ^B , Weapon Finesse ^B
Environment:	Elemental Plane of Air	Elemental Plane of Air	Elemental Plane of Air
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	1	3	5
Treasure:	None	None	None
Alignment:	Usually neutral	Usually neutral	Usually neutral
Advancement:	3 HD (Small)	5–7 HD (Medium)	9–15 HD (Large)
Level Adjustment:	—	—	—
	Air Elemental, Huge	Air Elemental, Greater	Air Elemental, Elder
	Huge Elemental (Air, Extraplanar)	Huge Elemental (Air, Extraplanar)	Huge Elemental (Air, Extraplanar)
Hit Dice:	16d8+64 (136 hp)	21d8+84 (178 hp)	24d8+96 (204 hp)
Initiative:	+16	+18	+20
Speed:	Fly 100' (perfect) (20 squares)	Fly 100' (perfect) (20 squares)	Fly 100' (perfect) (20 squares)
Armor Class:	21 (–2 size, +9 Dex, +4 natural), touch 17, flat-footed 12	26 (–2 size, +10 Dex, +8 natural), touch 18, flat-footed 16	27 (–2 size, +11 Dex, +8 natural), touch 19, flat-footed 16
Base Attack/Grapple:	+12/+24	+15/+28	+18/+32
Attack:	Slam +19 melee (2d8+4 +4 precision)	Slam +23 melee (2d8+5 +5 precision)	Slam +27 melee (2d8+6 +6 precision)
Full Attack:	2 slams +19 melee (2d8+4 +4 precision)	2 slams +23 melee (2d8+5 +5 precision)	2 slams +27 melee (2d8+6 +6 precision)
Space/Reach:	15'/15'	15'/15'	15'/15'
Special Attacks:	Air mastery, whirlwind	Air mastery, whirlwind	Air mastery, whirlwind
Special Qualities:	Damage reduction 5/–, darkvision 60', elemental traits	Damage reduction 10/–, darkvision 60', elemental traits	Damage reduction 10/–, darkvision 60', elemental traits
Saves:	Fort +9, Ref +19, Will +5	Fort +11, Ref +22, Will +12	Fort +12, Ref +25, Will +14
Abilities:	Str 18, Dex 29, Con 18, Int 6, Wis 11, Cha 11	Str 20, Dex 31, Con 18, Int 8, Wis 11, Cha 11	Str 22, Dex 33, Con 18, Int 10, Wis 11, Cha 11
Skills:	Listen +11, Spot +12	Listen +14, Spot +14	Listen +29, Spot +29
Feats:	Alertness ^H , Combat Reflexes, Dodge, Flyby Attack, Improved Initiative ^B , Mobility, Multi-Dodge ^H , Spring Attack, Weapon Finesse ^B	Alertness ^H , Blind-fight, Combat Reflexes, Flyby Attack, Improved Initiative ^B , Iron Will, Mobility, Multi-Dodge ^H , Power Attack, Spring Attack, Weapon Finesse ^B	Alertness ^H , Blind-fight, Cleave, Combat Reflexes, Flyby Attack, Improved Initiative ^B , Iron Will, Mobility, Multi-Dodge ^H , Power Attack, Spring Attack, Weapon Finesse ^B
Environment:	Elemental Plane of Air	Elemental Plane of Air	Elemental Plane of Air
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	7	9	11
Treasure:	None	None	None
Alignment:	Usually neutral	Usually neutral	Usually neutral
Advancement:	17–20 HD (Huge)	22–23 HD (Huge)	25–48 HD (Huge)
Level Adjustment:	—	—	—

Air elementals speak Auran, though they rarely choose to do so.

COMBAT

Their rapid speed makes air elementals useful on vast battlefields or in extended aerial combat.

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

Whirlwind (Su): 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 HD 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’.

The elemental’s movement while in whirlwind form does not provoke attacks of opportunity, even if the elemental enters the space another creature occupies. 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 the table below 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 Reflex 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 Reflex save each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful. The DC for saves against the whirlwind’s effects varies with the elemental’s size (see the table). The save DC 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 Concentration check (DC 15 + spell level) to cast a spell. 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 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’. Creatures 5 feet away have concealment, while those farther away have total concealment.

Those caught in the cloud must succeed on a Concentration check (DC 15 + spell level) to cast a spell.

An elemental in whirlwind form cannot make slam attacks and does not threaten the area around it.

Air Elemental Sizes

Elemental	Height	Weight	Save DC	Whirlwind	
				Damage	Height
Small	4'	1 lb.	11	1d4	10–20'
Medium	8'	2 lb.	13	1d6	10–30'
Large	16'	4 lb.	16	2d6	10–40'
Huge	32'	8 lb.	22	2d8	10–50'
Greater	36'	10 lb.	25	2d8	10–60'
Elder	40'	12 lb.	28	2d8	10–60'

Earth Elemental

	Earth Elemental, Small	Earth Elemental, Medium	Earth Elemental, Large
	Small Elemental (Earth, Extraplanar)	Medium Elemental (Earth, Extraplanar)	Large Elemental (Earth, Extraplanar)
Hit Dice:	2d8+2 (11 hp)	4d8+12 (30 hp)	8d8+32 (68 hp)
Initiative:	–1	–1	–1
Speed:	20' (4 squares)	20' (4 squares)	20' (4 squares)
Armor Class:	17 (+1 size, –1 Dex, +7 natural), touch 10, flat-footed 17	18 (–1 Dex, +9 natural), touch 9, flat-footed 18	18 (–1 size, –1 Dex, +10 natural), touch 8, flat-footed 18
Base	+1/+0	+3/+8	+6/+17

Attack/Grapple:			
Attack:	Slam +5 melee (1d6+4)	Slam +8 melee (1d8+7)	Slam +12 melee (2d8+7)
Full Attack:	Slam +5 melee (1d6+4)	Slam +8 melee (1d8+7)	2 slams +12 melee (2d8+7)
Space/Reach:	5'/5'	5'/5'	10'/10'
Special Attacks:	Earth mastery, push	Earth mastery, push	Earth mastery, push
Special Qualities:	Darkvision 60', earth glide, elemental traits	Darkvision 60', earth glide, elemental traits	Damage reduction 5/–, earth glide, darkvision 60', elemental traits
Saves:	Fort +4, Ref –1, Will +0	Fort +7, Ref +0, Will +1	Fort +10, Ref +1, Will +2
Abilities:	Str 17, Dex 8, Con 13, Int 4, Wis 11, Cha 11	Str 21, Dex 8, Con 17, Int 4, Wis 11, Cha 11	Str 25, Dex 8, Con 19, Int 6, Wis 11, Cha 11
Skills:	Listen +3, Spot +2	Listen +4, Spot +3	Listen +6, Spot +5
Feats:	Power Attack	Cleave, Power Attack	Cleave, Improved Bull Rush, Power Attack
Environment:	Elemental Plane of Earth	Elemental Plane of Earth	Elemental Plane of Earth
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	1	3	5
Treasure:	None	None	None
Alignment:	Usually neutral	Usually neutral	Usually neutral
Advancement:	3 HD (Small)	5–7 HD (Medium)	9–15 HD (Large)
Level Adjustment:	—	—	—
	Earth Elemental, Huge	Earth Elemental, Greater	Earth Elemental, Elder
	Huge Elemental (Earth, Extraplanar)	Huge Elemental (Earth, Extraplanar)	Huge Elemental (Earth, Extraplanar)
Hit Dice:	16d8+80 (152 hp)	21d8+105 (199 hp)	24d8+120 (228 hp)
Initiative:	–1	–1	–1
Speed:	30' (6 squares)	30' (6 squares)	30' (6 squares)
Armor Class:	18 (–2 size, –1 Dex, +11 natural), touch 7, flat-footed 18	20 (–2 size, –1 Dex, +13 natural), touch 7, flat-footed 20	22 (–2 size, –1 Dex, +15 natural), touch 7, flat-footed 22
Base Attack/Grapple:	+12/+29	+15/+33	+18/+37
Attack:	Slam +19 melee (2d10+9)	Slam +23 melee (2d10+11/16–20)	Slam +32 melee (2d10+12/15–20)
Full Attack:	2 slams +19 melee (2d10+9)	2 slams +23 melee (2d10+11/16–20)	2 slams +32 melee (2d10+12/19–20)
Space/Reach:	15'/15'	15'/15'	15'/15'
Special Attacks:	Earth mastery, push	Earth mastery, push	Earth mastery, push
Special Qualities:	Damage reduction 5/–, earth glide, darkvision 60', elemental traits	Damage reduction 10/–, earth glide, darkvision 60', elemental traits	Damage reduction 10/–, earth glide, darkvision 60', elemental traits
Saves:	Fort +15, Ref +4, Will +10	Fort +17, Ref +6, Will +12	Fort +19, Ref +7, Will +14
Abilities:	Str 29, Dex 8, Con 21, Int 6, Wis 11, Cha 11	Str 31, Dex 8, Con 21, Int 8, Wis 11, Cha 11	Str 33, Dex 8, Con 21, Int 10, Wis 11, Cha 11
Skills:	Listen +10, Spot +9	Listen +14, Spot +14	Listen +29, Spot +29
Feats:	Awesome Blow, Cleave, Improved Bull Rush, Improved Sunder, Iron Will, Power Attack	Alertness ^H , Awesome Blow, Cleave, Improved Bull Rush, Improved Critical (slam), Improved Sunder, Iron Will, Power Attack, Strong Armed ^H	Alertness ^H , Awesome Blow, Cleave, Improved Bull Rush, Improved Critical (slam), Improved Sunder, Iron Will, Power Attack, Strong Armed ^H , Weapon Focus (slam)
Environment:	Elemental Plane of Earth	Elemental Plane of Earth	Elemental Plane of Earth
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	7	9	11
Treasure:	None	None	None

Alignment:	Usually neutral	Usually neutral	Usually neutral
Advancement:	17–20 HD (Huge)	22–23 HD (Huge)	25–48 HD (Huge)
Level	—	—	—
Adjustment:			

When summoned to the Material Plane, an earth elemental consists of whatever types of dirt, stones, precious metals, and gems it was conjured from.

Earth elementals speak Terran but rarely choose to do so.

COMBAT

Though an earth elemental moves slowly, it is a relentless opponent. It can travel through 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.

Earth Mastery (Ex): An earth elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes a –4 penalty on attack and damage rolls. (These modifiers are not included in the statistics block.)

Push (Ex): An earth elemental can start a bull rush maneuver without provoking an attack of opportunity. The combat modifiers given in Earth Mastery, above, also apply to the elemental's opposed Strength checks.

Earth Glide (Ex): An earth elemental 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. A *move earth* spell cast on an area containing a burrowing earth elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Earth Elemental Sizes

Elemental	Height	Weight	Elemental	Height	Weight
Small	4'	80 lb.	Huge	32'	48,000 lb.
Medium	8'	750 lb.	Greater	36'	54,000 lb.
Large	16'	6,000 lb.	Elder	40'	60,000 lb.

Fire Elemental

	Fire Elemental, Small	Fire Elemental, Medium	Fire Elemental, Large
	Small Elemental (Fire, Extraplanar)	Medium Elemental (Fire, Extraplanar)	Large Elemental (Fire, Extraplanar)
Hit Dice:	2d8 (9 hp)	4d8+8 (26 hp)	8d8+24 (60 hp)
Initiative:	+4	+7	+10
Speed:	50' (10 squares)	50' (10 squares)	50' (10 squares)
Armor Class:	15 (+1 size, +1 Dex, +3 natural), touch 12, flat-footed 14	16 (+3 Dex, +3 natural), touch 13, flat-footed 13	18 (–1 size, +5 Dex, +4 natural), touch 14, flat-footed 13
Base Attack/Grapple:	+1/–3	+3/+4	+6/+12
Attack:	Slam +3 melee (1d4 plus 1d4 fire)	Slam +6 melee (1d6+1 +1 precision plus 1d6 fire)	Slam +10 melee (2d6+2 +2 precision plus 2d6 fire)
Full Attack:	Slam +3 melee (1d4 plus 1d4 fire)	Slam +6 melee (1d6+1 +1 precision plus 1d6 fire)	2 slams +10 melee (2d6+2 +2 precision plus 2d6 fire)
Space/Reach:	5'/5'	5'/5'	10'/10'
Special Attacks:	Burn	Burn	Burn
Special Qualities:	Darkvision 60', elemental traits, immunity to fire, vulnerability to cold	Darkvision 60', elemental traits, immunity to fire, vulnerability to cold	Damage reduction 5/–, darkvision 60', elemental traits, immunity to fire, vulnerability to cold
Saves:	Fort +0, Ref +4, Will +0	Fort +3, Ref +7, Will +1	Fort +5, Ref +11, Will +2
Abilities:	Str 10, Dex 13, Con 10, Int 4, Wis 11, Cha 11	Str 12, Dex 17, Con 14, Int 4, Wis 11, Cha 11	Str 14, Dex 21, Con 16, Int 6, Wis 11, Cha 11

Skills:	Listen +2, Spot +3	Listen +3, Spot +4	Listen +5, Spot +6
Feats:	Dodge, Improved Initiative ^B , Weapon Finesse ^B	Dodge, Improved Initiative ^B , Mobility, Weapon Finesse ^B	Dodge, Improved Initiative ^B , Mobility, Spring Attack, Weapon Finesse ^B
Environment:	Elemental Plane of Fire	Elemental Plane of Fire	Elemental Plane of Fire
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	1	3	5
Treasure:	None	None	None
Alignment:	Usually neutral	Usually neutral	Usually neutral
Advancement:	3 HD (Small)	5–7 HD (Medium)	9–15 HD (Large)
Level Adjustment:	—	—	—
	Fire Elemental, Huge	Fire Elemental, Greater	Fire Elemental, Elder
	Huge Elemental (Fire, Extraplanar)	Huge Elemental (Fire, Extraplanar)	Huge Elemental (Fire, Extraplanar)
Hit Dice:	16d8+64 (136 hp)	21d8+84 (178 hp)	24d8+96 (204 hp)
Initiative:	+14	+16	+18
Speed:	60' (12 squares)	60' (12 squares)	60' (12 squares)
Armor Class:	19 (–2 size, +7 Dex, +4 natural), touch 15, flat- footed 12	24 (–2 size, +8 Dex, +8 natural), touch 16, flat-footed 16	25 (–2 size, +9 Dex, +8 natural), touch 17, flat-footed 16
Base Attack/Grapple:	+12/+24	+15/+28	+18/+32
Attack:	Slam +17 melee (2d8+4 +4 precision plus 2d8 fire)	Slam +25 melee (2d8+5 +5 precision plus 2d8 fire)	Slam +30 melee (2d8+6 +6 precision plus 2d8 fire)
Full Attack:	2 slams +17 melee (2d8+4 +4 precision plus 2d8 fire)	2 slams +25 melee (2d8+5 +5 precision plus 2d8 fire)	2 slams +30 melee (2d8+6 +6 precision plus 2d8 fire)
Space/Reach:	15'/15'	15'/15'	15'/15'
Special Attacks:	Burn	Burn	Burn
Special Qualities:	Damage reduction 5/–, darkvision 60', elemental traits, immunity to fire, vulnerability to cold	Damage reduction 10/–, darkvision 60', elemental traits, immunity to fire, vulnerability to cold	Damage reduction 10/–, darkvision 60', elemental traits, immunity to fire, vulnerability to cold
Saves:	Fort +9, Ref +17, Will +10	Fort +11, Ref +20, Will +14	Fort +14, Ref +23, Will +16
Abilities:	Str 18, Dex 25, Con 18, Int 6, Wis 11, Cha 11	Str 20, Dex 27, Con 18, Int 6, Wis 11, Cha 11	Str 22, Dex 29, Con 18, Int 6, Wis 11, Cha 11
Skills:	Listen +11, Spot +12	Listen +14, Spot +14	Listen +28, Spot +29
Feats:	Alertness ^H , Combat Reflexes, Dodge, Improved Initiative ^B , Iron Will, Mobility, Multi-Dodge ^H , Spring Attack, Weapon Finesse ^B	Alertness, Blind-Fight, Combat Reflexes, Dodge, Improved Initiative ^B , Iron Will, Mobility, Multi-Dodge ^H , Spring Attack, Weapon Finesse ^B , Weapon Focus (slam)	Alertness, Blind-Fight, Combat Reflexes, Dodge, Improved Initiative ^B , Great Fortitude, Iron Will, Mobility, Multi-Dodge ^H , Spring Attack, Weapon Finesse ^B , Weapon Focus (slam)
Environment:	Elemental Plane of Fire	Elemental Plane of Fire	Elemental Plane of Fire
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	7	9	11
Treasure:	None	None	None
Alignment:	Usually neutral	Usually neutral	Usually neutral
Advancement:	17–20 HD (Huge)	22–23 HD (Huge)	25–48 HD (Huge)
Level Adjustment:	—	—	—

A fire elemental cannot enter water or any other nonflammable liquid. A body of water is an impassible barrier unless the fire elemental can step or jump over it.

Fire elementals speak Ignan, though they rarely choose to do so.

COMBAT

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.

Burn (Ex): 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 1d4 rounds. The save DC varies with the elemental's size (see the table below). A burning creature can take a move action to put out the flame. The save DC 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.

Fire Elemental Sizes			
Elemental	Height	Weight	Burn Save DC
Small	4'	1 lb.	11
Medium	8'	2 lb.	14
Large	16'	4 lb.	17
Huge	32'	8 lb.	22
Greater	36'	10 lb.	24
Elder	40'	12 lb.	26

Water Elemental

	Water Elemental, Small	Water Elemental, Medium	Water Elemental, Large
	Small Elemental (Water, Extraplanar)	Medium Elemental (Water, Extraplanar)	Large Elemental (Water, Extraplanar)
Hit Dice:	2d8+2 (11 hp)	4d8+12 (30 hp)	8d8+32 (68 hp)
Initiative:	+0	+1	+2
Speed:	20' (4 squares), swim 90'	20' (4 squares), swim 90'	20' (4 squares), swim 90'
Armor Class:	17 (+1 size, +6 natural), touch 11, flat-footed 17	19 (+1 Dex, +8 natural), touch 11, flat-footed 18	20 (-1 size, +2 Dex, +9 natural), touch 11, flat-footed 18
Base Attack/Grapple:	+1/-1	+3/+6	+6/+15
Attack:	Slam +4 melee (1d6+3)	Slam +6 melee (1d8+4)	Slam +10 melee (2d8+5)
Full Attack:	Slam +4 melee (1d6+3)	Slam +6 melee (1d8+4)	2 slams +10 melee (2d8+5)
Space/Reach:	5'/5'	5'/5'	10'/10'
Special Attacks:	Water mastery, drench, vortex	Water mastery, drench, vortex	Water mastery, drench, vortex
Special Qualities:	Darkvision 60', elemental traits	Darkvision 60', elemental traits	Damage reduction 5/-, darkvision 60', elemental traits
Saves:	Fort +4, Ref +0, Will +0	Fort +7, Ref +2, Will +1	Fort +10, Ref +4, Will +2
Abilities:	Str 14, Dex 10, Con 13, Int 4, Wis 11, Cha 11	Str 16, Dex 12, Con 17, Int 4, Wis 11, Cha 11	Str 20, Dex 14, Con 19, Int 6, Wis 11, Cha 11
Skills:	Listen +2, Spot +3	Listen +3, Spot +4	Listen +5, Spot +6
Feats:	Power Attack	Cleave, Power Attack	Cleave, Improved Bull Rush, Power Attack
Environment:	Elemental Plane of Water	Elemental Plane of Water	Elemental Plane of Water
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	1	3	5
Treasure:	None	None	None
Alignment:	Usually neutral	Usually neutral	Usually neutral
Advancement:	3 HD (Small)	5-7 HD (Medium)	9-15 HD (Large)
Level Adjustment:	—	—	—
	Water Elemental, Huge	Water Elemental, Greater	Water Elemental, Elder
	Huge Elemental (Water, Extraplanar)	Huge Elemental (Water, Extraplanar)	Huge Elemental (Water, Extraplanar)

Hit Dice:	16d8+96 (168 hp)	21d8+126 (220 hp)	24d8+144 (252 hp)
Initiative:	+4	+5	+6
Speed:	30' (6 squares), swim 120'	30' (6 squares), swim 120'	30' (6 squares), swim 120'
Armor Class:	21 (-2 size, +4 Dex, +9 natural), touch 12, flat-footed 17	22 (-2 size, +5 Dex, +9 natural), touch 13, flat-footed 17	23 (-2 size, +6 Dex, +9 natural), touch 14, flat-footed 17
Base Attack/Grapple:	+12/+27	+15/+31	+18/+35
Attack:	Slam +17 melee (2d10+7)	Slam +21 melee (2d10+8/15-20)	Slam +25 melee (2d10+9/14-20)
Full Attack:	2 slams +17 melee (2d10+7)	2 slams +21 melee (2d10+8/15-20)	2 slams +25 melee (2d10+9/14-20)
Space/Reach:	15'/15'	15'/15'	15'/15'
Special Attacks:	Water mastery, drench, vortex	Water mastery, drench, vortex	Water mastery, drench, vortex
Special Qualities:	Damage reduction 5/-, darkvision 60', elemental traits	Damage reduction 10/-, darkvision 60', elemental traits	Damage reduction 10/-, darkvision 60', elemental traits
Saves:	Fort +15, Ref +14, Will +10	Fort +17, Ref +17, Will +12	Fort +19, Ref +20, Will +14
Abilities:	Str 24, Dex 18, Con 21, Int 6, Wis 11, Cha 11	Str 26, Dex 20, Con 21, Int 8, Wis 11, Cha 11	Str 28, Dex 22, Con 21, Int 10, Wis 11, Cha 11
Skills:	Listen +11, Spot +12	Listen +14, Spot +14	Listen +29, Spot +29
Feats:	Alertness ^H , Cleave, Power Attack, Improved Bull Rush, Iron Will, Lightning Reflexes, Thick Skinned ^H	Alertness ^H , Cleave, Improved Bull Rush, Improved Critical (slam), Improved Sunder, Iron Will, Lightning Reflexes, Power Attack, Thick Skinned ^H	Alertness ^H , Cleave, Improved Critical (slam), Improved Bull Rush, Improved Sunder, Iron Will, Lightning Reflexes, Power Attack, Power Critical (slam), Thick Skinned ^H
Environment:	Elemental Plane of Water	Elemental Plane of Water	Elemental Plane of Water
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	7	9	11
Treasure:	None	None	None
Alignment:	Usually neutral	Usually neutral	Usually neutral
Advancement:	17–20 HD (Huge)	22–23 HD (Huge)	25–48 HD (Huge)
Level Adjustment:	—	—	—

A water elemental can't venture more than 180 feet from the body of water from which it was conjured.

Water elementals speak Aquan but rarely choose to do so.

COMBAT

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.

Water Mastery (Ex): A water elemental gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the elemental is touching the ground, the elemental takes a -4 penalty on attack and damage rolls. (These modifiers are not included in the statistics 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 Hit Die of the elemental) and stop larger vessels (10 feet long per HD). Even large ships (20 feet long per HD) can be slowed to half speed.

Drench (Ex): The elemental's touch puts out torches, campfires, exposed lanterns, and other open flames of nonmagical origin if these are of Large size or smaller. The creature can dispel magical fire it touches as *dispel magic* (caster level equals elemental's HD).

Vortex (Su): 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 HD 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'.

The elemental's movement while in vortex form does not provoke attacks of opportunity, even if the elemental enters the space another creature occupies. 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 the table below 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 DC for saves against the vortex's effects varies with the elemental's size. The save DC 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 make a Concentration check (DC 10 + spell level) to cast a spell. 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'. Creatures 5 feet away have concealment, while those farther away have total concealment.

Those caught in the cloud must make a Concentration check (DC 15 + spell level) to cast a spell.

An elemental in vortex form cannot make slam attacks and does not threaten the area around it.

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.

Water Elemental Sizes

Elemental	Height	Weight	Vortex		
			Save DC	Damage	Height
Small	4'	34 lb.	13	1d4	10–20'
Medium	8'	280 lb.	15	1d6	10–30'
Large	16'	2,250 lb.	19	2d6	10–40'
Huge	32'	18,000 lb.	25	2d8	10–50'
Greater	36'	21,000 lb.	28	2d8	10–60'
Elder	40'	24,000 lb.	31	2d8	10–60'

Elf

	Elf, 1st-Level Warrior	Drow, 1st-Level Warrior
	Medium Humanoid (Elf)	Medium Humanoid (Elf)
Hit Dice:	1d8 (4 hp)	1d8 (4 hp)
Initiative:	+1	+1
Speed:	30' (6 squares)	30' (6 squares)
Armor Class:	16 (+1 Dex, +3 studded leather, +2 light shield), touch 11, flat-footed 14	17 (+1 Dex, +4 chain shirt, +2 light shield) touch 11, flat-footed 15
Base Attack/Grapple:	+1/+2	+1/+2
Attack:	Longsword +2 melee (1d8+1/19–20) or longbow +3 ranged (1d8/x3)	Rapier +3 melee (1d6+1/18–20) or hand crossbow +2 ranged (1d4/19–20)
Full Attack:	Longsword +2 melee(1d8+1/19–20) or longbow +3 ranged (1d8/x3)	Rapier +3 melee (1d6+1/18–20) or hand crossbow +2 ranged (1d4/19–20)
Space/Reach:	5'/5'	5'/5'
Special Attacks:	None	Poison, spell-like abilities
Special Qualities:	Elven traits	Drow traits, spell resistance 12
Saves:	Fort +2, Ref +1, Will -1*	Fort +2, Ref +1, Will -1*

Abilities:	Str 13, Dex 13, Con 10, Int 10, Wis 9, Cha 8	Str 13, Dex 13, Con 10, Int 12, Wis 9, Cha 10
Skills:	Hide +1, Listen +2, Search +3, Spot +2	Hide +0, Listen +2, Search +4, Spot +3
Feats:	Weapon Focus (longbow)	Weapon Focus (rapier)
Environment:	Temperate forest (Half-elf: Temperate forests) (Aquatic: Temperate aquatic) (Gray: Temperate mountains) (Wild: Warm forests) (Wood: Temperate forests)	Underground
Organization:	Squad (2–4), company (11–20 plus 2 3rd-level sergeants and 1 leader of 3rd–6th level), or band (30–100 plus 20% noncombatants plus 1 3rd-level sergeant per 10 adults, 5 5th-level lieutenants, and 3 7th-level captains)	Squad (2–4), patrol (5–8 plus 2 2nd-level sergeants and 1 leader of 3rd–6th level), or band (20–50 plus 10% noncombatants plus 1 2nd-level sergeant per 5 adults, 2d4 6th-level lieutenants, and 1d4 9th-level captains)
Challenge Rating:	0	2
Treasure:	Standard	Standard
Alignment:	Usually chaotic good (Wood: Usually neutral)	Usually neutral evil
Advancement:	By character class	By character class
Level Adjustment:	+0	+2

Elves average 5 feet tall and typically weigh just over 100 pounds. They live on fruits and grains, though they occasionally hunt for fresh meat. Elves prefer colorful clothes, usually with a green-and-gray cloak that blends well with the colors of the forest.

Elves speak Elven, and most also know Common and Sylvan.

Most elves encountered outside their homes are warriors; the information presented here is for one of 1st level.

COMBAT

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 fire from cover and retreat before they are found, repeating this maneuver until all of their enemies are dead.

They prefer longbows, shortbows, rapiers, and longswords. In melee, elves are graceful and deadly, using complex maneuvers that are beautiful to observe. Their wizards often use *sleep* spells during combat because these won't affect other elves.

The elf warrior presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

Drow

Also known as dark elves, drow are a depraved and evil subterranean offshoot.

White is the most common hair color among drow, but almost any pale shade is possible. Drow tend to be smaller and thinner than other sorts of elves, and their eyes are often a vivid red.

Drow usually coat their arrows with a potent venom.

Poison (Ex): An opponent hit by a drow's poisoned weapon must succeed on a DC 13 Fortitude save or fall unconscious. After 1 minute, the subject must succeed on another DC 13 Fortitude save or remain unconscious for 2d4 hours. A typical drow carries 1d4–1 doses of drow knockout poison. Drow typically coat arrows and crossbow bolts with this poison, but it can also be applied to a melee weapon. Note that drow have no special ability to apply poison without risking being poisoned themselves. Since this poison is not a magical effect, drow and other elves are susceptible to it.

Drow Traits (Ex): These traits are in addition to the high elf traits, except where noted.

— +2 Intelligence, +2 Charisma.

— Darkvision out to 120'. This trait replaces the high elf's low-light vision.

— Spell resistance equal to 11 + class levels.

- +2 racial bonus on Will saves against spells and spell-like abilities.
- Spell-Like Abilities: Drow can use the following spell-like abilities once per day: *dancing lights*, *darkness*, *faerie fire*. Caster level equals the drow's class levels.
- Weapon Proficiency: A drow is automatically proficient with the hand crossbow, the rapier, and the short sword. This trait replaces the high elf's weapon proficiency.
- Automatic Languages: Common, Elven, Undercommon. Bonus Languages: Abyssal, Aquan, Draconic, Drow Sign Language, Gnome, Goblin. This trait replaces the high elf's automatic and bonus languages.
- Light Blindness: Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds drow for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.
- Favored Class: Wizard (male) or cleric (female). This trait replaces the high elf's favored class.
- Level adjustment +2.

The drow warrior presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

Challenge Rating: Drow with levels in NPC classes have a CR equal to their character level. Drow with levels in PC classes have a CR equal to their character level +1.

Ethereal Filcher

	Medium Aberration
Hit Dice:	5d8 (22 hp)
Initiative:	+8
Speed:	40' (8 squares)
Armor Class:	17 (+4 Dex, +3 natural), touch 14, flat-footed 13
Base Attack/Grapple:	+3/+3
Attack:	Bite +3 melee (1d4)
Full Attack:	Bite +3 melee (1d4)
Space/Reach:	5'/5'
Special Attacks:	—
Special Qualities:	Darkvision 60', detect magic, ethereal jaunt
Saves:	Fort +1, Ref +5, Will +5
Abilities:	Str 10, Dex 18, Con 11, Int 7, Wis 12, Cha 10
Skills:	Listen +9, Sleight of Hand +12, Spot +9
Feats:	Dodge, Improved Initiative
Environment:	Underground
Organization:	Solitary
Challenge Rating:	3
Treasure:	No coins; standard goods; double items
Alignment:	Usually neutral
Advancement:	6–7 HD (Medium); 8–15 HD (Large)
Level Adjustment:	—

Ethereal filchers are bizarre-looking creatures with a penchant for snatching trinkets from passersby. Their ability to move quickly between the Ethereal Plane and the Material Plane makes them spectacular pickpockets.

Ethereal filchers do not speak.

COMBAT

An ethereal filcher prowls about, using its ethereal jaunt ability to move about unseen (and often through solid objects). Upon locating a likely mark, it shifts to the Material Plane, attempting to catch its victim unaware. The creature attempts to seize an item, then retreats quickly back to the Ethereal Plane. It is not above delivering a bite to distract its target. Once it secures a trinket, it scurries back to its lair to admire its prize. When badly wounded, a filcher escapes rather than continuing the fight.

Any number of simple ruses can blunt a filcher's attack.

Detect Magic (Su): Ethereal filchers can detect magic as the spell (caster level 5th) at will.

Ethereal Jaunt (Su): An ethereal filcher can shift from the Ethereal Plane to the Material Plane as part of any move action, and shift back again as a free action. It can remain on the Ethereal Plane for 1 round before returning to the Material Plane.

The ability is otherwise identical with the *ethereal jaunt* spell (caster level 15th).

Skills: Ethereal filchers have a +8 racial bonus on Sleight of Hand checks, and a +4 racial bonus on Listen and Spot checks.

Ethereal Marauder

	Medium Magical Beast (Extraplanar)
Hit Dice:	2d10 (11 hp)
Initiative:	+4
Speed:	40' (8 squares)
Armor Class:	14 (+1 Dex, +3 natural), touch 11, flat-footed 13
Base Attack/Grapple:	+2/+4
Attack:	Bite +4 melee (1d6+3)
Full Attack:	Bite +4 melee (1d6+3)
Space/Reach:	5'/5'
Special Attacks:	—
Special Qualities:	Darkvision 60', ethereal jaunt
Saves:	Fort +3, Ref +4, Will +1
Abilities:	Str 14, Dex 12, Con 11, Int 7, Wis 12, Cha 10
Skills:	Listen +5, Move Silently +5, Spot +4
Feats:	Improved Initiative
Environment:	Ethereal Plane
Organization:	Solitary
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral
Advancement:	3–4 HD (Medium); 5–6 HD (Large)
Level Adjustment:	—

Ethereal marauders live and hunt on the Ethereal Plane. Ethereal marauders' coloration ranges from bright blue to deep violet. An ethereal marauder stands about 4 feet tall, but its overall length is about 7 feet. It weighs about 200 pounds.

Ethereal marauders speak no known languages. Survivors of their attacks on the Material Plane claim that they emit an eerie, high whine that varies in pitch depending on the creature's speed and health.

COMBAT

Once a marauder locates prey, it shifts to the Material Plane to attack, attempting to catch its victim flat-footed. The creature bites its victim, then retreats quickly back to the Ethereal Plane. When badly hurt or wounded, a marauder escapes to its home plane rather than continuing the fight.

Ethereal Jaunt (Su): An ethereal marauder can shift from the Ethereal Plane to the Material Plane as a free action, and shift back again as a move action. The ability is otherwise identical with the *ethereal jaunt* spell (caster level 15th).

Skills: Ethereal marauders have a +2 racial bonus on Listen, Move Silently, and Spot checks.

Eftercap

	Medium Aberration
Hit Dice:	5d8+5 (27 hp)
Initiative:	+3
Speed:	30' (6 squares), climb 30'
Armor Class:	14 (+3 Dex, +1 natural), touch 13, flat-footed 11
Base Attack/Grapple:	+3/+5
Attack:	Bite +5 melee (1d8+2 plus poison)
Attack:	Bite +5 melee (1d8+2 plus poison) and 2 claws +3 melee (1d3+1)
Space/Reach:	5'/5'
Special Attacks:	Poison, web

Special Qualities:	Low-light vision
Saves:	Fort +4, Ref +4, Will +6
Abilities:	Str 14, Dex 17, Con 13, Int 6, Wis 15, Cha 8
Skills:	Climb +10, Craft (trapmaking) +4, Hide +9, Listen +4, Spot +8
Feats:	Great Fortitude, Multiattack
Environment:	Warm forests
Organization:	Solitary, pair, or troupe (1–2 plus 2–4 Medium monstrous spiders)
Challenge Rating:	3
Treasure:	Standard
Alignment:	Usually neutral evil
Advancement:	6–7 HD (Medium); 8–15 HD (Large)
Level Adjustment:	+4

An ettercap is about 6 feet tall and weighs about 200 pounds.

Ettercaps speak Common.

COMBAT

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 will not come within melee reach of any foe that is still able to move.

Poison (Ex): Injury, Fortitude DC 15, initial damage 1d6 Dex, secondary damage 2d6 Dex. The save DC is Constitution based and includes a +2 racial bonus.

Web (Ex): 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 targets of up to Medium size. The web anchors the target in place, allowing no movement.

An entangled creature can escape with a DC 13 Escape Artist check or burst the web with a DC 17 Strength check. The check DCs are Constitution-based, and the Strength check DC includes a +4 racial bonus. The web has 6 hit points, hardness 0, 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 DC 20 Spot 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'-square section has 6 hit points, hardness 0, 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 (trapmaking), Hide, and Spot 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.

Ettn

	Large Giant
Hit Dice:	10d8+20 (65 hp)
Initiative:	+3
Speed:	30' in hide armor (6 squares); base speed 40'
Armor Class:	18 (–1 size, –1 Dex, +7 natural, +3 hide), touch 8, flat-footed 18
Base Attack/Grapple:	+7/+17
Attack:	Morningstar +12 melee (2d6+7) or javelin +5 ranged (1d8+7)
Full Attack:	2 morningstars +12/+7 melee (2d6+7) or 2 javelins +5 ranged (1d8+7)
Space/Reach:	10'/10'
Special Attacks:	—
Special Qualities:	Low-light vision, superior two-weapon fighting
Saves:	Fort +9, Ref +2, Will +6
Abilities:	Str 23, Dex 8, Con 15, Int 6, Wis 10, Cha 11
Skills:	Listen +10, Search +1, Spot +10

Feats:	Alertness ^H , Improved Initiative, Iron Will, Power Attack, Strong Armed ^H
Environment:	Cold hills
Organization:	Solitary, gang (2–4), troupe (1–2 plus 1–2 brown bears), band (3–5 plus 1–2 brown bears), or colony (3–5 plus 1–2 brown bears and 7–12 orcs or 9–16 goblins)
Challenge Rating:	6
Treasure:	Standard
Alignment:	Usually chaotic evil
Advancement:	By character class
Level Adjustment:	+5

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 DC 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 DC is 10, and for someone who speaks all three, the DC is 5.

COMBAT

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.

Superior Two-Weapon Fighting (Ex): An ettin fights with a morningstar or javelin in each hand. Because each of its two heads controls an arm, the ettin does not take a penalty on attack or damage rolls for attacking with two weapons.

Skills: An ettin's two heads give it a +2 racial bonus on Listen, Spot, and Search checks.

Formian

	Formian Worker	Formian Warrior	Formian Taskmaster
	Small Outsider (Lawful, Extraplanar)	Medium Outsider (Lawful, Extraplanar)	Medium Outsider (Lawful, Extraplanar)
Hit Dice:	1d8+1 (5 hp)	4d8+8 (26 hp)	6d8+12 (39 hp)
Initiative:	+2	+3	+7
Speed:	40' (8 squares)	40' (8 squares)	40' (8 squares)
Armor Class:	17 (+1 size, +2 Dex, +4 natural), touch 13, flat-footed 15	18 (+3 Dex, +5 natural), touch 13, flat-footed 15	19 (+3 Dex, +6 natural), touch 13, flat-footed 16
Base Attack/Grapple:	+1/–2	+4/+7	+6/+10
Attack:	Bite +3 melee (1d4+1)	Sting +7 melee (2d4+3 plus poison)	Sting +10 melee (2d4+4 plus poison)
Full Attack:	Bite +3 melee (1d4+1)	Sting +7 melee (2d4+3 plus poison) and 2 claws +5 melee (1d6+1) and bite +5 melee (1d4+1)	Sting +10 melee (2d4+4 plus poison) and 2 claws +8 melee (1d6+2)
Space/Reach:	5'/5'	5'/5'	5'/5'
Special Attacks:	—	Poison	Dominate monster, dominated creature, poison
Special Qualities:	<i>Cure serious wounds</i> , hive mind, immunity to poison, petrification, and cold, <i>make whole</i> , resistance to electricity 10, fire 10, and sonic 10	Hive mind, immunity to poison, petrification, and cold, resistance to electricity 10, fire 10, and sonic 10, spell resistance 18	Hive mind, immunity to poison, petrification, and cold, resistance to electricity 10, fire 10, and sonic 10, spell resistance 21, telepathy 100'
Saves:	Fort +3, Ref +4, Will +2	Fort +6, Ref +7, Will +5	Fort +7, Ref +8, Will +8
Abilities:	Str 13, Dex 14, Con 13, Int 6,	Str 17, Dex 16, Con 14, Int	Str 18, Dex 16, Con 14, Int 11,

	Wis 10, Cha 9	10, Wis 12, Cha 11	Wis 16, Cha 19
Skills:	Climb +10, Craft (any one) +5, Hide +6, Listen +4, Search +2, Spot +4	Climb +10, Hide +10, Jump +14, Listen +8, Move Silently +10, (+3 following tracks), Tumble +12	Climb +13, Diplomacy +6, Hide +12, Intimidate +13, Listen +12, Search +7, Spot +8, Survival +1 Move Silently +12, Search +9, Sense Motive +12, Spot +12, Survival +3 (+5 following tracks)
Feats:	Skill Focus (Craft [any one]) ^H (2)	Dodge, Multiattack	Dodge, Improved Initiative, Multiattack
Environment:	A lawful-aligned plane	A lawful-aligned plane	A lawful-aligned plane
Organization:	Team (2–4) or crew (7–18)	Solitary, team (2–4), or troop (6–11)	Solitary (1 plus 1 dominated creature) or conscription team (2–4 plus 1 dominated creature per team member)
Challenge Rating:	0	3	7
Treasure:	None	None	Standard
Alignment:	Always lawful neutral	Always lawful neutral	Always lawful neutral
Advancement:	2–3 HD (Medium)	5–8 HD (Medium); 9–12 HD (Large)	7–9 HD (Medium); 10–12 HD (Large)

Level

Adjustment:

Formian Myrmarch

Large Outsider (Lawful, Extraplanar)

Hit Dice:

12d8+48 (102 hp)

Initiative:

+10

Speed:

50' (10 squares)

Armor Class:

28 (–1 size, +4 Dex, +15 natural), touch 13, flat-footed 24

Base

+12/+20

Attack/Grapple:

Attack:

Sting +15 melee (2d4+4 plus poison) or javelin +15 ranged (1d6+4)

Full Attack:

Sting +15 melee (2d4+4 plus poison) and bite +13 melee (2d6+2); or javelin +15/+10 ranged (1d6+4)

Space/Reach:

10'/5'

Special Attacks:

Poison, spell-like abilities

Special

Qualities:

Fast healing 2, hive mind, immunity to poison, petrification, and cold, resistance to electricity 10, fire 10, and sonic 10, spell resistance 25

Saves:

Fort +12, Ref +12, Will +11

Abilities:

Str 19, Dex 18, Con 18, Int 16, Wis 16, Cha 17

Skills:

Climb +19, Concentration +18, Diplomacy +20, Hide +15, Knowledge (any one) +18, Listen +18, Move Silently +19, Search +18, Sense Motive +18, Spot +18, Survival +3 (+5 following tracks)

Feats:

Dodge, Improved Initiative, Mobility, Multiattack, Spring Attack

Environment:

A lawful-aligned plane

Formian Queen

Large Outsider (Lawful, Extraplanar)

20d8+100 (190 hp)

–5

0'

23 (–1 size, +14 natural), touch 9, flat-footed 23

+20/+24

—

—

10'/5'

Spell-like abilities, spells

Fast healing 2, hive mind, immunity to poison, petrification, and cold, resistance to electricity 10, fire 10, and sonic 10, spell resistance 30, telepathy

Fort +24, Ref —, Will +23

Str —, Dex —, Con 20, Int 20, Wis 20, Cha 21

Appraise +28, Bluff +28, Concentration +28, Diplomacy +32, Disguise +5 (+7 acting), Intimidate +30, Knowledge (any three) +28, Listen +30, Sense Motive +28, Spellcraft +28 (+30 scrolls), Spot +30

Adjusted Spellcaster^H, Alertness^H, Eschew Materials^B, Great Fortitude, Improved

Counterspell, Iron Will, item creation feat (any one), Maximize Spell, Spell Focus (enchantment)

A lawful-aligned plane

Organization:	Solitary, team (2–4), or platoon (1 plus 7–18 workers and 6–11 warriors)	Hive (1 plus 100–400 workers, 11–40 warriors, 4–7 taskmasters with 1 dominated creature each, and 5–8 myrmarchs)
Challenge Rating:	10	17
Treasure:	Standard	Double standard
Alignment:	Always lawful neutral	Always lawful neutral
Advancement:	13–18 HD (Large); 19–24 HD (Huge)	21–30 HD (Huge); 31–40 HD (Gargantuan)
Level	—	—
Adjustment:		

A formian resembles a cross between an ant and a centaur. All formians are covered in a brownish-red carapace; size and appearance differs for each variety.

COMBAT

Formians are generally aggressive, seeking to subdue all they encounter. If they perceive even the slightest threat to their hive-city or to their queen, they attack immediately and fight to the death. Any formian also attacks immediately if ordered to do so by a superior.

Hive Mind (Ex): All formians within 50 miles of their queen are in constant communication. If one is aware of a particular danger, they all are. If one in a group is not flatfooted, none of them are. No formian in a group is considered flanked unless all of them are.

Formian Worker

While workers cannot speak, they can convey simple concepts (such as danger) by body movements. Through the hive mind, however, they can communicate just fine—although their intelligence still limits the concepts that they can grasp.

A worker is about 3 feet long and about 2-1/2 feet high at the front. It weighs about 60 pounds. Its hands are suitable only for manual labor.

COMBAT

Formian workers fight only to defend their hive-cities, using their mandibled bite.

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

Cure Serious Wounds (Sp): Eight workers together can heal a creature's wounds as though using the *cure serious wounds* spell (caster level 7th). This is a full-round action for all eight workers.

Make Whole (Sp): Three workers together can repair an object as though using the *make whole* spell (caster level 7th). This is a full-round action for all three workers.

Formian Warrior

Warriors communicate through the hive mind to convey battle plans and make reports to their commanders. They cannot speak otherwise.

A warrior is about 5 feet long and about 4-1/2 feet high at the front. It weighs about 180 pounds.

COMBAT

Warriors are wicked combatants, using claws, bite, and a poisonous sting all at once. Through the hive mind, they attack with coordinated and extremely efficient tactics.

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

Poison (Ex): Injury, Fortitude DC 14, initial and secondary damage 1d6 Str. The save DC is Constitution-based.

Formian Taskmaster

These formians communicate only telepathically and derive sustenance from the mental energies of those they dominate.

A taskmaster is about the same size as a warrior.

COMBAT

Taskmasters rely on their dominated slaves to fight for them if at all possible. If necessary, though, they can defend themselves with claws and a poison sting.

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

Dominate Monster (Su): A taskmaster can use a *dominate monster* ability as the spell from a 10th-level caster (Will DC 17 negates), although the subject may be of any kind and may be up to Large size. Creatures that successfully save cannot be affected by the same taskmaster's dominate monster ability for 24 hours. A single taskmaster can dominate up to four subjects at a time. The save DC is Charisma-based.

Dominated Creature (Ex): A taskmaster is never encountered alone. One dominated nonformian creature always accompanies it (choose or determine randomly any creature of CR 4).

Poison (Ex): Injury, Fortitude DC 15, initial and secondary damage 1d6 Str. The save DC is Constitution-based.

Formian Myrmarch

Myrmarchs are the elite of formian society. Much more than those beneath them, these creatures are individuals, with goals, desires, and creative thought.

A myrmarch is about 7 feet long and about 5-1/2 feet high at the front. It weighs about 1,500 pounds. Its claws are capable of fine manipulation, like human hands. Each myrmarch wears a bronze helm to signify its position (the more elaborate the helm, the more prestigious the position).

Myrmarchs speak Formian and Common.

COMBAT

Myrmarchs' claws are like hands and thus serve no combat purpose. Myrmarchs occasionally employ javelins for ranged attacks, coated with poison from their own stingers. They fight intelligently, aiding those under them (if any such are present) and commanding them through the hive mind. If chaotic creatures are present, however, a myrmarch is singleminded in its quest to destroy them.

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

Poison (Ex): Injury, Fortitude DC 20, initial and secondary damage 2d6 Dex. The save DC is Constitution-based.

Spell-Like Abilities: At will—*charm monster* (DC 17), *clairaudience/clairvoyance*, *detect chaos*, *detect thoughts* (DC 15), *magic circle against chaos*, *greater teleport*; 1/day—*dictum* (DC 20), *order's wrath* (DC 17). Caster level 12th. The save DCs are Charisma-based.

Formian Queen

The formian queen cannot move. With her telepathic abilities, though, she can send instructions to and get reports from any formian within her range.

She is about 10 feet long, perhaps 4 feet high, and weighs about 3,500 pounds.

The queen speaks Formian and Common, although she can communicate with any creature telepathically.

COMBAT

The queen does not fight. She has no ability to move. If necessary, a team of workers and myrmarchs (or dominated slaves) haul her enormous bulk to where she needs to go. This sort of occurrence is very rare, however, and most of the time the queen remains within her well-defended chambers.

Despite her utter lack of physical activity, the queen can cast spells and use spell-like abilities to great effect in her own defense as well as the defense of the hive-city.

Spells: The queen casts arcane spells as a 17th-level sorcerer (caster level 19th).

Typical Sorcerer Spells Known (6/8/7/7/7/5/4/2 per day, base save DC 15 + spell level): 0—*acid splash*, *arcane mark*, *daze*, *detect magic*, *light*, *mage hand*, *read magic*, *resistance*, *touch of fatigue*; 1st—*comprehend languages*, *grease*, *identify*, *mage armor*, *magic aura*, *magic missile*, *shield*; 2nd—*hypnotic pattern*, *invisibility*, *obscure object*, *protection*

from arrows, resist energy, scorching ray; 3rd—*dispel magic*, *heroism*, *nondetection*, *slow*, *suggestion*; 4th—*confusion*, *detect scrying*, *black tentacles*, *lesser globe of invulnerability*, *scrying*; 5th—*cone of cold*, *dismissal*, *dominate person*, *major creation*, *wall of force*; 6th—*analyze dweomer*, *repulsion*, *teleport*; 7th—*summon monster VII*, *vision*, *waves of exhaustion*; 8th—*prismatic wall*, *temporal stasis*.

Spell-Like Abilities: At will—*calm emotions* (DC 17), *charm monster* (DC 19), *clairaudience/clairvoyance*, *detect chaos*, *detect thoughts*, *dictum* (DC 22), *divination*, *hold monster* (DC 20), *magic circle against alignment* (chaos only), *order's wrath* (DC 19), *shield of law* (DC 23), *true seeing*. Caster level 17th. The save DCs are Charisma-based.

Telepathy (Su): The queen can communicate telepathically with any intelligent creature within 50 miles whose presence she is aware of.

Frost Worm

	Huge Magical Beast (Cold)
Hit Dice:	14d10+70 (147 hp)
Initiative:	+7
Speed:	30' (6 squares), burrow 10'
Armor Class:	18 (−2 size, +10 natural), touch 8, flat-footed 18
Base	+14/+30
Attack/Grapple:	
Attack:	Bite +24 melee (2d8+12 plus 1d8 cold)
Full Attack:	Bite +24 melee (2d8+12 plus 1d8 cold)
Space/Reach:	15'/10'
Special Attacks:	Trill, cold, breath weapon
Special Qualities:	Darkvision 60', death throes, immunity to cold, low-light vision, vulnerability to fire
Saves:	Fort +14, Ref +9, Will +9
Abilities:	Str 26, Dex 10, Con 20, Int 2, Wis 11, Cha 11
Skills:	Hide +11*, Listen +5, Spot +5
Feats:	Alertness ^H , Improved Initiative, Improved Natural Attack (bite), Iron Will, Physical Attunement (hide, strength) ^H , Weapon Focus (bite)
Environment:	Cold plains
Organization:	Solitary
Challenge Rating:	12
Treasure:	None
Alignment:	Usually neutral
Advancement:	15–21 HD (Huge); 22–42 HD (Gargantuan)
Level Adjustment:	—

A frost worm cannot burrow through stone, but can manage ice and frozen earth. When moving through such hard materials it leaves behind a usable tunnel about 5 feet in diameter.

A frost worm is about 40 feet long, 5 feet in diameter, and weighs about 8,000 pounds.

COMBAT

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.

Trill (Su): 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' radius. Creatures must succeed on a DC 17 Will save or be stunned for as long as the worm trills and for 1d4 rounds thereafter, even if they are attacked. However, if attacked or violently shaken (a full-round action), a victim 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 effect's caster level is 14th. The save DC is Charisma-based.

Cold (Ex): A frost worm's body generates intense cold, causing opponents to take an extra 1d8 points of 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.

Breath Weapon (Su): 30' cone, once per hour, damage 15d6 cold, Reflex DC 22 half. Opponents held motionless by the frost worm's trill get no saving throw. The save DC is Constitution-based.

Death Throes (Ex): When killed, a frost worm turns to ice and shatters in an explosion that deals 12d6 points of cold damage and 8d6 points of piercing damage to everything within 100 feet (Reflex half DC 22). The save DC is Constitution-based.

Skills: *A frost worm, due to its coloration and its affinity for burying itself in the snow, has a +10 racial bonus on Hide checks in its native environment.

Fungus

	Shrieker	Violet Fungus
	Medium Plant	Medium Plant
Hit Dice:	2d8+2 (11 hp)	2d8+6 (15 hp)
Initiative:	-5	-1
Speed:	0'	10' (2 squares)
Armor Class:	8 (-5 Dex, +3 natural), touch 5, flat-footed 8	13 (-1 Dex, +4 natural), touch 9, flat-footed 13
Base	+1/-4	+1/+3
Attack/Grapple:		
Attack:	—	Tentacle +3 melee (1d6+2 plus poison)
Full Attack:	—	4 tentacles +3 melee (1d6+2 plus poison)
Space/Reach:	5'/0'	5'/10'
Special Attacks:	Shriek	Poison
Special Qualities:	Low-light vision, plant traits	Low-light vision, plant traits
Saves:	Fort +4, Ref —, Will -4	Fort +6, Ref -1, Will +0
Abilities:	Str —, Dex —, Con 13, Int —, Wis 2, Cha 1	Str 14, Dex 8, Con 16, Int —, Wis 11, Cha 9
Skills:	—	—
Feats:	—	—
Environment:	Underground	Underground
Organization:	Solitary or patch (3-5)	Solitary, patch (2-4), or mixed patch (2-4 violet fungi and 3-5 shriekers)
Challenge Rating:	1	3
Treasure:	None	None
Alignment:	Always neutral	Always neutral
Advancement:	3 HD (Medium)	3-6 HD (Medium)
Level Adjustment:	—	—

COMBAT

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.

Shrieker

A shrieker is a stationary 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, whose poison they are immune to.

Shriekers come in of shades of purple.

COMBAT

A shrieker has no means of attack. Instead, it lures prey to its vicinity by emitting a loud noise.

Shriek (Ex): Movement or a light source within 10 feet of a shrieker causes the fungus to emit a piercing sound that lasts for 1d3 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.

Violet Fungus

Violet fungi resemble shriekers and are often found growing among them.

A violet fungi's coloration ranges from purple overall to dull gray or violet covered with purple spots.

COMBAT

A violet fungus flails about with its tentacles at living creatures that come within its reach.

Poison (Ex): Injury, Fortitude DC 14, initial and secondary damage 1d4 Str and 1d4 Con. The save DC is Constitution-based.

Gargoyle

	Medium Monstrous Humanoid (Earth)
Hit Dice:	4d8+20 (38 hp)
Initiative:	+2
Speed:	40' (8 squares), fly 60' (average)
Armor Class:	16 (+2 Dex, +4 natural), touch 12, flat-footed 14
Base Attack/Grapple:	+4/+6
Attack:	Claw +6 melee (1d4+2)
Full Attack:	2 claws +6 melee (1d4+2) and bite +4 melee (1d6+1) and gore +4 melee (1d6+1)
Space/Reach:	5'/5'
Special Attacks:	—
Special Qualities:	Damage reduction 10/magic, darkvision 60', freeze
Saves:	Fort +5, Ref +6, Will +4
Abilities:	Str 15, Dex 14, Con 18, Int 6, Wis 11, Cha 7
Skills:	Hide +7*, Listen +4, Spot +4
Feats:	Multiattack, Toughness
Environment:	Any
Organization:	Solitary, pair, or wing (5–16)
Challenge Rating:	4
Treasure:	Standard
Alignment:	Usually chaotic evil
Advancement:	5–6 HD (Medium); 7–12 HD (Large)
Level Adjustment:	+5

Gargoyles often appear to be winged stone statues, for they can perch indefinitely without moving and use this disguise to surprise their foes. They require no food, water, or air, but often eat their fallen foes out of fondness for inflicting pain.

Gargoyles speak Common and Terran.

COMBAT

Gargoyles either remain still, then suddenly attack, or dive onto their prey.

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

Freeze (Ex): A gargoyle can hold itself so still it appears to be a statue. An observer must succeed on a DC 20 Spot check to notice the gargoyle is really alive.

Skills: Gargoyles have a +2 racial bonus on Hide, Listen, and Spot checks. *The Hide bonus increases by +8 when a gargoyle is concealed against a background of stone.

Kapoacinth

These cousins of the gargoyle have the aquatic subtype. They have a base land speed of 40 feet and a swim speed of 60 feet (no fly speed) and are found only in aquatic environments.

Genie

Genies are humanlike beings who dwell on the elemental planes. They are famous for their strength, guile, and skill with illusion magic.

COMBAT

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.

Plane Shift (Sp): A genie can enter any of the elemental planes, the Astral Plane, or the Material Plane. This ability transports the genie and up to eight other creatures, provided they all link hands with the genie. It is otherwise similar to the spell of the same name (caster level 13th).

Djinni

	Large Outsider (Air, Extraplanar)
Hit Dice:	7d8+14 (45 hp)
Initiative:	+9
Speed:	20' (4 squares), fly 60' (perfect)
Armor Class:	16 (–1 size, +4 Dex, +3 natural), touch 13, flat-footed 12
Base Attack/Grapple:	+7/+15
Attack:	Slam +10 melee (1d8+4)
Full Attack:	2 slams +10 melee (1d8+4)
Space/Reach:	10'/10'
Special Attacks:	Air mastery, spell-like abilities, whirlwind
Special Qualities:	Darkvision 60', immunity to acid, <i>plane shift</i> , telepathy 100'
Saves:	Fort +7, Ref +9, Will +7
Abilities:	Str 18, Dex 19, Con 14, Int 14, Wis 15, Cha 15
Skills:	Appraise +12, Concentration +12, Craft (any one) +12, Diplomacy +4, Escape Artist +14, Knowledge (any one) +12, Listen +12, Move Silently +14, Sense Motive +12, Spellcraft +12, Spot +12, Use Rope +4 (+6 with bindings)
Feats:	Combat Casting, Combat Reflexes, Dodge, Improved Initiative ^B
Environment:	Elemental Plane of Air
Organization:	Solitary, company (2–4), or band (6–15)
Challenge Rating:	5 (noble 8)
Treasure:	Standard
Alignment:	Always chaotic good
Advancement:	8–10 HD (Large); 11–21 (Huge)
Level Adjustment:	+6

The djinn (singular djinni) are genies from the Elemental Plane of Air. A djinni is about 10-1/2 feet tall and weighs about 1,000 pounds.

Djinn speak Auran, Celestial, Common, and Ignan.

COMBAT

Djinn disdain physical combat, preferring to use their magical powers and aerial abilities against foes. A djinni overmatched in combat usually takes flight and becomes a whirlwind to harass those who follow.

Air Mastery (Ex): Airborne creatures take a –1 penalty on attack and damage rolls against a djinni.

Spell-Like Abilities: At will—*invisibility* (self only); 1/day— *create food and water*, *create wine* (as *create water*, but wine instead), *major creation* (created vegetable matter is permanent), *persistent image* (DC 17), *wind walk*. Once per day, a djinni can assume *gaseous form* (as the spell) for up to 1 hour. Caster level 20th. The save DCs are Charisma-based.

Whirlwind (Su): 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'.

A djinni's movement while in whirlwind form does not provoke attacks of opportunity, even if the djinni enters the space another creature

occupies. 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 be lifted into the air. An affected creature must succeed on a DC 20 Reflex save when it comes into contact with the whirlwind or take 3d6 points of damage. It must also succeed on a second DC 20 Reflex save or be picked up bodily and held suspended in the powerful winds, automatically taking 1d8 points of damage each round. A creature with a fly speed is allowed a DC 20 Reflex save each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful. The save DC 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 make a Concentration check (DC 15 + spell level) to cast a spell. 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'. Creatures 5 feet away have concealment, while those farther away have total concealment.

Those caught in the cloud must succeed on a Concentration check (DC 15 + spell level) to cast a spell.

A djinni in whirlwind form cannot make melee attacks and does not threaten the area around it.

NOBLE DJINN

Some djinn (1% of the total population) are noble. A noble djinni can grant three *wishes* to any being (nongenies only) who captures it. Noble djinn perform no other services and, upon granting the third *wish*, are free of their servitude. Noble djinn are as strong as efreet (see below), with 10 Hit Dice.

Efreeti

Large Outsider (Extraplanar, Fire)

Hit Dice:	10d8+20 (65 hp)
Initiative:	+9
Speed:	20' (4 squares), fly 40' (perfect)
Armor Class:	18 (-1 size, +3 Dex, +6 natural), touch 12, flat-footed 15
Base Attack/Grapple:	+10/+20
Attack:	Slam +15 melee (1d8+6 plus 1d6 fire)
Full Attack:	2 slams +15 melee (1d8+6 plus 1d6 fire)
Space/Reach:	10'/ 10'
Special Attacks:	<i>Change size</i> , heat, spell-like abilities
Special Qualities:	Darkvision 60', immunity to fire, <i>plane shift</i> , telepathy 100', vulnerability to cold
Saves:	Fort +9, Ref +10, Will +9
Abilities:	Str 23, Dex 17, Con 14, Int 12, Wis 15, Cha 15
Skills:	Bluff +15, Craft (any one) +14, Concentration +15, Diplomacy +6, Disguise +2 (+4 acting), Intimidate +17, Listen +15, Move Silently +16, Sense Motive +15, Spellcraft +14, Spot +15
Feats:	Combat Casting, Combat Reflexes, Dodge, Improved Initiative ^B , Metamagic Spell-Like Ability (quickened <i>scorching ray</i>)
Environment:	Elemental Plane of Fire
Organization:	Solitary, company (2-4), or band (6-15)
Challenge Rating:	8
Treasure:	Standard coins; double goods; standard items
Alignment:	Always lawful evil
Advancement:	11-15 HD (Large); 16-30 HD (Huge)
Level Adjustment:	—

The efreet (singular efreeti) are genies from the Elemental Plane of Fire. An efreeti stands about 12 feet tall and weighs about 2,000 pounds.

Efreet speak Auran, Common, Ignan, and Infernal.

COMBAT

Efreeti love to mislead, befuddle, and confuse their foes. They do so for enjoyment as well as a battle tactic.

Change Size (Sp): Twice per day, an efreeti can magically change a creature's size. This works just like an *enlarge person* or *reduce person* spell (the efreeti chooses when using the ability), except that the ability can work on the efreeti. A DC 13 Fortitude save negates the effect. The save DC is Charisma-based. This is the equivalent of a 2nd-level spell.

Heat (Ex): An efreeti's red-hot body deals 1d6 points of extra fire damage whenever it hits in melee, or in each round it maintains a hold when grappling.

Spell-Like Abilities: At will—*detect magic*, *produce flame*, *pyrotechnics* (DC 14), *scorching ray* (1 ray only); 3/day—*invisibility*, *wall of fire* (DC 16); 1/day—grant up to three *wishes* (to nongenies only), *alter form (anthropoid)*, *alter form (elemental)* (fire elementals only), *gaseous form*, *permanent image* (DC 18). Caster level 12th. The save DCs are Charisma-based.

Janni

	Medium Outsider (Native)
Hit Dice:	6d8+6 (33 hp)
Initiative:	+7
Speed:	20' (4 squares), fly 15' (perfect) in chainmail; base land speed 30', base fly speed 20' (perfect)
Armor Class:	18 (+2 Dex, +1 natural, +5 chainmail), touch 12, flat-footed 16
Base	+6/+9
Attack/Grapple:	
Attack:	Scimitar +9 melee (1d6+4/18–20) or longbow +8 ranged (1d8/x3)
Full Attack:	Scimitar +9/+4 melee (1d6+4/18–20) or longbow +8/+3 ranged (1d8/x3)
Space/Reach:	5'/5'
Special Attacks:	<i>Change size</i> , spell-like abilities
Special Qualities:	Darkvision 60', elemental endurance, <i>plane shift</i> , resistance to fire 10, telepathy 100'
Saves:	Fort +6, Ref +7, Will +7
Abilities:	Str 16, Dex 15, Con 12, Int 14, Wis 15, Cha 13
Skills:	Appraise +11, Concentration +10, Craft (any two) +11, Diplomacy +3, Escape Artist +6, Listen +11, Move Silently +6, Ride +11, Sense Motive +11, Spot +11, Use Rope +2 (+4 with bindings)
Feats:	Combat Reflexes, Dodge, Improved Initiative ^B , Mobility
Environment:	Warm deserts
Organization:	Solitary, company (2–4), or band (6–15)
Challenge Rating:	4
Treasure:	Standard
Alignment:	Usually neutral
Advancement:	7–9 HD (Medium); 10–18 HD (Large)
Level Adjustment:	+5

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.

Jann speak Common, one elemental language (Aquan, Auran, Ignan, or Terran) and one alignment language (Abyssal, Celestial, or Infernal).

COMBAT

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 *invisibility* to regroup and maneuver to a more advantageous position.

Change Size (Sp): Twice per day, a janni can magically change a creature's size. This works just like an *enlarge person* or *reduce person* spell (the janni chooses when using the ability), except that the ability can work on the janni. A DC 13 Fortitude save negates the effect. The save DC is Charisma-based. This is the equivalent of a 2nd-level spell.

Spell-Like Abilities: 3/day—*invisibility* (self only), *speak with animals*. Caster level 12th. Once per day a janni can *create food and water* (caster level 7th) and can use *ethereal jaunt* (caster level 12th) for 1 hour. The save DCs are Charisma-based.

Elemental Endurance (Ex): 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 point of damage per additional hour spent on the elemental plane, until it dies or returns to the Material Plane.

Ghaele

Medium Outsider (Chaotic, Extraplanar, Good)

Hit Dice:	10d8+20 (65 hp)
Initiative:	+7
Speed:	50' (10 squares), fly 150' (perfect)
Armor Class:	25 (+1 Dex, +14 natural), touch 11, flat-footed 24, or 14 (+1 Dex, +3 deflection), touch 14, flat-footed 13
Base Attack/Grapple:	+10/+17
Attack:	+4 <i>holy greatsword</i> +21 melee (2d6+14/19–20) or light ray +11 ranged touch (2d12)
Full Attack:	+4 <i>holy greatsword</i> +21/+16 melee (2d6+14/19–20) or 2 light rays +11 ranged touch (2d12)
Space/Reach:	5'/5'
Special Attacks:	Spell-like abilities, spells, gaze
Special Qualities:	Alternate form, damage reduction 10/evil and cold iron, darkvision 60', immunity to electricity and petrification, lowlight vision, protective aura, resistance to cold 10 and fire 10 spell resistance 28, tongues
Saves:	Fort +9, Ref +8, Will +10
Abilities:	Str 25, Dex 12, Con 15, Int 16, Wis 17, Cha 16
Skills:	Concentration +15, Diplomacy +5, Escape Artist +14, Handle Animal +16, Hide +14, Knowledge (any two) +16, Listen +16, Move Silently +14, Ride +16, Sense Motive +16, Spot +16, Use Rope +1 (+3 with bindings)
Feats:	Combat Expertise, Improved Disarm, Improved Initiative, Improved Trip
Environment:	A chaotic good-aligned plane
Organization:	Solitary, pair, or squad (3–5)
Challenge Rating:	13
Treasure:	No coins; double goods; standard items
Alignment:	Always chaotic good
Advancement:	11–15 HD (Medium); 16–30 HD (Large)
Level Adjustment:	—

A ghaele can take the form of an incorporeal globe of eldritch colors, 5 feet in diameter. A ghaele is about 6 feet tall and weighs about 170 pounds.

Ghaeles speak Celestial, Infernal, and Draconic, but can communicate with almost any creature, thanks to their *tongues* ability.

COMBAT

Ghaeles who enter combat prefer direct confrontation and damaging attacks to more subtle or insidious methods. They usually fight in their humanoid form, wielding incandescent +4 *holy greatswords*. If a ghaele desires mobility, it assumes its globe form and blasts the enemy with light rays.

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

Spell-Like Abilities: At will—*aid*, *charm monster* (DC 17), *color spray* (DC 14), *comprehend languages*, *continual flame*, *cure light wounds* (DC 14), *dancing lights*, *detect evil*, *detect thoughts* (DC 15), *disguise self*, *dispel magic*, *hold monster* (DC 18), *greater invisibility* (self only), *major image* (DC 16), *see invisibility*, *greater teleport* (self plus 50 pounds of objects only); 1/day—*chain lightning* (DC 19), *prismatic spray* (DC 20), *wall of force*. Caster level 12th. The save DCs are Charisma-based.

Spells: Ghaeles in humanoid form can cast divine spells as 14th-level clerics. A ghaele has access to two of the following domains: Air, Animal, Chaos, Good, or Plant (plus any others from its deity). The save DCs are Wisdom-based.

Typical Cleric Spells Prepared (5/5/5/5/3/3/2/1; save DC 13 + spell level): 0—*cure minor wounds*, *detect magic*, *guidance*,

light, resistance; 1st—command, divine favor, obscuring mist, sanctuary, shield of faith; 2nd—align weapon, bear's endurance, lesser restoration, remove paralysis, zone of truth; 3rd—daylight, prayer, remove curse, searing light, water breathing; 4th—death ward, dismissal, divine power, restoration; 5th—flame strike, raise dead, true seeing; 6th—blade barrier, heal; 7th—summon monster VII.

Gaze (Su): In humanoid form—slay evil creatures of 5 or less HD, range 60 feet, Will DC 18 negates. Even if the save succeeds, the creature is affected as though by a *fear* spell for 2d10 rounds. Nonevil creatures, and evil creatures with more than 5 HD, must succeed on a DC 18 Will save or suffer the *fear* effect. The save DCs are Charisma-based.

Light Ray (Ex): A ghaele in globe form can project light rays with a range of 300'. This attack overcomes damage reduction of any type.

Alternate Form (Su): A ghaele can shift between its humanoid and globe forms as a standard action. In humanoid form, it cannot fly or use its light rays, but it can use its gaze attack and spell-like abilities, make physical attacks, and cast spells. In globe form, it can fly, use its light rays, and use spell-like abilities, but it cannot cast spells or use its gaze attack. The globe form is incorporeal, and the ghaele has no Strength score while in that form.

A ghaele remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, nor does the ghaele revert to any particular form when killed. A *true seeing* spell or ability, however, reveals both forms simultaneously.

Protective Aura (Su): Against attacks made or effects created by evil creatures, this ability provides a +4 deflection bonus to AC and a +4 resistance bonus on saving throws to anyone within 20 feet of the ghaele. Otherwise, it functions as a *magic circle against evil* effect and a *lesser globe of invulnerability*, both with a radius of 20 feet (caster level equals ghaele's HD). (The defensive benefits from the circle are not included in a ghaele's statistics block.)

Tongues (Su): Ghaeles can speak with any creature that has a language, as though using a *tongues* spell (caster level 14th). This ability is always active.

Ghoul

	Ghoul	Ghast
	Medium Undead	Medium Undead
Hit Dice:	2d12 (13 hp)	4d12+2 (28 hp)
Initiative:	+2	+3
Speed:	30' (6 squares)	30' (6 squares)
Armor Class:	14 (+2 Dex, +2 natural), touch 12, flat-footed 12	17 (+3 Dex, +4 natural), touch 12, flat-footed 14
Base Attack/Grapple:	+1/+2	+2/+5
Attack:	Bite +2 melee (1d6+1 plus paralysis)	Bite +5 melee (1d8+3 plus paralysis)
Full Attack:	Bite +2 melee (1d6+1 plus paralysis) and 2 claws +0 melee (1d3 plus paralysis)	Bite +5 melee (1d8+3 plus paralysis) and 2 claws +3 melee (1d4+1 plus paralysis)
Space/Reach:	5'/5'	5'/5'
Special Attacks:	Ghoul fever, paralysis	Ghoul fever, paralysis, stench
Special Qualities:	Darkvision 60', undead traits, +2 turn resistance	Darkvision 60', undead traits, +2 turn resistance
Saves:	Fort +0, Ref +2, Will +5	Fort +1, Ref +4, Will +6
Abilities:	Str 13, Dex 15, Con —, Int 13, Wis 14, Cha 12	Str 17, Dex 17, Con —, Int 13, Wis 14, Cha 16
Skills:	Balance +6, Climb +5, Hide +6, Jump +5, Move Silently +6, Spot +7	Balance +7, Climb +9, Hide +8, Jump +9, Move Silently +8, Spot +8
Feats:	Multiattack	Multiattack, Toughness
Environment:	Any (Lacedon: Any aquatic)	Any
Organization:	Solitary, gang (2–4), or pack (7–12)	Solitary, gang (2–4), or pack (2–4 plus 7–12 ghouls)
Challenge Rating:	1	3
Treasure:	None	Standard
Alignment:	Always chaotic evil	Always chaotic evil

Advancement:	3 HD (Medium)	5–8 HD (Medium)
Level	—	—
Adjustment:		

Ghouls speak the languages they spoke in life (usually Common).

COMBAT

Ghouls try to attack with surprise whenever possible. They strike from behind tombstones and burst from shallow graves.

Ghoul Fever (Su): Disease—bite, Fortitude DC 12, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based.

An afflicted humanoid who dies of ghoulish fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast, not a ghoul.

Paralysis (Ex): Those hit by a ghoul's bite or claw attack must succeed on a DC 12 Fortitude save or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis. The save DC is Charisma-based.

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.

Ghast

Although these creatures look just like their lesser kin, they are far more deadly and cunning.

COMBAT

Ghoul Fever (Su): Disease—bite, Fortitude DC 15, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based.

Paralysis (Ex): Those hit by a ghast's bite or claw attack must succeed on a DC 15 Fortitude save or be paralyzed for 1d4+1 rounds. Even elves can be affected by this paralysis. The save DC is Charisma-based.

Stench (Ex): The stink of death and corruption surrounding these creatures is overwhelming. Living creatures within 10 feet must succeed on a DC 15 Fortitude save or be sickened for 1d6+4 minutes. A creature that successfully saves cannot be affected again by the same ghast's stench for 24 hours. A *delay poison* or *neutralize poison* spell 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 DC is Charisma-based.

Giant

All giants speak Giant. Those with Intelligence scores of 10 or higher also speak Common.

COMBAT

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 Throwing (Ex): 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).

Rock Catching (Ex): 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 DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. (If the projectile provides a magical bonus on attack rolls, the DC increases by that amount.) The giant must be ready for and aware of the attack in order to make a rock catching attempt.

Cloud Giant

	Huge Giant (Air)
Hit Dice:	17d8+102 (178 hp)
Initiative:	+1
Speed:	50' (10 squares)
Armor Class:	25 (−2 size, +1 Dex, +12 natural, +4 chain shirt), touch 9, flat-footed 24
Base Attack/Grapple:	+12/+32
Attack:	Gargantuan morningstar +22 melee (4d6+18) or slam +22 melee (1d6+12) or rock +12 ranged (2d8+12)
Full Attack:	Gargantuan morningstar +22/+17/+12 melee (4d6+18) or 2 slams +22 melee (1d6+12) or rock +12 ranged (2d8+12)
Space/Reach:	15'/15'
Special Attacks:	Rock throwing, spell-like abilities
Special Qualities:	Low-light vision, oversized weapon, rock catching, scent
Saves:	Fort +16, Ref +6, Will +13
Abilities:	Str 35, Dex 13, Con 23, Int 12, Wis 16, Cha 13
Skills:	Climb +19, Craft (any one) +11, Diplomacy +3, Intimidate +11, Listen +15, Perform (stringed instruments) +2, Sense Motive +9, Spot +15
Feats:	Awesome Blow, Cleave, Improved Bull Rush, Improved Overrun, Iron Will, Power Attack
Environment:	Temperate mountains
Organization:	Solitary, gang (2–4), family (2–4 plus 35% noncombatants plus 1 sorcerer or cleric of 4th–7th level plus 2–5 griffons or 2–8 dire lions), or band (6–9 plus 1 sorcerer or cleric of 4th–7th level plus 2–5 griffons or 2–8 dire lions)
Challenge Rating:	11
Treasure:	Standard coins; double goods; standard items
Alignment:	Usually neutral good or neutral evil
Advancement:	By character class
Level Adjustment:	—

Cloud giants' skin ranges in color from milky white to light sky blue. Their hair is silvery white or brass, and their eyes are iridescent blue. 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 dress in the finest clothing available and wear jewelry. To many, 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).

COMBAT

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 magical abilities confound them with spells.

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

Oversized Weapon (Ex): A cloud giant wields a great, two-handed morningstar (big enough for Gargantuan creatures) without penalty.

Spell-Like Abilities: 3/day—*levitate* (self plus 2,000 pounds), *obscuring mist*; 1/day—*fog cloud*. Caster level 15th.

CLOUD GIANT CHARACTERS

Most cloud giant groups include a sorcerer or a cleric.

Good-aligned clerics have access to two of the following domains: Good, Healing, Strength, or Sun. Evil-aligned clerics have access to two of the following domains: Death, Evil, or Trickery.

Fire Giant

	Large Giant (Fire)
Hit Dice:	15d8+75 (142 hp)

Initiative:	-1
Speed:	30' in half-plate armor (6 squares); base speed 40'
Armor Class:	23 (-1 size, -1 Dex, +8 natural, +7 half-plate armor) touch 8, flat-footed 23
Base Attack/Grapple:	+11/+25
Attack:	Greatsword +20 melee (3d6+15) or slam +20 melee (1d4+10) or rock +10 ranged (2d6+10 plus 2d6 fire)
Full Attack:	Greatsword +20/+15/+10 melee (3d6+15) or 2 slams +20 melee (1d4+10) or rock +10 ranged (2d6+10 plus 2d6 fire)
Space/Reach:	10'/10'
Special Attacks:	Rock throwing
Special Qualities:	Immunity to fire, low-light vision, rock catching, vulnerability to cold
Saves:	Fort +14, Ref +4, Will +11
Abilities:	Str 31, Dex 9, Con 21, Int 10, Wis 14, Cha 11
Skills:	Climb +9, Craft (any one) +6, Intimidate +6, Jump +9, Spot +14
Feats:	Awesome Blow, Cleave, Improved Bull Rush, Improved Overrun, Iron Will, Power Attack
Environment:	Warm mountains
Organization:	Solitary, gang (2-5), band (6-9 plus 35% noncombatants plus 1 adept or cleric of 1st or 2nd level), hunting/raiding party (6-9 plus 1 adept or sorcerer of 3rd-5th level plus 2-4 hell hounds and 2-3 trolls or ettins), or tribe (21-30 plus 1 adept, cleric, or sorcerer of 6th or 7th level plus 12-30 hell hounds, 12-22 trolls, 5-12 ettins, and 1-2 young red dragons)
Challenge Rating:	10
Treasure:	Standard
Alignment:	Often lawful evil
Advancement:	By character class
Level Adjustment:	+4

Some fire giants have bright orange hair. An adult male is 12 feet tall, has a chest that measures 9 feet around, and weighs about 7,000 pounds. Females are slightly shorter and lighter. Fire giants can live to be 350 years old.

Fire giants wear sturdy cloth or leather garments colored red, orange, yellow, or black. Warriors wear helmets and half-plate armor of blackened steel.

COMBAT

Fire giants heat their rocks in a nearby fire, geyser, or lava pools, so that they deal extra fire damage. They favor magic flaming swords in melee (when they can get them). They are also fond of grabbing smaller opponents and tossing them somewhere very hot.

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

FIRE GIANT CHARACTERS

Most groups of fire giants include clerics. A fire giant cleric has access to two of the following domains: Evil, Law, Trickery, or War (most choose Trickery or War, some choose both).

Frost Giant

	Frost Giant	Frost Giant Jarl Giant 13 / Fighter 1 (2) / Sorcerer 3 (6) / Eldritch Knight 5
	Large Giant (Cold)	Large Giant (Cold)
Hit Dice:	14d8+70 (133 hp)	13d8+78 plus 1d10+6 plus 3d4+18 plus 5d6+30 (221 hp)
Initiative:	-1	+1
Speed:	40' (8 squares)	30' in +2 <i>full plate armor</i> (6 squares); base speed 40'
Armor Class:	21 (-1 size, -1 Dex, +9 natural, +4 chain shirt) touch 8, flat-footed 21	29 (-1 size, +1 Dex, +9 natural, +10 +2 <i>full plate armor</i>) touch 10, flat-footed 28
Base Attack/Grapple:	+10/+23	+17/+32; martial rank 15
Attack:	Greataxe +18 melee (3d6+13/x3) or slam +18	+2 <i>frost greataxe</i> +33 melee (3d6+18/x3 plus 1d6

	melee (1d4+9) or rock +9 ranged (2d6+9)	cold) or slam +27 melee (1d4+11) or rock +17 ranged (2d6+11)
Full Attack:	Huge greataxe +18/+13 melee (3d6+13/x3) or 2 slams +18 melee (1d4+9) or rock +9 ranged (2d6+9)	+2 <i>frost greataxe</i> +33/+28/+23/+18 melee (3d6+18/x3 plus 1d6 cold) or 2 slams +27 melee (1d4+11) or rock +17 ranged (2d6+11)
Space/Reach:	10'/10'	10'/10'
Special Attacks:	Rock throwing	Rock throwing, channel spell
Special Qualities:	Immunity to cold, low-light vision, rock catching, vulnerability to fire	Immunity to cold, low-light vision, rock catching, vulnerability to fire, weapon aptitude, metamagic ease (+1), somatic competence (-20%)
Saves:	Fort +14, Ref +3, Will +6	Fort +18, Ref +9, Will +11
Abilities:	Str 29, Dex 9, Con 21, Int 10, Wis 14, Cha 11	Str 32, Dex 12, Con 22, Int 10, Wis 12, Cha 18
Skills:	Climb +13, Craft (any one) +6, Intimidate +6, Jump +17, Spot +12	Bluff +11, Climb +21, Concentration +20, Craft (any one) +12, Decipher Script +12, Diplomacy +11, Handle Animal +10, Intimidate +23, Jump +22, Knowledge (arcana) +14, Knowledge (history) +9, Knowledge (nobility and royalty) +7, Knowledge (the planes) +10, Knowledge (war) +9, Listen +10, Profession (any one) +8, Ride +9, Sense Motive +9, Spellcraft +14, Spot +20, Swim +19
Feats:	Awesome Blow, Cleave, Improved Bull Rush, Improved Overrun, Power Attack	Awesome Blow, Cleave, Combat Casting, Empower Spell, Energy Substitution (acid) ^E , Enlarge Spell ^E , Eschew Materials*, Improved Bull Rush, Improved Overrun, Improved Sunder ^F , Multiclassed (sorcerer), Power Attack, Weapon Focus (greataxe) ^F
Environment:	Cold mountains	Cold mountains
Organization:	Solitary, gang (2–5), band (6–9 plus 35% noncombatants plus 1 adept or cleric of 1st or 2nd level), hunting/raiding party (6–9 plus 35% noncombatants plus 1 adept or sorcerer of 3rd–5th level plus 2–4 winter wolves and 2–3 ogres), or tribe (21–30 plus 1 adept, cleric, or sorcerer of 6th or 7th level plus 12–30 winter wolves, 12–22 ogres, and 1–2 young white dragons)	Solitary or with tribe
Challenge Rating:	9	18
Treasure:	Standard	Standard
Alignment:	Often chaotic evil	Always chaotic evil
Advancement:	By character class	By character class
Level Adjustment:	+4	+1 (originally +4)

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.

