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### Construct: animated objects, golems, homunculus, inevitables, retriever, shield guardian
- **Dragon** | dragons, dragon turtle, pseudodragon, wyvern.
- **(Earth)** | blue dragon, copper dragon, earth mephit, gargoyles, salt mephit, stone giant.
- **Elemental** | belker, elementals, invisible stalker, magmig, thoquua.
- **Elemental (Air)** | belker, air elementals, invisible stalker.
- **Elemental (Earth)** | earth elementals, thoquua.
- **Elemental (Fire)** | fire elementals, magmig, thoquua.
- **Elemental (Water)** | water elementals.
- **Fey** | dryad, greg, nixie, nymph, pixie, satyr.
- **(Fire)** | azer, brass dragon, fire giant, fire mephit, gold dragon, magma mephit, pyrohydra, red dragon, steam mephit.
- **Giant** | ettin, giants, ogre, ogre mage, troll.
INTRODUCTION

This is the *Dungeons & Dragons*® Roleplaying Game, the game that defines the genre and has set the standard for fantasy roleplaying for more than 30 years.


This introduction explains how to read each creature's write-up. It often refers to the Glossary, located at Chapter 7 in the back of this book (starting on page 305), for more details on attack forms and the special qualities associated with monsters.

A list of monsters organized by Challenge Rating appears on pages 318 and 319 to make it easy for the Dungeon Master to tailor encounters to the party level of the player characters.

READING THE ENTRIES

Each monster description is organized in the same general format, as outlined below. For complete information about the characteristics of monsters, consult Chapter 7: Glossary (starting on page 305), the Player's Handbook, or the *Dungeon Master's Guide*.

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 (Huge, for example). Size categories are defined in the Glossary. 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 (giant, for example). Type determines how magic affects a creature; for example, the *hold animal* spell affects only creatures of the animal type. Type determines certain features, such as Hit Dice size, base attack bonus, base saving throw bonuses, and skill points. For quick reference, the glossary gives a full description of the features and traits of each type and subtype.

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 at 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 base 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). See the Glossary for information on movement modes.

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 proficiency (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). The DM usually won't need this number, but it can be handy sometimes, especially if the creature has the Power Attack or Combat Expertise feat.

The number after the slash is the creature's grapple bonus, which

continued from page 4

*(Goblinoid)*: bugbear, goblin, hobgoblin.

*(Humanoid)*: bugbear, dwarf, elf, githyanki, githzerai, gnoll, gnome, goblin, halfing, hobgoblin, kobold, lizardfolk, loothskeel, orc, troglodyte.

*(Incorporeal)*: incorporeal.

*(Lawful)*: lawful.

*(magical)*: magical.

*(Monstrous Humanoid)*: centaur, derro, doppelganger, gargoyl, Grimlock, hag, harpy, kuo-toa, medusa, miata, sahuagin, yuan-ti.

*(Ooze)*: black puddling, gelatinous cube, gray ooze, ochre jelly.

*(Outsider)*: red.

*(Outsider (Air)*: air mephit, arrowhawk, djiinni, dust mephit, ice mephit.

*(Outsider (Chaotic)*: chaos beast, demons, eladrins, howler, lillend, slaadi, titan.

*(Outsider (Evil)*: achaia, barghest, demons, devils, hell hound, howler, night hag, nightmare, rakshasa, shadow mastiff, vargouille, xill, yth hound.

*(Outsider (Earth)*: earth mephit, salt mephit, xorn.

*(Outsider (Fire)*: azer, efreeti, hell hound, fire mephit, magma mephit, steam mephit, rast, salamanders.

*(Outsider (Good)*: angels, archons, eladrins, guardial, lillend, titan.

*(Outsider (Lawful)*: achaia, archons, barghest, devils, formsians, hell hound, rakshasa, xill.

*(Outsider (Native)*: asammar, causti, janni, tiefing, rakshasa, triton.

*(Outsider (Water)*: ooze mephit, water mephit, tojandia, triton.

*(Plant)*: assassin vine, phantom fungus, shambling mound, shrieker, tendril, treant, violet fungus.

*(Reptilian)*: kobold, lizard, troglodyte.

*(Shapechanger)*: achaia, barghest, doppelganger, lycanthrope, mimic, phasm.

*(Undead)*: achaia, bodak, devoures, ghast, ghoul, lich, mohrg, mummy, nighshade, shadow, skeletons, spectre, vampire, vampire spawn, wight, writh, zombie.

*(Vermi)*: centipede swarm, giant insects, locust swarm, monstrous centipedes, monstrous scorpions, monstrous spiders, spider swarm.

*(Water)*: black dragon, bronze dragon, ooze mephit, water mephit.
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).

Attack
This line shows the single attack the creature makes with an attack action. In many cases, this is also the attack the creature uses when making an attack 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 (see the Glossary). 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 (see the Glossary) 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 (see page 304) 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 it is the attack 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.

WHY A REVISION?
The new Dungeons & Dragons game debuted in 2000. In the three years since the d20 system energized the RPG industry, we've gathered tons of data on how the game is being played. We consider D&D to be a living game that constantly evolves as it is played. Using the gathered feedback, we've retooled the game from the ground up and incorporated everyone's suggestions to improve the game and this product.

This is your first experience with D&D, we welcome you to a wonderful world of adventure and imagination. If you played the prior version of this book, rest assured that this revision is a testament to our dedication to continuous product improvement and innovation. We've updated errata, clarified rules, polished the presentation, and made the game better than it was. This is an upgrade of the d20 System, not a new edition of the game. This revision is compatible with existing products, and these products can be used with the revision with only minor adjustments.

What's new in the revised Monster Manual? The entire book has been polished and refined, all in response to your feedback and to reflect the way the game is actually being played. We've reorganized the group monster entries into easier-to-use, single-entry formats. New monsters have been added to this larger book. Advanced versions of some monsters have been included to challenge higher-level characters. New monster feats have been added, and all monster abilities are detailed in the glossary for easy reference. Monsters that can be used as player characters have level adjustments and other information to expedite such play, and we've reworked all monsters so they gain feats and skills the same way that player characters do. We've added extensive information on how to advance, customize, and design monsters. And there are other improvements throughout, such as first-glance descriptions of monsters, typical spell lists for spellcasting monsters, additional statistics to speed up play (including grapple bonus and full attack routines), and ready-to-play entries for all monster types.

Take a look, play the game. We think you'll like how everything turned out.
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.) Humanoid warriors are generally built using the nonelite array: 13, 12, 11, 10, 9, 8. Advanced creatures (such as the hound archon here) are built using the elite array: 15, 14, 13, 12, 10, 8. Most abilities work as described in Chapter 1 of the Player's Handbook, with exceptions given below.

**Strength:** As noted on page 162 of the Player's Handbook, 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. For example, dragons carry loads as quadrupeds.

**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. Other effects of nonabilities are detailed in the Glossary.

**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 lists 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 (for instance, a gargyle gets an additional +8 bonus on Hide checks when it is concealed against a background of worked stone).

**Natural Tendencies:** Some creatures simply aren't made for certain types of physical activity. Elephants, despite their great Strength scores, are terrible at jumping. Giant crocodiles, despite their high Strength scores, don't climb well. Horses can't walk tightropes. If it seems clear to you that a particular creature simply is not made for a particular physical activity, you can say that the creature takes a -4 penalty on skill checks that defy its natural tendencies. In extreme circumstances (a porpoise attempting a Climb check, for instance) you can rule that the creature fails the check automatically.

**Feats**
The line gives the creature's feats. A monster gains feats just as a character does—one for its first Hit Die, a second feat if it has at least 3 HD, and an additional feat for every additional 3 HD. (For example, a 9 HD creature is entitled to four feats.) Sometimes a creature has one or more bonus feats, marked with a superscript B (>). Creatures often do not have the prerequisites for a bonus feat. If this is so, the creature can still use the feat. If you wish to customize the creature with new feats, you can reassign its other feats, but not its bonus feats. A creature cannot have a feat that is not a bonus feat unless it has the feat's 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. A great wyrm gold dragon, for instance, has an environment entry.

**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. A creature's Society section may include more details on noncombatants.

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 this creature would make an encounter of moderate difficulty. Assume a party of four fresh characters (full hit points, full spells, and equipment appropriate to their levels). Given reasonable luck, the party should be able to win the encounter some damage, but no casualties. For more information about Challenge Ratings, see pages 36 and 48 of the Dungeon Master's Guide.

**Treasure**
This line describes how much treasure the creature carries, if any. A creature with treasure always has a chase score of 10 or higher; see page 40 of the Dungeon Master's Guide. The player characters' chase score determines how easily they find the creature, how much notice the creature has of the player characters, how much resistance the creature offers, and whether the creature fights. Chase scores are limited to 10. A creature that is not a monster automatically provides 0 chase. The monster's chase is usually determined by the chase of the character class closest to it (for example, a Disney-style gargoyle has a chase equal to the lowest of a barbarian's, a ranger's, or a barbarian's).

**Alignment**
This line gives the alignment that the creature is likely to have. Every entry includes a modifier that indicates how broadly that alignment applies to the species as a whole. See the Glossary for details.

**Advancement**
This book usually describes only the most commonly encountered version of a creature (though some entries for advanced monsters can be found). 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 entries for creatures suitable for use as player characters or as cohorts (usually creatures with Intelligence scores of at least 3 and possessing opposable thumbs). 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. See pages 172, 199, and 209 of the Dungeon Master's Guide for more information.

**DESCRIPTIVE TEXT**
The body of each entry opens with a sentence or two that describes what the player characters might see on first encountering a monster, followed by a short description of the creature's what it does, what it looks like, and what is most noteworthy about it. Special sections describe how the creature fights and give details on special attacks, special qualities, skills, and feats.
CHAPTER 1: MONSTERS A TO Z

This book contains hundreds of creatures for use in any Dungeons & Dragons game. Refer to the Glossary, starting on page 305, for definitions of common features and abilities of individual monsters. In most cases, a monster entry describes a typical individual of the kind in question, which is the most common version encountered by characters on adventures. The DM can modify these entries, create advanced or weaker versions, or alter any statistics to play a monster against type and surprise the player characters.

And now, let's meet the monsters...

ABOLETH

The cool, refreshing water suddenly erupts in a storm of reaching, grasping tentacles. The tentacles connect to a primeval fish, 20 feet in length, from its bulbous head to its crescent-shaped tail. Three slit-shaped eyes, protected by bony ridges, are set one atop the other in the front of its head, which remains just beneath the surface as it attacks.

The aboleth is a revolting fishlike amphibian found primarily in subterranean lakes and rivers. It despises all nonaquatic creatures and attempts to destroy them on sight.

An aboleth has a pink belly. Four pulsating blue-black orifices line the bottom of its body and secrete gray slime that smells like rancid grease. It uses its tail for propulsion in the water and drags itself along with its tentacles on land. An aboleth weighs about 6,500 pounds.

Aboleths are cruel and highly intelligent, making them dangerous predators. They often conceal their prey's pathways with their powers of illusion. Aboleths also use their psionic abilities to control and enslave other creatures for use against their own kind.

Aboleths have both male and female reproductive organs. They breed in solitude, laying 1d6 eggs every five years. These eggs grow for another five years before hatching into full-grown aboleths. Although the young are physically mature, they remain under their parents' control for some ten years, obeying the older creature utterly.

Aboleths speak their own language, as well as Undercommon and Aquan.

COMBAT

An aboleth attacks by flailing with its long, slimy tentacles, though it prefers to fight from a distance using its illusion powers.

Enslave (Su): Three times per day, an aboleth can attempt to enslave any living creature within 30 feet. The target must succeed on a DC 17 Will save or be affected as though by a dominate person spell (caster level 1st). An enslaved creature obeys the aboleth's telepathic commands until freed by remove curse, and can attempt to even gain a Will save every 24 hours to break free. The control is broken if the aboleth dies or travels more than 1 mile from its slave. The aboleth is Charisma-based.

Psionics (Sp): At will—hypnotic pattern (DC 15), illusory wall (DC 17), mindscramble (DC 18), persistent image (DC 18), programmed image (DC 18), project image (DC 20), veal (DC 19). Effective caster level 15th. The save DCs are Charisma-based.

Slime (Ex): A blow from an aboleth's tentacle can cause a terrible affliction. A creature hit by a tentacle must succeed on a DC 19 Fortitude save or begin to transform over the next 1d4+1 minutes, the skin gradually becoming a clear, slimy membrane. An afflicted creature must remain moistened with cool, fresh water or take 1d12 points of damage every 10 minutes. The slime reduces the creature's natural armor bonus by 1 (but never to less than 0). The save DC is Constitution-based.

A remove disease spell cast before the transformation is complete will restore an afflicted creature to normal. Afterward, however, only a heal or mass heal spell can reverse the affliction.

Mucus Cloud (Ex): An aboleth under water surrounds itself with a viscous cloud of mucus roughly 1 foot thick. Any creature coming into contact with and inhaling this substance must succeed on a DC 19 Fortitude save or lose the ability to breathe air for the next 3 hours. An affected creature suffocates in 216 minutes if removed from the water. Renewed contact with the mucus cloud and failing another Fortitude save cures the effect for another 3 hours. The save DC is Constitution-based.

Skills: An aboleth 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.