An adult male is about 15 feet tall and weighs about 2,800 pounds. Females are slightly shorter and lighter, but otherwise identical with males. Frost giants can live to be 250 years old.

COMBAT

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 will have difficulty reaching them.

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

Frost Giant Jarl

A frost giant leader is often a barbarian, cleric, fighter, or sorcerer, but some of the most evil and ruthless frost giants find ways to mix the martial with the magical.

The frost giant jarl described here has all the qualities and abilities of a typical frost giant, as well as other abilities (see the statistics block) from being a eldritch knight (and his qualifying base classes). Details on some of these abilities follow.

Typical Sorcerer Spells Known (6/7/6/5/4/1 per day; save DC 14 + spell level): 0th—*acid splash, arcane mark, detect magic, ghost sound, light, message, minor etherealness, read magic, resistance*; 1st—*expeditious retreat, magic missile, ray of enfeeblement, shield, true strike*; 2nd—*blur, glitterdust, resist energy, scorching ray*; 3rd—*dispel magic, fly, lightning bolt*; 4th—*alter form (anthropoid), enervation*; 5th—*baleful alteration*. Caster level 10th.

Possessions: +2 frost greataxe, +2 mithril full plate armor, cloak of Charisma +2, ring of minor energy resistance (fire). (Benefits of these items are included in the statistics block.)

FROST GIANT CHARACTERS

Many groups of frost giants include clerics. A frost giant cleric has access to two of the following domains: Chaos, Destruction, Evil, or War (most choose Destruction or War, some choose both).

Hill Giant

	Large Giant
Hit Dice:	12d8+48 (102 hp)
Initiative:	-1
Speed:	30' in hide armor (6 squares); base speed 40'
Armor Class:	20 (-1 size, -1 Dex, +9 natural, +3 hide armor), touch 8, flat-footed 20
Base Attack/Grapple:	+9/+20
Attack:	Greatclub +18 melee (2d8+10) or slam +15 melee (1d4+7) or rock +8 ranged (2d6+7)
Full Attack:	Greatclub +18/+13 melee (2d8+10) or 2 slams +15 melee (1d4+7) or rock +8 ranged (2d6+7)
Space/Reach:	10'/10'
Special Attacks:	Rock throwing
Special Qualities:	Low-light vision, rock catching
Saves:	Fort +12, Ref +3, Will +4
Abilities:	Str 25, Dex 8, Con 19, Int 6, Wis 10, Cha 7
Skills:	Climb +7, Jump +7, Listen +3, Spot +6
Feats:	Cleave, Improved Bull Rush, Power Attack, Improved Sunder, Weapon Focus (greatclub)
Environment:	Temperate hills
Organization:	Solitary, gang (2-5), band (6-9 plus 35% noncombatants), hunting/raiding party (6-9 plus 2-4 dire wolves), or tribe (21-30 plus 35% noncombatants plus 12-30 dire wolves, 2-4 ogres, and 12-22 orcs)
Challenge Rating:	7
Treasure:	Standard
Alignment:	Often chaotic evil
Advancement:	By character class
Level Adjustment:	+4

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.

COMBAT

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.

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

Stone Giant

	Large Giant (Earth)
Hit Dice:	14d8+56 (119 hp)
Initiative:	+2
Speed:	30' in hide armor (6 squares); base speed 40'
Armor Class:	25 (-1 size, +2 Dex, +11 natural, +3 hide), touch 11, flat-footed 23
Base Attack/Grapple:	+10/+22
Attack:	Greatclub +17 melee (2d8+12) or slam +17 melee (1d4+8) or rock +11 ranged (2d8+12)
Full Attack:	Greatclub +17/+12 melee (2d8+12) or 2 slams +17 melee (1d4+8) or rock +11 ranged (2d8+12)
Space/Reach:	10'/10'
Special Attacks:	Rock throwing
Special Qualities:	Darkvision 60', low-light vision, rock catching
Saves:	Fort +13, Ref +6, Will +9
Abilities:	Str 27, Dex 15, Con 19, Int 10, Wis 12, Cha 11
Skills:	Climb +11, Hide +6*, Jump +11, Spot +12
Feats:	Cleave, Combat Reflexes, Iron Will, Point Blank Shot, Power Attack
Environment:	Temperate mountains
Organization:	Solitary, gang (2–5), band (6–9 plus 35% noncombatants), hunting/raiding/trading party (6–9 plus 1 elder), or tribe (21–30 plus 35% noncombatants plus 1–3 elders and 3–6 dire bears)
Challenge Rating:	8 (elder 9)
Treasure:	Standard
Alignment:	Usually neutral
Advancement:	By character class
Level Adjustment:	+4 (elder +6)

Stone giants prefer thick leather garments, dyed in shades of brown and gray to match the stone around them. Adults are about 12 feet tall and weigh about 1,500 pounds. Stone giants can live to be 800 years old.

COMBAT

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.

Rock Throwing (Ex): The range increment is 180 feet for a stone giant's thrown rocks. It uses both hands when throwing a rock.

Rock Catching (Ex): A stone giant gains a +4 racial bonus on its Reflex save when attempting to catch a thrown rock.

Skills: *A stone giant gains a +8 racial bonus on Hide checks in rocky terrain.

Stone Giant Elders

Some stone giants develop special abilities related to their environment. These giant elders have Charisma scores of at least 15 and spell-like abilities, which they use as 10th-level sorcerers. Once per day they can use *stone shape*, *stone tell*, and either *transmute rock to mud* or *transmute mud to rock* (DC 17). The save DC is Charisma-based. One in ten elders is a sorcerer, usually of 3rd to 6th level.

Storm Giant

	Huge Giant
Hit Dice:	19d8+114 (199 hp)
Initiative:	+2

Speed:	35' (7 squares), swim 30' (6 squares) in breastplate; base speed 50', swim 40'
Armor Class:	27 (-2 size, +2 Dex, +12 natural, +5 breastplate) touch 10, flat-footed 25
Base Attack/Grapple:	+14/+36
Attack:	Greatsword +26 melee (4d6+21/19–20) or slam +26 melee (1d6+14) or composite longbow (+14 Str bonus) +14 ranged (3d6+14/x3)
Full Attack:	Greatsword +26/+21/+16 melee (4d6+21/19–20) or 2 slams +26 melee (1d6+14) or composite longbow (+14 Str bonus) +14/+9/+4 ranged (3d6+14/x3)
Space/Reach:	15'/15'
Special Attacks:	Spell-like abilities
Special Qualities:	Freedom of movement, immunity to electricity, low-light vision, rock catching, water breathing
Saves:	Fort +17, Ref +8, Will +16
Abilities:	Str 39, Dex 14, Con 23, Int 16, Wis 20, Cha 15
Skills:	Climb +20, Concentration +26, Craft (any one) +13, Diplomacy +4, Intimidate +12, Jump +24, Listen +15, Perform (sing) +12, Sense Motive +15, Spot +25, Swim +18*
Feats:	Awesome Blow, Cleave, Combat Reflexes, Improved Bull Rush, Improved Sunder, Iron Will, Power Attack
Environment:	Warm mountains
Organization:	Solitary or family (2–4 plus 35% noncombatants plus 1 sorcerer or cleric of 7th–10th level plus 1–2 rocs, 2–5 griffons, or 2–8 sea cats)
Challenge Rating:	13
Treasure:	Standard coins; double goods; standard items
Alignment:	Often chaotic good
Advancement:	By character class
Level Adjustment:	—

Very rarely, storm giants have violet skin. Violet-skinned storm giants have deep violet or blue-black hair with silvery gray or purple eyes. Adults are about 21 feet tall and weigh about 12,000 pounds. Storm giants can live to be 600 years old. 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.

COMBAT

Storm giants use weapons and spell-like abilities instead of throwing rocks. Their composite longbows have a range increment of 180'.

Spell-Like Abilities: 1/day—*call lightning* (DC 15), *chain lightning* (DC 18). Caster level 15th. 2/day—*control weather*, *levitate*. Caster level 20th. The save DCs are Charisma-based.

Freedom of Movement (Su): Storm giants have a continuous freedom of movement ability as the spell (caster level 20th). The effect can be dispelled, but the storm giant can create it again on its next turn as a free action.

Water Breathing (Ex): Storm giants can breathe underwater indefinitely and can freely use their spell-like 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.

STORM GIANT CHARACTERS

About 20% of adult storm giants are sorcerers or clerics. A storm giant cleric has access to two of the following domains: Chaos, Good, Protection, or War.

Gibbering Moulder

	Medium Aberration
Hit Dice:	4d8+24 (42 hp)
Initiative:	+1
Speed:	10' (2 squares), swim 20'

Armor Class:	19 (+1 Dex, +8 natural), touch 11, flat-footed 18
Base Attack/Grapple:	+3/+3
Attack:	Bite +4 melee (1 +1 precision) or spittle +4 ranged touch (1d4 acid plus blindness)
Full Attack:	6 bites +4 melee (1 +1 precision) and spittle +4 ranged touch (1d4 acid plus blindness)
Space/Reach:	5/5'
Special Attacks:	Gibbering, spittle, improved grab, blood drain, engulf, ground manipulation
Special Qualities:	Amorphous, damage reduction 5/bludgeoning, darkvision 60'
Saves:	Fort +7, Ref +4, Will +5
Abilities:	Str 10, Dex 13, Con 22, Int 4, Wis 13, Cha 13
Skills:	Listen +4, Spot +9, Swim +8
Feats:	Lightning Reflexes, Weapon Finesse
Environment:	Underground
Organization:	Solitary
Challenge Rating:	5
Treasure:	None
Alignment:	Usually neutral
Advancement:	5–12 HD (Large)
Level Adjustment:	—

A gibbering moulder is a horrible creature seemingly drawn from a lunatic's nightmares. Although not evil, it thirsts after bodily fluids and seems to prefer the blood of intelligent creatures.

A gibbering moulder is about 3 feet across and 3 to 4 feet high. It weighs about 200 pounds.

Gibbering moulthers can speak Common, but seldom say anything other than gibberish.

COMBAT

A gibbering moulder attacks by shooting out strings of protoplasmic flesh, each ending in one or more eyes and a mouth that bites at the enemy. A moulder can send out a total of six such members in any round.

Gibbering (Su): As soon as a moulder spots something edible, it begins a constant gibbering as a free action. All creatures (other than moulthers) within a 60' spread must succeed on a DC 13 Will save or be affected as though by a *confusion* spell for 1d2 rounds. This is a sonic mind-affecting compulsion effect. A creature that successfully saves cannot be affected by the same gibbering moulder's gibbering for 24 hours. The save DC is Charisma-based.

Spittle (Ex): As a free action every round, a gibbering moulder fires a stream of spittle at one opponent within 30'. The moulder makes a ranged touch attack; if it hits, it deals 1d4 points of acid damage, and the target must succeed on a DC 18 Fortitude save or be blinded for 1d4 rounds. Eyeless creatures are immune to the blinding effect, but are still subject to the acid damage. The save DC is Constitution-based.

Improved Grab (Ex): To use this ability, a gibbering moulder must hit with a bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Blood Drain (Ex): On a successful grapple check after grabbing, that mouth attaches to the opponent. It automatically deals bite damage and drains blood, dealing 1 point of Constitution damage each round. A mouth can be ripped off (dealing 1 point of damage) with a DC 12 Strength check or severed by a successful sunder attempt (the mouth has 2 hit points).

A severed mouth continues to bite and drain blood for 1d4 rounds after such an attack. A creature whose Constitution is reduced to 0 is killed.

Engulf (Ex): A gibbering moulder can try to engulf a Medium or smaller opponent grabbed by three or more mouths.

The opponent must succeed on a DC 14 Reflex save or fall and be engulfed. In the next round, the moulder makes twelve bite attacks instead of six (each with a +4 attack bonus). An engulfed creature cannot attack the moulder from within. The previously attached mouths are now free to attack others. The save DC is Strength-based and includes a +2 racial bonus.

Ground Manipulation (Su): At will, as a standard action, a gibbering moulder can cause stone and earth in all adjacent squares to become a morass akin to quicksand. Softening earth, sand, or the like takes 1 round, while stone takes 2 rounds. Anyone other than the moulder in that area must take a move-equivalent action to avoid becoming mired (treat as being pinned).

Amorphous (Ex): A gibbering moulder is not subject to critical hits. It cannot be flanked.

Skills: Thanks to their multiple eyes, gibbering mouters have a +4 racial bonus on Spot checks. A gibbering mouter has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It always can 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.

Girallon

	Large Magical Beast
Hit Dice:	7d10+21 (59 hp)
Initiative:	+3
Speed:	40' (8 squares), climb 40'
Armor Class:	16 (–1 size, +3 Dex, +4 natural), touch 12, flat-footed 15
Base Attack/Grapple:	+7/+17
Attack:	Claw +12 melee (1d6+6)
Full Attack:	4 claws +12 melee (1d6+6) and bite +7 melee (1d8+3)
Space/Reach:	10'/10'
Special Attacks:	Rend 2d4+9
Special Qualities:	Darkvision 60', low-light vision, scent
Saves:	Fort +7, Ref +8, Will +6
Abilities:	Str 22, Dex 17, Con 14, Int 2, Wis 12, Cha 7
Skills:	Climb +14, Move Silently +8, Spot +6
Feats:	Iron Will, Improved Natural Attack (claw), Toughness
Environment:	Warm forests
Organization:	Solitary or company (5–8)
Challenge Rating:	6
Treasure:	None
Alignment:	Always neutral
Advancement:	8–10 HD (Large); 11–21 HD (Huge)
Level Adjustment:	—

Girallons are savage, magical cousins of the gorilla. When moving on the ground, a girallon walks on its legs and lower arms. An adult girallon is about 8 feet tall, broad-chested, and covered in thick, pure white fur. It weighs about 800 pounds.

COMBAT

A solitary girallon usually conceals itself in the branches of a tree or under a pile of leaves and brush, with only its nose showing. When it spots or scents prey, it charges to the attack. A girallon picks up prey that is small enough to carry and withdraws, often vanishing into the trees before the victim's companions can do anything to retaliate. Against larger foes, a girallon seeks to tear a single opponent to bits as quickly as it can.

Rend (Ex): A girallon that hits with two or more claw attacks latches onto the opponent's body and tears the flesh. This attack automatically deals an extra 2d4+12 points of damage.

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

Gnoll

	Medium Humanoid (Gnoll)
Hit Dice:	2d8+2 (11 hp)
Initiative:	+0
Speed:	30' (6 squares)
Armor Class:	16 (+1 natural, +2 leather armor, +3 heavy steel shield), touch 10, flat-footed 16
Base Attack/Grapple:	+1/+3
Attack:	Battleaxe +3 melee (1d8+2/x3) or shortbow +1 ranged (1d6/x3)
Full Attack:	Battleaxe +3 melee (1d8+2/x3) or shortbow +1 ranged (1d6/x3)
Space/Reach:	5'/5'
Special Attacks:	—
Special Qualities:	Darkvision 60'

Saves:	Fort +4, Ref +0, Will +0
Abilities:	Str 15, Dex 10, Con 13, Int 8, Wis 11, Cha 8
Skills:	Listen +2, Spot +3
Feats:	Power Attack
Environment:	Warm plains
Organization:	Solitary, pair, hunting party (2–5 and 1–2 hyenas), band (10–100 plus 50% noncombatants plus 1 3rd-level sergeant per 20 adults and 1 leader of 4th–6th level and 5–8 hyenas), or tribe (20–200 plus 1 3rd-level sergeant per 20 adults, 1 or 2 lieutenants of 4th or 5th level, 1 leader of 6th–8th level, and 7–12 hyenas; underground lairs also have 1–3 trolls)
Challenge Rating:	1
Treasure:	Standard
Alignment:	Usually chaotic evil
Advancement:	By character class
Level Adjustment:	+1

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. A gnoll is about 7-1/2 feet tall and weighs 300 pounds. Gnolls speak Gnoll.

COMBAT

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 shield, a gnoll's modifier on Hide checks (untrained) is –2, 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

	Gnome, 1st-Level Warrior	Svirfneblin, 1st-Level Warrior
	Small Humanoid (Gnome)	Small Humanoid (Gnome)
Hit Dice:	1d8+2 (6 hp)	1d8+2 (6 hp)
Initiative:	+0	+1
Speed:	20' (4 squares)	15' in banded mail armor (3 squares); base speed 20'
Armor Class:	17 (+1 size, +4 chain shirt, +2 light shield), touch 11, flat-footed 17	23 (+1 size, +1 Dex, +4 dodge, +6 banded mail, +1 buckler), touch 16, flat-footed 18
Base Attack/Grapple:	+1/–3	+1/–3
Attack:	Longsword +2 melee (1d6/19–20) or light crossbow +3 ranged (1d6/19–20)	Heavy pick +2 melee (1d4/x4) or light crossbow +3 ranged (1d6/19–20)
Full Attack:	Longsword +2 melee (1d6/19–20) or light crossbow +3 ranged (1d6/19–20)	Heavy pick +2 melee (1d4/x4) or light crossbow +3 ranged (1d6/19–20)
Space/Reach:	5'/5'	5'/5'
Special Attacks:	—	Spell-like abilities
Special Qualities:	Gnome traits	Gnome traits, svirfneblin traits, spell resistance 12
Saves:	Fort +4, Ref +0, Will –1	Fort +5, Ref +3, Will +2
Abilities:	Str 11, Dex 11, Con 14, Int 10, Wis 9, Cha 8	Str 11, Dex 13, Con 12, Int 10, Wis 11, Cha 4
Skills:	Hide +3, Listen +1, Spot +1	Hide +2, Listen +2, Spot +2
Feats:	Weapon Focus (light crossbow)	Toughness
Environment:	Temperate hills (Forest gnomes: Temperate forests)	Underground
Organization:	Company (2–4), squad (11–20 plus 1 leader of 3rd–6th level and 2 3rd-level lieutenants), or band (30–50 plus 1 3rd-level sergeant per 20 adults, 5 5th-level lieutenants, 3 7th-level	Company (2–4), squad (11–20 plus 1 leader of 3rd–6th level and 2 3rd-level lieutenants), or band (30–50 plus 1 3rd-level sergeant per 20 adults, 5 5th-level lieutenants, 3 7th-level

	captains, and 2–5 dire badgers)	captains, and 2–5 Medium earth elementals)
Challenge Rating:	0	1
Treasure:	Standard	Standard
Alignment:	Usually neutral good	Usually neutral
Advancement:	By character class	By character class
Level Adjustment:	+0	+3

Gnomes stand 3 to 3-1/2 feet tall and weigh 40 to 45 pounds. Their skin color 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 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.

Most gnomes encountered outside their home are warriors; the information in the statistics block is for one of 1st level.

COMBAT

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 illusion magic and carefully prepared ambushes and traps whenever they can.

The gnome warrior presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

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 speak Gnome, Common, and Undercommon.

Svirfneblin Traits (Ex): These traits are in addition to the rock gnome traits, except where noted.

— -2 Strength, $+2$ Dexterity, $+2$ Wisdom, -4 Charisma. These adjustments replace the rock gnome's ability score adjustments.

— **Stonecunning:** This ability grants deep gnomes a $+2$ racial bonus on Search checks to notice unusual stonework. A deep gnome who merely comes within 10 feet of unusual stonework can make a Search check as though actively searching, and can use the Search skill to find stonework traps as a rogue can. A svirfneblin can also intuit depth, sensing the approximate distance underground as naturally as a human can sense which way is up.

— **Darkvision** out to 120 feet and low-light vision.

— Spell resistance equal to $11 +$ class levels.

— $+2$ racial bonus on all saving throws (figured into the statistics for the character presented here). This trait replaces the rock gnome's racial bonus on saving throws against illusions.

— Add $+1$ to the Difficulty Class for all saving throws against illusion spells cast by svirfneblin. This adjustment stacks with those from similar effects, such as the Spell Focus feat.

— $+1$ racial bonus on attack rolls against kobolds and goblinoids.

— $+4$ dodge bonus to Armor Class against all creatures (figured into the statistics for the character presented here). This trait replaces the rock gnome's dodge bonus against giants.

— **Automatic Languages:** Undercommon, Gnome, Common. **Bonus Languages:** Dwarven, Elven, Giant, Goblin, Orc, Terran. This trait replaces the rock gnome's automatic and bonus languages.

— **Spell-Like Abilities:** 1/day—*blindness/deafness* (typical save DC 13), *blur*, *disguise self*. Caster level equals the svirfneblin's class levels. The save DC is Charisma-based and include a $+4$ racial modifier. This trait replaces the rock gnome's spell-like abilities.

— **Nondetection (Su):** A svirfneblin has a continuous *nondetection* ability as the spell (caster level equal to class levels).

— $+2$ racial bonus on Craft (alchemy) and Listen checks.

- +2 racial bonus on Hide checks, which improves to +4 underground.
- Favored Class: Rogue.
- Level adjustment +3.

Challenge Rating: Svirkneblin with levels in NPC classes have a CR equal to their character level. Svirkneblin with levels in PC classes have a CR equal to their character level +1.

The svirkneblin warrior presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

Goblin

	Goblin, 1st-Level Warrior
	Small Humanoid (Goblinoid)
Hit Dice:	1d8+1 (5 hp)
Initiative:	+1
Speed:	30' (6 squares)
Armor Class:	16 (+1 size, +1 Dex, +2 leather armor, +2 light shield), touch 12, flat-footed 16
Base Attack/Grapple:	+1/−3
Attack:	Morningstar +2 melee (1d6) or javelin +3 ranged (1d4)
Full Attack:	Morningstar +2 melee (1d6) or javelin +3 ranged (1d4)
Space/Reach:	5'/5'
Special Attacks:	—
Special Qualities:	Darkvision 60'
Saves:	Fort +3, Ref +1, Will −1
Abilities:	Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6
Skills:	Hide +7, Listen +2, Move Silently +7, Ride +4, Spot +2
Feats:	Alertness ^H , Stealthy ^H
Environment:	Temperate plains
Organization:	Gang (4–9), band (10–100 plus 100% noncombatants plus 1 3rd-level sergeant per 20 adults and 1 leader of 4th–6th level), warband (10–24 with worg mounts), or tribe (40–400 plus 100% noncombatants plus 1 3rd-level sergeant per 20 adults, 1 or 2 lieutenants of 4th or 5th level, 1 leader of 6th–8th level, 10–24 worgs, and 2–4 dire wolves)
Challenge Rating:	−1
Treasure:	Standard
Alignment:	Usually neutral evil
Advancement:	By character class
Level Adjustment:	+0

A goblin stands 3 to 3-1/2 feet tall and weigh 40 to 45 pounds. Its eyes are usually dull and glazed, varying in color from red to yellow. A goblin's skin color ranges from yellow through any shade of orange to a deep red; usually all members of a single tribe are about the same color. Goblins wear clothing of dark leather, tending toward drab, soiled-looking colors. Goblins speak Goblin; those with Intelligence scores of 12 or higher also speak Common.

Most goblins encountered outside their homes are warriors; the information in the statistics block is for one of 1st level.

COMBAT

Being bullied by bigger, stronger creatures has taught goblins to exploit what few advantages they have: sheer numbers and malicious ingenuity. The concept of a fair fight is meaningless in their society. They favor ambushes, overwhelming odds, dirty tricks, and any other edge they can devise.

Goblins have a poor grasp of strategy and are cowardly by nature, tending to flee the field if a battle turns against them. With proper supervision, though, they can implement reasonably complex plans, and in such circumstances their numbers can be a deadly advantage.

Skills: Goblins have a +4 racial bonus on Move Silently and Ride checks. Goblin cavalry (mounted on worgs) usually select the Mounted Combat feat in place of the Alertness feat, which reduces their Spot and Listen check modifiers from +3 to +1.

Challenge Rating: Goblins with additional levels in NPC classes have a CR equal to their character level −2.

The goblin warrior presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10,

Golem

Golems are magically created automatons of great power. Constructing one involves the employment of mighty magic 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.

COMBAT

Golems are 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.

A golem's creator can command it if the golem is within 60 feet and can see and hear its creator. If uncommanded, a golem usually follows its last instruction to the best of its ability, though if attacked it returns the attack. The creator can give the golem a simple command to govern its actions in his or her absence. The golem's creator can order the golem to obey the commands of another person (who might in turn place the golem under someone else's control, and so on), but the golem's creator can always resume control over his creation by commanding the golem to obey him alone.

Immunity to Magic (Ex): Golems have immunity to most magical and supernatural effects, except when otherwise noted.

CONSTRUCTION

The cost to create given for each golem includes the cost of the physical body and all the materials and spell components that are consumed or become a permanent part of the golem. Creating a golem is essentially similar to creating any sort of magic item. However, a golem's body includes costly material components that may require some extra preparation. The golem's creator can assemble the body or hire someone else to do the job. The builder must have the appropriate skill, which varies with the golem variety.

Completing the golem's creation drains the appropriate magical essence from the creator and requires casting any spells on the final day.

The creator must cast the spells personally, but they can come from outside sources, such as scrolls.

The characteristics of a golem that come from its nature as a magic item (caster level, prerequisite feats and spells, market price, cost to create) are given in summary form at the end of each golem's description.

Note: The market price of an advanced golem (a golem with more Hit Dice than the typical golem described in each entry) is increased by 5,000 gp for each additional Hit Die, and increased by an additional 50,000 gp if the golem's size increases. The magical essence cost for creating an advanced golem is equal to 1/25 the advanced golem's market price minus the cost of the special materials required.

Clay Golem

	Large Construct
Hit Dice:	11d10+30 (90 hp)
Initiative:	-1
Speed:	20' (4 squares)
Armor Class:	22 (-1 size, -1 Dex, +14 natural), touch 8, flat-footed 22
Base Attack/Grapple:	+8/+19
Attack:	Slam +14 melee (2d10+7 plus cursed wound)
Full Attack:	2 slams +14 melee (2d10+7 plus cursed wound)
Space/Reach:	10'/10'
Special Attacks:	Berserk, cursed wound
Special Qualities:	Construct traits, damage reduction 10/adamantine and bludgeoning, darkvision 60', haste, immunity to magic, low-light vision
Saves:	Fort +3, Ref +2, Will +3
Abilities:	Str 25, Dex 9, Con —, Int —, Wis 11, Cha 1
Skills:	—
Feats:	—
Environment:	Any
Organization:	Solitary or gang (2-4)
Challenge Rating:	10

Treasure:	None
Alignment:	Always neutral
Advancement:	12–18 HD (Large); 19–33 HD (Huge)
Level Adjustment:	—

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.

COMBAT

Berserk (Ex): When a clay golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and the golem goes berserk. 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.

Cursed Wound (Ex): The damage a clay golem deals doesn't heal naturally and resists healing spells. A character attempting to cast a conjuration (healing) spell on a creature damaged by a clay golem must succeed on a DC 26 caster level check, or the spell has no effect on the injured character.

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

A *move earth* spell drives the golem back 120 feet and deals 3d12 points of damage to it.

A *disintegrate* spell slows the golem (as the *slow* spell) for 1d6 rounds and deals 1d12 points of damage.

An *earthquake* spell cast directly at a clay golem stops it from moving on its next turn and deals 5d10 points of damage. The golem gets no saving throw against any of these effects.

Any magical attack against a clay golem that deals acid damage heals 1 point of damage for every 3 points of damage it would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. For example, a clay golem hit by the breath weapon of a black dragon heals 7 points of damage if the attack would have dealt 22 points of damage. A clay golem gets no saving throw against magical attacks that deal acid damage.

Haste (Su): After it has engaged in at least 1 round of combat, a clay golem can haste itself once per day as a free action. The effect lasts 3 rounds and is otherwise the same as the spell.

CONSTRUCTION

A clay golem's body must be sculpted from a single block of clay weighing at least 1,000 pounds, treated with rare oils and powders worth 1,500 gp. Creating the body requires a DC 15 Craft (sculpting) check or a DC 15 Craft (pottery) check.

CL 11th; Craft Construct, *animate objects*, *commune*, *resurrection*, caster must be at least 11th level; Price 40,000 gp; Cost 21,500 gp + 1,540 magical essence.

Flesh Golem

	Large Construct
Hit Dice:	9d10+30 (79 hp)
Initiative:	–1
Speed:	30' (6 squares)
Armor Class:	18 (–1 size, –1 Dex, +10 natural), touch 8, flat-footed 18
Base Attack/Grapple:	+6/+15
Attack:	Slam +10 melee (2d8+5)
Full Attack:	2 slams +10 melee (2d8+5)
Space/Reach:	10'/10'
Special Attacks:	Berserk
Special Qualities:	Construct traits, damage reduction 5/adamantine, darkvision 60', immunity to magic, low-light vision
Saves:	Fort +3, Ref +2, Will +3
Abilities:	Str 21, Dex 9, Con —, Int —, Wis 11, Cha 1

Skills:	—
Feats:	—
Environment:	Any
Organization:	Solitary or gang (2–4)
Challenge Rating:	7
Treasure:	None
Alignment:	Always neutral
Advancement:	10–18 HD (Large); 19–27 HD (Huge)
Level Adjustment:	—

A flesh golem is a ghoulish collection of stolen humanoid body parts, stitched together into a single composite form. No natural animal willingly tracks a flesh golem. The golem wears whatever clothing its creator desires, usually just a ragged pair of trousers. It has no possessions and no weapons. It stands 8 feet tall and weighs almost 500 pounds.

A flesh golem cannot speak, although it can emit a hoarse roar of sorts. It walks and moves with a stiff-jointed gait, as if not in complete control of its body.

COMBAT

Berserk (Ex): When a flesh golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and the golem goes berserk. 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. The golem's creator, if within 60 feet, can try to regain control by speaking firmly and persuasively to the golem, which requires a DC 19 Charisma check. It takes 1 minute of inactivity by the golem to reset the golem's berserk chance to 0%.

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

A magical attack that deals cold or fire damage slows a flesh golem (as the *slow* spell) for 2d6 rounds, with no saving throw.

A magical attack that deals electricity damage breaks any *slow* effect on the golem and heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. For example, a flesh golem hit by a *lightning bolt* heals 3 points of damage if the attack would have dealt 11 points of damage. A flesh golem gets no saving throw against attacks that deal electricity damage.

CONSTRUCTION

The pieces of a flesh golem must come from normal human corpses that have not decayed significantly. Assembly requires a minimum of six different bodies—one for each limb, the torso (including head), and the brain. In some cases, more bodies may be necessary. Special unguents and bindings worth 500 gp are also required. Note that creating a flesh golem requires casting a spell with the evil descriptor.

Assembling the body requires a DC 13 Craft (leatherworking) check or a DC 13 Heal check.

CL 8th; Craft Construct, *animate dead*, *bull's strength*, *geas/quest*, *limited wish*, caster must be at least 8th level; Price 20,000 gp; Cost 10,500 gp + 780 magical essence.

Iron Golem

Large Construct	
Hit Dice:	18d10+30 (129 hp)
Initiative:	–1
Speed:	20' (4 squares)
Armor Class:	30 (–1 size, –1 Dex, +22 natural) touch 8, flat-footed 30
Base Attack/Grapple:	+12/+28
Attack:	Slam +23 melee (2d10+11)
Full Attack:	2 slams +23 melee (2d10+11)
Space/Reach:	10'/10'
Special Attacks:	Breath weapon
Special Qualities:	Construct traits, damage reduction 15/adamantine, darkvision 60', immunity to magic, low-light vision
Saves:	Fort +6, Ref +5, Will +6

Abilities:	Str 33, Dex 9, Con —, Int —, Wis 11, Cha 1
Skills:	—
Feats:	—
Environment:	Any
Organization:	Solitary or gang (2–4)
Challenge Rating:	13
Treasure:	None
Alignment:	Always neutral
Advancement:	19–24 HD (Large); 25–54 HD (Huge)
Level Adjustment:	—

This golem has a humanoid body made from iron. An iron golem can be fashioned in any manner, just like a stone golem (see below), although it almost always displays armor of some sort. Its features are much smoother than those of a stone golem. Iron golems sometimes carry a short sword in one hand. An iron golem is 12 feet tall and weighs about 5,000 pounds. 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. Each step causes the floor to tremble unless it is on a thick, solid foundation.

COMBAT

Breath Weapon (Su): 10' cube, cloud of poisonous gas lasting 1 round, free action once every 1d4+1 rounds; initial damage 1d4 Con, secondary damage 3d4 Con, Fortitude DC 19 negates. The save DC is Constitution-based.

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

A magical attack that deals electricity damage slows an iron golem (as the *slow* spell) for 3 rounds, with no saving throw.

A magical attack that deals fire damage breaks any *slow* effect on the golem and heals 1 point of damage for each 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. For example, an iron golem hit by a *fireball* gains back 6 hit points if the damage total is 18 points. An iron golem gets no saving throw against fire effects.

An iron golem is affected normally by rust attacks, such as that of a rust monster or a *rusting grasp* spell.

CONSTRUCTION

An iron golem's body is sculpted from 5,000 pounds of pure iron, smelted with rare tinctures and admixtures costing at least 10,000 gp. Assembling the body requires a DC 20 Craft (armorsmithing) check or a DC 20 Craft (weaponsmithing) check.

CL 16th; Craft Construct, *cloudkill*, *geas/quest*, *limited wish*, *polymorph any object*, caster must be at least 16th level; Price 150,000 gp; Cost 80,000 gp + 5,600 magical essence.

Stone Golem

	Stone Golem	Greater Stone Golem
	Large Construct	Huge Construct
Hit Dice:	14d10+30 (107 hp)	42d10+40 (271 hp)
Initiative:	–1	–2
Speed:	20' (4 squares)	20' (4 squares)
Armor Class:	26 (–1 size, –1 Dex, +18 natural), touch 8, flat-footed 26	27 (–2 size, –2 Dex, +21 natural), touch 6, flat-footed 27
Base Attack/Grapple:	+10/+23	+31/+52
Attack:	Slam +18 melee (2d10+9)	Slam +42 melee (4d8+13)
Full Attack:	2 slams +18 melee (2d10+9)	2 slams +42 melee (4d8+13)
Space/Reach:	10'/10'	15'/15'
Special Attacks:	Slow	Slow
Special Qualities:	Construct traits, damage reduction 10/adamantine, darkvision 60', immunity to magic, low-light vision	Construct traits, damage reduction 10/adamantine, darkvision 60', immunity to magic, low-light vision
Saves:	Fort +4, Ref +3, Will +4	Fort +14, Ref +12, Will +14

Abilities:	Str 29, Dex 9, Con —, Int —, Wis 11, Cha 1	Str 37, Dex 7, Con —, Int —, Wis 11, Cha 1
Skills:	—	—
Feats:	—	—
Environment:	Any	Any
Organization:	Solitary or gang (2–4)	Solitary or gang (2–4)
Challenge Rating:	11	16
Treasure:	None	None
Alignment:	Always neutral	Always neutral
Advancement:	15–21 HD (Large); 22–42 (Huge)	—
Level	—	—
Adjustment:		

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.

COMBAT

Stone golems are formidable opponents, being physically powerful and difficult to harm.

Slow (Su): A stone golem can use a slow effect, as the spell, as a free action once every 2 rounds. The effect has a range of 10 feet and a duration of 7 rounds, requiring a DC 17 Will save to negate. The save DC is Constitution-based.

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

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

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

CONSTRUCTION

A stone golem's body is chiseled from a single block of hard stone, such as granite, weighing at least 3,000 pounds. The stone must be of exceptional quality, and costs 5,000 gp. Assembling the body requires a DC 17 Craft (sculpting) check or a DC 17 Craft (stonemasonry) check.

CL 14th; Craft Construct, *antimagic field*, *geas/quest*, *symbol of stunning*, caster must be at least 14th level; Price 90,000 gp; Cost 50,000 gp + 3,400 magical essence.

Greater Stone Golem

A greater stone golem is 18 feet tall and weighs around 32,000 pounds. It resembles a typical stone golem in all respects, except that the Will save DC is 31 against its slow ability. CL 14th; Craft Construct, *antimagic field*, *geas/quest*, *symbol of stunning*, caster must be at least 14th level; Price 196,000 gp; Cost 105,000 gp + 7,640 XP.

Gorgon

	Large Magical Beast
Hit Dice:	8d10+40 (85 hp)
Initiative:	+5
Speed:	30' (6 squares)
Armor Class:	20 (–1 size, +11 natural), touch 9, flat-footed 20
Base Attack/Grapple:	+8/+17
Attack:	Gore +12 melee (1d8+9)
Full Attack:	Gore +12 melee (1d8+9)
Space/Reach:	10'/5'
Special Attacks:	Breath weapon, trample 1d8+9
Special Qualities:	Darkvision 60', lowlight vision, scent
Saves:	Fort +11, Ref +6, Will +7

Abilities:	Str 21, Dex 10, Con 21, Int 2, Wis 12, Cha 9
Skills:	Listen +9, Spot +8
Feats:	Alertness ^H , Improved Initiative, Iron Will, Strong Armed ^H
Environment:	Temperate plains
Organization:	Solitary, pair, pack (3–4), or herd (5–13)
Challenge Rating:	8
Treasure:	None
Alignment:	Always neutral
Advancement:	9–15 HD (Large); 16–24 HD (Huge)
Level Adjustment:	—

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.

COMBAT

Whenever possible, a gorgon begins an encounter by charging at its opponents.

Breath Weapon (Su): 60' cone, once every 1d4 rounds (but no more than five times per day), turn to stone permanently, Fortitude DC 19 negates. The save DC is Constitution-based.

Trample (Ex): Reflex DC 19 half. The save DC is Strength-based.

Gray Render

	Large Magical Beast
Hit Dice:	10d10+70 (125 hp)
Initiative:	+0
Speed:	30' (6 squares)
Armor Class:	19 (–1 size, +10 natural), touch 9, flat-footed 19
Base Attack/Grapple:	+10/+20
Attack:	Bite +15 melee (2d6+6)
Full Attack:	Bite +15 melee (2d6+6); 2 claws +10 melee (1d6+3)
Space/Reach:	10'/10'
Special Attacks:	Improved grab, rend 2d6+9
Special Qualities:	Darkvision 60', low-light vision, scent
Saves:	Fort +14, Ref +7, Will +4
Abilities:	Str 23, Dex 10, Con 24, Int 3, Wis 12, Cha 8
Skills:	Hide +2, Spot +10, Survival +3
Feats:	Cleave, Power Attack, Improved Bull Rush, Track
Environment:	Temperate marshes
Organization:	Solitary
Challenge Rating:	8
Treasure:	None
Alignment:	Usually neutral
Advancement:	11–15 HD (Large); 16–30 HD (Huge)
Level Adjustment:	+5 (cohort)

A gray render stands about 9 feet tall in spite of its hunched posture and is about 4 feet wide. It weighs about 4,000 pounds.

Gray renders are never found in groups. Each of these asexual creatures produces one offspring and carries it for a time in a pouch, but thereafter the young render must fend for itself.

A unique quality of the gray render is its tendency to bond with, protect, and provide for another creature (or group of creatures) native to its surroundings. Whether accepted or not, the render always attempts to remain fairly close, watching over its adopted charge(s) and daily bringing an offering of meat. It never willingly harms adopted creatures and retreats if they attack it.

COMBAT

A gray render attacks to kill, whether to bring down prey or to protect itself or those it has adopted. When hunting, it sometimes attempts to hide and wait for prey to wander close.

Improved Grab (Ex): To use this ability, a gray render must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Rend (Ex): A gray render that wins a grapple check after a successful bite attack establishes a hold, latching onto the opponent's body and tearing the flesh. This attack automatically deals 2d6+9 points of damage.

Skills: Gray renders have a +4 racial bonus on Spot checks due to their six keen eyes.

Grick

	Medium Aberration
Hit Dice:	2d8 (9 hp)
Initiative:	+2
Speed:	30' (6 squares), climb 20'
Armor Class:	16 (+2 Dex, +4 natural), touch 12, flat-footed 14
Base Attack/Grapple:	+1/+3
Attack:	Tentacle +3 melee (1d4+2)
Full Attack:	4 tentacles +3 melee (1d4+2); bite -2 melee (1d3+1)
Space/Reach:	5'/5'
Special Attacks:	—
Special Qualities:	Damage reduction 10/magic, darkvision 60', scent
Saves:	Fort +0, Ref +2, Will +5
Abilities:	Str 14, Dex 14, Con 11, Int 3, Wis 14, Cha 5
Skills:	Climb +10, Hide +6*, Listen +6, Spot +6
Feats:	Alertness ^H , Skill Focus (hide) ^H , Track ^B
Environment:	Underground
Organization:	Solitary or cluster (2–4)
Challenge Rating:	3
Treasure:	1/10 coins; 50% goods; 50% items
Alignment:	Usually neutral
Advancement:	3–4 HD (Medium); 5–6 HD (Large)
Level Adjustment:	—

An adult grick is about 8 feet long from the tips of its tentacles to the end of its body and weighs some 200 pounds. Its body coloration is uniformly dark, with a pale underbelly.

COMBAT

Gricks attack when hungry or threatened. They hunt by holing up near high-traffic areas, using their natural coloration to blend into convenient shadows. When prey (virtually anything that moves) ventures near, they lash out with their tentacles. A grick's rubbery body seems to shed blows of any kind. Its jaws are relatively small and weak compared to its body mass, so rather than consume its kill immediately, a grick normally drags its victim back to its lair to be eaten at its leisure.

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

Multiple gricks do not fight in concert. Each attacks the prey closest to it, and breaks off the fight as soon as it can drag dead or unconscious prey away.

Skills: A grick has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened. *Their coloration affords gricks a +8 racial bonus on Hide checks when in natural rocky areas.

Griffon

	Large Magical Beast
Hit Dice:	7d10+21 (59 hp)
Initiative:	+2
Speed:	30' (6 squares), fly 80' (average)

Armor Class:	17 (–1 size, +2 Dex, +6 natural), touch 11, flat-footed 15
Base Attack/Grapple:	+7/+15
Attack:	Bite +12 melee (2d6+4)
Full Attack:	Bite +12 melee (2d6+4) and 2 claws +8 melee (1d4+2)
Space/Reach:	10'/5'
Special Attacks:	Pounce, rake 1d6+2
Special Qualities:	Darkvision 60', low-light vision, scent
Saves:	Fort +8, Ref +7, Will +6
Abilities:	Str 18, Dex 15, Con 16, Int 5, Wis 13, Cha 8
Skills:	Jump +8, Listen +6, Spot +10
Feats:	Iron Will, Multiattack, Weapon Focus (bite)
Environment:	Temperate hills
Organization:	Solitary, pair, or pride (6–10)
Challenge Rating:	4
Treasure:	None
Alignment:	Always neutral
Advancement:	8–10 HD (Large); 11–21 HD (Huge)
Level Adjustment:	+3 (cohort)

Griffons are powerful, majestic creatures with the characteristics of both lions and eagles. From nose to tail, an adult griffon can measure as much as 8 feet. 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. A griffon weighs about 500 pounds.

A griffon cannot speak, but understands Common.

COMBAT

Griffons prefer to pounce on their prey, either diving to the attack or leaping from above.

Pounce (Ex): If a griffon dives upon or charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +8 melee, damage 1d6+2.

Skills: Griffons have a +4 racial bonus on Jump and Spot checks.

TRAINING A GRIFFON

Although intelligent, a griffon requires training before it can bear a rider in combat. To be trained, a griffon must have a friendly attitude toward the trainer (this can be achieved through a successful Diplomacy check). Training a friendly griffon requires six weeks of work and a DC 25 Handle Animal check. Riding a griffon requires an exotic saddle. A griffon can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Griffon eggs are worth 3,500 gp apiece on the open market, while young are worth 7,000 gp each. Professional trainers charge 1,500 gp to rear or train a griffon.

Carrying Capacity: A light load for a griffon is up to 300 pounds; a medium load, 301–600 pounds; and a heavy load, 601–900 pounds.

Grimlock

	Medium Monstrous Humanoid
Hit Dice:	2d8+2 (11 hp)
Initiative:	+1
Speed:	30' (6 squares)
Armor Class:	15 (+1 Dex, +4 natural), touch 11, flat-footed 14
Base Attack/Grapple:	+2/+4
Attack:	Battleaxe +4 melee (1d8+3/–43)
Full Attack:	Battleaxe +4 melee (1d8+3/–43)
Space/Reach:	5'/5'
Special Attacks:	—
Special Qualities:	Blindsight 40', immunities, scent
Saves:	Fort +1, Ref +4, Will +2
Abilities:	Str 15, Dex 13, Con 13, Int 10, Wis 8, Cha 6

Skills:	Climb +4, Hide +5*, Listen +5, Move Silently +3, Spot +3
Feats:	Alertness ^H , Stealthy ^H , Track ^B
Environment:	Underground
Organization:	Gang (2–4), pack (10–20), tribe (10–60 plus 1 leader of 3rd–5th level per 10 adults).
Challenge Rating:	1
Treasure:	Standard coins; standard goods (gems only); standard items
Alignment:	Often neutral evil
Advancement:	By character class
Level Adjustment:	+2

COMBAT

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.

Blindsight (Ex): 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 spells (such as *ghost sound* or *silence*) and overpowering odors (such as *stinking cloud* or incense-heavy air). 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, 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 Hide checks when in mountains or underground.

Hag

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 speak Giant and Common.

COMBAT

Hags are tremendously strong. They are naturally resistant to spells and can cast magic of their own. Hags often gather to form coveys. A covey, usually containing one hag of each type, can use powers beyond those of the individual members.

Annis

	Large Monstrous Humanoid
Hit Dice:	7d8+14 (45 hp)
Initiative:	+1
Speed:	40' (8 squares)
Armor Class:	20 (–1 size, +1 Dex, +10 natural), touch 10, flat-footed 19
Base	+7/+18
Attack/Grapple:	
Attack:	Claw +13 melee (1d6+7)
Full Attack:	2 claws +13 melee (1d6+7) and bite +8 melee (1d6+3)
Space/Reach:	10'/10'
Special Attacks:	Improved grab, rake 1d6+7, rend 2d6+10, spell-like abilities
Special Qualities:	Damage reduction 2/bludgeoning, darkvision 60', spell resistance 19
Saves:	Fort +7, Ref +6, Will +6
Abilities:	Str 25, Dex 12, Con 14, Int 13, Wis 13, Cha 10
Skills:	Bluff +8, Diplomacy +2, Disguise +3 (+5 acting), Hide +5, Intimidate +2, Listen +10, Spot +10
Feats:	Alertness ^H , Blind-Fight, Great Fortitude, Skill Focus (disguise) ^H
Environment:	Cold marshes
Organization:	Solitary or covey (3 hags of any kind plus 1–8 ogres and 1–4 evil giants)
Challenge Rating:	6

Treasure:	Standard
Alignment:	Usually chaotic evil
Advancement:	By character class
Level Adjustment:	—

An annis commonly uses its *disguise self* ability to take the form of an exceptionally tall human, a fair giant, or an ogre.

An annis stands some 8 feet tall and weighs about 325 pounds.

COMBAT

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.

Improved Grab (Ex): To use this ability, an annis must hit a Large or smaller opponent with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Rake (Ex): Attack bonus +13 melee, damage 1d6+7. An annis can attack a grappled foe with both claws at no penalty.

Rend (Ex): An annis that hits with both claw attacks latches onto the opponent's body and tears the flesh. This attack automatically deals an extra 2d6+10 points of damage.

Spell-Like Abilities: 3/day—*disguise self*, *fog cloud*. Caster level 8th.

Green Hag

	Medium Monstrous Humanoid
Hit Dice:	9d8+9 (49 hp)
Initiative:	+1
Speed:	30' (6 squares), swim 30'
Armor Class:	22 (+1 Dex, +11 natural), touch 11, flat-footed 21
Base Attack/Grapple:	+9/+13
Attack:	Claw +13 melee (1d4+4)
Full Attack:	2 claws +13 melee (1d4+4)
Space/Reach:	5'/5'
Special Attacks:	Spell-like abilities, weakness, mimicry
Special Qualities:	Darkvision 90', spell resistance 18
Saves:	Fort +8, Ref +7, Will +7
Abilities:	Str 19, Dex 12, Con 12, Int 13, Wis 13, Cha 14
Skills:	Concentration +7, Craft or Knowledge (any one) +7, Hide +12, Listen +11, Spot +11 Swim +12
Feats:	Alertness ^H , Blind-Fight, Combat Casting, Great Fortitude, Sill Focus (hide) ^H
Environment:	Temperate marshes
Organization:	Solitary or covey (3 hags of any kind plus 1–8 ogres and 1–4 evil giants)
Challenge Rating:	5
Treasure:	Standard
Alignment:	Usually chaotic evil
Advancement:	By character class
Level Adjustment:	—

Green hags are found in desolate swamps and dark forests.

A green hag is about the same height and weight as a female human.

COMBAT

Green hags prefer to attack from hiding, usually after distracting foes. They often use darkvision to their advantage by attacking during moonless nights.

Spell-Like Abilities: At will—*dancing lights*, *disguise self*, *ghost sound* (DC 12), *invisibility*, *pass without trace*, *tongues*, *water breathing*. Caster level 9th. The save DC is Charisma-based.

Weakness (Su): A green hag can weaken a foe by making a special touch attack. The opponent must succeed on a DC 16 Fortitude save or take 2d4 points of Strength damage. The save DC is Charisma-based.

Mimicry (Ex): A green hag can imitate the sounds of almost any animal found near its lair.

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.

Sea Hag

	Medium Monstrous Humanoid (Aquatic)
Hit Dice:	3d8+6 (19 hp)
Initiative:	+1
Speed:	30' (6 squares), swim 40'
Armor Class:	14 (+1 Dex, +3 natural), touch 11, flat-footed 13
Base Attack/Grapple:	+3/+7
Attack:	Claw +7 melee (1d4+4)
Full Attack:	2 claws +7 melee (1d4+4)
Space/Reach:	5'/5'
Special Attacks:	Horrific appearance, evil eye
Special Qualities:	Amphibious, spell resistance 14
Saves:	Fort +2, Ref +4, Will +4
Abilities:	Str 19, Dex 12, Con 12, Int 10, Wis 13, Cha 14
Skills:	Craft or Knowledge (any one) +3, Hide +7, Listen +6, Spot +6, Swim +12
Feats:	Alertness ^H , Skill Focus (hide) ^H , Toughness
Environment:	Temperate aquatic
Organization:	Solitary or covey (3 hags of any kind plus 1–8 ogres and 1–4 evil giants)
Challenge Rating:	4
Treasure:	Standard
Alignment:	Usually chaotic evil
Advancement:	By character class
Level Adjustment:	—

The sea hag is found in the water of seas or overgrown lakes.

A sea hag is about the same height and weight as a female human.

COMBAT

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 horrific appearance.

Horrific Appearance (Su): The sight of a sea hag is so revolting that anyone (other than another hag) who sets eyes upon one must succeed on a DC 13 Fortitude save or instantly be weakened, taking 2d6 points of Strength damage. This damage cannot reduce a victim's Strength score below 0, but anyone reduced to Strength 0 is helpless. Creatures that are affected by this power or that successfully save against it cannot be affected again by the same hag's horrific appearance for 24 hours. The save DC is Charisma-based.

Evil Eye (Su): Three times per day, a sea hag can cast its dire gaze upon any single creature within 30'. The target must succeed on a DC 13 Will save or be dazed for three days, although *remove curse* or *dispel evil* can restore sanity sooner. In addition, an affected creature must succeed on a DC 13 Fortitude save or die from fright. Creatures with immunity to fear effects are not affected by the sea hag's evil eye. The save DCs are Charisma-based.

Amphibious (Ex): Although sea hags are aquatic, they can survive indefinitely on land.

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.

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.

COMBAT

Hags in a covey rely on deception and their boosted magical abilities in combat.

A covey of hags is 80% likely to be guarded by 1d8 ogres and 1d4 evil giants who do their bidding. These minions are often disguised with a *veil* spell to appear less threatening and sent forth as spies. Such minions often (60%) carry magic stones known as *hag eyes* (see below).

Spell-Like Abilities: 3/day—*animate dead*, *bestow curse* (DC 17), *control weather*, *dream*, *forcecage*, *mind blank*, *mirage arcana* (DC 18), *polymorph*, *veil* (DC 19), *vision*. Caster level 9th. The save DCs are based on a Charisma score of 16. To use one of these abilities (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 gem worth at least 20 gp (see below).

HAG EYE

A *hag eye* is a magic gem created by a covey. It appears to be nothing more than a semiprecious stone, but a *gem of seeing* 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 hardness 5 and 10 hit points. Destroying a *hag eye* deals 1d10 points of damage to each member of the covey and causes the one who sustained the greatest damage to be blinded for 24 hours.

Halfling

Halfling, 1st-Level Warrior	
	Small Humanoid (Halfling)
Hit Dice:	1d8+1 (5 hp)
Initiative:	+1
Speed:	20' (4 squares)
Armor Class:	17 (+1 size, +1 Dex, +3 studded leather, +2 light shield), touch 12, flat-footed 16
Base Attack/Grapple:	+1/-3
Attack:	Longsword +3 melee (1d6/19–20) or light crossbow +3 ranged (1d6/19–20)
Full Attack:	Longsword +3 melee (1d6/19–20) or light crossbow +3 ranged (1d6/19–20)
Space/Reach:	5'/5'
Special Attacks:	Halfling traits
Special Qualities:	Halfling traits
Saves:	Fort +4, Ref +2, Will +0
Abilities:	Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 8
Skills:	Climb +2, Hide +4, Jump –4, Listen +3, Move Silently +1
Feats:	Weapon Focus (longsword)
Environment:	Warm plains (Deep halfling: Warm hills) (Tallfellow: Temperate forests)
Organization:	Company (2–4), squad (11–20 plus 2 3rd-level sergeants and 1 leader of 3rd–6th level), or band (30–100 plus 100% noncombatants plus 1 3rd-level sergeant per 20 adults, 5 5th-level lieutenants, 3 7th-level captains, 6–10 dogs, and 2–5 riding dogs)
Challenge Rating:	0
Treasure:	Standard
Alignment:	Usually neutral
Advancement:	By character class
Level Adjustment:	+0

Halflings stand about 3 feet tall and usually weigh between 30 and 35 pounds. They have brown or black eyes. Halfling men often have long sideburns, but beards are rare among them and mustaches almost unseen. Halflings prefer simple, comfortable, and practical clothes. Unlike members of most races, they prefer actual comfort to shows of wealth. Halflings reach adulthood in their early twenties and

generally live into the middle of their second century. Halflings speak Halfling and Common.

Most halflings encountered outside their home are warriors; the information in the statistics block is for one of 1st level.

COMBAT

Halflings 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.

The halfling warrior presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

Harpy

	Harpy	Harpy Archer Monstrous Humanoid 6 / Fighter 7 (10)
	Medium Monstrous Humanoid	Medium Monstrous Humanoid
Hit Dice:	7d8 (31 hp)	6d8 + 7d10 + 28 (99 hp); martial rank 13
Initiative:	+2	+12
Speed:	20' (4 squares), fly 80' (average)	20' (4 squares), fly 80' (good)
Armor Class:	13 (+2 Dex, +1 natural), touch 12, flat-footed 11	AC 23 (+5 Dex, +1 natural, +6 +3 <i>studded leather</i> , +1 <i>ring of protection</i> +1), touch 16, flat-footed 18
Base Attack/Grapple:	+7/+7	+13/+14; martial rank 13
Attack:	Club +7 melee (1d6)	+1 <i>frost composite longbow</i> (+1 Str bonus) +25 ranged (1d8+8/16–20/×3 plus 1d6 cold) or claw +15 melee (1d3+1)
Full Attack:	Club +7/+2 melee (1d6) and 2 claws +2 melee (1d3)	+1 <i>frost composite longbow</i> (+1 Str bonus) +25/+19/+14 ranged (1d8+8/16–20/×3 plus 1d6 cold) or 2 claws +15 melee (1d3+1)
Space/Reach:	5'/5'	5'/5'
Special Attacks:	Captivating song	Captivating song
Special Qualities:	Darkvision 60'	Darkvision 60', fighter abilities
Saves:	Fort +2, Ref +7, Will +6	Fort +9, Ref +12, Will +13
Abilities:	Str 10, Dex 15, Con 10, Int 7, Wis 12, Cha 17	Str 12, Dex 20, Con 14, Int 6, Wis 11, Cha 19
Skills:	Bluff +11, Intimidate +7, Listen +9, Perform (oratory) +5, Spot +5	Bluff +13, Climb +7, Craft (any one) +4, Handle Animal +10, Intimidate +13, Jump +7, Knowledge (history) +4, Knowledge (war) +4, Listen +15, Perform (oratory) +9, Ride +11, Sense Motive +6, Spot +15, Swim +7
Feats:	Alertness ^H , Dodge, Flyby Attack, Persuasive ^H	Alertness ^H , Flyby Attack, Improved Critical (composite longbow) ^F , Improved Flight, Improved Initiative ^F , Iron Will, Manyshot ^F , Persuasive ^H , Point Blank Shot, Rapid Shot ^F , Weapon Focus (composite longbow) ^F , Weapon Specialization (composite longbow) ^F
Environment:	Temperate marshes	Temperate marshes
Organization:	Solitary, pair, or flight (7–12)	Solitary
Challenge Rating:	4	11
Treasure:	Standard	Standard (including equipment)
Alignment:	Usually chaotic evil	Usually chaotic evil
Advancement:	By character class	By character class
Level Adjustment:	+3	+1 (originally +3)

Harpies like to entrance hapless travelers with their magical songs and lead them to unspeakable torments. Only when a harpy has finished playing with its new “toys” will it release them from suffering by killing and consuming them.

COMBAT

When a harpy engages in battle, it prefers to use Flyby Attack and strike with a melee weapon.

Captivating Song (Su): The most insidious ability of the harpy is its song. When a harpy sings, all creatures (other than harpies) within a 300' spread must succeed on a DC 16 Will save or become captivated. This is a sonic mind-affecting charm effect. A creature that successfully saves cannot be affected again by the same harpy's song for 24 hours. The save DC is Charisma-based.

A captivated victim walks toward the harpy, taking the most direct route available. If the path leads into a dangerous area (through flame, off a cliff, or the like), that creature gets a second saving throw. Captivated creatures can take no actions other than to defend themselves. (Thus, a fighter cannot run away or attack but takes no defensive penalties.) A victim within 5 feet of the harpy stands there and offers no resistance to the monster's attacks. The effect continues for as long as the harpy sings and for 1 round thereafter. A bard's countersong ability allows the captivated creature to attempt a new Will save.

Skills: Harpies have a +4 racial bonus on Bluff and Listen checks.

Harpy Archer

A cruel hunter and roaming brigand, the harpy archer has trained as a fighter specializing in ranged combat. Harpy archers often become mercenaries, selling their services to the highest bidder. When not employed, they make ends meet as highway robbers, forcing merchant caravans to pay protection money.

COMBAT

Captivating Song (Su): Will DC 17 negates.

Fighter Abilities: The harpy archer's fighter class features include weapon aptitude, improved battle hardening, improved deflection, and hamstring (1/day, DC 16).

Possessions: +3 studded leather, +1 frost composite longbow (+1 Str bonus), 10 cold iron arrows, 10 silvered arrows, 5 +2 arrows, lesser bracers of archery, potion of cure moderate wounds, potion of cat's grace, cloak of resistance +2, ring of protection +1. (Different harpy archers may have different possessions.)

Hell Hound

	Hellhound	Nessian Warhound
	Medium Outsider (Evil, Extraplanar, Fire, Lawful)	Large Outsider (Evil, Extraplanar, Fire, Lawful)
Hit Dice:	4d8+4 (22 hp)	12d8+60 (114 hp)
Initiative:	+5	+9
Speed:	40' (8 squares)	40' (8 squares)
Armor Class:	16 (+1 Dex, +5 natural), touch 11, flat-footed 15	24 (-1 size, +2 Dex, +7 natural, +6 +2 chain shirt barding), touch 11, flat-footed 22
Base Attack/Grapple:	+4/+5	+12/+24
Attack:	Bite +5 melee (1d8+1 plus 1d6 fire)	Bite +23 melee (2d6+12/16-20 plus 1d8 fire)
Full Attack:	Bite +5 melee (1d8+1 plus 1d6 fire)	Bite +23 melee (2d6+12/16-20 plus 1d8 fire)
Space/Reach:	5'/5'	10'/10'
Special Attacks:	Breath weapon, fiery bite	Breath weapon, fiery bite
Special Qualities:	Darkvision 60', immunity to fire, scent, vulnerability to cold	Darkvision 60', immunity to fire, scent, vulnerability to cold
Saves:	Fort +5, Ref +5, Will +4	Fort +13, Ref +10, Will +9
Abilities:	Str 13, Dex 13, Con 13, Int 6, Wis 10, Cha 6	Str 26, Dex 14, Con 20, Int 4, Wis 12, Cha 6
Skills:	Hide +13, Jump +12, Listen +7, Move Silently +13, Spot +7, Survival +7*	Hide +19, Jump +19, Listen +18, Move Silently +23, Spot +18, Survival +8*, Tumble +3
Feats:	Improved Initiative, Run, Track ^B	Alertness ^H , Improved Critical (bite), Improved Initiative, Stealthy ^H , Track, Weapon Focus (bite)

Environment:	A lawful evil-aligned plane	A lawful evil plane
Organization:	Solitary, pair, or pack (5–12)	Solitary, pair, or pack (1–2 Nessian warhounds and 5–12 hell hounds)
Challenge Rating:	3	9
Treasure:	None	+2 <i>chain shirt barding</i>
Alignment:	Always lawful evil	Always lawful evil
Advancement:	5–8 HD (Medium); 9–12 HD (Large)	13–17 HD (Large); 18–24 HD (Huge)
Level	+3 (cohort)	+4 (cohort)
Adjustment:		

A typical hell hound stands 4-1/2 feet high at the shoulder and weighs 120 pounds.

Hell hounds do not speak but understand Infernal.

COMBAT

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 evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Breath Weapon (Su): 10' cone, once every 2d4 rounds, damage 2d6 fire, Reflex DC 13 half. The save DC is Constitution-based.

Fiery Bite (Su): A hell hound deals an extra 1d6 points of 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 Hide and Move Silently checks. *They also receive a +8 racial bonus on Survival checks when tracking by scent, due to their keen sense of smell.

Nessian Warhound

Nessian warhounds are coalblack mastiffs the size of draft horses, often fitted with shirts of infernal chainmail. Nessian warhounds resemble hell hounds, except as otherwise noted.

Breath Weapon (Su): 10' cone, once every 2d4 rounds, damage 3d6 fire, Reflex DC 21 half. The save DC is Constitution-based.

Fiery Bite (Su): A Nessian warhound deals an extra 1d8 points of fire damage every time it bites an opponent, as if its bite were a flaming weapon.

Hippogriff

	Large Magical Beast
Hit Dice:	3d10+9 (25 hp)
Initiative:	+2
Speed:	50' (10 squares), fly 100' (average)
Armor Class:	15 (–1 size, +2 Dex, +4 natural), touch 11, flat-footed 13
Base Attack/Grapple:	+3/+11
Attack:	Claw +6 melee (1d4+4)
Full Attack:	2 claws +6 melee (1d4+4) and bite +1 melee (1d8+2)
Space/Reach:	10'/5'
Special Attacks:	—
Special Qualities:	Darkvision 60', low-light vision, scent
Saves:	Fort +6, Ref +5, Will +2
Abilities:	Str 18, Dex 15, Con 16, Int 2, Wis 13, Cha 8
Skills:	Listen +4, Spot +8
Feats:	Dodge, Wingover

Environment:	Temperate hills
Organization:	Solitary, pair, or flight (7–12)
Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral
Advancement:	4–6 HD (Large); 7–9 HD (Huge)
Level Adjustment:	—

Hippogriffs are aggressive flying creatures that combine features of horses and giant eagles. Voracious omnivores, hippogriffs will hunt humanoids as readily as any other meal. A typical hippogriff is 9 feet long, has a wingspan of 20 feet, and weighs 1,000 pounds.

COMBAT

Hippogriffs dive at their prey and strike with their clawed forelegs. When they cannot dive, they slash with claws and beak. Mated pairs and flights 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.

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

TRAINING A HIPPOGRIFF

A hippogriff requires training before it can bear a rider in combat.

Training a hippogriff requires six weeks of work and a DC 25 Handle Animal check. Riding a hippogriff requires an exotic saddle. A hippogriff can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Hippogriff eggs are worth 2,000 gp apiece on the open market, while young are worth 3,000 gp each. Professional trainers charge 1,000 gp to rear or train a hippogriff.

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.

Hobgoblin

Hobgoblin, 1st-Level Warrior	
	Medium Humanoid (Goblinoid)
Hit Dice:	1d8+2 (6 hp)
Initiative:	+1
Speed:	30' (6 squares)
Armor Class:	16 (+1 Dex, +3 studded leather, +2 light shield), touch 11, flat-footed 15
Base Attack/Grapple:	+1/+2
Attack:	Longsword +2 melee (1d8+1/19–20) or javelin +2 ranged (1d6+1)
Full Attack:	Longsword +2 melee (1d8+1/19–20) or javelin +2 ranged (1d6+1)
Space/Reach:	5'/5'
Special Attacks:	—
Special Qualities:	Darkvision 60'
Saves:	Fort +4, Ref +1, Will –1
Abilities:	Str 13, Dex 13, Con 14, Int 10, Wis 9, Cha 8
Skills:	Hide +5, Listen +2, Move Silently +5, Spot +2
Feats:	Alertness ^H , Stealthy ^H
Environment:	Warm hills
Organization:	Gang (4–9), band (10–100 plus 50% noncombatants plus 1 3rd-level sergeant per 20 adults and 1 leader of 4th–6th level), warband (10–24), or tribe (30–300 plus 50% noncombatants plus 1 3rd-level sergeant per 20 adults, 1 or 2 lieutenants of 4th or 5th level, 1 leader of 6th–8th level, 2–4 dire wolves, and 1–4 ogres or 1–2 trolls)
Challenge Rating:	0
Treasure:	Standard
Alignment:	Usually lawful evil
Advancement:	By character class
Level Adjustment:	+1

Hobgoblins are larger cousins of goblins. Hobgoblins' hair color ranges from dark reddish-brown to dark gray. They have dark orange or red-orange skin. 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. Most hobgoblins encountered outside their homes are warriors; the information in the statistics block is for one of 1st level.

COMBAT

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.

Skills: Hobgoblins have a +4 racial bonus on Move Silently checks.

The hobgoblin warrior presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

Homunculus

	Tiny Construct
Hit Dice:	2d10 (11 hp)
Initiative:	+2
Speed:	20' (4 squares), fly 50' (good)
Armor Class:	14 (+2 Dex, +2 size), touch 14, flat-footed 12
Base Attack/Grapple:	+1/-8
Attack:	Bite +2 melee (1d4-1 plus poison)
Full Attack:	Bite +2 melee (1d4-1 plus poison)
Space/Reach:	2-1/2'/0'
Special Attacks:	Poison
Special Qualities:	Construct traits, darkvision 60', low-light vision
Saves:	Fort +0, Ref +4, Will +1
Abilities:	Str 8, Dex 15, Con —, Int 10, Wis 12, Cha 7
Skills:	Hide +14, Listen +4, Spot +4
Feats:	Lightning Reflexes
Environment:	Any
Organization:	Solitary
Challenge Rating:	1
Treasure:	None
Alignment:	Any (same as creator)
Advancement:	3-6 HD (Tiny)
Level Adjustment:	—

A homunculus is a miniature servant created by a wizard. These creatures are weak combatants but make effective spies, messengers, and scouts. A homunculus's creator determines its precise features. Homunculi are little more than tools designed to carry out assigned tasks. They are extensions of their creators, sharing the same alignment and basic nature. A homunculus cannot speak, but the process of creating one links it telepathically with its creator.

It knows what its master knows and can convey to him or her everything it sees and hears, out to a distance of 1,500'. 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 2d10 points of 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.

COMBAT

Homunculi land on their victims and bite with their venomous fangs.

Poison (Ex): Injury, Fortitude DC 13, initial damage sleep for 1 minute, secondary damage sleep for another 5d6 minutes. The save DC is Constitution-based and includes a +2 racial bonus.

CONSTRUCTION

A homunculus is shaped from a mixture of clay, ashes, mandrake root, spring water, and one pint of the creator's own blood. The materials cost 50 gp. The creature's master may assemble the body or hire someone else to do the job. Creating the body requires a DC 12 Craft (sculpting) check or a DC 12 Craft (pottery) check.

After the body is sculpted, it is animated through an extended magical ritual that requires a specially prepared laboratory or workroom, similar to an alchemist's laboratory and costing 500 gp to establish. If the creator is personally constructing the creature's body, the building and ritual can be performed together.

A homunculus with more than 2 Hit Dice can be created, but each additional Hit Die adds +2,000 gp to the cost to create.

Craft Construct, *arcane eye*, *mirror image*, *mending*, *caster* must be at least 4th level; Price — (never sold); Cost 1,050 gp + 78 magical essence.

Howler

	Large Outsider (Chaotic, Evil, Extraplanar)
Hit Dice:	6d8+12 (39 hp)
Initiative:	+8
Speed:	60' (12 squares)
Armor Class:	17 (–1 size, +3 Dex, +5 natural), touch 12, flat-footed 14
Base Attack/Grapple:	+6/+15
Attack:	Bite +10 melee (2d8+5)
Full Attack:	Bite +10 melee (2d8+5) and 1d4 quills +5 melee (1d6+2)
Space/Reach:	10'/5'
Special Attacks:	Quills, howl
Special Qualities:	Darkvision 60'
Saves:	Fort +7, Ref +8, Will +7
Abilities:	Str 21, Dex 17, Con 15, Int 6, Wis 14, Cha 8
Skills:	Climb +14, Hide +10, Listen +13, Move Silently +14, Search +7, Spot +13, Survival +2 (+4 following tracks)
Feats:	Alertness ^H , Combat Reflexes, Improved Initiative, Stealthy ^H
Environment:	A chaotic-aligned plane
Organization:	Solitary, gang (2–4), or pack (6–10)
Challenge Rating:	3
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	7–9 HD (Large); 11–18 HD (Huge)
Level Adjustment:	—

Howlers live on planes where chaos and evil hold sway. A howler is about 8 feet long and weighs about 2,000 pounds. Although they are surprisingly intelligent, howlers do not speak—they only howl. If there is a language within the howls, as some have suggested, even spells cannot decipher it. Howlers understand Abyssal.

COMBAT

Howlers attack in groups, for they are cowardly and cruel. They prefer to charge into combat, race out, and then charge in again. A howler's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

Quills (Ex): A howler's neck bristles with long quills. While biting, the creature thrashes about, striking with 1d4 of them. An opponent hit by a howler's quill attack must succeed on a DC 16 Reflex save or have the quill break off in his or her flesh. Lodged quills impose a –1 penalty on attacks, saves, and checks per quill. The save DC is Dexterity-based.

A quill can be removed safely with a DC 20 Heal check; otherwise, removing a quill deals an extra 1d6 points of damage.

Howl (Ex): All beings other than outsiders that hear the creature's howling for an hour or longer are subject to its effect, though it does not help the howler in combat. Anyone within hearing range of a howler for a full hour must succeed on a DC 12 Will save or take 1 point of Wisdom damage. The save DC is Charisma-based. The save must be repeated for each hour of exposure. This is a sonic mind-affecting effect.

TRAINING A HOWLER

Although intelligent, a howler requires training before it can bear a rider in combat. To be trained, a howler must have a friendly attitude toward the trainer (this can be achieved through a successful Diplomacy check). Training a friendly howler requires six weeks of work and a DC 25 Handle Animal check. Riding a howler requires an exotic saddle. A howler can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Carrying Capacity: A light load for a howler is up to 460 pounds; a medium load, 461–920 pounds; and a heavy load, 921–1,380 pounds. A howler can drag 6,900 pounds.

Human

Human, 1st-Level Warrior	
	Medium Humanoid (Human)
Hit Dice:	1d8+1 (5 hp)
Initiative:	+3
Speed:	30' (46 squares)
Armor Class:	15 (+3 studded leather, +2 light shield), touch 10, flat-footed 15
Base Attack/Grapple:	+1/+2
Attack:	Longsword +3 melee (1d8+1/19–20) or light crossbow +1 ranged (1d8/19–20)
Full Attack:	Longsword +3 melee (1d8+1/19–20) or light crossbow +1 ranged (1d8/19–20)
Space/Reach:	5'/5'
Special Attacks:	—
Special Qualities:	—
Saves:	Fort +3, Ref +0, Will -1
Abilities:	Str 13, Dex 10, Con 12, Int 11, Wis 9, Cha 8
Skills:	Climb +5, Handle Animal +0, Intimidate +0, Jump +5, Ride +4, Swim +2
Feats:	Improved Initiative, Weapon Focus (longsword)
Environment:	Any
Organization:	Company (2–4), squad (11–20 plus 2 3rd-level sergeants and 1 leader of 3rd–6th level), or band (30–100 plus 100% noncombatants plus 1 3rd-level sergeant per 20 adults, 5 5th-level lieutenants, 3 7th-level captains, 5–10 light warhorses)
Challenge Rating:	0
Treasure:	Standard
Alignment:	Any
Advancement:	By character class
Level Adjustment:	+0

Humans are the most varied of races, showing a wide range of height, weight, and coloration. Most humans encountered outside their home are warriors; the information in the statistics block is for one of 1st level.

COMBAT

Humans vary in personality, and approach to danger as much as they adapt to their environments. They typically work well in groups, using appropriate combat strategies, but individualism is also common, which can lead to unpredictability and disorganization as well as novel and unusual tactics.

Hydra

	Five-Headed Hydra	Six-Headed Hydra	Seven-Headed Hydra
	Huge Magical Beast	Huge Magical Beast	Huge Magical Beast
Hit Dice:	5d10+30 (57 hp)	6d10+36 (69 hp)	7d10+42 (81 hp)
Initiative:	+1	+1	+1
Speed:	20' (4 squares), swim 20'	20' (4 squares), swim 20'	20' (4 squares), swim 20'
Armor Class:	15 (–2 size, +1 Dex, +6 natural), touch 9, flat-footed 14	16 (–2 size, +1 Dex, +7 natural), touch 9, flat-footed 15	17 (–2 size, +1 Dex, +8 natural), touch 9, flat-footed 16
Base Attack/Grapple:	+5/+16	+6/+17	+7/+19

Attack:	5 bites +6 melee (1d10+3)	6 bites +9 melee (1d10+3)	7 bites +11 melee (1d10+4)
Full Attack:	5 bites +6 melee (1d10+3)	6 bites +9 melee (1d10+3)	7 bites +11 melee (1d10+4)
Space/Reach:	15'/10'	15'/10'	15'/10'
Special Attacks:	—	—	—
Special Qualities:	Darkvision 60', fast healing 15, low-light vision, scent	Darkvision 60', fast healing 16, low-light vision, scent	Darkvision 60', fast healing 17, low-light vision, scent
Saves:	Fort +9, Ref +5, Will +4	Fort +10, Ref +6, Will +5	Fort +10, Ref +6, Will +5
Abilities:	Str 17, Dex 12, Con 20, Int 2, Wis 10, Cha 9	Str 17, Dex 12, Con 20, Int 2, Wis 10, Cha 9	Str 19, Dex 12, Con 20, Int 2, Wis 10, Cha 9
Skills:	Listen +6, Spot +6, Swim +11	Listen +6, Spot +7, Swim +11	Listen +7, Spot +7, Swim +12
Feats:	Combat Reflexes ^B , Iron Will, Toughness	Combat Reflexes ^B , Iron Will, Toughness, Weapon Focus (bite)	Combat Reflexes ^B , Iron Will, Toughness, Weapon Focus (bite)
Environment:	Temperate marshes (Pyro: Warm marshes) (Cryo: Cold marshes)	Temperate marshes (Pyro: Warm marshes) (Cryo: Cold marshes)	Temperate marshes (Pyro: Warm marshes) (Cryo: Cold marshes)
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	4 (normal); 6 (pyro- or cryo-)	5 (normal); 7 (pyro- or cryo-)	6 (normal); 8 (pyro- or cryo-)
Treasure:	1/10 coins; 50% goods; 50% items	1/10 coins; 50% goods; 50% items	1/10 coins; 50% goods; 50% items
Alignment:	Usually neutral	Usually neutral	Usually neutral
Advancement:	—	—	—
Level Adjustment:	—	—	—

	Eight-Headed Hydra	Nine-Headed Hydra	Ten-Headed Hydra
	Huge Magical Beast	Huge Magical Beast	Huge Magical Beast
Hit Dice:	8d10+48 (92 hp)	9d10+54 (103 hp)	10d10+60 (115 hp)
Initiative:	+1	+1	+1
Speed:	20' (4 squares), swim 20'	20' (4 squares), swim 20'	20' (4 squares), swim 20'
Armor Class:	18 (–2 size, +1 Dex, +9 natural), touch 9, flat-footed 17	19 (–2 size, +1 Dex, +10 natural), touch 9, flat-footed 18	20 (–2 size, +1 Dex, +11 natural), touch 9, flat-footed 19
Base Attack/Grapple:	+8/+20	+9/+22	+10/+23
Attack:	8 bites +13 melee (1d10+4)	9 bites +15 melee (1d10+5)	10 bites +16 melee (1d10+5)
Full Attack:	8 bites +13 melee (1d10+4)	9 bites +15 melee (1d10+5)	10 bites +16 melee (1d10+5)
Space/Reach:	15'/10'	15'/10'	15'/10'
Special Attacks:	—	—	—
Special Qualities:	Darkvision 60', fast healing 18, low-light vision, scent	Darkvision 60', fast healing 19, low-light vision, scent	Darkvision 60', fast healing 20, low-light vision, scent
Saves:	Fort +11, Ref +7, Will +6	Fort +11, Ref +7, Will +7	Fort +12, Ref +8, Will +5
Abilities:	Str 19, Dex 12, Con 20, Int 2, Wis 10, Cha 9	Str 21, Dex 12, Con 20, Int 2, Wis 10, Cha 9	Str 21, Dex 12, Con 20, Int 2, Wis 10, Cha 9
Skills:	Listen +7, Spot +8, Swim +12	Listen +8, Spot +8, Swim +13	Listen +8, Spot +9, Swim +13
Feats:	Combat Reflexes ^B , Iron Will, Toughness, Weapon Focus (bite)	Blind-Fight, Combat Reflexes ^B , Iron Will, Toughness, Weapon Focus (bite)	Blind-Fight, Combat Reflexes ^B , Iron Will, Toughness, Weapon Focus (bite)
Environment:	Temperate marshes (Pyro: Warm marshes) (Cryo: Cold marshes)	Temperate marshes (Pyro: Warm marshes) (Cryo: Cold marshes)	Temperate marshes (Pyro: Warm marshes) (Cryo: Cold marshes)
Organization:	Solitary	Solitary	Solitary

Challenge Rating:	7 (normal); 9 (pyro- or cryo-)	8 (normal); 10 (pyro- or cryo-)	9 (normal); 11 (pyro- or cryo-)
Treasure:	1/10 coins; 50% goods; 50% items	1/10 coins; 50% goods; 50% items	1/10 coins; 50% goods; 50% items
Alignment:	Usually neutral	Usually neutral	Usually neutral
Advancement:	—	—	—
Level Adjustment:	—	—	—

	Eleven-Headed Hydra	Twelve-Headed Hydra
	Huge Magical Beast	Huge Magical Beast
Hit Dice:	11d10+66 (126 hp)	12d10+72 (138 hp)
Initiative:	+1	+1
Speed:	20' (4 squares), swim 20'	20' (4 squares), swim 20'
Armor Class:	21 (-2 size, +1 Dex, +12 natural), touch 9, flat-footed 20	22 (-2 size, +1 Dex, +13 natural), touch 9, flat-footed 21
Base Attack/Grapple:	+11/+25	+12/+26
Attack:	11 bites +18 melee (1d10+6)	12 bites +20 melee (2d8+6)
Full Attack:	11 bites +18 melee (1d10+6)	12 bites +20 melee (2d8+6)
Space/Reach:	15'/10'	15'/10'
Special Attacks:	—	—
Special Qualities:	Darkvision 60', fast healing 21, low-light vision, scent	Darkvision 60', fast healing 22, low-light vision, scent
Saves:	Fort +12, Ref +8, Will +7	Fort +13, Ref +9, Will +9
Abilities:	Str 23, Dex 12, Con 20, Int 2, Wis 10, Cha 9	Str 23, Dex 12, Con 20, Int 2, Wis 10, Cha 9
Skills:	Listen +9, Spot +9, Swim +14	Listen +9, Spot +10, Swim +14
Feats:	Blind-Fight, Combat Reflexes ^B , Iron Will, Toughness, Weapon Focus (bite)	Blind-Fight, Combat Reflexes ^B , Improved Natural Attack (bite), Iron Will, Toughness, Weapon Focus (bite)
Environment:	Temperate marshes (Pyro: Warm marshes) (Cryo: Cold marshes)	Temperate marshes (Pyro: Warm marshes) (Cryo: Cold marshes)
Organization:	Solitary	Solitary
Challenge Rating:	10 (normal); 12 (pyro- or cryo-)	11 (normal); 13 (pyro- or cryo-)
Treasure:	1/10 coins; 50% goods; 50% items	1/10 coins; 50% goods; 50% items
Alignment:	Usually neutral	Usually neutral
Advancement:	—	—
Level Adjustment:	—	—

Hydras are reptile-like monsters 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. It is about 20 feet long and weighs about 4,000 pounds. Hydras do not speak.

COMBAT

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 its heads or by slaying its body. To sever a head, an opponent must make a successful sunder attempt with a slashing weapon. (The player should declare where the attack is aimed before making the attack roll.) Making a sunder attempt provokes an attack of opportunity unless the foe has the Improved Sunder feat. An opponent can strike at a hydra's heads from any position in which he could strike at the hydra itself, because the hydra's head writhe and whip about in combat. An opponent can ready an action to attempt to sunder a hydra's head when the creature bites at him. Each of a hydra's heads has hit points equal to the creature's full normal hit point total, divided by its original number of heads. Losing a head deals damage to the body equal to half the head's full normal hit points. A natural reflex seals the neck shut to prevent further blood loss. A hydra can no longer attack with a severed head but takes no other penalties.

Each time a head is severed, two new heads spring from the stump in 1d4 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 a severed head from growing back into two heads, at least 5 points of fire or acid damage must be dealt to the stump (a touch attack to hit) before the new heads appear. A flaming weapon (or similar effect) deals its energy 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 below) 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 magical 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.

Fast Healing (Ex): Each round, a hydra heals damage equal to 10 + the number of its original heads.

Skills: Hydras have a +2 racial bonus on Listen and Spot 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.

Feats: A hydra's Combat Reflexes feat allows it to use all its heads for each attack of opportunity.

Pyrohydra

Huge Magical 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 1d4 rounds. Each jet deals 3d6 points of fire damage per head. A successful Reflex save halves the damage. The save DC is 10 + 1/2 hydra's original number of heads + hydra's Con modifier.

Fire attacks cannot prevent a pyrohydra's stump from growing new heads (since a pyrohydra has immunity to fire), but 5 points of cold damage does.

Cryohydra

Huge Magical 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 1d4 rounds. Each jet deals 3d6 points of cold damage per head. A successful Reflex save halves the damage. The save DC is 10 + 1/2 hydra's original number of heads + hydra's Con modifier.

Cold attacks cannot prevent a cryohydra's stump from growing new heads (since a cryohydra has immunity to cold), but 5 points of fire damage does.

Inevitable

Inevitables are constructs whose sole aim is to enforce the natural laws of the universe.

Each type of inevitable is designed to find and punish a particular kind of transgression, hunting down a person or group that has violated a fundamental principle. When an inevitable is created, it receives its first mission, then finds the transgressors and metes out appropriate punishment. The sentence is usually death, although some inevitables insist on compensation to the wronged party instead, using *geas* and *mark of justice* to ensure compliance. From its first step, an inevitable focuses totally on its target. It continues its efforts no matter how cold the trail or hopeless the task. Inevitables are single-minded in pursuit of their quarry, but they are under orders to leave innocents alone. Accomplices to their prey are fair game, however, which sometimes creates conflicts within their programming.

Inevitables gladly sacrifice themselves to complete a mission, but they aren't suicidal. Faced with impending defeat, they are likely to withdraw and seek a way to even the odds. They are determined but patient foes. They ally with others if that helps accomplish their mission, but they have a hard time keeping allies for long.

Inevitables tend to stick out in a crowd while they're in observation mode, but they seem oblivious to the attention. Their forms vary, but all inevitables are gold-and-silver clockwork creatures, with gears and pistons where muscles would be on flesh-and-blood creatures. Their eyes glow with a golden radiance.

Note that unlike most constructs, inevitables have an Intelligence score and can think, learn, and remember.

Inevitables speak Abyssal, Celestial, Infernal, and the native language of their first target.

COMBAT

Unless their very existence is threatened, inevitables focus completely on the transgressor they've been assigned to, ignoring other combatants completely. An inevitable might attack anyone who hinders its progress, but it won't tarry beyond the point where it can reengage its quarry. Inevitables take self-defense very seriously; anyone who attacks an inevitable with what the creature perceives as deadly force is met with deadly force in return.

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

Fast Healing (Ex): An inevitable heals a certain amount of damage each round (specified in each variety's description) as long as it has at least 1 hit point. However, damage dealt by chaotic weapons heals at the normal rate.

Kolyarut

Medium Construct (Extraplanar, Lawful)

Hit Dice:	13d10+20 (91 hp)
Initiative:	+1
Speed:	20' in banded mail (4 squares); base speed 30'
Armor Class:	27 (+1 Dex, +10 natural, +6 banded mail) touch 11, flat-footed 26
Base Attack/Grapple:	+9/+11
Attack:	Vampiric touch +11 melee touch (5d6) or enervation ray +10 ranged touch (as spell) or +2 <i>longsword</i> +13 melee (1d8+5/19–20) or slam +11 melee (1d6+3)
Full Attack:	Vampiric touch +11/+6 melee touch (5d6) or enervation ray +10 ranged touch (as spell) or +2 <i>longsword</i> +13/+8 melee (1d8+5/19–20) or slam +11/+6 melee (1d6+3)
Space/Reach:	5'/5'
Special Attacks:	Enervation ray, spell-like abilities, vampiric touch
Special Qualities:	Construct traits, damage reduction 10/chaotic, darkvision 60', fast healing 5, low-light vision, spell resistance 22
Saves:	Fort +8, Ref +9, Will +7
Abilities:	Str 14, Dex 13, Con —, Int 10, Wis 17, Cha 16
Skills:	Diplomacy +5, Disguise +12, Gather Information +12, Listen +11, Search +5, Sense Motive +12, Spot +11, Survival +3 (+5 following tracks)
Feats:	Alertness ^H , Combat Casting, Great Fortitude, Lightning Reflexes, Metamagic Spell-Like Ability (quicken <i>suggestion</i>), Quicken Spell Receptivity ^H
Environment:	A lawful-aligned plane
Organization:	Solitary
Challenge Rating:	12
Treasure:	None
Alignment:	Always lawful neutral
Advancement:	14–22 HD (Medium); 23–39 HD (Large)
Level Adjustment:	—

Kolyaruts mete out punishment to those who break bargains and oaths.

Before beginning a mission against a deal-breaker, a kolyarut learns as much about the contract or oath as possible. It's not interested in those who break deals accidentally or against their will— only those who willingly break contracts violate the principle that kolyaruts are created to uphold. If a written contract was broken, the kolyarut typically carries a copy of the contract with it.

Kolyaruts are the most talkative of the inevitables, making credible attempts at social niceties such as proper greetings before getting down to the matter at hand. They can use *disguise self* to appear as almost any kind of humanoid—useful if they need to go undercover to catch their quarry.

COMBAT

Like all inevitables, a kolyarut is patient enough to study a target before striking. It has a good idea of the deal-breaker's abilities and defenses before it enters battle. When it fights, it tries to get the conflict over as soon as possible, minimizing excess bloodshed and mayhem. It doesn't let concern for innocents delay or endanger its mission, however.

A kolyarut's favorite tactic is to use *invisibility* or *disguise self* to sneak close, then eliminate the quarry with its vampiric

touch ability before it can react. A kolyarut has no compunctions about using its vampiric touch ability on allies to increase its own power, if doing so helps it complete its mission.

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

Enervation Ray (Su): A kolyarut can fire a black enervation ray at targets within 200'. The effect is identical with the *enervation* spell (caster level 13th).

Spell-Like Abilities: At will—*discern lies* (DC 17), *disguise self*, *fear* (DC 17), *hold person* (DC 16), *invisibility*, *locate creature*, *suggestion* (DC 16); 1/day—*hold monster* (DC 17), *mark of justice*; 1/week—*geas/quest*. Caster level 13th. The save DCs are Charisma-based.

Vampiric Touch (Su): As a melee touch attack, a kolyarut can steal life force from its foe, as the *vampiric touch* spell (caster level 13th).

Skills: A kolyarut has a +4 racial bonus on Disguise, Gather Information, and Sense Motive checks.

Marut

	Large Construct (Extraplanar, Lawful)
Hit Dice:	15d10+30 (112 hp)
Initiative:	+1
Speed:	30' in full plate armor (6 squares); base speed 40'
Armor Class:	34 (–1 size, +1 Dex, +16 natural, +8 full plate armor), touch 10, flat-footed 33
Base Attack/Grapple:	+11/+27
Attack:	Slam +22 melee (2d6+12 plus 3d6 sonic or 3d6 electricity)
Full Attack:	2 slams +22 melee (2d6+12 plus 3d6 sonic or 3d6 electricity)
Space/Reach:	10'/10'
Special Attacks:	Fists of thunder and lightning, spell-like abilities
Special Qualities:	Construct traits, damage reduction 15/chaotic, darkvision 60', fast healing 10, low-light vision, spell resistance 25
Saves:	Fort +9, Ref +6, Will +8
Abilities:	Str 35, Dex 13, Con —, Int 12, Wis 17, Cha 18
Skills:	Concentration +13, Diplomacy +6, Knowledge (religion) +10, Listen +16, Search +10, Sense Motive +12, Spot +16, Survival +3 (+5 following tracks)
Feats:	Ability Focus (fists), Awesome Blow, Combat Casting, Great Fortitude, Improved Bull Rush, Power Attack
Environment:	A lawful-aligned plane
Organization:	Solitary
Challenge Rating:	15
Treasure:	None
Alignment:	Always lawful neutral
Advancement:	16–28 HD (Large); 29–45 HD (Huge)
Level Adjustment:	—

Maruts confront those who would try to deny the grave itself.

Any who use unnatural means to extend their life span could be targeted by a marut. Those who take extraordinary measures to cheat death in some other way might be labeled transgressors as well. Those who use magic to reverse death aren't worthy of a marut's attention unless they do so repeatedly or on a massive scale.

When a marut has identified its target, it walks surely and implacably toward the foe, never resting.

COMBAT

Once it has found its target, a marut brings it the death it has been trying to avoid. Those who defile death through necromancy may instead receive a *geas* and/or *mark of justice* to enforce proper respect. It typically uses *wall of force* to shut off any escape routes, then opens up with *chain lightning* while it closes to melee range. Once there, it strikes with its massive fists, using *circle of death* if beset by numbers of defenders. It hits spellcasting opponents with repeated uses of *greater dispel magic*, and it uses *dimension door* and *locate creature* to track down foes who flee.

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

Fists of Thunder and Lightning (Su): A marut's left fist delivers a loud thunderclap whenever it hits something, dealing an extra 3d6 points of sonic damage and causing the target to be deafened for 2d6 rounds (Fortitude DC 31 negates the deafness). Its right fist delivers a shock for an extra 3d6 points of electricity damage, and the flash of lightning causes the target to be blinded for 2d6 rounds (Fortitude DC 31 negates the blindness). The save DCs are Strength-based and include the marut's Ability Focus feat.

Spell-Like Abilities: At will—*air walk, dimension door, fear* (DC 18), *greater command* (DC 19), *greater dispel magic, mass inflict light wounds* (DC 19), *locate creature, true seeing*; 1/day—*chain lightning* (DC 20), *circle of death* (DC 20), *mark of justice, wall of force*; 1/week—*earthquake* (DC 22), *geas/quest, plane shift* (DC 21). Caster level 14th. The save DCs are Charisma-based.

Skills: A marut has a +4 racial bonus on Concentration, Listen, and Spot checks.

Zeলেখত

	Large Construct (Extraplanar, Lawful)
Hit Dice:	8d10+30 (74 hp)
Initiative:	+0
Speed:	35' in plate barding (7 squares), fly 40' (average) in plate barding (8 squares); base speed 50', fly 60' (average)
Armor Class:	27 (−1 size, +10 natural, +8 plate barding), touch 9, flat-footed 27
Base Attack/Grapple:	+6/+15
Attack:	Spiked chain +10 melee (2d6+5 plus 1d6 electricity)
Full Attack:	2 spiked chains +10 melee (2d6+5 plus 1d6 electricity)
Space/Reach:	10'/10'
Special Attacks:	Spell-like abilities
Special Qualities:	Construct traits, damage reduction 10/chaotic, darkvision 60', fast healing 5, low-light vision, spell resistance 20
Saves:	Fort +5, Ref +2, Will +5
Abilities:	Str 21, Dex 11, Con —, Int 10, Wis 17, Cha 15
Skills:	Diplomacy +4, Listen +9, Search +9, Sense Motive +12, Spot +9, Survival +3 (+5 following tracks)
Feats:	Great Fortitude, Ride-By Attack, Spirited Charge
Environment:	A lawful-aligned plane
Organization:	Solitary
Challenge Rating:	9
Treasure:	None
Alignment:	Always lawful neutral
Advancement:	9–16 HD (Large); 17–24 HD (Huge)
Level Adjustment:	+7

Zeলেখতs are charged with hunting down those who would deny justice—especially those who flee to escape punishment. Expert trackers, they use a combination of natural skill and magic to find fugitives wherever they may hide.

A zeলেখত may initially appear rather non-threatening—but when it is about to enter combat, it can cause two spiked chains to spring forth from its forearms as a free action. In similar fashion, it can cause a pair of golden metallic wings to emerge from its back. Retracting the chains or the wings is also a free action.

COMBAT

Once it has found its fugitive, a zeলেখত uses its speed and its spell-like abilities to cover the most likely escape routes. Then it immobilizes any defenders while attempting to protect any innocent bystanders. Finally, it apprehends the fugitive with its spiked chains, tripping or disarming the foe as needed.

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

Spell-Like Abilities: At will—*clairaudience/clairvoyance, dimensional anchor, dispel magic, fear* (DC 16), *hold person*

(DC 15), *locate creature*, *true seeing*; 3/day—*hold monster* (DC 17), *mark of justice*; 1/week—*lesser geas* (DC 16). Caster level 8th. The save DCs are Charisma-based.

Skills: A zelekhut has a +4 racial bonus on Search and Sense Motive checks.

Feats: Due to its centaur-like construction, a zelekhut qualifies for feats as if it had the Mounted Combat feat.

Invisible Stalker

	Large Elemental (Air, Extraplanar)
Hit Dice:	8d8+16 (52 hp)
Initiative:	+9
Speed:	30' (6 squares), fly 30' (perfect)
Armor Class:	17 (–1 size, +4 Dex, +4 natural), touch 13, flat-footed 13
Base Attack/Grapple:	+6/+14
Attack:	Slam +11 melee (2d6+4)
Full Attack:	2 slams +11 melee (2d6+4)
Space/Reach:	10'/10'
Special Attacks:	—
Special Qualities:	Darkvision 60', elemental traits, natural invisibility, improved tracking
Saves:	Fort +4, Ref +10, Will +4
Abilities:	Str 18, Dex 19, Con 14, Int 14, Wis 15, Cha 11
Skills:	Listen +13, Move Silently +15, Search +13, Spot +13, Survival +2 (+4 following tracks)
Feats:	Combat Reflexes, Improved Initiative, Weapon Focus (slam)
Environment:	Elemental Plane of Air
Organization:	Solitary
Challenge Rating:	7
Treasure:	None
Alignment:	Usually neutral
Advancement:	9–12 HD (Large); 13–24 HD (Huge)
Level Adjustment:	—

Invisible stalkers are creatures native to the Elemental Plane of Air. They sometimes serve wizards and sorcerers, 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 *see invisibility* spell shows only a dim outline of a cloud, while a *true seeing* spell reveals a roiling cloud of vapor.

These creatures speak only Auran but can understand Common.

COMBAT

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.

Natural Invisibility (Su): This ability is constant, allowing a stalker to remain invisible even when attacking. This ability is inherent and not subject to the *invisibility purge* spell.

Improved Tracking (Ex): An invisible stalker is a consummate tracker and makes Spot checks instead of the usual Survival checks to trace a creature's passage.

Kobold

Kobold, 1st-Level Warrior

	Small Humanoid (Reptilian)
Hit Dice:	1d8 (4 hp)
Initiative:	+1
Speed:	30' (6 squares)
Armor Class:	15 (+1 size, +1 Dex, +1 natural, +2 leather), touch 12, flat-footed 14
Base Attack/Grapple:	+1/-4
Attack:	Spear +1 melee (1d6-1/x3) or sling +3 ranged (1d3)
Full Attack:	Spear +1 melee (1d6-1/x3) or sling +3 ranged (1d3)
Space/Reach:	5'/5'
Special Attacks:	—
Special Qualities:	Darkvision 60', light sensitivity
Saves:	Fort +2, Ref +1, Will -1
Abilities:	Str 9, Dex 13, Con 10, Int 10, Wis 9, Cha 8
Skills:	Craft (trapmaking) +2, Hide +8, Listen +2, Move Silently +4, Profession (miner) +2, Search +2, Spot +2
Feats:	Alertness ^H , Stealthy ^H
Environment:	Temperate forests
Organization:	Gang (4-9), band (10-100 plus 100% noncombatants plus 1 3rd-level sergeant per 20 adults and 1 leader of 4th-6th level), warband (10-24 plus 2-4 dire weasels), tribe (40-400 plus 1 3rd-level sergeant per 20 adults, 1 or 2 lieutenants of 4th or 5th level, 1 leader of 6th-8th level, and 5-8 dire weasels)
Challenge Rating:	-2
Treasure:	Standard
Alignment:	Usually lawful evil
Advancement:	By character class
Level Adjustment:	+0

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. Its tail is nonprehensile. 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.

COMBAT

Kobolds like to attack with overwhelming odds—at least two to one—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.

Light Sensitivity (Ex): Kobolds are dazzled in bright sunlight or within the radius of a *daylight* spell.

Skills: Kobolds have a +2 racial bonus on Craft (trapmaking), Profession (miner), and Search checks.

The kobold warrior presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

Challenge Rating: Kobolds with levels in NPC classes have a CR equal to their character level -3.

Kraaken

	Gargantuan Magical Beast (Aquatic)
Hit Dice:	20d10+200 (310 hp)
Initiative:	+9
Speed:	Swim 20' (4 squares)
Armor Class:	20 (-4 size, +14 natural), touch 6, flat-footed 20
Base Attack/Grapple:	+20/+44
Attack:	Tentacle +28 melee (2d8+12/14-20)
Full Attack:	2 tentacles +28 melee (2d8+12/14-20) and 6 arms +23 melee (1d6+6) and bite +23 melee

	(4d6+6)
Space/Reach:	20'/15' (60' with tentacle, 30' with arm)
Special Attacks:	Improved grab, constrict 2d8+12 or 1d6+6
Special Qualities:	Darkvision 60', ink cloud, jet, low-light vision, spell-like abilities
Saves:	Fort +21, Ref +12, Will +18
Abilities:	Str 34, Dex 10, Con 29, Int 21, Wis 20, Cha 20
Skills:	Concentration +21, Diplomacy +7, Hide +0, Intimidate +16, Knowledge (geography) +17, Knowledge (nature) +16, Listen +30, Search +28, Sense Motive +17, Spot +30, Survival +5 (+7 following tracks), Swim +20, Use Magic Device +16
Feats:	Alertness ^H , Blind-Fight, Combat Expertise, Improved Critical (tentacle), Improved Initiative, Improved Trip, Iron Will, Thick Skinned ^H
Environment:	Temperate aquatic
Organization:	Solitary
Challenge Rating:	12
Treasure:	Triple standard
Alignment:	Usually neutral evil
Advancement:	21–32 HD (Gargantuan); 33–60 HD (Colossal)
Level Adjustment:	—

Six of the beast's tentacles are shorter arms about 30 feet long; the remaining two are nearly 60 feet long and covered with barbs. Its beaklike mouth is located where the tentacles meet the lower portion of its body.

Krakens speak Common and Aquan.

COMBAT

Krakens strike their opponents with their barbed tentacles, then grab and crush with their arms or drag victims into their huge jaws. An opponent can make sunder attempts against a kraken's tentacles or arms as if they were weapons. A kraken's tentacles have 20 hit points, and its arms have 10 hit points. If a kraken is currently grappling a target with one tentacle or arm, it usually uses another limb to make its attack of opportunity against the sunder attempt. Severing a kraken's tentacle or arm deals damage to the kraken equal to half the limb's full normal hit points. A kraken usually withdraws from combat if it loses both tentacles or three of its arms. A kraken regrows severed limbs in 1d10+10 days.

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

Constrict (Ex): A kraken deals automatic arm or tentacle damage with a successful grapple check.

Jet (Ex): A kraken can jet backward once per round as a full-round action, at a speed of 280'. It must move in a straight line, but does not provoke attacks of opportunity while jetting.

Ink Cloud (Ex): 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.

Spell-Like Abilities: 1/day—*control weather*, *control winds*, *dominate animal* (DC 18), *resist energy*. Caster level 9th. The save DC is Charisma-based.

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.

Krenshar

	Medium Magical Beast
Hit Dice:	2d10 (11 hp)
Initiative:	+2
Speed:	40' (8 squares)
Armor Class:	15 (+2 Dex, +3 natural), touch 12, flat-footed 13

Base Attack/Grapple:	+2/+2
Attack:	Bite +2 melee (1d6)
Full Attack:	Bite +2 melee (1d6) and 2 claws +0 melee (1d4)
Space/Reach:	5'/5'
Special Attacks:	Scare
Special Qualities:	Darkvision 60', low-light vision, scent
Saves:	Fort +3, Ref +5, Will +1
Abilities:	Str 11, Dex 14, Con 11, Int 6, Wis 12, Cha 13
Skills:	Hide +4, Jump +9, Listen +3, Move Silently +6
Feats:	Multiattack, Track ^B
Environment:	Temperate forests
Organization:	Solitary, pair, or pride (6–10)
Challenge Rating:	1
Treasure:	None
Alignment:	Usually neutral
Advancement:	3–4 HD (Medium); 5–8 HD (Large)
Level Adjustment:	+2

The krenshar is a strange, catlike carnivore with extremely flexible skin on its head. A typical krenshar measures 4 or 5 feet in length with a long, narrow head. It weighs about 175 pounds.

COMBAT

Krenshars use solitary scouts to drive prey into the waiting clutches of the pride. The scout appears from hiding, uses its scare ability, then chases the fleeing target to join the attack.

Scare (Ex or Su): As a standard action, a krenshar can pull the skin back from its head, revealing the musculature and bony structures of its skull. This alone is usually sufficient to scare away foes (treat as a Bluff check with a +3 bonus).

Combining this scare ability with a loud screech produces an unsettling effect that works like a *scare* spell from a 3rd-level caster (Will DC 13 partial). A creature that successfully saves cannot be affected again by the same krenshar's scare ability for 24 hours. The shriek does not affect other krenshars. This is a supernatural, sonic mind-affecting fear effect. The save DC is Charisma-based.

Skills: Krenshars have a +4 racial bonus on Jump and Move Silently checks.

Lamia

	Large Magical Beast
Hit Dice:	9d10+9 (58 hp)
Initiative:	+2
Speed:	60' (12 squares)
Armor Class:	18 (–1 size, +2 Dex, +7 natural), touch 11, flat-footed 16
Base Attack/Grapple:	+9/+17
Attack:	Touch +12 melee (1d4 Wisdom drain) or dagger +12 melee (1d6+4/19–20) or claw +12 melee (1d4+4)
Full Attack:	Touch +12 melee (1d4 Wisdom drain); or dagger +12/+7 melee (1d6+4/19–20) and 2 claws +7 melee (1d4+2)
Space/Reach:	10'/5'
Special Attacks:	Spell-like abilities, Wisdom drain
Special Qualities:	Darkvision 60', low-light vision
Saves:	Fort +7, Ref +8, Will +9
Abilities:	Str 18, Dex 15, Con 12, Int 13, Wis 15, Cha 12
Skills:	Bluff +14, Concentration +10, Diplomacy +3, Disguise +1 (+3 acting), Hide +11, Intimidate +3, Spot +11
Feats:	Dodge, Iron Will, Mobility, Spring Attack
Environment:	Temperate deserts
Organization:	Solitary, pair, or gang (3–4)

Challenge Rating:	6
Treasure:	Standard
Alignment:	Usually chaotic evil
Advancement:	10–13 HD (Large); 14–27 HD (Huge)
Level Adjustment:	+4

A typical lamia is about 8 feet long and weighs about 700 pounds.

COMBAT

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 Spring Attack 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 dagger in one of its human hands and a pair of lion-like claws.

Spell-Like Abilities: 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). Caster level 9th. The save DCs are Charisma-based.

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 more susceptible to *charm monster* and *suggestion*.

Skills: Lamias have a +4 racial bonus on Bluff and Hide checks.

Lammasu

	Lammasu	Golden Protector (Celestial Half-Dragon Lammasu)
	Large Magical Beast	Large Dragon
Hit Dice:	7d10+21 (59 hp)	10d12+60 (125 hp)
Initiative:	+1	+3
Speed:	30' (6 squares), fly 60'(average)	30' (6 squares), fly 60'(average)
Armor Class:	20 (–1 size, +1 Dex, +10 natural), touch 10, flat-footed 19	29 (–1 size, +3 Dex, +14 natural, +2 <i>bracers of armor</i> +2, +1 <i>ring of protection</i> +1), touch 13, flat-footed 26
Base Attack/Grapple:	+7/+17	+10/+23
Attack:	Claw +12 melee (1d6+6)	Claw +21 melee (1d6+9)
Full Attack:	2 claws +12 melee (1d6+6)	Claw +21 melee (1d6+9) and bite +13 melee (1d8+4)
Space/Reach:	10'/5'	10'/5'
Special Attacks:	Pounce, rake 1d6+3, spells	Breath weapon, pounce, smite evil, rake 1d6+4, spells
Special Qualities:	Darkvision 60', low-light vision, magic circle against evil, spell-like abilities	Damage reduction 5/magic, darkvision 60', immunity to fire, <i>sleep</i> , and paralysis, low-light vision, magic circle against evil, resistance to acid 10, cold 10, and electricity 10, spell-like abilities, spell resistance 15
Saves:	Fort +8, Ref +9, Will +8	Fort +13, Ref +14, Will +12
Abilities:	Str 23, Dex 12, Con 17, Int 16, Wis 17, Cha 14	Str 28, Dex 17, Con 22, Int 18, Wis 20, Cha 18
Skills:	Concentration +13, Diplomacy +4, Knowledge (arcana) +13, Listen +13, Sense Motive +13, Spot +15	Concentration +19, Diplomacy +19, Knowledge (arcana) +17, Knowledge (the planes) +17, Listen +18, Search +17, Sense Motive +18, Spellcraft +19, Spot +20, Survival +18 (+20 other planes and tracking)
Feats:	Blind-Fight, Iron Will, Lightning Reflexes	Blind-Fight, Iron Will, Lightning Reflexes, Weapon Focus (claw)
Environment:	Temperate deserts	A lawful good plane

Organization:	Solitary	Solitary
Challenge Rating:	8	13
Treasure:	Standard	Standard
Alignment:	Always lawful good	Always lawful good
Advancement:	8–10 HD (Large); 11–21 HD (Huge)	11–30 HD (Huge)
Level Adjustment:	+5	+10

A typical lammasu is about 8 feet long and weighs about 500 pounds. Lammasus speak Common, Draconic, and Celestial.

COMBAT

A lammasu attacks with spells or its razor-sharp claws. It almost always enters combat if it observes a good creature being threatened by evil.

Spells: A lammasu casts spells as a 7th-level cleric, and can choose spells from the cleric spell list, plus any two of the following domains: Good, Healing, Knowledge, or Law.

Typical Cleric Spells Prepared (4/4/3/3/1; save DC 12 + spell level): 0—*detect magic, guidance, light, resistance*; 1st—*bless, detect alignment, divine favor, entropic shield*; 2nd—*bear's endurance, bull's strength, resist energy*; 3rd—*daylight, dispel magic, remove curse*; 4th—*neutralize poison*.

Magic Circle against Evil (Su): A lammasu radiates a continuous *magic circle against alignment* (evil) that affects a 20-foot radius.

Spell-Like Abilities: 2/day—*greater invisibility* (self only); 1/day—*dimension door*. Caster level 7th.

Pounce (Ex): If a lammasu charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +12 melee, damage 1d6+3.

Skills: Lammasus have a +2 racial bonus on Spot checks.

Golden Protector

(Celestial Half-Dragon Lammasu)

Child of a celestial lammasu and a gold dragon, the golden protector has migrated to the Material Plane to more actively combat evil.

COMBAT

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

Breath Weapon (Su): 30-foot cone, 1/day, damage 6d8 fire, Reflex DC 21 half.

Smite Evil (Su): Once per day a golden protector can make a normal melee attack to deal an extra 10 points of damage against an evil opponent.

Typical Cleric Spells Prepared (4/5/3/3/2; save DC 14 + spell level): 0—*detect magic, guidance, light, resistance*; 1st—*bless, detect evil, divine favor, entropic shield, protection from alignment*; 2nd—*bear's endurance, bull's strength, resist energy*; 3rd—*daylight, dispel magic, remove curse*; 4th—*dismissal, neutralize poison*.

Rake (Ex): Attack bonus +19 melee, damage 1d6+4.

Possessions: *Bracers of armor* +2, *ring of protection* +1. (Different golden protectors may have different possessions.)

Leonal

Medium Outsider (Extraplanar, Good)

Hit Dice:	12d8+60 (114 hp)
Initiative:	+3
Speed:	60' (12 squares)
Armor Class:	27 (+3 Dex, +14 natural)

Base	+12/+20
Attack/Grapple:	
Attack:	Claw +20 melee (1d6+8)
Full Attack:	2 claws +20 melee (1d6+8) and bite +15 melee (1d8+4)
Space/Reach:	5'/5'
Special Attacks:	Roar, pounce, improved grab, rake 1d6+8, spell-like abilities
Special Qualities:	Damage reduction 10/evil and silver, darkvision 60', immunity to electricity and petrification, lay on hands, lowlight vision, protective aura, resistance to cold 10 and sonic 10, speak with animals, spell resistance 28
Saves:	Fort +13 (+17 against poison), Ref +11, Will +10
Abilities:	Str 27, Dex 17, Con 20, Int 14, Wis 14, Cha 15
Skills:	Balance +22, Concentration +12, Diplomacy +4, Hide +22, Intimidate +10, Jump +35, Knowledge (any) +17, Listen +17, Move Silently +22, Sense Motive +17, Spot +17, Survival +17
Feats:	Ability Focus (roar), Dodge, Mobility, Spring Attack, Track
Environment:	A good-aligned plane.
Organization:	Solitary or pride (4–9)
Challenge Rating:	12
Treasure:	No coins; double goods; standard items
Alignment:	Always neutral good
Advancement:	13–18 HD (Medium); 19–36 HD (Large)
Level Adjustment:	—

COMBAT

Leonals like their battles as straightforward as can be. They begin with a roar to put their foes off balance, then follow up with a frenzy of claw and bite attacks. They closely coordinate with others in their pride, watching one another's flanks and setting up devastating attacks.

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

Roar (Su): A leonal can roar up to three times per day. Each roar releases a blast in a 60-foot cone that duplicates the effects of a *holy word* spell and deals an extra 2d6 points of sonic damage (Fortitude DC 20 negates). The save DC is Charisma-based.

Pounce (Ex): If a leonal charges a foe, it can make a full attack, including two rake attacks.

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

Rake (Ex): Attack bonus +20 melee, damage 1d6+8.

Spell-Like Abilities: At will—*alter form (aberrant)*, *alter form (animal)*, *alter form (anthropoid)*, *detect thoughts*, *fireball* (DC 15), *hold monster* (DC 17), *wall of force*; 3/day—*cure critical wounds* (DC 16), *neutralize poison*, *remove disease*; 1/day—*heal* (DC 18). Caster level 10th. The save DCs are Charisma-based.

Lay on Hands (Su): As the champion class feature, except that each day, a leonal can heal an amount of damage equal to its full normal hit points and can use this ability equally on itself or others.

Protective Aura (Su): Against attacks made or effects created by evil creatures, this ability provides a +4 deflection bonus to AC and a +4 resistance bonus on saving throws to anyone within 20 feet of the leonal. Otherwise, it functions as a *magic circle against evil* effect and a *lesser globe of invulnerability*, both with a radius of 20 feet (caster level equals leonal's HD). (The defensive benefits from the circle are not included in a leonal's statistics block.)

Speak with Animals (Su): This ability works like *speak with animals* (caster level 8th) but is a free action and does not require sound.

Skills: Leonals have a +4 racial bonus on Balance, Hide, and Move Silently checks.

Lillend

	Large Outsider (Chaotic, Extraplanar, Good)
Hit Dice:	7d8+14 (45 hp)
Initiative:	+3
Speed:	20' (4 squares), fly 70' (average)
Armor Class:	17 (-1 size, +3 Dex, +5 natural), touch 12, flat-footed 14
Base Attack/Grapple:	+7/+16
Attack:	Short sword +11 melee (1d8+5/19–20)
Full Attack:	Short sword +11/+6 melee (1d8+5/19–20) and tail slap +6 melee (2d6+2)
Space/Reach:	10'/10'
Special Attacks:	Constrict 2d6+5, improved grab, spells, spell-like abilities
Special Qualities:	Darkvision 60', immunity to poison, resistance to fire 10
Saves:	Fort +7, Ref +11, Will +8
Abilities:	Str 20, Dex 17, Con 15, Int 14, Wis 16, Cha 18
Skills:	Appraise +12, Concentration +12, Diplomacy +16, Knowledge (arcana) +12, Listen +13, Perform (any one) +14, Sense Motive +13, Spellcraft +14, Spot +13, Survival +17
Feats:	Combat Casting, Extend Spell, Lightning Reflexes
Environment:	A chaos-aligned plane
Organization:	Solitary or covey (2–4)
Challenge Rating:	7
Treasure:	Standard
Alignment:	Always chaotic good
Advancement:	8–10 HD (Large); 11–21 HD (Huge)
Level Adjustment:	+6

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, Infernal, Abyssal, and Common.

COMBAT

Lillends are generally peaceful unless they intend vengeance against someone they believe guilty of harming, or even threatening, a favored art form, artwork, or artist. Then they become implacable foes. They use their spells and spell-like abilities to confuse and weaken opponents before entering combat. A covey of lillends usually discusses strategy before a battle.

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

Constrict (Ex): A lillend deals 2d6+5 points of damage with a successful grapple check. Constricting uses the entire lower portion of its body, so it cannot take any move actions when constricting, though it can still attack with its sword.

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

Spells: A lillend casts arcane spells as a 6th-level bard.

Typical Bard Spells Known (3/4/3 per day; save DC 14 + spell level): 0—*dancing lights, lullaby, mage hand, read magic*; 1st—*cause fear, charm person, cure light wounds, identify, sleep*; 2nd—*hold person, invisibility, sound burst, tongues*.

Spell-Like Abilities: 3/day—*darkness, hallucinatory terrain* (DC 18), *knock, light*; 1/day—*charm person* (DC 15), *speak with animals, speak with plants*. Caster level 10th. The save DCs are Charisma-based.

A lillend also has the bardic music ability as a 6th-level bard.

Skills: Lillends have a +4 racial bonus on Survival checks.

Lizardfolk

	Medium Humanoid (Reptilian)
Hit Dice:	2d8+2 (11 hp)
Initiative:	+0

Speed:	30' (6 squares)
Armor Class:	15 (+5 natural) or 18 (+5 natural, +3 heavy shield), touch 10, flat-footed 15 or 18
Base Attack/Grapple:	+1/+2
Attack:	Claw +2 melee (1d4+1) or club +2 melee (1d6+1) or javelin +1 ranged (1d6+1)
Full Attack:	2 claws +2 melee (1d4+1) and bite +0 melee (1d4); or club +2 melee (1d6+1) and bite +0 melee (1d4); or javelin +1 ranged (1d6+1)
Special Attacks:	—
Special Qualities:	Hold breath
Space/Reach:	5'/5'
Saves:	Fort +1, Ref +3, Will +0
Abilities:	Str 13, Dex 10, Con 13, Int 9, Wis 10, Cha 10
Skills:	Balance +4, Jump +5, Swim +2
Feats:	Multiattack
Environment:	Temperate marshes
Organization:	Gang (2–3), band (6–10 plus 50% noncombatants plus 1 leader of 3rd–6th level), or tribe (30–60 plus 2 lieutenants of 3rd–6th level and 1 leader of 4th–10th level)
Challenge Rating:	1
Treasure:	50% coins; 50% goods; 50% items
Alignment:	Usually neutral
Advancement:	By character class
Level Adjustment:	+1

A lizardfolk is usually 6 to 7 feet tall with green, gray, or brown scales. Its tail is used for balance and is 3 to 4 feet long. A lizardfolk can weigh from 200 to 250 pounds.

Lizardfolk speak Draconic.

COMBAT

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.

Hold Breath: A lizardfolk can hold its breath for a number of rounds equal to four times its Constitution score before it risks drowning.

Skills: Because of their tails, lizardfolk have a +4 racial bonus on Jump, Swim, and Balance checks. The skill modifiers given in the statistics block include a –2 armor check penalty (–4 on Swim checks) for carrying a heavy shield.

Locathah

	Medium Humanoid (Aquatic)
Hit Dice:	2d8 (9 hp)
Initiative:	+1
Speed:	10' (2 squares), swim 60'
Armor Class:	14 (+1 Dex, +3 natural), touch 11, flat-footed 13
Base Attack/Grapple:	+1/+1
Attack:	Longspear +2 melee (1d8/↗13) or light crossbow +2 ranged (1d8/19–20)
Full Attack:	Longspear +2 melee (1d8/↗13) or light crossbow +2 ranged (1d8/19–20)
Space/Reach:	5'/5'
Saves:	Fort +3, Ref +1, Will +1
Special Attacks:	—
Special Qualities:	—
Abilities:	Str 10, Dex 12, Con 10, Int 13, Wis 13, Cha 11
Skills:	Craft (any one) +6, Listen +6, Spot +6, Swim +8
Feats:	Weapon Focus (longspear)
Environment:	Warm aquatic
Organization:	Company (2–4), patrol (11–20 plus 2 3rd-level sergeants and 1 leader of 3rd–6th level), or

tribe (30–100 plus 100% noncombatants plus 1 3rd-level sergeant per 10 adults, 5 5th-level lieutenants, and 3 7th-level captains)

Challenge Rating:	0
Treasure:	Standard
Alignment:	Usually neutral
Advancement:	By character class
Level Adjustment:	+1

Although humanoid in shape, locathahs are clearly more fish than human. The average locathah stands 5 feet tall and weighs 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.

COMBAT

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'. 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 longswords 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 will generally turn and flee.

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.

Lycanthrope

See the Lycanthrope template listing in the **Templates** chapter or the general characteristics of lycanthropes.

The following listings are for common lycanthropes. To make lycanthropes from other combinations of creatures, see the entry for the Lycanthrope template.

Common Lycanthropes

Name	Animal Form	Animal or Hybrid Form Ability Modifiers	Preferred Alignment
Werebear	Brown bear	Str +16, Dex +2, Con +8	Lawful good
Wereboar	Boar	Str +4, Con +6	Neutral
Wererat	Dire rat	Dex +6, Con +2	Chaotic evil
Weretiger	Tiger	Str +12, Dex +4, Con +6	Neutral
Werewolf	Wolf	Str +2, Dex +4, Con +4	Chaotic evil
Dire wereboar	Dire boar	Str +16, Con +6	Neutral

Werebear

	Werebear, Human Form	Werebear, Bear Form	Werebear, Hybrid Form
	Medium Humanoid (Human, Shapechanger)	Large Humanoid (Human, Shapechanger)	Large Humanoid (Human, Shapechanger)
Hit Dice:	1d8+1 plus 6d8+30 (62 hp)	1d8+1 plus 6d8+30 (62 hp)	1d8+1 plus 6d8+30 (62 hp)
Initiative:	+0	+1	+1
Speed:	30' (6 squares)	40' (8 squares)	30' (6 squares)
Armor Class:	15 (+2 natural, +3 studded leather armor), touch 10, flat-footed 15	17 (–1 size, +1 Dex, +7 natural), touch 10, flat-footed 16	17 (–1 size, +1 Dex, +7 natural) touch 10, flat-footed 16
Base Attack/Grapple:	+5/+6	+5/+18	+5/+18
Attack:	Greataxe +6 melee (1d12+1/x3) or throwing axe +5 ranged (1d6+1)	Claw +13 melee (1d8+9)	Greataxe +11 melee (1d12+13/x3); or claw +13 melee (1d6+9)
Full Attack:	Greataxe +6 melee	2 claws +13 melee (1d8+9)	Claw +13 melee (1d6+9) and

	(1d12+1/x3) or throwing axe +5 ranged (1d6+1)	and bite +11 melee (2d6+4)	greataxe +9 melee (1d12+4/x3) and bite +11 melee (1d8+4) or 2 claws +13 melee (1d6+9) and bite +11 melee (1d8+4)
Space/Reach:	5'/5'	10'/5'	10'/10'
Special Attacks:	—	Improved grab, curse of lycanthropy	Curse of lycanthropy
Special Qualities:	Alternate form, bear empathy, low-light vision, scent	Alternate form, bear empathy, damage reduction 10/silver, low-light vision, scent	Alternate form, bear empathy, damage reduction 10/silver, low-light vision, scent
Saves:	Fort +8, Ref +5, Will +5	Fort +12, Ref +6, Will +5	Fort +12, Ref +6, Will +5
Abilities:	Str 13, Dex 11, Con 12, Int 10, Wis 11, Cha 8	Str 29, Dex 13, Con 20, Int 10, Wis 11, Cha 8	Str 29, Dex 13, Con 20, Int 10, Wis 11, Cha 8
Skills:	Handle Animal +3, Listen +4, Spot +4, Swim +1	Handle Animal +3, Listen +4, Spot +4, Swim +13	Handle Animal +3, Listen +4, Spot +5, Swim +9
Feats:	Endurance, Iron Will ^B , Multiattack, Power Attack, Run, Track ^B	(same as human form)	(same as human form)
Environment:	Cold forests	Cold forests	Cold forests
Organization:	Solitary, pair, family (3–4), or troupe (2–4 plus 1–4 brown bears)	(same as human form)	(same as human form)
Challenge Rating:	5	5	5
Treasure:	Standard	Standard	Standard
Alignment:	Always lawful good	Always lawful good	Always lawful good
Advancement:	By character class	By character class	By character class
Level Adjustment:	+3	+3	+3

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.

COMBAT

Werebears fight just as brown bears do in animal form. In humanoid or hybrid form, they favor large, heavy weapons such as greataxes or greatswords. The werebear's greataxe is a Medium weapon, so it can wield the axe in one hand in hybrid form.

Alternate Form (Su): A werebear can assume the form of a brown bear or a bear-humanoid hybrid.

Bear Empathy (Ex): Communicate with bears and dire bears, and +4 racial bonus on Charisma-based checks against bears and dire bears.

Curse of Lycanthropy (Su): Any humanoid or giant hit by a werebear's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

Improved Grab (Ex): To use this ability, a werebear must be in bear form and must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Skills: Werebears have a +4 racial bonus on Swim checks in any bear form.

The werebear presented here is a 1st-level human warrior and natural lycanthrope, using the following base ability scores: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

Wereboar

	Wereboar, Human Form	Wereboar, Boar Form	Wereboar, Hybrid Form
	Medium Humanoid (Human,	Medium Humanoid (Human,	Medium Humanoid (Human,

	Shapechanger)	Shapechanger)	Shapechanger)
Hit Dice:	1d8+4 plus 3d8+12 (34 hp)	1d8+4 plus 3d8+12 (34 hp)	1d8+4 plus 3d8+12 (34 hp)
Initiative:	+0	+0	+0
Speed:	20' in scale mail (4 squares); base speed 30'	40' (8 squares)	30' (6 squares)
Armor Class:	19 (+2 natural, +4 scale mail, +3 heavy shield) touch 10, flat- footed 19	18 (+8 natural) touch 10, flat- footed 18	18 (+8 natural) touch 10, flat- footed 18
Base Attack/Grapple:	+3/+4	+3/+6	+3/+6
Attack:	Battleaxe +4 melee (1d8+3/x3) or javelin +3 ranged (1d6+2)	Gore +6 melee (1d8+6)	Battleaxe +6 melee (1d8+6/x3) or claw +6 melee (1d4+4)
Full Attack:	Battleaxe +4 melee (1d8+1/x3) or javelin +3 ranged (1d6+1)	Gore +6 melee (1d8+6)	Battleaxe +6 melee (1d8+6/x3) and gore +1 melee (1d6+6); or 2 claws +6 melee (1d4+4) and gore +1 melee (1d6+6)
Space/Reach:	5'/5'	5'/5'	5'/5'
Special Attacks:	—	Curse of lycanthropy	Curse of lycanthropy
Special Qualities:	Alternate form, boar empathy, ferocity, low-light vision, scent	Alternate form, boar empathy, damage reduction 10/silver, ferocity, low-light vision, scent	Alternate form, boar empathy, damage reduction 10/silver, ferocity, low-light vision, scent
Saves:	Fort +6, Ref +3, Will +3	Fort +9, Ref +3, Will +3	Fort +9, Ref +3, Will +3
Abilities:	Str 13, Dex 11, Con 12, Int 10, Wis 11, Cha 8	Str 17, Dex 11, Con 18, Int 10, Wis 11, Cha 8	Str 17, Dex 11, Con 18, Int 10, Wis 11, Cha 8
Skills:	Handle Animal +3, Intimidate +3, Listen +5, Spot +4	Handle Animal +3, Intimidate +3, Listen +5, Spot +4	Handle Animal +3, Intimidate +3, Listen +5, Spot +4
Feats:	Alertness ^{HB} , Improved Bull Rush, Iron Will ^B , Power Attack, Strong Armed ^H , Toughness	(same as human form)	(same as human form)
Environment:	Temperate forests	Temperate forests	Temperate forests
Organization:	Solitary, pair, brood (3–4), or troupe (2–4 plus 1–4 boars)	(same as human form)	(same as human form)
Challenge Rating:	4	4	4
Treasure:	Standard	Standard	Standard
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	By character class	By character class	By character class
Level Adjustment:	+3	+3	+3

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.

COMBAT

In any form, wereboars are as ferocious as normal boars. When in hybrid form, they fight with a weapon and their dangerous gore attack.

Alternate Form (Su): A wereboar can assume the form of a boar or a boar-humanoid hybrid.

Boar Empathy (Ex): Communicate with boars and dire boars, and +4 racial bonus on Charisma-based checks against boars and dire boars.

Curse of Lycanthropy (Su): Any humanoid or giant hit by the wereboar's gore attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

Ferocity (Ex): A wereboar is such a tenacious combatant that it continues to fight without penalty even while disabled or dying.

The wereboar presented here is a 1st-level human warrior and natural lycanthrope, using the following base ability scores: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

Wererat

	Wererat, Human Form	Wererat, Dire Rat Form	Wererat, Hybrid Form
	Medium Humanoid (Human, Shapechanger)	Small Humanoid (Human, Shapechanger)	Medium Humanoid (Human, Shapechanger)
Hit Dice:	1d8+1 plus 1d8+2 (12 hp)	1d8+1 plus 1d8+2 (12 hp)	1d8+1 plus 1d8+2 (12 hp)
Initiative:	+0	+3	+3
Speed:	30' (6 squares)	40' (8 squares), climb 20'	30' (6 squares)
Armor Class:	15 (+2 natural, +2 leather, +1 buckler) touch 10, flat-footed 15	17 (+1 size, +3 Dex, +3 natural), touch 14, flat-footed 14	16 (+3 Dex, +3 natural) touch 13, flat-footed 13
Base Attack/Grapple:	+1/+2	+1/-2	+1/+2
Attack:	Rapier +2 melee (1d6+1/18-20) or light crossbow +1 ranged (1d8/19-20)	Bite +6 melee (1d4+1 plus disease)	Rapier +5 melee (1d6+1/18-20) or light crossbow +4 ranged (1d8/19-20)
Full Attack:	Rapier +2 melee (1d6+1/18-20) or light crossbow +1 ranged (1d8/19-20)	Bite +6 melee (1d4+1 plus disease)	Rapier +4 melee (1d6+1/18-20) and bite -1 melee (1d6 plus disease); or light crossbow +4 ranged (1d8/19-20)
Space/Reach:	5'/5'	5'/5'	5'/5'
Special Attacks:	—	Curse of lycanthropy, disease	Curse of lycanthropy, disease
Special Qualities:	Alternate form, rat empathy, low-light vision, scent	Alternate form, rat empathy, damage reduction 10/silver, low-light vision, scent	Alternate form, rat empathy, damage reduction 10/silver, low-light vision, scent
Saves:	Fort +5, Ref +2, Will +4	Fort +6, Ref +5, Will +4	Fort +6, Ref +5, Will +4
Abilities:	Str 13, Dex 11, Con 12, Int 10, Wis 11, Cha 8	Str 13, Dex 17, Con 14, Int 10, Wis 11, Cha 8	Str 13, Dex 17, Con 14, Int 10, Wis 11, Cha 8
Skills:	Climb +0, Handle Animal +3, Hide +3, Listen +4, Move Silently +2, Spot +4, Swim +9	Climb +11, Handle Animal +3, Hide +10, Listen +4, Move Silently +6, Spot +4, Swim +11	Climb +4, Handle Animal +3, Hide +7, Listen +4, Move Silently +6, Spot +4, Swim +9
Feats:	Alertness ^H , Dodge, Iron Will ^B , Stealthy ^H , Weapon Finesse ^B	(same as human form)	(same as human form)
Environment:	Any	Any	Any
Organization:	Solitary, pair, pack (6-10), or troupe (2-5 plus 5-8 dire rats)	(same as human form)	(same as human form)
Challenge Rating:	2	2	2
Treasure:	Standard	Standard	Standard
Alignment:	Always lawful evil	Always lawful evil	Always lawful evil
Advancement:	By character class	By character class	By character class
Level Adjustment:	+3	+3	+3

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.

COMBAT

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.

Alternate Form (Su): A wererat can assume a bipedal hybrid form or the form of a dire rat.

Curse of Lycanthropy (Su): Any humanoid or giant hit by a wererat's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

Disease (Ex): Filth fever; bite, Fortitude DC 12, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.

Rat Empathy (Ex): Communicate with rats and dire rats, and +4 racial bonus on Charisma-based checks against rats and dire rats.

Skills: A wererat in rat or hybrid form 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. Wererats have a +8 racial bonus on Swim checks from their dire rat form.

Feats: Wererats gain Weapon Finesse as a bonus feat.

The wererat presented here is based on a 1st-level human warrior who is a natural lycanthrope, using the following base ability scores: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

Weretiger

	Weretiger, Human Form	Weretiger, Tiger Form	Weretiger, Hybrid Form
	Medium Humanoid (Human, Shapechanger)	Large Humanoid (Human, Shapechanger)	Large Humanoid (Human, Shapechanger)
Hit Dice:	1d8+1 plus 6d8+18 (50 hp)	1d8+1 plus 6d8+18 (50 hp)	1d8+1 plus 6d8+18 (50 hp)
Initiative:	+4	+6	+6
Speed:	20' in breastplate (4 squares); base speed 30'	40' (8 squares)	30' (6 squares)
Armor Class:	17 (+2 natural, +5 breastplate) touch 10, flat-footed 17	16 (–1 size, +2 Dex, +5 natural), touch 11, flat-footed 14	16 (–1 size, +2 Dex, +5 natural), touch 11, flat-footed 14
Base Attack/Grapple:	+5/+6	+5/+16	+5/+16
Attack:	Glaive +6 melee (1d10+1/x3) or composite longbow (+1 Str bonus) +5 ranged (1d8+1/x3)	Claw +11 melee (1d8+7)	Claw +11 melee (1d8+7)
Full Attack:	Glaive +6 melee (1d10+1/x3) or composite longbow (+1 Str bonus) +5 ranged (1d8+1/x3)	2 claws +11 melee (1d8+7) and bite +6 melee (2d6+3)	2 claws +11 melee (1d8+7) and bite +6 melee (2d6+3)
Space/Reach:	5'/5' (10' with glaive)	10'/5'	10'/10'
Special Attacks:	—	Pounce, improved grab, rake, curse of lycanthropy	Curse of lycanthropy
Special Qualities:	Alternate form, tiger empathy, low-light vision, scent	Alternate form, tiger empathy, damage reduction 10/silver, low-light vision, scent	Alternate form, tiger empathy, damage reduction 10/silver, low-light vision, scent
Saves:	Fort +8, Ref +5, Will +5	Fort +10, Ref +7, Will +5	Fort +10, Ref +7, Will +5
Abilities:	Str 13, Dex 11, Con 12, Int 10, Wis 11, Cha 8	Str 25, Dex 15, Con 16, Int 10, Wis 11, Cha 8	Str 25, Dex 15, Con 16, Int 10, Wis 11, Cha 8
Skills:	Balance +0, Climb +1, Handle Animal +3, Hide +2, Listen +6, Move Silently +2, Spot +6	Balance +6, Climb +12, Handle Animal +3, Hide +4*, Listen +6, Move Silently +14, Spot +6	Balance +6, Climb +12, Handle Animal +3, Hide +4, Listen +6, Move Silently +14, Spot +6
Feats:	Alertness ^{HB} , Combat Reflexes, Improved Initiative, Improved Natural Attack	(same as human form)	(same as human form)

	(bite), Improved Natural Attack (claw), Iron Will ^B , Stealthy ^H		
Environment:	Warm forests	Warm forests	Warm forests
Organization:	Solitary or pair	(same as human form)	(same as human form)
Challenge Rating:	5	5	5
Treasure:	Standard	Standard	Standard
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	By character class	By character class	By character class
Level Adjustment:	+3	+3	+3

Weretigers in humanoid form tend to be sleekly muscular, taller than average, and very agile.

COMBAT

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.

Alternate Form (Su): A weretiger can assume a bipedal hybrid form or the form of a tiger.

Curse of Lycanthropy (Su): Any humanoid or giant hit by a weretiger's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

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

Pounce (Ex): If a weretiger in tiger form charges an opponent, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +9 melee, damage 1d8+3.

Tiger Empathy (Ex): 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 Balance, Hide, and Move Silently checks. *In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8 in the tiger form.

The weretiger presented here is a 1st-level human warrior and natural lycanthrope, using the following base ability scores: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

Werewolf

	Werewolf, Human Form	Werewolf, Wolf Form	Werewolf, Hybrid Form
	Medium Humanoid (Human, Shapechanger)	Medium Humanoid (Human, Shapechanger)	Medium Humanoid (Human, Shapechanger)
Hit Dice:	1d8+1 plus 2d8+6 (20 hp)	1d8+1 plus 2d8+6 (20 hp)	1d8+1 plus 2d8+6 (20 hp)
Initiative:	+3	+5	+5
Speed:	30' (6 squares)	50' (10 squares)	30' (6 squares)
Armor Class:	18 (+2 natural, +4 chain shirt, +2 light shield) touch 10, flat-footed 18	16 (+2 Dex, +4 natural), touch 12, flat-footed 14	16 (+2 Dex, +4 natural), touch 12, flat-footed 14
Base Attack/Grapple:	+2/+3	+2/+4	+2/+4
Attack:	Longsword +3 melee (1d8+1/19–20) or light crossbow +2 ranged (1d8/19–20)	Bite +5 melee (1d6+3)	Claw +4 melee (1d4+2)
Full Attack:	Longsword +3 melee (1d8+1/19–20) or light	Bite +5 melee (1d6+3)	2 claws +4 melee (1d4+2) and bite +0 melee (1d6+1)

	crossbow +2 ranged (1d8/19–20)		
Space/Reach:	5'/5'	5'/5'	5'/5'
Special Attacks:	—	Curse of lycanthropy, trip	Curse of lycanthropy
Special Qualities:	Alternate form, wolf empathy, low-light vision, scent	Alternate form, wolf empathy, damage reduction 10/silver, low-light vision, scent	Alternate form, wolf empathy, damage reduction 10/silver, low-light vision, scent
Saves:	Fort +6, Ref +3, Will +2	Fort +8, Ref +5, Will +2	Fort +8 Ref +5, Will +2
Abilities:	Str 13, Dex 11, Con 12, Int 10, Wis 11, Cha 8	Str 15, Dex 15, Con 16, Int 10, Wis 11, Cha 8	Str 15, Dex 15, Con 16, Int 10, Wis 11, Cha 8
Skills:	Handle Animal +1, Hide +1, Listen +3, Move Silently +2, Spot +3, Survival +2	Handle Animal +1, Hide +6, Listen +3, Move Silently +6, Spot +3, Survival +2*	Handle Animal +1, Hide +6, Listen +3, Move Silently +6, Spot +3, Survival +2*
Feats:	Alertness ^H , Improved Initiative, Iron Will ^B , Stealthy ^H , Track ^B , Weapon Focus (bite)	(same as human form)	(same as human form)
Environment:	Temperate forests	Temperate forests	Temperate forests
Organization:	Solitary, pair, pack (6–10), or troupe (2–5 plus 5–8 wolves)	(same as human form)	(same as human form)
Challenge Rating:	3	3	3
Treasure:	Standard	Standard	Standard
Alignment:	Always chaotic evil	Always chaotic evil	Always chaotic evil
Advancement:	By character class	By character class	By character class
Level Adjustment:	+3	+3	+3

Werewolves in humanoid form have no distinguishing traits.

COMBAT

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.

Alternate Form (Su): A werewolf can assume a bipedal hybrid form or the form of a wolf.

Curse of Lycanthropy (Su): Any humanoid or giant hit by a werewolf's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

Trip (Ex): A werewolf in animal form that hits with a bite attack can attempt to trip the opponent (+2 check modifier) as a free action without making a touch attack or provoking an attack of opportunity.

If the attempt fails, the opponent cannot react to trip the werewolf.

Wolf Empathy (Ex): Communicate with wolves and dire wolves, and +4 racial bonus on Charisma-based checks against wolves and dire wolves.

Skills: *A werewolf in hybrid or wolf form gains a +4 racial bonus on Survival checks when tracking by scent.

The werewolf presented here is based on a 1st-level human warrior and natural lycanthrope, using the following base ability scores: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

Werewolf Lord

	Werewolf Lord, Human Form Fighter 10 (13) / Animal 6	Werewolf Lord, Dire Wolf Form	Werewolf Lord, Hybrid Form
	Medium Humanoid (Human, Shapechanger)	Large Humanoid (Human, Shapechanger)	Large Humanoid (Human, Shapechanger)
Hit Dice:	10d10+20 plus 6d8+30 (132 hp)	10d10+20 plus 6d8+30 (132 hp)	10d10+20 plus 6d8+30 (132 hp)

Initiative:	+2	+4	+4
Speed :	30' (6 squares)	40' (8 squares)	30' (6 squares)
Armor Class:	28 (+2 Dex, +3 natural, +6 +2 mithral chain shirt, +7 +3 heavy shield) touch 12, flat-footed 25	19 (-1 size, +4 Dex, +6 natural), touch 13, flat-footed 15	19 (-1 size, +4 Dex, +6 natural), touch 13, flat-footed 15
Base Attack/Grapple:	+14/+18	+14/+29	+14/+27
Attack:	+2 <i>bastard sword</i> +24 melee (1d10+8/17-20) or masterwork composite longbow (+4 Str bonus) (2d8+15/15-20) +17 ranged (1d8+4/×3)	Bite +29 melee (2d6+16/16-20)	Claw +24 melee (1d6+11) or +2 <i>bastard sword</i> +30 melee
Full Attack:	+2 <i>bastard sword</i> +24/+19/+14 melee (1d10+13/17-20) or masterwork composite longbow (+4 Str bonus) +17/+12/+7 ranged (1d8+4/×3)	Bite +29 melee (2d6+23/16-20)	2 claws +24 melee (1d6+11) and bite +24 melee (2d6+12/16-20); or +2 <i>bastard sword</i> +30/+25/+20 melee (2d8+20/15-20) and bite +24 melee (2d6+12/16-20)
Space/Reach:	5'/5'	10'/5'	10'/10'
Special Attacks:	—	Curse of lycanthropy, trip	Curse of lycanthropy
Special Qualities:	Alternate form, wolf empathy, low-light vision, scent, fighter abilities	Alternate form, wolf empathy, damage reduction 10/silver, low-light vision, scent, fighter abilities	Alternate form, wolf empathy, damage reduction 10/silver, low-light vision, scent, fighter abilities
Saves:	Fort +16, Ref +12, Will +16	Fort +17, Ref +12, Will +14	Fort +17, Ref +12, Will +14
Abilities:	Str 18, Dex 14, Con 14 Int 10, Wis 12, Cha 12	Str 32, Dex 18, Con 20 Int 10, Wis 12, Cha 12	Str 32, Dex 18, Con 20 Int 10, Wis 12, Cha 12
Skills:	Handle Animal +4, Hide +6, Listen +9, Move Silently +8, Spot +13, Survival +5	Handle Animal +4, Hide +6, Listen +9, Move Silently +12, Spot +13, Survival +5*	Handle Animal +4, Hide +6, Listen +9, Move Silently +12, Spot +13, Survival +5*
Feats:	Alertness ^H , Blind-Fight ^F , Cleave, Combat Reflexes, Exotic Weapon Proficiency (bastard sword) ^F , Improved Critical (bastard sword) ^F , Improved Critical (bite) ^F , Improved Natural Armor, Improved Natural Attack (bite), Iron Will ^B , Power Attack, Run, Stealthy ^H , Track ^B , Weapon Focus (bastard sword), Weapon Focus (bite), Weapon Specialization (bastard sword) ^F , Weapon Specialization (bite) ^F	(same as human form)	(same as human form)
Environment:	Temperate forests	Temperate forests	Temperate forests
Organization:	Solitary, pair, or pack (1-2 werewolf lords plus 2-4 werewolves plus 5-8 wolves)	(same as human form)	(same as human form)
Challenge Rating:	14	14	14
Treasure:	Standard	Standard	Standard
Alignment:	Always chaotic evil	Always chaotic evil	Always chaotic evil
Advancement:	By character class	By character class	By character class
Level	+3	+3	+3

Adjustment:

Stronger, hardier, and more deadly than its lesser fellows, the werewolf lord is a murderous beast that delights in wreaking havoc.

The werewolf lord presented here is a 10th-level human fighter and natural lycanthrope, using the following base ability scores: Str 16, Dex 14, Con 14, Int 10, Wis 10, Cha 12.

COMBAT

Werewolf lords can assume a hybrid form as well as an animal form. In dire wolf form, they can trip just as normal wolves do. In hybrid form, they can wield weapons or fight with their claws.

Alternate Form (Su): A werewolf lord can assume a bipedal hybrid form or the form of a dire wolf.

Curse of Lycanthropy (Su): Any humanoid or giant hit by a werewolf lord's bite attack in wolf or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

Trip (Ex): A werewolf lord in dire wolf form that hits with a bite attack can attempt to trip the opponent (+15 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the werewolf lord.

Wolf Empathy (Ex): Communicate with wolves and dire wolves, and +4 racial bonus on Charisma-based checks against wolves and dire wolves.

Fighter Abilities: Weapon aptitude, hamstring (1/day, DC 18), improved battle hardening, greater deflection (2/round in human form, 4/round in hybrid or werewolf form), ally deflection, preemptive counterstrike.

Skills: *A werewolf lord in hybrid or wolf form gains a +4 racial bonus on Survival checks when tracking by scent.

Possessions: +2 mithral chain shirt, +3 heavy shield, +2 bastard sword, gauntlets of ogre power, cloak of resistance +2, masterwork composite longbow (+4 Str bonus).

Hill Giant Dire Wereboar

	Hill Giant Dire Wereboar Giant Form	Hill Giant Dire Wereboar Dire Boar Form	Hill Giant Dire Wereboar Hybrid Boar Form
	Large Giant (Shapechanger)	Large Giant (Shapechanger)	Large Giant (Shapechanger)
Hit Dice:	12d8+51 plus 7d8+49 (185 hp)	12d8+51 plus 7d8+49 (185 hp)	12d8+51 plus 7d8+49 (185 hp)
Initiative:	-1	-1	-1
Speed:	30' in hide armor (6 squares); base speed 40'	40' (8 squares)	40' (8 squares)
Armor Class:	22 (-1 size, -1 Dex, +11 natural, +3 hide armor), touch 8, flat-footed 22	16 (-1 size, -1 Dex, +8 natural), touch 8, flat-footed 16	19 (-1 size, -1 Dex, +11 natural), touch 8, flat-footed 19
Base Attack/Grapple:	+14/+25	+14/+33	+14/+33
Attack:	Greatclub +24 melee (2d8+10) or slam +20 melee (1d4+7) or rock +12 ranged (2d6+7)	Gore +28 melee (1d8+22)	Greatclub +32 melee (2d8+22) or claw +28 melee (1d6+15)
Full Attack:	Greatclub +24/+19 melee (2d8+10) or 2 slams +20 melee (1d4+7) or rock +12 ranged (2d6+7)	Gore +28 melee (1d8+22)	Greatclub +32/+27 melee (2d8+22) and gore +23 melee (1d8+7); or 2 claws +28 melee (1d6+15) and gore +23 melee (1d8+7)
Space/Reach:	10'/10'	10'/5'	10'/10'
Special Attacks:	Rock throwing	Curse of lycanthropy	Curse of lycanthropy
Special Qualities:	Alternate form, boar empathy, ferocity, low-light vision, rock catching, scent	Alternate form, boar empathy, damage reduction 10/silver, ferocity, low-light vision, scent	Alternate form, boar empathy, damage reduction 10/silver, ferocity, low-light vision, scent

Saves:	Fort +17, Ref +8, Will +15	Fort +20, Ref +8, Will +15	Fort +20, Ref +8, Will +15
Abilities:	Str 25, Dex 8, Con 19, Int 6, Wis 12, Cha 7	Str 41, Dex 8, Con 25, Int 6, Wis 12, Cha 7	Str 41, Dex 8, Con 25, Int 6, Wis 12, Cha 7
Skills:	Climb +12, Jump +10, Listen +10, Spot +12, Swim +9	Climb +20, Jump +22, Listen +10, Spot +12, Swim +17	Climb +20, Jump +22, Listen 10, Spot +12, Swim +17
Feats:	Alertness ^{HB} , Athletic ^H , Cleave, Endurance, Improved Bull Rush, Improved Sunder, Iron Will ^B , Power Attack, Weapon Focus (greatclub)	(same as giant form)	(same as giant form)
Environment:	Temperate hills	Temperate hills	Temperate hills
Organization:	Solitary, pair, brood (3–4), or troupe (2–4 plus 1–4 dire boars)	(same as giant form)	(same as giant form)
Challenge Rating:	11	11	11
Treasure:	Standard	Standard	Standard
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	By character class	By character class	By character class
Level Adjustment:	+7	+7	+7

Dire wereboars in giant form look much like normal hill giants, though slightly stockier, and with coarser, stiffer hair and stiff. The dire wereboar described here is based on a hill giant and natural lycanthrope with normal ability scores for a hill giant.

COMBAT

Dire wereboars anger quickly. They usually begin a battle in giant form, then switch to hybrid form to take advantage of their immense strength in that shape. They like to use their Improved Bull Rush and Improved Sunder feats to shove opponents around and smash their weapons and shields.

Alternate Form (Su): A dire wereboar can assume a bipedal hybrid form or the form of a dire boar.

Boar Empathy (Ex): Communicate with boars and dire boars, and +4 racial bonus on Charisma-based checks against boars and dire boars.

Curse of Lycanthropy (Su): Any humanoid or giant hit by a dire wereboar's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

Ferocity (Ex): A dire wereboar is such a tenacious combatant that it continues to fight without penalty even while disabled or dying.

Magmin

	Small Elemental (Fire, Extraplanar)
Hit Dice:	2d8+2 (11 hp)
Initiative:	+0
Speed:	30' (6 squares)
Armor Class:	17 (+1 size, +6 natural), touch 11, flat-footed 17
Base Attack/Grapple:	+1/–1
Attack:	Burning touch +4 melee touch (1d8 fire plus combustion) or slam +4 melee (1d3+3 plus combustion)
Full Attack:	Burning touch +4 melee touch (1d8 fire plus combustion) or slam +4 melee (1d3+3 plus combustion)
Space/Reach:	5'/5'
Special Attacks:	Combustion, fiery aura
Special Qualities:	Damage reduction 5/magic, darkvision 60', elemental traits, immunity to fire, melt weapons, vulnerability to cold
Saves:	Fort +3, Ref +3, Will +0

Abilities:	Str 15, Dex 11, Con 13, Int 8, Wis 10, Cha 10
Skills:	Climb +4, Spot +3
Feats:	Great Fortitude
Environment:	Elemental Plane of Fire
Organization:	Solitary, gang (2–4), or squad (6–10)
Challenge Rating:	3
Treasure:	Standard coins; standard goods (nonflammables only); standard items (nonflammables only)
Alignment:	Always chaotic neutral
Advancement:	3–4 HD (Small); 5–6 HD (Medium)
Level Adjustment:	—

Magmins are small, human-shaped beings from the Elemental Plane of Fire that radiate intense heat and are wreathed in an aura of searing flames. A typical magmin is 4 feet tall and weighs 400 pounds.

Magmins speak Ignan.

COMBAT

Although small, magmins are dangerous opponents. Their touch is effective against those who lack protection or immunity from heat and flames, but if faced with opponents who have immunity to fire, magmins rely on their slam attack. In any case, magmins are not valiant fighters. They usually flee if injured, although often only far enough to set up a fiery ambush for their enemies.

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

Combustion (Ex): Anyone a magmin touches must succeed on a DC 12 Reflex save or take an extra 1d8 points of fire damage as clothes ignite or armor becomes searing hot. The damage continues for another 1d4+2 rounds after the magmin's last successful attack. Magmins can also ignite flammable materials with a touch. The save DC is Constitution-based.

Fiery Aura (Ex): Anyone within 20 feet of a magmin must succeed on a DC 12 Fortitude save or take 1d6 points of heat damage per round from the intense heat. The save DC is Constitution-based.

Melt Weapons (Ex): Any metal weapon that strikes a magmin must succeed on a DC 12 Fortitude save or melt away into slag. The save DC is Constitution-based.

Manticore

	Large Magical Beast
Hit Dice:	6d10+24 (57 hp)
Initiative:	+2
Speed:	30' (6 squares), fly 50' (clumsy)
Armor Class:	17 (–1 size, +2 Dex, +6 natural), touch 11, flat-footed 15
Base Attack/Grapple:	+6/+15
Attack:	Claw +10 melee (2d4+5) or 6 spikes +9 ranged (1d8+2/19–20)
Full Attack:	2 claws +10 melee (2d4+5) and bite +8 melee (1d8+2); or 6 spikes +9 ranged (1d8+2/19–20)
Space/Reach:	10'/5'
Special Attacks:	Spikes
Special Qualities:	Darkvision 60', low-light vision, scent
Saves:	Fort +9, Ref +7, Will +3
Abilities:	Str 20, Dex 15, Con 19, Int 7, Wis 12, Cha 9
Skills:	Listen +5, Spot +9, Survival +1
Feats:	Flyby Attack, Multiattack, Track ^B , Weapon Focus (spikes)
Environment:	Warm marshes
Organization:	Solitary, pair, or pride (3–6)
Challenge Rating:	5
Treasure:	Standard
Alignment:	Usually lawful evil
Advancement:	7–16 HD (Large); 17–18 HD (Huge)
Level Adjustment:	+3 (cohort)

A typical manticore is about 10 feet long and weighs about 1,000 pounds. Manticores speak Common.

COMBAT

A mantichore begins most attacks with a volley of spikes, then closes. In the outdoors, it often uses its powerful wings to stay aloft during battle.

Spikes (Ex): With a snap of its tail, a mantichore can loose a volley of six spikes as a standard action (make an attack roll for each spike). This attack has a range of 180 feet with no range increment. All targets must be within 30 feet of each other. The creature can launch only twenty-four spikes in any 24-hour period.

Skills: *Mantichores have a +4 racial bonus on Spot checks.

Medusa

	Medium Monstrous Humanoid
Hit Dice:	6d8+6 (33 hp)
Initiative:	+2
Speed:	30' (6 squares)
Armor Class:	15 (+2 Dex, +3 natural), touch 12, flat-footed 13
Base Attack/Grapple:	+6/+6
Attack:	Shortbow +8 ranged (1d6/x3) or dagger +8 melee (1d4 +2 precision/19–20) or snakes +8 melee (1d4 +2 precision plus poison)
Full Attack:	Shortbow +8/+3 ranged (1d6/x3); or dagger +8/+3 melee (1d4 +2 precision/19–20) and snakes +3 melee (1d4 +2 precision plus poison)
Space/Reach:	5'/5'
Special Attacks:	Petrifying gaze, poison
Special Qualities:	Darkvision 60'
Saves:	Fort +3, Ref +7, Will +6
Abilities:	Str 10, Dex 15, Con 12, Int 12, Wis 13, Cha 15
Skills:	Bluff +9, Diplomacy +4, Disguise +9 (+11 acting), Intimidate +4, Move Silently +8, Spot +8
Feats:	Point Blank Shot, Rapid Shot, Weapon Finesse
Environment:	Temperate marshes
Organization:	Solitary or covey (2–4)
Challenge Rating:	7
Treasure:	Double standard
Alignment:	Usually lawful evil
Advancement:	By character class
Level Adjustment:	—

A medusa is indistinguishable from a normal human at distances greater than 30 feet (or closer, if its face is concealed). 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.

COMBAT

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.

Petrifying Gaze (Su): Turn to stone permanently, 30 feet, Fortitude DC 15 negates. The save DC is Charisma-based.

Poison (Ex): Injury, Fortitude DC 14, initial damage 1d6 Str, secondary damage 2d6 Str. The save DC is Constitution-based.

Mephit

Mephits are minor creatures from the elemental planes.

All mephits appear as small, winged creatures with more or less humanoid features. While they are often described as impish, their

elemental origins are apparent at first glance.

COMBAT

All mephits fight by biting and clawing or by using a breath weapon, the nature and effects of which vary from creature to creature.

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

Breath Weapon (Su): A mephit can use its breath weapon once every 1d4 rounds as a standard action. See the individual descriptions for details.

Spell-Like Abilities: All mephits have one or more spell-like abilities (save DC 12 + spell level). See the individual descriptions for details.

Summon Mephit (Sp): Once per day, a mephit can attempt to summon another mephit of the same variety, much as though casting a *summon monster* spell, but with only a 25% chance of success. Roll d%: On a failure, no creature answers the summons that day. A mephit that has just been summoned cannot use its own summon ability for 1 hour. This ability is the equivalent of a 2nd-level spell.

Fast Healing (Ex): Mephits heal 2 points of damage each round, provided they are still alive and certain other conditions are met. See the individual descriptions for details.

Air Mephit

	Small Outsider (Air, Extraplanar)
Hit Dice:	3d8 (13 hp)
Initiative:	+7
Speed:	30' (6 squares), fly 60' (perfect)
Armor Class:	17 (+1 size, +3 Dex, +3 natural), touch 14, flat-footed 14
Base Attack/Grapple:	+3/-1
Attack:	Claw +4 melee (1d3)
Full Attack:	2 claws +4 melee (1d3)
Space/Reach:	5'/5'
Special Attacks:	Breath weapon, spell-like abilities, <i>summon mephit</i>
Special Qualities:	Damage reduction 5/magic, darkvision 60', fast healing 2
Saves:	Fort +3, Ref +6, Will +3
Abilities:	Str 10, Dex 17, Con 10, Int 6, Wis 11, Cha 15
Skills:	Bluff +8, Escape Artist +9, Hide +13, Diplomacy +4, Disguise +2 (+4 acting), Intimidate +4, Listen +6, Move Silently +9, Spot +6, Use Rope +3 (+5 with bindings)
Feats:	Dodge, Improved Initiative
Environment:	Elemental Plane of Air
Organization:	Solitary (1), gang (2–4 mephits of mixed types), or mob (5–12 mephits of mixed types)
Challenge Rating:	3
Treasure:	Standard
Alignment:	Usually neutral
Advancement:	4–6 HD (Small); 7–9 HD (Medium)
Level Adjustment:	+3 (cohort)

Air mephits come from the Elemental Plane of Air. An air mephit is about 4 feet tall and weighs about 1 pound.

Air mephits speak Common and Auran.

COMBAT

Breath Weapon (Su): 15-foot cone of dust and grit, damage 1d8, Reflex DC 12 half. The save DC is Constitution-based and includes a +1 racial bonus.

Spell-Like Abilities: Once per hour an air mephit can surround itself with vapor, duplicating the effect of a *blur* spell (caster level 3rd). Once per day it can use *gust of wind* (DC 14, caster level 6th). The save DC is Charisma-based.

Fast Healing (Ex): An air mephit heals only if exposed to moving air, be it a breeze, a draft, a spell effect, or even the

mephit fanning itself.

Dust Mephit

Small Outsider (Air, Extraplanar)

Hit Dice:	3d8 (13 hp)
Initiative:	+7
Speed:	30' (6 squares), fly 50' (perfect)
Armor Class:	17 (+1 size, +3 Dex, +3 natural), touch 14, flat-footed 14
Base Attack/Grapple:	+3/-1
Attack:	Claw +4 melee (1d3)
Full Attack:	2 claws +4 melee (1d3)
Space/Reach:	5'/5'
Special Attacks:	Breath weapon, spell-like abilities, <i>summon mephit</i>
Special Qualities:	Damage reduction 5/magic, darkvision 60', fast healing 2
Saves:	Fort +3, Ref +6, Will +3
Abilities:	Str 10, Dex 17, Con 10, Int 6, Wis 11, Cha 15
Skills:	Bluff +8, Escape Artist +9, Hide +13, Diplomacy +4, Disguise +2 (+4 acting), Intimidate +4, Listen +6, Move Silently +9, Spot +6, Use Rope +3 (+5 with bindings)
Feats:	Dodge, Improved Initiative
Environment:	Elemental Plane of Air
Organization:	Solitary (1), gang (2-4 mephits of mixed types), or mob (5-12 mephits of mixed types)
Challenge Rating:	3
Treasure:	Standard
Alignment:	Usually neutral
Advancement:	4-6 HD (Small); 7-9 HD (Medium)
Level Adjustment:	+3 (cohort)

Dust mephits come from the Elemental Plane of Air.

A dust mephit is about 4 feet tall and weighs about 2 pounds.

Dust mephits speak Common and Auran.

COMBAT

Breath Weapon (Su): 10-foot cone of irritating particles, damage 1d4, Reflex DC 12 half. Living creatures that fail their saves are tormented by itching skin and burning eyes. This effect imposes a -4 penalty to AC and a -2 penalty on attack rolls for 3 rounds. The save DC is Constitution-based and includes a +1 racial bonus.

Spell-Like Abilities: Once per hour, a dust mephit can surround itself with a plume of dust, duplicating the effect of a *blur* spell (caster level 3rd). Once per day it can create a mass of roiling dust that duplicates the effect of *wind wall* (DC 15, caster level 6th). The save DC is Charisma-based.

Fast Healing (Ex): A dust mephit heals only if in an arid, dusty environment.

Earth Mephit

Small Outsider (Earth, Extraplanar)

Hit Dice:	3d8+6 (19 hp)
Initiative:	-1
Speed:	30' (6 squares), fly 40' (average)
Armor Class:	16 (+1 size, -1 Dex, +6 natural), touch 10, flat-footed 16
Base	+3/+2
Attack/Grapple:	
Attack:	Claw +7 melee (1d3+3)
Full Attack:	2 claws +7 melee (1d3+3)
Space/Reach:	5'/5'

Special Attacks:	Breath weapon, spell-like abilities, <i>summon mephit</i>
Special Qualities:	Change size, damage reduction 5/magic, darkvision 60', fast healing 2
Saves:	Fort +4, Ref +2, Will +3
Abilities:	Str 17, Dex 8, Con 13, Int 6, Wis 11, Cha 15
Skills:	Bluff +8, Escape Artist +5, Hide +9, Diplomacy +4, Disguise +2 (+4 acting), Intimidate +4, Listen +6, Move Silently +5, Spot +6, Use Rope –1 (+1 with bindings)
Feats:	Power Attack, Toughness
Environment:	Elemental Plane of Earth
Organization:	Solitary (1), gang (2–4 mephits of mixed types), or mob (5–12 mephits of mixed types)
Challenge Rating:	3
Treasure:	Standard
Alignment:	Usually neutral
Advancement:	4–6 HD (Small); 7–9 HD (Medium)
Level Adjustment:	+3 (cohort)

Earth mephits come from the Elemental Plane of Earth.