ABOLETH MAGE

Among the watery tombs and dungeons they inhabit, the lords of the aboleths focus their efforts to achieve dominion through their study of wizardry. Their great power marks them as among the lords of all subterranean creatures. Still, these creatures, devoted to their arcane scholarship, spend most of their long lives alone.

COMBAT

The save DC for the aboleth mage's transformation tentacle attack (DC 21) and its mucus cloud (DC 21) are adjusted for its higher Constitution score. The save DC for its enslavement ability (DC 16) is adjusted for its lower Charisma score, as are the save DCs for its psionic abilities: Hypnotic pattern (DC 14), illusory wall (DC 16), mindscramble (DC 17), persistent image (DC 17), programmed image (DC 18), project image (DC 19), veal (DC 18). Effective caster level 16th.

The aboleth mage uses a number of spells, such as displacement, greater invisibility, and wall of force, to protect itself while controlling its foes with spells and innate abilities.

Typical Wizard Spells Prepared (4/6/5/4/3): save DC 15 + spell level; 0—blindness, detect magic (2), resistance; 1st—alarm, charm person, color spray, mage armor, magic missle (2), 2nd—blur, bulls strength, darkness, fear's cone, invisibility, 3rd—dispel magic, displacement,
A large creature stands on four stilts like legs. It has a birdlike body, round and plump, about the size of a small pony, balanced atop its legs. Feathers that range in color from brown to red cover its body, and its terrible claws and beak glint like burnished metal.

Achaeiraes are massive, 15-foot-tall flightless birds that inhabit the plane of Acheron and are only occasionally encountered elsewhere. They are evil, clever, and predatory, with a distinctive taste for torture.

Achaeiraes speak Infernal. They weigh about 750 pounds.

COMBAT

In close combat, an achaeira 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 achaeira'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 achaeira can release a choking, toxic black cloud. Those other than achaeiraes 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.

<table>
<thead>
<tr>
<th>ALLIP</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Medium Undead (Incorporeal)</strong></td>
</tr>
<tr>
<td><strong>Hit Dice</strong>: 4d12 (26 hp)</td>
</tr>
<tr>
<td><strong>Initiative</strong>: +5</td>
</tr>
<tr>
<td><strong>Speed</strong>: Fly 30 ft. (perfect) (6 squares)</td>
</tr>
<tr>
<td><strong>Armor Class</strong>: 15 (+1 Dex, +4 deflection), touch 15, flat-footed 14</td>
</tr>
<tr>
<td><strong>Base Attack/Grapple</strong>: +2</td>
</tr>
<tr>
<td><strong>Attack</strong>: Incorporeal touch +3 melee (1d4 Wisdom drain)</td>
</tr>
<tr>
<td><strong>Full Attack</strong>: Incorporeal touch +3 melee (1d4 Wisdom drain)</td>
</tr>
<tr>
<td><strong>Space/Reach</strong>: 5 ft./5 ft.</td>
</tr>
<tr>
<td><strong>Special Attacks</strong>: Babble, madness, Wisdom drain</td>
</tr>
<tr>
<td><strong>Special Qualities</strong>: Darkvision 60 ft., incorporeal traits, +2 turn resistance, undead traits</td>
</tr>
<tr>
<td><strong>Saves</strong>: Fort +1, Ref +4, Will +4</td>
</tr>
<tr>
<td><strong>Abilities</strong>: Str —, Dex 12, Con —, Int 11, Wis 11, Cha 18</td>
</tr>
<tr>
<td><strong>Skills</strong>: Hide +8, Intimidate +7, Listen +7, Search +4, Spot +7, Survival +10 (+2 following tracks)</td>
</tr>
<tr>
<td><strong>Feats</strong>: Improved Initiative, Lightning Reflexes</td>
</tr>
<tr>
<td><strong>Environment</strong>: Any</td>
</tr>
<tr>
<td><strong>Organization</strong>: Solitary</td>
</tr>
<tr>
<td><strong>Challenge Rating</strong>: 3</td>
</tr>
<tr>
<td><strong>Treasure</strong>: None</td>
</tr>
<tr>
<td><strong>Alignment</strong>: Always neutral evil</td>
</tr>
<tr>
<td><strong>Advancement</strong>: 5–12 HD (Medium)</td>
</tr>
<tr>
<td><strong>Level Adjustment</strong>: —</td>
</tr>
</tbody>
</table>

The creature that floats before you is like a thing out of nightmare. It has a vaguely humanoid shape, but it's a shape without features that has been distorted and bristles with madness. From the waist down, it trails away into vaporous nothingness, leaving a faint trace of fog behind it as it moves.

An allip is the spectral remains of someone driven to suicide by a madness that afflicted it in life. It craves only revenge and relentlessly 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 24 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 Cha 16.

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. Celestials positively dwell with goodness—every fiber of their bodies and souls is suffused with it. They are the natural enemies of demons and devils (creatures of the infernal realms).

Angels can be of any good alignment. Lawful good angels hail from the plane of Celestia, neutral good angels from the plane of Elysium or the Beastlands, and chaotic good angels from plane of Arborea. 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

Though they are honorable and good, angels don’t hesitate to back up their arguments with their weapons and other powers when necessary. Though they do not relish combat, they do not hesitate to take the battle to the enemy. 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 feet 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 evil spell and a lesser globe of invulnerability, both with a radius of 20 feet (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 benefit from the circle are not included in an angel's statistics block.)

— longer (Su): All angels can speak with any creature that has a language, as though using a tongues spell (caster level equal to angels Hit Dice). This ability is always active.

### Angel, Astral Deva

**Medium Outsider (Angel, Extraplanar, Good)**

**Hit Dice:** 12d6+48 (102 hp)

**Initiative:** +8

**Speed:** 50 ft. (10 squares), fly 100 ft. (good)

**Armor Class:** 29 (+4 Dex, +15 natural), touch 14, flat-footed 25

**Base Attack/Grapple:** +12/+18

**Attack:** +3 heavy mace of disruption +21 melee (1d8+12 plus stun) or slam +18 melee (1d8+9)

**Full Attack:** +3 heavy mace of disruption +21/+16/+11 melee (1d8+12 plus stun) or slam +18 melee (1d8+9)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Spell-like abilities, stun

**Special Qualities:** Damage reduction 10/evil, darkvision 60 ft., low-light vision, immunity to acid, cold, and petrification, protective aura, resistance to electricity 10 and fire 10, spell resistance 36, tongues, uncanny dodge

**Saves:** Fort +14 (+18 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 three) +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, Cleave, Great Fortitude, Improved Initiative, Power Attack

**Environment:** Any good-aligned plane

**Organization:** Solitary, pair, or squad (5–10)

**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

A beautiful, extremely tall, humanoid creature with long, feathery wings and a very supple and lithe body glows with an inner power that makes it hard to look directly at the creature.

Astral devas watch over lesser beings of good alignment and help when they can. In particular, they are patrons of planar travelers and powerful creatures undertaking good causes.

Astral devas is about 7½ 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, continual flame, detect evil, discern lies (DC 19), dispel evil (DC 20), dispel magic, holy aura (DC 23), holy smite (DC 19), holy word (DC 22), invisibility (self only), plane shift (DC 22), polymorph (self only), 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.

### Angel, Planatar

**Large Outsider (Angel, Extraplanar, Good)**

**Hit Dice:** 14d8+70 (133 hp)

**Initiative:** +8

**Speed:** 30 ft. (6 squares), fly 90 ft. (good)

**Armor Class:** 32 (+1 size, +4 Dex, +19 natural), touch 13, flat-footed 28

**Base Attack/Grapple:** +14/+25

**Attack:** +3 greaterward +23 melee (3d6+13/19–20) or slam +20 melee (2d8+10)

**Full Attack:** +3 greaterward +23/+18/+13 melee (3d6+13/19–20) or slam +20 melee (2d8+10)

**Space/Reach:** 10 ft./10 ft.

**Special Attacks:** Spell-like abilities, spells

**Special Qualities:** Damage reduction 10/evil, darkvision 60 ft., low-light vision, immunity to acid, cold, and petrification, protective aura, resistance to electricity 10 and fire 10, spell resistance 30, tongues

**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 Sunlight, 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:** —

The creature resembles a massive, muscular and tall human with smooth brown skin, white-feathered wings, and a bald head.

Planatans serve as mighty generals of celestial armies. They also help powerful mortals on missions of good, particularly those that involve battles with fiends. A planatar is nearly 9 feet tall and weighs about 500 pounds.

**Combat**

Despite their vast array of magical powers, planatans are likely to wade into melee with their +3 greaterwands. They particularly enjoy fighting fiends.

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

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

**Spell-Like Abilities:** At will—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), polymorph (self only), power word sturn, 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 evil, detect stuns and pins, 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 (6/8/8/7/7/7/6/6/6/5/3/3; 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, minor magick, 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 evil, 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, regeneration; 8th—holy aura*, mass cure critical wounds, shield of law; 9th—implosion, summon monster IX (good)*.

*Domain spell. Domains: Destruction and Good.

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**ANGEL, SOLAR**

**Large Outsider (Angel, Extraplanar, Good)**

**Hit Dice:** 22d8=110 (209 hp)

**Initiative:** +9

**Speed:** 50 ft. (10 squares), fly 150 ft. (good)

**Armor Class:** 15 (–1 size, –5 Dex, +21 natural), touch 14, flat-footed 30

**Base Attack/Cramp:** +22/+35

**Attack:** +5 dancing greetingword or +35 melee (3d6+18/19–20) or +2 composite longbow (5 Str bonus) or +28 ranged (2d6+7/x3 plus slaying) or slam +30 melee (2d8+13)

**Full Attack:** +5 dancing greetingword or +35/+30/+25/+20 melee (3d6+18/19–20) or +2 composite longbow (5 Str bonus) or +28/+23/+18/+13 ranged (2d6+7/x3 plus slaying) or slam +30 melee (2d8+13)

**Space/Reach:** 10 ft./10 ft.

**Special Attacks:** Spell-like abilities, spells

**Special Qualities:** Damage reduction 15/epic and evil, darkvision 60 ft., low-light vision, immunity to acid, cold, and petrification, protective aura, regeneration 15, resistance to electricity 10 and fire 10, spell resistance 32, tongues

**Saves:** Fort +18 (+22 against poison), Ref +18, Will +20

**Abilities:** Str 25, Dex 20, Con 20, Cha 20, Wis 25, Cha 25

**Skills:** Concentration +30, Craft ( Knowledge (any) +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, Great Cleave, Improved Initiative, Improved Sunder, Mobility, Power 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:**

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The creature resembles a towering, powerfully built human, with brilliant topaz eyes, silvery (or golden) skin, and gleaming white wings.

Solar are the greatest of the angels, usually close attendants to a deity or champions of some cosmically beneficial task (such as eliminating a particular type of wrongdoing).

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

**Combat**

Solar are puissant champions of good. Only the most powerful fiends approach their power. Even more fearsome than their +5 dancing greetingword 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, animate objects, commune, continual flame, dimension door, greater dispel magic, holy smite (DC 21), imprisonment (DC 26), invisibility (self only), lesser restoration (DC 19), polymorph (self only) power word,ston remove cure (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 evil, detect stuns and pins, discern lies (DC 21), see invisibility, true seeing. They can be dispelled, but the solar can reactivate them as a free action.

**Spells:** Solar 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 (6/8/8/7/7/6/6/5/5; save DC 17 + spell level): 0—create water, detect magic, guidance (2), resistance
Animated Object

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 1/2 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 (see Table 9–9 and Table 9–11, page 166 of the Player's Handbook). For the hardness of some common substances and objects.