An earth mephit is about 4 feet tall and weighs about 80 pounds.

Earth mephits speak Common and Terran.

COMBAT

Breath Weapon (Su): 15-foot cone of rock shards and pebbles, damage 1d8, Reflex DC 13 half. The save DC is Constitution-based and includes a +1 racial bonus.

Spell-Like Abilities: 1/day—*soften earth and stone*. Caster level 6th.

Change Size (Sp): Once per hour, an earth mephit can magically change its size. This works just like an *enlarge person* spell, except that the power works only on the earth mephit. This is the equivalent of a 2nd-level spell.

Fast Healing (Ex): An earth mephit heals only if it is underground or buried up to its waist in earth.

Fire Mephit

	Small Outsider (Extraplanar, Fire)
Hit Dice:	3d8 (13 hp)
Initiative:	+5
Speed:	30' (6 squares), fly 50' (average)
Armor Class:	16 (+1 size, +1 Dex, +4 natural), touch 12, flat-footed 15
Base Attack/Grapple:	+3/–1
Attack:	Claw +4 melee (1d3 and 1d4 fire)
Full Attack:	2 claws +4 melee (1d3 and 1d4 fire)
Space/Reach:	5'/5'
Special Attacks:	Breath weapon, spell-like abilities, <i>summon mephit</i>
Special Qualities:	Damage reduction 5/magic, darkvision 60', immunity to fire, fast healing 2, vulnerability to cold
Saves:	Fort +3, Ref +4, Will +3
Abilities:	Str 10, Dex 13, Con 10, Int 6, Wis 11, Cha 15
Skills:	Bluff +8, Escape Artist +7, Hide +11, Listen +6, Diplomacy +4, Disguise +2 (+4 acting), Move Silently +7, Spot +6, Use Rope +1 (+3 with bindings)
Feats:	Dodge, Improved Initiative
Environment:	Elemental Plane of Fire
Organization:	Solitary (1), gang (2–4 mephits of mixed types), or mob (5–12 mephits of mixed types)
Challenge Rating:	3
Treasure:	Standard
Alignment:	Usually neutral
Advancement:	4–6 HD (Small); 7–9 HD (Medium)
Level Adjustment:	+3 (cohort)

Fire mephits come from the Elemental Plane of Fire.

A fire mephit is about 4 feet tall and weighs about 1 pound.

Fire mephits speak Common and Ignan.

COMBAT

Breath Weapon (Su): 15-foot cone, damage 1d8 fire, Reflex half DC 12. The save DC is Constitution-based and includes a +1 racial adjustment.

Spell-Like Abilities: 1/hour—*scorching ray* (DC 14) as the spell cast by a 3rd-level sorcerer; 1/day—*heat metal* (DC 14). Caster level 6th. The save DC is Charisma-based.

Fast Healing (Ex): A fire mephit heals only if it is touching a flame at least as large as a torch.

Ice Mephit

Small Outsider (Air, Cold, Extraplanar)

Hit Dice:	3d8 (13 hp)
Initiative:	+7
Speed:	30' (6 squares), fly 50' (perfect)
Armor Class:	18 (+1 size, +3 Dex, +4 natural), touch 14, flat-footed 15
Base Attack/Grapple:	+3/-1
Attack:	Claw +4 melee (1d3 plus 1d4 cold)
Full Attack:	2 claws +4 melee (1d3 plus 1d4 cold)
Space/Reach:	5'/5'
Special Attacks:	Breath weapon, spell-like abilities, <i>summon mephit</i>
Special Qualities:	Damage reduction 5/magic, darkvision 60', fast healing 2, immunity to cold, vulnerability to fire
Saves:	Fort +3, Ref +6, Will +3
Abilities:	Str 10, Dex 17, Con 10, Int 6, Wis 11, Cha 15
Skills:	Bluff +8, Escape Artist +9, Hide +13, Listen +6, Diplomacy +4, Disguise +2 (+4 acting), Move Silently +9, Spot +6, Use Rope +3 (+5 with bindings)
Feats:	Dodge, Improved Initiative
Environment:	Elemental Plane of Air
Organization:	Solitary (1), gang (2–4 mephits of mixed types), or mob (5–12 mephits of mixed types)
Challenge Rating:	3
Treasure:	Standard
Alignment:	Usually neutral
Advancement:	4–6 HD (Small); 7–9 HD (Medium)
Level Adjustment:	+3 (cohort)

Ice mephits come from the Elemental Plane of Air.

Ice mephits have a cold, aloof demeanor. Each one is about 4 feet tall and weighs about 30 pounds.

Ice mephits speak Common and Auran.

COMBAT

Breath Weapon (Su): 10-foot cone of ice shards, damage 1d4 cold, Reflex DC 12 half. Living creatures that fail their saves are tormented by frostbitten skin and frozen eyes unless they have immunity to cold or are otherwise protected. This effect imposes a –4 penalty to AC and a –2 penalty on attack rolls for 3 rounds. The save DC is Constitution-based and includes a +1 racial bonus.

Spell-Like Abilities: 1/hour—*magic missile* (caster level 3rd); 1/day—*chill metal* (DC 14, caster level 6th). The save DC is Charisma-based.

Fast Healing (Ex): An ice mephit heals only if it is touching a piece of ice of at least Tiny size or if the ambient temperature is 32°F. or below.

Magma Mephit

Small Outsider (Fire, Extraplanar)

Hit Dice:	3d8 (13 hp)
Initiative:	+5
Speed:	30' (6 squares), fly 50' (average)
Armor Class:	16 (+1 size, +1 Dex, +4 natural), touch 12, flat-footed 15
Base Attack/Grapple:	+3/-1
Attack:	Claw +4 melee (1d3 plus 1d4 fire)
Full Attack:	2 claws +4 melee (1d3 plus 1d4 fire)
Space/Reach:	5'/5'
Special Attacks:	Breath weapon, spell-like abilities, <i>summon mephit</i>
Special Qualities:	Damage reduction 5/magic, darkvision 60', fast healing 2, immunity to fire, vulnerability to cold
Saves:	Fort +3, Ref +4, Will +3
Abilities:	Str 10, Dex 13, Con 10, Int 6, Wis 11, Cha 15
Skills:	Bluff +8, Escape Artist +7, Hide +11, Listen +6, Diplomacy +4, Disguise +2 (+4 acting), Move Silently +7, Spot +6, Use Rope +1 (+3 with bindings)
Feats:	Dodge, Improved Initiative
Environment:	Elemental Plane of Fire
Organization:	Solitary (1), gang (2-4 mephits of mixed types), or mob (5-12 mephits of mixed types)
Challenge Rating:	3
Treasure:	Standard
Alignment:	Usually neutral
Advancement:	4-6 HD (Small); 7-9 HD (Medium)
Level Adjustment:	+3 (cohort)

Magma mephits come from the Elemental Plane of Fire. Magma mephits are slow-witted and brutish. Each one is about 4 feet tall and weighs about 60 pounds.

Magma mephits speak Common and Ignan.

COMBAT

Breath Weapon (Su): 10-foot cone of magma, damage 1d4 fire, Reflex DC 12 half. Living creatures that fail their saves are tormented by burned skin and seared eyes unless they have immunity to fire or are otherwise protected. This effect imposes a -4 penalty to AC and a -2 penalty on attack rolls for 3 rounds. The save DC is constitution-based and includes a +1 racial bonus.

Spell-Like Abilities: Once per hour, a magma mephit can use *shapechange* to take the form of a pool of lava 3 feet in diameter and 6 inches deep. The mephit's damage reduction improves to 20/magic when in this form. The mephit can't attack while in lava form but can use other spell-like abilities. It can move at a speed of 10 feet, but it can't run. In this form the mephit can pass through small holes or narrow openings, even mere cracks. The pool's touch ignites flammable materials such as paper, straw, or dry wood.

Once per day a magma mephit can use *pyrotechnics* (DC 14). It can use itself as the fire source without harm. Caster level 6th. The save DC is Charisma-based.

Fast Healing (Ex): A magma mephit heals only if it is touching magma, lava, or a flame at least as large as a torch.

Ooze Mephit

Small Outsider (Extraplanar, Water)

Hit Dice:	3d8+6 (19 hp)
Initiative:	+0
Speed:	30' (6 squares), fly 40' (average), swim 30'
Armor Class:	16 (+1 size, +5 natural), touch 11, flat-footed 16
Base	+3/+1

Attack/Grapple:	
Attack:	Claw +6 melee (1d3+2)
Full Attack:	2 claws +6 melee (1d3+2)
Space/Reach:	5'/5'
Special Attacks:	Breath weapon, spell-like abilities, <i>summon mephit</i>
Special Qualities:	Damage reduction 5/magic, darkvision 60', fast healing 2
Saves:	Fort +4, Ref +3, Will +3
Abilities:	Str 14, Dex 10, Con 13, Int 6, Wis 11, Cha 15
Skills:	Bluff +8, Escape Artist +6, Hide +10, Listen +6, Diplomacy +4, Disguise +2 (+4 acting), Move Silently +6, Spot +6, Swim +10, Use Rope +0 (+2 with bindings)
Feats:	Power Attack, Toughness
Environment:	Elemental Plane of Water
Organization:	Solitary (1), gang (2–4 mephits of mixed types), or mob (5–12 mephits of mixed types)
Challenge Rating:	3
Treasure:	Standard
Alignment:	Usually neutral
Advancement:	4–6 HD (Small); 7–9 HD (Medium)
Level Adjustment:	+3 (cohort)

Ooze mephits come from the Elemental Plane of Water. An ooze mephit is about 4 feet tall and weighs about 30 pounds.

Ooze mephits speak Common and Aquan.

COMBAT

Breath Weapon (Su): 10-foot cone of caustic liquid, damage 1d4 acid, Reflex DC 13 half. Living creatures that fail their saves are tormented by itching skin and burning eyes unless they have immunity to acid or are otherwise protected. This effect imposes a –4 penalty to AC and a –2 penalty on attack rolls for 3 rounds. The save DC is Constitution-based and includes a +1 racial bonus.

Spell-Like Abilities: Once per hour an ooze mephit can hurl an acidic blob that functions like *acid arrow* (caster level 3rd). Once per day it can create a mass of smelly fog that duplicates the effect of *stinking cloud* (DC 15, caster level 6th). The save DC is Charisma-based.

Fast Healing (Ex): An ooze mephit heals only if in a wet or muddy environment.

Skills: An ooze mephit 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.

Salt Mephit

	Small Outsider (Earth, Extraplanar)
Hit Dice:	3d8+6 (19 hp)
Initiative:	–1
Speed:	30' (6 squares), fly 40' (average)
Armor Class:	16 (+1 size, –1 Dex, +6 natural), touch 10, flat-footed 16
Base Attack/Grapple:	+3/+2
Attack:	Claw +7 melee (1d3+3)
Full Attack:	2 claws +7 melee (1d3+3)
Space/Reach:	5'/5'
Special Attacks:	Breath weapon, spell-like abilities, <i>summon mephit</i>
Special Qualities:	Damage reduction 5/magic, darkvision 60', fast healing 2
Saves:	Fort +4, Ref +2, Will +3
Abilities:	Str 17, Dex 8, Con 13, Int 6, Wis 11, Cha 15
Skills:	Bluff +8, Escape Artist +5, Hide +9, Listen +6, Diplomacy +4, Disguise +2 (+4 acting), Move Silently +5, Spot +6, Use Rope –1 (+1 with bindings)
Feats:	Power Attack, Toughness
Environment:	Elemental Plane of Earth

Organization:	Solitary (1), gang (2–4 mephits of mixed types), or mob (5–12 mephits of mixed types)
Challenge Rating:	3
Treasure:	Standard
Alignment:	Usually neutral
Advancement:	4–6 HD (Small); 7–9 HD (Medium)
Level Adjustment:	+3 (cohort)

Salt mephits come from the Elemental Plane of Earth.

Salt mephits are sarcastic creatures who loathe water and moisture of any kind. Each one is about 4 feet tall and weighs about 80 pounds.

Salt mephits speak Common and Terran.

COMBAT

Breath Weapon (Su): 10-foot cone of salt crystals, damage 1d4, Reflex DC 13 half. Living creatures that fail their saves are tormented by itching skin and burning eyes. This effect imposes a –4 penalty to AC and a –2 penalty on attack rolls for 3 rounds. The save DC is Constitution-based and includes a +1 racial bonus.

Spell-Like Abilities: Once per hour a salt mephit can use *glitterdust* (DC 14, caster level 3rd).

Once per day it can draw the moisture from an area in a 20-foot radius centered on itself. Living creatures within range take 2d8 points of damage (Fortitude DC 14 half; caster level 6th). This effect is especially devastating to plant creatures and aquatic creatures, which take a –2 penalty on their saving throws. This ability is the equivalent of a 2nd-level spell. The save DCs are Charisma-based.

Fast Healing (Ex): A salt mephit heals only if in an arid environment.

Steam Mephit

Small Outsider (Extraplanar, Fire)

Hit Dice:	3d8 (13 hp)
Initiative:	+4
Speed:	30' (6 squares), fly 50' (average)
Armor Class:	16 (+1 size, +1 Dex, +4 natural), touch 12, flat-footed 15
Base	+3/–1
Attack/Grapple:	
Attack:	Claw +4 melee (1d3 plus 1d4 fire)
Full Attack:	2 claws +4 melee (1d3 plus 1d4 fire)
Space/Reach:	5'/5'
Special Attacks:	Breath weapon, spell-like abilities, <i>summon mephit</i>
Special Qualities:	Damage reduction 5/magic, darkvision 60', fast healing 2, immunity to fire, vulnerability to cold
Saves:	Fort +3, Ref +4, Will +3
Abilities:	Str 10, Dex 13, Con 10, Int 6, Wis 11, Cha 15
Skills:	Bluff +8, Escape Artist +7, Hide +11, Listen +6, Diplomacy +4, Disguise +2 (+4 acting), Move Silently +7, Spot +6, Use Rope +1 (+3 with bindings)
Feats:	Dodge, Improved Initiative
Environment:	Elemental Plane of Fire
Organization:	Solitary (1), gang (2–4 mephits of mixed types), or mob (5–12 mephits of mixed types)
Challenge Rating:	3
Treasure:	Standard
Alignment:	Usually neutral
Advancement:	4–6 HD (Small); 7–9 HD (Medium)
Level Adjustment:	–

Steam mephits come from the Elemental Plane of Fire.

Steam mephits are bossy creatures who consider themselves the lords of all their kind. Each one is about 4 feet tall and weighs about 2 pounds.

Steam mephits speak Common and Ignan.

COMBAT

Unlike other mephits, steam mephits rush into combat eagerly, driven by an oversized ego.

Breath Weapon (Su): 10-foot cone of steam, damage 1d4 fire, Reflex DC 12 half. Living creatures that fail their saves are tormented by burned skin and seared eyes unless they have immunity to fire or are otherwise protected. This effect imposes a –4 penalty to AC and a –2 penalty on attack rolls for 3 rounds. The save DC is Constitution-based and includes a +1 racial bonus.

Spell-Like Abilities: Once per hour a steam mephit can surround itself with a plume of vapor, duplicating the effect of a *blur* spell (caster level 3rd). Once per day it can create a rainstorm of boiling water that affects a 20-foot-square area. Living creatures caught in the storm take 2d6 points of fire damage (Reflex DC 14 half; caster level 6th). This ability is the equivalent of a 2nd-level spell. The save DCs are Charisma-based.

Fast Healing (Ex): A steam mephit heals only if it is touching boiling water or is in a hot, humid area.

Water Mephit

Small Outsider (Extraplanar, Water)

Hit Dice:	3d8+6 (19 hp)
Initiative:	+0
Speed:	30' (6 squares), fly 40' (average) , swim 30'
Armor Class:	16 (+1 size, +5 natural), touch 11, flat-footed 16
Base Attack/Grapple:	+3/+1
Attack:	Claw +6 melee (1d3+2)
Full Attack:	2 claws +6 melee (1d3+2)
Space/Reach:	5'/5'
Special Attacks:	Breath weapon, spell-like abilities, <i>summon mephit</i>
Special Qualities:	Damage reduction 5/magic, darkvision 60', fast healing 2
Saves:	Fort +4, Ref +3, Will +3
Abilities:	Str 14, Dex 10, Con 13, Int 6, Wis 11, Cha 15
Skills:	Bluff +8, Escape Artist +6, Hide +10, Listen +6, Diplomacy +4, Disguise +2 (+4 acting), Move Silently +6, Spot +6, Swim +10, Use Rope +0 (+2 with bindings)
Feats:	Power Attack, Toughness
Environment:	Elemental Plane of Water
Organization:	Solitary (1), gang (2–4 mephits of mixed types), or mob (5–12 mephits of mixed types)
Challenge Rating:	3
Treasure:	Standard
Alignment:	Usually neutral
Advancement:	4–6 HD (Small); 7–9 HD (Medium)
Level Adjustment:	+3 (cohort)

Water mephits come from the Elemental Plane of Water.

Water mephits are jaunty creatures with an unflagging sense of humor who quickly get on the nerves of everyone around them. Each one is about 4 feet tall and weighs about 30 pounds.

Water mephits speak Common and Aquan.

COMBAT

Breath Weapon (Su): 15-foot cone of caustic liquid, damage 1d8 acid, Reflex DC 13 half. The save DC is Constitution-based and includes a +1 racial bonus.

Spell-Like Abilities: Once per hour a water mephit can hurl an acidic blob that functions like *acid arrow* (caster level 3rd). Once per day it can create a mass of smelly fog that duplicates the effect of a *stinking cloud* spell (DC 15, caster level 6th). The save DC is Charisma-based.

Fast Healing (Ex): A water mephit heals only if it is exposed to rain or submerged up to its waist in water.

Skills: A water mephit 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.

Merfolk

	Merfolk, 1st-Level Warrior
	Medium Humanoid (Aquatic)
Hit Dice:	1d8+2 (6 hp)
Initiative:	+1
Speed:	5' (1 square), swim 50'
Armor Class:	13 (+1 Dex, +2 leather), touch 11, flat-footed 12
Base Attack/Grapple:	+1/+2
Attack:	Trident +2 melee (1d8+3) or heavy crossbow +2 ranged (1d10/19–20)
Full Attack:	Trident +2 melee (1d8+3) or heavy crossbow +2 ranged (1d10/19–20)
Space/Reach:	5/5'
Special Attacks:	—
Special Qualities:	Amphibious, low-light vision
Saves:	Fort +4, Ref +1, Will –1
Abilities:	Str 13, Dex 13, Con 14, Int 10, Wis 9, Cha 10
Skills:	Listen +3, Spot +3, Swim +9
Feats:	Alertness ^H , Strong Armed ^H
Environment:	Temperate aquatic
Organization:	Company (2–4), patrol (11–20 plus 2 3rd-level lieutenants and 1 leader of 3rd–6th level), or band (30–60 plus 1 3rd-level sergeant per 20 adults, 5 5th-level lieutenants, 3 7th-level captains, and 10 porpoises)
Challenge Rating:	0
Treasure:	Standard
Alignment:	Usually neutral
Advancement:	By character class
Level Adjustment:	+1

A merfolk is about 8 feet long from the top of the head to the end of the tail, and weighs about 400 pounds.

Merfolk speak Common and Aquan.

Most merfolk encountered outside their home are warriors; the information in the statistics block is for one of 1st level.

COMBAT

Merfolk favor heavy crossbows of shell and coral that fire bolts fashioned from blowfish spines, with an underwater range increment of 30'. Merfolk often barrage their enemies before closing, when they resort to tridents.

Amphibious (Ex): 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.

The merfolk warrior presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

MERFOLK CHARACTERS

A merfolk's favored class is bard.

Mimic

	Large Aberration (Shapechanger)
Hit Dice:	7d8+21 (52 hp)

Initiative:	+1
Speed:	10' (2 squares)
Armor Class:	15 (-1 size, +1 Dex, +5 natural), touch 10, flat-footed 15
Base Attack/Grapple:	+5/+13
Attack:	Slam +10 melee (1d8+4)
Full Attack:	2 slams +10 melee (1d8+4)
Space/Reach:	10'/10'
Special Attacks:	Adhesive, crush
Special Qualities:	Darkvision 60', immunity to acid, mimic shape
Saves:	Fort +5, Ref +6, Will +6
Abilities:	Str 19, Dex 12, Con 17, Int 10, Wis 13, Cha 10
Skills:	Climb +9, Disguise +16, Listen +8, Spot +8
Feats:	Alertness ^H , Lightning Reflexes, Skill Focus (disguise) ^H , Weapon Focus (slam)
Environment:	Underground
Organization:	Solitary
Challenge Rating:	4
Treasure:	1/10th coins; 50% goods; 50% items
Alignment:	Usually neutral
Advancement:	8–10 HD (Large); 11–21 HD (Huge)
Level Adjustment:	—

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.

COMBAT

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.

Adhesive (Ex): 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 DC 16 Reflex save. A successful DC 16 Strength check is needed to pry it off.

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 (Ex): A mimic deals 1d8+4 points of damage with a successful grapple check.

Mimic Shape (Ex): 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 Spot 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.

Minotaur

	Large Monstrous Humanoid
Hit Dice:	6d8+12 (39 hp)
Initiative:	+0
Speed:	30' (6 squares)
Armor Class:	14 (-1 size, +5 natural), touch 9, flat-footed — (see text)
Base Attack/Grapple:	+6/+14
Attack:	Greataxe +9 melee (3d6+6/x3) or gore +9 melee (1d8+4)
Full Attack:	Greataxe +9/+4 melee (3d6+6/x3) and gore +4 melee (1d8+2)

Space/Reach:	10'/10'
Special Attacks:	Powerful charge 4d6+6
Special Qualities:	Darkvision 60', natural cunning, scent
Saves:	Fort +7, Ref +5, Will +5
Abilities:	Str 19, Dex 10, Con 15, Int 7, Wis 10, Cha 8
Skills:	Intimidate +2, Listen +7, Search +2, Spot +7
Feats:	Great Fortitude, Power Attack, Track
Environment:	Underground
Organization:	Solitary, pair, or gang (3–4)
Challenge Rating:	4
Treasure:	Standard
Alignment:	Usually chaotic Evil
Advancement:	By character class
Level Adjustment:	+2

A minotaur stands more than 7 feet tall and weighs about 700 pounds.

Minotaurs speak Giant.

COMBAT

Minotaurs prefer melee combat, where their great strength serves them well.

Powerful Charge (Ex): 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 +9 attack bonus that deals 4d6+6 points of damage.

Natural Cunning (Ex): Although minotaurs are not especially intelligent, they possess innate cunning and logical ability. This gives them immunity to *maze* spells, prevents them from ever becoming lost, and enables them to track enemies. Further, they are never caught flat-footed.

Skills: Minotaurs have a +4 racial bonus on Search, Spot, and Listen checks.

Mohrg

	Medium Undead
Hit Dice:	14d12 (91 hp)
Initiative:	+9
Speed:	30' (6 squares)
Armor Class:	23 (+4 Dex, +9 natural), touch 14, flat-footed 14
Base Attack/Grapple:	+7/+12
Attack:	Slam +12 melee (1d6+7) or tongue +12 melee touch (paralysis)
Full Attack:	Slam +12 melee (1d6+7) and tongue +12 melee touch (paralysis)
Space/Reach:	5'/5'
Special Attacks:	Improved grab, paralyzing touch, create spawn
Special Qualities:	Darkvision 60', undead traits
Saves:	Fort +4, Ref +11, Will +9
Abilities:	Str 21, Dex 19, Con —, Int 11, Wis 10, Cha 10
Skills:	Climb +13, Hide +21, Listen +11, Move Silently +21, Spot +15, Swim +9
Feats:	Alertness ^H , Dodge, Improved Initiative, Lightning Reflexes, Mobility, Multi-Dodge ^H
Environment:	Any
Organization:	Solitary, gang (2–4), or mob (2–4 plus 5–10 zombies)
Challenge Rating:	8
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	15–21 HD (Medium); 22–28 HD (Large)
Level Adjustment:	—

Mohrgs are the animated corpses of mass murderers or similar villains who died without atoning for their crimes. Most mohrgs are 5 to 6

feet tall and weigh about 120 pounds.

COMBAT

Like zombies, mohrgs attack by slamming enemies with their fists. They often catch opponents flat-footed, for they move much faster than zombies.

Improved Grab (Ex): To use this ability, a mohrg must hit a creature of its size or smaller with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Paralyzing Touch (Su): A mohrg lashes out with its tongue in combat. An opponent the tongue touches must succeed on a DC 17 Fortitude save or become paralyzed for 1d4 minutes. The save DC is Charisma-based.

Create Spawn (Su): Creatures killed by a mohrg rise after 1d4 days as zombies under the mohrg's control. They do not possess any of the abilities they had in life.

Mummy

	Mummy	Mummy Lord Undead 8 / Cleric 10 (14)
	Medium Undead	Medium Undead
Hit Dice:	8d12+4 (56 hp)	8d12 plus 10d8 (97 hp)
Initiative:	+0	+6
Speed:	20' (4 squares)	15' in half-plate armor (3 squares); base speed 20'
Armor Class:	20 (+10 natural), touch 10, flat-footed 20	30 (+1 Dex, +10 natural, +9 +2 <i>half-plate armor</i>), touch 11, flat-footed 29
Base Attack/Grapple:	+4/+11	+11/+19
Attack:	Slam +11 melee (1d6+10 plus mummy rot)	Slam +22 melee (1d6+12/17–20 plus mummy rot)
Full Attack:	Slam +11 melee (1d6+10 plus mummy rot)	Slam +22 melee (1d6+12/17–20 plus mummy rot)
Space/Reach:	5'/5'	5'/5'
Special Attacks:	Despair, mummy rot	Despair, mummy rot, rebuke undead, spells
Special Qualities:	Damage reduction 5/–, darkvision 60', undead traits, vulnerability to fire	Damage reduction 5/–, darkvision 60', resistance to fire 10, undead traits, vulnerability to fire
Saves:	Fort +5, Ref +2, Will +8	Fort +15, Ref +8, Will +20
Abilities:	Str 24, Dex 10, Con —, Int 6, Wis 14, Cha 15	Str 26, Dex 12, Con —, Int 8, Wis 20, Cha 17
Skills:	Hide +7, Listen +8, Move Silently +7, Spot +8	Concentration +8, Knowledge (religion) +4, Listen +18, Move Silently +5, Spot +18
Feats:	Alertness ^H , Great Fortitude, Opportune ^H , Toughness	Alertness ^H , Combat Casting, Great Fortitude, Improved Critical (slam), Improved Initiative, Opportune ^H , Weapon Focus (slam)
Environment:	Any	Any
Organization:	Solitary, warden squad (2–4), or guardian detail (6–10)	Solitary or tomb guard (1 mummy lord and 6–10 mummies)
Challenge Rating:	5	15
Treasure:	Standard	Standard plus possessions noted below
Alignment:	Usually lawful evil	Usually lawful evil
Advancement:	9–16 HD (Medium); 17–24 HD (Large)	By character class
Level Adjustment:	—	—

Mummies are preserved corpses animated through the auspices of dark desert gods best forgotten.

Most mummies are 5 to 6 feet tall and weigh about 120 pounds.

Mummies can speak Common, but seldom bother to do so.

COMBAT

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

ability for 24 hours. The save DC is Charisma-based.

Mummy Rot (Su): Supernatural disease—slam, Fortitude DC 16, incubation period 1 minute; damage 1d6 Con and 1d6 Cha. The save DC is Charisma-based.

Unlike normal diseases, mummy rot continues until the victim reaches Constitution 0 (and dies) or is cured as described below.

Mummy rot is a powerful curse, not a natural disease. A character attempting to cast any conjuration (healing) spell on a creature afflicted with mummy rot must succeed on a DC 20 caster level check, or the spell has no effect on the afflicted character.

To eliminate mummy rot, the curse must first be broken with *break enchantment* or *remove curse* (requiring a DC 20 caster level check for either spell), after which a caster level check is no longer necessary to cast healing spells on the victim, and the mummy rot can be magically cured as any normal disease.

An afflicted creature who dies of mummy rot shrivels away into sand and dust that blow away into nothing at the first wind.

Mummy Lord

Unusually powerful or evil individuals preserved as mummies sometimes rise as greater mummies after death. A mummy lord resembles its lesser fellows, but often wears or carries equipment it used in life.

Mummy lords are often potent spellcasters. They are found as guardians of the tombs of high lords, priests, and mages. Most are sworn to defend for eternity the resting place of those whom they served in life, but in some cases a mummy lord's unliving state is the result of a terrible curse or rite designed to punish treason, infidelity, or crimes of an even more abhorrent nature. A mummy lord of this sort is usually imprisoned in a tomb that is never meant to be opened again.

Despair (Su): The save DC against this mummy lord's despair is 17.

Mummy Rot (Su): The save DC against this mummy lord's mummy rot is 17.

Typical Cleric Spells Prepared (5/6/5/5/4/4/2/1; save DC 13 + spell level): 0—*detect magic, guidance, read magic, resistance, virtue*; 1st—*bane, command, deathwatch, divine favor, doom, shield of faith*; 2nd—*bull's strength, hold person, resist energy, silence, spiritual weapon*; 3rd—*animate dead, deeper darkness, dispel magic, invisibility purge, searing light*; 4th—*air walk, dismissal, divine power, giant vermin*; 5th—*insect plague, slay living, spell resistance, symbol of pain*; 6th—*antilife shell, greater dispel magic*; 7th—*plane shift*.

Possessions: +2 half-plate armor, cloak of resistance +2, ring of minor elemental resistance (fire), brooch of shielding. (Different mummy lords may have different possessions.)

Naga

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.

COMBAT

Nagas favor spells 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

	Large Aberration
Hit Dice:	9d8+18 (58 hp)
Initiative:	+2
Speed:	40' (8 squares)
Armor Class:	14 (–1 size, +2 Dex, +3 natural), touch 11, flat-footed 12
Base Attack/Grapple:	+6/+12
Attack:	Sting +7 melee (2d4+2 plus poison)
Full Attack:	Sting +7 melee (2d4+2 plus poison) and bite +2 melee (1d4+1)
Space/Reach:	10'/5'
Special Attacks:	Poison, spells
Special Qualities:	Darkvision 60', detect thoughts, guarded thoughts, immunity to poison, resistance to charm

Saves:	Fort +5, Ref +8, Will +8
Abilities:	Str 14, Dex 15, Con 14, Int 16, Wis 15, Cha 17
Skills:	Bluff +9, Concentration +13, Diplomacy +7, Disguise +5 (+7 acting), Intimidate +5, Listen +11, Sense Motive +8, Spellcraft +12, Spot +11
Feats:	Alertness ^H , Combat Casting, Dodge, Eschew Materials ^B , Lightning Reflexes, Undying Will ^H
Environment:	Temperate hills
Organization:	Solitary or nest (2–4)
Challenge Rating:	8
Treasure:	Standard
Alignment:	Usually lawful evil
Advancement:	10–13 HD (Large); 14–27 HD (Huge)
Level Adjustment:	—

Dark nagas speak Common and Infernal.

COMBAT

Dark nagas prefer to fight from an elevated position where they get a good view of the battlefield while also staying out of reach.

Poison (Ex): Injury, Fortitude DC 16 or lapse into a nightmare-haunted sleep for 2d4 minutes. The save DC is Constitution-based.

Spells: Dark nagas cast spells as 7th-level sorcerers.

Typical Sorcerer Spells Known (6/7/5/3 per day; save DC 13 + spell level): 0—*daze, detect magic, light, mage hand, open/close, ray of frost, read magic*; 1st—*expeditious retreat, mage armor, magic missile, ray of enfeeblement, shield, silent image*; 2nd—*cat's grace, eagle's splendor, invisibility, scorching ray*; 3rd—*displacement, lightning bolt, protection from energy*.

Resistance to Charm: Dark nagas have a +2 racial bonus on saving throws against all *charm* effects (not included in the statistics block).

Detect Thoughts (Su): A dark naga can continuously use detect thoughts as the spell (caster level 9th; Will DC 15 negates). This ability is always active. The save DC is Charisma-based.

Guarded Thoughts (Ex): Dark nagas are immune to any form of mind reading.

Guardian Naga

	Large Aberration
Hit Dice:	11d8+44 (93 hp)
Initiative:	+2
Speed:	40' (8 squares)
Armor Class:	18 (–1 size, +2 Dex, +7 natural), touch 11, flat-footed 16
Base Attack/Grapple:	+8/+17
Attack:	Bite +12 melee (2d6+7 plus poison) or spit +9 ranged touch (poison)
Full Attack:	Bite +12 melee (2d6+7 plus poison) or spit +9 ranged touch (poison)
Space/Reach:	10'/5'
Special Attacks:	Poison, spit, spells
Special Qualities:	Darkvision 60'
Saves:	Fort +7, Ref +9, Will +11
Abilities:	Str 21, Dex 14, Con 19, Int 16, Wis 19, Cha 18
Skills:	Bluff +18, Concentration +19, Listen +13, Diplomacy +8, Disguise +4 (+6 acting), Intimidate +6, Sense Motive +18, Spellcraft +17, Spot +13
Feats:	Alertness ^H , Combat Casting, Dodge, Eschew Materials ^B , Lightning Reflexes, Strong Mind ^H
Environment:	Temperate plains
Organization:	Solitary or nest (2–4)
Challenge Rating:	10
Treasure:	Standard
Alignment:	Usually lawful good

Advancement:	12–16 HD (Large); 17–33 HD (Huge)
Level Adjustment:	—

Guardian nagas speak Celestial and Common.

COMBAT

Guardian nagas usually warn off intruders before attacking. If the warning is ignored, they may begin a spell assault or spit poison.

Poison (Ex): Injury or contact, Fortitude DC 19, initial and secondary damage 1d10 Con. The save DC is Constitution-based.

Spit (Ex): A guardian naga can spit its venom up to 30 feet as a standard action. This is a ranged touch attack with no range increment. Opponents hit by this attack must make successful saves (see above) to avoid the effect.

Spells: Guardian nagas cast spells as 9th-level sorcerers, and can also cast spells from the cleric list and from the Good and Law domains. The cleric spells and domain spells are considered arcane spells for a guardian naga, meaning that the creature does not need a divine focus to cast them.

Typical Spells Known (6/7/7/7/5; save DC 14 + spell level): 0—*cure minor wounds, daze, detect magic, light, mage hand, open/close, ray of frost, read magic*; 1st—*cure light wounds, divine favor, expeditious retreat, mage armor, magic missile*; 2nd—*detect thoughts, lesser restoration, see invisibility, scorching ray*; 3rd—*cure serious wounds, dispel magic, lightning bolt*; 4th—*divine power, greater invisibility*.

Spirit Naga

	Large Aberration
Hit Dice:	9d8+36 (76 hp)
Initiative:	+1
Speed:	40' (8 squares)
Armor Class:	16 (–1 size, +1 Dex, +6 natural), touch 10, flat-footed 15
Base Attack/Grapple:	+6/+14
Attack:	Bite +9 melee (2d6+6 plus poison)
Full Attack:	Bite +9 melee (2d6+6 plus poison)
Space/Reach:	10'/5'
Special Attacks:	Charming gaze, poison, spells
Special Qualities:	Darkvision 60'
Saves:	Fort +7, Ref +7, Will +9
Abilities:	Str 18, Dex 13, Con 18, Int 12, Wis 17, Cha 17
Skills:	Concentration +13, Listen +14, Spellcraft +10, Spot +14
Feats:	Ability Focus (charming gaze), Alertness ^H , Combat Casting, Eschew Materials ^B , Lightning Reflexes, Strong Mind ^H
Environment:	Temperate marshes
Organization:	Solitary or nest (2–4)
Challenge Rating:	9
Treasure:	Standard
Alignment:	Usually chaotic evil
Advancement:	10–13 HD (Large); 14–27 HD (Huge)
Level Adjustment:	—

Spirit nagas speak Abyssal and Common.

COMBAT

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.

Charming Gaze (Su): As *charm person*, 30 feet, Will DC 19 negates. The save DC is Charisma-based.

Poison (Ex): Injury, Fortitude DC 18, initial and secondary damage 1d8 Con. The save DC is Constitution-based.

Spells: Spirit nagas cast spells as 7th-level sorcerers, and can also cast spells from the cleric spell list and from the Chaos and Evil domains as arcane spells. The cleric spells and domain spells are considered arcane spells for a spirit naga,

meaning that the creature does not need a divine focus to cast them.

Typical Spells Known (6/7/7/5; save DC 13 + spell level): 0—*cure minor wounds, daze, detect magic, mage hand, open/close, ray of frost, read magic*; 1st—*charm person, cure light wounds, divine favor, magic missile, shield of faith*; 2nd—*cat's grace, invisibility, summon swarm*; 3rd—*displacement, fireball*.

Water Naga

	Large Aberration (Aquatic)
Hit Dice:	7d8+28 (59 hp)
Initiative:	+1
Speed:	30' (6 squares), swim 50'
Armor Class:	15 (−1 size, +1 Dex, +5 natural), touch 10, flat-footed 14
Base Attack/Grapple:	+5/+12
Attack:	Bite +7 melee (2d6+4 plus poison)
Full Attack:	Bite +7 melee (2d6+4 plus poison)
Space/Reach:	10'/5'
Special Attacks:	Poison, spells
Special Qualities:	Darkvision 60'
Saves:	Fort +6, Ref +6, Will +8
Abilities:	Str 16, Dex 13, Con 18, Int 10, Wis 17, Cha 15
Skills:	Concentration +12, Listen +7, Spellcraft +8, Spot +7, Swim +11
Feats:	Alertness ^H , Combat Casting, Eschew Materials ^B , Lightning Reflexes, Strong Mind ^H
Environment:	Temperate aquatic
Organization:	Solitary, pair, or nest (3–4)
Challenge Rating:	7
Treasure:	Standard
Alignment:	Usually neutral
Advancement:	8–10 HD (Large); 11–21 HD (Huge)
Level Adjustment:	—

Water nagas speak Aquan and Common.

COMBAT

Water nagas prefer to stay mostly concealed in a body of water while they launch a spell attack.

Poison (Ex): Injury, Fortitude DC 17, initial and secondary damage 1d8 Con. The save DC is Constitution-based.

Spells: Water nagas cast spells as 7th-level sorcerers but never use fire spells.

Typical Sorcerer Spells Known (6/7/7/4; save DC 12 + spell level): 0—*acid splash, daze, detect magic, light, mage hand, open/close, read magic*; 1st—*expeditious retreat, magic missile, obscuring mist, shield, true strike*; 2nd—*invisibility, acid arrow, mirror image*; 3rd—*protection from energy, suggestion*.

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.

Night Hag

	Medium Outsider (Evil, Extraplanar)
Hit Dice:	8d8+32 (68 hp)
Initiative:	+1
Speed:	20' (4 squares)
Armor Class:	22 (+1 Dex, +11 natural), touch 11, flat-footed 21
Base Attack/Grapple:	+8/+12

Attack:	Bite +12 melee (2d6+6 plus disease)
Full Attack:	Bite +12 melee (2d6+6 plus disease)
Space/Reach:	5'/5'
Special Attacks:	Spell-like abilities, dream haunting
Special Qualities:	Damage reduction 10/cold iron and magic, immunity to fire, cold, charm, <i>sleep</i> , and fear, shapechange, spell resistance 25
Saves:	Fort +12*, Ref +9*, Will +10*
Abilities:	Str 19, Dex 12, Con 18, Int 11, Wis 15, Cha 12
Skills:	Bluff +14, Concentration +15, Diplomacy +5, Disguise +1 (+3 acting), Intimidate +16, Listen +15, Ride +12, Sense Motive +13, Spellcraft +11, Spot +15
Feats:	Alertness ^H , Combat Casting, Mounted Combat, Persuasive ^H
Environment:	A evil-aligned plane
Organization:	Solitary, mounted (1, on nightmare), or covey (3, on nightmares)
Challenge Rating:	9
Treasure:	Standard
Alignment:	Always neutral evil
Advancement:	9–16 HD (Medium)
Level Adjustment:	—

A night hag is about the same height and weight as a female human.

Night hags speak Abyssal, Celestial, Common, and Infernal.

COMBAT

Night hags attack good 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 *sleep* 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 evil-aligned for the purpose of overcoming damage reduction. Its natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Disease (Ex): Demon fever—bite, Fortitude DC 18, incubation period 1 day, damage 1d6 Con. Each day after the first, on a failed save, an afflicted creature must immediately succeed on another DC 18 Fortitude save or take 1 point of Constitution drain. The save DC is Constitution based.

Shapechange (Su): As a standard action, a night hag may assume the form of any Animal, Fey, Giant, Humanoid, Magical Beast, Monstrous Humanoid, or Vermin of large size or smaller.

Spell-Like Abilities: At will—*detect chaos*, *detect evil*, *detect good*, *detect law*, *detect magic*, *magic missile*, *ray of enfeeblement* (DC 12), *sleep* (DC 12). Caster level 8th. A night hag can use *etherealness* at will (caster level 16th) so long as it possesses its *heartstone* (see below). The save DCs are Charisma-based.

Dream Haunting (Su): Night hags can visit the dreams of chaotic or evil individuals 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 ethereal being can stop these nocturnal intrusions, by confronting and defeating the night hag.

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 statistics block). A night hag that loses this charm can no longer use *etherealness* 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. If sold, an intact *heartstone* brings 1,800 gp.

Nightmare

Nightmare

Large Outsider (Evil, Extraplanar)

Nightmare, Cauchemar

Huge Outsider (Evil, Extraplanar)

Hit Dice:	6d8+18 (45 hp)	15d8+105 (172 hp)
Initiative:	+6	+9
Speed:	40' (8 squares), fly 90' (good)	40' (8 squares), fly 90' (good)
Armor Class:	24 (–1 size, +2 Dex, +13 natural), touch 11, flat-footed 22	26 (–2 size, +2 Dex, +16 natural), touch 10, flat-footed 24
Base Attack/Grapple:	+6/+14	+15/+33
Attack:	Hoof +9 melee (1d8+4 plus 1d4 fire)	Hoof +23 melee (2d6+10 plus 1d4 fire)
Full Attack:	2 hooves +9 melee (1d8+4 plus 1d4 fire) and bite +4 melee (1d8+2)	2 hooves +23 melee (2d6+10 plus 1d4 fire) and bite +18 melee (2d6+5)
Space/Reach:	10'/5'	15'/10'
Special Attacks:	Flaming hooves, smoke	Flaming hooves, smoke
Special Qualities:	Astral projection, darkvision 60', etherealness	Astral projection, darkvision 60', etherealness
Saves:	Fort +8, Ref +7, Will +6	Fort +16, Ref +11, Will +10
Abilities:	Str 18, Dex 15, Con 16, Int 13, Wis 13, Cha 12	Str 31, Dex 14, Con 24, Int 16, Wis 12, Cha 12
Skills:	Concentration +12, Diplomacy +3, Hide +5, Intimidate +10, Knowledge (the planes) +10, Listen +12, Move Silently +13, Search +10, Sense Motive +10, Spot +12, Survival +10 (+12 on other planes and following tracks)	Bluff +19, Concentration +25, Diplomacy +5, Disguise +1 (+3 acting), Hide +7, Intimidate +21, Knowledge (arcana) +21, Knowledge (the planes) +21, Listen +21, Move Silently +22, Search +21, Sense Motive +19, Spot +21, Survival +19 (+21 on other planes and following tracks)
Feats:	Alertness ^H , Stealthy ^H , Improved Initiative, Run	Alertness ^H , Cleave, Improved Initiative, Power Attack, Run, Stealthy ^H , Track
Environment:	A evil-aligned plane	A neutral evil plane
Organization:	Solitary Solitary	Solitary
Challenge Rating:	5	11
Treasure:	None	None
Alignment:	Always neutral evil	Always neutral evil
Advancement:	7–10 HD (Large); 11–18 HD (Huge)	—
Level Adjustment:	—	—

A nightmare is about the size of a light war horse.

COMBAT

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 evil-aligned for the purpose of overcoming damage reduction.

Flaming Hooves (Su): A blow from a nightmare's hooves sets combustible materials alight.

Smoke (Su): 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. Anyone in the cone must succeed on a DC 16 Fortitude save or take a –2 penalty on all attack and damage rolls until 1d6 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 DC 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.

Astral Projection and Etherealness (Su): These abilities function just like the spells of the same names (caster level 20th); a nightmare can use either at will.

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.

Cauchemar

The cauchemar is a horrible, especially malevolent version of a nightmare. The sight of one of these great horrors bearing down is enough to shake the heart of the boldest champion.

COMBAT

The save DC for the cauchemar's smoke attack (DC 24) is adjusted for its greater number of Hit Dice and higher Constitution score.

Carrying Capacity: A light load for a cauchemar is up to 612 pounds; a medium load, 613–1,224 pounds; and a heavy load, 1,225–1,840 pounds.

Nightshade

Nightshades are powerful undead composed of equal parts darkness and absolute evil.

Nightshades can read and understand all forms of communication; however, they communicate with others by telepathy.

COMBAT

Each of the three known varieties of nightshade is a terrible creature with unique powers and abilities. Their tactics vary according to their abilities, but they all make liberal use of *haste*.

Nightshade Abilities

All nightshades have the following special abilities.

Aversion to Daylight (Ex): If exposed to natural daylight (not merely a *daylight* spell), nightshades take a –4 penalty on all attack rolls, saving throws, and skill checks.

Desecrating Aura (Su): All nightshades give off a 20' radius emanation of utter desecration, imbuing their surroundings with negative energy. This ability works much like a *desecrate* spell, except that the nightshade's evil is so great that it is treated as the shrine of an evil power. All undead within 20' of the nightshade (including the creature itself) gain a +2 profane bonus on attack rolls, damage rolls, and saving throws, and +2 hit points per HD. (The nightshade Hit Dice, attack, and save entries given here include these profane bonuses.) Charisma checks made to turn undead within this area take a –6 penalty.

A nightshade's desecrating aura cannot be dispelled except by a *dispel evil* spell or similar effect. If the effect is dispelled, the nightshade can resume it as a free action on its next turn. Its desecrating aura is suppressed if a nightshade enters a *consecrated* or *hallowed* area, but the nightshade's presence also suppresses the *consecrated* or *hallowed* effect for as long as it remains in the area.

Nightcrawler

	Gargantuan Undead (Extraplanar)
Hit Dice:	25d12+50 (212 hp)
Initiative:	+6
Speed:	30' (6 squares), burrow 60'
Armor Class:	35 (–4 size, +29 natural), touch 6, flat-footed 35
Base	+12/+45
Attack/Grapple:	
Attack:	Bite +29 melee (4d6+21/16–20)
Full Attack:	Bite +29 melee (4d6+21/16–20) and sting +24 melee (2d8+11/16–20 plus poison)
Space/Reach:	20'/15'
Special Attacks:	Desecrating aura, energy drain, spell-like abilities, poison, summon undead, swallow whole
Special Qualities:	Aversion to daylight, damage reduction 15/silver and magic, darkvision 60', immunity to cold, spell resistance 31, telepathy 100 ft, tremorsense 60', undead traits
Saves:	Fort +15, Ref +10, Will +26
Abilities:	Str 48, Dex 10, Con —, Int 20, Wis 20, Cha 18
Skills:	Concentration +32, Diplomacy +6, Hide +16, Knowledge (arcana) +33, Listen +33, Move Silently +28, Search +33, Sense Motive +23, Spellcraft +35, Spot +33, Survival +5 (+7 following tracks)

Feats:	Blind-Fight, Combat Casting, Great Fortitude, Improved Critical (bite), Improved Critical (sting), Improved Initiative, Iron Will, Metamagic Spell-Like Ability (quicken <i>cone of cold</i>), Power Attack
Environment:	Plane of Shadow
Organization:	Solitary or pair
Challenge Rating:	18
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	26–50 HD (Colossal)
Level Adjustment:	—

A nightcrawler is a massive behemoth similar to a purple worm, though utterly black in color.

A nightcrawler measures about 7 feet in diameter and is 100 feet long from its toothy maw to the tip of its stinging tail. It weighs about 55,000 pounds.

COMBAT

A nightcrawler attacks by burrowing through the ground and emerging to strike.

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

Energy Drain (Su): Living creatures inside a nightcrawler's gizzard gain one negative level each round. The DC is 26 for the Fortitude save to remove a negative level. The save DC is Charisma-based.

For each such negative level bestowed, the nightcrawler gains 5 temporary hit points.

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

Poison (Ex): Injury, Fortitude DC 22, initial and secondary damage 2d6 Str. The save DC is Constitution-based.

Spell-Like Abilities: At will—*contagion* (DC 18), *deeper darkness*, *detect magic*, *greater dispel magic*, *haste*, *invisibility*, *see invisibility*, *unholy blight* (DC 18); 3/day—*cone of cold* (DC 19), *confusion* (DC 18), *hold monster* (DC 19); 1/day—*finger of death* (DC 21), *mass hold monster* (DC 23), *plane shift* (DC 21). Caster level 25th. The save DCs are Charisma-based.

Summon Undead (Su): A nightcrawler can summon undead creatures once per night: 9–16 shadows, 3–6 greater shadows, or 2–4 dread wraiths. The undead arrive in 1d10 rounds and serve for 1 hour or until released.

Swallow Whole (Ex): A nightcrawler can try to swallow a grabbed opponent of Huge or smaller size by making a successful grapple check. Once inside, the opponent takes 2d8+12 points of bludgeoning damage plus 12 points of acid damage per round from the nightcrawler's gizzard and is subject to the creature's energy drain. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 35 points of damage to the gizzard (AC 21). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A nightcrawler's interior can hold 2 Huge, 8 Large, 32 Medium, 128 Small, 512 Tiny or smaller opponents.

Nightwalker

	Huge Undead (Extraplanar)
Hit Dice:	21d12+42 (178 hp)
Initiative:	+7
Speed:	40 ft (8 squares), fly 20' (poor)
Armor Class:	32 (–2 size, +2 Dex, +22 natural), touch 10, flat-footed 30
Base	+10/+34
Attack/Grapple:	
Attack:	Slam +24 melee (2d6+16)
Full Attack:	2 slams +24 melee (2d6+16)
Space/Reach:	15'/15'
Special Attacks:	Crush item, desecrating aura, evil gaze, spell-like abilities, summon undead
Special Qualities:	Aversion to daylight, damage reduction 15/silver and magic, darkvision 60', immunity to cold,

	spell resistance 29, telepathy 100', undead traits
Saves:	Fort +13, Ref +11, Will +19
Abilities:	Str 38, Dex 14, Con —, Int 20, Wis 20, Cha 18
Skills:	Concentration +28, Diplomacy +6, Hide +18*, Knowledge (arcana) +29, Listen +29, Move Silently +26, Search +29, Sense Motive +29, Spellcraft +31, Spot +29, Survival +5 (+7 following tracks)
Feats:	Cleave, Combat Expertise, Combat Reflexes, Great Fortitude, Improved Disarm, Improved Initiative, Metamagic Spell-Like Ability (quickened <i>unholy blight</i>), Power Attack
Environment:	Plane of Shadow
Organization:	Solitary, pair, or gang (3–4)
Challenge Rating:	16
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	22–31 HD (Huge); 32–42 HD (Gargantuan)
Level Adjustment:	—

Nightwalkers are human-shaped horrors that haunt the darkness.

A nightwalker is about 20 feet tall and weighs about 12,000 pounds.

COMBAT

Nightwalkers lurk in dark areas where they can almost always surprise the unwary.

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

Crush Item (Su): A nightwalker can destroy any weapon or item of Large size or smaller (even magic ones, but not artifacts) by picking it up and crushing it between its hands. The nightwalker must make a successful disarm attempt to grab an item held by an opponent. The item is entitled to a DC 34 Fortitude save to resist destruction. The save DC is Strength-based.

Evil Gaze (Su): Fear, 30'. A creature that meets the nightwalker's gaze must succeed on a DC 24 Will save or be paralyzed with fear for 1d8 rounds. Whether or not the save is successful, that creature cannot be affected again by the same nightshade's gaze for 24 hours. This is a mind-affecting fear effect. The save DC is Charisma-based.

Spell-Like Abilities: At will—*contagion* (DC 18), *deeper darkness*, *detect magic*, *greater dispel magic*, *haste*, *see invisibility*, and *unholy blight* (DC 18); 3/day—*confusion* (DC 18), *hold monster* (DC 19), *invisibility*; 1/day—*cone of cold* (DC 19), *finger of death* (DC 21), *plane shift* (DC 21). Caster level 21st. The save DCs are Charisma-based.

Summon Undead (Su): A nightwalker can summon undead creatures once per night: 7–12 shadows, 2–5 greater shadows, or 1–2 dread wraiths. The undead arrive in 1d10 rounds and serve for 1 hour or until released.

Skills: *When hiding in a dark area, a nightwalker gains a +8 racial bonus on Hide checks.

Tactics Round-by-Round

The nightwalker is an exceedingly intelligent foe that makes the best use of all its abilities. It favors using its spell-like abilities to divide and disable its enemies, then closing to melee with opponents it has isolated from their allies.

Prior to combat: The nightwalker keeps its *see invisibility* power active most of the time. It uses *haste* and *invisibility* to prepare for battle.

Round 1: Move to within 30 feet to make use of gaze attack and strike with *confusion* or *hold monster*, coupled with a quickened *unholy blight*.

Round 2: Hit a spellcaster with *finger of death* and another quickened *unholy blight*.

Round 3: Move up to engage the enemy and attempt to disarm an enemy fighter.

Round 4: Crush the disarmed weapon (or use gaze attack if disarm attempt failed).

Round 5: Full attack against the unarmed foe (or on a nearby spellcaster).

Nightwing

	Huge Undead (Extraplanar)
Hit Dice:	17d12+34 (144 hp)
Initiative:	+8
Speed:	20' (4 squares), fly 60' (good)
Armor Class:	30 (–2 size, +4 Dex, +18 natural) touch 12, flat-footed 26
Base Attack/Grapple:	+8/+28
Attack:	Bite +18 melee (2d6+17/18–20 plus magic drain)
Full Attack:	Bite +18 melee (2d6+17/18–20 plus magic drain)
Space/Reach:	15'/10'
Special Attacks:	Desecrating aura, magic drain, spell-like abilities, summon undead
Special Qualities:	Aversion to daylight, damage reduction 15/silver and magic, darkvision 60', immunity to cold, spell resistance 27, telepathy 100', undead traits
Saves:	Fort +11, Ref +11, Will +17
Abilities:	Str 31, Dex 18, Con —, Int 18, Wis 20, Cha 18
Skills:	Concentration +24, Diplomacy +6, Hide +16*, Listen +25, Move Silently +24, Search +24, Sense Motive +25, Spellcraft +24, Spot +25, Survival +5 (+7 following tracks)
Feats:	Combat Reflexes, Dodge, Flyby Attack, Great Fortitude, Improved Critical (bite), Improved Initiative
Environment:	Plane of Shadow
Organization:	Solitary, pair, or flock (3–6)
Challenge Rating:	14
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	18–25 HD (Huge); 26–34 HD (Gargantuan)
Level Adjustment:	—

Nightwings are batlike flyers that hunt on the wing.

A nightwing has a wingspan of about 40 feet and weighs about 4,000 pounds.

COMBAT

Nightwings prowl the night sky and dive onto their victims. They are all but invisible, detectable only because of the stars they obscure in their passing.

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

Magic Drain (Su): A nightwing can weaken magic armor, weapons, and shields by making a successful touch attack. The targeted item must succeed on a DC 22 Fortitude save or lose 1 point of its enhancement bonus. The save DC is Charisma-based. An item that loses its entire enhancement bonus becomes merely a masterwork item and loses any special abilities (such as flaming) as well. Casting *dispel evil* upon the item reverses the effect of the magic drain, provided this occurs within a number of days after the attack equal to the caster's level and the caster succeeds on a DC 29 caster level check.

Spell-Like Abilities: At will—*contagion* (DC 18), *deeper darkness*, *detect magic*, *haste*, *see invisibility*, *unholy blight* (DC 18); 3/day—*confusion* (DC 18), *greater dispel magic*, *hold monster* (DC 19), *invisibility*; 1/day—*cone of cold* (DC 19), *finger of death* (DC 21), *plane shift* (DC 21). Caster level 17th. The save DCs are Charisma-based.

Summon Undead (Su): A nightwing can summon undead creatures once per night: 5–12 shadows, 2–4 greater shadows, or 1 dread wraith. The undead arrive in 1d10 rounds and serve for 1 hour or until released.

Skills: *When hiding in a dark area or flying in a dark sky, a nightwing gains a +8 racial bonus on Hide checks.

Nymph

	Medium Fey
Hit Dice:	6d6+6 (27 hp)
Initiative:	+3
Speed:	30' (6 squares), swim 20'

Armor Class:	17 (+3 Dex, +4 deflection), touch 17, flat-footed 14
Base Attack/Grapple:	+3/+3
Attack:	Dagger +6 melee (1d4 +1 precision/19–20)
Full Attack:	Dagger +6 melee (1d4 +1 precision/19–20)
Space/Reach:	5/5'
Special Attacks:	Blinding beauty, spells, spell-like abilities, stunning glance
Special Qualities:	Damage reduction 10/cold iron, low-light vision, unearthly grace, wild empathy
Saves:	Fort +7, Ref +12, Will +12
Abilities:	Str 10, Dex 17, Con 12, Int 16, Wis 17, Cha 19
Skills:	Concentration +10, Diplomacy +6, Escape Artist +12, Handle Animal +13, Heal +12, Hide +12, Listen +12, Move Silently +12, Ride +5, Sense Motive +12, Spot +12, Swim +8, Use Rope +3 (+5 with bindings)
Feats:	Combat Casting, Dodge, Weapon Finesse
Environment:	Temperate forests
Organization:	Solitary
Challenge Rating:	7
Treasure:	Standard
Alignment:	Usually chaotic good
Advancement:	7–12 HD (Medium)
Level Adjustment:	+7

A nymph is about the height and weight of a female elf.

Nymphs speak Sylvan and Common.

COMBAT

Blinding Beauty (Su): This ability affects all humanoids within 30 feet of a nymph. Those who look directly at a nymph must succeed on a DC 17 Fortitude save or be blinded permanently as though by the *blindness* spell. A nymph can suppress or resume this ability as a free action. The save DC is Charisma-based.

Spell-Like Abilities: 1/day—*dimension door*. Caster level 7th.

Spells: A nymph casts nature spells as a 7th-level druid.

Typical Druid Spells Prepared (6/5/4/3/1, save DC 13 + spell level): 0—*cure minor wounds, detect magic, flare, guidance, light, resistance*; 1st—*calm animal, cure light wounds, entangle, longstrider, speak with animals*; 2nd—*barkskin, heat metal, lesser restoration, tree shape*; 3rd—*call lightning, cure moderate wounds, protection from energy*; 4th—*rusting grasp*.

Stunning Glance (Su): As a standard action, a wrathful nymph can stun a creature within 30 feet with a look. The target creature must succeed on a DC 17 Fortitude save or be stunned for 2d4 rounds. The save DC is Charisma-based.

Unearthly Grace (Su): A nymph adds her Charisma modifier as a bonus on all her saving throws, and as a deflection bonus to her Armor Class. (The statistics block already reflects these bonuses).

Wild Empathy (Ex): This power works like the druid's wild empathy class feature, except that a nymph has a +6 racial bonus on the check.

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.

Ogre

	Ogre	Ogre Barbarian Giant 3 / Barbarian 4 (5)
	Large Giant	Large Giant
Hit Dice:	4d8+11 (29 hp)	3d8+19 plus 4d12+16 (74 hp)
Initiative:	-1	+0
Speed:	30' in hide armor (6 squares); base speed 40'	40' in hide armor (8 squares); base speed 50'

Armor Class:	16 (–1 size, –1 Dex, +5 natural, +3 hide armor), touch 8, flat-footed 16	19 (–1 size, +5 natural, +4 +1 <i>hide armor, ring of protection</i> +1), touch 10, flat-footed 19
Base Attack/Grapple:	+3/+12	+7/+19
Attack:	Greatclub +8 melee (2d8+7) or javelin +1 ranged (1d8+5)	+1 <i>greatclub</i> +17 melee (2d8+13) or javelin +6 ranged (1d8+8)
Full Attack:	Greatclub +8 melee (2d8+7) or javelin +1 ranged (1d8+5)	+1 <i>greatclub</i> +17/+12 melee (2d8+13) or javelin +6 ranged (1d8+8)
Space/Reach:	10'/10'	10'/10'
Special Attacks:	—	Rage 2/day
Special Qualities:	Darkvision 60', low-light vision	Darkvision 60', low-light vision, trap sense +1, improved uncanny dodge, damage reduction 3/–, battle fury
Saves:	Fort +6, Ref +0, Will +1	Fort +12, Ref +2, Will +2
Abilities:	Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7	Str 26, Dex 11, Con 18, Int 8, Wis 10, Cha 4
Skills:	Climb +5, Listen +2, Spot +2	Climb +13, Hide –6, Jump +17, Listen +6, Spot +2
Feats:	Toughness, Weapon Focus (greatclub)	Endurance*, Power Attack, Toughness, Weapon Focus (greatclub)
Environment:	Temperate hills (Morrow: Temperate aquatic)	Temperate hills
Organization:	Solitary, pair, gang (3–4), or band (5–8)	Solitary, pair, gang (1 plus 1–3 ogres), or band (1 plus 4–7 ogres)
Challenge Rating:	3	7
Treasure:	Standard	Standard (including +1 <i>hide armor</i> , +1 <i>greatclub</i> , and <i>ring of protection</i> +1)
Alignment:	Usually chaotic evil	Usually chaotic evil
Advancement:	By character class	By character class
Level Adjustment:	+2	+2

Adult ogres stand 9 to 10 feet tall and weigh 600 to 650 pounds. Their skin color ranges from dull yellow to dull brown. Their clothing consists of poorly cured furs and hides, which add to their naturally repellent odor.

Ogres speak Giant, and those specimens who boast Intelligence scores of at least 10 also speak Common.

COMBAT

Ogres favor overwhelming odds, sneak attacks, and ambushes over a fair fight. They are intelligent enough to fire ranged weapons first to soften up their foes before closing, but ogre gangs and bands fight as unorganized individuals.

Ogre Barbarian

Their inherent bent toward chaos combines with their size and strength to make ogres natural barbarians. Indeed, their leaders are almost always barbarians of low to middle level, monstrous brutes whose fury in battle is truly fearsome. A raging ogre barbarian is an inspiration to other ogres.

COMBAT

Marginally more intelligent than his brutish fellows, an ogre barbarian is slightly more likely to enter a fair fight, but in general prefers the brutish tactics common to all its kind.

Rage (Ex): Once per encounter, when damaged, an ogre barbarian can enter a state of fierce rage that last for 9 rounds. The following changes are in effect as long as he rages: AC 17 (touch 8, flat-footed 17); hp 90; Full Attack: +19/+19/+14 melee (2d6+16, +1 *greatclub*); Fort +14, Will +4; Str 30, Con 22; Climb +15, Jump +16. At the end of his rage, the ogre barbarian is *fatigued* for the duration of the encounter.

Trap Sense (Ex): An ogre barbarian has a +1 bonus on Reflex saves made to avoid traps. He also has a +1 bonus to his AC against attacks by traps.

Improved Uncanny Dodge (Ex): An ogre barbarian retains his Dex bonus to AC regardless of being caught flat-footed or attacked by an invisible opponent. Even though he has no dexterity bonus, he still gains the advantages of not being flat-footed. He may also not be flanked. A rogue of 9th level or higher may use a precise strike against the ogre barbarian.

Battle Fury: An ogre barbarian has the battle fury rage ability, which allows him one extra attack at his full base attack bonus when making a full attack action during a rage, already included in the description of rage, above.

Merrow

These cousins of the ogre have the aquatic subtype.

They dwell in freshwater lakes and rivers. They have a base land speed of 30 feet and a swim speed of 40 feet and are found only in aquatic environments.

Instead of the typical ogre's greatclub, they prefer to use longspears in melee (attack +8 melee, damage 1d8+7).

Ogre Mage

	Large Giant
Hit Dice:	5d8+15 (37 hp)
Initiative:	+4
Speed:	40' (8 squares), fly 40' (good)
Armor Class:	18 (–1 size, +5 natural, +4 chain shirt), touch 9, flat-footed 18
Base Attack/Grapple:	+3/+12
Attack:	Greatsword +7 melee (3d6+7/19–20) or longbow +2 ranged (2d6/x3)
Full Attack:	Greatsword +7 melee (3d6+7/19–20) or longbow +2 ranged (2d6/x3)
Space/Reach:	10'/10'
Special Attacks:	Spell-like abilities
Special Qualities:	Darkvision 90', low-light vision, regeneration 5, spell resistance 19
Saves:	Fort +7, Ref +1, Will +3
Abilities:	Str 21, Dex 10, Con 17, Int 14, Wis 14, Cha 17
Skills:	Concentration +11, Listen +10, Spellcraft +10, Spot +10
Feats:	Combat Expertise, Improved Initiative
Environment:	Cold hills
Organization:	Solitary, pair, or troupe (1–2 plus 2–4 ogres)
Challenge Rating:	8
Treasure:	Double standard
Alignment:	Usually lawful evil
Advancement:	By character class
Level Adjustment:	+7

The ogre mage is a more intelligent and dangerous variety of its mundane cousin.

An ogre mage stands about 10 feet tall and weighs up to 700 pounds. Its skin varies in color from light green to light blue, and its hair is black or very dark brown. Ogre mages favor loose, comfortable clothing and lightweight armor.

Ogre mages speak Giant and Common.

Combat

Ogre mages rely on their spell-like abilities, resorting to physical combat only when necessary. When faced with obviously superior forces, they prefer to retreat using *gaseous form* rather than fight a losing battle.

Spell-Like Abilities: At will—*darkness*, *invisibility*; 1/day—*alter form (aberrant)*, *alter form (animal)*, *alter form (anthropoid)*, *charm person* (DC 14), *cone of cold* (DC 18), *gaseous form*, *sleep* (DC 14). Caster level 9th. The save DCs are Charisma-based.

Flight (Su): An ogre mage can cease or resume flight as a free action. While using *gaseous form* it can fly at its normal speed and has perfect maneuverability.

Regeneration (Ex): Fire and acid deal normal damage to an ogre mage.

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.

Ooze

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.

COMBAT

Oozes attack any creatures they encounter. They lash out with pseudopods or simply engulf opponents with their bodies, which secrete acids that help them catch or digest their prey.

Blindsight (Ex): An ooze's entire body is a primitive sensory organ that can ascertain prey by scent and vibration within 60'.

Black Pudding

	Black Pudding	Elder Black Pudding
	Huge Ooze	Gargantuan Ooze
Hit Dice:	10d10+60 (115 hp)	20d10+180 (290 hp)
Initiative:	-5	-5
Speed:	20' (4 squares), climb 20'	20' (4 squares), climb 20'
Armor Class:	3 (-2 size, -5 Dex), touch 3, flat-footed 3	1 (-4 size, -5 Dex), touch 1, flat-footed 1
Base Attack/Grapple:	+7/+18	+15/+35
Attack:	Slam +8 melee (2d6+4 plus 2d6 acid)	Slam +19 melee (3d6+12 plus 3d6 acid)
Full Attack:	Slam +8 melee (2d6+4 plus 2d6 acid)	Slam +19 melee (3d6+12 plus 3d6 acid)
Space/Reach:	15'/10'	20'/20'
Special Attacks:	Acid, constrict 2d6+4 plus 2d6 acid, improved grab	Acid, constrict 2d8+12 plus 2d6 acid, improved grab
Special Qualities:	Blindsight 60', split, ooze traits	Blindsight 60', split, ooze traits
Saves:	Fort +9, Ref -2, Will -2	Fort +15, Ref +1, Will +1
Abilities:	Str 17, Dex 1, Con 22, Int —, Wis 1, Cha 1	Str 26, Dex 1, Con 28, Int —, Wis 1, Cha 1
Skills:	Climb +11	Climb +16
Feats:	—	—
Environment:	Underground	Underground
Organization:	Solitary	Solitary
Challenge Rating:	7	12
Treasure:	None	None
Alignment:	Always neutral	Always neutral
Advancement:	11–15 HD (Huge); 16–30 HD (Gargantuan)	—
Level Adjustment:	—	—

The typical black pudding measures 15 feet across and 2 feet thick. It weighs about 18,000 pounds.

COMBAT

A black pudding attacks by grabbing and squeezing their prey.

Acid (Ex): The creature secretes a digestive acid that dissolves organic material and metal quickly, but does not affect stone. Any melee hit or constrict attack deals acid damage, and the opponent's armor and clothing dissolve and become useless immediately unless they succeed on DC 21 Reflex saves. A metal or wooden weapon that strikes a black pudding also dissolves immediately unless it succeeds on a DC 21 Reflex save. The save DCs are Constitution-based.

The pudding's acidic touch deals 21 points of damage per round to wooden or metal objects, but the ooze must remain in contact with the object for 1 full round to deal this damage.

Constrict (Ex): A black pudding deals automatic slam and acid damage with a successful grapple check. The opponent's clothing and armor take a -4 penalty on Reflex saves against the acid.

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

Split (Ex): Slashing and piercing weapons deal no damage to a black pudding. Instead the creature splits into two identical puddings, each with half of the original's current hit points (round down). A pudding with 10 hit points or less cannot be further split and dies if reduced to 0 hit points.

Skills: A 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.

Elder Black Pudding

The most ancient black puddings are vast pools of inky death.

COMBAT

The save DC for the elder black pudding's acid attack (DC 29) is adjusted for its additional Hit Dice and higher Constitution score.

Gelatinous Cube

	Huge Ooze
Hit Dice:	4d10+32 (54 hp)
Initiative:	-5
Speed:	15' (3 squares)
Armor Class:	3 (-2 size, -5 Dex), touch 3, flat-footed 3
Base Attack/Grapple:	+3/+11
Attack:	Slam +1 melee (1d6 plus 1d6 acid)
Full Attack:	Slam +1 melee (1d6 plus 1d6 acid)
Space/Reach:	15'/10'
Special Attacks:	Acid, engulf, paralysis
Special Qualities:	Blindsight 60', immunity to electricity, ooze traits, transparent
Saves:	Fort +9, Ref -4, Will -4
Abilities:	Str 10, Dex 1, Con 26, Int —, Wis 1, Cha 1
Skills:	—
Feats:	—
Environment:	Underground
Organization:	Solitary
Challenge Rating:	3
Treasure:	1/10th coins, 50% goods (no nonmetal or nonstone), 50% items (no nonmetal or nonstone)
Alignment:	Always neutral
Advancement:	5-12 HD (Huge); 13-24 HD (Gargantuan)
Level Adjustment:	—

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.

COMBAT

A gelatinous cube attacks by slamming its body into its prey. It is capable of lashing out with a pseudopod, but usually engulfs foes.

Acid (Ex): A gelatinous cube's acid does not harm metal or stone.

Engulf (Ex): Although it moves slowly, a gelatinous cube can simply mow down Large or smaller creatures as a standard action. It cannot make a slam attack during a round in which it engulfs. The gelatinous cube merely has to move over the opponents, affecting as many as it can cover. Opponents can make opportunity attacks against the cube, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed on a DC 13 Reflex save or be engulfed; on a success, they are pushed back or aside (opponent's choice) as the cube moves forward. Engulfed creatures are subject to the cube's paralysis and acid, and are considered to be grappled and trapped within its body. The save DC is Strength-based and includes a +1 racial bonus.

Paralysis (Ex): A gelatinous cube secretes an anesthetizing slime. A target hit by a cube's melee or engulf attack must succeed on a DC 20 Fortitude save or be paralyzed for 3d6 rounds. The cube can automatically engulf a paralyzed

opponent. The save DC is Constitution-based.

Transparent (Ex): Gelatinous cubes are hard to see, even under ideal conditions, and it takes a DC 15 Spot check to notice one. Creatures who fail to notice a cube and walk into it are automatically engulfed.

Gray Ooze

	Medium Ooze
Hit Dice:	3d10+15 (31 hp)
Initiative:	-5
Speed:	10' (2 squares)
Armor Class:	5 (-5 Dex), touch 5, flat-footed 5
Base Attack/Grapple:	+2/+3
Attack:	Slam +3 melee (1d6+1 plus 1d6 acid)
Full Attack:	Slam +3 melee (1d6+1 plus 1d6 acid)
Space/Reach:	5'/5'
Special Attacks:	Acid, constrict 1d6+1 plus 1d6 acid, improved grab
Special Qualities:	Blindsight 60', immunity to cold and fire, ooze traits, transparent
Saves:	Fort +6, Ref -4, Will -4
Abilities:	Str 12, Dex 1, Con 21, Int —, Wis 1, Cha 1
Skills:	—
Feats:	—
Environment:	Cold marshes
Organization:	Solitary
Challenge Rating:	4
Treasure:	None
Alignment:	Always neutral
Advancement:	4-6 HD (Medium); 7-9 HD (Large)
Level Adjustment:	—

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.

COMBAT

A gray ooze strikes like a snake, slamming opponents with its body.

Acid (Ex): 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 DC 16 Reflex save. A metal or wooden weapon that strikes a gray ooze also dissolves immediately unless it succeeds on a DC 16 Reflex save. The save DCs are Constitution-based.

The ooze's acidic touch deals 16 points of damage per round to wooden or metal objects, but the ooze must remain in contact with the object for 1 full round to deal this damage.

Constrict (Ex): A gray ooze deals automatic slam and acid damage with a successful grapple check. The opponent's clothing and armor take a -4 penalty on Reflex saves against the acid.

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

Transparent (Ex): A gray ooze is hard to identify, even under ideal conditions, and it takes a DC 15 Spot check to notice one. Creatures who fail to notice a gray ooze and walk into it are automatically hit with a melee attack for slam and acid damage.

Ochre Jelly

	Large Ooze
Hit Dice:	6d10+36 (69 hp)
Initiative:	-5
Speed:	10' (2 squares), climb 10'

Armor Class:	4 (–1 size, –5 Dex), touch 4, flat-footed 4
Base Attack/Grapple:	+4/+10
Attack:	Slam +5 melee (2d4+3 plus 1d4 acid)
Full Attack:	Slam +5 melee (2d4+3 plus 1d4 acid)
Space/Reach:	10'/5'
Special Attacks:	Acid, constrict 2d4+3 plus 1d4 acid, improved grab
Special Qualities:	Blindsight 60', split, ooze traits
Saves:	Fort +8, Ref –3, Will –3
Abilities:	Str 15, Dex 1, Con 22, Int —, Wis 1, Cha 1
Skills:	Climb +10
Feats:	—
Environment:	Temperate marshes
Organization:	Solitary
Challenge Rating:	5
Treasure:	None
Alignment:	Always neutral
Advancement:	7–9 HD (Large); 10–18 HD (Huge)
Level Adjustment:	—

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.

COMBAT

An ochre jelly attempts to envelop and squeeze its prey.

Acid (Ex): An ochre jelly secretes a digestive acid that dissolves only flesh. Any melee hit or constrict attack deals acid damage.

Constrict (Ex): An ochre jelly deals automatic slam and acid damage with a successful grapple check.

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

Split (Ex): Slashing and piercing weapons and electricity attacks deal no damage to an ochre jelly. Instead the creature splits into two identical jellies, each with half of the original's current hit points (round down). A jelly with 10 hit points or less cannot be further split and dies if reduced to 0 hit points.

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.

Orc

	Orc, 1st-Level Warrior
	Medium Humanoid (Orc)
Hit Dice:	1d8+1 (5 hp)
Initiative:	+0
Speed:	30' (6 squares)
Armor Class:	13 (+3 studded leather armor), touch 10, flat-footed 13
Base Attack/Grapple:	+1/+4
Attack:	Falchion +4 melee (2d4+6/18–20) or javelin +1 ranged (1d6+4)
Full Attack:	Falchion +4 melee (2d4+6/18–20) or javelin +1 ranged (1d6+4)
Space/Reach:	5'/5'
Special Attacks:	—
Special Qualities:	Darkvision 60', light sensitivity
Saves:	Fort +3, Ref +0, Will –2
Abilities:	Str 17, Dex 11, Con 12, Int 8, Wis 7, Cha 6
Skills:	Listen +1, Spot +1

Feats:	Alertness ^H , Strong Armed ^H
Environment:	Temperate hills
Organization:	Gang (2–4), squad (11–20 plus 2 3rd-level sergeants and 1 leader of 3rd–6th level), or band (30–100 plus 150% noncombatants plus 1 3rd-level sergeant per 10 adults, 5 5th-level lieutenants, and 3 7th-level captains)
Challenge Rating:	0
Treasure:	Standard
Alignment:	Often chaotic evil
Advancement:	By character class
Level Adjustment:	+0

An orc's hair usually is black. It has lupine ears and reddish eyes. Orcs prefer wearing vivid colors that many humans would consider unpleasant, such as blood red, mustard yellow, yellow-green, and deep purple. Their equipment is dirty and unkempt. An adult male orc is a little over 6 feet tall and weighs about 210 pounds.

Females are slightly smaller.

The language an orc speaks varies slightly from tribe to tribe, but any orc is understandable by someone else who speaks Orc. Some orcs know Goblin or Giant as well.

Most orcs encountered away from their homes are warriors; the information in the statistics block is for one of 1st level.

COMBAT

Orcs are proficient with all simple weapons, preferring those that cause the most damage in the least time. Many orcs who take up the warrior or fighter class also gain proficiency with the falchion or the greataxe as a martial weapon. They enjoy attacking from concealment and setting ambushes, and they obey the rules of war (such as honoring a truce) only as long as it is convenient for them.

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

The orc warrior presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

Otyugh

	Large Aberration
Hit Dice:	6d8+10 (37 hp)
Initiative:	+0
Speed:	20' (4 squares)
Armor Class:	17 (–1 size, +8 natural), touch 9, flat-footed 17
Base Attack/Grapple:	+4/+8
Attack:	Tentacle +5 melee (1d6)
Full Attack:	2 tentacles +5 melee (1d6) and bite –2 melee (1d4)
Space/Reach:	10'/10' (15' with tentacle)
Special Attacks:	Constrict 1d6, disease, improved grab
Special Qualities:	Darkvision 60', scent
Saves:	Fort +3, Ref +2, Will +6
Abilities:	Str 11, Dex 10, Con 13, Int 5, Wis 12, Cha 6
Skills:	Hide +2*, Listen +6, Spot +6
Feats:	Alertness ^H , Skill Focus (hide) ^H , Toughness, Weapon Focus (tentacle)
Environment:	Underground
Organization:	Solitary, pair, or cluster (3–4)
Challenge Rating:	4
Treasure:	Standard
Alignment:	Usually neutral
Advancement:	7–8 HD (Large); 9–18 HD (Huge)
Level Adjustment:	—

A typical otyugh has a body 8 feet in diameter and weighs about 500 pounds.

Otyughs speak Common.

COMBAT

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.

Constrict (Ex): An otyugh deals automatic tentacle damage with a successful grapple check.

Disease (Ex): Filth fever—bite, Fortitude DC 14, incubation period 1d3 days; damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.

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

Skills: *An otyugh has a +8 racial bonus on Hide checks when in its lair, due to its natural coloration.

Owl, Giant

	Large Magical Beast
Hit Dice:	4d10+4 (26 hp)
Initiative:	+5
Speed:	10' (2 squares), fly 70' (average)
Armor Class:	15 (–1 size, +3 Dex, +3 natural), touch 12, flat-footed 12
Base Attack/Grapple:	+4/+12
Attack:	Claw +7 melee (1d6+4)
Full Attack:	2 claws +7 melee (1d6+4) and bite +2 melee (1d8+2)
Space/Reach:	10'/5'
Special Attacks:	—
Special Qualities:	Superior lowlight vision
Saves:	Fort +5, Ref +7, Will +3
Abilities:	Str 18, Dex 17, Con 12, Int 10, Wis 14, Cha 10
Skills:	Knowledge (nature) +2, Listen +17, Move Silently +8*, Spot +10
Feats:	Alertness ^H , Minor Improved Initiative ^H , Wingover
Environment:	Temperate forests
Organization:	Solitary, pair, or company (3–5)
Challenge Rating:	3
Treasure:	None
Alignment:	Usually neutral good
Advancement:	5–8 HD (Large); 9–12 HD (Huge)
Level Adjustment:	+2 (cohort)

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.

COMBAT

A giant owl attacks by gliding silently just a few feet above its prey and plunging to strike when directly overhead.

Superior Low-Light Vision (Ex): 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 Listen checks and a +4 racial bonus on Spot checks.

*When in flight, giant owls gain a +8 bonus on Move Silently checks.

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 DC 25 Handle Animal check. Riding a giant owl requires an exotic saddle. A giant owl can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Giant owl eggs are worth 2,500 gp apiece on the open market, while chicks are worth 4,000 gp each. Professional trainers charge 1,000 gp

to rear or train a giant owl.

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.

Owlbear

	Large Magical Beast
Hit Dice:	5d10+25 (52 hp)
Initiative:	+1
Speed:	30' (6 squares)
Armor Class:	15 (–1 size, +1 Dex, +5 natural), touch 10, flat-footed 14
Base Attack/Grapple:	+5/+14
Attack:	Claw +9 melee (1d6+6)
Full Attack:	2 claws +9 melee (1d6+6) and bite +4 melee (1d8+3)
Space/Reach:	10'/5'
Special Attacks:	Improved grab
Special Qualities:	Scent
Saves:	Fort +9, Ref +5, Will +2
Abilities:	Str 21, Dex 12, Con 21, Int 2, Wis 12, Cha 10
Skills:	Listen +8, Spot +8
Feats:	Alertness ^H , Strong-Armed ^H , Track
Environment:	Temperate forests
Organization:	Solitary, pair, or pack (3–8)
Challenge Rating:	4
Treasure:	None
Alignment:	Always neutral
Advancement:	6–8 HD (Large); 9–15 HD (Huge)
Level Adjustment:	—

An owlbear's coat ranges in color from brown-black to yellowish brown; its beak is a dull ivory color. A full-grown male can stand as tall as 8 feet and weigh up to 1,500 pounds. Adventurers who have survived encounters with the creature often speak of the bestial madness they glimpsed in its red-rimmed eyes.

COMBAT

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.

Improved Grab (Ex): To use this ability, an owlbear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Pegasus

	Large Magical Beast
Hit Dice:	4d10+12 (34 hp)
Initiative:	+2
Speed:	60' (12 squares), fly 120' (average)
Armor Class:	14 (–1 size, +2 Dex, +3 natural), touch 11, flat-footed 12
Base Attack/Grapple:	+4/+12
Attack:	Hoof +7 melee (1d6+4)
Full Attack:	2 hooves +7 melee (1d6+4) and bite +2 melee (1d3+2)
Space/Reach:	10'/5'
Special Attacks:	—
Special Qualities:	Darkvision 60', low-light vision, scent, spell-like abilities
Saves:	Fort +7, Ref +6, Will +5
Abilities:	Str 18, Dex 15, Con 16, Int 10, Wis 13, Cha 13

Skills:	Diplomacy +3, Listen +8, Sense Motive +9, Spot +8
Feats:	Flyby Attack, Iron Will
Environment:	Temperate forests
Organization:	Solitary, pair, or herd (6–10)
Challenge Rating:	3
Treasure:	None
Alignment:	Usually chaotic good
Advancement:	5–8 HD (Large)
Level Adjustment:	+2 (cohort)

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'. Pegasi cannot speak, but they understand Common.

COMBAT

Spell-Like Abilities: At will—*detect good* and *detect evil* within a 60' radius. Caster level 5th.

Skills: Pegasi have a +4 racial bonus on Listen and Spot checks.

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 DC 25 Handle Animal check. Riding a pegasus requires an exotic saddle. A pegasus can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Pegasus eggs are worth 2,000 gp each on the open market, while young are worth 3,000 gp per head. Pegasi mature at the same rate as horses. Professional trainers charge 1,000 gp to rear or train a pegasus, which serves a good or neutral master with absolute faithfulness for life.

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.

Phantom Fungus

	Medium Plant
Hit Dice:	2d8+6 (15 hp)
Initiative:	+0
Speed:	20' (4 squares)
Armor Class:	14 (+4 natural), touch 10, flat-footed 14
Base	+1/+3
Attack/Grapple:	
Attack:	Bite +3 melee (1d6+3)
Full Attack:	Bite +3 melee (1d6+3)
Space/Reach:	5'/5'
Special Attacks:	—
Special Qualities:	Low-light vision, plant traits, greater invisibility
Saves:	Fort +6, Ref +0, Will +0
Abilities:	Str 14, Dex 10, Con 16, Int 2, Wis 11, Cha 9
Skills:	Hide +2, Listen +4, Move Silently +8, Spot +4
Feats:	Alertness ^H , Stealthy ^H
Environment:	Underground
Organization:	Solitary
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral
Advancement:	3–4 HD (Medium); 5–6 HD (Large)
Level Adjustment:	—

This creature looks like a brown and greenish-brown mass with a cluster of nodules atop the main mass, though it is visible only when dead. A cluster of nodules atop the main mass serve as sensory organs. The creature feeds and attacks with a gaping maw lined with rows of teeth. Four stumpy legs support the creature and allow it to move about. This ambulatory fungus is naturally invisible, making it a feared predator among subterranean inhabitants.

COMBAT

A phantom fungus usually roams quietly, hunting for prey. It attacks lone individuals almost anywhere, but when tackling groups it prefers an open space where it has a better chance.

Greater Invisibility (Su): This ability is constant, allowing a phantom fungus to remain invisible even when attacking. It works like *greater invisibility* (caster level 12th) and lasts as long as the phantom fungus is alive. This ability is not subject to the *invisibility purge* spell. A phantom fungus becomes visible 1 minute after it is killed.

Skills: A phantom fungus has a +5 racial bonus on Move Silently checks.

Phase Spider

	Large Magical Beast
Hit Dice:	5d10+15 (42 hp)
Initiative:	+7
Speed:	40' (8 squares), climb 20'
Armor Class:	15 (−1 size, +3 Dex, +3 natural), touch 12, flat-footed 12
Base Attack/Grapple:	+5/+12
Attack:	Bite +7 melee (1d6+4 plus poison)
Full Attack:	Bite +7 melee (1d6+4 plus poison)
Space/Reach:	10'/5'
Special Attacks:	Poison
Special Quality:	Darkvision 60', ethereal jaunt, low-light vision
Saves:	Fort +7, Ref +7, Will +2
Abilities:	Str 17, Dex 17, Con 16, Int 7, Wis 13, Cha 10
Skills:	Climb +11, Move Silently +11, Spot +4
Feats:	Ability Focus (poison), Improved Initiative
Environment:	Warm hills
Organization:	Solitary or cluster (2–5)
Challenge Rating:	5
Treasure:	None
Alignment:	Always neutral
Advancement:	6–8 HD (Large); 9–15 HD (Huge)
Level Adjustment:	—

Phase spiders are aggressive predators that can move quickly from the Ethereal Plane to attack opponents on the Material Plane.

A typical phase spider's body is 8 feet long. It weighs about 700 pounds.

Phase spiders cannot speak.

COMBAT

Phase spiders dwell and hunt on the Material Plane. Once a spider locates prey, however, it shifts to the Ethereal Plane to attack, attempting to catch its victim flat-footed. The spider shifts in, bites its victim, and retreats quickly back to the Ethereal Plane.

Ethereal Jaunt (Su): A phase spider can shift from the Ethereal Plane to the Material Plane as a free action, and shift back again as a move action (or during a move action). The ability is otherwise identical with *ethereal jaunt* (caster level 15th).

Poison (Ex): Injury, Fortitude DC 17, initial and secondary damage 1d8 Con. The save DC is Constitution-based.

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

Phasm

Medium Aberration (Shapechanger)

Hit Dice:	15d8+30 (97 hp)
Initiative:	+8
Speed:	30' (6 squares)
Armor Class:	17 (+2 Dex, +5 natural), touch 12, flat-footed 15
Base Attack/Grapple:	+11/+12
Attack:	Slam +12 melee (1d3+1)
Full Attack:	Slam +12 melee (1d3+1)
Space/Reach:	5'/5'
Special Attacks:	—
Special Qualities:	Amorphous, resilient, scent, shapechange, telepathy 100', tremorsense 60'
Saves:	Fort +11, Ref +11, Will +11
Abilities:	Str 12, Dex 15, Con 15, Int 16, Wis 15, Cha 14
Skills:	Bluff +20, Climb +7, Craft (any one) +12, Diplomacy +12, Disguise +20 (+22 acting)*, Intimidate +4, Knowledge (any one) +18, Listen +12, Spot +12, Survival +8
Feats:	Alertness ^H , Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Mobility, Multi-Dodge ^H
Environment:	Underground
Organization:	Solitary
Challenge Rating:	7
Treasure:	Standard
Alignment:	Usually chaotic neutral
Advancement:	15–21 HD (Huge); 22–45 HD (Gargantuan)
Level Adjustment:	—

A phasm is an amorphous creature that can assume the guise of almost any other creature or object. A phasm in its natural form is about 5 feet in diameter and 2 feet high at the center. Swirls of color indicate sensory organs. In this form, a phasm slithers about like an ooze and can attack with a pseudopod. It weighs about 400 pounds.

Phasms can speak Common but prefer telepathic communication.

COMBAT

When faced with potential danger, a phasm is equally likely to retreat, parley, or attack, as its fancy strikes.

If pursued or harassed, a phasm transforms into the most fearsome creature it knows and attacks. When seriously hurt, it changes to some fast or agile form and tries to escape.

Amorphous (Ex): A phasm in its natural form has immunity to poison, *sleep*, paralysis, polymorph, and stunning effects. It is not subject to critical hits and, having no clear front or back, cannot be flanked.

Resilient (Ex): A phasm has a +4 racial bonus on Fortitude and Reflex saves (included in the statistics block).

Shapechange (Su): A phasm can assume the form of any Aberration, Animal, Dragon, Fey, Giant, Humanoid, Magical Beast, Monstrous Humanoid, Ooze, Plant, or Vermin of large size or smaller as a standard action.

Tremorsense (Ex): A phasm can automatically sense the location of anything within 60 feet that is in contact with the ground, so long as it is touching the ground itself.

Skills: *When using shapechange, a phasm gains a +10 circumstance bonus on Disguise checks.

Planetouched

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

	Aasimar, 1st-Level Warrior
	Medium Outsider (Native)
Hit Dice:	1d8+1 (5 hp)
Initiative:	+3
Speed:	20' in scale mail (4 squares); base speed 30'
Armor Class:	17 (+4 scale mail, +3 heavy shield), touch 10, flat-footed 17
Base Attack/Grapple:	+1/+2
Attack:	Longsword +2 melee (1d8+1/19–20) or light crossbow +1 ranged (1d8/19–20)
Full Attack:	Longsword +2 melee (1d8+1/19–20) or light crossbow +1 ranged (1d8/19–20)
Space/Reach:	5'/5'
Special Attacks:	<i>Daylight</i>
Special Qualities:	Darkvision 60', resistance to acid 5, cold 5, and electricity 5
Saves:	Fort +3, Ref +0, Will +0
Abilities:	Str 13, Dex 11, Con 12, Int 10, Wis 11, Cha 10
Skills:	Heal +4, Knowledge (religion) +1, Listen +3, Ride +1, Spot +3
Feats:	Improved Initiative
Environment:	Temperate plains
Organization:	Solitary, pair, or team (3–4)
Challenge Rating:	0
Treasure:	Standard
Alignment:	Usually good (any)
Advancement:	By character class
Level Adjustment:	+1

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 good-aligned. 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. **Combat**

Aasimars usually like a fair, straightforward contest. Against a particularly evil foe, however, they fight with utter conviction and to the death.

Daylight (Sp): An aasimar can use *daylight* once per day as a 1st-level caster or a caster of his class levels, whichever is higher.

Skills: An aasimar has a +2 racial bonus on Spot and Listen checks.

The aasimar warrior presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

Tiefling

	Tiefling, 1st-Level Warrior
	Medium Outsider (Native)
Hit Dice:	1d8+1 (5 hp)
Initiative:	+1
Speed:	30' (6 squares)
Armor Class:	16 (+1 Dex, +3 studded leather, +2 light shield), touch 11, flat-footed 15
Base Attack/Grapple:	+1/+2
Attack:	Rapier +3 melee (1d6+1/18–20) or light crossbow +2 ranged (1d8/19–20)
Full Attack:	Rapier +3 melee (1d6+1/18–20) or light crossbow +2 ranged (1d8/19–20)
Space/Reach:	5'/5'
Special Attacks:	<i>Darkness</i>
Special Qualities:	Darkvision 60', resistance to cold 5, electricity 5, and fire 5
Saves:	Fort +3, Ref +1, Will –1

Abilities:	Str 13, Dex 13, Con 12, Int 12, Wis 9, Cha 6
Skills:	Bluff +4, Hide +5, Move Silently +1, Sleight of Hand +1
Feats:	Weapon Focus (rapier)
Environment:	Temperate plains
Organization:	Solitary, pair, or gang (3–4)
Challenge Rating:	0
Treasure:	Standard
Alignment:	Usually evil (any)
Advancement:	By character class
Level Adjustment:	+1

Many tieflings are indistinguishable from humans. Others have small horns, pointed teeth, red eyes, a whiff of brimstone about them, or even cloven feet. No two tieflings are the same.

COMBAT

Tieflings are sneaky, subtle, and generally conniving. They prefer to strike from ambush and usually avoid a fair fight if they can.

Darkness (Sp): A tiefling can use *darkness* once per day (caster level equal to class levels).

Skills: A tiefling has a +2 racial bonus on Bluff and Hide checks.

The tiefling warrior presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

Pseudodragon

	Tiny Dragon
Hit Dice:	2d12+2 (15 hp)
Initiative:	+2
Speed:	15' (3 squares), fly 60' (good)
Armor Class:	18 (+2 size, +2 Dex, +4 natural), touch 14, flat-footed 16
Base Attack/Grapple:	+2/–8
Attack:	Sting +4 melee (1d3–2 plus poison)
Full Attack:	Sting +4 melee (1d3–2 plus poison) and bite –1 melee (1)
Space/Reach:	2-1/2'/0' (5' with tail)
Special Attacks:	Poison
Special Qualities:	Blindsense 60', darkvision 60', immunity to <i>sleep</i> and paralysis, low-light vision, spell resistance 19, telepathy 60'
Saves:	Fort +4, Ref +5, Will +4
Abilities:	Str 6, Dex 15, Con 13, Int 10, Wis 12, Cha 10
Skills:	Diplomacy +2, Hide +20*, Listen +7, Search +6, Sense Motive +7, Spot +7, Survival +1 (+3 following tracks)
Feats:	Weapon Finesse
Environment:	Temperate forests
Organization:	Solitary, pair, or clutch (3–5)
Challenge Rating:	1
Treasure:	None
Alignment:	Always neutral good
Advancement:	3–4 HD (Tiny)
Level Adjustment:	+3

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.

COMBAT

A pseudodragon can deliver a vicious bite, but its principal weapon is its sting-equipped tail.

Poison (Ex): Injury, Fortitude DC 14, initial damage sleep for 1 minute, secondary damage sleep for 1d3 hours. The save

DC is Constitution-based and includes a +2 racial bonus.

Blindsight (Ex): A pseudodragon can locate creatures within 60' by nonvisual 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.

Telepathy (Su): Pseudodragons can communicate telepathically with creatures that speak Common or Sylvan, provided they are within 60'.

Skills: Pseudodragons have a chameleonlike ability that grants them a +4 racial bonus on Hide checks. *In forests or overgrown areas, this bonus improves to +8.

Purple Worm

	Gargantuan Magical Beast
Hit Dice:	16d10+112 (200 hp)
Initiative:	-2
Speed:	20' (4 squares), burrow 20', swim 10'
Armor Class:	19 (-4 size, -2 Dex, +15 natural), touch 4, flat-footed 19
Base Attack/Grapple:	+16/+40
Attack:	Bite +29 melee (2d8+12)
Full Attack:	Bite +29 melee (2d8+12) and sting +24 melee (2d6+6 plus poison)
Space/Reach:	20'/15ft.
Special Attacks:	Improved grab, swallow whole, poison
Special Qualities:	Tremorsense 60'
Saves:	Fort +17, Ref +8, Will +4
Abilities:	Str 35, Dex 6, Con 25, Int 1, Wis 8, Cha 8
Skills:	Listen +18, Swim +20
Feats:	Awesome Blow, Cleave, Improved Bull Rush, Power Attack, Weapon Focus (bite), Weapon Focus (sting)
Environment:	Underground
Organization:	Solitary
Challenge Rating:	12
Treasure:	No coins, 50% goods (stone only), no items
Alignment:	Always neutral
Advancement:	16-32 HD (Gargantuan); 33-48 HD (Colossal)
Level Adjustment:	—

The body of a mature purple worm is 5 feet in diameter and 80 feet long, weighing about 40,000 pounds. The creature has a poisonous stinger in its tail.

COMBAT

In battle, a purple worm forms into a coil 20 feet in diameter, biting and stinging anything within reach.

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

Poison (Ex): Injury, Fortitude DC 25, initial damage 1d6 Str, secondary damage 2d6 Str. The save DC is Constitution-based.

Swallow Whole (Ex): A purple worm can try to swallow a grabbed opponent of a smaller size than itself by making a successful grapple check. Once inside, the opponent takes 2d8+12 points of crushing damage plus 8 points of acid damage per round from the worm's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (AC 17). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A Gargantuan 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.

Rakshasa

Medium Outsider (Native)

Hit Dice:	7d8+21 (52 hp)
Initiative:	+2
Speed:	40' (8 squares)
Armor Class:	21 (+2 Dex, +9 natural), touch 12, flat-footed 19
Base Attack/Grapple:	+7/+8
Attack:	Claw +8 melee (1d4+1)
Full Attack:	2 claws +8 melee (1d4+1) and bite +3 melee (1d6)
Space/Reach:	5'/5'
Special Attacks:	Detect thoughts, spells
Special Qualities:	Alternate form, damage reduction 15/good and piercing, darkvision 60', spell resistance 27
Saves:	Fort +8, Ref +7, Will +6
Abilities:	Str 12, Dex 14, Con 16, Int 13, Wis 13, Cha 17
Skills:	Bluff +17*, Concentration +13, Diplomacy +7, Disguise +17 (+19 acting)*, Intimidate +5, Listen +13, Move Silently +11, Perform (oratory) +13, Sense Motive +11, Spellcraft +11, Spot +13
Feats:	Alertness ^H , Combat Casting, Dodge, Multi-Dodge ^H
Environment:	Warm marshes
Organization:	Solitary
Challenge Rating:	10
Treasure:	Standard coins; double goods; standard items
Alignment:	Always lawful evil
Advancement:	By character class
Level Adjustment:	+7

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, Infernal, and Undercommon.

COMBAT

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.

Detect Thoughts (Su): A rakshasa can continuously use detect thoughts as the spell (caster level 18th; Will DC 15 negates). It can suppress or resume this ability as a free action. The save DC is Charisma-based.

Spells: A rakshasa casts spells as a 7th-level sorcerer.

Typical Sorcerer Spells Known (6/7/7/5; save DC 13 + spell level): 0—*detect magic, light, mage hand, message, read magic, resistance, touch of fatigue*; 1st—*charm person, mage armor, magic missile, shield, silent image (+1)*; 2nd—*bear's endurance, invisibility, acid arrow*; 3rd—*haste, suggestion*.

Alternate Form (Su): 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).

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.

Rast

	Medium Outsider (Extraplanar, Fire)
Hit Dice:	4d8+8 (26 hp)
Initiative:	+5
Speed:	5' (1 square), fly 60' (good)
Armor Class:	15 (+1 Dex, +4 natural), touch 11, flat-footed 14
Base Attack/Grapple:	+4/+6
Attack:	Claw +6 melee (1d4+2) or bite +6 melee (1d8+3)
Full Attack:	4 claws +6 melee (1d4+2) or bite +6 melee (1d8+3)
Space/Reach:	5'/5'
Special Attacks:	Paralyzing gaze, improved grab, blood drain
Special Qualities:	Darkvision 60', flight, immunity to fire, vulnerability to cold
Saves:	Fort +5, Ref +5, Will +5
Abilities:	Str 14, Dex 12, Con 13, Int 3, Wis 13, Cha 12
Skills:	Hide +8, Listen +8, Move Silently +8, Spot +8
Feats:	Improved Initiative, Toughness
Environment:	Elemental Plane of Fire
Organization:	Solitary, pair, or cluster (3–6)
Challenge Rating:	5
Treasure:	None
Alignment:	Usually neutral
Advancement:	5–6 HD (Medium); 7–12 HD (Large)
Level Adjustment:	—

A rast has anywhere from ten to fifteen claws, though it can only use four at once.

A rast has a body about the size of a large dog's, with a head almost as large as the body. It weighs about 200 pounds.

COMBAT

Rasts paralyze as many of their foes as possible, then attack any that are still moving. A rast can claw or bite, but cannot do both during the same round.

Paralyzing Gaze (Su): Paralysis for 1d6 rounds, 30 feet, Fortitude DC 13 negates. The save DC is Charisma-based.

Improved Grab (Ex): To use this ability, a rast must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Blood Drain (Ex): A rast drains blood from a grabbed opponent, dealing 1 point of Constitution damage each round it maintains the hold.

Flight (Su): A rast can cease or resume flight as a free action. A rast that loses this ability falls and can perform only a single action (either a move action or an attack action) each round.

Ravid

	Medium Outsider (Extraplanar)
Hit Dice:	3d8+3 (16 hp)
Initiative:	+4
Speed:	20' (4 squares), fly 60' (perfect)
Armor Class:	25 (+15 natural), touch 10, flat-footed 25
Base Attack/Grapple:	+3/+4
Attack:	Tail slap +4 melee (1d6+1 plus positive energy) or tail touch +4 melee touch (positive energy)
Full Attack:	Tail slap +4 melee (1d6+1 plus positive energy) and claw +2 melee (1d4 plus positive energy); or tail touch +4 melee touch (positive energy) and claw touch +2 melee touch (positive energy)
Space/Reach:	5'/5'
Special Attacks:	Positive energy lash, animate objects

Special Qualities:	Darkvision 60', flight, immunity to fire
Saves:	Fort +4, Ref +3, Will +4
Abilities:	Str 13, Dex 10, Con 13, Int 7, Wis 12, Cha 14
Skills:	Escape Artist +6, Hide +6, Listen +7, Move Silently +6, Spot +7, Survival +7, Use Rope +0 (+2 with bindings)
Feats:	Improved Initiative, Multiattack
Environment:	Positive Energy Plane
Organization:	Solitary (1 plus at least 1 animated object)
Challenge Rating:	5
Treasure:	None
Alignment:	Always neutral
Advancement:	4 HD (Medium); 5–9 HD (Large)
Level Adjustment:	—

Ravids are creatures from the Positive Energy Plane. These bizarre entities imbue creatures with energy by their touch and animate lifeless objects around them. Ravids that make their way to the Material Plane wander about aimlessly, followed by the objects to which they have given life.

A ravid is about 7 feet long and weighs about 75 pounds.

COMBAT

Ravids fight only in self-defense. A ravid itself is not very powerful but is always accompanied by at least one animated object that defends it.

Positive Energy Lash (Su): A ravid can make a touch attack or hit with a claw or tail slap attack to infuse a target with positive energy. The energy produces an unpleasant tingle in living creatures, and against undead foes (even incorporeal ones) it deals 2d10 points of damage.

Animate Objects (Su): Once per round, a random object within 20 feet of a ravid animates as though by the spell *animate objects* (caster level 20th). These objects defend the ravid to the best of their ability, but the ravid isn't intelligent enough to employ elaborate tactics with them.

Flight (Su): A ravid can cease or resume flight as a free action. A ravid that loses this ability falls and can perform only a single action (either a move action or an attack action) each round.

Feats: A ravid has the Multiattack feat even though it does not have the requisite three natural weapons.

Remorhaz

	Huge Magical Beast
Hit Dice:	7d10+35 (73 hp)
Initiative:	+1
Speed:	30' (6 squares), burrow 20'
Armor Class:	20 (–2 size, +1 Dex, +11 natural), touch 9, flat-footed 19
Base Attack/Grapple:	+7/+23
Attack:	Bite +13 melee (2d8+12)
Full Attack:	Bite +13 melee (2d8+12)
Space/Reach:	15'/10'
Special Attacks:	Improved grab, swallow whole
Special Qualities:	Darkvision 60', heat, low-light vision, tremorsense 60'
Saves:	Fort +10, Ref +6, Will +3
Abilities:	Str 26, Dex 13, Con 21, Int 5, Wis 12, Cha 10
Skills:	Listen +8, Spot +8
Feats:	Awesome Blow, Improved Bull Rush, Power Attack
Environment:	Cold desert
Organization:	Solitary
Challenge Rating:	7
Treasure:	None

Alignment:	Usually neutral
Advancement:	8–14 HD (Huge); 15–21 HD (Gargantuan)
Level Adjustment:	—

A remorhaz is whitish-blue in color but pulses with a reddish glow from the heat its body produces. The creature is a little more than 20 feet long, with a body about 5 feet wide. It weighs about 10,000 pounds.

Remorhazes cannot speak.

COMBAT

Remorhazes hide under the snow and ice until they hear movement above them, then attack from below and surprise prey.

Improved Grab (Ex): To use this ability, a remorhaz must hit an opponent least one size category smaller than itself with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can attempt to swallow the opponent the following round.

Swallow Whole (Ex): When a remorhaz begins its turn with a grappled opponent in its mouth, it can swallow that opponent with a successful grapple check. Once inside, the opponent takes 2d8+12 points of bludgeoning damage plus 8d6 points of fire damage per round from the remorhaz's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (AC 15). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A Huge remorhaz's interior can hold 2 Large, 4 Medium, 8 Small, 32 Tiny, 128 Diminutive, or 512 Fine or smaller opponents.

Heat (Ex): An enraged remorhaz generates heat so intense that anything touching its body takes 8d6 points of 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 DC 18 Fortitude save to avoid destruction. The save DC is Constitution-based.

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

Roc

	Gargantuan Animal
Hit Dice:	18d8+126 (207 hp)
Initiative:	+4
Speed:	20' (4 squares), fly 80' (average)
Armor Class:	17 (–4 size, +2 Dex, +9 natural), touch 8, flatfooted 15
Base Attack/Grapple:	+13/+37
Attack:	Talon +21 melee (2d6+12)
Full Attack:	2 talons +21 melee (2d6+12) and bite +19 melee (2d8+6)
Space/Reach:	20'/15'
Special Attacks:	—
Special Qualities:	Low-light vision
Saves:	Fort +18, Ref +13, Will +12
Abilities:	Str 34, Dex 15, Con 24, Int 2, Wis 13, Cha 11
Skills:	Hide –3, Listen +10, Spot +14
Feats:	Alertness ^H , Flyby Attack, Iron Will, Multiattack, Minor Improved Initiative ^H , Power Attack, Snatch, Wingover
Environment:	Warm mountains
Organization:	Solitary or pair
Challenge Rating:	9
Treasure:	None
Alignment:	Always neutral
Advancement:	19–32 HD (Gargantuan); 33–54 (Colossal)
Level Adjustment:	—

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'. A roc weighs about 8,000 pounds.

COMBAT

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 will 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.

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

Roper

	Large Magical Beast
Hit Dice:	10d10+30 (85 hp)
Initiative:	+6
Speed:	10' (2 squares)
Armor Class:	24 (–1 size, +1 Dex, +14 natural), touch 10, flat-footed 23
Base Attack/Grapple:	+10/+18
Attack:	Strand +13 ranged touch (drag) or bite +13 melee (2d6+6)
Full Attack:	6 strands +13 ranged touch (drag) and bite +13 melee (2d6+6)
Space/Reach:	10'/10' (50' with strand)
Special Attacks:	Drag, strands, weakness
Special Qualities:	Darkvision 60', immunity to electricity, low-light vision, resistance to cold 10, spell resistance 30, vulnerability to fire
Saves:	Fort +10, Ref +8, Will +10
Abilities:	Str 19, Dex 13, Con 17, Int 12, Wis 16, Cha 12
Skills:	Climb +12, Hide +12*, Listen +13, Move Silently +5, Spot +13
Feats:	Alertness ^H , Improved Initiative, Iron Will, Stealthy ^H , Weapon Focus (strand)
Environment:	Underground
Organization:	Solitary, pair, or cluster (3–6)
Challenge Rating:	12
Treasure:	No coins; 50% goods (stone only); no items
Alignment:	Usually chaotic evil
Advancement:	11–15 HD (Large); 16–30 HD (Huge)
Level Adjustment:	—

A roper stands some 9 feet tall and tapers from 3 or 4 feet in diameter at the base to 1 foot across at the top. It weighs 2,200 pounds. A roper's coloration and temperature change to match the features of the surrounding cave.

Ropers speak Terran and Undercommon.

COMBAT

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.

Drag (Ex): 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 (provoking no attack of opportunity) unless that creature breaks free, which requires a DC 23 Escape Artist check or a DC 19 Strength check. The check DCs are Strength-based, and the Escape Artist DC 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. A strand has 10 hit points and can be attacked by making a successful sunder attempt. However, attacking a roper's strand does not provoke an attack of opportunity. If the strand is currently attached to a target, the roper takes a –4 penalty on its opposed attack roll to resist the sunder attempt. Severing a strand deals no damage to a roper.

Strands (Ex): 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). If a strand is severed, the roper can extrude a new one on its next turn as a free action.

Weakness (Ex): A roper's strands can sap an opponent's strength. Anyone grabbed by a strand must succeed on a DC 18 Fortitude save or take 2d8 points of Strength damage. The save DC is Constitution-based.

Skills: *Ropers have a +8 racial bonus on Hide checks in stony or icy areas.

Rust Monster

	Medium Aberration
Hit Dice:	5d8+10 (32 hp)
Initiative:	+3
Speed:	40' (8 squares)
Armor Class:	18 (+3 Dex, +5 natural), touch 13, flat-footed 15
Base Attack/Grapple:	+3/+3
Attack:	Antennae touch +3 melee (rust)
Full Attack:	Antennae touch +3 melee (rust) and bite –2 melee (1d3)
Space/Reach:	5'/5'
Special Attacks:	Rust
Special Qualities:	Darkvision, scent
Saves:	Fort +2, Ref +4, Will +5
Abilities:	Str 10, Dex 17, Con 13, Int 2, Wis 13, Cha 8
Skills:	Listen +7, Spot +7
Feats:	Alertness ^H , Thick Skinned ^H , Track
Environment:	Underground
Organization:	Solitary or pair
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral
Advancement:	6–8 HD (Medium); 9–15 HD (Large)
Level Adjustment:	—

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.

COMBAT

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 characters 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 will devour the latter if given the opportunity.

Rust (Ex): A rust monster that makes a successful touch attack with its antennae 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. Magic armor and weapons, and other magic items made of metal, must succeed on a DC 17 Reflex save or be dissolved. The save DC 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.

Sahuagin

	Medium Monstrous Humanoid (Aquatic)
Hit Dice:	2d8+2 (11 hp)
Initiative:	+1
Speed:	30' (6 squares), swim 60'
Armor Class:	16 (+1 Dex, +5 natural), touch 11, flat-footed 15
Base Attack/Grapple:	+2/+4
Attack:	Talon +4 melee (1d4+2) or trident +4 melee (1d8+3) or heavy crossbow +3 ranged (1d10/19–20)
Full Attack:	Trident +4 melee (1d8+3) and bite +2 melee (1d4+1); or 2 talons +4 melee (1d4+2) and bite +2 melee (1d4+1); or heavy crossbow +3 ranged (1d10/19–20)

Space/Reach:	5/5'
Special Attacks:	Blood frenzy, rake 1d4+1
Special Qualities:	Blindsense 30', darkvision 60', freshwater sensitivity, light blindness, speak with sharks, water dependent
Saves:	Fort +3, Ref +4, Will +4
Abilities:	Str 14, Dex 13, Con 12, Int 14, Wis 13, Cha 9
Skills:	Handle Animal +4*, Hide +6*, Listen +6*, Profession (hunter) +1*, Ride +3, Spot +6*, Survival +1*
Feats:	Great Fortitude, Multiattack ^B
Environment:	Warm aquatic
Organization:	Solitary, pair, team (5–8), patrol (11–20 plus 1 3rd-level lieutenant and 1–2 sharks), band (20–80 plus 100% noncombatants plus 1 3rd-level lieutenant and 1 4th-level chieftain per 20 adults plus 1–2 sharks), or tribe (70–160 plus 100% noncombatants plus 1 3rd-level lieutenant per 20 adults, 1 4th-level chieftain per 40 adults, 9 4th-level guards, 1–4 underpriestesses of 3rd–6th level, 1 7th-level priestess, and 1 baron of 6th–8th level plus 5–8 sharks)
Challenge Rating:	2
Treasure:	Standard
Alignment:	Usually lawful evil
Advancement:	3–5 HD (Medium), 6–10 HD (Large), or by character class
Level Adjustment:	+2 (+3 if four-armed)

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. An adult male sahuagin stands roughly 6 feet tall and weighs about 200 pounds.

Sahuagin 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.

Sahuagin speak their own language, Sahuagin. Thanks to their high Intelligence scores, most sahuagin also speak two bonus languages, usually Common and Aquan.

COMBAT

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.

Blindsense (Ex): 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 takes damage in combat can fly into a frenzy in the following round, clawing and biting madly until either it or its opponent is dead. It gains +2 Constitution and +2 Strength, and takes a –2 penalty to Armor Class. A sahuagin cannot end its frenzy voluntarily.

Rake (Ex): Attack bonus +2 melee, damage 1d4+1. A sahuagin also gains two rake attacks when it attacks while swimming.

Freshwater Sensitivity (Ex): A sahuagin fully immersed in fresh water must succeed on a DC 15 Fortitude save or become fatigued. Even on a success, it must repeat the save attempt every 10 minutes it remains immersed.

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds sahuagin for round. On subsequent rounds, they are dazzled while operating in bright light.

Speak with Sharks (Ex): 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 (Ex): Sahuagin can survive out of the water for 1 hour per 2 points of Constitution (after that, refer to the drowning rules on page 304 of the *Dungeon Master’s Guide*).

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 Hide, Listen, and Spot 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.

SAHUAGIN MUTANTS

About one in two hundred sahuagin has four arms. Such creatures can make four claw attacks or use extra weapons, in addition to the claw and bite attacks.

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 1 hour 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

	Flamebrother Salamander	Average Salamander	Noble Salamander
	Small Outsider (Extraplanar, Fire)	Medium Outsider (Extraplanar, Fire)	Large Outsider (Extraplanar, Fire)
Hit Dice:	4d8+8 (26 hp)	9d8+18 (58 hp)	15d8+45 (112 hp)
Initiative:	+1	+1	+1
Speed:	20' (4 squares)	20' (4 squares)	20' (4 squares)
Armor Class:	19 (+1 size, +1 Dex, +7 natural), touch 12, flat-footed 18	18 (+1 Dex, +7 natural), touch 11, flat-footed 17	19 (-1 size, +2 Dex, +8 natural), touch 11, flat-footed 17
Base Attack/Grapple:	+4/+1	+9/+11	+15/+25
Attack:	Spear +6 melee (1d6+1/x3 plus 1d6 fire)	Spear +11 melee (1d8+3/x3 plus 1d6 fire)	+3 <i>longspear</i> +27 melee (1d8+9/x3 plus 1d8 fire)
Full Attack:	Spear +6 melee (1d6+1/x3 plus 1d6 fire) and tail slap +4 melee (1d4 plus 1d6 fire)	Spear +11/+6 melee (1d8+3/x3 plus 1d6 fire) and tail slap +9 melee (2d6+1 plus 1d6 fire)	+3 <i>longspear</i> +27/+22/+17 melee (1d8+9/x3 plus 1d8 fire) and tail slap +18 melee (2d8+3 plus 1d8 fire)
Space/Reach:	5'/5'	5'/5' (10' with tail)	10'/10' (20' with tail or <i>longspear</i>)
Special Attacks:	Constrict 1d4 plus 1d6 fire, heat, improved grab	Constrict 2d6+1 plus 1d6 fire, heat, improved grab	Constrict 2d8+3 plus 1d8 fire, heat, improved grab, spell-like abilities
Special Qualities:	Darkvision 60', immunity to fire, vulnerability to cold	Damage reduction 10/magic, darkvision 60', immunity to fire, vulnerability to cold	Damage reduction 15/magic, darkvision 60', immunity to fire, vulnerability to cold
Saves:	Fort +6, Ref +5, Will +6	Fort +8, Ref +7, Will +8	Fort +12, Ref +10, Will +11
Abilities:	Str 12, Dex 13, Con 14, Int 14, Wis 15, Cha 13	Str 14, Dex 13, Con 14, Int 14, Wis 15, Cha 13	Str 22, Dex 13, Con 16, Int 16, Wis 15, Cha 15
Skills:	Craft (blacksmithing) +8, Hide +14, Listen +11, Move Silently +8, Spot +11	Bluff +11, Craft (blacksmithing) +19, Diplomacy +3, Disguise +1 (+3 acting), Hide +13, Intimidate +3, Listen +8, Move Silently +13, Search +12, Spot +8	Bluff +19, Craft (blacksmithing) +25, Diplomacy +4, Hide +17, Intimidate +4, Listen +13, Move Silently +19, Spot +13
Feats:	Alertness ^H , Multiattack, Stealthy ^H	Alertness ^H , Multiattack, Power Attack, Stealthy ^H	Alertness ^H , Cleave, Multiattack, Power Attack, Quick Footed ^H , Skill Focus (Craft [blacksmithing]) ^H , Stealthy ^H , Weapon Focus (<i>longspear</i>)
Environment:	Elemental Plane of Fire	Elemental Plane of Fire	Elemental Plane of Fire
Organization:	Solitary, pair, or cluster (3–5)	Solitary, pair, or cluster (3–5)	Solitary, pair, or noble party (9–14)
Challenge Rating:	3	6	10
Treasure:	Standard (nonflammables only)	Standard (nonflammables only)	Double standard (nonflammables only) and +3

			<i>longspear</i>
Alignment:	Usually evil (any)	Usually evil (any)	Usually evil (any)
Advancement:	4–6 HD (Small)	8–14 HD (Medium)	16–21 HD (Large); 22–45 HD (Huge)
Level Adjustment:	+4	+5	—

Salamanders speak Ignan. Some average salamanders and all nobles also speak Common.

COMBAT

If a salamander has damage reduction, its natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Constrict (Ex): A salamander deals automatic tail slap damage (including fire damage) with a successful grapple check. A noble salamander can constrict multiple creatures simultaneously, provided they are all at least two sizes smaller than it.

Heat (Ex): A salamander generates so much heat that its mere touch deals additional fire damage. Salamanders' metallic weapons also conduct this heat.

Improved Grab (Ex): To use this ability, a salamander must hit a creature of up to one size larger than itself with its tail slap attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Spell-Like Abilities: (Noble salamanders only) 3/day—*burning hands* (DC 13), *fireball* (DC 15), *flaming sphere* (DC 14), *wall of fire* (DC 16); 1/day—*dispel magic*, *summon monster VII* (Huge fire elemental). Caster level 15th. The save DCs are Charisma-based.

Skills: Salamanders have a +4 racial bonus on Craft (blacksmithing) checks.

Feats: Salamanders have the Multiattack feat even though they do not have the requisite three natural weapons.

Satyr

	Medium Fey
Hit Dice:	5d6+5 (22 hp)
Initiative:	+1
Speed:	40' (8 squares)
Armor Class:	15 (+1 Dex, +4 natural), touch 11, flat-footed 14
Base Attack/Grapple:	+2/+2
Attack:	Head butt +2 melee (1d6) or shortbow +3 ranged (1d6/x3)
Full Attack:	Head butt +2 melee (1d6) and dagger –3 melee (1d4/19–20); or shortbow +3 ranged (1d6/x3)
Space/Reach:	5'/5'
Special Attacks:	Pipes
Special Qualities:	Damage reduction 5/cold iron, low-light vision
Saves:	Fort +2, Ref +5, Will +5
Abilities:	Str 10, Dex 13, Con 12, Int 12, Wis 13, Cha 13
Skills:	Bluff +9, Diplomacy +3, Disguise +1 (+3 acting), Hide +13, Intimidate +3, Knowledge (nature) +9, Listen +15, Move Silently +13, Perform (wind instruments) +9, Spot +15, Survival +1 (+3 aboveground)
Feats:	Alertness ^{HB} , Dodge, Mobility, Multi-Dodge ^H
Environment:	Temperate forests
Organization:	Solitary, pair, band (3–5), or troop (6–11)
Challenge Rating:	2 (without pipes) or 4 (with pipes)
Treasure:	Standard
Alignment:	Usually chaotic neutral
Advancement:	6–10 HD (Medium)
Level Adjustment:	+2

A satyr's hair is red or chestnut brown, while its hooves and horns are jet black. A satyr is about as tall and heavy as a half-elf.

Satyrs speak Sylvan, and most also speak Common.

COMBAT

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. 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 dagger and typically looses arrows from hiding, weakening an enemy before closing.

Pipes (Su): 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 DC 13 Will save or be affected by *charm person*, *sleep*, or *fear* (caster level 10th; 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 DC is Charisma-based.

Skills: Satyrs have a +4 racial bonus on Hide, Listen, Move Silently, Perform, and Spot checks.

Sea Cat

	Large Magical Beast
Hit Dice:	6d10+24 (57 hp)
Initiative:	+1
Speed:	10' (2 squares), swim 40'
Armor Class:	18 (-1 size, +1 Dex, +8 natural), touch 10, flat-footed 17
Base Attack/Grapple:	+6/+14
Attack:	Claw +9 melee (1d6+4)
Full Attack:	2 claws +9 melee (1d6+4) and bite +4 melee (1d8+2)
Space/Reach:	10'/5'
Special Attacks:	Rend 2d6+6
Special Qualities:	Darkvision 60', hold breath, low-light vision, scent
Saves:	Fort +8, Ref +6, Will +6
Abilities:	Str 19, Dex 12, Con 17, Int 2, Wis 13, Cha 10
Skills:	Listen +8, Spot +7, Swim +12
Feats:	Alertness ^H , Endurance, Iron Will, Thick Skinned ^H
Environment:	Temperate aquatic
Organization:	Solitary, pair, or pride (5–12)
Challenge Rating:	4
Treasure:	None
Alignment:	Always neutral
Advancement:	7–9 HD (Large); 10–18 HD (Huge)
Level Adjustment:	—

A typical sea cat is 12 feet long and weighs 800 pounds.

COMBAT

Sea cats attack on sight, either for food or to defend their territory, and use both claws and teeth to grab and rend their prey. They display tremendous courage, always fighting to the death, even against creatures many times their size. Pairs and prides of sea cats attack in concert, trying to wear the opponent down until one beast can dispatch it.

Hold Breath (Ex): A sea cat can hold its breath for a number of rounds equal to 6 x its Constitution score before it risks drowning.

Rend (Ex): A sea cat that hits with both claw attacks latches onto the opponent's body and tears the flesh. This automatically deals an extra 2d6+6 points of damage.

Skills: A sea cat 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.

Shadow

	Shadow	Greater Shadow
	Medium Undead (Incorporeal)	Medium Undead (Incorporeal)
Hit Dice:	3d12 (19 hp)	9d12 (58 hp)
Initiative:	+2	+2
Speed:	Fly 40' (good) (8 squares)	Fly 40' (good) (8 squares)
Armor Class:	13 (+2 Dex, +1 deflection), touch 13, flat-footed 11	14 (+2 Dex, +2 deflection), touch 14, flat-footed 12
Base Attack/Grapple:	+1/—	+4/—
Attack:	Incorporeal touch +3 melee (1d6 Str)	Incorporeal touch +6 melee (1d8 Str)
Full Attack:	Incorporeal touch +3 melee (1d6 Str)	Incorporeal touch +6 melee (1d8 Str)
Space/Reach:	5'/5'	5'/5'
Special Attacks:	Create spawn, strength damage	Create spawn, strength damage
Special Qualities:	Darkvision 60', incorporeal traits, +2 turn resistance, undead traits	Darkvision 60', incorporeal traits, +2 turn resistance, undead traits
Saves:	Fort +1, Ref +3, Will +4	Fort +3, Ref +5, Will +7
Abilities:	Str —, Dex 14, Con —, Int 6, Wis 12, Cha 13	Str —, Dex 15, Con —, Int 6, Wis 12, Cha 14
Skills:	Hide +8*, Listen +7, Search +4, Spot +7	Hide +14*, Listen +9, Search +6, Spot +9
Feats:	Alertness ^H , Dodge, Multi-Dodge ^H	Alertness ^H , Dodge, Mobility, Multi-Dodge ^H , Spring Attack
Environment:	Any	Any
Organization:	Solitary, gang (2–5), or swarm (6–11)	Solitary
Challenge Rating:	3	8
Treasure:	None	None
Alignment:	Always chaotic evil	Always chaotic evil
Advancement:	4–9 HD (Medium)	—
Level Adjustment:	—	—

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.

COMBAT

Shadows lurk in dark places, waiting for living prey to happen by.

Strength Damage (Su): The touch of a shadow deals 1d6 points of Strength damage to a living foe. A creature reduced to Strength 0 by a shadow dies. This is a negative energy effect.

Create Spawn (Su): Any humanoid reduced to Strength 0 by a shadow becomes a shadow under the control of its killer within 1d4 rounds.

Skills: Shadows have a +2 racial bonus on Listen and Spot checks and a +4 racial bonus on Search checks. *A shadow gains a +4 racial bonus on Hide checks in areas of shadowy illumination. In brightly lit areas, it takes a –4 penalty on Hide checks.

Greater Shadow

Although no more intelligent than an average shadow, a greater shadow is more fearsome because of its increased damage and its hit-and-run tactics.

COMBAT

Strength Damage (Su): The touch of a greater shadow deals 1d8 points of Strength damage to a living foe.

Shadow Mastiff

	Medium Outsider (Extraplanar)
Hit Dice:	4d8+12 (30 hp)
Initiative:	+5
Speed:	50' (10 squares)
Armor Class:	14 (+1 Dex, +3 natural), touch 11, flat-footed 13
Base	+4/+7
Attack/Grapple:	
Attack:	Bite +7 melee (1d6+4)
Full Attack:	Bite +7 melee (1d6+4)
Space/Reach:	5'/5'
Special Attacks:	Bay, trip
Special Qualities:	Darkvision 60', shadow blend, scent
Saves:	Fort +7, Ref +5, Will +5
Abilities:	Str 17, Dex 13, Con 17, Int 4, Wis 12, Cha 13
Skills:	Hide +8, Listen +8, Move Silently +8, Spot +8, Survival +8*
Feats:	Dodge, Improved Initiative, Track ^B
Environment:	Plane of Shadow
Organization:	Solitary, pair, or pack (5–12)
Challenge Rating:	5
Treasure:	None
Alignment:	Always neutral evil
Advancement:	5–6 HD (Medium); 7–12 HD (Large)
Level Adjustment:	+3 (cohort)

This creature has the body of a large dog, with a smooth black coat and a mouth full of sharp teeth.

A shadow mastiff is slightly more than 2 feet high at the shoulder and weighs about 200 pounds.

Shadow mastiffs cannot speak, but they understand Common.

COMBAT

Shadow mastiffs prefer fighting in shadows or dark conditions, which gives them a great advantage.

If a magical 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. They have been known to seize and carry off items enspelled with *daylight* spells.

Bay (Su): When a shadow mastiff howls or barks, all creatures except evil outsiders within a 300-foot spread must succeed on a DC 13 Will save or become panicked for 2d4 rounds. This is a sonic mind-affecting fear effect. Whether or not the save is successful, an affected creature is immune to the same mastiff's bay for 24 hours. The save DC is Charisma-based.

Trip (Ex): A shadow mastiff that hits with its bite attack can attempt to trip the opponent as a free action (+3 check modifier) without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the shadow mastiff.

Shadow Blend (Su): In any condition of illumination other than full daylight, a shadow mastiff can disappear into the shadows, giving it total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability. A *daylight* spell, however, will.

Skills: *A shadow mastiff has a +4 racial bonus on Survival checks when tracking by scent.

Shambling Mound

	Large Plant
Hit Dice:	8d8+24 (60 hp)
Initiative:	+0
Speed:	20' (4 squares), swim 20'

Armor Class:	20 (–1 size, +11 natural), touch 9, flat-footed 20
Base Attack/Grapple:	+6/+15
Attack:	Slam +12 melee (2d6+5)
Full Attack:	2 slams +12 melee (2d6+5)
Space/Reach:	10'/10'
Special Attacks:	Improved grab, constrict 2d6+7
Special Qualities:	Darkvision 60', immunity to electricity, low-light vision, plant traits, resistance to fire 10
Saves:	Fort +9, Ref +2, Will +5
Abilities:	Str 21, Dex 10, Con 17, Int 7, Wis 10, Cha 9
Skills:	Hide +3*, Listen +8, Move Silently +8
Feats:	Iron Will, Power Attack, Weapon Focus (slam)
Environment:	Temperate marshes
Organization:	Solitary
Challenge Rating:	6
Treasure:	1/10th coins; 50% goods; 50% items
Alignment:	Usually neutral
Advancement:	9–12 HD (Large); 13–24 HD (Huge)
Level Adjustment:	+6

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.

A shambler's body has an 8-foot girth and is about 6 feet tall when the creature stands erect. It weighs about 3,800 pounds.

COMBAT

A shambling mound batters or constricts its opponents with two huge, armlike appendages.

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

Constrict (Ex): A shambler deals 2d6+7 points of damage with a successful grapple check.

Immunity to Electricity (Ex): Shamblers take no damage from electricity. Instead, any electricity attack used against a shambler temporarily grants it 1d4 points of Constitution. The shambler loses these points at the rate of 1 per hour.

Skills: Shamblers have a +4 racial bonus on Hide, Listen, and Move Silently checks. *They have a +12 racial bonus on Hide checks when in a swampy or forested area.

Shield Guardian

	Large Construct
Hit Dice:	15d10+30 (112 hp)
Initiative:	+0
Speed:	30' (6 squares)
Armor Class:	24 (–1 size, +15 natural), touch 9, flat-footed 24
Base Attack/Grapple:	+11/+21
Attack:	Slam +16 melee (1d8+6)
Full Attack:	2 slams +16 melee (1d8+6)
Space/Reach:	10'/10'
Special Attacks:	—
Special Qualities:	Construct traits, darkvision 60', fast healing 5, find master, guard, low-light vision, <i>shield other, spell storing</i>
Saves:	Fort +5, Ref +5, Will +5
Abilities:	Str 22, Dex 10, Con —, Int —, Wis 10, Cha 1
Environment:	Any
Organization:	Solitary
Challenge Rating:	8

Treasure:	None
Alignment:	Always neutral
Advancement:	16–24 HD (Large); 25–45 HD (Huge)
Level Adjustment:	—

Created by spellcasters to be bodyguards, shield guardians are constructs that protect their masters with spells and stamina. When it is fashioned, a shield guardian is keyed to a particular magical amulet. Henceforth, it regards the wearer of that amulet to be its master, protecting and following that individual everywhere (unless specifically commanded not to do so).

A shield guardian obeys its master's verbal commands to the best of its ability, although it is not good for much beyond combat and possibly simple manual labor. It can also be keyed to perform specific tasks at specific times or when certain conditions are met. The wearer of the amulet can call the shield guardian from any distance, and it will come as long as it is on the same plane.

A shield guardian is some 9 feet tall and weighs more than 1,200 pounds.

Shield guardians cannot speak, but they understand commands given in any language.

COMBAT

Shield guardians are straightforward in battle, bashing with their heavy stone fists. They are made for defense and are not particularly impressive on offense.

Find Master (Su): As long as a shield guardian and its amulet are on the same plane, the shield guardian can find the amulet wearer (or just the amulet, if it is removed after the guardian is called).

Guard (Ex): If ordered to do so, a shield guardian moves swiftly to defend the wearer of its amulet, blocking blows and disrupting foes. All attacks against the amulet wearer take a –2 penalty when the shield guardian is adjacent to its master.

Shield Other (Sp): The wearer of a shield guardian's amulet can activate this defensive ability if within 100 feet of the shield guardian. Just as the spell of the same name, this ability transfers to the shield guardian half the damage that would be dealt to the amulet wearer (this ability does not provide the spell's AC or save bonuses).

Spell Storing (Sp): A shield guardian can store one spell of 4th level or lower that is cast into it by another creature. It "casts" this spell when commanded to do so or when a predefined situation arises. Once this spell is used, the shield guardian can store another spell (or the same spell again).

CONSTRUCTION

A shield guardian is built from wood, bronze, stone, and steel. The materials cost 5,000 gp.

The creature's master may assemble the body or hire someone else to do the job. Creating the body requires a DC 16 Craft (blacksmithing) or Craft (carpentry) check. The keyed amulet is fashioned at the same time, and its cost (20,000 gp) is included in the cost of the guardian. After the body is sculpted, the shield guardian is animated through an extended magical ritual that requires a specially prepared laboratory or workroom, similar to an alchemist's laboratory and costing 500 gp to establish. If the creator is personally constructing the creature's body, the building and the ritual can be performed together. A shield guardian with more than 15 Hit Dice can be created, but each additional Hit Die adds +5,000 gp to the market price, and the price increases by +20,000 gp if the creature's size increases to Huge, modifying the cost to create accordingly.

CL 15th; Craft Construct, *limited wish*, *discern location*, *shield*, *shield other*, caster must be at least 15th level; Price 120,000 gp; Cost 65,000 gp + 4,600 magical essence.

AMULET

If a shield guardian's amulet is destroyed, the guardian ceases to function until a new one is created. If the wearer dies but the amulet is intact, the shield guardian carries out the last command it was given.

Shocker Lizard

	Small Magical Beast
Hit Dice:	2d10+2 (13 hp)
Initiative:	+6
Speed:	40' (8 squares), climb 20', swim 20'
Armor Class:	16 (+1 size, +2 Dex, +3 natural), touch 13, flat-footed 14
Base Attack/Grapple:	+2/–2
Attack:	Bite +3 melee (1d4)

Full Attack:	Bite +3 melee (1d4)
Space/Reach:	5'/5'
Special Attacks:	Stunning shock, lethal shock
Special Qualities:	Darkvision 60', electricity sense, immunity to electricity, low-light vision
Saves:	Fort +4, Ref +5, Will +1
Abilities:	Str 10, Dex 15, Con 13, Int 2, Wis 12, Cha 6
Skills:	Climb +11, Hide +11, Jump +7, Listen +4, Spot +4, Swim +10
Feats:	Improved Initiative
Environment:	Warm marshes
Organization:	Solitary, pair, clutch (3–5), or colony (6–11)
Challenge Rating:	2
Treasure:	1/10 coins; 50% goods; 50% items
Alignment:	Always neutral
Advancement:	3–4 HD (Small); 5–6 HD (Medium)
Level Adjustment:	—

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. A shocker lizard is about 1 foot tall at the shoulder and weighs about 25 pounds.

COMBAT

A **shocker** lizard relies on its electricity abilities in combat. A lizard 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.

Stunning Shock (Su): Once per round, a shocker lizard can deliver an electrical shock to a single opponent within 5'. This attack deals 2d8 points of nonlethal damage to living opponents (Reflex DC 12 half). The save DC is Constitution-based.

Lethal Shock (Su): 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 2d8 points of electricity damage for each lizard contributing to it, to a maximum of 12d8. A Reflex save (DC 10 + number of lizards contributing) reduces the damage by half.

Electricity Sense (Ex): Shocker lizards automatically detect any electrical discharges within 100'.

Skills: Shocker lizards have a +4 racial bonus on Hide checks due to their coloration. Shocker lizards have a +2 racial bonus on Listen and Spot 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.

Skeleton

The following creatures are some examples of how the skeleton template can be applied to a variety of corpses. See the skeleton template in the **Templates** chapter for more details on how skeletons are created.

	Human Warrior Skeleton	Wolf Skeleton	Owlbear Skeleton
	Medium Undead	Medium Undead	Large Undead
Hit Dice:	1d12 (6 hp)	2d12 (13 hp)	5d12 (32 hp)
Initiative:	+4	+6	+5
Speed:	30' (6 squares)	50' (10 squares)	30' (6 squares)
Armor Class:	16 (+1 Dex, +2 natural, +3 heavy steel shield), touch 11, flat-footed 16	15 (+3 Dex, +2 natural), touch 13, flat-footed 12	13 (–1 size, +2 Dex, +2 natural), touch 11, flat-footed 11
Base Attack/Grapple:	+0/+1	+1/+2	+2/+11
Attack:	Scimitar +1 melee (1d6+1/18–20) or claw +1 melee (1d4+1)	Bite +2 melee (1d6+1)	Claw +6 melee (1d6+5)
Full Attack:	Scimitar +1 melee (1d6+1/18–	Bite +2 melee (1d6+1)	2 claws +6 melee (1d6+5) and

	20) or 2 claws +1 melee (1d4+1)		bite +1 melee (1d8+2)
Space/Reach:	5'/5'	5'/5'	10'/5'
Special Attacks:	—	—	—
Special Qualities:	Damage reduction 5/bludgeoning, darkvision 60', immunity to cold, undead traits	Damage reduction 5/bludgeoning, darkvision 60', immunity to cold, undead traits	Damage reduction 5/bludgeoning, darkvision 60', immunity to cold, undead traits
Saves:	Fort +0, Ref +1, Will +2	Fort +0, Ref +3, Will +3	Fort +1, Ref +3, Will +4
Abilities:	Str 13, Dex 13, Con —, Int —, Wis 10, Cha 1	Str 13, Dex 17, Con —, Int —, Wis 10, Cha 1	Str 21, Dex 14, Con —, Int —, Wis 10, Cha 1
Feats:	Improved Initiative	Improved Initiative	Improved Initiative
Environment:	Temperate plains	Temperate forests	Temperate forests
Organization:	Any	Any	Any
Challenge Rating:	-1	1	2
Treasure:	None	None	None
Alignment:	Always neutral evil	Always neutral evil	Always neutral evil
Advancement:	—	3 HD (Medium); 4–6 HD (Large)	6–8 HD (Large); 9–15 HD (Huge)
Level Adjustment:	—	—	—
	Troll Skeleton	Chimera Skeleton	Ettin Skeleton
	Large Undead	Large Undead	Large Undead
Hit Dice:	6d12 (39 hp)	9d12 (58 hp)	10d12 (65 hp)
Initiative:	+7	+6	+4
Speed:	30' (6 squares)	30' (6 squares)	40' (8 squares)
Armor Class:	14 (+3 Dex, –1 size, +2 natural), touch 12, flat-footed 11	13 (+2 Dex., –1 size, +2 natural), touch 11, flat-footed 11	11 (–1 size, +2 natural), touch 9, flat-footed 11
Base Attack/Grapple:	+3/+13	+4/+12	+5/+15
Attack:	Claw +8 melee (1d6+6)	Bite +7 melee (2d6+4)	Morningstar +10 melee (2d6+6) or claw +10 melee (1d6+6) or javelin +4 ranged (1d8+6)
Full Attack:	2 claws +8 melee (1d6+6) and bite +3 melee (1d6+3)	Bite +7 melee (2d6+4) and bite+7 melee (1d8+4) and gore +7 melee (1d8+4) and 2 claws +2 melee (1d6+2)	2 morningstars +10 melee (2d6+6) or 2 claws +10 melee (1d6+6) or 2 javelins +4 ranged (1d8+6)
Space/Reach:	10'/10 ft	10'/5 ft	10'/10'
Special Attacks:	—	—	—
Special Qualities:	Damage reduction 5/bludgeoning, darkvision 60', immunity to cold, undead traits	Damage reduction 5/bludgeoning, darkvision 60', immunity to cold, undead traits	Damage reduction 5/bludgeoning, darkvision 60', darkvision 60', immunity to cold, superior twoweapon
Saves:	Fort +2, Ref +5, Will +5	Fort +3, Ref +5, Will +6	Fort +3, Ref +3, Will +7
Abilities:	Str 23, Dex 16, Con —, Int —, Wis 10, Cha 1	Str 19, Dex 15, Con —, Int —, Wis 10, Cha 1	Str 23, Dex 10, Con —, Int —, Wis 10, Cha 1
Feats:	Improved Initiative	Improved Initiative	Improved Initiative
Environment:	Cold mountains	Temperate hills	Cold hills
Organization:	Any	Any	Any
Challenge Rating:	3	4	5
Treasure:	None	None	None
Alignment:	Always neutral evil	Always neutral evil	Always neutral evil
Advancement:	—	10–13 HD (Large); 14–27 HD (Huge)	—
Level Adjustment:	—	—	—
	Advanced Megaraptor	Cloud Giant Skeleton	Young Adult Red Dragon

	Skeleton		Skeleton
	Huge Undead	Huge Undead	Huge Undead (Fire)
Hit Dice:	12d12 (78 hp)	17d12 (110 hp)	19d12 (123 hp)
Initiative:	+8	+7	+7
Speed:	60' (12 squares)	50' (10 squares)	40' (8 squares)
Armor Class:	14 (-2 size, +3 Dex, +3 natural), touch 11, flat-footed 11	13 (-2 size, +2 Dex, +3 natural), touch 10, flat-footed 11	12 (-2 size, +1 Dex, +3 natural), touch 9, flat-footed 11
Base Attack/Grapple:	+6/+19	+8/+28	+9/+27
Attack:	Talons +9 melee (2d8+5)	Gargantuan morningstar +18 melee (4d6+18) or claw +18 melee (1d8+12) or rock +8 ranged (2d8+12)	Bite +17 melee (2d8+10)
Full Attack:	Talons +9 melee (2d8+5) and 2 claws +4 melee (1d8+2) and bite +4 melee (2d6+2)	Gargantuan morningstar +18/+13 melee (4d6+18) or 2 claws +18 melee (1d8+12) or rock +8 ranged (2d8+12)	Bite +17 melee (2d8+10) and 2 claws +12 melee (2d6+5) and wings +12 melee (1d8+5) and tail slap +12 melee (2d6+15)
Space/Reach:	15'/10'	15'/15'	15'/10'
Special Attacks:	—	—	—
Special Qualities:	Damage reduction 5/bludgeoning, darkvision 60', immunity to cold, undead traits	Damage reduction 5/bludgeoning, darkvision 60', immunity to cold, oversize weapon, undead traits	Damage reduction 5/bludgeoning, darkvision 60', immunity to cold and fire, undead traits
Saves:	Fort +4, Ref +7, Will +8	Fort +5, Ref +7, Will +10	Fort +6, Ref +7, Will +8
Abilities:	Str 21, Dex 17, Con —, Int —, Wis 10, Cha 1	Str 35, Dex 15, Con —, Int —, Wis 10, Cha 1	Str 31, Dex 12, Con —, Int —, Wis 10, Cha 1
Feats:	Improved Initiative	Improved Initiative	Improved Initiative
Environment:	Warm forests	Temperate mountains	Warm mountains
Organization:	Any	Any	Any
Challenge Rating:	6	7	8
Treasure:	None	None	None
Alignment:	Always neutral evil	Always neutral evil	Always neutral evil
Advancement:	13–16 HD (Huge); 17–20 HD (Gargantuan)	—	20 HD (Huge)
Level Adjustment:	—	—	—

Skam

	Medium Aberration (Aquatic)
Hit Dice:	2d8+2 (11 hp)
Initiative:	+1
Speed:	20' (4 squares), swim 40'
Armor Class:	13 (+1 Dex, +2 natural), touch 11, flat-footed 12
Base Attack/Grapple:	+1/+5
Attack:	Bite +5 melee (2d6+4)
Full Attack:	Bite +5 melee (2d6+4) and 2 claws +0 melee (1d4+2)
Space/Reach:	5'/5'
Special Attacks:	Rake 1d6+2
Special Qualities:	Darkvision 60', amphibious
Saves:	Fort +1, Ref +1, Will +3
Abilities:	Str 19, Dex 13, Con 13, Int 10, Wis 10, Cha 6
Skills:	Hide +8*, Listen +7*, Move Silently +8, Spot +7*, Swim +12
Feats:	Alertness ^H , Stealthy ^H
Environment:	Underground
Organization:	Brood (2–5) or pack (6–15)
Challenge Rating:	2

Treasure:	None
Alignment:	Usually lawful evil
Advancement:	3–4 HD (Medium); 5–6 HD (Large)
Level Adjustment:	+3

A skum is about the same height and weight as a human. Skum speak Aquan.

COMBAT

Rake (Ex): Attack bonus +0 melee, damage 1d6+2. A skum also gains two rake attacks when it attacks while swimming.

Skills: *Skum have a +4 racial bonus on Hide, Listen, and Spot checks underwater. A skum 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

Medium Undead (Incorporeal)

Hit Dice:	7d12 (45 hp)
Initiative:	+7
Speed:	40' (8 squares), fly 80' (perfect)
Armor Class:	15 (+3 Dex, +2 deflection), touch 15, flat-footed 13
Base Attack/Grapple:	+3/—
Attack:	Incorporeal touch +6 melee (1d8 plus energy drain)
Full Attack:	Incorporeal touch +6 melee (1d8 plus energy drain)
Space/Reach:	5'/5'
Special Attacks:	Energy drain, create spawn
Special Qualities:	Darkvision 60', incorporeal traits, +2 turn resistance, sunlight powerlessness, undead traits, unnatural aura
Saves:	Fort +2, Ref +5, Will +7
Abilities:	Str —, Dex 16, Con —, Int 14, Wis 14, Cha 15
Skills:	Hide +15, Intimidate +12, Knowledge (religion) +12, Listen +14, Move Silently +6, Search +12, Spot +14, Survival +2 (+4 following tracks)
Feats:	Alertness ^H , Blind-Fight, Improved Initiative, Stealthy ^H
Environment:	Any land and underground
Organization:	Solitary, gang (2–4), or swarm (6–11)
Challenge Rating:	7
Treasure:	None
Alignment:	Always lawful evil
Advancement:	8–14 HD (Medium)
Level Adjustment:	—

A spectre 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. A spectre is roughly human-sized and is weightless.

COMBAT

In close combat a spectre attacks with its numbing, life-draining touch. It makes full use of its incorporeal nature, moving through walls, ceilings, and floors as it attacks.

Energy Drain (Su): Living creatures hit by a spectre's incorporeal touch attack gain two negative levels. The DC is 15 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed, the spectre gains 5 temporary hit points.

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

Unnatural Aura (Su): Animals, whether wild or domesticated, can sense the unnatural presence of a spectre at a distance of 30'. 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.

Sunlight Powerlessness (Ex): Spectres are powerless in natural sunlight (not merely a *daylight* spell) and flee from it. A spectre caught in sunlight cannot attack and can take only a single move or attack action in a round.

Sphinx

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.

COMBAT

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.

Pounce (Ex): If a sphinx charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex): A sphinx that pounces onto a creature can make two rake attacks with its hind legs. Each sphinx's description provides its attack bonus and damage.

Androsphinx

	Large Magical Beast
Hit Dice:	12d10+48 (114 hp)
Initiative:	+0
Speed:	50' (10 squares), fly 80' (average)
Armor Class:	22 (-1 size, +13 natural), touch 9, flat-footed 22
Base	+12/+23
Attack/Grapple:	
Attack:	Claw +18 melee (2d4+7)
Full Attack:	2 claws +18 melee (2d4+7)
Space/Reach:	10'/5'
Special Attacks:	Pounce, rake 2d4+3, roar, spells
Special Qualities:	Darkvision 60', low-light vision
Saves:	Fort +12, Ref +8, Will +7
Abilities:	Str 25, Dex 10, Con 19, Int 16, Wis 17, Cha 17
Skills:	Intimidate +17, Knowledge (any one) +18, Listen +18, Spot +18, Survival +18
Feats:	Alertness ^H , Cleave, Flyby Attack, Improved Flight, Power Attack, Skill Focus (knowledge (same as skill above)) ^H , Track
Environment:	Warm deserts
Organization:	Solitary
Challenge Rating:	9
Treasure:	Standard
Alignment:	Always chaotic good
Advancement:	13–18 HD (Large); 19–36 HD (Huge)
Level Adjustment:	+5 (cohort)

These sphinxes are always male. Androsphinxes are clever and generally good-natured, but they can be savage opponents.

COMBAT

In battle, an androsphinx rips apart enemies with its razor-sharp claws. It relies on its natural weapons in a fight, employing its spells for defense or healing.

Rake (Ex): Attack bonus +18 melee, damage 2d4+3.

Roar (Su): 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 DC 19 Will save or be affected as though by a *fear* spell for 2d6 rounds.

If the sphinx roars a second time during the same encounter, all creatures within 250 feet must succeed on a DC 19 Fortitude save or be paralyzed for 1d4 rounds, and all those within 90 feet are deafened for 2d6 rounds (no save). If it roars a third time during the same encounter, all those within 250 feet must succeed on a DC 19 Fortitude save or take 2d4 points of Strength damage for 2d4 rounds. In addition, any Medium or smaller creature within 90 feet must succeed on a DC 19 Fortitude save or be thrown to the ground and take 2d8 points of damage. The force of this roar is so great that it deals 50 points of damage to any stone or crystalline object within 90'. Magic items and held or carried items can avoid damage with a DC 19 Reflex save. Other androsphinxes are immune to these effects. The save DCs are Charisma-based.

Spells: An androsphinx casts divine spells as a 6th-level cleric from the cleric spell list and from the Good, Healing, and Protection domains.

Typical Cleric Spells Prepared (5/5/5/4; save DC 13 + spell level): 0—*cure minor wounds, detect magic, guidance, light, resistance*; 1st—*divine favor, protection from evil*, shield of faith, remove fear, summon monster I*; 2nd—*bull's strength, remove paralysis, resist energy, shield other*, summon monster II*; 3rd—*cure serious wounds*, daylight, invisibility purge, searing light*.

*Domain spell. Domains: Good and Healing.

Criosphinx

	Large Magical Beast
Hit Dice:	10d10+30 (85 hp)
Initiative:	+0
Speed:	30' (6 squares), fly 60' (poor)
Armor Class:	20 (–1 size, +11 natural), touch 9, flat-footed 20
Base Attack/Grapple:	+10/+20
Attack:	Gore +15 melee (2d6+7)
Full Attack:	Gore +15 melee (2d6+7) and 2 claws +10 melee (1d6+3)
Space/Reach:	10'/5'
Special Attacks:	Pounce, rake 1d6+3
Special Qualities:	Darkvision 60', low-light vision
Saves:	Fort +10, Ref +7, Will +3
Abilities:	Str 23, Dex 10, Con 17, Int 10, Wis 11, Cha 11
Skills:	Intimidate +8, Listen +11, Spot +1
Feats:	Alertness ^H , Cleave, Flyby Attack, Power Attack, Strong Armed ^H
Environment:	Warm deserts
Organization:	Solitary
Challenge Rating:	7
Treasure:	Standard
Alignment:	Always neutral
Advancement:	11–15 HD (Large); 16–30 HD (Huge)
Level Adjustment:	+3 (cohort)

These sphinxes are always male. Neither good nor evil, they lack the intelligence of the androsphinx.

COMBAT

Criosphinxes attack with their claws, as do their kin, but they can also butt with their horns. They don't cast spells and employ only the most simple battle tactics.

Rake (Ex): Attack bonus +15 melee, damage 1d6+3.

Gynosphinx

	Large Magical Beast
Hit Dice:	8d10+8 (52 hp)
Initiative:	+6
Speed:	40' (8 squares), fly 60' (poor)

Armor Class:	21 (–1 size, +1 Dex, +11 natural), touch 10, flat-footed 20
Base Attack/Grapple:	+8/+16
Attack:	Claw +11 melee (1d6+4)
Full Attack:	2 claws +11 melee (1d6+4)
Space/Reach:	10'/5'
Special Attacks:	Pounce, rake 1d6+2, spell-like abilities
Special Qualities:	Darkvision 60', low-light vision
Saves:	Fort +7, Ref +7, Will +10
Abilities:	Str 19, Dex 12, Con 13, Int 18, Wis 19, Cha 19
Skills:	Bluff +15, Concentration +12, Diplomacy +8, Disguise +4 (+6 acting), Intimidate +13, Listen +17, Sense Motive +15, Spot +17
Feats:	Combat Casting, Improved Initiative, Iron Will
Environment:	Warm deserts
Organization:	Solitary or covey (2–4)
Challenge Rating:	8
Treasure:	Double standard
Alignment:	Always neutral
Advancement:	9–12 HD (Large); 13–24 HD (Huge)
Level Adjustment:	+4 (cohort)

These sphinxes are the female counterparts of androsphinxes.

COMBAT

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.

Rake (Ex): Attack bonus +11 melee, damage 1d6+2.

Spell-Like Abilities: 3/day—*clairaudience/clairvoyance, detect magic, read magic, see invisibility*; 1/day—*comprehend languages, locate object, dispel magic, remove curse* (DC 18), *legend lore*. Caster level 14th. The save DC is Charisma-based.

Once per week a gynosphinx can create a *symbol of death*, a *symbol of fear*, a *symbol of insanity*, a *symbol of pain*, a *symbol of persuasion*, a *symbol of sleep*, and a *symbol of stunning* as the spells (caster level 18th), except that all save DCs are 22 and each symbol remains a maximum of one week once scribed. The save DCs are Charisma-based.

Hieracosphinx

	Large Magical Beast
Hit Dice:	9d10+18 (67 hp)
Initiative:	+2
Speed:	30' (6 squares), fly 90' (poor)
Armor Class:	19 (–1 size, +2 Dex, +8 natural), touch 11, flat-footed 17
Base Attack/Grapple:	+9/+18
Attack:	Bite +13 melee (1d10+6)
Full Attack:	Bite +13 melee (1d10+6) and 2 claws +8 melee (1d6+3)
Space/Reach:	10'/5'
Special Attacks:	Pounce, rake 1d6+2
Special Qualities:	Darkvision 60', lowlight vision
Saves:	Fort +8, Ref +8, Will +5
Abilities:	Str 21, Dex 14, Con 15, Int 6, Wis 15, Cha 10
Skills:	Listen +10, Spot +14
Feats:	Alertness ^H , Cleave, Flyby Attack, Power Attack, Strong Armed ^H
Environment:	Warm deserts
Organization:	Solitary, pair, or flock (4–7)
Challenge Rating:	5
Treasure:	None

Alignment:	Always chaotic evil
Advancement:	10–14 HD (Large); 15–27 HD (Huge)
Level Adjustment:	+3 (cohort)

COMBAT

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.

Rake (Ex): Attack bonus +13 melee, damage 1d6+2.

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

Spider Eater

	Large Magical Beast
Hit Dice:	4d10+20 (42 hp)
Initiative:	+1
Speed:	30' (6 squares), fly 60' (good)
Armor Class:	14 (–1 size, +1 Dex, +4 natural), touch 10, flatfooted 13
Base Attack/Grapple:	+4/+13
Attack:	Sting +8 melee (1d8+5 plus poison)
Full Attack:	Sting +8 melee (1d8+5 plus poison) and bite +3 melee (1d8+2)
Space/Reach:	10'/5'
Special Attacks:	Implant, poison
Special Qualities:	Darkvision 60', freedom of movement, lowlight vision, scent
Saves:	Fort +9, Ref +5, Will +2
Abilities:	Str 21, Dex 13, Con 21, Int 2, Wis 12, Cha 10
Skills:	Listen +10, Spot +11
Feats:	Alertness ^H , Dodge, Multi-Dodge ^H
Environment:	Temperate forests
Organization:	Solitary
Challenge Rating:	5
Treasure:	None
Alignment:	Always neutral
Advancement:	5–12 HD (Huge)
Level Adjustment:	—

A spider eater is about 10 feet long and 4 feet high, and has a wingspan of about 20'. It weighs about 4,000 pounds.

COMBAT

A spider eater attacks with its venomous sting and powerful mandibles. Its usual tactic is to deliver a sting, then back off, hovering out of reach until the venom takes effect.

Implant (Ex): Female spider eaters lay their eggs inside paralyzed creatures of Large or larger size. The young emerge about six weeks later, literally devouring the host from inside.

Poison (Ex): Injury, Fortitude DC 17, initial damage none, secondary damage paralysis for 1d8+5 weeks. The save DC is Constitution-based.

Freedom of Movement (Su): Spider eaters have a continuous freedom of movement ability as the spell (caster level 12th). When the spider eater serves as a mount, this effect does not extend to its rider.

Skills: Spider eaters have a +4 racial bonus on Listen and Spot checks.

TRAINING A SPIDER EATER

A spider eater requires training before it can bear a rider in combat.

Training a spider eater requires six weeks of work and a DC 25 Handle Animal check. Riding a spider eater requires an exotic saddle. A spider eater can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Spider eater eggs are worth 2,000 gp apiece on the open market, while young are worth 3,000 gp each. Professional trainers charge 3,000 gp to rear or train a spider eater.

Carrying Capacity: A light load for a spider eater is up to 306 pounds; a medium load, 307–612 pounds; and a heavy load, 613–920 pounds.

Sprite

Sprites are reclusive fey. They go out of their way to fight evil and ugliness and to protect their homelands. Combat

Sprites fight their opponents with spell-like abilities and pint-sized weaponry. They prefer ambushes and other trickery over direct confrontation.

Skills: All sprites have a +2 racial bonus on Search, Spot, and Listen checks.

	Grig	Nixie	Pixie
	Tiny Fey	Small Fey (Aquatic)	Small Fey
Hit Dice:	1/2 d6+1 (2 hp)	1d6 (3 hp)	1d6 (3 hp)
Initiative:	+4	+3	+4
Speed:	20' (4 squares), fly 40' (poor)	20' (4 squares), swim 30'	20' (4 squares), fly 60' (good)
Armor Class:	18 (+2 size, +4 Dex, +2 natural), touch 16, flat-footed 16	14 (+1 size, +3 Dex), touch 14, flat-footed 11	16 (+1 size, +4 Dex, +1 natural), touch 15, flat-footed 12
Base Attack/Grapple:	+0/–11	+0/–6	+0/–6
Attack:	Short sword +6 melee (1d3–3/19–20) or longbow +6 ranged (1d4–3/x3)	Short sword +4 melee (1d4–2/19–20) or light crossbow +4 ranged (1d6/19–20)	Short sword +5 melee (1d4–2/19–20) or longbow +5 ranged (1d6–2/x3)
Full Attack:	Short sword +6 melee (1d3–3/19–20) or longbow +6 ranged (1d4–3/x3)	Short sword +4 melee (1d4–2/19–20) or light crossbow +4 ranged (1d6/19–20)	Short sword +5 melee (1d4–2/19–20) or longbow +5 ranged (1d6–2/x3)
Space/Reach:	2–1/2/0'	5/5'	5/5'
Special Attacks:	Spell-like abilities, fiddle	<i>Charm person</i>	Spell-like abilities, special arrows
Special Qualities:	Damage reduction 5/cold iron, low-light vision, spell resistance 17	Amphibious, damage reduction 5/cold iron, low-light vision, spell resistance 16, <i>water breathing</i> , wild empathy	Damage reduction 10/cold iron, greater invisibility, low-light vision, shapechange, spell resistance 15
Saves:	Fort +1, Ref +6, Will +3	Fort +0, Ref +5, Will +3	Fort +0, Ref +6, Will +4
Abilities:	Str 5, Dex 18, Con 13, Int 10, Wis 13, Cha 14	Str 7, Dex 16, Con 11, Int 12, Wis 13, Cha 18	Str 7, Dex 18, Con 11, Int 16, Wis 15, Cha 16
Skills:	Craft (any one) +4, Escape Artist +8, Hide +16, Jump +3, Listen +3, Move Silently +8*, Perform (string instruments) +6, Search +2, Spot +3	Bluff +8, Craft (any one) +5, Escape Artist +6, Handle Animal +8, Hide +7*, Listen +6, Perform (sing) +7, Search +3, Sense Motive +5, Spot +6, Swim +6	Bluff +7, Concentration +4, Escape Artist +8, Hide +8, Listen +8, Move Silently +8, Ride +8, Search +9, Sense Motive +6, Spot +8
Feats:	Dodge ^B , Weapon Finesse	Dodge ^B , Weapon Finesse	Dodge ^B , Weapon Finesse
Environment:	Temperate forests	Temperate aquatic	Temperate forests
Organization:	Gang (2–4), band (6–11), or tribe (20–80)	Gang (2–4), band (6–11), or tribe (20–80)	Gang (2–4), band (6–11), or tribe (20–80)
Challenge Rating:	1	1	4 (5 with <i>irresistible dance</i>)
Treasure:	No coins; 50% goods; 50% items	No coins; 50% goods (metal or stone only); 50% items (no scrolls)	No coins; 50% goods; 50% items
Alignment:	Always neutral good	Always neutral	Always neutral good
Advancement:	1–3 HD (Tiny)	2–3 HD (Small)	2–3 HD (Small)

Level	+3	+3	+4 (+6 with <i>irresistible dance</i>)
Adjustment:			

Grig

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. A grig stands 1-1/2 feet tall and weighs about 1 pound.

Grigs speak Sylvan. Some also speak Common.

COMBAT

Grigs are fierce by sprite standards, attacking opponents fearlessly with bow and dagger.

Spell-Like Abilities: 3/day—*disguise self*, *entangle* (DC 13), *invisibility* (self only), *pyrotechnics* (DC 14), *ventriloquism* (DC 13). Caster level 9th. The save DCs are Charisma-based.

Fiddle (Su): One grig in each band carries a tiny, grig-sized fiddle. When the fiddler plays, any nonsprite within 30 feet of the instrument must succeed on a DC 12 Will save or be affected as though by *irresistible dance* for as long as the playing continues. The save DC is Charisma-based.

Skills: Grigs have a +8 racial bonus on Jump checks. *They also have a +5 racial bonus on Move Silently checks in a forest setting.

Nixie

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 prefer not to leave their lakes.

A nixie stands about 4 feet tall and weighs about 45 pounds.

Nixies speak Aquan and Sylvan. Some also speak Common.

COMBAT

Nixies rely on their *charm person* ability to deter enemies, entering combat only to protect themselves and their territory.

Charm Person (Sp): A nixie can use *charm person* three times per day as the spell (caster level 4th). Those affected must succeed on a DC 15 Will save or be *charmed* for 24 hours. Most *charmed* creatures are used to perform heavy labor, guard duty, and other onerous tasks for the nixie community. Shortly before the effect wears off, the nixie escorts the *charmed* creature away and orders it to keep walking. The save DC is Charisma-based.

Amphibious (Ex): Although nixies are aquatic, they can survive indefinitely on land.

Water Breathing (Sp): Once per day a nixie can use *water breathing* as the spell (caster level 12th). Nixies usually bestow this effect on those they have *charmed*.