Improved Speed (Ex): The base land speed given in the statistics block assume that an animated object, such as a large object, has 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 + 1/2 times its Strength bonus. Opponents who do not

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**Animated Object, Tiny**

**Tiny Construct**

<table>
<thead>
<tr>
<th>Hit Dice</th>
<th>1d10 +10 (15 hp)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Initiative: +2</td>
<td></td>
</tr>
<tr>
<td>Speed: 40 ft. (8 squares); 50 ft. (6 squares); 60 ft. (multiple legs)</td>
<td></td>
</tr>
<tr>
<td>Armor Class: 14 (+2 size, +2 Dex), touch 14, flat-footed 12</td>
<td></td>
</tr>
<tr>
<td>Base Attack/Grapple: +0/−9</td>
<td></td>
</tr>
<tr>
<td>Attack: Slam +1 melee (1d3−1)</td>
<td></td>
</tr>
<tr>
<td>Full Attack: Slam +1 melee (1d4)</td>
<td></td>
</tr>
<tr>
<td>Space/Reach: 2 1/2 ft./0 ft.</td>
<td></td>
</tr>
<tr>
<td>Special Attacks: See text</td>
<td></td>
</tr>
<tr>
<td>Special Qualities: Construct traits, darkness 60 ft., blindsight; also see text</td>
<td></td>
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<tr>
<td>Saves: Fort +6, Ref +6, Will +5</td>
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</tr>
<tr>
<td>Abilities: Str 8, Dex 14, Con 12, Int —, Wis 1, Cha 1</td>
<td></td>
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<tr>
<td>Skills: —</td>
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<td>Feats: —</td>
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<td>Environment: Any</td>
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<td>Organization: Group (4)</td>
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<td>Challenge Rating: 1/2</td>
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<td>Treasure: None</td>
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<td>Alignment: Always neutral</td>
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<td>Advancement: —</td>
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<tr>
<td>Level Adjustment: —</td>
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</tbody>
</table>

**Animated Object, Small**

**Small Construct**

<table>
<thead>
<tr>
<th>Hit Dice</th>
<th>1d10 +10 (15 hp)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Initiative: +2</td>
<td></td>
</tr>
<tr>
<td>Speed: 30 ft. (6 squares); 40 ft. (6 squares); 50 ft. (multiple legs)</td>
<td></td>
</tr>
<tr>
<td>Armor Class: 14 (+1 size, +1 Dex, +2 natural), touch 12, flat-footed 13</td>
<td></td>
</tr>
<tr>
<td>Base Attack/Grapple: +0/−4</td>
<td></td>
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<tr>
<td>Attack: Slam +1 melee (1d4)</td>
<td></td>
</tr>
<tr>
<td>Full Attack: Slam +1 melee (1d6)</td>
<td></td>
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<tr>
<td>Space/Reach: 5 ft./5 ft.</td>
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<tr>
<td>Special Attacks: See text</td>
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<tr>
<td>Special Qualities: Construct traits, darkness 60 ft., blindsight; also see text</td>
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<tr>
<td>Saves: Fort +6, Ref +6, Will +5</td>
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<td>Abilities: Str 10, Dex 12, Con 12, Int —, Wis 1, Cha 1</td>
<td></td>
</tr>
<tr>
<td>Skills: —</td>
<td></td>
</tr>
<tr>
<td>Feats: —</td>
<td></td>
</tr>
<tr>
<td>Environment: Any</td>
<td></td>
</tr>
<tr>
<td>Organization: Solitary</td>
<td></td>
</tr>
<tr>
<td>Challenge Rating: 1</td>
<td></td>
</tr>
<tr>
<td>Treasure: None</td>
<td></td>
</tr>
<tr>
<td>Alignment: Neutral</td>
<td></td>
</tr>
<tr>
<td>Advancement: —</td>
<td></td>
</tr>
<tr>
<td>Level Adjustment: —</td>
<td></td>
</tr>
</tbody>
</table>

**Animated Object, Medium**

**Medium Construct**

<table>
<thead>
<tr>
<th>Hit Dice</th>
<th>2d10 +20 (31 hp)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Initiative: +4</td>
<td></td>
</tr>
<tr>
<td>Speed: 30 ft. (6 squares); 40 ft. (6 squares); 50 ft. (multiple legs)</td>
<td></td>
</tr>
<tr>
<td>Armor Class: 14 (+4 natural), touch 10, flat-footed 14</td>
<td></td>
</tr>
<tr>
<td>Base Attack/Grapple: +1/−2</td>
<td></td>
</tr>
<tr>
<td>Attack: Slam +2 melee (1d6)</td>
<td></td>
</tr>
<tr>
<td>Full Attack: Slam +2 melee (1d8)</td>
<td></td>
</tr>
<tr>
<td>Space/Reach: 5 ft./5 ft.</td>
<td></td>
</tr>
<tr>
<td>Special Attacks: See text</td>
<td></td>
</tr>
<tr>
<td>Special Qualities: Construct traits, darkness 60 ft., blindsight; also see text</td>
<td></td>
</tr>
<tr>
<td>Saves: Fort +6, Ref +6, Will +5</td>
<td></td>
</tr>
<tr>
<td>Abilities: Str 12, Dex 10, Con 12, Int —, Wis 1, Cha 1</td>
<td></td>
</tr>
<tr>
<td>Skills: —</td>
<td></td>
</tr>
<tr>
<td>Feats: —</td>
<td></td>
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<tr>
<td>Environment: Any</td>
<td></td>
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<tr>
<td>Organization: Group (4)</td>
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</tr>
<tr>
<td>Challenge Rating: 1</td>
<td></td>
</tr>
<tr>
<td>Treasure: None</td>
<td></td>
</tr>
<tr>
<td>Alignment: Always neutral</td>
<td></td>
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<tr>
<td>Advancement: —</td>
<td></td>
</tr>
<tr>
<td>Level Adjustment: —</td>
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### Animated Object, Large
**Large Construct**

<table>
<thead>
<tr>
<th>Hit Dice:</th>
<th>4d10+30 (52 hp)</th>
<th>8d10+40 (84 hp)</th>
<th>16d10+60 (148 hp)</th>
</tr>
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<tbody>
<tr>
<td>Initiative:</td>
<td>+0</td>
<td>-1</td>
<td>-2</td>
</tr>
<tr>
<td>Speed:</td>
<td>20 ft. (4 squares); 30 ft. legs; 40 ft. multiple legs, 60 ft. wheels</td>
<td>20 ft. (4 squares); 30 ft. legs; 40 ft. multiple legs, 60 ft. wheels</td>
<td>10 ft. (2 squares); 20 ft. legs; 30 ft. multiple legs, 50 ft. wheels</td>
</tr>
<tr>
<td>Armor Class:</td>
<td>14 (-1 size, +5 natural), touch 9, flat-footed 14</td>
<td>13 (-2 size, -1 Dex, +6 natural), touch 7, flat-footed 13</td>
<td>12 (-4 size, -2 Dex, +8 natural), touch 4, flat-footed 12</td>
</tr>
<tr>
<td>Base Attack/Grapple:</td>
<td>+3/+10</td>
<td>+6/+19</td>
<td>+12/+31</td>
</tr>
<tr>
<td>Attack:</td>
<td>Slam +5 melee (1d8+4)</td>
<td>Slam +9 melee (2d6+7)</td>
<td>Slam +15 melee (2d8+10)</td>
</tr>
<tr>
<td>Full Attack:</td>
<td>Slam +5 melee (1d8+4)</td>
<td>Slam +9 melee (2d6+7)</td>
<td>Slam +15 melee (2d8+10)</td>
</tr>
<tr>
<td>Space/Reach:</td>
<td>10 ft./5 ft. (long)</td>
<td>15 ft./10 ft. (long)</td>
<td>20 ft./10 ft. (long)</td>
</tr>
<tr>
<td>Special Attacks:</td>
<td>See text</td>
<td>See text</td>
<td>See text</td>
</tr>
<tr>
<td>Special Qualities:</td>
<td>Construct traits, darkvision 60 ft., low-light vision, also see text</td>
<td>Construct traits, darkvision 60 ft., low-light vision, also see text</td>
<td>Construct traits, darkvision 60 ft., low-light vision, also see text</td>
</tr>
<tr>
<td>Saves:</td>
<td>Fort +1, Ref +1, Will +4</td>
<td>Fort +2, Ref +1, Will +3</td>
<td>Fort +5, Ref +3, Will +0</td>
</tr>
<tr>
<td>Abilities:</td>
<td>Str 16, Dex 10, Con —</td>
<td>Str 20, Dex 8, Con —</td>
<td>Str 24, Dex 6, Con —</td>
</tr>
<tr>
<td>—</td>
<td>Int —, Wis 1, Cha 1</td>
<td>Int —, Wis 1, Cha 1</td>
<td>Int —, Wis 1, Cha 1</td>
</tr>
<tr>
<td>Skills:</td>
<td>—</td>
<td>—</td>
<td>—</td>
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<tr>
<td>Feats:</td>
<td>—</td>
<td>—</td>
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<tr>
<td>Environment:</td>
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<td>Any</td>
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<tr>
<td>Organization:</td>
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<tr>
<td>Challenge Rating:</td>
<td>3</td>
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<tr>
<td>Treasure:</td>
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<tr>
<td>Alignment:</td>
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<tr>
<td>Advancement:</td>
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<td>—</td>
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</tr>
<tr>
<td>Level Adjustment:</td>
<td>—</td>
<td>—</td>
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</tr>
</tbody>
</table>

### Animated Object, Huge
**Huge Construct**

### Animated Object, Gargantuan
**Gargantuan Construct**

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### Large Magical Beast
**Large Construct**

<table>
<thead>
<tr>
<th>Hit Dice:</th>
<th>3d10+12 (28 hp)</th>
<th>3d10+12 (28 hp)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Initiative:</td>
<td>+0</td>
<td>+0</td>
</tr>
<tr>
<td>Speed:</td>
<td>30 ft. (6 squares), burrow 20 ft.</td>
<td>30 ft. (6 squares), burrow 20 ft.</td>
</tr>
<tr>
<td>Armor Class:</td>
<td>18 (-1 size, +9 natural), touch 9, flat-footed 18</td>
<td>18 (-1 size, +9 natural), touch 9, flat-footed 18</td>
</tr>
<tr>
<td>Base Attack/Grapple:</td>
<td>+3/+12</td>
<td>+3/+12</td>
</tr>
<tr>
<td>Attack:</td>
<td>Bite +7 melee (2d6+7 plus 1d4 acid)</td>
<td>Bite +7 melee (2d6+7 plus 1d4 acid)</td>
</tr>
<tr>
<td>Full Attack:</td>
<td>Bite +7 melee (2d6+7 plus 1d4 acid)</td>
<td>Bite +7 melee (2d6+7 plus 1d4 acid)</td>
</tr>
<tr>
<td>Space/Reach:</td>
<td>10 ft./5 ft.</td>
<td>10 ft./5 ft.</td>
</tr>
<tr>
<td>Special Attacks:</td>
<td>Improved grab, spit acid</td>
<td>Improved grab, spit acid</td>
</tr>
<tr>
<td>Special Qualities:</td>
<td>Darkness 60 ft., low-light vision, tremorsense 60 ft.</td>
<td>Darkness 60 ft., low-light vision, tremorsense 60 ft.</td>
</tr>
<tr>
<td>Saves:</td>
<td>Fort +6, Ref +6, Will +2</td>
<td>Fort +6, Ref +6, Will +2</td>
</tr>
<tr>
<td>Abilities:</td>
<td>Str 21, Dex 10, Con 17, Int 17, Wis 15, Cha 6</td>
<td>Str 21, Dex 10, Con 17, Int 17, Wis 15, Cha 6</td>
</tr>
<tr>
<td>—</td>
<td>Int —, Wis 1, Cha 1</td>
<td>Int —, Wis 1, Cha 1</td>
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<tr>
<td>Skills:</td>
<td>—</td>
<td>—</td>
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<tr>
<td>Feats:</td>
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<td>—</td>
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<tr>
<td>Environment:</td>
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<td>Any</td>
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<tr>
<td>Organization:</td>
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<td>Solitary</td>
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<tr>
<td>Challenge Rating:</td>
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<tr>
<td>Treasure:</td>
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<td>None</td>
</tr>
<tr>
<td>Alignment:</td>
<td>Always neutral</td>
<td>Always neutral</td>
</tr>
<tr>
<td>Advancement:</td>
<td>4 HD (Large); 5–9 HD (Huge)</td>
<td>4 HD (Large); 5–9 HD (Huge)</td>
</tr>
<tr>
<td>Level Adjustment:</td>
<td>—</td>
<td>—</td>
</tr>
</tbody>
</table>

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**ANKHEG**

A huge segmented insect with slender legs, each ending in a sharp claw. Emerges from the ground in a burst of rock and dirt. A tough, chitinous brown shell covers its entire body, and a glinting black eyes stare out from above powerful mandibles.

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 10. The hollowed ends of the tunnel serve as temporary lairs for sleeping, eating, or hibernating.

An ankheg can eat decayed organic matter but prefers fresh meat. Though a hungry ankheg might kill a farmer, the creature is quite beneficial to farmland. Its tunnel system drains the soil with passages for air and water, while its wastes add rich nutrients.

**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. If several attack, each tries to grab a different foe. If there aren't enough targets, two might grab the same creature in a tug-of-war.

**Improved Grab (Ex):** To use this ability, an ankheg must use 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-ft. 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 ankheg does not use this ability unless it is desperate or frustrated. It most often uses spitting when reduced to fewer than half its full normal hit points or when it has not successfully grabbed an opponent.

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**ARANEAE**

**Medium Magical Beast (Shapechanger)**

**Hit Dice:** 3d10+6 (22 hp)

**Initiative:** +6

**Speed:** 50 ft. (10 squares), climb 25 ft.

**Armor Class:** 13 (+2 Dex, +1 natural), touch 12, flat-footed 11

**Base Attack/Grapple:** +3/+3

**Attack:** Bite +5 melee (1d6+3 poison) or web +5 ranged

**Full Attack:** Bite +5 melee (1d6+3 poison) or web +5 ranged

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Poison, spells, web

**Special Qualities:** Change shape, darkvision 60 ft., 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, 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

The creature appears to be a monstrous spider, but it has two small humanoid arms below its mandibles.

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):** Injurious, Fortitude DC 15, 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 Soverer Spells Known (6/6; save DC 12 + spell level): 0—daze, detect magic, ghost sound; 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 12 Strength check. The check DCs are Constitution-based, and the Strength check DC includes a +4 racial bonus. The web has 5 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 the plane of Celestia. They have charged themselves with the protection of the plane, and also consider themselves guardians of all who are innocent or free of evil. They are the natural enemies of fiends (creatures of the lower planes), particularly demons.

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

**COMBAT**

Archons never attack without provocation (though their overwhelming lawful goodness often makes them easily provoked). They avoid harming other good creatures if they can, using non-damaging spells or weapon attacks that deal nonlethal damage if possible. An angry archon can be vengeance itself, however, no matter what the foe's alignment is.

Archons generally prefer to meet a foe head-on if it is prudent to do so, but if outnumbered, 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 feet and low-light vision.
- Aura of Menace (Su): A righteous aura surrounds archons that fight or get angry. Any hostile creature within 20 feet 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 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.