Wild Empathy (Ex): This ability works like the druid's wild empathy class feature, except that a nixie has a +6 racial bonus on the check.

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 Hide checks when in the water.

Pixie

Pixies wear bright clothing, often including a cap and shoes with curled and pointed toes.

A pixie stands about 2-1/2 feet tall and weighs about 30 pounds.

Pixies speak Sylvan and Common, and may know other languages as well.

COMBAT

The normally carefree pixies ferociously attack evil creatures and unwanted intruders. They take full advantage of their invisibility and

other abilities to harass and drive away opponents.

Greater Invisibility (Su): A pixie remains invisible even when it attacks. This ability is constant, but the pixie can suppress or resume it as a free action.

Shapechange (Su): A pixie can change her form once per day as a standard action to an Animal, Humanoid, Magical Beast, or Vermin of small size or smaller.

Spell-Like Abilities: 1/day—*lesser confusion* (DC 14), *dancing lights*, *detect chaos*, *detect good*, *detect evil*, *detect law*, *detect thoughts* (DC 15), *dispel magic*, *entangle* (DC 14), *permanent image* (DC 19; visual and auditory elements only). Caster level 8th. The save DCs are Charisma-based.

One pixie in ten can use *irresistible dance* (caster level 8th) once per day.

Special Arrows (Ex): 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 DC 15 Will save or lose all memory. The save DC is Charisma-based and includes a +2 racial bonus. The subject retains skills, languages, and class abilities but forgets everything else until he or she receives a *heal* spell or memory restoration with *limited wish*, *wish*, or *miracle*.

Sleep: Any opponent struck by this arrow, regardless of Hit Dice, must succeed on a DC 15 Fortitude save or be affected as though by a *sleep* spell. The save DC is Charisma-based and includes a +2 racial bonus.

Stirge

	Tiny Magical Beast
Hit Dice:	1d10 (5 hp)
Initiative:	+4
Speed:	10 ft (2 squares), fly 40' (average)
Armor Class:	17 (+2 size, +5 Dex), touch 17, flat-footed 12
Base	+1/−11 (+1 when attached)
Attack/Grapple:	
Attack:	Touch +7 melee (attach)
Full Attack:	Touch +7 melee (attach)
Space/Reach:	2-1/2'/0'
Special Attacks:	Attach, blood drain
Special Qualities:	Darkvision 60', low-light vision
Saves:	Fort +2, Ref +6, Will +1
Abilities:	Str 3, Dex 19, Con 10, Int 1, Wis 12, Cha 6
Skills:	Hide +14, Listen +4, Spot +4
Feats:	Alertness ^H , Quick Footed ^H , Weapon Finesse ^B
Environment:	Warm marshes
Organization:	Colony (2–4), flock (5–8), or storm (9–14)
Challenge Rating:	0
Treasure:	None
Alignment:	Always neutral
Advancement:	—
Level Adjustment:	—

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.

COMBAT

A stirge attacks by landing on a victim, finding a vulnerable spot, and plunging its proboscis into the flesh. This is a touch attack and can target only Small or larger creatures.

Attach (Ex): If a stirge hits with a touch 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 AC and has an AC of 12, but holds on with great tenacity. Stirges have a +12 racial bonus on grapple checks (already figured into the Base Attack/Grapple entry above).

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 (Ex): A stirge drains blood, dealing 1d4 points of Constitution damage in any round when it begins its turn attached to a victim. Once it has dealt 4 points of Constitution damage, it detaches and 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.

Swarm

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 pool of Hit Dice and hit points, a single initiative modifier, a single speed, and a single Armor Class. It makes saving throws as a single creature.

Many different creatures can mass as swarms; bat swarms, centipede swarms, hellwasp swarms, locust 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.

A swarm of Tiny creatures consists of 300 nonflying creatures or 1,000 flying creatures. A swarm of Diminutive creatures consists of 1,500 nonflying creatures or 5,000 flying creatures. A swarm of Fine creatures consists of 10,000 creatures, whether they are flying or not. Swarms of nonflying 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. A large swarm is completely shapeable, though it usually remains contiguous.

COMBAT

In order to attack, a single swarm moves into opponents' spaces, which provokes an attack of opportunity. It can occupy the same space as a creature of any size, since it crawls all over its prey, but remains a creature with a 10-foot space. Swarms never make attacks of opportunity, but they can provoke attacks of opportunity.

Unlike other creatures with a 10-foot space, a swarm is shapeable. It can occupy any four contiguous squares, and it can squeeze through any space large enough to contain one of its component creatures.

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 1d3 points of 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 1d4 points of fire damage to all creatures in squares adjacent to where it breaks.

Bat Swarm

	Diminutive Animal (Swarm)
Hit Dice:	3d8 (13 hp)
Initiative:	+2
Speed:	5' (1 square), fly 40' (good)
Armor Class:	17 (+4 size, +3 Dex), touch 15, flat-footed 12
Base Attack/Grapple:	+2/—
Attack:	Swarm (1d6)
Full Attack:	Swarm (1d6)
Space/Reach:	10'/0'
Special Attacks:	Distraction, wounding
Special Qualities:	Blindsense 20', half damage from slashing and piercing, low-light vision, swarm traits

Saves:	Fort +3, Ref +7, Will +3
Abilities:	Str 3, Dex 15, Con 10, Int 2, Wis 14, Cha 4
Skills:	Listen +11, Spot +11
Feats:	Alertness ^H , Lightning Reflexes, Quick Footed ^H
Environment:	Temperate deserts
Organization:	Solitary, flight (2–4 swarms), or colony (11–20 swarms)
Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral
Advancement:	None
Level Adjustment:	—

A bat swarm is nocturnal, and is never found aboveground in daylight.

Combat

A bat swarm seeks to surround and attack any warm-blooded prey it encounters. The swarm deals 1d6 points of damage to any creature whose space it occupies at the end of its move.

Distraction (Ex): Any living creature that begins its turn with a swarm in its space must succeed on a DC 11 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Wounding (Ex): Any living creature damaged by a bat swarm continues to bleed, losing 1 hit point per round thereafter. Multiple wounds do not result in cumulative bleeding loss. The bleeding can be stopped by a DC 10 Heal check or the application of a *cure* spell or some other healing magic.

Blindsense (Ex): A bat swarm notices and locates creatures within 20'. Opponents still have total concealment against the bat swarm (but swarm attacks ignore concealment).

Skills: A bat swarm has a +4 racial bonus on Listen and Spot checks. These bonuses are lost if its blindsense is negated.

Centipede Swarm

Diminutive Vermin (Swarm)

Hit Dice:	9d8–9 (31 hp)
Initiative:	+4
Speed:	20' (4 squares), climb 20'
Armor Class:	18 (+4 size, +4 Dex), touch 18, flat-footed 14
Base Attack/Grapple:	+6/—
Attack:	Swarm (2d6 plus poison)
Full Attack:	Swarm (2d6 plus poison)
Space/Reach:	10'/0'
Special Attacks:	Distraction, poison
Special Qualities:	Darkvision 60', immune to weapon damage, swarm traits, tremorsense 30', vermin traits
Saves:	Fort +5, Ref +7, Will +3
Abilities:	Str 1, Dex 19, Con 8, Int —, Wis 10, Cha 2
Skills:	Climb +12, Spot +4
Feats:	Weapon Finesse ^B
Environment:	Underground
Organization:	Solitary, tangle (2–4 swarms), or colony (7–12 swarms)
Challenge Rating:	4
Treasure:	None
Alignment:	Always neutral
Advancement:	None
Level Adjustment:	—

COMBAT

A centipede swarm seeks to surround and attack any living prey it encounters. A swarm deals 2d6 points of damage to any creature whose

space it occupies at the end of its move.

Distraction (Ex): Any living creature that begins its turn with a centipede swarm in its space must succeed on a DC 13 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Poison (Ex): Injury, Fortitude DC 13, initial and secondary damage 1d4 Dex. The save DC is Constitution-based.

Skills: A centipede swarm has a +4 racial bonus on Spot 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.

Hellwasp Swarm

	Diminutive Magical Beast (Extraplanar, Evil, Swarm)
Hit Dice:	12d10+36 (102 hp)
Initiative:	+13
Speed:	5' (1 square), fly 40'
Armor Class:	20 (+4 size, +6 Dex), touch 20, flat-footed 14
Base	+12/—
Attack/Grapple:	
Attack:	Swarm (3d6 plus poison)
Full Attack:	Swarm (3d6 plus poison)
Space/Reach:	10'/0'
Special Attacks:	Distraction, inhabit, poison
Special Qualities:	Damage reduction 10/magic, darkvision 60', hive mind, immune to weapon damage, resistance to fire 10, low-light vision, swarm traits
Saves:	Fort +10, Ref +14, Will +10
Abilities:	Str 1, Dex 22, Con 14, Int 6, Wis 13, Cha 9
Skills:	Hide +19, Listen +10, Spot +10
Feats:	Ability Focus (poison), Alertness ^H , Improved Initiative, Iron Will, Toughness
Environment:	A evil-aligned plane
Organization:	Solitary, fright (2–4 swarms), or terror (5–8 swarms)
Challenge Rating:	8
Treasure:	None
Alignment:	Always lawful evil
Advancement:	None
Level Adjustment:	—

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.

COMBAT

Like any swarm, a hellwasp swarm seeks to surround and attack any living prey it encounters. A swarm deals 3d6 points of damage to any creature whose space it occupies at the end of its move. The swarm can take over the bodies of its prey and infest both the living and the dead, using them as horrible living (or unliving) puppets to accomplish acts of wickedness that a swarm of insects could never attempt.

A hellwasp swarm's attack is treated as an evil-aligned weapon and a magic weapon for the purpose of overcoming damage reduction.

Distraction (Ex): Any living creature that begins its turn with a hellwasp swarm in its space must succeed on a DC 18 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Inhabit (Ex): 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 monster* on the victim. The hellwasps quickly consume a living victim, dealing 2d4 points of Constitution damage per hour they inhabit a body. A body reduced to Constitution 0 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 *remove disease* or *heal* spell cast on an inhabited victim forces the hellwasp swarm to abandon its host.

Poison (Ex): Injury, Fortitude DC 18, initial and secondary damage 1d6 Dex. The save DC is Constitution-based.

Hive Mind (Ex): Any hellwasp swarm with at least 1 hit point per Hit Die (or 12 hit points, for a standard hellwasp swarm) forms a hive mind, giving it an Intelligence of 6. When a hellwasp swarm is reduced below this hit point threshold, it becomes mindless.

Locust Swarm

	Diminutive Vermin (Swarm)
Hit Dice:	6d8-6 (21 hp)
Initiative:	+4
Speed:	10' (2 squares), fly 30' (poor)
Armor Class:	18 (+4 size, +4 Dex), touch 18, flat-footed 14
Base Attack/Grapple:	+4/-
Attack:	Swarm (2d6)
Full Attack:	Swarm (2d6)
Space/Reach:	10'/0'
Special Attacks:	Distraction
Special Qualities:	Darkvision 60', immune to weapon damage, swarm traits, vermin traits
Saves:	Fort +4, Ref +6, Will +2
Abilities:	Str 1, Dex 19, Con 8, Int —, Wis 10, Cha 2
Skills:	Listen +4, Spot +4
Feats:	—
Environment:	Temperate plains
Organization:	Solitary, cloud (2-7 swarms), or plague (11-20 swarms)
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral
Advancement:	None
Level Adjustment:	—

A locust swarm is a cloud of thousands of winged vermin that devours any organic material in its path.

Combat

A locust swarm surrounds and attacks any living prey it encounters. A swarm deals 2d6 points of damage to any creature whose space it occupies at the end of its move.

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

Skills: A locust swarm has a +4 racial bonus on Listen and Spot checks. As it has no intelligence score, it does not gain any rank from foreign skills.

Rat Swarm

	Tiny Animal (Swarm)
Hit Dice:	4d8 (13 hp)
Initiative:	+2
Speed:	15' (3 squares), climb 15'

Armor Class:	14 (+2 size, +2 Dex), touch 14, flat-footed 12
Base Attack/Grapple:	+3/—
Attack:	Swarm (1d6 plus disease)
Full Attack:	Swarm (1d6 plus disease)
Space/Reach:	10'/0'
Special Attacks:	Disease, distraction
Special Qualities:	Half damage from slashing and piercing, low-light vision, scent, swarm traits
Saves:	Fort +4, Ref +6, Will +2
Abilities:	Str 2, Dex 15, Con 10, Int 2, Wis 12, Cha 2
Skills:	Balance +10, Climb +10, Hide +16, Listen +6, Move Silently +5, Spot +7, Swim +10
Feats:	Alertness ^H , Stealthy ^H , Weapon Finesse
Environment:	Any
Organization:	Solitary, pack (2–4 swarms), or infestation (7–12 swarms)
Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral
Advancement:	None
Level Adjustment:	—

Combat

A rat swarm seeks to surround and attack any warm-blooded prey it encounters. A swarm deals 1d6 points of damage to any creature whose space it occupies at the end of its move.

Disease (Ex): Filth fever—swarm attack, Fortitude DC 12, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.

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

Skills: A rat swarm has a +4 racial bonus on Hide and Move Silently checks, and a +8 racial bonus on Balance, 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.

Spider Swarm

	Diminutive Vermin (Swarm)
Hit Dice:	2d8 (9 hp)
Initiative:	+3
Speed:	20' (4 squares), climb 20'
Armor Class:	17 (+4 size, +3 Dex), touch 17, flat-footed 14
Base Attack/Grapple:	+1/—
Attack:	Swarm (1d6 plus poison)
Full Attack:	Swarm (1d6 plus poison)
Space/Reach:	10'/0'
Special Attacks:	Distraction, poison
Special Qualities:	Darkvision 60', swarm traits, tremorsense 30', vermin traits
Saves:	Fort +3, Ref +3, Will +0
Abilities:	Str 1, Dex 17, Con 10, Int —, Wis 10, Cha 2
Skills:	Climb +11, Listen +4, Spot +4
Environment:	Warm forests
Organization:	Solitary, tangle (2–4 swarms), or colony (7–12 swarms)
Challenge Rating:	1
Treasure:	None
Alignment:	Always neutral

Advancement:	None
Level Adjustment:	—

COMBAT

A spider swarm seeks to surround and attack any living prey it encounters. A swarm deals 1d6 points of damage to any creature whose space it occupies at the end of its move.

Distraction (Ex): Any living creature that begins its turn with a spider swarm in its space must succeed on a DC 11 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Poison (Ex): Injury, Fortitude DC 11, initial and secondary damage 1d3 Str. The save DC is Constitution-based.

Skills: A spider swarm has a +4 racial bonus on Hide and Spot checks and a +8 racial bonus on Climb checks. It uses its Dexterity modifier instead of its Strength modifier for Climb checks. It can always choose to take 10 on a Climb check, even if rushed or threatened. As it has no intelligence score, it does not gain any rank from foreign skills.

Tarrasque

	Colossal Magical Beast
Hit Dice:	48d10+624 (888 hp)
Initiative:	+22
Speed:	20' (4 squares)
Armor Class:	35 (–8 size, +3 Dex, +30 natural), touch 5, flat-footed 32
Base Attack/Grapple:	+48/+81
Attack:	Bite +69 melee (4d8+17/2–20/x4)
Full Attack:	Bite +69 melee (4d8+17/2–20/x4) and 2 horns +52 melee (1d10+8) and 2 claws +64 melee (1d12+8/4–20x2) and tail slap +52 melee (3d8+8)
Space/Reach:	30'/20'
Special Attacks:	Augmented critical, frightful presence, improved grab, rush, swallow whole
Special Qualities:	Carapace, damage reduction 15/epic, immunity to fire, poison, disease, energy drain, and ability damage, regeneration 40, scent, spell resistance 32
Saves:	Fort +38, Ref +29, Will +32
Abilities:	Str 45, Dex 16, Con 35, Int 3, Wis 14, Cha 14
Skills:	Listen +17, Search +9, Spot +17, Survival +14 (+16 following tracks)
Feats:	Alertness ^H , Augment Critical (bite), Augment Critical (claw), Awesome Blow, Blind-Fight, Cleave, Combat Reflexes, Dodge, Improved Bull Rush, Improved Critical (bite), Improved Critical (claw), Improved Initiative, Iron Will, Multi-Dodge ^H , Power Attack, Toughness, Weapon Focus (bite), Weapon Focus (claw)
Environment:	Any
Organization:	Solitary
Challenge Rating:	20
Treasure:	None
Alignment:	Always neutral
Advancement:	49+ HD (Colossal)
Level Adjustment:	—

The tarrasque is 70 feet long and 50 feet tall, and it weighs about 130 tons.

The tarrasque cannot speak.

COMBAT

The tarrasque attacks with its claws, teeth, horns, and tail.

The tarrasque's natural weapons are treated as epic weapons for the purpose of overcoming damage reduction.

Augmented Critical (Ex): The tarrasque's bite threatens a critical hit on a natural attack roll of 18–20, dealing triple damage on a successful critical hit.

Frightful Presence (Su): The tarrasque can inspire terror by charging or attacking. Affected creatures must succeed on a

DC 36 Will save or become shaken, remaining in that condition as long as they remain with 60 feet of the tarrasque. The save DC is Charisma-based.

Improved Grab (Ex): To use this ability, the tarrasque must hit a Huge or smaller opponent with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can try to swallow the foe the following round.

Rush (Ex): Once per minute, the normally slow-moving tarrasque can move at a speed of 150'.

Swallow Whole (Ex): The tarrasque can try to swallow a grabbed opponent of Huge or smaller size by making a successful grapple check. Once inside, the opponent takes 2d8+8 points of crushing damage plus 2d8+6 points of acid damage per round from the tarrasque's digestive juices. A swallowed creature can cut its way out by dealing 50 points of damage to the tarrasque's digestive tract (AC 25). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. The tarrasque's gullet can hold 2 Huge, 8 Large, 32 Medium, 128 Small, or 512 Tiny or smaller creatures.

Carapace (Ex): The tarrasque's armorlike carapace is exceptionally tough and highly reflective, deflecting all rays, lines, cones, and even *magic missile* spells. There is a 30% chance of reflecting any such effect back at the caster; otherwise, it is merely negated. Check for reflection before rolling to overcome the creature's spell resistance.

Regeneration (Ex): No form of attack deals lethal damage to the tarrasque. The tarrasque regenerates even if it fails a saving throw against a *disintegrate* spell or a death effect. If the tarrasque fails its save against a spell or effect that would kill it instantly (such as those mentioned above), the spell or effect instead deals nonlethal damage equal to the creature's full normal hit points +10 (or 868 hp). The tarrasque is immune to effects that produce incurable or bleeding wounds, such as mummy rot, a sword with the wounding special ability, or a clay golem's cursed wound ability.

The tarrasque can be slain only by raising its nonlethal damage total to its full normal hit points +10 (or 898 hit points) and using a *wish* or *miracle* spell to keep it dead.

If the tarrasque loses a limb or body part, the lost portion regrows in 1d6 minutes (the detached piece dies and decays normally). The creature can reattach the severed member instantly by holding it to the stump.

Skills: The tarrasque has a +8 racial bonus on Listen and Spot checks.

Tendriculos

	Huge Plant
Hit Dice:	9d8+54 (94 hp)
Initiative:	-1
Speed:	20' (4 squares)
Armor Class:	16 (-2 size, -1 Dex, +9 natural), touch 7, flat-footed 16
Base Attack/Grapple:	+6/+23
Attack:	Bite +13 melee (2d8+9) and 2 tendrils +8 melee (1d6+4)
Full Attack:	Bite +13 melee (2d8+9) and 2 tendrils +8 melee (1d6+4)
Space/Reach:	15'/15'
Special Attacks:	Improved grab, paralysis, swallow whole
Special Qualities:	Low-light vision, plant traits, regeneration 10
Saves:	Fort +12, Ref +5, Will +5
Abilities:	Str 28, Dex 9, Con 22, Int 3, Wis 8, Cha 3
Skills:	Hide +9, Listen +1, Move Silently +1, Spot +1
Feats:	Alertness ^H , Iron Will, Lightning Reflexes, Power Attack, Stealthy ^H
Environment:	Temperate forests
Organization:	Solitary
Challenge Rating:	6
Treasure:	1/10th coins; 50% goods; 50% items
Alignment:	Always neutral
Advancement:	10-16 HD (Huge); 17-27 HD (Gargantuan)
Level Adjustment:	—

A tendriculos can rear up to a height of 15'. It weighs 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.

COMBAT

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.

Improved Grab (Ex): To use this ability, a tendriculos must hit a creature at least one size smaller than itself with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can try to swallow the opponent in the following round. A tendriculos can also use its improved grab ability on a tendril attack. If it wins the grapple check, it establishes a hold, picks up the opponent, and transfers it to the mouth as a free action, automatically dealing bite damage.

Swallow Whole/Paralysis (Ex): A tendriculos can try to swallow a grabbed opponent by making a successful grapple check. Once inside the plant's mass, the opponent must succeed on a DC 20 Fortitude save or be paralyzed for 3d6 rounds by the tendriculos's digestive juices, taking 2d6 points of acid damage per round. A new save is required each round inside the plant. The save DC is Constitution-based. A swallowed creature that avoids paralysis can climb out of the mass with a successful grapple check. This returns it to the plant's maw, where another successful grapple check is needed to get free. A swallowed creature can also cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the tendriculos's interior (AC 14). Once the creature exits, the plant's regenerative capacity closes the hole; another swallowed opponent must cut its own way out. A Huge tendriculos's interior can hold 2 Large, 8 Medium, 32 Small, 128 Tiny, or 512 Diminutive or smaller opponents.

Regeneration (Ex): Bludgeoning weapons and acid deal normal damage to a tendriculos. A tendriculos that loses part of its body mass can regrow it in 1d6 minutes. Holding the severed portion against the mass enables it to reattach instantly.

Thoqqua

Medium Elemental (Earth, Extraplanar, Fire)

Hit Dice:	3d8+3 (16 hp)
Initiative:	+1
Speed:	30' (6 squares), burrow 20'
Armor Class:	18 (+1 Dex, +7 natural), touch 11, flat-footed 17
Base	+2/+4
Attack/Grapple:	
Attack:	Slam +4 melee (1d6+3 plus 2d6 fire)
Full Attack:	Slam +4 melee (1d6+3 plus 2d6 fire)
Space/Reach:	5'/5'
Special Attacks:	Heat, burn
Special Qualities:	Darkvision 60', elemental traits, immunity to fire, tremorsense 60', vulnerability to cold
Saves:	Fort +4, Ref +2, Will +2
Abilities:	Str 15, Dex 13, Con 13, Int 6, Wis 12, Cha 10
Skills:	Hide +3, Listen +5, Move Silently +3, Survival +3
Feats:	Alertness ^H , Stealthy ^H , Track
Environment:	Elemental Plane of Fire
Organization:	Solitary or pair
Challenge Rating:	2
Treasure:	None
Alignment:	Usually neutral
Advancement:	4–9 HD (Large)
Level Adjustment:	—

A thoqqua is about 1 foot in diameter and 4 to 5 feet long. It weighs about 200 pounds.

COMBAT

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.)

Heat (Ex): Merely touching or being touched by a thoqqua automatically deals 2d6 fire damage.

Burn (Ex): When a thoqqua hits with its slam attack, the opponent must succeed on a DC 12 Reflex save or catch fire. The save DC is Constitution-based. The flame burns for 1d4 rounds if not extinguished sooner. A burning creature can use a full-round action to put out the flame.

Titan

Huge Outsider (Chaotic, Extraplanar)

Hit Dice:	20d8+280 (370 hp)
Initiative:	+1
Speed:	40' in half-plate armor (8 squares); base speed 60'
Armor Class:	38 (-2 size, +19 natural, +11 +4 <i>half-plate armor</i>), touch 8, flat-footed 38
Base Attack/Grapple:	+20/+44
Attack:	Gargantuan +3 <i>adamantine warhammer</i> +37 melee (4d6+27/x3) or +3 <i>javelin</i> +22 ranged (2d6+19) or slam +34 (1d8+16)
Full Attack:	Gargantuan +3 <i>adamantine warhammer</i> +37/+32/+27/+22 melee (4d6+27/-x3) or +3 <i>javelin</i> +22 ranged (2d6+19) or 2 slams +34 (1d8+16)
Space/Reach:	15'/15'
Special Attacks:	Oversized weapon, spell-like abilities
Special Qualities:	Damage reduction 15/lawful, darkvision 60', shapechange, spell resistance 32
Saves:	Fort +26, Ref +13, Will +21
Abilities:	Str 43, Dex 12, Con 39, Int 21, Wis 28, Cha 24
Skills:	Balance +7, Bluff +19, Climb +22, Concentration +37, Craft (any one) +28, Diplomacy +11, Disguise +7 (+9 acting), Heal +20, Intimidate +32, Jump +38, Knowledge (any one) +28, Listen +32, Perform (oratory) +30, Sense Motive +32, Search +28, Spellcraft +17, Spot +32, Survival +9 (+11 following tracks), Swim +16
Feats:	Awesome Blow, Blind-Fight, Cleave, Improved Bull Rush, Improved Sunder, Metamagic Spell-Like Ability (quickened <i>chain lightning</i>), Power Attack
Environment:	A chaotic good-aligned plane
Organization:	Solitary or pair
Challenge Rating:	21
Treasure:	Double standard plus +4 <i>half-plate armor</i> and Gargantuan +3 <i>adamantine warhammer</i>
Alignment:	Always chaotic (any)
Advancement:	21–30 HD (Huge); 31–60 HD (Gargantuan)
Level Adjustment:	—

A titan is about 25 feet tall and weighs about 14,000 pounds.

Titans speak Abyssal, Common, Celestial, Draconic, and Giant.

COMBAT

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

Oversized Weapon (Ex): A titan wields a great, two-handed warhammer (big enough for Gargantuan creatures) without penalty.

Shapechange (Su): A titan can transform into a Giant, Humanoid, or Monstrous Humanoid of size huge or smaller at will as a standard action.

Spell-Like Abilities: At will—*chain lightning* (DC 23), *charm monster* (DC 21), *cure critical wounds* (DC 21), *fire storm* (DC 24), *greater dispel magic*, *hold monster* (DC 22), *invisibility*, *invisibility purge*, *levitate*, *persistent image* (DC 22); 3/day—*etherealness*, *word of chaos* (DC 22), *summon nature's ally IX*; 1/day—*gate*, *maze*, *meteor swarm* (DC 26). Caster level 20th. The save DCs are Charisma-based.

In addition, titans of good or neutral alignment can use the following additional spell-like abilities: At will—*daylight*, *holy*

smite (DC 21), *remove curse* (DC 21); 1/day—*greater restoration*. Caster level 20th. The save DCs are Charisma-based.

Titans of evil alignment can use the following additional spell-like abilities: At will—*bestow curse* (DC 21), *deeper darkness*, *unholy blight* (DC 21); 1/day—*crushing hand* (DC 26). Caster level 20th. The save DCs are Charisma-based.

TACTICS ROUND-BY-ROUND

Titans enjoy combat and usually close with their foes. If that proves ineffective, they swiftly back off and pelt the foe with spell-like abilities and magical effects. Because of a titan's Quicken Spell-Like Ability feat, it can use *chain lightning* as a free action, and frequently attacks in melee while lashing out with this ability at the same time.

Prior to combat: Invisibility purge or invisibility.

Round 1: Charge and attempt to sunder the weapon of the most dangerous foe. Hurl *chain lightning* at opponents standing away from the fight.

Round 2: Full attack against the disarmed opponent, and hurl *chain lightning* at other opponents.

Round 3: Back away from first opponent and use *maze* or *meteor swarm* on any spellcaster causing trouble.

Round 4: Sunder the weapon of the next most effective combatant, or use *greater dispel magic* on all nearby opponents.

Round 5: Full attack against any nearby opponent, or use *fire storm*.

Use another quickened *chain lightning* if foes seem really dangerous.

A titan usually reserves its *gate* and *etherealness* abilities to escape a fight that is not going well.

Tojanida

	Juvenile Tojanida	Adult Tojanida	Elder Tojanida
	Small Outsider (Extraplanar, Water)	Medium Outsider (Extraplanar, Water)	Large Outsider (Extraplanar, Water)
Hit Dice:	3d8+6 (19 hp)	7d8+14 (45 hp)	15d8+60 (127 hp)
Initiative:	+1	+1	+1
Speed:	10' (2 squares), swim 90'	10' (2 squares), swim 90'	10' (2 squares), swim 90'
Armor Class:	22 (+1 size, +1 Dex, +10 natural), touch 12, flat-footed 21	23 (+1 Dex, +12 natural), touch 11, flat-footed 22	24 (–1 size, +1 Dex, +14 natural), touch 10, flat-footed 23
Base Attack/Grapple:	+3/+1	+7/+10	+15/+25
Attack:	Bite +6 melee (2d6+2)	Bite +10 melee (2d8+3)	Bite +20 melee (4d6+6)
Full Attack:	Bite +6 melee (2d6+2) and 2 claws +1 melee (1d4+1)	Bite +10 melee (2d8+3) and 2 claws +5 melee (1d6+1)	Bite +20 melee (4d6+6) and 2 claws +15 melee (1d8+3)
Space/Reach:	5'/5'	5'/5'	10'/5'
Special Attacks:	Improved grab, ink cloud	Improved grab, ink cloud	Improved grab, ink cloud
Special Qualities:	All-around vision, darkvision 60', immunity to acid and cold, resistance to	All-around vision, darkvision 60', immunity to acid and cold, electricity 10 and fire 10	All-around vision, darkvision 60', resistance to electricity 10 and fire 10 immunity to acid and cold, resistance to electricity 10 and fire 10
Saves:	Fort +5, Ref +4, Will +4	Fort +7, Ref +6, Will +6	Fort +13, Ref +10, Will +10
Abilities:	Str 14, Dex 13, Con 15, Int 10, Wis 12, Cha 9	Str 16, Dex 13, Con 15, Int 10, Wis 12, Cha 9	Str 22, Dex 13, Con 19, Int 10, Wis 12, Cha 9
Skills:	Diplomacy +1, Escape Artist +7, Hide +11, Knowledge (the planes) +6, Listen +7, Search +6, Spot +9, Sense Motive +7, Survival +1 (+3 other planes and following tracks), Swim +10, Use Rope +1 (+3 with bindings)	Diplomacy +1, Escape Artist +11, Hide +11, Knowledge (the planes) +6, Listen +11, Search +14, Sense Motive +11, Spot +15, Survival +1 (+3 other planes and following tracks), Swim +11, Use Rope+1 (+3 with bindings)	Escape Artist +19, Hide +15, Intimidate +17, Knowledge (the Planes) +18, Listen +21, Search +22, Sense Motive +17, Spot +25, Survival +1 (+3 other planes and following tracks), Swim +14, Use Rope+1 (+3 with bindings)

Feats:	Blind-Fight, Dodge	Blind-Fight, Dodge, Power Attack	Alertness ^H , Blind-Fight, Cleave, Dodge, Improved Sunder, Multi-Dodge ^H , Power Attack
Environment:	Elemental Plane of Water	Elemental Plane of Water	Elemental Plane of Water
Organization:	Solitary or clutch (2–4)	Solitary or clutch (2–4)	Solitary or clutch (2–4)
Challenge Rating:	3	5	9
Treasure:	Standard	Standard	Standard
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	4–6 HD (Small)	8–14 HD (Medium)	16–24 HD (Large); 25–45 HD (Huge)
Level Adjustment:	—	—	—

A tojanida's shell is blue-green in color. Inside the shell is a fleshy body from which extend seven stalks. Four of these stalks have paddles for locomotion, two are tipped with claws, and one bears the creature's head. Eight vents in the shell, four at each end, allow the tojanida to thrust its stalks out in whatever configuration it finds convenient.

A juvenile tojanida is up to 25 years old. It has a shell about 3 feet long, and it weighs about 60 pounds. An adult is aged 26 to 80. Its shell is about 6 feet long, and it weighs about 220 pounds. An elder can reach 150 years of age. It has a shell about 9 feet long, and it weighs about 500 pounds.

Tojanidas speak Aquan and can be loquacious, but usually only on the subject of food.

COMBAT

Improved Grab (Ex): To use this ability, a tojanida must hit with a bite or claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. Underwater, a tojanida can tow a grabbed victim of its own size or smaller at its swim speed (but it cannot run). A favorite tactic is to grab a single opponent, then withdraw, hauling the opponent away from its allies.

Ink Cloud (Ex): A tojanida can emit a spherical cloud of jet-black ink with a radius of 30 feet once per minute as a free action. The effect is otherwise similar to *fog cloud* cast by an individual of a level equal to the tojanida's Hit Dice. Out of water, the ink emerges in a stream up to 30 feet long, which a tojanida can squirt into an opponent's eyes. The affected creature must succeed on a Reflex save or be blinded for 1 round. The save DC is 13 against a juvenile, 15 against an adult, and 21 against an elder. The save DCs are Constitution based.

All-Around Vision (Ex): The multiple apertures in a tojanida's shell allow it to look in any direction, bestowing a +4 racial bonus on Spot and Search checks. Opponents gain no flanking bonuses when attacking a tojanida.

Skills: A tojanida 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.

Trant

	Huge Plant
Hit Dice:	7d8+35 (66 hp)
Initiative:	–1
Speed:	30' (6 squares)
Armor Class:	20 (–2 size, –1 Dex, +13 natural), touch 7, flat-footed 20
Base Attack/Grapple:	+5/+22
Attack:	Slam +12 melee (2d6+9)
Full Attack:	2 slams +12 melee (2d6+9)
Space/Reach:	15'/15'
Special Attacks:	Animate trees, double damage against objects, trample 2d6+13
Special Qualities:	Damage reduction 10/slashing, low-light vision, plant traits, vulnerability to fire
Saves:	Fort +10, Ref +1, Will +8
Abilities:	Str 29, Dex 8, Con 21, Int 12, Wis 16, Cha 12

Skills:	Diplomacy +3, Hide –9*, Intimidate +6, Knowledge (nature) +6, Listen +8, Sense Motive +8, Spot +8, Survival +8 (+10 aboveground)
Feats:	Improved Sunder, Iron Will, Power Attack
Environment:	Temperate forests
Organization:	Solitary or grove (4–7)
Challenge Rating:	8
Treasure:	Standard
Alignment:	Usually neutral good
Advancement:	8–16 HD (Huge); 17–21 HD (Gargantuan)
Level Adjustment:	+5

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.

A treant is about 30 feet tall, with a “trunk” about 2 feet in diameter. It weighs about 4,500 pounds.

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!”

COMBAT

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.

Animate Trees (Sp): 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. The ability is otherwise similar to *liveoak* (caster level 12th). Animated trees have the same vulnerability to fire that a treant has.

Double Damage against Objects (Ex): A treant or animated tree that makes a full attack against an object or structure deals double damage.

Trample (Ex): Reflex DC 22 half. The save DC is Strength-based.

Skills: *Treants have a +16 racial bonus on Hide checks made in forested areas.

Triton

Medium Outsider (Native, Water)

Hit Dice:	3d8+3 (16 hp)
Initiative:	+0
Speed:	5' (1 square), swim 40'
Armor Class:	16 (+6 natural), touch 10, flat-footed 16
Base Attack/Grapple:	+3/+4
Attack:	Trident +4 melee (1d8+1) or heavy crossbow +3 ranged (1d10/19–20)
Full Attack:	Trident +4 melee (1d8+1) or heavy crossbow +3 ranged (1d10/19–20)
Space/Reach:	5'/5'
Special Attacks:	Spell-like abilities
Special Qualities:	Darkvision 60'
Saves:	Fort +4, Ref +3, Will +4
Abilities:	Str 12, Dex 10, Con 12, Int 13, Wis 13, Cha 11
Skills:	Craft (any one) +7, Diplomacy +2, Hide +6, Listen +7, Move Silently +6, Ride +6, Search +7, Sense Motive +7, Spot +7, Survival +7 (+9 following tracks), Swim +9
Feats:	Mounted Combat, Ride-By Attack
Environment:	Temperate aquatic
Organization:	Company (2–5), squad (6–11), or band (20–80)
Challenge Rating:	2
Treasure:	Standard
Alignment:	Usually neutral good

Advancement:	4–9 HD (Medium)
Level Adjustment:	+2

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.

A triton is about the same size and weight as a human. Tritons speak Common and Aquan.

COMBAT

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, they are 90% likely to be mounted on friendly sea creatures such as porpoises.

Spell-Like Abilities: 1/day—*summon nature's ally IV*. Caster level 7th. Tritons often choose water elementals for their companions.

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.

Troglodyte

	Medium Humanoid (Reptilian)
Hit Dice:	2d8+4 (13 hp)
Initiative:	–1
Speed:	30' (6 squares)
Armor Class:	15 (–1 Dex, +6 natural), touch 9, flat-footed 15
Base Attack/Grapple:	+1/+1
Attack:	Club +1 melee (1d6) or claw +1 melee (1d4) or javelin +1 ranged (1d6)
Full Attack:	Club +1 melee (1d6) and claw –1 melee (1d4) and bite –1 melee (1d4); or 2 claws +1 melee (1d4) and bite –1 melee (1d4); or javelin +1 ranged (1d6)
Space/Reach:	5'/5'
Special Attacks:	Stench
Special Qualities:	Darkvision 90'
Saves:	Fort +5, Ref –1, Will +0
Abilities:	Str 10, Dex 9, Con 14, Int 8, Wis 10, Cha 10
Skills:	Hide +5*, Listen +3
Feats:	Multiattack ^B , Weapon Focus (javelin)
Environment:	Underground
Organization:	Clutch (2–5), squad (6–11 plus 1–2 monitor lizards), or band (20–80 plus 20% noncombatants plus 3–13 monitor lizards)
Challenge Rating:	1
Treasure:	50% coins; 50% goods; 50% items
Alignment:	Usually chaotic evil
Advancement:	By character class
Level Adjustment:	+2

A troglodyte stands about 5 feet tall and weighs about 150 pounds.

Troglodytes speak Draconic.

COMBAT

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, launch a volley of javelins, then close to attack. If the battle goes against them, they retreat and attempt to hide.

Stench (Ex): 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 DC 13 Fortitude save or be sickened for 10 rounds. The save DC is Constitution-based. Creatures that successfully save cannot be affected by the same troglodyte's stench for 24 hours. A *delay poison* or *neutralize poison* spell removes the effect from the sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal

bonus on their saving throws.

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 Hide checks. *In rocky or underground settings, this bonus improves to +8.

Troll

	Troll	Troll Hunter Giant 5 / Ranger 6 (8)
	Large Giant	Large Giant
Hit Dice:	6d8+36 (63 hp)	6d8+6d8+72 (130 hp)
Initiative:	+2	+1
Speed:	30' (6 squares)	30' (6 squares)
Armor Class:	16 (-1 size, +2 Dex, +5 natural), touch 11, flat-footed 14	21 (-1 size, +1 Dex, +6 natural, +5 +1 chain shirt), touch 10, flat-footed 20
Base Attack/Grapple:	+4/+14	+9/+20; martial rank 8
Attack:	Claw +9 melee (1d6+7)	Unarmed strike +17 (2d8+8) or javelin +9 ranged (1d8+8)
Full Attack:	2 claws +9 melee (1d6+7) and bite +4 melee (1d6+3)	Unarmed strike +17/+12 (2d8+8) and claws +13/+13/+8 melee (1d6+8) and bite +13 melee (1d6+4); or javelin +9 ranged (1d8+8)
Space/Reach:	10'/10'	10'/10'
Special Attacks:	Rend 2d6+9	Rend 2d6+12, spells
Special Qualities:	Darkvision 90', low-light vision, regeneration 5, scent	Darkvision 90', ranger abilities, low-light vision, regeneration 5, scent
Saves:	Fort +11, Ref +4, Will +3	Fort +13, Ref +6, Will +7
Abilities:	Str 23, Dex 14, Con 23, Int 6, Wis 9, Cha 6	Str 25, Dex 12, Con 22, Int 10, Wis 15, Cha 10
Skills:	Listen +5, Spot +6	Climb +17, Concentration +11, Craft (any one) +5, Gather Information +5, Handle Animal +5, Heal +7, Hide +6, Jump +17, Knowledge (dungeoneering) +5, Knowledge (geography) +5, Knowledge (local) +5, Knowledge (nature) +5, Listen +18, Move Silently +6, Profession (any two) +7, Ride +6, Sense Motive +7, Spot +18, Survival +12, Swim +17, Use Rope +6
Feats:	Alertness ^H , Iron Will, Strong Armed ^H , Track	Alertness ^H , Cleave, Endurance*, Improved Natural Armor, Improved Unarmed Strike ^R , Iron Will, Multiattack ^R , Power Attack, Strong Armed ^H , Track*
Environment:	Cold mountains (Scrag: Cold aquatic)	Cold mountains
Organization:	Solitary or gang (2-4)	Solitary
Challenge Rating:	5	11
Treasure:	Standard	Standard
Alignment:	Usually chaotic evil	Usually chaotic evil
Advancement:	By character class	—
Level Adjustment:	+5	+3 (originally +5)

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.

A typical adult troll stands 9 feet tall and weighs 500 pounds. Females are slightly larger than males. A troll's rubbery hide is moss green, mottled green and gray, or putrid gray. The hair is usually greenish black or iron gray.

Trolls speak Giant.

COMBAT

Trolls have no fear of death: They launch themselves into combat without hesitation, flailing wildly at the closest opponent. Even when confronted with fire, they try to get around the flames and attack.

Rend (Ex): If a troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+9 points of damage.

Regeneration (Ex): Fire and acid deal normal damage to a troll. If a troll loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

Scrag

These cousins of the 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.

Troll Hunter

Some trolls, more cunning than most, are not satisfied with merely eating civilized beings but train to hunt them relentlessly. These troll hunters are fearsome rangers who focus on slaying and devouring humanoid prey.

COMBAT

A troll hunter makes full use of its scent ability to track its favored enemies and generally prefers to hunt in darkness.

The troll hunter uses its limited repertoire of spells to protect itself from damaging forms of energy and to immobilize enemies.

Ranger Abilities: Hunter's insight, favored environment (mountain), favored enemy (elf), favored enemy (human), environment stride, swift tracker. The troll hunter above uses the iterative natural attack (claw) special ability as a combat style option.

Typical Ranger Spells Prepared (2/1; save DC 12 + spell level): 1st—*entangle, resist energy*; 2nd—*barkskin*.

Unicorn

	Unicorn	Celestial Charger Magical Beast 8 / Cleric 7 (11)
	Large Magical Beast	Large Magical Beast
Hit Dice:	4d10+20 (42 hp)	8d10+7d8+75 (155 hp)
Initiative:	+3	+4
Speed:	60' (12 squares)	60' (12 squares)
Armor Class:	18 (-1 size, +3 Dex, +6 natural), touch 12, flat-footed 15	24 (-1 size, +4 Dex, +6 natural, +5 bracers of armor +5), touch 13, flat-footed 20
Base Attack/Grapple:	+4/+13	+13/+24; martial rank 11
Attack:	Horn +11 melee (1d8+8)	Horn +22 melee (1d8+10)
Full Attack:	Horn +11 melee (1d8+8) and 2 hooves +3 melee (1d4+2)	Horn +22 melee (1d8+10) and 2 hooves +14 melee (1d4+3)
Space/Reach:	10'/5'	10'/5'
Special Attacks:	—	Channel faith 13/day, smite evil, spells
Special Qualities:	Darkvision 60', magic circle against evil, spell-like abilities, immunity to poison, charm, and compulsion, low-light vision, scent, wild empathy	Damage reduction 10/magic, darkvision 60', immunity to poison, charm, and compulsion, low-light vision, magic circle against evil, resistance to acid 10, cold 10, and electricity 10, scent, spell-like abilities, spell resistance 20, wild empathy, cleric abilities
Saves:	Fort +9, Ref +7, Will +6	Fort +13, Ref +12, Will +16
Abilities:	Str 20, Dex 17, Con 21, Int 10, Wis 21, Cha 24	Str 24, Dex 18, Con 20, Int 13, Wis 27, Cha 22

Skills:	Jump +21, Listen +11, Move Silently +9, Spot +11, Survival +8*	Concentration +17, Craft (any two) +7, Diplomacy +12, Heal +18, Jump +19, Knowledge (arcana) +7, Knowledge (history) +7, Knowledge (religion) +13, Knowledge (the planes) +13, Listen +20, Move Silently +16, Profession (any 8) +14, Spellcraft +13, Spot +22, Survival +14*
Feats:	Alertness ^H , Run, Skill Focus (Survival) ^H	Ability Focus (channel faith), Alertness ^H , Combat Casting, Enhanced Channeling (turn undead), Extra Channeling, Run, Skill Focus (survival) ^H
Environment:	Temperate forests	A chaotic good plane
Organization:	Solitary, pair, or grace (3–6)	Solitary
Challenge Rating:	3	13
Treasure:	None	None
Alignment:	Always chaotic good	Always chaotic good
Advancement:	5–8 HD (Large)	By character class
Level Adjustment:	+4 (cohort)	+8 (cohort)

A unicorn has deep sea-blue, violet, brown, or fiery gold eyes. Males sport a white beard.

A typical adult unicorn grows to 8 feet in length, stands 5 feet high at the shoulder, and weighs 1,200 pounds. Females are slightly smaller and slimmer than males.

Unicorns speak Sylvan and Common.

COMBAT

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. The horn is a +3 magic weapon, though its power fades if removed from the unicorn.

Magic Circle against Evil (Su): This ability continuously duplicates the effect of the spell. A unicorn cannot suppress this ability.

Spell-Like Abilities: Unicorns can use *detect evil* at will as a free action.

Once per day a unicorn can use *greater teleport* to move anywhere within its home. It cannot teleport beyond the forest boundaries nor back from outside.

A unicorn can use *cure light wounds* three times per day and *cure moderate wounds* once per day (caster level 5th) by touching a wounded creature with its horn. Once per day it can use *neutralize poison* (DC 21, caster level 8th) with a touch of its horn. The save DC is Charisma-based.

Wild Empathy (Ex): This power works like the druid's wild empathy class feature, except that a unicorn has a +6 racial bonus on the check.

Skills: Unicorns have a +4 racial bonus on Move Silently checks. *Unicorns have a +3 competence bonus on Survival checks within the boundaries of their forest.

Celestial Charger

The celestial charger described here is a celestial unicorn advanced to 8 hit dice with seven levels of cleric.

COMBAT

The save DC for this celestial charger's *neutralize poison* ability (DC 20) is adjusted for its greater Hit Dice and altered Charisma score.

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

Smite Evil (Su): Once per day a celestial charger can make a normal melee attack to deal 15 points of extra damage against an evil foe.

Cleric Abilities: A celestial charger has the clerical abilities granted by the Animal and Good domains.

Typical Cleric Spells Prepared (5/6/5/5/3/2; save DC 16 + spell level): 0—*detect magic, detect poison, light, virtue* (2); 1st—*bless, calm animals, obscuring mist, remove fear, sanctuary, shield of faith*; 2nd—*aid, animal messenger, lesser restoration, remove paralysis, shield other*; 3rd—*prayer, protection from energy, remove curse, searing light* (2); 4th—*air walk, divine power, restoration*; 5th—*break enchantment, flame strike*. Caster level 11.

Vampire Spawn

	Medium Undead
Hit Dice:	4d12+2 (28 hp)
Initiative:	+5
Speed:	30' (6 squares)
Armor Class:	15 (+2 Dex, +3 natural), touch 12, flat-footed 13
Base	+2/+5
Attack/Grapple:	
Attack:	Slam +6 melee (1d6+4 plus energy drain)
Full Attack:	Slam +6 melee (1d6+4 plus energy drain)
Space/Reach:	5'/5'
Special Attacks:	Blood drain, domination, energy drain
Special Qualities:	+2 turn resistance, damage reduction 5/silver, darkvision 60', fast healing 2, gaseous form, resistance to cold 10 and electricity 10, spider climb, undead traits
Saves:	Fort +1, Ref +5, Will +5
Abilities:	Str 16, Dex 14, Con —, Int 13, Wis 13, Cha 14
Skills:	Bluff +6, Climb +8, Craft or Profession (any one) +4, Diplomacy +4, Hide +10, Jump +8, Listen +11, Move Silently +10, Search +8, Sense Motive +11, Spot +11
Feats:	Alertness ^{HB} , Improved Initiative ^B , Lightning Reflexes ^B , Skill Focus (selected Craft or Profession skill) ^H , Toughness, Weapon Focus (slam)
Environment:	Any
Organization:	Solitary or pack (2–5)
Challenge Rating:	4
Treasure:	Standard
Alignment:	Always evil (any)
Advancement:	—
Level Adjustment:	—

Vampire spawn are undead creatures that come into being when vampires slay mortals. Like their creators, spawn remain bound to their coffins and to the soil of their graves. Vampire spawn appear much as they did in life, although their features are often hardened, with a predatory look.

Vampire spawn speak Common.

COMBAT

Vampire spawn use their inhuman strength when engaging mortals, hammering their foes with powerful blows and dashing them against rocks or walls. They also use their gaseous form and flight abilities to strike where opponents are most vulnerable.

Blood Drain (Ex): A vampire spawn can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round. On each such successful drain attack, the vampire spawn gains 5 temporary hit points.

Domination (Su): A vampire spawn can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampire must take a standard action, and those merely looking at it are not affected. Anyone the vampire targets must succeed on a DC 14 Will save or fall instantly under the vampire's influence as though by a *dominate person* spell from a 5th-level caster. The ability has a range of 30'. The save DC is Charisma-based.

Energy Drain (Su): Living creatures hit by a vampire spawn's slam attack gain one negative level. The DC is 14 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed, the vampire spawn gains 5 temporary hit points.

Fast Healing (Ex): A vampire spawn heals 2 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically assumes gaseous form and attempts to escape. It must reach its coffin home within 2

hours or be utterly destroyed. (It can travel up to nine miles in 2 hours.) Once at rest in its coffin, it is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 2 hit points per round.

Gaseous Form (Su): As a standard action, a vampire spawn can assume *gaseous form* at will as the spell (caster level 6th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Spider Climb (Ex): A vampire spawn can climb sheer surfaces as though with a *spider climb* spell.

Skills: Vampire spawn have a +4 racial bonus on Bluff, Hide, Listen, Move Silently, Search, Sense Motive, and Spot checks.

VAMPIRE SPAWN WEAKNESSES

Vampire spawn are vulnerable to all attacks and effects that repel or slay vampires. For details, see the Vampire entry.

Vargouille

	Small Outsider (Evil, Extraplanar)
Hit Dice:	1d8+1 (5 hp)
Initiative:	+1
Speed:	Fly 30' (good) (6 squares)
Armor Class:	12 (+1 size, +1 Dex), touch 11, flat-footed 11
Base	+1/-3
Attack/Grapple:	
Attack:	Bite +3 melee (1d4 plus poison)
Full Attack:	Bite +3 melee (1d4 plus poison)
Space/Reach:	5'/5'
Special Attacks:	Shriek, kiss, poison
Special Qualities:	Darkvision 60'
Saves:	Fort +3, Ref +3, Will +3
Abilities:	Str 10, Dex 13, Con 12, Int 5, Wis 12, Cha 8
Skills:	Hide +9, Intimidate +3, Listen +5, Move Silently +5, Spot +5
Feats:	Weapon Finesse
Environment:	An evil-aligned plane
Organization:	Cluster (2-5) or mob (6-11)
Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral evil
Advancement:	2-3 HD (Small)
Level Adjustment:	—

A vargouille is slightly larger than a human head, about 18 inches high, with a wingspan of 4 feet. It weighs about 10 pounds.

Vargouilles speak Infernal.

COMBAT

Vargouilles attack by biting with their jagged teeth. Their special attacks make them even more dangerous. A vargouille's natural weapons, as well as any weapons it wields, are treated as evil-aligned for the purpose of overcoming damage reduction.

Shriek (Su): Instead of biting, a vargouille can open its distended mouth and let out a terrible shriek. Those within 60 feet (except other vargouilles) who hear the shriek and can clearly see the creature must succeed on a DC 12 Fortitude save or be paralyzed with fear for 2d4 rounds or until the monster attacks them, goes out of range, or leaves their sight. A paralyzed creature is susceptible to the vargouille's kiss (see below). A creature that successfully saves cannot be affected again by the same vargouille's shriek for 24 hours. The shriek is a mind-affecting fear effect. The save DC is Constitution-based and includes a +1 racial bonus.

Kiss (Su): A vargouille can kiss a paralyzed target with a successful melee touch attack. An affected opponent must succeed on a DC 15 Fortitude save or begin a terrible transformation that turns the creature into a vargouille within 24 hours (and often much sooner; roll 1d6 separately for each phase of the transformation).

First, over a period of 1d6 hours, all the victim's hair falls out. Within another 1d6 hours thereafter, the ears grow into leathery wings, tentacles sprout on the chin and scalp, and the teeth become long, pointed fangs. During the next 1d6 hours, the victim takes Intelligence drain and Charisma drain equal to 1 point per hour (to a minimum of 3). The transformation is complete 1d6 hours later, when the head breaks free of the body (which promptly dies) and becomes a vargouille. This transformation is interrupted by sunlight, and even a *daylight* spell can delay death, but to reverse the transformation requires *remove disease*. The save DC is Constitution-based and

includes a +4 racial bonus.

Poison (Ex): Injury, Fortitude DC 12 or be unable to heal the vargouille's bite damage naturally or magically. A *neutralize poison* or *heal* spell removes the effect, while *delay poison* allows magical healing. The save DC is Constitution-based and includes a +1 racial bonus.

Vermin

These creatures operate on instinct, driven by simple needs such as food and reproduction. Except where noted, vermin attack only when hungry or threatened.

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

- **Mindless:** No Intelligence score, and immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).
- **Darkvision** out to 60'.
- **Alignment:** Always neutral. Vermin are not governed by a human sense of morality.
- **Treasure:** Vermin generally possess no treasure. For those that do, this treasure consists of possessions formerly owned by a creature that the monster has killed.

Giant Ant

	Giant Ant, Worker	Giant Ant, Soldier	Giant Ant, Queen
	Medium Vermin	Medium Vermin	Large Vermin
Hit Dice:	2d8 (9 hp)	2d8+2 (11 hp)	4d8+4 (22 hp)
Initiative:	+0	+0	-1
Speed:	50' (10 squares), climb 20'	50' (10 squares), climb 20'	40' (8 squares)
Armor Class:	17 (+7 natural), touch 10, flat-footed 17	17 (+7 natural), touch 10, flat-footed 17	17 (-1 size, -1 Dex, +9 natural), touch 8, flat-footed 17
Base Attack/Grapple:	+1/+1	+1/+3	+3/+10
Attack:	Bite +1 melee (1d6)	Bite +3 melee (2d4+3)	Bite +5 melee (2d6+4)
Full Attack:	Bite +1 melee (1d6)	Bite +3 melee (2d4+3)	Bite +5 melee (2d6+4)
Space/Reach:	5'/5'	5'/5'	10'/5'
Special Attacks:	Improved grab	Improved grab, acid sting	Improved grab
Special Qualities:	Scent, vermin traits	Scent, vermin traits	Scent, vermin traits
Saves:	Fort +3, Ref +0, Will +0	Fort +4, Ref +0, Will +1	Fort +5, Ref +0, Will +2
Abilities:	Str 10, Dex 10, Con 10, Int —, Wis 11, Cha 9	Str 14, Dex 10, Con 13, Int —, Wis 13, Cha 11	Str 16, Dex 9, Con 13, Int —, Wis 13, Cha 11
Skills:	Climb +8	Climb +10	—
Feats:	Track ^B	Track ^B	Track ^B
Environment:	Temperate plains	Temperate plains	Temperate plains
Organization:	Gang (2–6) or crew (6–11 plus 1 giant ant soldier)	Solitary or gang (2–4)	Hive (1 plus 10–100 workers and 5–20 soldiers)
Challenge Rating:	1	2	2
Treasure:	None	None	1/10 coins; 50% goods; 50% items
Advancement:	3–4 HD (Medium); 5–6 HD (Large)	3–4 HD (Medium); 5–6 HD (Large)	5–6 HD (Large); 7–8 HD (Huge)
Level Adjustment:	—	—	—

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

Acid Sting (Ex): 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 (+3 attack bonus). A hit with the sting attack deals 1d4+1 points of piercing damage and 1d4 points of acid damage.

Improved Grab (Ex): To use this ability, a giant ant must hit with its bite attack. A giant soldier ant that wins the ensuing grapple check establishes a hold and can sting.

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.

Giant Bee

	Medium Vermin
Hit Dice:	3d8 (13 hp)
Initiative:	+2
Speed:	20' (4 squares), fly 80' (good)
Armor Class:	14 (+2 Dex, +2 natural), touch 12, flat-footed 12
Base Attack/Grapple:	+2/+2
Attack:	Sting +2 melee (1d4 plus poison)
Full Attack:	Sting +2 melee (1d4 plus poison)
Space/Reach:	5'/5'
Special Attacks:	Poison
Special Qualities:	Darkvision 60', vermin traits
Saves:	Fort +3, Ref +3, Will +2
Abilities:	Str 11, Dex 14, Con 11, Int —, Wis 12, Cha 9
Skills:	Spot +5, Survival +1*
Feats:	—
Environment:	Temperate plains
Organization:	Solitary, buzz (2–5), or hive (11–20)
Challenge Rating:	1
Treasure:	No coins; 1/4 goods (honey only); no items
Advancement:	4–6 HD (Medium); 7–9 HD (Large)
Level Adjustment:	—

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

Poison (Ex): Injury, Fortitude DC 11, initial and secondary damage 1d4 Con. The save DC 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 Spot checks. *They also have a +4 racial bonus on Survival checks to orient themselves.

Giant Bombardier Beetle

	Medium Vermin
Hit Dice:	2d8+4 (13 hp)
Initiative:	+0
Speed:	30' (6 squares)
Armor Class:	16 (+6 natural), touch 10, flat-footed 16
Base Attack/Grapple:	+1/+2
Attack:	Bite +2 melee (1d4+1)
Full Attack:	Bite +2 melee (1d4+1)
Space/Reach:	5'/5'
Special Attacks:	Acid spray

Special Qualities:	Darkvision 60', vermin traits
Saves:	Fort +5, Ref +0, Will +0
Abilities:	Str 13, Dex 10, Con 14, Int —, Wis 10, Cha 9
Skills:	—
Feats:	—
Environment:	Warm forests
Organization:	Cluster (2–5) or click (6–11)
Challenge Rating:	2
Advancement:	3–4 HD (Medium); 5–6 HD (Large)
Level Adjustment:	—

These creatures feed primarily on carrion and offal, 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.

Acid Spray (Ex): 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 DC 13 Fortitude save or take 1d4+2 points of acid damage. The save DC is Constitution-based.

Giant Fire Beetle

	Small Vermin
Hit Dice:	1d8 (4 hp)
Initiative:	+0
Speed:	30' (6 squares)
Armor Class:	16 (+1 size, +5 natural), touch 11, flat-footed 16
Base	+0/–4
Attack/Grapple:	
Attack:	Bite +1 melee (2d4)
Full Attack:	Bite +1 melee (2d4)
Space/Reach:	5'/5'
Special Attacks:	—
Special Qualities:	Darkvision 60', vermin traits
Saves:	Fort +2, Ref +0, Will +0
Abilities:	Str 10, Dex 11, Con 11, Int —, Wis 10, Cha 7
Skills:	—
Feats:	—
Environment:	Warm plains
Organization:	Cluster (2–5) or colony (6–11)
Challenge Rating:	-1
Advancement:	2–3 HD (Small)
Level Adjustment:	—

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 1d6 days after removal from the beetle, illuminating a roughly circular area with a 10-foot radius. Giant fire beetles are about 2 feet long.

Giant Stage Beetle

	Large Vermin
Hit Dice:	7d8+21 (52 hp)
Initiative:	+0
Speed:	20' (4 squares)
Armor Class:	19 (–1 size, +10 natural), touch 9, flat-footed 19
Base	+5/+15
Attack/Grapple:	
Attack:	Bite +10 melee (4d6+9)

Full Attack:	Bite +10 melee (4d6+9)
Space/Reach:	10'/5'
Special Attacks:	Trample 2d8+3
Special Qualities:	Darkvision 60', vermin traits
Saves:	Fort +8, Ref +2, Will +2
Abilities:	Str 23, Dex 10, Con 17, Int —, Wis 10, Cha 9
Skills:	—
Feats:	—
Environment:	Temperate forests
Organization:	Cluster (2–5) or mass (6–11)
Challenge Rating:	4
Alignment:	Always neutral
Advancement:	8–10 HD (Large); 11–21 HD (Huge)
Level Adjustment:	—

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.

Trample (Ex): Reflex half DC 19. The save DC is Strength-based.

Giant Praying Mantis

	Large Vermin
Hit Dice:	4d8+8 (26 hp)
Initiative:	–1
Speed:	20' (4 squares), fly 40' (poor)
Armor Class:	14 (–1 size, –1 Dex, +6 natural), touch 8, flat-footed 14
Base	+3/+11
Attack/Grapple:	
Attack:	Claws +6 melee (1d8+4)
Full Attack:	Claws +6 melee (1d8+4) and bite +1 melee (1d6+2)
Space/Reach:	10 ft (4 squares)/5'
Special Attacks:	Improved grab
Special Qualities:	Darkvision 60', vermin traits
Saves:	Fort +6, Ref +0, Will +3
Abilities:	Str 19, Dex 8, Con 15, Int —, Wis 14, Cha 11
Skills:	Hide –1*, Spot +6
Feats:	—
Environment:	Temperate forests
Organization:	Solitary
Challenge Rating:	3
Advancement:	5–8 HD (Large); 9–12 HD (Huge)
Level Adjustment:	—

This patient carnivore remains completely still as it waits for prey to come near.

Improved Grab (Ex): 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 +6 attack bonus).

Skills: A giant praying mantis has a +4 racial bonus on Hide and Spot checks. *Because of its camouflage, the Hide bonus increases to +12 when a mantis is surrounded by foliage.

Giant Wasp

	Large Vermin
Hit Dice:	5d8+10 (32 hp)
Initiative:	+1

Speed:	20' (4 squares), fly 60' (good)
Armor Class:	14 (-1 size, +1 Dex, +4 natural), touch 10, flat-footed 13
Base	+3/+11
Attack/Grapple:	
Attack:	Sting +6 melee (1d3+6 plus poison)
Full Attack:	Sting +6 melee (1d3+6 plus poison)
Space/Reach:	10'/5'
Special Attacks:	Poison
Special Qualities:	Darkvision 60', vermin traits
Saves:	Fort +6, Ref +2, Will +2
Abilities:	Str 18, Dex 12, Con 14, Int —, Wis 13, Cha 11
Skills:	Spot +9, Survival +1*
Feats:	—
Environment:	Temperate forests
Organization:	Solitary, swarm (2–5), or nest (11–20)
Challenge Rating:	3
Advancement:	6–8 HD (Large); 9–15 HD (Huge)
Level Adjustment:	—

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 unhatched young.

Poison (Ex): Injury, Fortitude DC 14, initial and secondary damage 1d6 Dex. The save DC is Constitution-based.

Skills: Giant wasps have a +8 racial bonus on Spot checks. *They also have a +4 racial bonus on Survival checks to orient themselves.

Monstrous Centipede

	Monstrous Centipede, Tiny	Monstrous Centipede, Small	Monstrous Centipede, Medium
	Tiny Vermin	Small Vermin	Medium Vermin
Hit Dice:	1/4 d8 (1 hp)	1/2 d8 (2 hp)	1d8 (4 hp)
Initiative:	+2	+2	+2
Speed:	20' (4 squares), climb 20'	30' (6 squares), climb 30'	40' (8 squares), climb 40'
Armor Class:	14 (+2 size, +2 Dex), touch 14, flat-footed 12	14 (+1 size, +2 Dex, +1 natural), touch 13, flat-footed 12	14 (+2 Dex, +2 natural), touch 12, flat-footed 12
Base	+0/-13	+0/-7	+0/-1
Attack/Grapple:			
Attack:	Bite +4 melee (1d3-5 plus poison)	Bite +3 melee (1d4-3 plus poison)	Bite +2 melee (1d6-1 plus poison)
Full Attack:	Bite +4 melee (1d3-5 plus poison)	Bite +3 melee (1d4-3 plus poison)	Bite +2 melee (1d6-1 plus poison)
Space/Reach:	2-1/2'/0'	5'/5'	5'/5'
Special Attacks:	Poison	Poison	Poison
Special Qualities:	Darkvision 60', vermin traits	Darkvision 60', vermin traits	Darkvision 60', vermin traits
Saves:	Fort +2, Ref +2, Will +0	Fort +2, Ref +2, Will +0	Fort +2, Ref +2, Will +0
Abilities:	Str 1, Dex 15, Con 10, Int —, Wis 10, Cha 2	Str 5, Dex 15, Con 10, Int —, Wis 10, Cha 2	Str 9, Dex 15, Con 10, Int —, Wis 10, Cha 2
Skills:	Climb +10, Hide +18, Spot +4	Climb +10, Hide +14, Spot +4	Climb +10, Hide +10, Spot +4
Feats:	Weapon Finesse ^B	Weapon Finesse ^B	Weapon Finesse ^B
Environment:	Underground	Underground	Underground
Organization:	Colony (8-16)	Colony (2-5) or swarm (6-11)	Solitary or colony (2-5)
Challenge Rating:	-4	-2	0
Advancement:	—	—	—
Level Adjustment:	—	—	—

Monstrous Centipede, Large		Monstrous Centipede, Huge	
	Large Vermin		Huge Vermin
Hit Dice:	3d8 (13 hp)		6d8+6 (33 hp)
Initiative:	+2		+2
Speed:	40' (8 squares), climb 40'		40' (8 squares), climb 40'
Armor Class:	14 (-1 size, +2 Dex, +3 natural), touch 11, flat-footed 12		16 (-2 size, +2 Dex, +6 natural), touch 10, flat-footed 14
Base Attack/Grapple:	+2/+7		+4/+15
Attack:	Bite +3 melee (1d8+1 plus poison)		Bite +5 melee (2d6+4 plus poison)
Full Attack:	Bite +3 melee (1d8+1 plus poison)		Bite +5 melee (2d6+4 plus poison)
Space/Reach:	10'/5'		15'/10'
Special Attacks:	Poison		Poison
Special Qualities:	Darkvision 60', vermin traits		Darkvision 60', vermin traits
Saves:	Fort +3, Ref +3, Will +1		Fort +6, Ref +4, Will +2
Abilities:	Str 13, Dex 15, Con 10, Int —, Wis 10, Cha 2		Str 17, Dex 15, Con 12, Int —, Wis 10, Cha 2
Skills:	Climb +10, Hide +6, Spot +4		Climb +11, Hide +2, Spot +4
Feats:	Weapon Finesse ^B		—
Environment:	Underground		Underground
Organization:	Solitary or colony (2–5)		Solitary or colony (2–5)
Challenge Rating:	1		2
Advancement:	4–5 HD (Large)		7–11 HD (Huge)
Level Adjustment:	—		—
Monstrous Centipede, Gargantuan		Monstrous Centipede, Colossal	
	Gargantuan Vermin		Colossal Vermin
Hit Dice:	12d8+12 (66 hp)		24d8+24 (132 hp)
Initiative:	+2		+1
Speed:	40' (8 squares), climb 40'		40' (8 squares), climb 40'
Armor Class:	18 (-4 size, +2 Dex, +10 natural), touch 8, flat-footed 16		20 (-8 size, +2 Dex, +16 natural), touch 4, flat-footed 18
Base Attack/Grapple:	+9/+27		+18/+42
Attack:	Bite +11 melee (2d8+9 plus poison)		Bite +18 melee (4d6+12 plus poison)
Full Attack:	Bite +11 melee (2d8+9 plus poison)		Bite +18 melee (4d6+12 plus poison)
Space/Reach:	20'/15'		30'/20'
Special Attacks:	Poison		Poison
Special Qualities:	Darkvision 60', vermin traits		Darkvision 60', vermin traits
Saves:	Fort +9, Ref +6, Will +4		Fort +15, Ref +9, Will +8
Abilities:	Str 23, Dex 15, Con 12, Int —, Wis 10, Cha 2		Str 27, Dex 13, Con 12, Int —, Wis 10, Cha 2
Skills:	Climb +14, Hide -2, Spot +4		Climb +16, Hide -7, Spot +4
Feats:	—		—
Environment:	Underground		Underground
Organization:	Solitary		Solitary
Challenge Rating:	6		9
Advancement:	17–23 HD (Gargantuan)		25–48 HD (Colossal)
Level Adjustment:	—		—

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

Size	Fort DC	Damage	Size	Fort DC	Damage
Tiny	10	1 Dex	Huge	14	1d6 Dex
Small	10	1d2 Dex	Gargantuan	17	1d8 Dex
Medium	10	1d3 Dex	Colossal	23	2d6 Dex
Large	11	1d4 Dex			

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

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

Monstrous Scorpion

	Monstrous Scorpion, Tiny	Monstrous Scorpion, Small	Monstrous Scorpion, Medium
	Tiny Vermin	Small Vermin	Medium Vermin
Hit Dice:	1/2 d8+2 (4 hp)	1d8+2 (6 hp)	2d8+4 (13 hp)
Initiative:	+0	+0	+0
Speed:	20' (4 squares)	30' (6 squares)	40' (8 squares)
Armor Class:	14 (+2 size, +2 natural), touch 12, flat-footed 14	14 (+1 size, +3 natural), touch 11, flat-footed 14	14 (+4 natural), touch 10, flat-footed 14
Base Attack/Grapple:	+0/-8	+0/-4	+1/+2
Attack:	Claw +2 melee (1d2-4)	Claw +1 melee (1d3-1)	Claw +2 melee (1d4+1)
Full Attack:	2 claws +2 melee (1d2-4) and sting -3 melee (1d2-4 plus poison)	2 claws +1 melee (1d3-1) and sting -4 melee (1d3-1 plus poison)	2 claws +2 melee (1d4+1) and sting -3 melee (1d4 plus poison)
Space/Reach:	2-1/2'/0'	5'/5'	5'/5'
Special Attacks:	Constrict 1d2-4, improved grab, poison	Constrict 1d3-1, improved grab, poison	Constrict 1d4+1, improved grab, poison
Special Qualities:	Darkvision 60', tremorsense 60', vermin traits	Darkvision 60', tremorsense 60', vermin traits	Darkvision 60', tremorsense 60', vermin traits
Saves:	Fort +4, Ref +0, Will +0	Fort +4, Ref +0, Will +0	Fort +5, Ref +0, Will +0
Abilities:	Str 3, Dex 10, Con 14, Int —, Wis 10, Cha 2	Str 9, Dex 10, Con 14, Int —, Wis 10, Cha 2	Str 13, Dex 10, Con 14, Int —, Wis 10, Cha 2
Skills:	Climb +0, Hide +12, Spot +4	Climb +3, Hide +8, Spot +4	Climb +5, Hide +4, Spot +4
Feats:	Weapon Finesse ^B	Weapon Finesse ^B	—
Environment:	Warm deserts	Warm deserts	Warm deserts
Organization:	Colony (8-16)	Colony (2-5) or swarm (6-11)	Solitary or colony (2-5)
Challenge Rating:	-2	0	1
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	—	—	3-4 HD (Medium)
Level Adjustment:	—	—	—
	Monstrous Scorpion, Large	Monstrous Scorpion, Huge	
	Large Vermin	Huge Vermin	
Hit Dice:	5d8+10 (32 hp)	10d8+30 (75 hp)	
Initiative:	+0	+0	
Speed:	50' (10 squares)	50' (10 squares)	
Armor Class:	16 (-1 size, +7 natural), touch 9, flat-footed 16	20 (-2 size, +12 natural), touch 8, flat-footed 20	
Base Attack/Grapple:	+3/+11	+7/+21	
Attack:	Claw +6 melee (1d6+4)	Claw +11 melee (1d8+6)	
Full Attack:	2 claws +6 melee (1d6+4) and sting +1 melee (1d6+2 plus poison)	2 claws +11 melee (1d8+6) and sting +6 melee (2d4+3 plus poison)	
Space/Reach:	10'/5'	15'/10'	
Special Attacks:	Constrict 1d6+4, improved grab, poison	Constrict 1d8+6, improved grab, poison	
Special Qualities:	Darkvision 60', tremorsense 60', vermin traits	Darkvision 60', tremorsense 60', vermin traits	
Saves:	Fort +6, Ref +1, Will +1	Fort +10, Ref +3, Will +3	
Abilities:	Str 19, Dex 10, Con 14, Int —, Wis 10, Cha 2	Str 23, Dex 10, Con 16, Int —, Wis 10, Cha 2	

Skills:	Climb +8, Hide +0, Spot +4	Climb +10, Hide -4, Spot +4
Feats:	—	—
Environment:	Warm deserts	Warm deserts
Organization:	Solitary or colony (2–5)	Solitary or colony (2–5)
Challenge Rating:	3	7
Treasure:	1/10 coins; 50% goods; 50% items	1/10 coins; 50% goods; 50% items
Advancement:	6–9 HD (Large)	11–19 HD (Huge)
Level Adjustment:	—	—
	Monstrous Scorpion, Gargantuan	Monstrous Scorpion, Colossal
	Gargantuan Vermin	Colossal Vermin
Hit Dice:	20d8+60 (150 hp)	40d8+120 (300 hp)
Initiative:	+0	-1
Speed:	50' (10 squares)	50' (10 squares)
Armor Class:	24 (-4 size, +18 natural), touch 6, flat-footed 24	26 (-8 size, -1 Dex, +25 natural), touch 1, flat-footed 26
Base Attack/Grapple:	+15/+37	+30/+58
Attack:	Claw +21 melee (2d6+10)	Claw +34 melee (2d8+12)
Full Attack:	2 claws +21 melee (2d6+10) and sting +16 melee (2d6+5 plus poison)	2 claws +34 melee (2d8+12) and sting +29 melee (2d8+6 plus poison)
Space/Reach:	20'/15'	40'/30'
Special Attacks:	Constrict 2d6+10, improved grab, poison	Constrict 2d8+12, improved grab, poison
Special Qualities:	Darkvision 60', tremorsense 60', vermin traits	Darkvision 60', tremorsense 60', vermin traits
Saves:	Fort +15, Ref +6, Will +6	Fort +25, Ref +12, Will +13
Abilities:	Str 31, Dex 10, Con 16, Int —, Wis 10, Cha 2	Str 35, Dex 8, Con 16, Int —, Wis 10, Cha 2
Skills:	Climb +14, Hide -8, Spot +4	Climb +16, Hide -12, Spot +4
Feats:	—	—
Environment:	Warm deserts	Warm deserts
Organization:	Solitary	Solitary
Challenge Rating:	10	12
Treasure:	1/10 coins; 50% goods; 50% items	1/10 coins; 50% goods; 50% items
Advancement:	21–39 HD (Gargantuan)	41–60 HD (Colossal)
Level Adjustment:	—	—

Monstrous scorpions are likely to attack any creature that approaches, and they usually charge when attacking prey.

Constrict (Ex): A monstrous scorpion deals automatic claw damage on a successful grapple check.

Improved Grab (Ex): To use this ability, a monstrous scorpion must hit with a claw attack. A monstrous scorpion can use either its Strength modifier or Dexterity modifier for grapple checks, whichever is better.

Poison (Ex): A monstrous scorpion has a poisonous sting. The details vary by the scorpion's size, as follows. The save DCs are Constitution- based. The indicated damage is initial and secondary damage.

Size	Fort DC	Damage	Size	Fort DC	Damage
Tiny	12	1 Con	Huge	18	1d6 Con
Small	12	1d2 Con	Gargantuan	23	1d8 Con
Medium	13	1d3 Con	Colossal	33	1d10 Con
Large	14	1d4 Con			

Skills: A monstrous scorpion has a +4 racial bonus on Climb, Hide, and Spot checks.

Monstrous Spider

	Monstrous Spider, Tiny	Monstrous Spider, Small	Monstrous Spider, Medium
	Tiny Vermin	Small Vermin	Medium Vermin
Hit Dice:	1/2 d8 (2 hp)	1d8 (4 hp)	2d8+2 (11 hp)

Initiative:	+3	+3	+3
Speed:	20' (4 squares), climb 10'	30' (6 squares), climb 20'	30' (6 squares), climb 20'
Armor Class:	15 (+2 size, +3 Dex), touch 15, flat-footed 12	14 (+1 size, +3 Dex), touch 14, flat-footed 11	14 (+3 Dex, +1 natural), touch 13, flat-footed 11
Base Attack/Grapple:	+0/-12	+0/-6	+1/+1
Attack:	Bite +5 melee (1d3-4 plus poison)	Bite +4 melee (1d4-2 plus poison)	Bite +4 melee (1d6 plus poison)
Full Attack:	Bite +5 melee (1d3-4 plus poison)	Bite +4 melee (1d4-2 plus poison)	Bite +4 melee (1d6 plus poison)
Space/Reach:	2-1/2'/0'	5'/5'	5'/5'
Special Attacks:	Poison, web	Poison, web	Poison, web
Special Qualities:	Darkvision 60', tremorsense 60', vermin traits	Darkvision 60', tremorsense 60', vermin traits	Darkvision 60', tremorsense 60', vermin traits
Saves:	Fort +2, Ref +3, Will +0	Fort +2, Ref +3, Will +0	Fort +4, Ref +3, Will +0
Abilities:	Str 3, Dex 17, Con 10, Int —, Wis 10, Cha 2	Str 7, Dex 17, Con 10, Int —, Wis 10, Cha 2	Str 11, Dex 17, Con 12, Int —, Wis 10, Cha 2
Skills:	Climb +11, Hide +15*, Jump -4*, Spot +4*	Climb +11, Hide +11*, Jump -2*, Spot +4*	Climb +11, Hide +7*, Jump +0*, Spot +4*
Feats:	Weapon Finesse ^B	Weapon Finesse ^B	Weapon Finesse ^B
Environment:	Temperate forests	Temperate forests	Temperate forests
Organization:	Colony (8-16)	Colony (2-5) or swarm (6-11)	Solitary or colony (2-5)
Challenge Rating:	-2	0	1
Treasure:	None	None	1/10 coins; 50% goods; 50% items
Advancement:	—	—	3 HD (Medium)
Level Adjustment:	—	—	—

Monstrous Spider, Large

Monstrous Spider, Huge

	Large Vermin	Huge Vermin
Hit Dice:	4d8+4 (22 hp)	8d8+16 (52 hp)
Initiative:	+3	+3
Speed:	30' (6 squares), climb 20'	30' (6 squares), climb 20'
Armor Class:	14 (-1 size, +3 Dex, +2 natural), touch 12, flat-footed 11	16 (-2 size, +3 Dex, +5 natural), touch 11, flat-footed 13
Base Attack/Grapple:	+3/+9	+6/+18
Attack:	Bite +4 melee (1d8+3 plus poison)	Bite +9 melee (2d6+6 plus poison)
Full Attack:	Bite +4 melee (1d8+3 plus poison)	Bite +9 melee (2d6+6 plus poison)
Space/Reach:	10'/5'	15'/10'
Special Attacks:	Poison, web	Poison, web
Special Qualities:	Darkvision 60', tremorsense 60', vermin traits	Darkvision 60', tremorsense 60', vermin traits
Saves:	Fort +5, Ref +4, Will +1	Fort +8, Ref +5, Will +2
Abilities:	Str 15, Dex 17, Con 12, Int —, Wis 10, Cha 2	Str 19, Dex 17, Con 14, Int —, Wis 10, Cha 2
Skills:	Climb +11, Hide +3*, Jump +2*, Spot +4*	Climb +12, Hide -1*, Jump +4*, Spot +4*
Feats:	—	—
Environment:	Temperate forests	Temperate forests
Organization:	Solitary or colony (2-5)	Solitary or colony (2-5)
Challenge Rating:	2	5
Treasure:	1/10 coins; 50% goods; 50% items	1/10 coins; 50% goods; 50% items
Advancement:	5-7 HD (Large)	9-15 HD (Huge)
Level Adjustment:	—	—

Monstrous Spider, Gargantuan

Monstrous Spider, Colossal

	Gargantuan Vermin	Colossal Vermin
Hit Dice:	16d8+32 (104 hp)	32d8+64 (208 hp)

Initiative:	+3	+2
Speed:	30' (6 squares), climb 20'	30' (6 squares), climb 20'
Armor Class:	19 (–4 size, +3 Dex, +10 natural), touch 9, flat-footed 16	22 (–8 size, +2 Dex, +18 natural), touch 4, flat-footed 20
Base Attack/Grapple:	+12/+31	+24/+50
Attack:	Bite +15 melee (2d8+10 plus poison)	Bite +26 melee (4d6+15 plus poison)
Full Attack:	Bite +15 melee (2d8+10 plus poison)	Bite +26 melee (4d6+15 plus poison)
Space/Reach:	20'/15'	40'/30'
Special Attacks:	Poison, web	Poison, web
Special Qualities:	Darkvision 60', tremorsense 60', vermin traits	Darkvision 60', tremorsense 60', vermin traits
Saves:	Fort +12, Ref +8, Will +5	Fort +20, Ref +12, Will +10
Abilities:	Str 25, Dex 17, Con 14, Int —, Wis 10, Cha 2	Str 31, Dex 15, Con 14, Int —, Wis 10, Cha 2
Skills:	Climb +14, Hide –5*, Jump +7*, Spot +4*	Climb +16, Hide –10*, Jump +10*, Spot +7*
Feats:	—	—
Environment:	Temperate forests	Temperate forests
Organization:	Solitary	Solitary
Challenge Rating:	8	11
Treasure:	1/10 coins; 50% goods; 50% items	1/10 coins; 50% goods; 50% items
Advancement:	17–31 HD (Gargantuan)	33–60 HD (Colossal)
Level Adjustment:	—	—

All monstrous spiders are aggressive predators that use their poisonous bites to subdue or kill prey.