**LANERN ARCHON**

**Small Outsider (Archon, Extraplanar, Good, Lawful)**

**Hit Dice:** 1d8 (4 hp)

**Initiative:** +4

**Speed:** Fly 60 ft. (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 ft./5 ft.

**Special Attacks:** Spell-like abilities

**Special Qualities:** Aura of menace, damage reduction 10/evil, and magic, darkvision 60 ft., immunity to electricity and petrification, magic circle against evil, teleport, tongues

**Saves:** Fort +2, Ref +2, Will +2

**Abilities:** Str 11, Dex 11, Con 10, Int 10, Wis 11, Cha 10

**Skills:** Concentration +4, Diplomacy +4, Knowledge (the planes) +2, Listen +4, Sense Motive +4, Spot +4

**Feats:** Improved Initiative

**Environment:** Seven Mounting Heavens of Celestia

**Organization:** Solitary, pair, or squad (3–5)

**Challenge Rating:** 2

**Treasure:** None

**Alignment:** Always lawful good

**Advancement:** 2–4 HD (Small)

**Level Adjustment:** —

A ball of glowing light floats toward you.

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.

Lantern archons are very friendly and usually eager to give what assistance they can. However, their bodies are just gaseous of elemental air, and they are much too weak to render any material aid. Lantern archons speak in soft, musical voices.

**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 blast 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 feet. This attack takes over damage reduction of any type.

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

**HOUND ARCHON**

A powerfully built humanoid with the head of a dog appears both serene and ready for action, with a greatsword strapped across its broad back and an expression that indicates intelligence and protectiveness.

Hound archons look like well-muscled humans with canine heads. They seek to defend the innocent and the helpless against evil.

Their broad shoulders and meaty fists mark hound archons as able combatants. Likewise, their strong legs indicate that fleeing enemies won't get very far.
<table>
<thead>
<tr>
<th>Hound Archon</th>
<th>Hound Archon Hero, 11th Level Paladin</th>
</tr>
</thead>
<tbody>
<tr>
<td>Medium Outsider</td>
<td>Medium Outsider</td>
</tr>
<tr>
<td>Archon, Extraplanar, Good, Lawful</td>
<td>Archon, Extraplanar, Good, Lawful</td>
</tr>
<tr>
<td><strong>Hit Dice:</strong> 6d8+6 (31 hp)</td>
<td>6d8+18 plus 1d10+33 (143 hp)</td>
</tr>
<tr>
<td><strong>Initiative:</strong> +4</td>
<td>+4</td>
</tr>
<tr>
<td><strong>Speed:</strong> 40 ft. (8 squares)</td>
<td>30 ft. in full plate armor (6 squares), base speed 40 ft.</td>
</tr>
<tr>
<td><strong>Armor Class:</strong> 19 (+9 natural), touch 10, flat-footed 19</td>
<td>30 (+9 natural, +11 +3 full plate armor), touch 10, flat-footed 30</td>
</tr>
<tr>
<td><strong>Base Attack/Grapple:</strong> +6/+8</td>
<td>+17/+22</td>
</tr>
<tr>
<td><strong>Attack:</strong> Bite +8 melee (1d8+2) or greatsword +8 melee (2d6+1/19-20)</td>
<td>+2 cold iron greatsword +25 melee (2d6+9/19-20) or bite +22 melee (1d8+5)</td>
</tr>
<tr>
<td><strong>Full Attack:</strong> 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)</td>
<td>+2 cold iron greatsword +25/20/15/10 melee (2d6+9/19-20) and bite +17 melee (1d8+2); or bite +22 melee (1d8+5) and slam +17 melee (1d4+2)</td>
</tr>
<tr>
<td><strong>Space/Reach:</strong> 5 ft./5 ft.</td>
<td>5 ft./5 ft.</td>
</tr>
<tr>
<td><strong>Special Attacks:</strong> Spell-like abilities</td>
<td>Smite evil, spells, spell-like abilities, turn undead 6/day</td>
</tr>
<tr>
<td><strong>Special Qualities:</strong> Aura of menace, change shape, damage reduction 10/evil, darkvision 60 ft., immunity to electricity and petrification, magic circle against evil, scent, spell resistance 16, teleport, tongues</td>
<td>Aura of menace, change shape, damage reduction 10/evil, darkvision 60 ft., immunity to electricity and petrification, magic circle against evil, paladin abilities, scent, spell resistance 27, teleport, tongues</td>
</tr>
<tr>
<td><strong>Saves:</strong> Fort +5 (+10 against poison), Ref +5, Will +6</td>
<td>Fort +18 (+22 against poison), Ref +11, Will +13</td>
</tr>
<tr>
<td><strong>Abilities:</strong> Str 15, Dex 10, Con 13, Int 10, Wis 13, Cha 12</td>
<td>Str 21, Dex 10, Con 16, Int 8, Wis 14, Cha 16</td>
</tr>
<tr>
<td><strong>Skills:</strong> Concentration +20, Diplomacy +19, Hide +2ª, Jump +15, Listen +10, Move Silently +19, Sense Motive +19, Spot +10, Survival +10 (+12 following tracks)</td>
<td>Concentration +20, Diplomacy +19, Hide +2ª, Jump +15, Listen +10, Move Silently +19, Sense Motive +19, Spot +10, Survival +2ª</td>
</tr>
<tr>
<td><strong>Feats:</strong> Improved Initiative, Power Attack, Track</td>
<td>Improved Initiative, Leadership, Mounted Combat, Ride-By Attack, Track, Weapon Focus (greatsword)</td>
</tr>
<tr>
<td><strong>Environment:</strong> Seven Mounting Heavens of Celestia</td>
<td>Seven Mounting Heavens of Celestia</td>
</tr>
<tr>
<td><strong>Organization:</strong> Solitary, pair, or squad (3–5)</td>
<td>Solitary or with juvenile bronze dragon</td>
</tr>
<tr>
<td><strong>Challenge Rating:</strong> 4</td>
<td>16</td>
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<tr>
<td><strong>Treasure:</strong> No coins, double golds; standard items</td>
<td>Standard</td>
</tr>
<tr>
<td><strong>Alignment:</strong> Always lawful good</td>
<td>Always lawful good</td>
</tr>
<tr>
<td><strong>Advancement:</strong> 7–9 HD (Medium); 10–18 HD (Large)</td>
<td>By character class</td>
</tr>
<tr>
<td><strong>Level Adjustment:</strong> +5</td>
<td>+5</td>
</tr>
</tbody>
</table>

**Combat**

Hound archons always fight with a will. They 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 evil, message, Caster level 6th.

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

**Change Shape (Su):** A hound archon can assume any canine form of Small to Large size. While in canine form, the hound archon loses its bite, slam, and greatsword attacks, but gains the bite attack of the form it chooses. For the purposes of this ability, canines include any doglike or 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 evil, message, Caster level 6th.

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

**Smite Evil (Su):** Three times per day a hound archon hero can make a normal melee attack with a +3 bonus that deals an extra 11 points of damage against an evil foe.

**Change Shape (Su):** A hound archon hero can assume any canine form of Small to Large size. While in canine form, the hound archon loses its bite, slam, and greatsword attacks, but gains the bite attack of the form it chooses. For the purposes of this ability, canines include any doglike or 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.

**Paladin Abilities:** Aura of courage, aura of good, detect evil, divine grace, divine health, lay on hands (33 points/day), remove disease 2/week, special mount (juvenile bronze dragon).

**Typical Paladin Spells Prepared (2/2):** save DC 12 + spell level: 1st—divine favor, protection from evil, 2nd—bull's strength, eagle's splendor. 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 feet to speed in all its movement forms. The dragon cannot, however, command other creatures of its type as other kinds of paladin mounts can.
Hound Archons as Characters:
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 feet.
- Racial Hit Dice: A hound archon begins with six levels of outsider, which provide 608 Hit Dice, a base attack bonus of +6, and base saving throw bonuses of Fort +5, Ref +5, and Will +5.
- Racial Skills: A hound archon's outsider levels give it skill points equal to 9 x (8 + Int modifier). Its class skills are Concentration, Hide, Jump, Listen, Move Silently, Sense Motive, Spot, and Survival.
- Racial Feats: A hound archon's outsider levels give it three feats.
  - +9 natural armor bonus.
  - Natural Weapons: Bite (1d6) and slam (1d4).
  - Archon Traits (see page 16): Darkvision 60 ft., low-light vision, aura of menace (Will DC 15 + character's Cha modifier), immunity to electricity and petrification, +4 racial bonus on saves against poison, magic circle against evil, teleport, tongues.
  - Special Attacks: Spell-like abilities.
  - Special Qualities: Change shape, damage reduction 10/evil, scent, spell resistance equal to 16 + class levels.
  - Automatic Languages: Celestial, Bonus Languages: Common, Draconic, Infernal.
  - Favored class: Ranger.
  - Level adjustment +5.

Use Rope +3 (+5 with bindings)

Features: Blind-Fight, Cleave, Combat Reflexes, Improved Initiative, Power Attack

Environment: Seven Mounting Heavens of Celestia

Organization: Solitary, pair, or squad (3-5)

Challenge Rating: 14

Treasure: No coin; double goods; standard items

Alignment: Always lawful good

Advancement: 13-18 HD (Medium); 19-36 HD (Large)

Level Adjustment: +8

Appearing as a green, winged elf of supernatural goodness and beauty, the creature raises a massive silver trumpet and sounds a burst of piercing, soul-wrenching music.

Trumpet Archons serve as celestial messengers and heralds, though their martial skills are considerable. Each 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 evil, continual flame, message, casters 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 (6/7/6/5/4/4/3; DC 13 + spell level): 0—detect magic, light, purify food and drink, read magic, resistance (2); 1st—bless (2), divine favor (2), protection from chaos, sanctuary, shield of faith; 2nd—aid, bull’s strength (2), consecrate, lesser restoration, wall of around (2); 3rd—daylight, invisibility purg, magic circle against chaos, magic vestment, protection from energy (2); 4th—dismissal, divine power, holy smite, neutralize poison, spell immunity; 5th—dispel evil, mass cure light wounds, plane shift, raise dead; 6th—blade barrier, banishment, heal, undeath to death; 7th—dictum, holy word, mass cure serious wounds.

"Domain spell. Domains: Good and Law.

**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 quarterstaff as a free action.

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

### ARROWHAWK

The creature has a sinuous, snake-like body with a long neck and tail. Two pairs of feathered wings extend from the body, one on the top and another on the bottom. Most of the body is covered with iridescent blue scales, with tufts of yellow feathers at the base of the neck and the tail. The head has a black-tipped beak and four eyes, one pair above the beak and the other below.

An arrowhawk is a predator and scavenger from the Elemental Plane of Air. It is a consummate flier that spends its entire life on the wing.

An arrowhawk is always in motion while it lives. It can fly from the moment it hatches, and it eats, sleeps, and mates without ever touching ground. By twisting its body and varying the cadence of its wingbeats, an arrowhawk can fly at top speed in any direction.

Arrowhawk eggs have an innate levitation ability. Females lay clutches of 214 eggs in midair and leave them to float until they hatch. The female guards the eggs and collects them if the wind carries them, but otherwise leaves them alone.

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.

<table>
<thead>
<tr>
<th></th>
<th><strong>Juvenile Arrowhawk</strong></th>
<th><strong>Adult Arrowhawk</strong></th>
<th><strong>Elder Arrowhawk</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Hit Dice:</strong></td>
<td>Small Outsider (Air, Extrapolanar)</td>
<td>Medium Outsider (Air, Extrapolanar)</td>
<td>Large Outsider (Air, Extrapolanar)</td>
</tr>
<tr>
<td><strong>Initiative:</strong></td>
<td>3d8+3 (16 hp)</td>
<td>7d8+7 (38 hp)</td>
<td>15d8+45 (112 hp)</td>
</tr>
<tr>
<td><strong>Base Attack/Grapple:</strong></td>
<td>+5</td>
<td>+9</td>
<td>+5</td>
</tr>
<tr>
<td><strong>Full Attack:</strong></td>
<td>Electricity ray +9 ranged touch (2d6) or bite +9 melee (1d6+1)</td>
<td>Electricity ray +12 ranged touch (2d8) or bite +12 melee (1d8+3)</td>
<td>Electricity ray +19 ranged touch (2d8) or bite +21 melee (2d8+9)</td>
</tr>
<tr>
<td><strong>Space/Reach:</strong></td>
<td>5 ft./5 ft.</td>
<td>5 ft./5 ft.</td>
<td>10 ft./10 ft.</td>
</tr>
<tr>
<td><strong>Special Attacks:</strong></td>
<td>Electricity ray</td>
<td>Darkness 60 ft., immunity to acid, electricity, and poison, resistance to cold 10 and fire 10</td>
<td>Electricity ray</td>
</tr>
<tr>
<td><strong>Saving Throws:</strong></td>
<td>Fort +4, Ref +8, Will +4</td>
<td>Fort +6, Ref +10, Will +6</td>
<td>Fort +12, Ref +14, Will +10</td>
</tr>
<tr>
<td><strong>Abilities:</strong></td>
<td>Str 12, Dex 21, Con 12, Int 10, Wis 13, Cha 13</td>
<td>Str 14, Dex 21, Con 12, Int 10, Wis 13, Cha 13, Int 10, Wis 13, Cha 13</td>
<td></td>
</tr>
<tr>
<td><strong>Skills:</strong></td>
<td>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), Use Rope +5 (+7 with bindings)</td>
<td>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), Use Rope +5 (+7 with bindings)</td>
<td>Diplomacy +3, Escape Artist +23, Knowledge (the planes) +18, Listen +21, Move Silently +23, Search +18, Sense Motive +19, Spot +21, Survival +19 (+21 following tracks), Use Rope +5 (+7 involving bindings)</td>
</tr>
<tr>
<td><strong>Feats:</strong></td>
<td>Dodge, Weapon Finesse</td>
<td>Dodge, Flyby Attack, Weapon Finesse</td>
<td>Alertness, Blind-Fight, Combat Reflexes, Dodge, Flyby Attack, Weapon Finesse, Weapon Focus (bite)</td>
</tr>
<tr>
<td><strong>Environment:</strong></td>
<td>Elemental Plane of Air</td>
<td>Elemental Plane of Air</td>
<td>Elemental Plane of Air</td>
</tr>
<tr>
<td><strong>Organization:</strong></td>
<td>Solitary or clutch (2-4)</td>
<td>Solitary or clutch (2-4)</td>
<td>Solitary or clutch (2-4)</td>
</tr>
<tr>
<td><strong>Challenge Rating:</strong></td>
<td>3</td>
<td>5</td>
<td>8</td>
</tr>
<tr>
<td><strong>Treasure:</strong></td>
<td>None</td>
<td>None</td>
<td>None</td>
</tr>
<tr>
<td><strong>Alignment:</strong></td>
<td>Always neutral</td>
<td>Always neutral</td>
<td>Always neutral</td>
</tr>
<tr>
<td><strong>Advancement:</strong></td>
<td>4-6 HD (Small)</td>
<td>8-14 HD (Medium)</td>
<td>16-24 HD (Large); 25-32 HD (Gargantuan)</td>
</tr>
</tbody>
</table>
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 feet.

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**ASSASSIN VINE**

**Large Plant**

**Hit Dice:** 4d8+12 (30 hp)

**Initiative:** +0

**Speed:** 5 ft. (1 square)

**Armor Class:** 15 (–1 size, –6 natural), touch 5, flat-footed 15

**Base Attack/Grapple:** +3/+12

**Attack:** Slam +7 melee (1d6+7)

**Full Attack:** Slam +7 melee (1d6+7)

**Space/Reach:** 10 ft./10 ft. (20 ft. with vine)

**Special Attacks:** Constrict 1d6+7, entangle, improved grab

**Special Qualities:** blindsight 30 ft., 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 (Eagle), 17–32 HD (Gargantuan), 33+ HD (Colossal)

**Level Adjustment:**

This vine has a fibrous stem covered with brown, stringy bark and as thick as a human's forearm. Its leaves are shaped like human hands.

The assassin vine is a semimobile plant that collects its own gristly 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 hearty 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 feet 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 feet 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: 15 ft. in hide armor (2 squares); base speed 50 ft.
Armor Class: 20 (–2 size, +1 Dex, +3 hide armor, +8 natural), touch 9, flat-footed 19
Base Attack/Grapple: +10/+26
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 (2d6+8 plus poison) or rock +5 ranged (2d6+8), and 2 rocks +5 ranged (2d6+4)
Space/Reach: 15 ft./15 ft.
Special Attacks: Poison
Special Qualities: Darkvision 60 ft.
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, Cleave, 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 creature looks like a portly giant dressed in shabby rags and furs. It has a third arm growing from its chest. Its wide, slobbering mouth has curving tusks that jut from its lower jaw. It has tiny eyes, a small nose, and lopsided ears—one huge and one tiny.

The attach is a hulking, misshapen biped. Immensely strong, an attach can hammer most opponents to gory paste.

An attach rarely bathes and smells particularly foul. An adult stands some 18 feet tall and weighs about 4,500 pounds.

Attaches are fond of gems and crystals of all types. They often jam bracelets on their chubby fingers, necklaces around their fat wrists, and wear other jewelry where they can. They have been known to sit for hours, polishing and admiring their jewels. The only other things attaches tend to be passionate about are food and violence. They despise kill giants and, unless outnumbered, attack them on sight. They fear other giants and most other huge creatures.

Attaches speak a crude dialect of Giant.

COMBAT

Attaches 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 attach 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.

AZER

Medium Outsider (Extraplanar, Fire)
Hit Dice: 2d8+2 (11 hp)
Initiative: +1
Speed: 20 ft. in scale mail (4 squares); base speed 30 ft.
Armor Class: 23 (+1 Dex, +6 natural, +2 scale mail, +2 heavy shield), touch 11, flat-footed 22
Base Attack/Grapple: +2/+3
Attack: Warhammer +3 melee (1d8+1/×3 plus 1 fire) or shortspear +3 ranged (1d6+1 plus 1 fire)
Full Attack: Warhammer +3 melee (1d8+1/×3 plus 1 fire) or shortspear +3 ranged (1d6+1 plus 1 fire)
Space/Reach: 5 ft./5 ft.
Special Attacks: Heat
Special Qualities: Darkvision 60 ft., immunity to fire, spell resistance 13, vulnerability to cold
Saves: Fort +4, Ref +1, Will +4
Abilities: Str 13, Dex 13, Con 13, Int 12, Wis 12, Cha 9
Skills: Appraise +6, Climb +10, Craft (any) +6, Hide +6, 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

The creature resembles a dwarf with hair of fire and a beard of flames. It has brass-colored skin and appears to have been forged from fire and metal.

Attach

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

Azers maintain a tightly regimented society in which every member has a specific place. The state always takes precedence over the individual. Azer nobles are prodigiously strong and wield absolute power. Azers dwell within bronze fortresses on their homelands, only rarely visiting other places to gather gems. They hate efeet, with whom they wage an eternal war for territory and slaves.

AZERS AS CHARACTERS

Rare among their well-ordered kind, a few azers leave behind the absolute rule of their kin. These explorers tend to be fierce warriors, quick to take offense.

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 feet.
- Darkvision: Azers can see in the dark up to 60 feet.
- Racial Hit Dice: An azer begins life with two levels of outsider, which provide 2d8 Hit Dice, a base attack bonus of +2, and base saving throw bonuses of Fort +3, Ref +3, and Will +3.
- Racial Skills: An azer's outsider levels give it skill points equal to 5 x (8 + Int modifier). Its class skills are Appraise, Climb, Craft, Hide, Jump, Listen, Search, and Spot.
- Racial Feats: An azer's outsider levels give it one feat.
- +6 natural armor bonus.
- Special Attacks (see above): Heat, Freezing.
- Special Qualities (see above): Immunity to fire, spell resistance equal to 15 + class levels, vulnerability to cold.
- Favored Class: Fighter.
- Level adjustment +4.

BARGHEST

A horrifying wolf-like monster with blue-tipped fur, long sharp claws, and a fiendish glint of intelligence in its hateful, glowing eyes darts out of the shadows.

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. Barghests come into the world to feed on blood and souls and thus grow stronger.

As whelps, barghests are nearly indistinguishable from wolves, except for their size and claws. As they grow larger and stronger, their skin darkens to bluish-red and eventually becomes blue altogether. A full-grown barghest.

Such as the one described here, 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 form they take, 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—Hypnotic Gaze, 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 HD. The save DCs are Charisma-based.

Feats (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; it 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 Dice, 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.

Change Shape (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
<table>
<thead>
<tr>
<th></th>
<th>Greater Barghest</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hit Dice:</td>
<td>9d8+27 (67 hp)</td>
</tr>
<tr>
<td>Initiative:</td>
<td>+6</td>
</tr>
<tr>
<td>Speed:</td>
<td>40 ft. (8 squares)</td>
</tr>
<tr>
<td>Armor Class:</td>
<td>20 (-1 size, +2 Dex, +9 natural), touch 11, flat-footed 18</td>
</tr>
<tr>
<td>Base Attack/Crapple:</td>
<td>+9/+18</td>
</tr>
<tr>
<td>Attack:</td>
<td>Bite +13 melee (1d8+5)</td>
</tr>
<tr>
<td>Full Attack:</td>
<td>Bite +13 melee (1d8+5) and 2 claws +8 melee (1d6+2)</td>
</tr>
<tr>
<td>Space/Reach:</td>
<td>10 ft./5 ft.</td>
</tr>
<tr>
<td>Special Attacks:</td>
<td>Spell-like abilities, feed</td>
</tr>
<tr>
<td>Special Qualities:</td>
<td>Change shape, damage reduction 10/magic, darkvision 60 ft., scent</td>
</tr>
<tr>
<td>Saves:</td>
<td>Fort +9, Ref +8, Will +10</td>
</tr>
<tr>
<td>Abilities:</td>
<td>Str 20, Dex 15, Con 16, Int 13, Wis 14, Cha 18</td>
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<tr>
<td>Skills:</td>
<td>Bluff +16, Climb +17, Concentration +15, Diplomacy +8, Disguise +4 (+5 acting), Hide +10*, Intimidate +18, Jump +12, Listen +11, Move Silently +10, Search +11, Sense Motive +11, Spot +11, Survival +11 (+13 following tracks)</td>
</tr>
<tr>
<td>Feats:</td>
<td>Combat Reflexes, Improved Initiative, Track</td>
</tr>
<tr>
<td>Environment:</td>
<td>Bleak Eternity of Gehenna</td>
</tr>
<tr>
<td>Organization:</td>
<td>Solitary or pack (3–6)</td>
</tr>
<tr>
<td>Challenge Rating:</td>
<td>5</td>
</tr>
<tr>
<td>Treasure:</td>
<td>Double standard</td>
</tr>
<tr>
<td>Alignment:</td>
<td>Always lawful evil</td>
</tr>
<tr>
<td>Advancement:</td>
<td>Special (see below)</td>
</tr>
<tr>
<td>Level Adjustment:</td>
<td>Special (see below)</td>
</tr>
</tbody>
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**Basilisk**

The creature looks like a thick-bodied reptile with eight legs. Rows of bony spines jut from its back, and its eyes glow with an eerie, pale green incandescence.

A basilisk is a reptilian monster that petrifies living creatures with a mere gaze. Surviving a fight with a basilisk requires either careful preparation or considerable good fortune. Basilisks are found in nearly every climate, and often in underground areas as well. They tend to lair in shallow burrows, caves, or other sheltered areas. The entrance to a basilisk lair is sometimes distinguished by lifelike stone statues or carvings, which are actually creatures that ran afoul of the creature’s gaze. Basilisks are omnivorous and able to consume their petrified victims. They make effective guardians, if one has the magical or monetary

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**GREATER BARGHEST**

A barghest that reaches 9 Hit Dice through feeding becomes a greater barghest. These creatures can change shape into a goblin-like 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

**Medium Magical Beast**

<table>
<thead>
<tr>
<th>Hit Dice:</th>
<th>d10+12 (45 hp)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Initiative:</td>
<td>-1</td>
</tr>
<tr>
<td>Speed:</td>
<td>20 ft. (4 squares)</td>
</tr>
<tr>
<td>Armor Class:</td>
<td>16 (-1 Dex, +7 natural), touch 9, flat-footed 16</td>
</tr>
<tr>
<td>Base Attack/Grapple:</td>
<td>+6/+8</td>
</tr>
<tr>
<td>Attack:</td>
<td>Bite +8 melee (1d8+3)</td>
</tr>
<tr>
<td>Full Attack:</td>
<td>Bite +8 melee (1d8+3)</td>
</tr>
<tr>
<td>Space/Reach:</td>
<td>5 ft./5 ft.</td>
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<tr>
<td>Special Attacks:</td>
<td>Petrifying gaze</td>
</tr>
<tr>
<td>Special Qualities:</td>
<td>Darkvision 60 ft., low-light vision</td>
</tr>
<tr>
<td>Saves:</td>
<td>Fort +9, Ref +4, Will +3</td>
</tr>
<tr>
<td>Abilities:</td>
<td>Str 15, Dex 8, Con 15, Int 2, Wis 12, Cha 11</td>
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<tr>
<td>Skills:</td>
<td>Hide +6, Listen +7, Spot +7</td>
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<tr>
<td>Feats:</td>
<td>Alertness, Blind-Fight, Great Fortitude</td>
</tr>
<tr>
<td>Environment:</td>
<td>Warm deserts</td>
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<tr>
<td>Organization:</td>
<td>Solitary or colony (3-6)</td>
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<tr>
<td>Challenge Rating:</td>
<td>5</td>
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<tr>
<td>Treasure:</td>
<td>None</td>
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<tr>
<td>Alignment:</td>
<td>Always neutral</td>
</tr>
<tr>
<td>Advancement:</td>
<td>7-10 HD (Medium); 11-18 HD (Large)</td>
</tr>
<tr>
<td>Level Adjustment:</td>
<td>—</td>
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</tbody>
</table>

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. When not hunting, basilisks are usually sleeping off their latest meal in their lairs. Basilisks sometimes gather in small colonies for mating or for mutual defense in unusually hostile terrain, and a colony will attack intruders in concert.