Monstrous 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 statistics blocks.

Poison (Ex): A monstrous spider has a poisonous bite. The details vary by the spider's size, as shown on the table below. The save DCs are Constitution-based. The indicated damage is initial and secondary damage.

Size	Fort DC	Damage	Size	Fort DC	Damage
Tiny	10	1d2 Str	Huge	16	1d8 Str
Small	10	1d3 Str	Gargantuan	20	2d6 Str
Medium	12	1d4 Str	Colossal	28	2d8 Str
Large	13	1d6 Str			

Web (Ex): Both types of monstrous 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 DCs are given in the table below. The check DCs are Constitution-based, and the Strength check DC 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 DC 20 Spot check to notice a web; otherwise they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot section has the hit points given on the table, and sheet webs have damage reduction 5/—.

A monstrous 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 DC	Break DC	Hit Points
Tiny	10	14	2
Small	10	14	4
Medium	12	16	6
Large	13	17	12
Huge	16	20	14
Gargantuan	20	24	16
Colossal	28	32	18

Tremorsense (Ex): A monstrous 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: Monstrous spiders have a +4 racial bonus on Hide and Spot checks and a +8 racial bonus on Climb checks. A monstrous spider can always choose to take 10 on Climb checks, even if rushed or threatened. Monstrous 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 Spot checks. Web-spinning spiders have a +8 racial bonus on Hide and Move Silently checks when using their webs.

Wight

	Medium Undead
Hit Dice:	4d12 (26 hp)
Initiative:	+1
Speed:	30' (6 squares)
Armor Class:	15 (+1 Dex, +4 natural), touch 11, flat-footed 14
Base	+2/+3
Attack/Grapple:	
Attack:	Slam +3 melee (1d4+1 plus energy drain)
Full Attack:	Slam +3 melee (1d4+1 plus energy drain)
Space/Reach:	5'/5'
Special Attacks:	Create spawn, energy drain
Special Qualities:	Darkvision 60', undead traits
Saves:	Fort +1, Ref +2, Will +5
Abilities:	Str 12, Dex 12, Con —, Int 11, Wis 13, Cha 15
Skills:	Hide +10, Listen +7, Move Silently +18, Spot +7
Feats:	Alertness ^H , Blind-Fight, Stealthy ^H
Environment:	Any
Organization:	Solitary, pair, gang (3–5), or pack (6–11)
Challenge Rating:	3
Treasure:	None
Alignment:	Always lawful evil
Advancement:	5–8 HD (Medium)
Level Adjustment:	—

A wight's appearance is a weird and twisted reflection of the form it had in life. A wight is about the height and weight of a human.

Wights speak Common.

COMBAT

Wights attack by hammering with their fists.

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

Energy Drain (Su): Living creatures hit by a wight's slam attack gain one negative level. The DC is 14 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed, the wight gains 5 temporary hit points.

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

Will-o'-wisp

	Small Aberration (Air)
Hit Dice:	9d8 (40 hp)
Initiative:	+14
Speed:	Fly 50' (perfect) (10 squares)
Armor Class:	29 (+1 size, +9 Dex, +9 deflection), touch 29, flat-footed 20

Base Attack/Grapple:	+6/-3
Attack:	Shock +16 melee touch (2d8 electricity)
Full Attack:	Shock +16 melee touch (2d8 electricity)
Space/Reach:	5/5'
Special Attacks:	—
Special Qualities:	Darkvision 60', immunity to magic, natural invisibility
Saves:	Fort +3, Ref +12, Will +9
Abilities:	Str 1, Dex 29, Con 10, Int 15, Wis 16, Cha 12
Skills:	Bluff +13, Diplomacy +3, Disguise +1 (+3 acting), Intimidate +3, Listen +17, Search +14, Spot +17, Survival +3 (+5 following tracks)
Feats:	Alertness ^H , Blind-Fight, Dodge, Improved Initiative, Multi-Dodge ^H , Weapon Finesse ^B
Environment:	Temperate marshes
Organization:	Solitary, pair, or string (3-4)
Challenge Rating:	6
Treasure:	1/10 coins; 50% goods; 50% items
Alignment:	Usually chaotic evil
Advancement:	10-18 HD (Small)
Level Adjustment:	—

Will-o'-wisp 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.

COMBAT

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 touch attacks.

Immunity to Magic (Ex): A will-o'-wisp is immune to most spells or spell-like abilities that allow spell resistance, except *magic missile* and *maze*.

Natural Invisibility (Ex): A startled or frightened will-o'-wisp can extinguish its glow, effectively becoming invisible as the spell.

Winter Wolf

	Large Magical Beast (Cold)
Hit Dice:	6d10+18 (51 hp)
Initiative:	+5
Speed:	50' (10 squares)
Armor Class:	15 (-1 size, +1 Dex, +5 natural), touch 10, flat-footed 14
Base Attack/Grapple:	+6/+14
Attack:	Bite +9 melee (1d8+6 plus 1d6 cold)
Full Attack:	Bite +9 melee (1d8+6 plus 1d6 cold)
Space/Reach:	10/5'
Special Attacks:	Breath weapon, freezing bite, trip
Special Qualities:	Darkvision 60', immunity to cold, low-light vision, scent, vulnerability to fire
Saves:	Fort +8, Ref +6, Will +3
Abilities:	Str 18, Dex 13, Con 16, Int 9, Wis 13, Cha 10
Skills:	Hide +1*, Listen +6, Move Silently +9, Spot +6, Survival +1*
Feats:	Alertness ^H , Improved Initiative, Stealthy ^H , Track
Environment:	Cold forests
Organization:	Solitary, pair, or pack (3-5)
Challenge Rating:	5
Treasure:	1/10 coins; 50% goods; 50% items
Alignment:	Usually neutral evil

Advancement:	7–9 HD (Large); 10–18 HD (Huge)
Level Adjustment:	+3 (cohort)

A winter wolf grows about 8 feet long and stands about 4-1/2 feet at the shoulder. It weighs about 450 pounds.

Winter wolves can speak Giant and Common.

COMBAT

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.

Breath Weapon (Su): 15-foot cone, once every 1d4 rounds, damage 4d6 cold, Reflex DC 16 half. The save DC is Constitution-based.

Freezing Bite (Su): A winter wolf deals an extra 1d6 points of cold damage every time it bites an opponent, as if its bite were a frost weapon.

Trip (Ex): A winter wolf that hits with a bite attack can attempt to trip the opponent (+8 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the winter wolf.

Skills: Winter wolves have a +1 racial bonus on Listen, Move Silently, and Spot checks. Winter wolves have a +2 racial bonus on Hide checks. *Their natural coloration grants them a +7 racial bonus on Hide checks in areas of snow and ice. A winter wolf has a +4 racial bonus on Survival checks when tracking by scent.

Worg

	Medium Magical Beast
Hit Dice:	4d10+8 (30 hp)
Initiative:	+2
Speed:	50' (10 squares)
Armor Class:	14 (+2 Dex, +2 natural), touch 12, flat-footed 12
Base Attack/Grapple:	+4/+7
Attack:	Bite +7 melee (1d6+4)
Full Attack:	Bite +7 melee (1d6+4)
Space/Reach:	5'/5'
Special Attacks:	Trip
Special Qualities:	Darkvision 60', low-light vision, scent
Saves:	Fort +6, Ref +6, Will +3
Abilities:	Str 17, Dex 15, Con 15, Int 6, Wis 14, Cha 10
Skills:	Hide +6, Listen +6, Move Silently +8, Spot +6, Survival +2*
Feats:	Alertness ^H , Stealthy ^H , Track
Environment:	Temperate plains
Organization:	Solitary, pair, or pack (6–11)
Challenge Rating:	2
Treasure:	1/10 coins; 50% goods; 50% items
Alignment:	Usually neutral evil
Advancement:	5–6 HD (Medium); 7–12 HD (Large)
Level Adjustment:	+1 (cohort)

A typical worg has gray or black fur, grows to 5 feet long and stands 3 feet tall at the shoulder. It weighs 300 pounds.

More intelligent than their smaller cousins, worgs speak their own language. Some can also speak Common and Goblin.

COMBAT

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.

Trip (Ex): A worg that hits with a bite attack can attempt to trip the opponent (+3 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the worg.

Skills: A worg has a +1 racial bonus on Listen, Move Silently, and Spot checks, and a +2 racial bonus on Hide checks. *A worg has a +4 racial bonus on Survival checks when tracking by scent.

Wraith

	Wraith	Dread Wraith
	Medium Undead (Incorporeal)	Large Undead (Incorporeal)
Hit Dice:	5d12 (32 hp)	16d12 (104 hp)
Initiative:	+6	+14
Speed:	Fly 60' (good) (12 squares)	Fly 60' (good) (12 squares)
Armor Class:	15 (+3 Dex, +2 deflection), touch 15, flat-footed 12	25 (-1 size, +9 Dex, +7 deflection), touch 25, flat-footed 16
Base Attack/Grapple:	+2/—	+8/—
Attack:	Incorporeal touch +5 melee (1d4 plus 1d6 Constitution drain)	Incorporeal touch +16 melee (2d6 plus 1d8 Constitution drain)
Full Attack:	Incorporeal touch +5 melee (1d4 plus 1d6 Constitution drain)	Incorporeal touch +16 melee (2d6 plus 1d8 Constitution drain)
Space/Reach:	5'/5'	10'/10'
Special Attacks:	Constitution drain, create spawn	Constitution drain, create spawn
Special Qualities:	Darkvision 60', daylight powerlessness, incorporeal traits, +2 turn resistance, undead traits, unnatural aura	Darkvision 60', daylight powerlessness, incorporeal traits, lifesense 60', undead traits, unnatural aura
Saves:	Fort +1, Ref +4, Will +6	Fort +5, Ref +14, Will +14
Abilities:	Str —, Dex 16, Con —, Int 14, Wis 14, Cha 15	Str —, Dex 28, Con —, Int 17, Wis 18, Cha 24
Skills:	Diplomacy +6, Hide +11, Intimidate +10, Listen +12, Search +10, Sense Motive +8, Spot +12, Survival +2 (+4 following tracks)	Diplomacy +9, Hide +24, Intimidate +26, Knowledge (religion) +22, Listen +25, Search +22, Sense Motive +23, Spot +25, Survival +4 (+6 following tracks)
Feats:	Active Avoidance ^H , Alertness ^{HB} , Blind-Fight, Combat Reflexes, Improved Initiative ^B ,	Alertness ^{HB} , Blind-Fight, Combat Reflexes, Dodge, Improved Initiative ^B , Improved Natural Attack (incorporeal touch), Mobility, Multi-Dodge ^H , Spring Attack
Environment:	Any	Any
Organization:	Solitary, gang (2–5), or pack (6–11)	Solitary
Challenge Rating:	5	11
Treasure:	None	None
Alignment:	Always lawful evil	Always lawful evil
Advancement:	6–10 HD (Medium)	17–32 HD (Large)
Level Adjustment:	—	—

Wraiths are incorporeal creatures born of evil and darkness. In some cases, the grim silhouette of a wraith might appear armored or outfitted with weapons. This appearance does not affect the creature's AC or combat abilities but only reflects the shape it had in life.

A wraith is about as tall as a human, while a dread wraith is roughly the size of an ogre. Since both are incorporeal, they are weightless.

Wraiths speak Common and Infernal.

COMBAT

Unnatural Aura (Su): Animals, whether wild or domesticated, can sense the unnatural presence of a wraith at a distance of

30'. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Daylight Powerlessness (Ex): Wraiths are utterly powerless in natural sunlight (not merely a *daylight* spell) and flee from it.

Constitution Drain (Su): Living creatures hit by a wraith's incorporeal touch attack must succeed on a DC 14 Fortitude save or take 1d6 points of Constitution drain. The save DC is Charisma-based. On each such successful attack, the wraith gains 5 temporary hit points.

Create Spawn (Su): Any humanoid slain by a wraith becomes a wraith in 1d4 rounds. Its body remains intact and inanimate, but its spirit is torn free from its corpse and transformed. Spawn are under the command of the wraith that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Dread Wraith

The oldest and most malevolent wraiths lurk in the depths of forgotten temples and other forsaken places. They can sense the approach of living creatures, and hunger for them. Despite its size, the dread wraith possesses unearthly quickness, and makes use of its Spring Attack feat and natural reach to strike with deadly effect and melt back into the shadows—or the walls.

COMBAT

Dread wraiths operate the same in combat as other wraiths, except as noted below.

Lifesense (Su): A dread wraith notices and locates living creatures within 60 feet, just as if it possessed the blindsight ability. It also senses the strength of their life force automatically, as if it had cast *deathwatch*.

Constitution Drain (Su): Living creatures hit by a dread wraith's incorporeal touch attack must succeed on a DC 25 Fortitude save or take 1d8 points of Constitution drain. The save DC is Charisma-based. On each such successful attack, the dread wraith gains 5 temporary hit points.

Create Spawn (Su): Any humanoid slain by a dread wraith becomes a wraith in 1d4 rounds. Its body remains intact and inanimate, but its spirit is torn free from its corpse and transformed. Spawn are under the command of the wraith that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Wyvern

	Large Dragon
Hit Dice:	7d12+14 (59 hp)
Initiative:	+1
Speed:	20' (4 squares), fly 60' (poor)
Armor Class:	18 (–1 size, +1 Dex, +8 natural), touch 10, flat-footed 17
Base Attack/Grapple:	+7/+15
Attack:	Sting +10 melee (1d6+5 plus poison) or talon +10 melee (2d6+5) or bite +10 melee (2d8+5)
Full Attack:	Sting +10 melee (1d6+5 plus poison) and bite +8 melee (2d8+5) and 2 wings +8 melee (1d8+2) and 2 talons +8 melee (2d6+5)
Space/Reach:	10'/5'
Special Attacks:	Poison, improved grab
Special Qualities:	Darkvision 60', immunity to <i>sleep</i> and paralysis, low-light vision, scent
Saves:	Fort +7, Ref +6, Will +6
Abilities:	Str 19, Dex 12, Con 15, Int 6, Wis 12, Cha 9
Skills:	Hide +7, Listen +13, Move Silently +11, Spot +16
Feats:	Ability Focus (poison), Alertness, Flyby Attack, Multiattack ^B , Strong Armed ^H
Environment:	Warm hills
Organization:	Solitary, pair, or flight (3–6)
Challenge Rating:	6
Treasure:	Standard
Alignment:	Usually neutral
Advancement:	8–10 HD (Huge); 11–21 HD (Gargantuan)

Level Adjustment: —

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'. 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.

COMBAT

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 a flyby attack.

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

Poison (Ex): Injury, Fortitude DC 17, initial and secondary damage 2d6 Con. The save DC is Constitution-based.

Skills: Wyverns have a +3 racial bonus on Spot checks.

Xill

Medium Outsider (Extraplanar)

Hit Dice:	5d8+10 (32 hp)
Initiative:	+7
Speed:	40' (8 squares)
Armor Class:	20 (+3 Dex, +7 natural), touch 13, flat-footed 17
Base Attack/Grapple:	+5/+7
Attack:	Short sword +7 melee (1d6+2/19–20) or claw +7 melee (1d4+2) or longbow +8 ranged (1d8/x3)
Full Attack:	2 short swords +5 melee (1d6+2/19–20, 1d6+1/19–20) and 2 claws +5 melee (1d4+1); or 4 claws +5 melee (1d4+2, 1d4+1); or 2 longbows +4 ranged (1d8/x3)
Space/Reach:	5'/5'
Special Attacks:	Implant, improved grab, paralysis
Special Qualities:	Darkvision 60', planewalk, spell resistance 21
Saves:	Fort +6, Ref +7, Will +5
Abilities:	Str 15, Dex 16, Con 15, Int 12, Wis 12, Cha 11
Skills:	Balance +13, Climb +10, Diplomacy +2, Escape Artist +11, Intimidate +8, Listen +9, Move Silently +11, Sense Motive +8, Spot +9, Tumble +11, Use Rope +3 (+5 with bindings)
Feats:	Improved Initiative, Multiattack ^B , Multiweapon Fighting
Environment:	Ethereal Plane
Organization:	Solitary or gang (2–5)
Challenge Rating:	6
Treasure:	Standard
Alignment:	Always lawful evil
Advancement:	6–8 HD (Medium); 9–15 HD (Large)
Level Adjustment:	+4

A xill stands 4 to 5 feet tall and weighs about 100 pounds. Xills speak Infernal.

COMBAT

Xills are dangerous opponents, attacking with all four limbs. More civilized ones use weapons, usually fighting with two at a time so as to leave two claws free for grab attacks. Xills typically lie in wait on the Ethereal Plane for suitable prey to happen by, then ambush it using their planewalk ability. They make full use of their Tumble skill in combat: Usually, one or two distract physically powerful enemies by attacking, then assuming a defensive stance while their fellows maneuver to advantage.

Implant (Ex): As a standard action, a xill can lay eggs inside a paralyzed creature. The young emerge about 90 days later,

literally devouring the host from inside. A *remove disease* spell rids a victim of the egg, as does a DC 25 Heal check. If the check fails, the healer can try again, but each attempt (successful or not) deals 1d4 points of damage to the patient.

Improved Grab (Ex): To use this ability, a xill must hit with one or more claw attacks. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. It receives a +2 bonus on the grapple check for each claw that hits. If it wins the grapple check and maintains the hold in the next round, it automatically bites the foe at that time. The bite deals no damage but injects a paralyzing venom.

Paralysis (Ex): Those bitten by a xill must succeed on a DC 14 Fortitude save or be paralyzed for 1d4 hours. The save DC is Constitution-based.

Planewalk (Su): These planar travelers like to slip between the folds of space to attack enemies as though from thin air. They can cross from the Ethereal Plane with a move action but take 2 rounds to cross back, during which time they are immobile. As a xill fades away, it becomes harder to hit: Opponents have a 20% miss chance in the first round and a 50% miss chance in the second. A xill can planewalk with a willing or helpless creature.

Xorn

	Minor Xorn	Average Xorn	Elder Xorn
	Small Outsider (Extraplanar, Earth)	Medium Outsider (Extraplanar, Earth)	Large Outsider (Extraplanar, Earth)
Hit Dice:	3d8+9 (22 hp)	7d8+21 (52 hp)	15d8+75 (142 hp)
Initiative:	+0	+0	+0
Speed:	20' (4 squares), burrow 20'	20' (4 squares), burrow 20'	20' (4 squares), burrow 20'
Armor Class:	23 (+1 size, +12 natural), touch 11, flat-footed 23	24 (+14 natural), touch 10, flat-footed 24	25 (-1 size, +16 natural), touch 9, flat-footed 25
Base Attack/Grapple:	+3/+1	+7/+10	+15/+26
Attack:	Bite +6 melee (2d8+2)	Bite +10 melee (4d6+3)	Bite +25 melee (4d8+7)
Full Attack:	Bite +6 melee (2d8+2) and 3 claws +4 melee (1d3+1)	Bite +10 melee (4d6+3) and 3 claws +8 melee (1d4+1)	Bite +25 melee (4d8+7) and 3 claws +19 melee (1d6+3)
Space/Reach:	5'/5'	5'/5'	10'/10'
Special Attacks:	—	—	—
Special Qualities:	All-around vision, earth glide, damage reduction 5/bludgeoning, darkvision 60', immunity to cold and fire, resistance to electricity 10, tremorsense 60'	All-around vision, earth glide, damage reduction 5/bludgeoning, darkvision 60', immunity to cold and fire, resistance to electricity 10, tremorsense 60'	All-around vision, earth glide, damage reduction 5/bludgeoning, darkvision 60', immunity to cold and fire, resistance to electricity 10, tremorsense 60'
Saves:	Fort +5, Ref +3, Will +3	Fort +7, Ref +5, Will +5	Fort +13, Ref +9, Will +9
Abilities:	Str 15, Dex 10, Con 15, Int 10, Wis 11, Cha 10	Str 17, Dex 10, Con 15, Int 10, Wis 11, Cha 10	Str 25, Dex 10, Con 19, Int 10, Wis 11, Cha 10
Skills:	Hide +10, Intimidate +3, Knowledge (dungeoneering) +6, Listen +6, Move Silently +3, Search +6, Spot +8, Survival +6 (+8 following tracks or underground)	Hide +10, Intimidate +10, Knowledge(dungeoneering) +10, Listen +10, Move Silently +10, Search +10, Spot +10, Survival+10 (+12 following tracks or underground)	Hide +14, Intimidate +18, Knowledge (dungeoneering) +18, Listen +18, Move Silently +18, Search +22, Spot +22, Survival+18 (+20 following tracks or underground)
Feats:	Multiattack, Toughness	Cleave ^B , Multiattack, Power Attack, Toughness	Awesome Blow, Cleave ^B , Improved Bull Rush, Multiattack, Power Attack, Toughness, Weapon Focus (bite)
Environment:	Elemental Plane of Earth	Elemental Plane of Earth	Elemental Plane of Earth
Organization:	Solitary, pair, or cluster (3–5)	Solitary, pair, or cluster (3–5)	Solitary, pair, or party (6–11)
Challenge Rating:	3	6	8
Treasure:	None	None	None

Alignment:	Usually neutral	Usually neutral	Usually neutral
Advancement:	4–6 HD (Small)	8–14 HD (Medium)	16–21 HD (Large); 22–45 HD (Huge)
Level Adjustment:	—	—	—

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.

COMBAT

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.

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 surprise attack.

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

Earth Glide (Ex): 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. A *move earth* spell cast on an area containing a burrowing xorn flings the xorn back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Yeth Hound

Medium Outsider (Extraplanar, Evil)

Hit Dice:	3d8+6 (19 hp)
Initiative:	+6
Speed:	40' (8 squares), fly 60' (good)
Armor Class:	20 (+2 Dex, +8 natural), touch 12, flat-footed 18
Base Attack/Grapple:	+3/+6
Attack:	Bite +6 melee (1d8+4)
Full Attack:	Bite +6 melee (1d8+4)
Space/Reach:	5'/5'
Special Attacks:	Bay, trip
Special Qualities:	Damage reduction 10/silver, darkvision 60', flight, scent
Saves:	Fort +5, Ref +5, Will +5
Abilities:	Str 17, Dex 15, Con 15, Int 6, Wis 14, Cha 10
Skills:	Listen +11, Spot +11, Search +7, Survival +11 (+13 following tracks)*
Feats:	Improved Initiative, Track
Environment:	An evil-aligned plane
Organization:	Solitary, pair, or pack (6–11)
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral evil
Advancement:	4–6 HD (Medium); 7–9 HD (Large)
Level Adjustment:	+3 (cohort)

A yeth hound stands 5 feet tall at the shoulder and weighs about 400 pounds.

Yeth hounds cannot speak, but understand Infernal.

COMBAT

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 evil-aligned for the purpose of overcoming damage reduction.

Bay (Su): When a yeth hound howls or barks, all creatures except other evil outsiders within a 300-foot spread must succeed on a DC 11 Will save or become panicked for 2d4 rounds. This is a sonic mind-affecting fear effect. Whether or not the save is successful, an affected creature is immune to the same hound's bay for 24 hours. The save DC is Charisma-based.

Trip (Ex): A yeth hound that hits with its bite attack can attempt to trip the opponent (+3 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the yeth hound.

Flight (Su): 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.

Yrthak

	Huge Magical Beast
Hit Dice:	12d10+36 (102 hp)
Initiative:	+9
Speed:	20' (4 squares), fly 60' (average)
Armor Class:	18 (-2 size, +2 Dex, +8 natural), touch 10, flat-footed 16
Base Attack/Grapple:	+12/+25
Attack:	Bite +15 melee (2d8+5) or sonic lance +12 ranged touch (6d6)
Full Attack:	Bite +15 melee (2d8+5) and 2 claws +13 melee (1d6+2); or sonic lance +12 ranged touch (6d6)
Space/Reach:	15'/10'
Special Attacks:	Sonic lance, explosion
Special Qualities:	Blindsight 120', immunities, vulnerability to sonic
Saves:	Fort +11, Ref +10, Will +5
Abilities:	Str 20, Dex 14, Con 17, Int 7, Wis 13, Cha 11
Skills:	Listen +12, Move Silently +10
Feats:	Endurance, Flyby Attack, Improved Initiative, Multiattack, Snatch
Environment:	Temperate mountains
Organization:	Solitary or clutch (2-4)
Challenge Rating:	9
Treasure:	None
Alignment:	Often neutral
Advancement:	13-16 HD (Huge); 17-36 HD (Gargantuan)
Level Adjustment:	—

A yrthak is blind. It senses sound and movement by means of a special organ on its long tongue. It emits powerfully focused beams of sound from the protrusion on its head. The creature is a yellowish-green color, with the wings and fin being more yellow and the head and body more green. The teeth are yellow.

A yrthak is about 20 feet long, with a wingspan of 40'. It weighs about 5,000 pounds.

Despite their intelligence, yrthaks do not speak.

COMBAT

A yrthak prefers to attack from the air, strafing the ground with sonic attacks or snatching up and dropping prey.

Sonic Lance (Su): Once every 2 rounds, a yrthak can focus sonic energy in a ray up to 60' long. This is a ranged touch attack that deals 6d6 points of damage to a single target.

Explosion (Su): A yrthak can fire its sonic lance at the ground, a large rock, a stone wall, or the like to create an explosion of shattered stone. This attack deals 2d6 points of piercing damage to all within 10 feet of the effect's center. This counts as a use of the sonic lance attack and thus is usable only once every 2 rounds, and never on the round following a sonic lance attack.

Blindsight (Ex): A yrthak can ascertain all foes within 120'. Beyond that range it is considered blinded. Yrthaks are invulnerable to gaze attacks, visual effects of spells such as illusions, and other attack forms that rely on sight. A yrthak whose sense of hearing is impaired is effectively blinded, treating all targets as having total concealment.

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

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

Zombie

Examples of creatures for which the zombie template is applied to their corpses are below. For full details on zombies, see the zombie template in the **Templates** chapter.

	Kobold Zombie	Human Commoner Zombie	Troglodyte Zombie
	Small Undead	Medium Undead	Medium Undead
Hit Dice:	2d12+1 (14 hp)	2d12+1 (14 hp)	4d12+2 (28 hp)
Initiative:	+0	-1	-2
Speed:	30' (6 squares; can't run)	30' (6 squares; can't run)	30' (6 squares; can't run)
Armor Class:	13 (+1 size, +2 natural), touch 11, flat-footed 13	11 (-1 Dex, +2 natural), touch 9, flat-footed 11	16 (-2 Dex, +8 natural), touch 8, flat-footed 16
Base Attack/Grapple:	+1/-4	+1/+2	+2/+3
Attack:	Spear +1 melee (1d6-1/x3) or slam +1 melee (1d4-1) or light crossbow +2 ranged (1d6/19-20)	Slam +2 melee (1d6+1) or club +2 melee (1d6+1)	Greatclub +3 melee (1d10+1) or bite +3 melee (1d4+1) or slam +3 melee (1d6+1) or javelin +0 ranged (1d6+1)
Full Attack:	Spear +1 melee (1d6-1/x3) or slam +1 melee (1d4-1) or light crossbow +2 ranged (1d6/19-20)	Slam +2 melee, (1d6+1) or club +2 melee (1d6+1)	Greatclub +3 melee (1d10+1) or bite +3 melee (1d4+1) or slam +3 melee (1d6+1) or javelin +0 ranged (1d6+1)
Space/Reach:	5'/5'	5'/5 ft	5'/5 ft
Special Attacks:	—	—	—
Special Qualities:	Single actions only, damage reduction 5/slashing, darkvision 60', undead traits	Single actions only, damage reduction 5/slashing, darkvision 60', undead traits	Single actions only, damage reduction 5/slashing, darkvision 60', undead traits
Saves:	Fort +0, Ref +0, Will +3	Fort +0, Ref -1, Will +3	Fort +1, Ref -1, Will +4
Abilities:	Str 8, Dex 11, Con —, Int —, Wis 10, Cha 1	Str 12, Dex 8, Con —, Int —, Wis 10, Cha 1	Str 12, Dex 7, Con —, Int —, Wis 10, Cha 1
Skills:	—	—	—
Feats:	Toughness	Toughness	Toughness
Environment:	Temperate forests	Any	Underground
Organization:	Any	Any	Any
Challenge Rating:	0	0	1
Treasure:	None	None	None
Alignment:	Always neutral evil	Always neutral evil	Always neutral evil
Advancement:	None	None	None
Level Adjustment:	—	—	—
	Bugbear Zombie	Ogre Zombie	Minotaur Zombie
	Medium Undead	Large Undead	Large Undead
Hit Dice:	6d12+3 (42 hp)	8d12+4 (56 hp)	12d8+6 (84 hp)
Initiative:	+0	-2	-1
Speed:	30' (6 squares; can't run)	40' (8 squares; can't run)	30' (6 squares; can't run)
Armor Class:	17 (+5 natural, +2 light wooden	15 (-1 size, -2 Dex, +8 natural)	16 (-1 size, -1 Dex, +8 natural)

Base	shield), touch 10, flat-footed 17 +3/+6	touch 7, flat-footed 15 +4/+14	touch 8, flat-footed 16 +6/+15
Attack/Grapple:			
Attack:	Morningstar +6 melee (1d8+3) or slam +6 melee (1d6+3) or javelin +3 ranged (1d6+2)	Greatclub +9 melee (2d8+9) or slam +9 melee (1d8+9) or javelin +1 ranged (1d8+6)	Greataxe +10 melee (3d6+7/x3) or gore +10 melee (1d8+5) or slam +10 melee (1d8+5)
Full Attack:	Morningstar +6 melee (1d8+3) or slam +6 melee (1d6+3) or javelin +3 ranged (1d6+2)	Greatclub +9 melee (2d8+9) or slam +9 melee (1d8+9) or javelin +1 ranged (1d8+6)	Greataxe +10 melee (3d6+7/x3) or gore +10 melee (1d8+5) or slam +10 melee (1d8+5)
Space/Reach:	5/5'	10/10'	10/10'
Special Attacks:	—	—	—
Special Qualities:	Single actions only, damage reduction 5/slashing, darkvision 60', undead traits	Single actions only, damage reduction 5/slashing, darkvision 60', undead traits	Single actions only, damage reduction 5/slashing, darkvision 60', undead traits
Saves:	Fort +2, Ref +2, Will +5	Fort +2, Ref +0, Will +6	Fort +4, Ref +3, Will +8
Abilities:	Str 17, Dex 10, Con —, Int —, Wis 10, Cha 1	Str 23, Dex 6, Con —, Int —, Wis 10, Cha 1	Str 21, Dex 8, Con —, Int —, Wis 10, Cha 1
Skills:	—	—	—
Feats:	Toughness	Toughness	Toughness
Environment:	Temperate mountains	Temperate hills	Underground
Organization:	Any	Any	Any
Challenge	2	3	4
Rating:			
Treasure:	None	None	None
Alignment:	Always neutral evil	Always neutral evil	Always neutral evil
Advancement:	None	None	None
Level	—	—	—
Adjustment:			

	Wyvern Zombie	Gray Render Zombie
	Large Undead	Large Undead
Hit Dice:	14d12+7 (98 hp)	20d8+10 (140 hp)
Initiative:	+0	-1
Speed:	20' (4 squares; can't run), fly 60' (poor)	30' (6 squares; can't run)
Armor Class:	20 (-2 size, +12 natural), touch 8, flat-footed 20	16 (-1 size, -1 Dex, +8 natural) touch 8, flat-footed 16
Base	+7/+16	+10/+21
Attack/Grapple:		
Attack:	Slam +11 melee (2d6+7) or talons +11 melee (2d6+5)	Bite +16 melee (2d6+7) or slam +16 melee (1d8+10)
Full Attack:	Slam +11 melee (2d6+7) or talons +11 melee (2d6+5)	Bite +16 melee (2d6+7) or slam +16 melee (1d8+10)
Special Attacks:	—	—
Special Qualities:	Single actions only, damage reduction 5/slashing, darkvision 60', undead traits	Single actions only, damage reduction 5/slashing, darkvision 60', undead traits
Saves:	Fort +4, Ref +4, Will +9	Fort +6, Ref +5, Will +12
Abilities:	Str 21, Dex 10, Con —, Int —, Wis 10, Cha 1	Str 25, Dex 8, Con —, Int —, Wis 10, Cha 1
Skills:	—	—
Feats:	Toughness	Toughness
Environment:	Warm hills	Temperate marshes
Organization:	Any	Any
Challenge Rating:	4	6
Treasure:	None	None
Alignment:	Always neutral evil	Always neutral evil
Advancement:	16–20 HD (Huge)	None
Level Adjustment:	—	—

Chapter 4: Templates

Certain creatures are created by adding a template to an existing creature. A templated creature can represent a freak of nature, the individual creation of a single experimenter, or the first generation of offspring from parents of different species.

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 statistics 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."

Size and Type: Templates often change a creature's type, and may change the creature's size.

If a template changes the base creature's type, the creature also acquires the augmented subtype unless the template description indicates otherwise. The augmented subtype is always paired with the creature's original type. Unless a template indicates otherwise, the new creature has the traits of the new type but the features of the original type.

If a template changes a creature's size, use Table: Changes to Statistics by Size to calculate changes to natural armor, Armor Class, attack rolls, and grapple bonus.

Hit Dice and Hit Points: Most templates do not change the number of Hit Dice a monster has, but some do. Some templates change the size of a creature's Hit Dice (usually by changing the creature type). A few templates change previously acquired Hit Dice, and continue to change Hit Dice gained with class levels, but most templates that change Hit Dice change only the creature's original HD and leave class Hit Dice unchanged.

If the Hit Dice entry in a template description is missing, Hit Dice and hit points do not change unless the creature's Constitution modifier changes.

Initiative: If a template changes the monster's Dexterity, or if it adds or removes the Improved Initiative feat, this entry changes.

Speed: If a template modifies a creature's speed, the template states how that happens. More commonly, a template adds a new movement mode.

Armor Class: If a template changes the creature's size, see Table:

Changes to Statistics by Size to determine its new Armor Class and to see whether its natural armor changes. In some cases the method of determining Armor Class changes radically; the template description explains how to adjust the creature's AC.

Base Attack/Grapple: Templates usually do not change a creature's base attack bonus. If a template modifies a creature's base attack bonus, the template description states how that happens. Changes to a creature's Strength score can change a creature's grapple bonus, as can changes to its size.

Attack and Full Attack: Most templates do not change a creature's attack bonus or modes of attack, even when the creature's type changes (the creature's base attack bonus is the same as a creature of the original type). Of course, any change in ability scores may affect attack bonuses. If Strength or Dexterity changes, use the new modifier to determine attack bonuses. A change in a monster's size also changes its attack bonus; see Table: Changes to Statistics by Size.

Damage: Damage changes with Strength. If the creature uses a two-handed weapon or has a single natural weapon, it adds 1-1/2 times its Strength bonus to the damage. If it has more than a single attack then it adds its Strength bonus to damage rolls for the primary attack and 1/2 its Strength bonus to all secondary attacks.

Space/Reach: A template may change this entry if it changes the monster's size. Note that this table does not take into account special situations such as exceptional reach.

Special Attacks: A template may add or remove special attacks. The template description gives the details of any special attacks a template provides, including how to determine saving throw DCs, if applicable.

Special Qualities: A template may add or remove special qualities. The template description gives the details of any special qualities a template provides, including how to determine saving throw DCs, if applicable. Even if the special qualities entry is missing from a template description, the creature still gains any qualities associated with its new type.

Base Saves: As with attacks, changing a monster's type does not always change its base saving throw bonuses. You only need to adjust them for new modifiers for Constitution, Dexterity, or Wisdom. A template may, however, state that a monster has a different "good" saving throw.

Abilities: If a template changes one or more ability scores, these changes are noted here.

Skills: As with attacks, changing a monster's type does not always change its skill points. Most templates don't change the number of Hit Dice a creature has, so you don't need to adjust skills in that case unless the key abilities for those skills have changed, or the template gives a bonus on one or more skills, or unless the template gives a feat that provides a bonus on a skill check.

Some templates change how skill points are determined, but this change usually only affects skill points gained after the template is applied. Treat skills listed in the base creature's description as class skills, as well as any new skills provided by the template.

Feats: Since most templates do not change the number of Hit Dice

a creature has, a template will not change the number of feats the creature has. Some templates grant one or more bonus feats.

Environment: Usually the same as the base creature.

Organization: Usually the same as the base creature.

Challenge Rating: Most templates increase the creature's Challenge Rating. A template might provide a modifier to be added to the base creature's CR, or it might specify a range of modifiers depending on the base creature's original Hit Dice or CR.

Treasure: Usually the same as the base creature.

Alignment: Usually the same as the base creature, unless the template is associated with a certain alignment.

Advancement: Usually the same as the base creature.

Level Adjustment: This entry is a modifier to the base creature's level adjustment. Any level adjustment is meaningless unless the creature retains a high enough Intelligence (minimum 3) to gain class levels after applying the template.

Adding More Than One Template

In theory, there's no limit to the number of templates you can add to a creature. To add more than one template, just apply each template one at a time. Always apply inherited templates before applying acquired templates. Whenever you add multiple templates, pay attention to the creature's type – you may add a template that makes the creature ineligible for other templates you might want to add.

Template Descriptions

Celestial

Celestial creatures dwell on the upper planes, the realms of good, 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.

CREATING A CELESTIAL CREATURE

"Celestial" is an inherited template that can be added to any corporeal animal, aberration, animal, dragon, fey, giant, humanoid, magical beast, monstrous humanoid, plant, or vermin of good or neutral alignment (referred to hereafter as the base creature).

A celestial creature uses all the base creature's statistics and abilities except as noted here. Do not recalculate the creature's Hit Dice, base attack bonus, saves, or skill points if its type changes. All abilities related to hit dice include all hit dice the creature has, whether they come from racial hit dice or class levels.

Size and Type: Animals or vermin with this template become magical beasts, but otherwise the creature type is unchanged. Size is unchanged. Celestial creatures encountered on the Material Plane have the extraplanar subtype.

Special Attacks: A celestial creature retains all the special attacks of the base creature and also gains the following attack.

Smite Evil (Su): Once per day a celestial creature can make a normal melee attack to deal extra damage equal to its HD (maximum of +20) against an evil foe.

Special Qualities: A celestial creature retains all the special qualities of the base creature and also gains the following qualities.

- Darkvision out to 60'.
- Damage reduction (see the table below).
- Resistance to acid, cold, and electricity (see the table below).
- Spell resistance equal to character level + 5 (maximum 25).

Table 4-1: Celestial Creature Special Qualities

Hit Dice	Resistance to Acid, Cold, Electricity	Damage Reduction
1–3	5	—
4–7	5	5/magic
8–11	10	5/magic
12 or more	10	10/magic

If the base creature already has one or more of these special qualities, use the better value.

If a celestial creature gains damage reduction, its natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Abilities: Same as the base creature, but Intelligence is at least 3.

Environment: Any good-aligned plane.

Challenge Rating: HD 3 or less, as base creature; HD 4 to 7, as base creature +1; HD 8 or more, as base creature +2.

Alignment: Always good (any).

Level Adjustment: Same as the base creature +2.

Fiendish

Fiendish creatures dwell on the lower planes, the realms of evil, although they resemble beings found on the Material Plane. They are more fearsome in appearance than their earthly counterparts.

CREATING A FIENDISH CREATURE

"Fiendish" is an inherited template that can be added to any corporeal aberration, animal, dragon, fey, giant, humanoid, magical beast, monstrous humanoid, ooze, plant, or vermin of nongood alignment (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 Hit Dice, base attack bonus, saves, or skill points if its type changes. All abilities related to hit dice include all hit dice the creature has, whether they come from racial hit dice or class levels.

Size and Type: Animals or vermin with this template become magical beasts, but otherwise the creature type is unchanged. Size is unchanged. Fiendish creatures encountered on the Material Plane have the extraplanar subtype.

Special Attacks: A fiendish creature retains all the special attacks of the base creature and also gains the following special attack.

Smite Good (Su): Once per day the creature can make a normal melee attack to deal extra damage equal to its HD total (maximum of +20) against a good foe.

Special Qualities: A fiendish creature retains all the special qualities of the base creature and also gains the following.

- Darkvision out to 60'.
- Damage reduction (see the table below).
- Resistance to cold and fire (see the table below).
- Spell resistance equal to the creature's HD + 5 (maximum 25).

If the base creature already has one or more of these special qualities, use the better value.

If a fiendish creature gains damage reduction, its natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Abilities: Same as the base creature, but Intelligence is at least 3.

Environment: Any evil-aligned plane.

Challenge Rating: HD 3 or less, as base creature; HD 4 to 7, as base creature +1; HD 8 or more, as base creature +2.

Alignment: Always evil (any).

Level Adjustment: Same as the base creature +2.

Table 4-2: Fiendish Creature Special Qualities

Hit Dice	Resistance to Cold and Fire	Damage Reduction
1–3	5	—
4–7	5	5/magic
8–11	10	5/magic
12 or more	10	10/magic

Ghost

Ghosts are the spectral remnants of intelligent beings who, for one reason or another, cannot rest easily in their graves. A ghost greatly resembles its corporeal form in life, but in some cases the spiritual form is somewhat altered.

CREATING A GHOST

“Ghost” is an acquired template that can be added to any aberration, animal, dragon, giant, humanoid, magical beast, monstrous humanoid, or plant. The creature (referred to hereafter as the base creature) must have a Charisma score of at least 6.

A ghost uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to undead. Do not recalculate the creature's base attack bonus, saves, or skill points. It gains the incorporeal subtype. Size is unchanged.

Hit Dice: All current and future Hit Dice become d12s.

Speed: Ghosts have a fly speed of 30 feet, unless the base creature has a higher fly speed, with perfect maneuverability.

Armor Class: Natural armor is the same as the base creature's but applies only to ethereal encounters. When the ghost manifests (see below), its natural armor bonus is +0, but it gains a deflection bonus equal to its Charisma modifier or +1, whichever is higher.

Attack: A ghost retains all the attacks of the base creature, although those relying on physical contact do not affect creatures that are not ethereal.

Full Attack: A ghost retains all the attacks of the base creature, although those relying on physical contact do not affect creatures that are not ethereal.

Damage: Against ethereal creatures, a ghost uses the base creature's damage values. Against nonethereal creatures, the ghost usually cannot deal physical damage at all but can use its special attacks, if any, when it manifests (see below).

Special Attacks: A ghost retains all the special attacks of the base creature, although those relying on physical contact do not affect nonethereal creatures. The ghost also gains a manifestation ability plus one to three other special attacks as described below. The save DC against a special attack is equal to 10 + 1/2 ghost's HD + ghost's Cha modifier unless otherwise noted.

Corrupting Gaze (Su): A ghost can blast living beings with a glance, at a range of up to 30'. Creatures that meet the ghost's gaze must succeed on a Fortitude save or take 2d10 points of damage and 1d4 points of Charisma damage.

Corrupting Touch (Su): A ghost that hits a living target with its incorporeal touch attack deals 1d6 points of damage. Against ethereal opponents, it adds its Strength modifier to attack and damage rolls. Against nonethereal opponents, it adds its Dexterity modifier to attack rolls only.

Draining Touch (Su): A ghost that hits a living target with its incorporeal touch attack drains 1d4 points from any one ability score it selects. On each such successful attack, the ghost heals 5 points of damage to itself. Against ethereal opponents, it adds its Strength modifier to attack rolls only. Against nonethereal opponents, it adds its Dexterity modifier to attack rolls only.

Frightful Moan (Su): A ghost can emit a frightful moan as a standard action. All living creatures within a 30' spread must succeed on a Will save or become panicked for 2d4 rounds. This is a sonic necromantic mind-affecting fear effect. A creature that successfully saves against the moan cannot be affected by the same ghost's moan for 24 hours.

Horrific Appearance (Su): Any living creature within 60 feet that views a ghost must succeed on a Fortitude save or immediately take 1d4 points of Strength damage, 1d4 points of Dexterity damage, and 1d4 points of Constitution damage. A creature that successfully saves against this effect cannot be affected by the same ghost's horrific appearance for 24 hours.

Malevolence (Su): Once per round, an ethereal ghost can merge its body with a creature on the Material Plane. This ability is similar to a *magic jar* spell (caster level 10th or the ghost's Hit Dice, whichever is higher), except that it does not require a receptacle. To use this ability, the ghost must be manifested and it must try move into the target's space; moving into the target's space to use the malevolence ability does not provoke attacks of opportunity. The target can resist the attack with a successful Will save (DC 15 + ghost's Cha modifier). A creature that successfully saves is immune to that same ghost's malevolence for 24 hours, and the ghost cannot enter the target's space. If the save fails, the ghost vanishes into the target's body.

Manifestation (Su): Every ghost has this ability. A ghost dwells on the Ethereal Plane and, as an ethereal creature, it cannot affect or be

affected by anything in the material world. When a ghost manifests, it partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. A manifested ghost can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested ghost can pass through solid objects at will, and its own attacks pass through armor. A manifested ghost always moves silently. A manifested ghost can strike with its touch attack or with a ghost touch weapon (see Ghostly Equipment, below). A manifested ghost remains partially on the Ethereal Plane, where it is not incorporeal. A manifested ghost can be attacked by opponents on either the Material Plane or the Ethereal Plane. The ghost's incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal Plane.

When a spellcasting ghost is not manifested and is on the Ethereal Plane, its spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When a spellcasting ghost manifests, its spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on touch. A manifested ghost's touch spells don't work on nonethereal targets.

A ghost has two home planes, the Material Plane and the Ethereal Plane. It is not considered extraplanar when on either of these planes.

Telekinesis (Su): A ghost can use *telekinesis* as a standard action (caster level 12th or equal to the ghost's HD, whichever is higher). When a ghost uses this power, it must wait 1d4 rounds before using it again.

Special Qualities: A ghost has all the special qualities of the base creature as well as those described below.

Rejuvenation (Su): In most cases, it's difficult to destroy a ghost through simple combat: The "destroyed" spirit will often restore itself in 2d4 days. Even the most powerful spells are usually only temporary solutions. A ghost that would otherwise be destroyed returns to its old haunts with a successful level check (1d20 + ghost's HD) against DC 16. As a rule, the only way to get rid of a ghost for sure is to determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each spirit and may require a good deal of research.

Turn Resistance (Ex): A ghost has +4 turn resistance.

Abilities: Same as the base creature, except that the ghost has no Constitution score, and its Charisma score increases by +4.

Skills: Ghosts have a +8 racial bonus on Hide, Listen, Search, and Spot checks. Otherwise same as the base creature.

Environment: Any, often as base creature.

Organization: Solitary, gang (2–4), or mob (7–12).

Challenge Rating: Same as the base creature +2.

Treasure: None.

Alignment: Any.

Level Adjustment: Same as the base creature +5.

GHOSTLY EQUIPMENT

When a ghost forms, all its equipment and carried items usually become ethereal along with it. In addition, the ghost retains 2d4

items that it particularly valued in life (provided they are not in another creature's possession). The equipment works normally on the Ethereal Plane but passes harmlessly through material objects or creatures. A weapon of +1 or better magical enhancement, however, can harm material creatures when the ghost manifests, but any such attack has a 50% chance to fail unless the weapon is a ghost touch weapon (just as magic weapons can fail to harm the ghost).

The original material items remain behind, just as the ghost's physical remains do. If another creature seizes the original, the ethereal copy fades away. This loss invariably angers the ghost, who stops at nothing to return the item to its original resting place.

Half-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.

CREATING A HALF-CELESTIAL

"Half-celestial" is an inherited template that can be added to any living, corporeal creature with an Intelligence score of 4 or higher and nonevil alignment (referred to hereafter as the base creature).

A half-celestial uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to outsider. Do not recalculate the creature's Hit Dice, base attack bonus, or saves. Size is unchanged. 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.

Armor Class: Natural armor improves by +1 (this stacks with any natural armor bonus the base creature has).

Special Attacks: A half-celestial retains all the special attacks of the base creature and also gains the following special abilities.

Daylight (Su): Half-celestials can use a *daylight* effect (as the spell) at will.

Smite Evil (Su): Once per day a half-celestial can make a normal melee attack to deal extra damage equal to its HD (maximum of +20) against an evil foe.

Spell-Like Abilities: A half-celestial with an Intelligence or Wisdom score of 8 or higher has two or more spell-like abilities, depending on its Hit Dice, as indicated on the table below. The abilities are cumulative

Unless otherwise noted, an ability is usable once per day. Caster level equals the creature's HD, and the save DC is Charisma-based.

Table 4-3: Half-Celestial Spell-Like Abilities

HD	Abilities
1–2	<i>Protection from evil</i> 3/day, <i>bles</i>
3–4	<i>Aid</i> , <i>detect evil</i>
5–6	<i>Cure serious wounds</i> , <i>neutralize poison</i>
7–8	<i>Holy smite</i> , <i>remove disease</i>
9–10	<i>Dispel evil</i>
11–12	<i>Holy word</i>
13–14	<i>Holy aura</i> 3/day, <i>hallow</i>
15–16	<i>Mass charm monster</i>
17–18	<i>Summon monster IX</i> (celestials only)
19–20	<i>Resurrection</i>

Special Qualities: A half-celestial has all the special qualities of the base creature, plus the following special qualities.

- Darkvision out to 60'.
- Immunity to disease.
- Resistance to acid 10, cold 10, and electricity 10.
- Damage reduction: 5/magic (if HD 11 or less) or 10/magic (if HD 12 or more).
- A half-celestial's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.
- Spell resistance equal to creature's HD + 10 (maximum 35).
- +4 racial bonus on Fortitude saves against poison.

Abilities: Increase from the base creature as follows: Str +4, Dex +2, Con +4, Int +2, Wis +4, Cha +4.

Skills: A half-celestial gains skill points as an outsider and has skill points equal to $(8 + \text{Int modifier}) \times \text{HD} + 3$. Do not include Hit Dice from class levels in this calculation—the half-celestial gains outsider skill points only for its racial Hit Dice, and gains the normal amount of skill points for its class levels. Treat skills from the base creature's list as class skills, and other skills as cross-class.

Challenge Rating: HD 5 or less, as base creature +1; HD 6 to 10, as base creature +2; HD 11 or more, as base creature +3.

Alignment: Always good (any).

Level Adjustment: Same as base creature +4.

Half-Dragon

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.

CREATING A HALF-DRAGON

“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.

Size and Type: The creature's type changes to dragon. Size is unchanged. Do not recalculate base attack bonus or saves.

Hit Dice: Increase base creature's racial HD by one die size, to a maximum of d12. Do not increase class HD.

Speed: A half-dragon that is Large or larger has wings and can fly at twice its base land speed (maximum 120') with average

maneuverability. A half-dragon that is Medium or smaller does not have wings.

Armor Class: Natural armor improves by +4.

Attack: A half-dragon has two claw attacks and a bite attack, and the claws are the primary natural weapon. 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. When it has a weapon, it usually uses the weapon instead.

Full Attack: A half-dragon fighting without weapons uses both claws and its bite when making a full attack. If armed with a weapon, it usually uses the weapon as its primary attack and its bite as a natural secondary attack. If it has a hand free, it uses a claw as an additional natural secondary attack.

Damage: Half-dragons have bite and claw attacks. 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.

Table 4-4: Half-Dragon Claw and Bite Damage

Size	Bite Damage	Claw Damage
Fine	1	—
Diminutive	1d2	1
Tiny	1d3	1d2
Small	1d4	1d3
Medium	1d6	1d4
Large	1d8	1d6
Huge	2d6	1d8
Gargantuan	3d6	2d6
Colossal	4d6	3d6

Special Attacks: A half-dragon retains all the special attacks of the base creature and gains a breath weapon based on the dragon variety (see the table below), usable once per day. A half-dragon's breath weapon deals 6d8 points of damage. A successful Reflex save (DC 10 + 1/2 half-dragon's racial HD + half-dragon's Con modifier) reduces damage by half.

Table 4-5: Half-Dragon Breath Weapon

Dragon Variety	Breath Weapon
Black	60' line of acid
Blue	60' ine of lightning
Green	30' cone of corrosive (acid) gas
Red	30' cone of fire
White	30' cone of cold
Brass	60' line of fire
Bronze	60' line of lightning
Copper	60' line of acid
Gold	30' cone of fire
Silver	30' cone of cold

Special Qualities: A half-dragon has all the special qualities of the base creature, plus darkvision out to 60 feet and low-light vision. A half-dragon has immunity to *sleep* and paralysis effects, and an additional immunity based on its dragon variety.

Table 4-6: Half-Dragon Energy Immunity

Dragon Variety	Immunity	Dragon Variety	Immunity
Black	Acid	Brass	Fire
Blue	Electricity	Bronze	Electricity
Green	Acid	Copper	Acid
Red	Fire	Gold	Fire
White	Cold	Silver	Cold

Abilities: Increase from the base creature as follows: Str +8, Con +2, Int +2, Cha +2.

Skills: A half-dragon gains skill points as a dragon and has skill points equal to $(6 + \text{Int modifier}) \times \lfloor \text{HD} + 3 \rfloor$. Do not include Hit Dice from class levels in this calculation—the half-dragon gains dragon skill points only for its racial Hit Dice, and gains the normal amount of skill points for its class levels. Treat skills from the base creature’s list as class skills, and other skills as cross-class.

Environment: Same as either the base creature or the dragon variety.

Challenge Rating: Same as the base creature + 2 (minimum 3).

Alignment: Same as the dragon variety.

Level Adjustment: Same as base creature +3.

Half-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.

CREATING A HALF-FIEND

“Half-fiend” is an inherited template that can be added to any living, corporeal creature with an Intelligence score of 4 or more and nongood alignment (referred to hereafter as the base creature).

A half-fiend uses all the base creature’s statistics and special abilities except as noted here.

Size and Type: The creature’s type changes to outsider. Do not recalculate Hit Dice, base attack bonus, or saves. Size is unchanged. Half-fiends are normally native outsiders.

Speed: A half-fiend 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).

Armor Class: Natural armor improves by +1 (this stacks with any natural armor bonus the base creature has).

Attack: A half-fiend has two claw attacks and a bite attack, and the claws are the primary natural weapon. If the base creature can use weapons, the half-fiend retains this ability. A half-fiend fighting without weapons uses a claw when making an attack action. When it has a weapon, it usually uses the weapon instead.

Full Attack: A half-fiend fighting without weapons uses both claws and its bite when making a full attack. If armed with a weapon, it usually uses the weapon as its primary attack and its bite as a natural secondary attack. If it has a hand free, it uses a claw as an additional natural secondary attack.

Damage: Half-fiends have bite and claw attacks. 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.

Table 4-7: Half-Fiend Bite and Claw Damage

Size	Bite Damage	Claw Damage
Fine	1	—
Diminutive	1d2	1
Tiny	1d3	1d2
Small	1d4	1d3
Medium	1d6	1d4
Large	1d8	1d6
Huge	2d6	1d8
Gargantuan	3d6	2d6
Colossal	4d6	3d6

Special Attacks: A half-fiend retains all the special attacks of the base creature and gains the following special attack.

Smite Good (Su): Once per day the creature can make a normal melee attack to deal extra damage equal to its HD (maximum of +20) against a good foe.

Spell-Like Abilities: A half-fiend with an Intelligence or Wisdom score of 8 or higher has spell-like abilities depending on its Hit Dice, as indicated on the table below. The abilities are cumulative. Unless otherwise noted, an ability is usable once per day. Caster level equals the creature’s HD, and the save DC is Charisma-based.

Table 4-8: Half-Fiend Spell-Like Abilities

HD	Abilities
1–2	<i>Darkness</i> 3/day
3–4	<i>Desecrate</i>
5–6	<i>Unholy blight</i>
7–8	<i>Poison</i> 3/day
9–10	<i>Contagion</i>
11–12	<i>Blasphemy</i>
13–14	<i>Unholy aura</i> 3/day, <i>unhallow</i>
15–16	<i>Horrid wilting</i>
17–18	<i>Summon monster IX</i> (fiends only)
19–20	<i>Destruction</i>

Special Qualities: A half-fiend has all the special qualities of the base creature, plus the following special qualities.

- Darkvision out to 60’.
- Immunity to poison.
- Resistance to acid 10, cold 10, electricity 10, and fire 10.
- Damage reduction: 5/magic (if HD 11 or less) or 10/magic (if HD 12 or more).
- A half-fiend’s natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.
- Spell resistance equal to creature’s HD + 10 (maximum 35).

Abilities: Increase from the base creature as follows: Str +4, Dex +4, Con +2, Int +4, Cha +2.

Skills: A half-fiend gains skill points as an outsider and has skill points equal to $(8 + \text{Int modifier}) \times \lfloor \text{HD} + 3 \rfloor$. Do not include Hit Dice from class levels in this calculation—the half-fiend gains outsider skill points only for its racial Hit Dice, and gains the normal amount of skill points for its class levels. Treat skills from the base creature’s list as class skills, and other skills as cross-class.

Challenge Rating: HD 4 or less, as base creature +1; HD 5 to 10, as base creature +2; HD 11 or more, as base creature +3.

Alignment: Always evil (any).

Level Adjustment: +4.

Lich

A lich is an undead spellcaster, usually a wizard or sorcerer but sometimes a cleric or other spellcaster, who has used its magical powers to unnaturally extend its 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 pinpoints of crimson light burn on in the empty sockets.

Liches speak Common plus any other languages they knew in life.

CREATING A LICH

“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; see The Lich’s Phylactery, below.

A lich has all the base creature’s statistics and special abilities except as noted here.

Size and Type: The creature’s type changes to undead. Do not recalculate base attack bonus, saves, or skill points. Size is unchanged.

Hit Dice: Increase all current and future Hit Dice to d12s.

Armor Class: A lich has a +5 natural armor bonus or the base creature’s natural armor bonus, whichever is better.

Attack: A lich has a touch attack that it can use once per round. If the base creature can use weapons, the lich retains this ability. A creature with natural weapons retains those natural weapons. A lich fighting without weapons uses either its touch attack or its primary natural weapon (if it has any). A lich armed with a weapon uses its touch or a weapon, as it desires.

Full Attack: A lich fighting without weapons uses either its touch attack (see above) or its natural weapons (if it has any). If armed with a weapon, it usually uses the weapon as its primary attack along with a touch as a natural secondary attack, provided it has a way to make that attack (either a free hand or a natural weapon that it can use as a secondary attack).

Damage: A lich without natural weapons has a touch attack that uses negative energy to deal 1d8+5 points of damage to living creatures; a Will save (DC 10 + 1/2 lich’s HD + lich’s Cha modifier) halves the damage. A lich with natural weapons can use its touch attack or its natural weaponry, as it prefers. If it chooses the latter, it deals 1d8+5 points of extra damage on one natural weapon attack.

Special Attacks: A lich retains all the base creature’s special attacks and gains those described below. Save DCs are equal to 10 + 1/2 lich’s HD + lich’s Cha modifier unless otherwise noted.

Fear Aura (Su): Liches are shrouded in a dreadful aura of death and evil. Creatures of less than 5 HD in a 60-foot radius that look at the lich must succeed on a Will save or be affected as though by a *fear* spell from a sorcerer of the lich’s level. A creature that successfully saves cannot be affected again by the same lich’s aura for 24 hours.

Paralyzing Touch (Su): Any living creature a lich hits with its touch attack must succeed on a Fortitude save or be permanently paralyzed. *Remove paralysis* or any spell that can remove a curse can free the victim (see the *bestow curse* spell description). The effect cannot be dispelled. Anyone paralyzed by a lich seems dead, though a DC 20 Spot check or a DC 15 Heal check reveals that the victim is still alive.

Spells: A lich can cast any spells it could cast while alive.

Special Qualities: A lich retains all the base creature’s special qualities and gains those described below.

Turn Resistance (Ex): A lich has +4 turn resistance.

Damage Reduction (Su): A lich’s undead body is tough, giving the creature damage reduction 15/bludgeoning and magic. Its natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Immunities (Ex): Liches have immunity to cold, electricity, polymorph (though they can use polymorph effects on themselves), and mind-affecting attacks.

Abilities: Increase from the base creature as follows: Int +2, Wis +2, Cha +2. Being undead, a lich has no Constitution score.

Skills: Liches have a +8 racial bonus on Hide, Listen, Move Silently, Search, Sense Motive, and Spot checks. Liches use their Charisma modifier on Concentration checks. Otherwise same as the base creature.

Organization: Solitary or troupe (1 lich, plus 2–4 vampires and 5–8 vampire spawn).

Challenge Rating: Same as the base creature + 2.

Treasure: Standard coins; double goods; double items.

Alignment: Any evil.

Advancement: By character class.

Level Adjustment: Same as the base creature +4.

LICH CHARACTERS

The process of becoming a lich is unspeakably evil and can be undertaken only by a willing character. A lich retains all class abilities it had in life.

THE LICH’S PHYLACTERY

An integral part of becoming a lich is creating a magic phylactery in which the character 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 1d10 days after its apparent death.

Each lich must make its own phylactery, which requires the Craft Wondrous Item feat. The character must be able to cast spells and have a caster level of 11th or higher. The phylactery costs 120,000 gp and 4,800 XP to create and has a caster level equal to that of its creator at the time of creation.

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 40 hit points, hardness 20, and a break DC of 40.

Other forms of phylacteries can exist, such as rings, amulets, or similar items.

Lycanthrope

Lycanthropes are humanoids or giants 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 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.

Lycanthropy can be spread like a disease. Sometimes a lycanthrope begins life as a normal humanoid or giant 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.

COMBAT

A lycanthrope in its humanoid (or giant) 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 low-light vision, 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, although its bite carries the disease of lycanthropy. 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 can spread lycanthropy with its bite, and it has the same damage reduction that its animal form possesses.

CREATING A LYCANTHROPE

“Lycanthrope” is a template that can be added to any humanoid or giant (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 multiclassing as an animal and gaining the appropriate Hit Dice.

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 some type of carnivorous or omnivorous creature of the animal type (referred to hereafter as the base animal).

This animal can be any predator, scavenger, or omnivore 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 lycanthrope uses either the base creature’s or the base animal’s statistics and special abilities in addition to those described here.

Hit Dice and Hit Points: Same as the base creature plus those of the base animal. To calculate total hit points, apply Constitution modifiers according to the score the lycanthrope has in each form. Unlike most racial hit dice, the animal hit dice gained from this template may not be used to exchange a racial hit die for a character’s first class level; that hit die must come from the character’s humanoid or giant hit dice.

Speed: Same as the base creature or base animal, depending on which form the lycanthrope is using. Hybrids use the base creature’s speed.

Armor Class: The base creature’s natural armor bonus increases by +2 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.

Base Attack/Grapple: Add the base attack bonus for the base animal to the base attack bonus for the base creature. The lycanthrope’s grapple bonus uses its attack bonus and modifiers for Strength and size depending on the lycanthrope’s form.

Attacks: Same as the base creature or base animal, depending on which form the lycanthrope is using. A lycanthrope in hybrid form gains two claw attacks and a bite attack as natural weapons.

These weapons deal damage based on the hybrid form’s size. A hybrid may attack with a weapon and a bite, or may attack with its natural weapons. The bite attack of a hybrid is a secondary attack.

Table 4-9: Hybrid Claw and Bite Damage

Hybrid Size	Claw	Bite
Small	1d3	1d4
Medium	1d4	1d6
Large	1d6	1d8
Huge	2d4	2d6

Damage: Same as the base creature or base animal, depending on which form the lycanthrope is in.

Special Attacks: A lycanthrope retains the special attacks of the base creature or base animal, depending on which form it is using, and also gains the special attacks described below.

A lycanthrope’s hybrid form does not gain any special attacks of the base animal. A lycanthrope spellcaster cannot cast spells with verbal, somatic, or material components while in animal form, or spells with verbal components while in hybrid form.

Curse of Lycanthropy (Su): Any humanoid or giant hit by a natural lycanthrope’s bite attack in animal or hybrid form must succeed on a DC 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.

Special Qualities: A lycanthrope retains all the special qualities of the base creature and the base animal, and also gains those described below.

Alternate Form (Su): A lycanthrope can shift into animal form as though using the *polymorph* spell on itself, though its gear is not affected, it does not regain hit points for changing form, and only the specific animal form indicated for the lycanthrope can be assumed. It does not assume the ability scores of the animal, but instead adds the animal's physical ability score modifiers to its own ability scores. 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.

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 Lycanthropy as an Affliction, below), but natural lycanthropes have full control over this power.

If the polymorphed template is applied to a lycanthrope, it is always applied to the lycanthrope's base form (not its animal form) even if the lycanthrope is in its animal or hybrid form at the time the template is applied.

Damage Reduction (Ex): An afflicted lycanthrope in animal or hybrid form has damage reduction 5/silver. A natural lycanthrope in animal or hybrid form has damage reduction 10/silver.

Lycanthropic Empathy (Ex): 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."

Low-Light Vision (Ex): A lycanthrope has low-light vision in any form.

Scent (Ex): A lycanthrope has the scent ability in any form.

Base Save Bonuses: Add the base save bonuses of the base animal to the base save bonuses of the base creature.

Abilities: All lycanthropes gain +2 to Wisdom. In addition, when in animal form, a lycanthrope's physical ability scores improve according to its kind, as set out in the table below. These adjustments are equal to the animal's normal ability scores -10 or -11. A lycanthrope in hybrid form modifies its physical ability scores by the same amount.

In addition, a lycanthrope may also gain an additional ability score increase by virtue of its extra Hit Dice.

Skills: A lycanthrope gains skill points equal to 2 + Int modifier, as if it had multiclassed into the animal type. Any skill given in the animal's description is a class skill for the lycanthrope's animal levels. In any form, a lycanthrope also has any racial skill bonuses of the base creature and of the base animal, although conditional skill bonuses only apply in the associated form.

Feats: Add the base animal's feats to the base creature's. If this results in a lycanthrope having the same feat twice, the lycanthrope gains no additional benefit unless the feat normally can be taken more once, in which case the duplicated feat works as noted in the feat description. This process may give the lycanthrope more feats than a character of its total Hit Dice would normally be entitled to; if this occurs, any "extra" feats are denoted as bonus feats.

It's possible that a lycanthrope cannot meet the prerequisites for all

its feats when in humanoid form. If this occurs, the lycanthrope still has the feats, but cannot use those for which it does not meet the prerequisites when in humanoid form. A lycanthrope receives Iron Will as a racial bonus feat, which applies to any form.

Environment: Same as either the base creature or base animal.

Organization: Solitary or pair, sometimes family (3-4), pack (6-10), or troupe (family plus related animals)

Challenge Rating: By class level or base creature, modified according to the HD of the base animal: 1 HD or 2 HD, +2; 3 HD to 5 HD, +3; 6 HD to 10 HD, +4; 11 HD to 20 HD, +5; 21 or more HD, +6.

Treasure: Standard.

Alignment: Any. Noble creatures such as bears, eagles, and lions tend to produce good-aligned lycanthropes. Sinister creatures such as rats, snakes, and wolves tend to produce evil-aligned lycanthropes. This is a reflection of how these animals are perceived, not any innate quality of the animal itself, so the alignment of the animal form can be arbitrarily assigned.

Advancement: By character class.

Level Adjustment: Same as the base creature +2 (afflicted) or +3 (natural). In addition, a lycanthrope's character level is increased by the number of racial Hit Dice the base animal has.

Lycanthropy as an Affliction

When a character contracts lycanthropy through a lycanthrope's bite (see above), 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 an NPC. The character remains in animal form, assuming the appropriate alignment, until the next dawn.

The character's actions during this first episode are dictated by the alignment of its animal form. The character remembers nothing about the entire episode (or subsequent episodes) unless he succeeds on a DC 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 below) to resist changing into animal form. Any player character not yet aware of his or her lycanthropic condition temporarily becomes an NPC during an involuntary change, and acts according to the alignment of his or her animal form.

A character 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 make a Will save (DC 15 + number of times he has been in animal form) or permanently assume the alignment of his animal form in all shapes.

Once a character becomes aware of his affliction, he can now voluntarily attempt to change to animal or hybrid form, using the appropriate Control Shape check DC. An attempt is a standard action and can be made each round. Any voluntary change to animal or hybrid form immediately and permanently changes the character's alignment to that of the appropriate lycanthrope.

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. Magic armor survives the change if it succeeds on a DC 15 Fortitude save. An afflicted character who is not aware of his condition remains in animal form until the next dawn. An afflicted character who is aware of his or her condition (see above) 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 character who eats a sprig of belladonna (also called wolfsbane) within 1 hour of a lycanthrope's attack can attempt a DC 20 Fortitude save to shake off the affliction. If a healer administers the herb, use the character's save bonus or the healer's Heal 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).

However, fresh or not, belladonna is toxic. The character must succeed on a DC 13 Fortitude save or take 1d6 points of Strength damage. One minute later, the character must succeed on a second DC 13 save or take an additional 2d6 points of Strength damage.

A *remove disease* or *heal* spell cast by a cleric of 12th level or higher also cures the affliction, provided the character receives the spell within three days of the lycanthrope's attack.

The only other way to remove the affliction is to cast *remove curse* or *break enchantment* on the character during one of the three days of the full moon. After receiving the spell, the character must succeed on a DC 20 Will save to break the curse (the caster knows if the spell works). If the save fails, the process must be repeated.

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.

Lycanthropes as Characters

Becoming a lycanthrope does not change a character's favored class but usually changes alignment (see above). This alignment change may cause characters of certain classes to lose some of their class features.

Lycanthrope characters possess the following racial traits.

- +2 Wisdom. Physical abilities are increased by the animal form's ability modifiers when a lycanthrope changes to its hybrid or animal forms.
- Size same as the base creature or the base animal form.
- Low-light vision in any form.
- Scent in any form.
- Racial Hit Dice: A lycanthrope adds the Hit Dice of its animal form to its base Hit Dice for race, level, and class. These additional Hit Dice modify the lycanthrope's base attack bonus and base saving throw bonuses accordingly. These Hit Dice may not be

counted toward class levels gained for the purposes of reducing level adjustment nor may the character exchange an animal racial hit die for its first character level.

- Racial Skills: A lycanthrope adds skill points for its animal Hit Dice much as if it had multiclassed into the animal type. It gains skill points equal to 2 + Int modifier. Any skills that appear in the animal's description are treated as class skills for the lycanthrope's animal levels. Any racial skill adjustments of the lycanthrope's base race and its animal form (but not conditional adjustments) are added to its skill modifiers in any form.
- Racial Feats: All lycanthropes gain Iron Will as a bonus feat.
- +2 natural armor bonus in any form.
- Special Qualities (see above): Alternate form, lycanthropic empathy, curse of lycanthropy (in animal or hybrid form only).
- Afflicted lycanthrope: damage reduction 5/silver (in animal or hybrid form only).
- Natural lycanthrope: damage reduction 10/silver (in animal or hybrid form only).
- Automatic Languages: As base creature.
- Favored Class: Same as the base creature.
- Level adjustment: Same as the base creature +2 (afflicted) or +3 (natural).

CONTROL SHAPE (WIS)

Any character who has contracted lycanthropy and is aware of his condition can learn Control Shape as a class skill. (An afflicted lycanthrope not yet aware of his condition can attempt Control Shape checks untrained.) This skill determines whether an afflicted lycanthrope can control his shape. A natural lycanthrope does not need this skill, since it has full control over its shape.

Check (Involuntary Change): An afflicted character must make a DC 25 Control Shape check at moonrise each night of the full moon to resist involuntarily assuming animal form. An injured character must also check for an involuntary change after accumulating enough damage to reduce his hit points by one-quarter and again after each additional one-quarter lost.

On a failed check, the character must remain in animal form until the next dawn, when he automatically returns to his base form. A character aware of his condition may make one attempt to return to humanoid form (see below), 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.

Table 4-10: Involuntary Change DC

Involuntary Change	Control Shape DC
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.

Retry (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).

Polymorphed

"Polymorphed" is a temporary acquired template that can be added to any aberration, animal, construct, dragon, elemental, fey, giant, humanoid, magical beast, monstrous humanoid, outsider, undead, or vermin. The shapeshifted creature (known as the "base creature") takes on the shape and some of the characteristics of another creature (the "assumed shape"). Which creature types are available for the assumed shape are dependent on the spell, spell-like ability, or supernatural ability that grants the Polymorphed template. The assumed shape must always be the base form of the creature, and cannot be a version of the creature advanced in Hit Dice in any way.

A polymorphed creature uses all of the base creature's statistics and abilities except as noted here. Do not recalculate the creature's Hit Dice, base attack bonus, base saves, feats (including racial bonus feats and proficiencies) or skill points. For purposes of this template, a "racial" ability is inherent to any member of the creature in question's race; the template does not grant or remove any class abilities, even if it has the same name as a racial ability.

Size: The polymorphed creature takes on the size of the assumed shape, although note that certain spells or abilities limit the choice of the assumed shape based on the size of the base creature. The creature gains the reach of the assumed shape.

Type: The base creature retains its own type, as well as all qualities associated with it. For example, an outsider that has assumed human shape still does not need to eat or sleep. It loses any of the following subtypes: Air, Aquatic, Cold, Earth, Fire, Goblinoid, Incorporeal, Reptilian, Swarm, and Water. If the assumed shape has any of these subtypes, the creature gains them. The creature also gains the Shapechanger subtype if it does not normally possess it.

The traits of the creature's type remain unchanged as a result, so that a human taking the form of an elemental does not gain immunity to critical hits, but an elemental taking the form of a human does not lose it, either. Remember that the Cold and Fire subtypes grant energy immunities and vulnerabilities, even if not listed, and the Aquatic and Water subtypes allow the ability to breathe underwater. Also, if a trait is listed individually as a Special Quality, such as darkvision, it might be affected (see Special Qualities, below).

Speed: Same as the assumed shape. The base creature gains additional movement types as the assumed shape, such as a Fly speed, Swim speed, or Climb speed, if they are nonmagical.

Armor Class: The base creature loses any natural armor bonus it has, and gains any natural armor bonus of the assumed shape, with the following limit: the base creature may not gain a natural armor bonus higher than the caster level of the effect that caused the

polymorphing. If a shape is assumed that would normally possess a natural armor bonus that exceeds this limit, the bonus is lowered to equal the caster level. (Use the Hit Dice of the base creature as the caster level if the ability to polymorph is Supernatural.)

Attack: The base creature gains all natural weapon attacks of the assumed shape. Natural weapon attacks are made using the base creature's base attack bonus, but using the assumed shape's attack routine. The creature may thus not use the same natural weapon to make multiple attacks as it might with a manufactured weapon.

Damage: The polymorphed creature's natural weapons inflict the same base damage as those of the assumed shape, modified by the creature's new Strength score. Don't forget that a creature with only one natural weapon adds 1-1/2 its Strength bonus to the damage for that attack.

Special Attacks: The base creature loses any of the following racial special attacks if they are Extraordinary in nature. If the assumed shape possesses any of these qualities as Extraordinary racial abilities, the polymorphed creature gains the same qualities. The referee might allow other abilities that are thematically similar to these, at his discretion.

- *Gross Physical Attacks:* attach, capsize, constrict, crush, engulf, impale, improved grab, leap, pounce, powerful charge, push, rake, rend, rend armor, rock throwing, snatch, swallow whole, tail sweep, trample, trip.
- *Elemental Attack Traits:* air mastery, burn, cold, combustion, drench, earth mastery, fiery aura, heat.

The base creature loses all other racial Extraordinary special attacks, including but not limited to acid, battle frenzy, berserk, blood drain, corrosive slime, cursed wound, disease, extract, ferocity, frightful presence, howl, light ray, mimicry, moan, paralysis, poison, quills, rage, sneak attack, spit acid, spittle, spores, stench, or web. As a rule of thumb, any ability that produces a sound, excretes a physical substance or object of any kind, involves reproduction or growth, or requires a particular state of mind on the part of the assumed shape cannot be gained via the Polymorphed template.

The base creature loses all racial Supernatural special attacks, and gains none of the assumed shape's racial Supernatural attacks.

Special Qualities: The base creature loses any of the following racial special qualities that are Extraordinary in nature. If the assumed shape possesses any of these qualities as Extraordinary racial abilities, the polymorphed creature gains the same qualities.

- *Survival Qualities:* amphibious, immunity to energy, immunity to poison, fast healing, hold breath, resistance to energy, rock catching, vulnerability to energy, water breathing.
- *Sensory Qualities:* blindsense, blindsight, darkvision, keen senses, light blindness, light sensitivity, low-light vision, scent, tremorsense.

The base creature retains certain Extraordinary special qualities (listed below) and does not take on any of these qualities from the assumed shape. The base creature loses all other Extraordinary special qualities.

- damage reduction, magic immunity, regeneration, spell resistance.
- Any ability to overcome damage resistance granted by

type, subtype, or damage reduction.

The base creature retains all Supernatural special qualities, and gains none of the Supernatural special qualities of the assumed shape.

Spells/Spell-Like Abilities: The base creature retains the ability to cast spells, if it possessed such in the first place, though the new form may limit the creature's ability to use material, somatic, or verbal components. The subject never gains any spellcasting ability possessed by the assumed shape.

The base creature keeps all spell-like abilities, and gains none of those possessed by the assumed shape.

Saving Throws: The base creature loses all racial bonuses to saves. If the assumed shape possesses any racial bonuses to saving throws against any effect, the polymorphed creature gains equal bonuses.

Abilities: The base creature loses all racial modifiers to Strength, Dexterity, and Constitution, and gains the racial modifiers to Strength, Dexterity, and Constitution belonging to the assumed shape. The base creature may not gain a racial bonus to any ability score that is greater than the caster level of the effect that caused this template to be applied (if not otherwise specified, such as a supernatural ability in a creature's listing, the caster level equals the creature's racial hit dice). If a shape is assumed that would normally possess a racial ability score bonus that exceeds this limit, the bonus is lowered to equal the caster level. The racial ability scores of the assumed shape can be determined by subtracting 10 (if even) or 11 (if odd) from the creature's listed score, unless the specific creature listing indicates otherwise.

The base creature does not gain or lose hit points as a result of any change in Constitution. The base creature cannot gain or lose a Constitution score, either; if the creature is turning into a creature with no Constitution (an undead or construct), it instead merely becomes a living facsimile of the assumed shape. Likewise, an undead creature or construct that polymorphs into a shape that would have a Constitution score does not gain one. A creature cannot be returned from death or undeath, or granted life, as a result of the Polymorphed template.

Skills: The base creature loses any racial skill bonuses to any Strength, Dexterity, or Constitution-based skills, as well as the Listen, Search, and Spot skills. The creature gains any such racial skill bonus possessed by the assumed shape. The creature is considered to be disguised as a member of the assumed shape, and gains a +10 circumstance bonus to Disguise skill checks.

Equipment: Because it is temporary, the Polymorphed Template affects the equipment and possessions of the creature at the moment that they acquire it. When the spell takes effect, the equipment worn or held by the target is affected depending on its nature:

- If the equipment is the proper size and can be used by the new form "as-is", the equipment is unaffected.
- If the equipment is not the proper size, but could otherwise be used, then it grows or shrinks to a usable size. No other aspects of the equipment is altered; the clothing does not change color or texture to make it any more appropriate to the assumed form, for example. When the spell ends, the equipment reverts to its original size, as it does if the creature drops or removes the equipment.
- If the equipment cannot be used by the new form,

regardless of size, then it melds into the assumed shape and is nonfunctional. For example, if the assumed shape does not have hands or limbs capable of manipulation, any handheld weapons meld into the body. When the Polymorphed template is lost, any melded equipment reappears, in the same location on the creature's body.

Skeleton

Skeletons are the animated bones of the dead, mindless automatons that obey the orders of their evil masters.

A skeleton is seldom garbed in anything more than the rotting remnants of any clothing or armor it was wearing when slain. A skeleton does only what it is ordered to do. It can draw no conclusions of its own and takes no initiative. Because of this limitation, its instructions must always be simple. A skeleton attacks until destroyed.

CREATING A SKELETON

"Skeleton" is an acquired template that can be added to any corporeal creature (other than an undead) that has a skeletal system (referred to hereafter as the base creature).

Size and Type: The creature's type changes to undead. It retains any subtype except for alignment subtypes (such as good) and subtypes that indicate kind. It does not gain the augmented subtype. It uses all the base creature's statistics and special abilities except as noted here.

Hit Dice: Drop any Hit Dice gained from class levels (to a minimum of 1) and raise remaining Hit Dice to d12s.

Speed: Winged skeletons can't use their wings to fly. If the base creature flew magically, so can the skeleton.

Armor Class: Natural armor bonus changes to a number based on the skeleton's size:

Table 4-11: Skeleton Armor Bonus by Size

Tiny or smaller	+0
Small	+1
Medium or Large	+2
Huge	+3
Gargantuan	+6
Colossal	+10

Attacks: A skeleton retains all the natural weapons, manufactured weapon attacks, and weapon proficiencies of the base creature, except for attacks that can't work without flesh. A creature with hands gains one claw attack per hand; the skeleton can strike with each of its claw attacks at its full attack bonus. A skeleton's base attack bonus is equal to 1/2 its Hit Dice.

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 with its hands, use the skeleton claw damage only if it's better.)