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### Abyssal Greater Basilisk

**Large Outsider (Augmented Magical Beast, Extraplanar)**

| Hit Dice: | d10+90 (189 hp) |
| Initiative: | -1 |
| Speed: | 20 ft. (4 squares) |
| Armor Class: | 17 (-1 Dex, -1 size, +9 natural), touch 8, flat-footed 17 |
| Base Attack/Grapple: | +18/+29 |
| Attack: | Bite +25 melee (2d8+10) |
| Full Attack: | Bite +25 melee (2d8+10) |
| Space/Reach: | 10 ft./5 ft. |
| Special Attacks: | Petrifying gaze, smite good |
| Special Qualities: | Resistance to cold 10 and fire 10, damage reduction 10/magic, darkvision 60 ft., low-light vision, spell resistance 23 |
| Saves: | Fort -18, Ref +12, Will +8 |
| Abilities: | Str 24, Dex 8, Con 21, Int 3, Wis 10, Cha 15 |
| Skills: | Hide +6, Listen +10, Spot +10 |
| Feats: | Alertness, Blind-Fight, Great Fortitude, Iron Will, Improved Natural Attack (bite), Lightning Reflexes, Weapon Focus (bite) |
| Environment: | Infinite Layers of the Abyss |
| Organization: | Solitary or colony (3-6) |
| Challenge Rating: | 12 |
| Treasure: | Standard |
| Alignment: | Always chaotic evil |
| Advancement: | 7-15 HD (Medium); 16-24 HD (Large) |
| Level Adjustment: | — |

Abyssal greater basilisks have access to powers, including the ability to turn stone permanently, range 30 feet, Fortitude DC 13 negates. The save DC is Charisma-based.

#### Petrifying Gaze (Su)

Turn to stone permanently, range 30 feet, Fortitude DC 13 negates. The save DC is Charisma-based.

#### 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.

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Adventurers are likely to encounter these terrors of the underworld either in their native environment, barren wastelands of the Abyss, or summoned to the employ of some dark sorcerer. Servants of the demon lords make good use of the greater basilisk as guards and escorts.

#### 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.
BEHIR

Huge Magical Beast
Hit Dice: 9d10+45 (94. hp)
Initiative: +1
Speed: 40 ft. (8 squares), climb 15 ft.
Armor Class: 20 (—2 size, +3 Dex, +11 natural), touch 9,
flat-footed 19
Base Attack/Grapple: +9/+25
Attack: Bite +15 melee (2d+12)
Full Attack: Bite +15 melee (2d+12)
Space/Reach: 15 ft./10 ft.
Special Attacks: Breath weapon, constrict 2d8+8, improved
grapple, rake 1d4+4, swallow whole
Special Qualities: Can't be tripped, darkvision 60 ft., 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 +16, Hide +5, Listen +4, Spot +4, Survival +2
Feats: Alertness, 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: —

At first the creature appears as a huge armored snake, slithering across the
ground at great speed. Then, without slowing, it unfolds a dozen legs from
its serpentine body and runs forward to strike.

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 are never friendly with dragonkind and wont coexist
with any type of dragon. If a dragon enters a behir’s territory, the
behir does everything it can to drive the dragon out. If the behir
fails, it moves off to find a new home. A behir never knowingly
enters the territory of a dragon.

Behirs speak Common.

COMBAT

A behir usually bites and snags its prey first, then either
swallows or constricts the opponent. It can employ
its claws only against foes caught in its coils. If bestraf by
a large number of foes, it uses its breath
weapon.

Breath Weapon (Su): 20-foot 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 cre-
ture 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 +5 melee, damage 1d4+2.

Swallow Whole (Ex): A behir can try to swallow a grabbed
Medium or smaller opponent by making a successful grapple check.
A behir that swallow an opponent can use its Cleave feat to bite and
grip 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 3 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.

BEHOLDER

It floats before you, a bulbous body with a central, unblinking eye, and a
large mouth filled with daggerlike teeth. Smaller eyes, attached to wriggling
stems, sprout from the top of the orblike body.

Beholders are the stuff of nightmares. These creatures, also called
the “spheres of many eyes,” or “eye tyrants,” are deadly adversaries.
Beholders speak their own language and Common.

COMBAT

The primary weapon of both the gauth and the beholder is a series
of deadly eye rays.

Eye Rays (Su): Each of a beholder’s small eyes can produce a
magical ray once per round as a free action. During a single
round, a creature can aim only two eye rays (gauth) or three eye
rays (beholder) at targets in any one 90-degree arc (up, forward,
backward, left, right, or down). The remaining eyes must aim at
targets in other arcs, or not at all. A beholder can tilt and pan itsody each round to change which rays it can bring to bear in any
given arc.

Each eye’s effect resembles a spell (caster level 8th level for a
gauth, or 14th for a beholder), but follows the rules for a ray (see

All-Around Vision (Ex): Beholders are exceptionally alert and
circumspect. Their many eyes give them a +4 racial bonus on
Spot and Search checks, and they can’t be flanked.

Flight (Ex): A beholder’s body is naturally buoyant. This
buoyancy allows it to fly at a speed of 20 feet. This buoyancy also
grants it a permanent feather fall effect (as the spell) with per-
sonal range.
GAUTH
Medium Aberration
Hit Dice: 6d8+18 (45 hp)
Initiative: +6
Speed: 5 ft. (1 square), fly 20 ft. (good)
Armor Class: 19 (+2 Dex, +7 natural), touch 12, flat-footed 17
Base Attack/Grapple: +4/+3
Attack: Eye rays +6 ranged touch and bite –2 melee (1d6–1)
Full Attack: Eye rays +6 ranged touch and bite –2 melee (1d6–1)
Space/Reach: 5 ft. /5 ft.
Special Attacks: Eye rays, stunning gaze
Special Qualities: All-around vision, darkvision 60 ft., flight
Saves: Fort +5, Ref +4, Will +9
Abilities: Str 8, Dex 14, Con 16, Int 15, Wis 15, Cha 13
Skills: Hide +11, Knowledge (arcana) +11, Listen +4, Search +15,
Spot +17, Survival +2 (+4 following tracks)
Feats: Alertness*, Flyby Attack, Improved Initiative, Iron Will
Environment: Cold hills
Organization: Solitary, pair, or cluster (3–6)
Challenge Rating: 5
Treasure: Standard
Alignment: Usually lawful evil
Advancement: 7–12 HD (Medium); 13–18 HD (Large)
Level Adjustment: —

The gauth, sometimes known as the lesser beholder, is a large orb dominated by a central eye. Six smaller eyes on stalks sprout from the top of its body. It is a rapacious and taumaturgic creature that seeks to exact tribute from anything weaker than itself, and often attacks adventurers simply to acquire their wealth.

Eye Rays (Su): Each of a gauth’s six eyes resembles a spell cast by an 8th-level caster. Each eye ray has a range of 100 feet and a save DC of 14. The save DCs are Charisma-based. The six eye rays include:

- **Sleep**: This works like the spell, except that it affects one creature with any number of Hit Dice (Will negates). Gauths like to use this ray against warriors and other physically powerful creatures.
- **Inflict Moderate Wounds**: This works like the spell, causing 2d8+6 points of damage (Will half).
- **Dispel Magic**: This works like the targeted dispel function of the spell. The gauth’s dispel check is 1d20+8.
- **Stoning Ray**: This works like the spell, dealing 4d6 points of fire damage (no save). A gauth creates only one fiery ray per use of this ability.

- **Analytical Ray**: The target must succeed on a Fortitude save or be paralyzed for 2d10 minutes.
- **Exhaustion**: This works like the spell ray of exhaustion (no save).

**Stunning Gaze (Su)**: Stun for 1 round, 30 feet, Will DC 14 negates. The save DC is Charisma-based. Any creature meeting the gaze of the gauth’s central eye is subject to its stunning gaze attack. Since the gauth can use its eye-rays as a free action, the creature can use a standard action to focus its stunning gaze on an opponent and attack with all eye rays that bear on its foes at the same time.

BEHOLDER
Large Aberration
Hit Dice: 1d8+4 (9 hp)
Initiative: +6
Speed: 5 ft. (1 square), fly 20 ft. (good)
Armor Class: 26 (–1 size, +2 Dex, +15 natural), touch 11,
flat-footed 24
Base Attack/Grapple: +8/+12
Attack: Eye rays +9 ranged touch and bite +2 melee (2d4)
Full Attack: Eye rays +9 ranged touch and bite +2 melee (2d4)
Space/Reach: 10 ft. /5 ft.
Special Attacks: Eye rays
Special Qualities: All-around vision, antimagic cone, darkvision 60 ft., flight
Saves: Fort +9, Ref +5, Will +11
Abilities: Str 10, Dex 14, Con 18, Int 17, Wis 15, Cha 15
Skills: Hide +12, Knowledge (arcana) +17, Listen +18, Search +21, Spot +22, Survival +2 (+4 following tracks)
Feats: Alertness*, Flyby Attack, Great Fortitude, Improved Initiative, Iron Will
Environment: Cold hills
Organization: Solitary, pair, or cluster (3–6)
Challenge Rating: 13
Treasure: Double standard
Alignment: Usually lawful evil
Advancement: 12–16 HD (Large); 17–33 HD (Huge)
Level Adjustment: —

A beholder is an 8-foot-wide orb dominated by a central eye and a large, toothy maw. Ten smaller eyes on stalks sprout from the top of the orb.

**Combat**
Beholders often attack without provocation. Though not powerful physically, they often plow right into groups of opponents to use as many of their eyes as they can. When closing with an enemy, a beholder tries to cause as much disruption and confusion as possible.

**Eye Rays (Su)**: Each of a beholder’s ten eye rays resembles a spell cast by a 13th-level caster. Each eye ray has a range of 150 feet and a save DC of 17. The save DCs are Charisma-based. The ten eye rays include:

- **Charm Monster**: The target must succeed on a Will save or be charmed as though by the spell. The beholder generally uses this ray to control the opponent, usually employing it early in a fight.

- **Shard of Eldritch Power**: The target must succeed on a Will save or be affected as though by the spell. The beholder generally uses this ray to control the opponent, usually employing it early in a fight.
Charm Person: The target must succeed on a Will save or be affected as though by the spell. Beholders use this ray in the same manner as the charm monster ray.

Disintegrate: The target must succeed on a Fortitude save or be affected as though by the spell. The beholder likes to use this ray on any foe it considers a real threat.

Flare: This works like the spell, except that it targets one creature. The target must succeed on a Will save or be affected as though by the spell. Beholders use this ray against warriors or other physically powerful creatures early in a fight, to break up the opposition.

Finger of Death: The target must succeed on a Fortitude save or be slain as though by the spell. The target takes 3d6+13 points of damage if its saving throw succeeds. Beholders use this ray to eliminate dangerous foes quickly.

Flesh to Stone: The target must succeed on a Fortitude save or be affected as though by the spell. Beholders like to use this ray at enemy spellcasters. They also use it on any creature whose appearance they find interesting. (After the fight, the beholder takes the statue to its lair as a decoration.)

Inflict Moderate Wounds: This works like the spell, causing 2d8+10 points of damage (Will half).

Sleep: This works like the spell, except that it affects a creature with any number of Hit Dice (Will negates). Beholders like to use this ray against warriors or other physically powerful creatures. They know their foes can quickly awaken the sleepers, but they also know that doing so takes time and can delay an effective counterattack.

Slow: This works like the spell, except that it affects one creature. The target can make a Will save to negate the effect. Beholders often use this ray against the same creature targeted by their disintegrate, flesh to stone, or finger of death ray. If one of the former rays fails to eliminate the foe, this ray might at least hamper it.

Telekinesis: A beholder can move objects or creatures that weigh up to 325 pounds, as though with a telekinesis spell. Creatures can resist the effect with a successful Will save.

Antimagic Cone (Su): A beholder's central eye continually produces a 150-foot cone of antimagic. This function just like antimagic field (caster level 13th). All magical and supernatural powers and effects within the cone are suppressed—even the beholder's own eye rays. Once each round, during its turn, the beholder decides whether the antimagic cone is active or not (the beholder deactivates the cone by shutting its central eye).

Beholder Society

Beholders are hateful, aggressive, and avaricious, attacking or dominating others whenever they can get away with it. They exhibit a xenophobic intolerance, hating all creatures not like themselves. The basic body type comprises a great variety of beholder subspecies. Some are covered with overlapping chitinous plates; some have smooth hides or snake-like eye tentacles, some have crustacean joints, but even a difference as small as hide color or size of the central eye can make two groups of beholders sworn enemies. Every beholder declares its own unique form to be the "true ideal of beholderhood," the others being nothing but ugly replicas fit only to be eliminated.

Beholders usually carve out underground lairs for themselves using their disintegrate rays. Beholder architecture emphasizes the vertical, and a lair usually has a number of parallel tubes, with chambers stacked on top of each other. Beholders prefer inaccessible locations that earthbound foes can reach only with difficulty.

Large Elemental (Air, Extraplanar)

Hit Dice: 7d8+7 (38 hp).

Initiative: +5

Speed: 30 ft. (6 squares), fly 50 ft. (perfect)

Armor Class: 22 (–1 size, +5 Dex, +8 natural), touch 14.

Flat-footed 17

Base Attack/Grapple: +5/+11

Attack: Wing +9 melee (1d6+2)

Full Attack: 2 wings +9 melee (1d6+2) and bite +4 melee (1d3+1) and 2 claws +4 melee (1d3+1)

Space/Reach: 10 ft./10 ft.

Special Attacks: Smoke claws

Special Qualities: Darkvision 60 ft., 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, Multitask, 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:

A mass of dark smoke moves against the breeze, shifting shape as it comes closer.Cloudlike, rolling, it suddenly expands into a demonic creature of smoke and wind, with large bat wings, cloven tendrils, and a baying mouth.

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. Because of its semigaseous nature, however, it shifts and changes shape with every puff of wind. It is about 7 feet long and weighs about 8 pounds.

Belkers speak Aurian.

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 ft. (8 squares)
Armor Class: 16 (+1 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 ft./5 ft.
Special Attacks:
Special Qualities: Blink, darkvision 60 ft., 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 +6, Listen +5, Sense Motive +3, Spot +5, Survival +4
Feats: Iron Will, Run, Track

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: +2 (cohort)

A big canine with yellow-brown fur and large ears appears completely ordinary. And then it disappears in the blink of an eye and instantly reappears in a different location.

The blink dog is an intelligent canine that has a limited teleportation ability.

Blink dogs are social animals, often traveling in packs. They eat equal amounts of meat and plant matter. They avoid human lands but drive off evil humanoids that enter their territory.

Blink dogs have their own language, a mixture of barks, yaps, whines, and growls that can transmit complex information. When not hunting, they are playful with each other but very protective of their pups, which outsiders sometimes steal to train as guard animals. Blink dogs and displacer beasts are natural enemies.

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 6th), 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.
They are sometimes found commanding goblins and hobgoblins, whom they bully mercilessly.

Bugbears survive primarily by hunting, and they eat whatever they can bring down. Any creature is a legitimate source of food, including monsters and even their own smaller kin. When game is scarce, bugbears turn to raiding and ambush to fill their stews.

Most bugbears revere a deity named Hruggek, who delights in ambushes followed by furious combat.

**Bugbear as Characters**

Most bugbear leaders are fighters or fighter/rogues. Bugbear clerics worship Hruggek and can choose any two of the following domains: Chaos, Evil, Trickery, and War.

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 feet.
- Darkvision out to 60 feet.
- Racial Hit Dice: A bugbear begins with three levels of humanoid, which provide 3d8 Hit Dice, a base attack bonus of +2, and base saving throw bonuses of Fort +1, Ref +1, and Will +1.
- Racial Skills: A bugbear’s humanoid levels give it skill points equal to 6×(2 ÷ 1st level). Its class skills are Climb, Hide, Listen, Move Silently, Search, and Spot.
- Racial Feats: A bugbear’s humanoid levels give it two feats.
- +1 natural armor bonus.
- +1 racial bonus on Move Silently checks.
- Automatic Languages: Common, Goblin. Bonus Languages: Draconic, Elven, Giant, Gnoll, Orc.
- Favored Class: Rogue.
- Level adjustment +1.

**Bugbear Society**

Bugbears prefer to dwell in temperate, mountainous regions with many caves, living in small tribal units. A single bugbear, usually the biggest and meanest, leads each tribe. A tribe has as many young as it has adults. Children do not join the adults in the hunt, but they will fight to protect themselves or their lairs.

Bugbears have only two genuine goals in life: food and treasure. Prey and intruders are considered a valuable source of both. These extremely greedy creatures prize anything shiny, including arms and armor. They never miss an opportunity to increase their hoards through theft, plunder, and ambush. On rare occasions they parley with other beings if they believe something can be gained, but they are not skilled negotiators, losing their patience quickly if such encounters run overlong.
**Bulette**

- **Hit Dice**: 9d10+45 (94 hp)
- **Initiative**: +2
- **Speed**: 40 ft. (8 squares), burrow 10 ft.
- **Armor Class**: 22 (–2 size, –2 Dex, +12 natural), touch 10, flat-footed 20
- **Base Attack/Grapple**: +9/+25
- **Attack**: Bite +16 melee (2d8+8)
- **Full Attack**: Bite +16 melee (2d8+8) and 2 claws +10 melee (1d4+4)
- **Space/Reach**: 15 ft./10 ft.
- **Special Attacks**: Leap
- **Special Qualities**: Darkvision 60 ft., low-light vision, scent, tremorsense 60 ft.
- **Save**: Fort +11, Ref +8, Will +6
- **Abilities**: Str 27, Dex 15, Con 20, Int 2, Wis 13, Cha 6
- **Skills**: Jump +18, Listen +9, Spot +3
- **Feats**: Alertness, 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. It is universally shunned, even by other monsters. Fortunately for the rest of the world, the bulette is a solitary animal, although mated pairs (very rare) might share the same territory. Since its appetite is so voracious, each bulette has a large territory that can range up to 30 square miles. Other predators rarely share territory with one, for fear of being eaten. A bulette has no lair, preferring to wander above and below ground; it burrows beneath the soil to rest.

A bulette totally consumes its victims—clothing, weapons, and all. Its powerful stomach acid quickly destroys armor, weapons, and even magic items. It is not above nibbling on chests or sacks of coins either. When it has eaten everything in its territory, a bulette moves on. The sole criterion for a suitable territory is availability of food, so bulettes occasionally locate themselves near human settlements and terrorize the residents.

**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. If it senses something edible (that is, senses movement), it breaks to the surface, crests first, and begins its attack.

The bulette has a foul temperament—stupid, mean, and fearless. The size, strength, and number of its opponents mean nothing.

**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.
with its tentacles and tries to paralyze its victim. The tentacles deal no other damage. The creature then kills the paralyzed victim with its bite and devours the flesh. Multiple crawlers do not fight in concert, but each paralyzes as many opponents as possible. The unintelligent creature continues to attack as long as it faces any moving opponents.

Paralysis (Ex): Those hit by a carrion crawler's tentacle attack must succeed on a DC 13 Fortitude save or be paralyzed for 2d4 rounds. The save DC is Constitution-based.

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

**Combat**

A celestial lion's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

**Improved Grab (Ex):** To use this ability, a celestial 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 celestial lion charges, it can make a full attack, including two rake attacks.

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

Skills: Celestial 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 +8.

**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.

**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.

- **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 feet.
- Damage reduction (see the table below).
- Resistance to acid, cold, and electricity (see the table below).
- Spell resistance equal to HD + 5 (maximum 25).

**Resistance to**

<table>
<thead>
<tr>
<th>Hit Dice</th>
<th>Acid</th>
<th>Cold</th>
<th>Electricity</th>
<th>Damage Reduction</th>
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<tr>
<td>1-3</td>
<td>5</td>
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<td>4-7</td>
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<td>5/magic</td>
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<td>8-11</td>
<td>10</td>
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<td>10</td>
<td>10/magic</td>
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<tr>
<td>12 or more</td>
<td>10</td>
<td>10</td>
<td>10</td>
<td>10/magic</td>
</tr>
</tbody>
</table>

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.
CENTAUR SOCIETY

Among their own kind, centaurs are sociable creatures, but they have been known to become rowdy, boorish, and aggressive when under the influence of alcohol.

Solitary centaurs are usually cut hunting or scouting. Companies and troops are usually hunting or scouting in force. Most of the members of a centaur tribe remain near their lair. Most of the centaurs in the tribal lair are female; while the males are out hunting and scouting, the females lead and administer the tribe. A third of a tribe’s population is young.

The typical centaur lair is located deep within a forest. It consists of a large hidden glade and pastures, with a good supply of running water. Depending on the climate, the lair may contain huts or lean-to shelters to shelter individual families. Hearties for cooking and warmth are in an open area, away from the trees.

Centaurs are skilled in horticulture and may cultivate useful plants near their lair. In dangerous, monster-infested areas they plant thick barriers of thorn bushes around their lair, dig pits, and set snares.

Centaurs survive through a mixture of hunting, foraging, fishing, agriculture, and trade. Though they shun dealings with humans, centaurs do trade with elves, especially for food and wine. The elves are paid from the tribe’s treasury, which consists of the booty of slain monsters.

The size of a centaur tribe’s territory varies with its population and the nature of the area it inhabits. Centaurs do not object to sharing territory with elves. The attitude of a centaur toward a stranger in its territory depends on the visitor. Humans and dwarves are politely asked to leave, hallmarks or gnomes are tolerated, and elves are welcomed.

Centaurs deal with monsters according to how much of a threat they are to the welfare and survival of the tribe: If a giant or dragon were to enter a tribe’s territory, the centaurs would relocate, but they would attempt to kill trolls, orcs, and the like.

Most centaurs revere a deity named Skerrit, who is a god of nature and community.

CENTAURS AS CHARACTERS

Centaurs sometimes become bards, rangers, or druids. Centaur rangers often choose magical beasts or some variety of humanoid as their favored enemy. A centaur druid is usually a tribe’s designated leader and speaker. Centaur clerics (who are rare) worship Skerrit and can choose any two of the following domains: Animal, Good, or Plant.

Centaurs 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 feet
- A centaur’s base land speed is 50 feet.
—Darkvision out to 60 feet.
—Racial Hit Dice: A centaur begins with four levels of monstrous humanoid, which provide 4d8 Hit Dice, a base attack bonus of +4, and base saving throw bonuses of Fort +1, Ref +4, and Will +4.
—Racial Skills: A centaur’s monstrous humanoid levels give it skill points equal to 7 × (2 + Int modifier). Its class skills are Listen, Move Silently, Spot, and Survival.
—Racial Feats: A centaur’s monstrous humanoid levels give it two feats.
—+3 natural armor bonus.
—Favored Class: Ranger
—Level adjustment +2.

**CHAOSE BEAST**

Medium Outsider (Chaotic, Extraplanar)

Hit Dice: 8d12+8 (44 hp)

Initiative: +5

Speed: 20 ft. (4 squares)

Armor Class: 16 (+1 Dex, +5 natural), touch 11, flat-footed 15

Base Attack/Grapple: +8/+16

Attack: Claws +10 melee (1d3+2 plus corporeal instability)

Full Attack: 2 claws +10 melee (1d3+2 plus corporeal instability)

Space/Reach: 5 ft. by 5 ft.

Special Attacks: Corporeal instability

Special Qualities: Darkness 60 ft., 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 +10 (+12 following tracks), Tumble +14, Use Rope +13 (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: —

Although the creature before you has no set form, it constantly melts and reforms, apparently drawing each shape from some nightmare that has ever plagued humankind. It chaotically shifts through dozens of monstrous forms before shaping itself into a bulbous thing with ten eyes, swimming in a viscous sac at the top of a body that’s surrounded by a ring of snapping mouths.

The horrific creatures known as chaos beasts have mutable, ever-changing forms. Their deadly touch can make opponents melt into formless goo.

There’s no telling what a chaos beast will look like. One moment it might be a towering horror of hooks and fangs, all pulpy flesh and exposed veins, and the next a slobbering mass of tentacles and tusked fangs. Then it becomes a mighty creature, all muscle and fury. A chaos beast’s dimensions vary, but it always weighs about 200 pounds.

**COMBAT**

How many different attacks can a creature capable of any form have? In this case, only two.

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 afflicted creature is unable to hold or use any item. Clothing, armor, rings, and helments become useless. Large items worn or carried—armor, backpacks, even shirts—hamper movement more than help, reducing the victim’s Dexterity score by 4. Soft or misshapen legs and feet reduce speed to 10 feet per round 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 remove curse 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 transformation.

**Chaos Beast 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.
Large Magical Beast
Hit Dice: 9d10+27 (76 hp)
Initiative: +1
Speed: 80 ft. (6 squares), fly 50 ft. (poor)
Armor Class: 19 (–1 size, –1 Dex, +9 natural), touch 10, flat-footed 18
Base Attack/Grapple: +9/+17
Attacks: Bite +12 melee (2d8+4) and gore +10 melee (1d8+4)
Full Attack: Bite +12 melee (2d8+4) and bite +12 melee (1d8+4) and gore +12 melee (1d8+4) and 2 claws +10 melee (1d8+2)
Space/Reach: 10 ft./5 ft.
Special Attacks: Breath weapon
Special Qualities: Darkvision 60 ft., low-light vision, scent
Saves: Fort +9, Ref +7, Will +6
Abilities: Str 19, Dex 13, Con 17, Int 4, Wis 13, Cha 10
Skills: Alertness, Hesher, Iron Will, Multiattack
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)

This creature has the headquaters of a big goat and the forequarters of a great lion. It has dragon wings and three heads: a horned goat, a man-eating lion, and a fierce dragon.

The chimera is a bizarre predator that hunts on the ground and on the wing. It can defeat even the hardest opponent with a flurry of claws and fangs.

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 toading to more powerful creatures.

COMBAT
A deadly foe, 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 1d6 and consult the table below.

<table>
<thead>
<tr>
<th>Color (40)</th>
<th>Breath Weapon</th>
</tr>
</thead>
<tbody>
<tr>
<td>Black</td>
<td>40-foot line of acid</td>
</tr>
<tr>
<td>Blue</td>
<td>40-foot line of lightning</td>
</tr>
<tr>
<td>Green</td>
<td>20-foot cone of gas (acid)</td>
</tr>
<tr>
<td>Red</td>
<td>20-foot cone of fire</td>
</tr>
<tr>
<td>White</td>
<td>20-foot cone of cold</td>
</tr>
</tbody>
</table>

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, 700–1050 pounds.