Table 4-12: Skeleton Claw Damage by Size

Diminutive or Fine	1
Tiny	1d2
Small	1d3
Medium	1d4
Large	1d6
Huge	1d8
Gargantuan	2d6
Colossal	2d8

Special Attacks: A skeleton retains none of the base creature's special attacks.

Special Qualities: A skeleton loses most special qualities of the base creature. It retains any extraordinary special qualities that improve its melee or ranged attacks. A skeleton gains the following special qualities.

Immunity to Cold (Ex): Skeletons are not affected by cold.

Damage Reduction 5/Bludgeoning: Skeletons lack flesh or internal organs.

Saves: Base save bonuses are Fort +1/3 HD, Ref +1/3 HD, and Will +1/2 HD + 2.

Abilities: A skeleton's Dexterity increases by +2, it has no Constitution or Intelligence score, its Wisdom changes to 10, and its Charisma changes to 1.

Skills: A skeleton has no skills.

Feats: A skeleton loses all feats of the base creature and gains Improved Initiative.

Environment: Any, usually same as base creature.

Organization: Any.

Challenge Rating: Depends on Hit Dice, as follows:

Table 4-13: Skeleton Challenge Rating

Hit Dice	Challenge Rating
1/2	-3
1	-1
2-3	1
4-5	2
6-7	3
8-9	4
10-11	5
12-14	6
15-17	7
18-20	8

Treasure: None.

Alignment: Always neutral evil.

Advancement: As base creature (or — if the base creature advances by character class).

Level Adjustment: —.

Swarm

Swarms are very large groups of tiny, diminutive, or fine creatures

who act in concert rather than as individual entities.

They generally act with the same level of intelligence as their component creatures (often animals or vermin), but intelligent creatures can act with a hive mind mentality as if they were a single creature with a single purpose.

By the template definition, a swarm has the same hit dice as the base creature (minimum 1), but swarms (including all of the swarms listed in the **Bestiary**) are typically advanced by hit dice beyond that minimum.

CREATING A SWARM

"Swarm" is an acquired template that can be added to any creature of size tiny, diminutive, or fine (referred to hereafter as the base creature).

Size and Type: The creature gains the (Swarm) subtype. Its size does not change, but it occupies a 10' space with no reach.

Hit Dice: d8, as many as the base creature (minimum 1).

Speed: As the base creature.

Armor Class: As the base creature.

Base Attack Bonus: Medium (+3 per 4 HD)

Attacks: A swarm loses all of the attacks of the base creature. Instead, it gains:

Swarm Attack: Swarms do not 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 statistics block has "swarm" in the Attack and Full Attack entries, with no attack bonus given.

Swarms do not threaten creatures in their square, and do not make attacks of opportunity with their swarm attack.

Damage: The amount of damage a swarm deals with its Swarm attack is based on its Hit Dice, as shown below.

Table 4-14: Swarm Attack Damage

Swarm HD	Swarm Base Damage
1-5	1d6
6-10	2d6
11-15	3d6
16-20	4d6
21 or more	5d6

A swarm's attacks are nonmagical, unless the base creature's natural or unarmed strike attacks are magical. Damage reduction sufficient to reduce a swarm attack's damage to 0, being incorporeal, and other special abilities usually give a creature immunity (or at least resistance) to damage from a swarm.

Special Attacks: A swarm retains all of the base creature's special attacks. Special attacks that depend on the base creature's natural or unarmed strike attacks instead apply to the swarm's Swarm attack (e.g., a poison bite attack would instead add the poison effect to the Swarm attack). A swarm gains the following special attack:

Distraction (Ex): Any living creature vulnerable to a swarm's damage that begins its turn with a swarm in its square is nauseated for 1 round; a Fortitude save (DC 10 + 1/2 swarm's HD + swarm's

Con modifier) negates the effect. Spellcasting or concentrating on spells within the area of a swarm requires a Concentration check (DC 20 + spell level). Using skills that involve patience and concentration requires a DC 20 Concentration check.

Special Qualities: A swarm retains the special qualities of the base creature and gains the Swarm subtype traits (such as immunity to or reduced damage from weapons, vulnerability to area effects, and immunity to most targeted spells; see the Swarm subtype description for full details)

Saves: As the base creature.

Abilities: As the base creature.

Skills: As the base creature.

Feats: As the base creature

Environment: As the base creature.

Organization: Solitary or multiple (2-4).

Challenge Rating: As the base creature (minimum 1) plus 1 per 3 HD.

Treasure: As the base creature (usually none).

Alignment: As the base creature.

Advancement: By hit die.

Level Adjustment: —.

Vampire

Vampires appear just as they did in life, although their features are often hardened and feral, with the predatory look of wolves.

Like lichs, they often embrace finery and decadence and may assume the guise of nobility. Despite their human appearance, vampires can be easily recognized, for they cast no shadows and throw no reflections in mirrors.

Vampires speak any languages they knew in life.

CREATING A VAMPIRE

“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 and special abilities except as noted here.

Size and Type: The creature’s type changes to undead (augmented humanoid or monstrous humanoid). Do not recalculate base attack bonus, saves, or skill points. Size is unchanged.

Hit Dice: Increase all current and future Hit Dice to d12s.

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 immersion in running water (see below).

Armor Class: The base creature’s natural armor bonus improves by +6.

Attack: A vampire retains all the attacks of the base creature and also 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 those natural weapons. A vampire fighting without weapons uses either its slam attack or its primary natural weapon (if it has any). A vampire armed with a weapon uses its slam or a weapon, as it desires.

Full Attack: A vampire fighting without weapons uses either its slam attack (see above) or its natural weapons (if it has any). If armed with a weapon, it usually uses the weapon as its primary attack along with a slam or other natural weapon as a natural secondary attack.

Damage: Vampires have slam attacks. If the base creature does not have this attack form, use the appropriate damage value from the table below according to the vampire’s size. Creatures that have other kinds of natural weapons retain their old damage values or use the appropriate value from the table below, whichever is better.

Table 4-15: Vampire Slam Damage by Size

Size	Damage
Fine	1
Diminutive	1d2
Tiny	1d3
Small	1d4
Medium	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	4d6

Special Attacks: A vampire retains all the special attacks of the base creature and gains those described below. Saves have a DC of 10 + 1/2 vampire’s HD + vampire’s Cha modifier unless noted otherwise.

Blood Drain (Ex): 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, dealing 1d4 points of Constitution drain each round the pin is maintained. On each such successful attack, the vampire gains 5 temporary hit points.

Children of the Night (Su): Vampires command the lesser creatures of the world and once per day can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or a pack of 3d6 wolves as a standard action. (If the base creature is not terrestrial, this power might summon other creatures of similar power.) These creatures arrive in 2d6 rounds and serve the vampire for up to 1 hour.

Dominant (Su): A vampire can crush an opponent’s will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampire must use a standard action, and those merely looking at it are not affected. Anyone the vampire targets must succeed on a Will save or fall instantly under the vampire’s influence as though by a *dominate person* spell (caster level 12th). The ability has a range of 30’.

Create Spawn (Su): A humanoid or monstrous humanoid slain by a vampire’s energy drain rises as a vampire spawn (see the Vampire Spawn entry) 1d4 days after burial.

If the vampire instead drains the victim’s Constitution to 0 or lower, the victim returns as a spawn if it had 4 or less HD and as a vampire if it had 5 or more HD. In either case, the new vampire or spawn is under the command of the vampire that created it and remains enslaved until its master’s destruction. At any given time a vampire may have enslaved spawn totaling no more than twice its own Hit

Dice; any spawn it creates that would exceed this limit are created as free-willed vampires or vampire spawn. A vampire that is enslaved may create and enslave spawn of its own, so a master vampire can control a number of lesser vampires in this fashion. A vampire may voluntarily free an enslaved spawn in order to enslave a new spawn, but once freed, a vampire or vampire spawn cannot be enslaved again.

Energy Drain (Su): Living creatures hit by a vampire's slam attack (or any other natural weapon the vampire might possess) gain two negative levels. For each negative level bestowed, the vampire gains 5 temporary hit points. A vampire can use its energy drain ability once per round.

Special Qualities: A vampire retains all the special qualities of the base creature and gains those described below.

Alternate Form (Su): A vampire can assume the shape of a bat, dire bat, wolf, or dire wolf at will as a standard action. This ability is similar to a *alter form (animal)* spell cast by a 12th-level character, except that the vampire can remain in that form until it assumes another or until the next sunrise. While in its alternate form, the vampire loses its natural slam attack and dominate ability, but it gains the natural weapons and extraordinary special attacks of its new form. (If the base creature is not terrestrial, this power might allow other forms.)

Damage Reduction (Su): A vampire has damage reduction 10/silver and magic. A vampire's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Fast Healing (Ex): A vampire heals 5 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically assumes gaseous form and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. (It can travel up to nine miles in 2 hours.) Any additional damage dealt to a vampire forced into gaseous form has no effect. Once at rest in its coffin, a vampire is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 5 hit points per round.

Gaseous Form (Su): As a standard action, a vampire can assume gaseous form at will as the spell (caster level 5th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Resistances (Ex): A vampire has resistance to cold 10 and electricity 10.

Spider Climb (Ex): A vampire can climb sheer surfaces as though with a *spider climb* spell.

Turn Resistance (Ex): A vampire has +4 turn resistance.

Abilities: Increase from the base creature as follows: Str +6, Dex +4, Int +2, Wis +2, Cha +4. As an undead creature, a vampire has no Constitution score.

Skills: Vampires have a +8 racial bonus on Bluff, Hide, Listen, Move Silently, Search, Sense Motive, and Spot checks. Otherwise same as the base creature.

Feats: Vampires gain Alertness, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, and Multi-Dodge assuming the base creature meets the prerequisites and doesn't already have these feats.

Environment: Any, usually same as base creature.

Organization: Solitary, pair, gang (3–5), or troupe (1–2 plus 2–5 vampire spawn)

Challenge Rating: Same as the base creature +2.

Treasure: Double standard.

Alignment: Always evil (any).

Advancement: By character class.

Level Adjustment: Same as the base creature +8.

VAMPIRE WEAKNESSES

For all their power, vampires have a number of weaknesses.

Repelling a Vampire: Vampires cannot tolerate the strong odor of garlic and will not enter an area laced with it. Similarly, they recoil from a mirror or a strongly presented holy symbol. These things don't harm the vampire—they merely keep it at bay. A recoiling vampire must stay at least 5 feet away from a creature holding the mirror or holy symbol and cannot touch or make melee attacks against the creature holding the item for the rest of the encounter. Holding a vampire at bay takes a standard action.

Vampires are also unable to cross running water, although they can be carried over it while resting in their coffins or aboard a ship.

They are utterly 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's hit points to 0 or lower incapacitates it but doesn't always destroy it (see the note on fast healing). However, certain attacks can slay vampires. Exposing any vampire to direct sunlight disorients it: It can take only a single move action or attack action and is destroyed utterly in the next round if it cannot escape. Similarly, immersing a vampire in running water robs it of one-third of its hit points each round until it is destroyed at the end of the third round of immersion. Driving a wooden stake through a vampire's heart instantly slays the monster. However, it returns to life if the stake is removed, unless the body is destroyed. A popular tactic is to cut off the creature's head and fill its mouth with holy wafers (or their equivalent).

VAMPIRE CHARACTERS

Vampires are always evil, which causes characters of certain classes to lose some class abilities. In addition, certain classes take additional penalties.

Clerics: Vampire clerics lose their ability to turn undead but gain the ability to rebuke undead. This ability does not affect the vampire's controller or any other vampires that a master controls. A vampire cleric has access to two of the following domains: Chaos, Destruction, Evil, or Trickery.

Wizards: Vampire sorcerers and wizards retain their class abilities, but if a character has a familiar other than a rat or bat, the link between them is broken, and the familiar shuns its former companion. The character can summon another familiar, but it must be a rat or bat.

Zombie

Zombies are corpses reanimated through dark and sinister magic.

Because of their utter lack of intelligence, the instructions given to

a newly created zombie must be very simple.

CREATING A ZOMBIE

“Zombie” is an acquired template that can be added to any corporeal creature (other than an undead) that has a skeletal system (referred to hereafter as the base creature).

Size and Type: The creature’s type changes to undead. It retains any subtypes except alignment subtypes and subtypes that indicate kind. It does not gain the augmented subtype. It uses all the base creature’s statistics and special abilities except as noted here.

Hit Dice: Drop any Hit Dice from class levels (to a minimum of 1), double the number of Hit Dice left, and raise them to d12s.

Speed: If the base creature can fly, its maneuverability rating drops to clumsy.

Armor Class: Natural armor bonus increases by a number based on the zombie’s size:

Table 4-16: Zombie Armor Bonus by Size

Tiny or smaller	+0
Small	+1
Medium	+2
Large	+3
Huge	+4
Gargantuan	+7
Colossal	+11

Base Attack: A zombie has a base attack bonus equal to 1/2 its Hit Dice.

Attacks: A zombie retains all the natural weapons, manufactured weapon attacks, and weapon proficiencies 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.)

Table 4-17: Zombie Slam Damage by Size

Fine	1
Diminutive	1d2
Tiny	1d3
Small	1d4
Medium	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	4d6

Special Attacks: A zombie retains none of the base creature’s special attacks.

Special Qualities: A zombie loses most special qualities of the base creature. It retains any extraordinary special qualities that improve its melee or ranged attacks. A zombie gains the following special quality.

Single Actions Only (Ex): Zombies have poor reflexes and can perform only a single move action or attack action each round. A zombie can move up to its speed and attack in the same round, but only if it attempts a charge.

Saves: Base save bonuses are Fort +1/3 HD, Ref +1/3 HD, and Will +1/2 HD + 2.

Abilities: A zombie’s Strength increases by +2, its Dexterity decreases by 2, it has no Constitution or Intelligence score, its Wisdom changes to 10, and its Charisma changes to 1.

Skills: A zombie has no skills.

Feats: A zombie loses all feats of the base creature and gains Toughness.

Environment: Any land and underground.

Organization: Any.

Challenge Rating: Depends on Hit Dice, as follows:

Table 4-18: Zombie Challenge Rating

Hit Dice	Challenge Rating
1/2	-4
1	-2
2	0
4	1
6	2
8–10	3
12–14	4
15–16	5
18–20	6

Treasure: None.

Alignment: Always neutral evil.

Advancement: As base creature, but double Hit Dice (maximum 20), or — if the base creature advances by character class.

Level Adjustment: —.

Chapter 5: Playable Races

Races listed in the **Bestiary** with a level adjustment of +0 or higher can be played as characters. Races with a +0 level adjustment and 1 or fewer racial hit dice are described in the **Races** chapter of the *Player Guide*. Other races are described here. For a creature created or modified by template (such as a vampire), refer to the template descriptions in the **Templates** chapter.

Refer to the **Character Creation and Advancement** chapter in the *Player Guide* for details on how to advance monstrous characters by class level.

For the details of any special attack or special quality, refer to the main **Bestiary** entry for the creature.

Creatures with spell-like abilities use a caster level equal to their racial hit dice (before trading one hit die for a class level, if applicable) unless otherwise specified in the main **Bestiary** entry for the creature.

For any creature not of medium size, the creature gains the size bonuses and penalties appropriate to its size (such as armor class, attack bonus, etc.) and uses the standard space and reach for its size unless otherwise specified.

Table 5-1: Playable Creatures

Creature	Racial Hit Dice	Level Adjustment	Minimum Starting Level
Angel, Astral Deva	12	+8	20
Aranea	3	+4	7
Archon, Hound	6	+5	11
Archon, Trumpet	2	+8	20
Athach	14	+5	19
Azer	2	+4	6
Bralani	6	+5	11
Bugbear	3	+1	4
Centaur	4	+2	6
Demon, Dretch	2	+2	4
Demon, Hezrou	10	+9	19
Demon, Succubus	6	+6	12
Demon, Vrock	10	+8	18
Derro (sane)	3	+2	5
Devil, Bearded	6	+6	12
Devil, Chain	8	+6	14
Devil, Erinyes	9	+7	16
Doppelganger	4	+4	8
Dragon, True	Varies	Varies	Varies
Drider	6	+4	10
Dwarf, Duergar	1	+1	2
Elf, Drow	1	+2	3

Creature	Racial Hit Dice	Level Adjustment	Minimum Starting Level
Ettercap	5	+4	9
Ettin	10	+5	15
Gargoyle	4	+5	9
Genie, Djinni	7	+6	13
Genie, Janni	6	+5	11
Giant, Fire	15	+4	19
Giant, Frost	14	+4	18
Giant, Hill	12	+4	16
Giant, Stone	14	+4	18
Gnoll	2	+1	3
Gnome, Svirfneblin	1	+3	4
Grimlock	2	+2	4
Harpy	7	+3	10
Hobgoblin	1	+1	2
Inevitable, Zelektut	8	+7	15
Krenshar	2	+2	4
Lamia	9	+4	13
Lammasu	7	+5	12
Lillend	7	+6	13
Lizardfolk	2	+1	3
Locathah	2	+1	3
Lycanthrope, Werebear	7	+3	10
Lycanthrope, Wereboar	4	+3	7
Lycanthrope, Wererat	2	+3	5
Lycanthrope, Weretiger	7	+3	10
Lycanthrope, Werewolf	3	+3	6
Merfolk	1	+1	2
Minotaur	6	+2	8
Nymph	6	+7	13
Ogre	4	+2	6
Ogre Mage	5	+7	12
Planetouched, Aasimar	1	+1	2
Planetouched, Tiefling	1	+1	2
Pseudodragon	2	+3	5
Rakshasa	7	+7	14

Creature	Racial Hit Dice	Level Adjustment	Minimum Starting Level
Sahuagin	2	+2 (+3)	4 (5)
Salamander, Average	9	+5	14
Salamander, Flamebrother	4	+4	8
Satyr	5	+2	7
Shambling Mound	8	+6	14
Skum	2	+3	5

Creature	Racial Hit Dice	Level Adjustment	Minimum Starting Level
Sprite, Grig	½	+3	4
Sprite, Nixie	1	+3	4
Sprite, Pixie	1	+4 (+6)	5 (7)
Treant	7	+5	12
Triton	3	+2	5
Troglodyte	2	+2	4
Troll	6	+5	11
Xill	5	+4	9

Angel, Astral Deva

Astral deva characters possess the following racial traits.

- +12 Strength, +8 Dexterity, +8 Constitution, +8 Intelligence, +8 Wisdom, +10 Charisma.
- Medium size.
- An astral deva's base land speed is 50'. It has a fly speed of 100' with good maneuverability.
- Racial Hit Dice: An astral deva has 12 Outsider hit dice, one of which may be exchanged for its first class level.
- Racial Skills: An astral deva's outsider levels give it skill points equal to 8 + Int modifier. Its class skills are .
- +15 natural armor bonus.
- Natural Weapons: Slam (1d8).
- Special Attacks: .
- Special Qualities: .
- Automatic Languages: Celestial.
- Favored class: Fighter.
- Level adjustment +8.

Aranea

Aranea characters possess the following racial traits.

- +4 Dexterity, +4 Constitution, +4 Intelligence, +2 Wisdom, +4 Charisma.
- Medium size.
- An aranea's base land speed is 50'. It has a climb speed of 25'.
- Darkvision 60', low-light vision.
- Racial Hit Dice: An aranea has 3 Magical Beast hit dice, one of which may be exchanged for its first class level.
- Racial Skills: An aranea's magical beast levels give it skill points equal to 2 + Int modifier. Its class skills are .
- Racial Feats: An aranea receives Iron Will as a bonus feat.
- +1 natural armor bonus.
- Natural Weapons: Bite (1d6 plus poison).
- Special Attacks: Poison, web, spellcasting.
- Special Qualities: Change shape.
- Automatic Languages: Common.
- Favored class: Sorcerer.
- Level adjustment +4.

Archon, Hound

Hound archon characters possess the following racial traits.

- +4 Strength, +2 Constitution, +2 Wisdom, +2 Charisma.

- Medium size.
- A hound archon's base land speed is 40'.
- Darkvision 60', low-light vision
- Racial Hit Dice: A hound archon has 6 Outsider hit dice, one of which may be exchanged for its first class level.
- Racial Skills: A hound archon's outsider levels give it skill points equal to 8 + Int modifier. Its class skills are Concentration, Hide, Jump, Listen, Move Silently, Sense Motive, Spot, and Survival.
- +9 natural armor bonus.
- Natural Weapons: Bite (1d8) and slam (1d4).
- Special Attacks: Spell-like abilities.
- Special Qualities: Change shape, damage reduction 10/evil, scent, spell resistance equal to 16 + class levels, aura of menace, immunity to electricity and petrification, +4 racial bonus on saves against poison, *magic circle against alignment (evil)*, *teleport*, *tongues*.
- Automatic Languages: Celestial. Bonus Languages: Common, Draconic, Infernal.
- Favored class: Ranger.
- Level adjustment +5.

Archon, Trumpet

Trumpet archon characters possess the following racial traits.

- +10 Strength, +6 Dexterity, +12 Constitution, +6 Intelligence, +6 Wisdom, +6 Charisma.
- Medium size.
- Darkvision 60', low-light vision.
- A trumpet archon's base land speed is 40'. It has a fly speed of 90', with good maneuverability.
- Racial Hit Dice: A trumpet archon has 12 Outsider hit dice, one of which may be exchanged for its first class level.
- Racial Skills: A trumpet archon's outsider levels give it skill points equal to 8 + Int modifier. Its class skills are Concentration, Diplomacy, Escape Artist, Handle Animal, Knowledge (any), Listen, Move Silently, Perform (wind instrument), Ride, Sense Motive, and Spot.
- +14 natural armor bonus.
- Spell-Like Abilities: Trumpet archons can use the following spell-like abilities at will: *detect alignment (evil)*, *continual flame*, *message*. Caster level 12.
- Special Attacks: Spells (as 14th level cleric), Trumpet.
- Special Qualities: Damage reduction 10/evil, spell resistance equal to 29 + class levels, aura of menace, immunity to electricity and petrification, +4 racial bonus on saves against poison, *magic circle against alignment (evil)*, *teleport*, *tongues*.

- Automatic Languages: Celestial. Bonus Languages: Common, Draconic, Infernal.
- Favored class: Cleric.
- Level adjustment +8.

Athach

Athach characters possess the following racial traits.

- +16 Strength, +2 Dexterity, +10 Constitution, -4 Intelligence, +2 Wisdom, -4 Charisma.
- Huge size.
- An athach's base land speed is 50'.
- Darkvision 60'.
- Racial Hit Dice: An athach has 14 Aberration hit dice, one of which may be exchanged for its first class level.
- Racial Skills: An athach's aberration levels give it skill points equal to 2 + Int modifier. Its class skills are Climb, Jump, Listen, and Spot.
- +8 natural armor bonus.
- Natural Weapons: Bite (2d8 plus poison).
- Special Attacks: Poison.
- Special Qualities: Change shape.
- Automatic Languages: Giant. Bonus Languages: Common.
- Favored class: Barbarian.
- Level adjustment +4.

Azer

Azer characters possess the following racial traits.

- +2 Strength, +2 Dexterity, +2 Constitution, +2 Intelligence, +2 Wisdom, -2 Charisma.
- Medium size.
- An azer's base land speed is 30'.
- Darkvision 60'.
- Racial Hit Dice: An azer has 2 Outsider hit dice, one of which may be exchanged for its first class level.
- Racial Skills: An azer's outsider levels give it skill points equal to 8 + Int modifier. Its class skills are Appraise, Climb, Craft, Hide, Jump, Listen, Search, and Spot.
- +6 natural armor bonus.
- Special Attacks: Heat.
- Special Qualities: Immunity to fire, spell resistance equal to 13 + class levels, vulnerability to cold.
- Automatic Languages: Common, Ignan. Bonus Languages: Abyssal, Aquan, Auran, Celestial, Infernal, Terran.
- Favored Class: Fighter.
- Level adjustment +4.

Bralani

Bralani characters possess the following racial traits.

- +8 Strength, +8 Dexterity, +6 Constitution, +2 Intelligence, +4 Wisdom, +4 Charisma.
- Medium size.
- A bralani's base land speed is 40'. It has a fly speed of 100' with perfect maneuverability.
- Darkvision 60', low-light vision.
- Racial Hit Dice: A bralani has 6 Outsider racial hit dice, one of which may be exchanged for its first class level.

- Racial Skills: A bralani's outsider levels give it skill points equal to 8 + Int modifier. Its class skills are Concentration, Escape Artist, Handle Animal, Hide, Jump, Listen, Move Silently, Sense Motive, Spot, and Tumble.
- +3 natural armor bonus.
- Special Attacks: Spell-like abilities, whirlwind blast.
- Special Qualities: Alternate form, damage reduction 10/cold iron or evil, immunity to electricity and petrification, spell resistance equal to 17 + class levels, *tongues*.
- Automatic Languages: Common. Bonus Languages: Celestial, Draconic, Infernal.
- Favored Class: Ranger.
- Level adjustment +2.

Bugbear

Bugbear characters possess the following racial traits.

- +4 Strength, +2 Dexterity, +2 Constitution, -2 Charisma.
- Medium size.
- A bugbear's base land speed is 30'.
- Darkvision 60'.
- Racial Hit Dice: A bugbear has 3 Humanoid racial hit dice, one of which may be exchanged for its first class level.
- Racial Skills: A bugbear's humanoid levels give it skill points equal to 2 + Int modifier. Its class skills are Climb, Hide, Listen, Move Silently, Search, and Spot.
- +3 natural armor bonus.
- +4 racial bonus on Move Silently checks.
- Automatic Languages: Common, Goblin. Bonus Languages: Draconic, Elven, Giant, Gnome, Orc.
- Favored Class: Rogue.
- Level adjustment +1.

Centaur

Centaur characters possess the following racial traits.

- +8 Strength, +4 Dexterity, +4 Constitution, -2 Intelligence, +2 Wisdom.
- Large size. -1 penalty to Armor Class, -1 penalty on attack rolls, -4 penalty on Hide checks, +4 bonus on grapple checks, lifting and carrying limits double those of Medium characters.
- Space/Reach: 10 feet/5'.
- A centaur's base land speed is 50'.
- Darkvision 60'.
- Racial Hit Dice: A centaur has 4 Monstrous Humanoid racial hit dice, one of which may be exchanged for its first class level.
- Racial Skills: A centaur's monstrous humanoid levels give it skill points equal to 2 + Int modifier. Its class skills are Listen, Move Silently, Spot, and Survival.
- +3 natural armor bonus.
- Automatic Languages: Sylvan, Elven. Bonus Languages: Common, Gnome, Halfling.
- Favored Class: Ranger.
- Level adjustment +2.

Demon, Dretch

Dretch characters possess the following racial traits.

- +2 Strength, +4 Constitution, -6 Intelligence

- Small size.
- A dretch's base land speed is 20'.
- Darkvision 60'.
- Racial Hit Dice: A dretch has 2 Outsider racial hit dice, one of which may be exchanged for its first class level.
- Racial Skills: A dretch's outsider levels give it skill points equal to 8 + Int modifier. Its class skills are Hide, Listen, Move Silently, Spot, Search.
- +5 natural armor bonus.
- Natural Weapons: 2 claws (1d6), bite (1d4).
- Special Attacks: Spell-like abilities, *summon demon*.
- Special Qualities: Damage reduction 5/cold iron or good, immunity to electricity and poison, resist 10 acid, cold, fire, telepathy 100'.
- Automatic Languages: None. Bonus Languages: None..
- Favored Class: Fighter.
- Level adjustment +2.

Demon, Hezrou

Hezrou characters possess the following racial traits.

- +10 Strength, +18 Constitution, +4 Intelligence, +4 Wisdom, +8 Charisma
- Large size.
- A hezrou's base land speed is 30'.
- Darkvision 60'.
- Racial Hit Dice: A hezrou has 10 Outsider racial hit dice, one of which may be exchanged for its first class level.
- Racial Skills: A hezrou's outsider levels give it skill points equal to 8 + Int modifier. Its class skills are Climb, Concentration, Escape Artist, Hide, Intimidate, Listen, Move Silently, Search, Spellcraft, and Spot..
- +14 natural armor bonus.
- Natural Weapons: Bite (4d4), 2 claws (1d8).
- Special Attacks: Spell-like abilities, stench, improved grab, *summon demon*.
- Special Qualities: Damage reduction 10/good, immunity to electricity and poison, resist 10 acid, resist 10 cold, resist 10 fire, telepathy 100', spell resistance equal to 19 plus class levels.
- Automatic Languages: Common, Abyssal. Bonus Languages: Draconic, Infernal.
- Favored Class: Barbarian.
- Level adjustment +9.

Demon, Succubus

Succubus characters possess the following racial traits.

- +2 Strength, +2 Dexterity, +2 Constitution, +6 Intelligence, +4 Wisdom, +16 Charisma
- Medium size.
- A succubus' base land speed is 30'. It has a fly speed of 50' with average maneuverability.
- Darkvision 60'.
- Racial Hit Dice: A succubus has 6 Outsider racial hit dice, one of which may be exchanged for its first class level.
- Racial Skills: A succubus' outsider levels give it skill points equal to 8 + Int modifier. Its class skills are Bluff, Concentration, Diplomacy, Disguise, Escape Artist, Hide, Intimidate, Knowledge (any), Listen, Move Silently, Search, Sense Motive, and Spot.
- +9 natural armor bonus.
- Natural Weapons: 2 claws (1d6).

- Special Attacks: Energy drain, spell-like abilities, *summon demon*.
- Special Qualities: Damage reduction 10/cold iron or good, immunity to electricity and poison, resist 10 acid, cold, fire, telepathy 100', spell resistance equal to 18 plus class levels, shapechange, *tongues*.
- Automatic Languages: Common, Abyssal. Bonus Languages: Draconic, Infernal.
- Favored Class: Rogue.
- Level adjustment +6.

Derro (sane)

Sane derro characters possess the following racial traits.

- +4 Dexterity, +2 Constitution
- Small size.
- A derro's base land speed is 20'.
- Darkvision 60'.
- Racial Hit Dice: A derro has 3 Monstrous Humanoid racial hit dice, one of which may be exchanged for its first class level.
- Racial Skills: A derro's monstrous humanoid levels give it skill points equal to 2 + Int modifier. Its class skills are Bluff, Hide, Listen, and Move Silently.
- +2 natural armor bonus.
- +4 racial bonus on Hide and Move Silently checks.
- Special Attacks: Spell-like abilities, precise strike +1d6. A derro's precise strike stacks with precise strike from other sources.
- Special Qualities: Poison use, vulnerability to sunlight.
- Automatic Languages: Common. Bonus Languages: (???)
- Favored Class: Rogue.
- Level adjustment +2.

Devil, Bearded (Barbazu)

Barbazu characters possess the following racial traits.

- +4 Strength, +4 Dexterity, +6 Constitution, -4 Intelligence
- Medium size.
- A barbazu's base land speed is 40'.
- Darkvision 60'.
- Racial Hit Dice: A barbazu has 6 Outsider racial hit dice, one of which may be exchanged for its first class level.
- Racial Skills: A barbazu's outsider levels give it skill points equal to 8 + Int modifier. Its class skills are Climb, Diplomacy, Hide, Listen, Move Silently, Sense Motive, and Spot..
- +7 natural armor bonus.
- Natural Weapons: 2 claws (1d6).
- Special Attacks: Spell-like abilities, infernal wound, beard, battle frenzy, *summon devil*. A barbazu barbarian may exchange its battle frenzy ability for a bonus barbarian rage ability.
- Special Qualities: Damage reduction 5/silver or good, immunity to fire and poison, resist 10 acid, resist 10 cold, telepathy 100', spell resistance equal to 17 plus class levels.
- Automatic Languages: Common, Infernal. Bonus Languages: Abyssal.
- Favored Class: Barbarian.
- Level adjustment +6.

Devil, Chain (Kyton)

Kyton characters possess the following racial traits.

- +4 Strength, +4 Dexterity, +4 Constitution, -4 Intelligence, +2 Charisma
- Medium size.
- A kyton's base land speed is 30'.
- Darkvision 60'.
- Racial Hit Dice: A kyton has 8 Outsider racial hit dice, one of which may be exchanged for its first class level.
- Racial Skills: A kyton's outsider levels give it skill points equal to 8 + Int modifier. Its class skills are Climb, Craft (blacksmithing), Escape Artist, Intimidate, Listen, Spot, Use Rope. A kyton can climb chains it controls at its normal speed without making Climb checks.
- +8 natural armor bonus.
- Natural Weapons: Chain (2d4/18-20).
- Special Attacks: Spell-like abilities, dancing chains, unnerving gaze.
- Special Qualities: Damage reduction 5/silver or good, immunity to cold, regeneration 2, spell resistance equal to 18 plus class levels.
- Automatic Languages: Common, Infernal. Bonus Languages: Abyssal.
- Favored Class: Fighter.
- Level adjustment +6.

Devil, Erinyes

Erinyes characters possess the following racial traits.

- +10 Strength, +10 Dexterity, +10 Constitution, +4 Intelligence, +8 Wisdom, +10 Charisma
- Medium size.
- An erinyes' base land speed is 30'. It has a fly speed of 50' with good maneuverability.
- Darkvision 60'.
- Racial Hit Dice: An erinyes has 9 Outsider racial hit dice, one of which may be exchanged for its first class level.
- Racial Skills: An erinyes' outsider levels give it skill points equal to 8 + Int modifier. Its class skills are Concentration, Diplomacy, Escape Artist, Hide, Knowledge (any), Listen, Move Silently, Search, Sense Motive, Spot, Survival, and Use Rope.
- Racial Feats: An erinyes receives Dodge and Mobility as bonus feats.
- +8 natural armor bonus.
- Natural Weapons: Chain (2d4/18-20).
- Special Attacks: Spell-like abilities, entangle, *summon devil*.
- Special Qualities: Damage reduction 5/good, immunity to fire and poison, resist 10 acid, resist 10 cold, telepathy 100', spell resistance equal to 20 plus class levels, *true seeing*.
- Automatic Languages: Common, Infernal, Celestial, Draconic. Bonus Languages: Abyssal.
- Favored Class: Ranger.
- Level adjustment +6.

Doppelganger

Doppelganger characters possess the following racial traits.

- +2 Strength, +2, Dexterity, +2 Constitution, +2 Intelligence, +4 Wisdom, +2 Charisma.
- Medium size.
- A doppelganger's base land speed is 30'.
- Darkvision 60'.
- Racial Hit Dice: A doppelganger begins with four Monstrous

Humanoid racial hit dice, one of which may be traded for its first class level.

- Racial Skills: A doppelganger's racial class skills are Bluff, Diplomacy, Disguise, Intimidate, Listen, Sense Motive, and Spot.
- +4 natural armor bonus.
- +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.
- Special Attacks: Detect thoughts.
- Special Qualities: Change shape, immunity to *sleep* and charm effects.
- Automatic Languages: Common. Bonus Languages: Auran, Dwarven, Elven, Gnome, Halfling, Giant, Terran.
- Favored Class: Rogue.
- Level adjustment +4.

Dragon

Because of the variability in dragon characteristics due to size and age category, specific rules for creating characters from dragons are omitted here.

The general guidelines in **Reading the Creature Entries** should be used to determine a dragon character's racial traits.

Drider

Drider characters possess the following racial traits.

- +4 Strength, +4, Dexterity, +6 Constitution, +4 Intelligence, +6 Wisdom, +6 Charisma.
- Large size.
- A drider's base land speed is 30'. It has a climb speed of 15'.
- Darkvision 60'.
- Racial Hit Dice: A drider begins with six Aberration racial hit dice, one of which may be traded for its first class level.
- Racial Skills: A drider's racial class skills are Climb, Concentration, Hide, Listen, Move Silently, and Spot.
- +6 natural armor bonus.
- Natural Weapons: Bite (1d4 plus poison).
- +4 racial bonus on Hide and Move Silently checks. Driders have a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.
- Special Attacks: Spells, spell-like abilities, poison.
- Special Qualities: Spell resistance 17 plus class levels.
- Automatic Languages: Common, Undercommon. Bonus Languages: Elven.
- Favored Class: Cleric, Sorcerer, or Wizard.
- Level adjustment +4.

Dwarf, Duergar

Duergar characters possess the following racial traits. These traits are in addition to the hill dwarf traits, except where noted.

- -4 Charisma instead of -2.
- Darkvision 120'.
- Immunity to paralysis, phantasms, and poison. This trait replaces the hill dwarf's +2 racial bonus on saving throws against poison.
- +2 racial bonus on saves against spells and spell-like abilities.

- Spell-Like Abilities: 1/day – *enlarge person* and *invisibility* as a wizard of twice the duergar’s class level (minimum caster level 3rd); these abilities affect only the duergar and whatever it carries.
- Light Sensitivity: Duergar are dazzled in bright sunlight or within the radius of a *daylight* spell.
- +4 racial bonus on Move Silently checks.
- +1 racial bonus on Listen and Spot checks.
- Automatic Languages: Common, Dwarven, Undercommon.
- Bonus Languages: Draconic, Giant, Goblin, Orc, Terran. This trait replaces the hill dwarf’s automatic and bonus languages.
- Level adjustment +1
- Unlike other dwarves, duergar do not have weapon familiarity with the dwarven waraxe and dwarven urgrosh.

Elf, Drow

Drow characters possess the following racial traits. These traits are in addition to the high elf traits, except where noted.

- +2 Intelligence, +2 Charisma.
- Darkvision 120'. This trait replaces the high elf’s low-light vision.
- Spell resistance equal to 11 + class levels.
- +2 racial bonus on Will saves against spells and spell-like abilities.
- Spell-Like Abilities: Drow can use the following spell-like abilities once per day: *dancing lights*, *darkness*, *faerie fire*. Caster level equals the drow’s class levels.
- Weapon Proficiency: A drow is automatically proficient with the hand crossbow, the rapier, and the short sword. This trait replaces the high elf’s weapon proficiency.
- Automatic Languages: Common, Elven, Undercommon. Bonus Languages: Abyssal, Aquan, Draconic, Drow Sign Language, Gnome, Goblin. This trait replaces the high elf’s automatic and bonus languages.
- Light Blindness: Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds drow for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.
- Favored Class: Wizard (male) or cleric (female). This trait replaces the high elf’s favored class.
- Level adjustment +2.

Ettercap

Ettercap characters possess the following racial traits.

- +4 Strength, +6 Dexterity, +2 Constitution, -4 Intelligence, +4 Wisdom, -2 Charisma.
- Medium size.
- An ettercap’s base land speed is 30'. It has a climb speed of 30'.
- Low-light vision.
- Racial Hit Dice: An ettercap begins with five Aberration racial hit dice, one of which may be traded for its first class level.
- Racial Skills: An ettercap’s racial class skills are Climb, Craft (trapmaking), Hide, Listen, Spot.
- +1 natural armor bonus.
- Natural Weapons: Bite (1d8 plus poison), 2 claws (1d3).
- Ettercaps have a +4 racial bonus on Craft (trapmaking), Hide, and Spot 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.
- Special Attacks: Poison, web.

- Automatic Languages: Common.
- Favored Class: Rogue.
- Level adjustment +4.

Ettin

Ettin characters possess the following racial traits.

- +12 Strength, -2 Dexterity, +4 Constitution, -4 Intelligence.
- Large size.
- Space/Reach: 10 feet/10'.
- An ettin’s base land speed is 40'.
- Low-light vision.
- Racial Hit Dice: An ettin begins with ten Giant racial hit dice, one of which may be traded for its first class level.
- Racial Skills: An ettin’s racial class skills are Listen, Search, and Spot.
- +7 natural armor bonus.
- Superior Two-weapon Fighting: Because each of its two heads controls an arm, an ettin does not take a penalty on attack or damage rolls for attacking with two weapons.
- Automatic Languages: Giant. Bonus languages: Goblin, Orc.
- Favored Class: Barbarian.
- Level adjustment +5.

Gargoyle

Gargoyle characters possess the following racial traits.

- +4 Strength, +4 Dexterity, +8 Constitution, -4 Intelligence, -4 Charisma.
- Medium size.
- A gargoyle’s base land speed is 40'. It also has a fly speed of 60' with average maneuverability.
- Darkvision 60'.
- Racial Hit Dice: A gargoyle begins with four Monstrous Humanoid hit dice, one of which may be traded for its first class level.
- Racial Skills: A gargoyle’s monstrous humanoid levels give it skill points equal to 2 + Int modifier. Its class skills are Hide, Listen, and Spot. A gargoyle has a +2 racial bonus on Hide, Listen, and Spot checks, and an additional +8 bonus on Hide checks when it is concealed against a background of stone.
- +4 natural armor bonus.
- Special Qualities: Damage reduction 10/magic, freeze.
- Automatic Languages: Common. Bonus Languages: Auran, Dwarven, Elven, Gnome, Halfling, Giant, Terran.
- Favored Class: Fighter.
- Level adjustment +5.

Genie, Djinni

Djinni characters possess the following racial traits.

- +8 Strength, +8 Dexterity, +4 Constitution, +4 Intelligence, +4 Wisdom, +4 Charisma.
- Large size.
- Space/Reach: 10 feet/10'.
- A janni’s base land speed is 20'. It also has a fly speed of 60' with perfect maneuverability.
- Darkvision 60'.
- Racial Hit Dice: A djinni begins with seven Outsider hit dice, one of which may be traded for its first class level.

- Racial Skills: A djinni's outsider levels give it skill points equal to 8 + Int modifier. Its class skills are Appraise, Concentration, Craft (any), Diplomacy, Escape Artist, Knowledge (any), Listen, Move Silently, Sense Motive, Spellcraft, Spot, and Use Rope.
- Racial Feats: A djinni receives Improved Initiative as a bonus feat.
- +3 natural armor bonus.
- Natural Weapons: 2 slams (1d8).
- Special Attacks: Air mastery, spell-like abilities, whirlwind.
- Special Qualities: Immunity to acid, *plane shift*, telepathy 100'.
- Automatic Languages: Common. Bonus Languages: Auran, Celestial, Ignan.
- Favored Class: Bard.
- Level adjustment +6.

Genie, Janni

Janni characters possess the following racial traits.

- +6 Strength, +4 Dexterity, +2 Constitution, +4 Intelligence, +4 Wisdom, +2 Charisma.
- Medium size.
- A janni's base land speed is 30'. It also has a fly speed of 20' with perfect maneuverability.
- Darkvision 60'.
- Racial Hit Dice: A janni begins with six Outsider hit dice, one of which may be traded for its first class level.
- Racial Skills: A janni's outsider levels give it skill points equal to 8 + Int modifier. Its class skills are Appraise, Concentration, Craft (any), Escape Artist, Listen, Move Silently, Ride, Sense Motive, and Spot.
- Racial Feats: A janni receives Improved Initiative as a bonus feat.
- +1 natural armor bonus.
- Special Attacks: *Change size*, spell-like abilities.
- Special Qualities: Elemental endurance, *plane shift*, resistance to fire 10, telepathy 100'.
- Automatic Languages: Common. Bonus Languages: Abyssal, Aquan, Auran, Celestial, Ignan, Infernal, Terran.
- Favored Class: Rogue.
- Level adjustment +5.

Giant, Fire

Fire giant characters possess the following racial traits.

- +20 Strength, -2 Dexterity, +10 Constitution, +4 Wisdom.
- Large size.
- Space/Reach: 10'/10'.
- A fire giant's base land speed is 40'.
- Low-light vision.
- Racial Hit Dice: A fire giant begins with fifteen Giant hit dice, once of which may be traded for its first class level.
- Racial Skills: A fire giant's giant levels give it skill points equal to 2 + Int modifier. Its class skills are Climb, Craft (any), Intimidate, Jump, and Spot.
- +8 natural armor bonus.
- Natural Weapons: 2 slams (1d4).
- Special Attacks: Rock throwing.
- Special Qualities: Immunity to fire, rock catching, vulnerability to cold.
- Weapon and Armor Proficiency: A fire giant is automatically proficient with simple weapons, martial weapons, light and medium

- armor, and shields.
- Automatic Languages: Giant. Bonus Languages: Common, Draconic, Elven, Goblin, Orc.
- Favored Class: Barbarian, Cleric.
- Level adjustment +4.

Giant, Frost

Frost giant characters possess the following racial traits.

- +20 Strength, -2 Dexterity, +10 Constitution, +4 Wisdom.
- Large size.
- Space/Reach: 10'/10'.
- A fire giant's base land speed is 40'.
- Low-light vision.
- Racial Hit Dice: A frost giant begins with fourteen Giant hit dice, once of which may be traded for its first class level.
- Racial Skills: A frost giant's giant levels give it skill points equal to 2 + Int modifier. Its class skills are Climb, Craft (any), Intimidate, Jump, and Spot.
- +9 natural armor bonus.
- Natural Weapons: 2 slams (1d4).
- Special Attacks: Rock throwing.
- Special Qualities: Immunity to cold, rock catching, vulnerability to fire.
- Weapon and Armor Proficiency: A frost giant is automatically proficient with simple weapons, martial weapons, light and medium armor, and shields.
- Automatic Languages: Giant. Bonus Languages: Common, Draconic, Elven, Goblin, Orc.
- Favored Class: Barbarian, Sorcerer.
- Level adjustment +4.

Giant, Hill

Hill giant characters possess the following racial traits.

- +14 Strength, -2 Dexterity, +8 Constitution, -4 Intelligence, -4 Charisma.
- Large size.
- Space/Reach: 10'/10'.
- A hill giant's base land speed is 40'.
- Low-light vision.
- Racial Hit Dice: A hill giant begins with twelve Giant hit dice, once of which may be traded for its first class level.
- Racial Skills: A hill giant's giant levels give it skill points equal to 2 + Int modifier. Its class skills are Climb, Jump, Listen, and Spot.
- +9 natural armor bonus.
- Special Attacks: Rock throwing.
- Special Qualities: Rock catching.
- Weapon and Armor Proficiency: A hill giant is automatically proficient with simple weapons, martial weapons, light and medium armor, and shields.
- Automatic Languages: Giant. Bonus Languages: Common, Draconic, Elven, Goblin, Orc.
- Favored Class: Barbarian, Fighter.
- Level adjustment +4.

Giant, Stone

Stone giant characters possess the following racial traits.

- +16 Strength, +4 Dexterity, +8 Constitution, +2 Wisdom.
- Large size.
- Space/Reach: 10'/10'.
- A stone giant's base land speed is 40'.
- Darkvision 60', low-light vision.
- Racial Hit Dice: A stone giant begins with fourteen Giant hit dice, one of which may be traded for its first class level.
- Racial Skills: A stone giant's giant levels give it skill points equal to 2 + Int modifier. Its class skills are Climb, Hide, Listen, and Spot. A stone giant has a +8 racial bonus on Hide checks in rocky terrain.
- +11 natural armor bonus.
- Special Attacks: Rock throwing.
- Special Qualities: Rock catching.
- Automatic Languages: Giant. Bonus Languages: Common, Draconic, Elven, Goblin, Orc.
- Favored Class: Barbarian, Cleric.
- Level adjustment +4.

Gnoll

Gnoll characters possess the following racial traits.

- +4 Strength, +2 Constitution, -2 Intelligence, -2 Charisma.
- Medium size.
- A gnoll's base land speed is 30'.
- Darkvision 60'.
- Racial Hit Dice: A gnoll begins with two Humanoid hit dice, one of which may be traded for its first class level.
- Racial Skills: A gnoll's humanoid levels give it skill points equal to 2 + Int modifier. Its class skills are Listen and Spot.
- +1 natural armor bonus.
- Automatic Languages: Gnoll. Bonus Languages: Common, Draconic, Elven, Goblin, Orc.
- Favored Class: Ranger.
- Level adjustment +1.

Gnome, Svirfneblin

Svirfneblin characters possess the following racial traits. These traits are in addition to the rock gnome traits, except where noted.

- -2 Strength, +2 Dexterity, +2 Wisdom, -4 Charisma. These adjustments replace the rock gnome's ability score adjustments.
- Stonecunning: This ability grants deep gnomes a +2 racial bonus on Search checks to notice unusual stonework. A deep gnome who merely comes within 10 feet of unusual stonework can make a Search check as though actively searching, and can use the Search skill to find stonework traps as a rogue can. A svirfneblin can also intuit depth, sensing the approximate distance underground as naturally as a human can sense which way is up.
- Darkvision 120' and low-light vision.
- Spell resistance equal to 11 + class levels.
- +2 racial bonus on all saving throws (figured into the statistics for the character presented here). This trait replaces the rock gnome's racial bonus on saving throws against illusions.
- Add +1 to the Difficulty Class for all saving throws against illusion spells cast by svirfneblin. This adjustment stacks with those from similar effects, such as the Spell Focus feat.
- +1 racial bonus on attack rolls against kobolds and goblinoids.
- +4 dodge bonus to Armor Class against all creatures (figured into the statistics for the character presented here). This trait replaces the rock gnome's dodge bonus against giants.

- Automatic Languages: Undercommon, Gnome, Common. Bonus Languages: Dwarven, Elven, Giant, Goblin, Orc, Terran. This trait replaces the rock gnome's automatic and bonus languages.
- Spell-Like Abilities: 1/day—*blindness/deafness* (typical save DC 13), *blur*, *disguise self*. Caster level equals the svirfneblin's class levels. The save DC is Charisma-based and include a +4 racial modifier. This trait replaces the rock gnome's spell-like abilities.
- Nondetection (Su): A svirfneblin has a continuous *nondetection* ability as the spell (caster level equal to class levels).
- +2 racial bonus on Craft (alchemy) and Listen checks.
- +2 racial bonus on Hide checks, which improves to +4 underground.
- Favored Class: Rogue.
- Level adjustment +3.

Grimlock

Grimlock characters possess the following racial traits.

- +4 Strength, +2 Dexterity, +2 Constitution, -2 Wisdom, -4 Charisma.
- Medium size.
- A grimlock's base land speed is 30'.
- Racial Hit Dice: A grimlock begins with two Monstrous Humanoid hit dice, one of which may be traded for its first class level.
- Racial Skills: A grimlock's monstrous humanoid levels give it skill points equal to 2 + Int modifier. Its class skills are Climb, Hide, Listen, and Spot. Grimlocks gain a +10 racial bonus on Hide checks in mountain or underground settings.
- Weapon Proficiency: A grimlock is automatically proficient with the battleaxe.
- +4 natural armor bonus.
- Special Qualities: Blindsight 40', immunities, scent.
- Automatic Languages: Common, Grimlock. Bonus Languages: Draconic, Dwarven, Gnome, Terran, Undercommon.
- Favored Class: Barbarian.
- Level adjustment +2.

Harpy

Harpy characters possess the following racial traits.

- +4 Dexterity, -4 Intelligence, +2 Wisdom, +6 Charisma.
- Medium size.
- A harpy's base land speed is 20'. It has a fly speed of 80', with average maneuverability.
- Darkvision 60'.
- Racial Hit Dice: A harpy begins with seven Monstrous Humanoid hit dice, one of which may be traded for its first class level.
- Racial Skills: A harpy's monstrous humanoid levels give it skill points equal to 2 + Int modifier. Its class skills are Bluff, Intimidate, Listen, Perform (oratory), and Spot. Harpies have a +4 racial bonus on Bluff and Listen checks.
- +1 natural armor bonus.
- Special Attacks: Captivating song (DC 13 + Cha modifier).
- Automatic Languages: ????. Bonus Languages: ????
- Favored Class: Ranger.
- Level adjustment +3.

Hobgoblin

Hobgoblin characters possess the following racial traits.

- +2 Dexterity, +2 Constitution.
- A hobgoblin's base land speed is 30'.
- Darkvision 60'.
- +4 racial bonus on Move Silently checks.
- Automatic Languages: Common, Goblin. Bonus Languages: Draconic, Dwarven, Infernal, Giant, Orc.
- Favored Class: Fighter.
- Level adjustment +1.

Inevitable, Zelekhut

Zelekhut characters possess the following racial traits.

- +10 Strength, +6 Wisdom, +4 Charisma. A zelekhut has no Constitution score.
- Large size.
- Space/Reach: 10'/10'.
- A zelekhut's base land speed is 50'. It has a fly speed of 60', with average maneuverability
- Darkvision 60', low-light vision.
- Racial Hit Dice: A zelekhut begins with eight Construct hit dice, one of which may be traded for its first class level.
- Racial Skills: A zelekhut's construct levels give it skill points equal to 2 + Int modifier. Its class skills are Diplomacy, Listen, Search, Sense Motive, Spot, and Survival. A zelekhut has a +4 racial bonus on Search and Sense Motive checks.
- Racial Feats: A zelekhut's has no racial feats, however, it qualifies for any feat that requires Mounted Combat as if it had the Mounted Combat feat.
- +10 natural armor bonus.
- Natural Attacks: 2 spiked chains (2d6 plus 1d6 electricity)
- Special Attacks: Spell-like abilities
- Special Qualities: Construct traits, damage reduction 10/chaotic, fast healing 5, spell resistance 20 + class levels
- Automatic Languages: Any one. Bonus Languages: Abyssal, Celestial, Common, Infernal.
- Favored Class: Ranger.
- Level adjustment +7.

Krenshar

Krenshar characters possess the following racial traits.

- +4 Dexterity, -4 Intelligence, +2 Wisdom, +2 Charisma.
- Medium size.
- A krenshar's base land speed is 40'.
- Darkvision 60', low-light vision.
- Racial Hit Dice: A krenshar begins with two Magical Beast hit dice, one of which may be exchanged for its first class level.
- Racial Skills: A krenshar's magical beast levels give it skill points equal to 2 + Int modifier. Its class skills are Hide, Jump, Listen, and Move Silently. Krenshars have a +4 racial bonus on Jump and Move Silently checks.
- Racial Feats: A krenshar receives Track as a bonus feat.
- +3 natural armor bonus.
- Natural Weapons: Bite (1d6), 2 claws (1d4).
- Special Attacks: Scare (CL 3, DC 12 + Cha modifier).
- Special Qualities: Scent.
- Automatic Languages: ???.

- Favored Class: ???.
- Level adjustment +2.

Lamia

Lamia characters possess the following racial traits.

- +4 Strength, +4 Dexterity, +2 Constitution, +2 Intelligence, +4 Wisdom, +2 Charisma.
- Large size. (Space 10'/Reach 5')
- A lamia's base land speed is 60'.
- Darkvision 60', low-light vision.
- Racial Hit Dice: A lamia begins with nine Magical Beast hit dice, one of which may be exchanged for its first class level.
- Racial Skills: A lamia's magical beast levels give it skill points equal to 2 + Int modifier. Its class skills are Bluff, Concentration, Diplomacy, Disguise, Hide, Intimidate, and Spot. Lamias have a +4 racial bonus on Bluff and Hide checks.
- +7 natural armor bonus.
- Natural Weapons: Touch (1d4 Wisdom drain), 2 claws (1d4).
- Special Attacks: Spell-like abilities.
- Automatic Languages: ???.
- Favored Class: ???.
- Level adjustment +4.

Lammasu

Lammasu characters possess the following racial traits.

- +12 Strength, +2 Dexterity, +6 Constitution, +6 Intelligence, +6 Wisdom, +6 Charisma.
- Large size. (Space 10'/Reach 5')
- A lammasu's base land speed is 30'. It has a fly speed of 60' with average maneuverability.
- Darkvision 60', low-light vision.
- Racial Hit Dice: A lammasu begins with seven Magical Beast hit dice, one of which may be exchanged for its first class level.
- Racial Skills: A lammasu's magical beast levels give it skill points equal to 2 + Int modifier. Its class skills are Concentration, Diplomacy, Knowledge (arcana), Listen, Sense Motive, and Spot. Lammasus have a +2 racial bonus on Spot checks.
- +10 natural armor bonus.
- Natural Weapons: 2 claws (1d6).
- Special Attacks: Pounce, rake (1d6), spell-like abilities.
- Special Qualities: Magic circle against evil (20').
- Spells: A lammasu casts spells as a 7th-level cleric, and can choose spells from the cleric spell list, plus any two of the following domains: Good, Healing, Knowledge, or Law.
- Automatic Languages: Celestial, Common. Bonus Languages: Draconic.
- Favored Class: Cleric.
- Level adjustment +5.

Lillend

Lillend characters possess the following racial traits.

- +10 Strength, +6 Dexterity, +2 Constitution, -2 Intelligence.
- Large size.
- A lillend's base land speed is 20'. It has a fly speed of 70' with average maneuverability.
- Racial Hit Dice: A lillend begins with seven Outsider hit dice, one of which may be exchanged for its first class level.

- Racial Skills: A lillend's outsider levels give it skill points equal to 8 + Int modifier. Its class skills are Appraise, Concentration, Diplomacy, Knowledge (arcana), Listen, Perform, Sense Motive, Spellcraft, Spot, and Survival. Lillend have a +4 racial bonus on Survival checks.
- +5 natural armor bonus.
- Natural Weapons: Tail slap (2d6).
- Special Attacks: Constrict (2d6), improved grab, spells, spell-like abilities
- Special Qualities: Immunity to poison, resistance to fire 10.
- Spells: A lillend casts arcane spells as a 6th-level bard and has bardic performance abilities as a 6th-level bard.
- Automatic Languages: Common, Celestial. Bonus Languages: Abyssal, Infernal.
- Favored Class: Bard.
- Level adjustment +6.

Lizardfolk

Lizardfolk characters possess the following racial traits.

- +2 Strength, +2 Constitution, -2 Intelligence.
- Medium size.
- A lizardfolk's base land speed is 30'.
- Racial Hit Dice: A lizardfolk begins with two Humanoid hit dice, one of which may be exchanged for its first class level.
- Racial Skills: A lizardfolk's humanoid levels give it skill points equal to 2 + Int modifier. Its class skills are Balance, Jump, and Swim. Lizardfolk have a +4 racial bonus on Balance, Jump, and Swim checks.
- Weapon and Armor Proficiency: A lizardfolk is automatically proficient with simple weapons and shields.
- +5 natural armor bonus.
- Natural Weapons: 2 claws (1d4), bite (1d4).
- Special Qualities: Hold breath.
- Automatic Languages: Common, Draconic. Bonus Languages: Aquan, Goblin, Gnome, Orc.
- Favored Class: Druid.
- Level adjustment +1.

Locathah

Locathah characters possess the following racial traits.

- +2 Dexterity, +2 Intelligence, +2 Wisdom.
- Medium size.
- A locathah's base land speed is 10'. It has a swim speed of 60'.
- Low-light vision.
- Racial Hit Dice: A locathah begins with two Humanoid hit dice, one of which may be exchanged for its first class level.
- Racial Skills: A locathah's humanoid levels give it skill points equal to 2 + Int modifier. Its class skills are Craft, Listen, Spot, and Swim. 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.
- +3 natural armor bonus.
- Automatic Languages: Aquan. Bonus Languages: ???.
- Favored Class: ???.
- Level adjustment +1.

Lycanthrope

Lycanthrope characters possess the following racial traits.

- +2 Wisdom. Physical abilities are increased by the animal form's ability modifiers when a lycanthrope changes to its hybrid or animal forms.
- Size same as the base creature or the base animal form.
- Low-light vision.
- Racial Hit Dice: A lycanthrope adds the Hit Dice of its animal form to its base Hit Dice for race, level, and class. These additional Hit Dice modify the lycanthrope's base attack bonus and base saving throw bonuses accordingly. These Hit Dice may not be counted toward class levels gained for the purposes of reducing level adjustment nor may the character exchange an animal racial hit die for its first character level.
- Racial Skills: A lycanthrope adds skill points for its animal Hit Dice much as if it had multiclassed into the animal type. It gains skill points equal to 2 + Int modifier. Any skills that appear in the animal's description are treated as class skills for the lycanthrope's animal levels. Any racial skill adjustments of the lycanthrope's base race and its animal form (but not conditional adjustments) are added to its skill modifiers in any form.
- Racial Feats: All lycanthropes gain Iron Will as a bonus feat.
- +2 natural armor bonus.
- Special Qualities: Alternate form, lycanthropic empathy, curse of lycanthropy (in animal or hybrid form only), scent.
- Afflicted lycanthrope: damage reduction 5/silver (in animal or hybrid form only).
- Natural lycanthrope: damage reduction 10/silver (in animal or hybrid form only).
- Automatic Languages: As base creature.
- Favored Class: Same as the base creature.
- Level adjustment: Same as the base creature +2 (afflicted) or +3 (natural).

Merfolk

Merfolk characters possess the following racial traits.

- +2 Dexterity, +2 Constitution, +2 Charisma.
- Medium size.
- A merfolk's base land speed is 5'. It has a swim speed of 50'.
- Low-light vision.
- Racial Hit Dice: A merfolk begins with one Humanoid hit die, which may be exchanged for its first class level.
- Racial Skills: A merfolk's humanoid level (if not exchanged for a class level) gives it skill points equal to 2 + Int modifier. Its class skills are Listen, Spot, and Swim. 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.
- Special Qualities: Amphibious.
- Automatic Languages: Common, Aquan. Bonus Languages: ???.
- Favored Class: Bard.
- Level adjustment +1.

Minotaur

Minotaur characters possess the following racial traits.

- +8 Strength, +4 Constitution, -4 Intelligence, -2 Charisma.
- Large size.
- Space/Reach: 10'/10'.
- A minotaur's base land speed is 30'.
- Darkvision 60'.
- Racial Hit Dice: A minotaur begins with six Monstrous Humanoid hit dice, one of which may be exchanged for its first class level.
- Racial Skills: A minotaur's monstrous humanoid levels give it skill points equal to 2 + Int modifier. Its class skills are Intimidate, Jump, Listen, Search, and Spot. Minotaurs have a +4 racial bonus on Search, Spot, and Listen checks.
- Weapon Proficiency: A minotaur is proficient with the greataxe and all simple weapons.
- +5 natural armor bonus.
- Natural Weapons: Gore (1d8).
- Special Attacks: Powerful charge.
- Special Qualities: Natural cunning, scent.
- Automatic Languages: Common, Giant. Bonus Languages: Orc, Goblin, Terran.
- Favored Class: Barbarian.
- Level adjustment +2.

Nymph

Nymph characters possess the following racial traits.

- +6 Dexterity, +2 Constitution, +6 Intelligence, +6 Wisdom, +8 Charisma.
- Medium size.
- A nymph's base land speed is 30'. It has a swim speed of 20'.
- Low-light vision.
- Racial Hit Dice: A nymph begins with six Fey hit dice, one of which may be exchanged for its first class level.
- Racial Skills: A nymph's fey levels give it skill points equal to 6 + Int modifier. Its class skills are Concentration, Diplomacy, Escape Artist, Handle Animal, Heal, Hide, Listen, Move Silently, Ride, Sense Motive, Spot, Swim, and Use Rope. 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.
- Special Attacks: Blinding beauty (DC 13 + Cha modifier), *dimension door*, stunning glance (DC 13 + Cha modifier).
- Special Qualities: Damage reduction 10/cold iron, unearthly grace, wild empathy.
- Spells: A nymph casts nature spells as a 7th-level druid.
- Automatic Languages: Common, Sylvan.
- Favored Class: Druid.
- Level adjustment +7.

Ogre

Ogre characters possess the following racial traits.

- +10 Strength, -2 Dexterity, +4 Constitution, -4 Intelligence, -4 Charisma.
- Large size.
- Space/Reach: 10'/10'.
- An ogre's base land speed is 40'.
- Darkvision 60'.
- Racial Hit Dice: An ogre begins with four Giant hit dice, one of which may be exchanged for its first class level.

- Racial Skills: An ogre's giant levels give it skill points equal to 2 + Int modifier. Its class skills are Climb, Listen, and Spot.
- Weapon and Armor Proficiency: An ogre is automatically proficient with simple weapons, martial weapons, light and medium armor, and shields.
- +5 natural armor bonus.
- Automatic Languages: Common, Giant. Bonus Languages: Dwarven, Orc, Goblin, Terran.
- Favored Class: Barbarian.
- Level adjustment +2.

Ogre Mage

Ogre mage characters possess the following racial traits.

- +10 Strength, +6 Constitution, +4 Intelligence, +4 Wisdom, +6 Charisma.
- Large size.
- Space/Reach: 10'/10'.
- An ogre mage's base land speed is 40'. It also has a fly speed of 40' with good maneuverability.
- Darkvision 60'.
- Racial Hit Dice: An ogre mage begins with five Giant hit dice, one of which may be exchanged for its first class level.
- Racial Skills: An ogre mage's giant levels give it skill points equal to 2 + Int modifier. Its class skills are Concentration, Listen, Spellcraft, and Spot.
- +5 natural armor bonus.
- Special Attacks: Spell-like abilities.
- Special Qualities: Regeneration 5, spell resistance equal to 19 plus class levels.
- Automatic Languages: Common, Giant. Bonus Languages: Dwarven, Goblin, Infernal, Orc.
- Favored Class: Sorcerer.
- Level adjustment +7.

Planetouched, Aasimar

Aasimar characters possess the following racial traits.

- +2 Wisdom, +2 Charisma.
- Medium size.
- An aasimar's base land speed is 30'.
- Darkvision 60'.
- Racial Skills: Aasimars have a +2 racial bonus on Spot and Listen checks.
- Special Attacks: *Daylight*.
- Special Qualities: Resistance 5 acid, cold, and electricity.
- Automatic Languages: Common, Celestial. Bonus Languages: Draconic, Dwarven, Elven, Gnome, Halfling, Sylvan.
- Favored Class: Cleric.
- Level adjustment +1.

Planetouched, Tiefling

Tiefling characters possess the following racial traits.

- +2 Dexterity, +2 Intelligence, -2 Charisma.
- Medium size.
- A tiefling's base land speed is 30'.
- Darkvision 60'.
- Racial Skills: Tieflings have a +2 racial bonus on Bluff and Hide

checks.

- Special Attacks: *Darkness*.
- Special Qualities: Resistance to cold 5, electricity 5, and fire 5.
- Automatic Languages: Common, Infernal. Bonus Languages: Draconic, Dwarven, Elven, Gnome, Goblin, Halfling, Orc.
- Favored Class: Rogue.
- Level adjustment +1.

Pseudodragon

Pseudodragon characters possess the following racial traits.

- -4 Strength, +4 Dexterity, +2 Constitution, +2 Wisdom.
- Tiny size.
- A pseudodragon's base land speed is 15' It has a fly speed of 60' with good maneuverability.
- Blindsight 60', darkvision 60', low-light vision.
- Racial Hit Dice: A pseudodragon begins with two Dragon hit dice, one of which may be exchanged for its first class level.
- Racial Skills: A pseudodragon's dragon levels give it skill points equal to 8 + Int modifier. Its class skills are Diplomacy, Hide, Listen, Search, Sense Motive, Spot, and Survival. Pseudodragons have a +4 racial bonus on Hide checks; in forests or overgrown areas, this bonus improves to +8.
- +4 natural armor bonus.
- Natural Weapons: Sting (1d3 plus poison), bite (1). It's sting attack has a reach of 5'.
- Special Attacks: Poison (DC 13 + Con modifier).
- Special Qualities: Immunity to sleep and paralysis, spell resistance 18 + class levels; telepathy 60'.
- Automatic Languages: Common, Sylvan.
- Favored Class: Rogue.
- Level adjustment +3.

Rakshasa

Rakshasa characters possess the following racial traits.

- +2 Strength, +4 Dexterity, +6 Constitution, +2 Intelligence, +2 Wisdom, +6 Charisma.
- Medium size.
- A rakshasa's base land speed is 40'.
- Darkvision 60'.
- Racial Hit Dice: A rakshasa begins with seven Outsider hit dice, one of which may be exchanged for its first class level.
- Racial Skills: A rakshasa's outsider levels give it skill points equal to 8 + Int modifier. Its class skills are Bluff, Concentration, Disguise, Listen, Move Silently, Perform, Sense Motive, Spellcraft, and Spot. A rakshasa has a +4 racial bonus on Bluff and Disguise checks, and it can gain further bonuses by using change shape (+10 on Disguise checks) and detect thoughts (+4 on Bluff and Disguise checks).
- +9 natural armor bonus.
- Natural Weapons: Bite (1d6), 2 claws (1d4).
- Detect Thoughts (Su): The save DC is 13 + the character's Cha modifier.
- Spells: A rakshasa character casts spells as a 7th-level sorcerer.
- Special Qualities: Alternate form, damage reduction 15/good and piercing, spell resistance equal to 27 + class levels.
- Automatic Languages: Common, Infernal. Bonus Languages: Sylvan, Undercommon.
- Favored Class: Sorcerer.
- Level adjustment +7.

Sahuagin

Sahuagin characters possess the following racial traits.

- +4 Strength, +2 Dexterity, +2 Constitution, +4 Intelligence, +2 Wisdom, -2 Charisma.
- Medium size.
- A sahuagin's base land speed is 30' It has a swim speed of 60'.
- Blindsight 30', darkvision 60'.
- Racial Hit Dice: A sahuagin begins with two Monstrous Humanoid hit dice, one of which may be exchanged for its first class level.
- Racial Skills: A sahuagin's monstrous humanoid levels give it skill points equal to 2 + Int modifier. Its class skills are Handle Animal, Hide, Listen, Profession, Ride, Spot, Survival, and Swim. 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 Hide, Listen, and Spot 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.
- Racial Feats: A sahuagin receives Multiattack as a racial bonus feat.
- +5 natural armor bonus.
- Natural Weapons: 2 talons (1d4), bite (1d4). Four-armed sahuagin have 4 talon attacks instead of 2.
- Special Attacks: Blood frenzy, rake.
- Special Qualities: Freshwater sensitivity, light blindness, speak with sharks, water dependent.
- Automatic Languages: ???.
- Favored Class: Barbarian. A 1st-level sahuagin barbarian loses the blood frenzy ability but gains the measured rage ability as a bonus rage ability.
- Level adjustment +2 (+3 if four-armed).

Salamander, Average

Average salamander characters possess the following racial traits.

- +4 Strength, +2 Dexterity, +4 Constitution, +4 Intelligence, +4 Wisdom, +2 Charisma.
- Medium size.
- A salamander's base land speed is 20'.
- Darkvision 60'.
- Racial Hit Dice: A salamander begins with nine Outsider hit dice, one of which may be exchanged for its first class level.
- Racial Skills: A salamander's outsider levels give it skill points equal to 8 + Int modifier. Its class skills are Bluff, Craft, Diplomacy, Disguise, Hide, Intimidate, Listen, Move Silently, Search, and Spot.
- +7 natural armor bonus.
- Natural Weapons: Tail slap (2d6 + 1d6 fire). The tail is a reach weapon (10').
- Special Attacks: Constrict (2d6 + 1d6 fire), heat, improved grab.
- Special Qualities: Damage reduction 10/magic, immunity to fire, vulnerability to cold.
- Automatic Languages: ???.
- Favored Class: ???.
- Level adjustment +5.

Salamander, Flamebrother

Flamebrother salamander characters possess the following racial traits.

- +2 Strength, +2 Dexterity, +4 Constitution, +4 Intelligence, +4 Wisdom, +2 Charisma.
- Small size.
- A flamebrother salamander's base land speed is 20'.
- Darkvision 60'.
- Racial Hit Dice: A flamebrother salamander begins with four Outsider hit dice, one of which may be exchanged for its first class level.
- Racial Skills: A flamebrother salamander's outsider levels give it skill points equal to 8 + Int modifier. Its class skills are Craft, Hide, Listen, Move Silently, and Spot.
- +7 natural armor bonus.
- Natural Weapons: Tail slap (1d4 + 1d6 fire).
- Special Attacks: Constrict (1d4 + 1d6 fire), heat, improved grab.
- Special Qualities: Immunity to fire, vulnerability to cold.
- Automatic Languages: ???.
- Favored Class: ???.
- Level adjustment +4.

Satyr

Satyr characters possess the following racial traits.

- +2 Dexterity, +2 Constitution, +2 Intelligence, +2 Wisdom, +2 Charisma.
- Medium size.
- A satyr's base land speed is 40'.
- Low-light vision.
- Racial Hit Dice: A satyr begins with five Fey hit dice, one of which may be exchanged for its first class level.
- Racial Skills: A satyr's fey levels give it skill points equal to 6 + Int modifier. Its class skills are Bluff, Hide, Knowledge (nature), Listen, Move Silently, Perform, and Spot. Satyrs have a +4 racial bonus on Hide, Listen, Move Silently, Perform, and Spot checks.
- Racial Feats: A satyr receives Alertness as a bonus feat (and therefore also receives a bonus half-feat of its choice that it qualifies for).
- +4 natural armor bonus.
- Natural Weapons: Head butt (1d6 +).
- Special Attacks: Pipes.
- Special Qualities: Damage reduction 5/cold iron.
- Automatic Languages: Sylvan. Bonus Languages: Common, Elven, Gnome.
- Favored Class: Bard.
- Level adjustment +2.

Shambling Mound

Shambling mound characters possess the following racial traits.

- +10 Strength, +6 Constitution, -4 Intelligence, -2 Charisma.
- Large size.
- A shambling mound's base land speed is 20'. It also has a swim speed of 20'.
- Darkvision 60', low-light vision.
- Racial Hit Dice: A shambling mound begins with eight Plant hit dice, one of which may be exchanged for its first class level.
- Racial Skills: A shambling mound's plant levels give it skill

points equal to 2 + Int modifier. Its class skills are Hide, Listen, and Move Silently. Shamblers have a +4 racial bonus on Hide, Listen, and Move Silently checks. They have a +12 racial bonus on Hide checks when in a swampy or forested area.

- +11 natural armor bonus.
- Natural Weapons: 2 slams (2d6).
- Special Attacks: Constrict (2d6 + 1 1/2 Str modifier), improved grab.
- Special Qualities: immunity to electricity, plant traits, resistance to fire 10 .
- Automatic Languages: Sylvan. Bonus Languages: Common, ???.
- Favored Class: ???.
- Level adjustment +6.

Skum

Skum characters possess the following racial traits.

- +8 Strength, +2 Dexterity, +2 Constitution, -4 Charisma.
- Medium size.
- A skum's base land speed is 20' It also has a swim speed of 40'.
- Darkvision 60'.
- Racial Hit Dice: A skum begins with two Aberration hit dice, one of which may be exchanged for its first class level.
- Racial Skills: A skum's aberration levels give it skill points equal to 2 + Int modifier. Its class skills are Hide, Listen, Move Silently, Spot, and Swim. Skum have a +4 racial bonus on Hide, Listen, and Spot checks underwater. A skum 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.
- +2 natural armor bonus.
- Natural Weapons: Bite (2d6), 2 claws (1d4).
- Special Attacks: Rake (1d6 + 1/2 Str modifier).
- Special Qualities: Amphibious
- Automatic Languages: Aquan. Bonus Languages: Common.
- Favored Class: ???.
- Level adjustment +3.

Sprite, Grig

Grig characters possess the following racial traits.

- -6 Strength, +8 Dexterity, +2 Constitution, +2 Wisdom, +4 Charisma.
- Tiny size.
- A grig's base land speed is 20'. It also has a fly speed of 40' with poor maneuverability.
- Low-light vision.
- Skills: Grigs have a +8 racial bonus on Jump checks. They also have a +5 racial bonus on Move Silently checks in a forest setting.
- Racial Feats: A grig receives Dodge as a bonus feat.
- +2 natural armor bonus.
- Special Attacks: Fiddle (DC 10 + Cha modifier), spell-like abilities.
- Special Qualities: Damage reduction 5/cold iron, spell resistance equal to 16 + class levels.
- Automatic Languages: Sylvan. Bonus Languages: Common, Elven, Gnome, Halfling.

- Favored Class: Bard.
- Level adjustment +3.

Sprite, Nixie

Nixie characters possess the following racial traits.

- -4 Strength, +6 Dexterity, +2 Intelligence, +2 Wisdom, +8 Charisma.
- Small size.
- A nixie's base land speed is 20'. It also has a swim speed of 30'.
- Low-light vision.
- 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 Hide checks when in the water.
- Racial Feats: A nixie receives Dodge as a bonus feat.
- Special Attacks: *Charm person* (DC 11 + Cha modifier).
- Special Qualities: Amphibious, damage reduction 5/cold iron, spell resistance equal to 15 + class levels, *water breathing*, wild empathy.
- Automatic Languages: Aquan, Sylvan. Bonus Languages: Common.
- Favored Class: ???.
- Level adjustment +3.

Sprite, Pixie

Pixie characters possess the following racial traits.

- -4 Strength, +8 Dexterity, +6 Intelligence, +4 Wisdom, +6 Charisma.
- Small size.
- A pixie's base land speed is 20'. It also has a fly speed of 60' with good maneuverability.
- Low-light vision.
- Skills: Pixies have a +2 racial bonus on Listen, Search, and Spot checks.
- Racial Feats: A pixie receives Dodge as a bonus feat.
- +1 natural armor bonus.
- Special Attacks: Spell-like abilities.
- Special Qualities: Damage reduction 10/cold iron, greater invisibility, shapechange, spell resistance equal to 15 + class levels.
- Automatic Languages: Common, Sylvan. Bonus Languages: Elven, Gnome, Halfling.
- Favored Class: Sorcerer.
- Level adjustment +4 (+6 if the pixie can use *irresistible dance*).

Treant

Treant characters possess the following racial traits.

- +18 Strength, -2 Dexterity, +10 Constitution, +2 Intelligence, +6 Wisdom, +2 Charisma.
- Huge size.
- Space/Reach: 15'/15'.
- A treant's base land speed is 30'.
- Low-light vision.
- Racial Hit Dice: A treant begins with seven plant hit dice, one of which may be exchanged for its first class level.
- Racial Skills: A treant's plant levels give it skill points equal to 2

+ Int modifier. Its class skills are Diplomacy, Hide, Intimidate, Knowledge (nature), Listen, Sense Motive, Spot, and Survival.

- +13 natural armor bonus.
- Natural Weapons: 2 slams (2d6).
- Special Attacks: Animate trees, double damage against objects, trample (DC 13 + Str modifier).
- Special Qualities: Damage reduction 10/slashing, plant traits, vulnerability to fire .
- Automatic Languages: Common, Sylvan, Treant. Bonus Languages: ???.
- Favored Class: ???.
- Level adjustment +5.

Triton

Triton characters possess the following racial traits.

- +2 Strength, +2 Constitution, +2 Intelligence, +2 Wisdom.
- Medium size.
- A triton's base land speed is 5'. It has a swim speed of 40'.
- Darkvision 60'.
- Racial Hit Dice: A triton begins with three Outsider hit dice, one of which may be exchanged for its first class level.
- Racial Skills: A triton's outsider levels give it skill points equal to 8 + Int modifier. Its class skills are Craft, Diplomacy, Hide, Listen, Move Silently, Ride, Search, Sense Motive, Spot, Survival, and Swim. 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.
- +6 natural armor bonus.
- Natural Weapons: 4 claws (1d4).
- Special Attacks: Spell-like abilities.
- Automatic Languages: Aquan, Common. Bonus Languages: ???.
- Favored Class: ???.
- Level adjustment +2.

Troglodyte

Troglodyte characters possess the following racial traits.

- -2 Dexterity, +4 Constitution, -2 Intelligence.
- Medium size.
- A troglodyte's base land speed is 30'.
- Darkvision 90'.
- Racial Hit Dice: A troglodyte begins with two Humanoid hit dice, one of which may be exchanged for its first class level.
- Racial Skills: A troglodyte's humanoid levels give it skill points equal to 2 + Int modifier. Its class skills are Hide and Listen. Troglodytes have a +4 racial bonus on Hide checks (+8 in rocky or underground surroundings).
- Racial Feats: A troglodyte receives Multiattack as a bonus feat.
- +6 natural armor bonus.
- Natural Weapons: 2 claws (1d4), bite (1d4).
- Special Attacks: Stench.
- Automatic Languages: Draconic. Bonus Languages: Common, Giant, Goblin, Orc.
- Favored Class: Cleric.
- Level adjustment +2.

Troll

Troll characters possess the following racial traits.

- +12 Strength, +4 Dexterity, +12 Constitution, -4 Intelligence, -2 Wisdom, -4 Charisma.
- Large size.
- Space/Reach: 10'/10'.
- A troll's base land speed is 30'.
- Darkvision 60' and low-light vision.
- Racial Hit Dice: A troll begins with six Giant hit dice, one of which may be exchanged for its first class level.
- Racial Skills: A troll's giant levels give it skill points equal to 2 + Int modifier. Its class skills are Listen and Spot.
- +5 natural armor bonus.
- Natural Weapons: 2 claws (1d6), bite (1d6).
- Special Attacks: Rend.
- Special Qualities: Regeneration 5, scent.
- Automatic Languages: Giant. Bonus Languages: Common, Orc.
- Favored Class: Fighter.
- Level adjustment +5.

Xill

Xill characters possess the following racial traits.

- +4 Strength, +6 Dexterity, +4 Constitution, +2 Intelligence, +2 Wisdom.
- Medium size.
- A xill's base land speed is 40'.
- Darkvision 60'.
- Racial Hit Dice: A xill begins with five Outsider hit dice, one of which may be exchanged for its first class level.
- Racial Skills: A xill's outsider levels give it skill points equal to 8 + Int modifier. Its class skills are Balance, Climb, Diplomacy, Escape Artist, Intimidate, Listen, Move Silently, Sense Motive, Spot, Tumble, and Use Rope.
- Racial Feats: A xill receives Multiattack as a racial bonus feat.
- +7 natural armor bonus.
- Natural Weapons: 4 claws (1d4).
- Special Attacks: Implant, improved grab, paralysis (DC 12 + Con modifier).
- Special Qualities: Planewalk, spell resistance 20 + class levels.
- Automatic Languages: Infernal. Bonus Languages: Common.
- Favored Class: ???.
- Level adjustment +4.

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