Small Aberration
Hit Dice: 3d6+3 (16 hp)
Initiative: +6
Speed: 20 ft. (4 squares), climb 10 ft.
Armor Class: 17 (+1 size, +2 Dex, +4 natural), touch 13
Flat-footed 15
Base Attack/Grapple: +2/+5
Attack: Tendacle +6 melee (1d3+3)
Full Attack: 2 tendacles +6 melee (1d3+3)
Space/Reach: 5 ft./10 ft.
Special Attacks: Improved grab, constrict 1d3+3
Special Qualities: Darkvision 60 ft., quickness
Saves: Fort +2, Ref +5, Will +4
Abilities: Str 16, Dex 14, Con 13, Int 4, Wis 13, Cha 7
Skills: Climb +13, Hide +10, Move Silently +6
Feats: Improved Initiative, Lightning Reflexes, Stealthy
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: —

A creature perches in the shadows, near the ceiling, in a corner of the chamber. Its body resembles that of a naked hulking with matted flesh, but its limbs are incredibly spiral and long. It hisses, showing sharp, large teeth an instant before one of its limbs snaps out like a whip.

These vicious little predators lurk underground, grabbing whatever prey happens by.

A choker's skull, spine, and rib cage are bony, but its limbs are really tentacles with multiple knobby joints of cartilage. Thus, it appears bowlegged, and its movements seem peculiar and fluid. 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.
Chokers are greedy. Quick-thinking characters who spot one before it attacks might be able to bribe a choker with food and question it about the area around its lair.

**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 supematurally quick. It can take an extra standard action or move action during its turn each round.

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

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**CHUUL**

**Large Aberration (Aquatic)**

**Hit Dice:** 1d8+4 (93 hp)

**Initiative:** +7

**Speed:** 30 ft. (6 squares), swim: 20 ft.

**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 ft./5 ft.

**Special Attacks:** Constrict 3d6+5, improved grab, paralytic tentacles

**Special Qualities:** Amphibious, darkvision 60 ft., 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 +13, Listen +11, Spot +11, Swim +13

**Feats:** Alertness, Blind-Fight, Combat Reflexes, Improved Initiative

**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:** —

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**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 ten-
CLOAKER

Large Aberration

Hit Dice: 6d8+18 (45 hp)
Initiative: +7

Speed: 10 ft. (2 squares), fly 40 ft. (average)

Armor Class: 19 (–1 size, –3 Dex, +7 natural), touch 12,
flat-footed 16

Base Attack/Grapple: +4/+13

Attacks: Tail slap +8 melee (1d6+5)
Full Attack: Tail slap +8 melee (1d6+5) and bite +3 melee (1d4+2)

Space/Reach: 10 ft./10 ft. (5 ft. with bite)

Special Attacks: Mean, engulf

Special Qualities: Darkvision 60 ft., shadow shift

Saves: Fort +5, Ref +5, Will +7

Abilities: Str 21, Dex 16, Con 17, Int 14, Wis 15, Cha 15

Skills: Hide +6, Listen +13, Move Silently +12, Spot +13

Feats: Alertness, Combat Reflexes, Improved Initiative

Environment: Underground

Organization: Solitary, mob (3–6), or flock (7–12)

Challenge Rating: 5

Treasure: Standard

Alignment: Usually chaotic neutral

Advancement: 7–9 HD

(Barbarian); 10–18 HD

(Huge)

Level Adjustment: —

A long black cloak hangs from the cave wall. Suddenly, the cloak slips from the wall and catches a breeze moving through the cavern. Then it unfolds, the cloak becoming dark wings and a bony, whistling tail unfurling to stretch out behind it. It flies forward, revealing a toothy mouth and piercing red eyes deep in the shadows of its shadowy body.

Cloakers are bizarre creatures that lurk in dark places far beneath the surface. They kill intruders without remorse or pause, except to plan cruel amusement.

When resting or lying in wait, these creatures are almost impossible to distinguish from common black cloaks (the cloak's ivory claws look very much like bone clasps). Only when it unfurls does the horrific nature of the creature become apparent. Cloakers pursue their own mysterious goals. While they are certainly intelligent, their minds work in a way so alien that few humans have ever been able to make meaningful contact with one.

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 own 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.

Moon (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, mind-affecting attacks. Unless otherwise specified, a creature that successfully saves against one of these effects cannot be affected by the same moon effect from the same cloaker for 24 hours. All save DCs for moon effects are Charisma-based.

Unnerve: Anyone within a 60-foot 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-foot spread must succeed on a DC 15 Will save or become panicked for 2 rounds.

Nausea: Anyone in a 10-foot 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:** 30 ft. (4 squares), fly 60 ft. (poor)

**Armor Class:** 14 (+1 size, +3 Dex), touch 14, flat-footed 11

**Base Attack/Grapple:** +5/−1

**Attack:** Bite +9 melee (1d4+2 plus petrification)

**Full Attack:** Bite +9 melee (1d4+2 plus petrification), talons +9 melee (1d6+2)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Petrification

**Special Qualities:** Darkvision 60 ft., low-light vision, petrification

**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, Dodge, Weapon Finesse

**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:** −1

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This avian creature is about the size of a large goose or turkey. It has the head and body of a cockerel, but wings, and the long tail of a lizard. Its eyes glow with a dangerous-looking crimson sheen.

The cockatrice is an eerie, repulsive hybrid. It is infamous for its ability to turn flesh to stone.

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.

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**Coulatl**

**Large Outsider (Native)**

**Hit Dice:** 9d8+18 (58 hp)

**Initiative:** +7

**Speed:** 20 ft. (4 squares), fly 60 ft. (good)

**Armor Class:** 21 (−1 size, +3 Dex +9 natural), touch 12, flat-footed 18

**Base Attack/Grapple:** +9/+17

**Attack:** Bite +12 melee (1d3+6 plus poison), talons +12 melee (1d3+6 plus poison)

**Space/Reach:** 10 ft./5 ft.

**Special Attacks:** Constrict 2d8+6, improved grab, poison, psionics, spells

**Special Qualities:** Darkvision 60 ft., ethereal jaunt, telepathy 50 ft.

**Saves:** Fort +8, Ref +9, Will +10

**Abilities:** Str 18, Dex 16, Con 14, Int 17, Wis 19, Cha 17

**Skills:** Concentration +14, Diplomacy +17, Jump +0, Knowledge (any two) +15, Listen +16, Search +15, Sense Motive +16, Spellcraft +13 (+17 scrolls), Spot +16, Survival +4 (+6 following tracks), Tumble +15, Use Magic Device +15 (+17 scrolls)

**Feats:** Dodge, Empower Spell, Eschew Materials, Hover, Improved Initiative

**Environment:** Warm forests

**Organization:** Solitary, pair, or flight (3−6)

**Challenge Rating:** 10

**Treasure:** Standard

**Alignment:** Always lawful good

**Advancement:** 10−13 HD (Large); 14−17 HD (Huge)

**Level Adjustment:** +7

This great serpent with rainbow-feathered wings appears confident, powerful, and totally aware of everything around it.

The couatl is legendary for its sheer beauty, vast magical powers, and unwavering virtue. Its intelligence and goodness have made it an object of reverence in the regions it inhabits.

A couatl is about 12 feet long, with a wingspan of about 15 feet. It weighs about 1,800 pounds, and can constrict.

Coulats speak Celestial, Common, and Draconic, and also have the power of telepathy (see below).

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**COMBAT**

A couatl seldom attacks without provocation, though it always attacks evil doers caught red-handed. It uses its detect thoughts ability on any creature that arouses its suspicions. Since it is highly intelligent, a couatl usually casts spells from a distance before closing. If more than one couatl is involved, they discuss their strategy before a battle.

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

Improved Grab (Ex): To use this ability, a couatl must hit a creature of up to two size categories larger 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.

Poison (Ex): Injury, Fortitude DC 16, initial damage 2d4 Str, secondary damage 4d4 Str.

The save DC is Constitution-based.

Psionics (Sp): At will—detect chaos, detect evil, detect good, detect law, detect thoughts (DC 15), invisibility, plane shift (DC 20), polymorph (self only). Effective caster level 9th. The save DCs are Charisma-based.
Spells: A couatl casts spells as a 9th-level sorcerer. It can choose its spells known from the sorcerer list, the cleric list, and from the lists for the Air, Good, and Law domains. The cleric spells and domain spells are considered arcane spells for a couatl, meaning that the creature does not need a divine focus to cast them.

Typical Spells Known (6/7/7/7/4): save DC 13 + spell level; 0—cure minor wounds, detect, disrupt undead, light, obscuring mist, ray of frost, read magic, resist energy, 1st—endure elements, mage armor, protection from chaos, true strike, wind wall; 2nd—cure moderate wounds, eagle's splendor, scorching ray, silence, 3rd—gaseous form, magic circle against evil, summon monster III; 4th—charm monster, freedom of movement.

Ethereal Jaunt (Su): This ability works like the ethereal jaunt spell (caster level 16th).

Telepathy (Su): A couatl can communicate telepathically with any creature within 90 feet that has an Intelligence score. The creature can respond to the couatl if it wishes—no common language is needed.

DARKMANTLE

Small Magical Beast
Hit Dice: 1d10+1 (6 hp)
Initiative: +4
Speed: 20 ft. (4 squares), fly 30 ft. (poor)
Armor Class: 17 (+1 size, +6 natural), touch 11, flat-footed 17
Base Attack/Grapple: +1/+0
Attack: Slam +5 melee (1d4+6)
Full Attack: Slam +5 melee (1d4+6)
Space/Reach: 5 ft./5 ft.
Special Attacks: Darkness, improved grab, constrict 1d4+4
Special Qualities:
Blindsight 90 ft.
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 seems to break apart, revealing itself to be a creature that resembles a squid or octopus, with a stonelike shell covering its body and a tough membrane stretched between its unfolding tentacles.

The darkmantle lurks near cavern roofs, waiting for prey to pass beneath. Its ability to create magical darkness makes it difficult to defeat.

The darkmantle hangs from a ceiling by a muscular "foot" at the top of its body. It can look like a stalactite, 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.

Scholars believe the darkmantle has recently evolved from a similar but far less capable subterranean predator. 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 allow it to ascertain objects and creatures within 30 feet. A silence spell negates this ability and effectively blinds the darkmantle.

Skills: A darkmantle has +6 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.
Huge Aberration
Hit Dice: 15d8+78 (145 hp)
Initiative: +5
Speed: 30 ft. (6 squares), burrow 10 ft.
Armor Class: 24 (–2 size, +1 Dex, +15 natural), touch 9, flat-footed 23
Base Attack/Grapple: +11/+27
Attack: Slam +17 melee (1d6+8 plus 2d6 acid)
Full Attack: 2 slams +17 melee (1d6+8 plus 2d6 acid)
Space/Reach: 15 ft./10 ft.
Special Attacks: Corrosive slime
Special Qualities: Darkvision 60 ft., immunity to acid, stone shape, tremorsense 60 ft.
Saves: Fort +12, 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, Blind-Fight, Great Fortitude, Improved Initiative, Power Attack, 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 huge creature burrows through the solid rock wall. Its teardrop-shaped, rocky body glistens with slime, and it uses the blunt claws of its two great appendages to clear away the debris.

The delver is a bizarre creature that lives in the depths of the earth, burrowing through solid stone with the help of a corrosive slime that seeps from its rocky-like skin.

Delvers are shy and mostly inoffensive, but rogue specimens with murderous streaks are not unknown. They feed on stone and may even devour creatures such as goblins and earth elementals. A delver burrowing through stone leaves behind a usable tunnel about 10 feet in diameter.

The slime covering a delver's body is highly corrosive. The creature feeds by dissolving rock with its slime and shoving the resulting goop under its body, the underside of which is almost all mouth.

A delver eats rock but enjoys various nonmetallic minerals as seasonings in the same way that a human enjoys spices. Adventurers might secure information and assistance from a delver by offering it tasty minerals (usually gems) or pick-me-ups (such as coins). Metal is an intoxicant to delvers. Some delvers become addicted to metal and are a menace to miners and anyone who carries metal equipment.

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 mucous 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 4d6 points of damage, and against stone 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 the Abyss, a plane of endless evil. They are ferocity, personified and will attack any creature just for the sheer fun of it—even other demons. They enjoy terrifying their victims before slaying them and often devour their slain. Many demons, not satisfied with their own iniquity, take pleasure in tempting mortals to become as depraved as they are.

A number of demons belong to a race (and subtype) known as the tanar'ri. The tanar'ri form the largest and most diverse group of demons, and they are the unchallenged masters of the Abyss.

Tanar'ri Traits: A tanar'ri possesses 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): Tanar'ri share the ability to summon others of their kind (the success chance and type of tanar'ri summoned are noted in each monster description). However, between their arrogance and disdain for giving favors to one another, tanar'ri 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, Tanar'ri)

Hit Dice: 7d8+35 (66 hp)

Initiative: +1

Speed: 30 ft. (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 ft./5 ft.

Special Attacks: Sneak attack +2d6, spell-like abilities: summon tanar'ri

Special Qualities: Damage reduction 10/cold iron or good, darkvision 60 ft., immunity to electricity and poison, protective slime, resistance to acid 10, cold 10, and fire 10, spell resistance 14 (leveled). 100 ft.

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 +12, 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: Infinite Layers of the Abyss

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: —

Babau 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 1d6 points of acid damage from the corrosive goo, and the weapons 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 or strikes with a 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 Tanar'ri (Sp): Once per day a babau can attempt to summon 1 babau with a 60% chance of success. This ability is the equivalent of a 3rd-level spell.

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

Balor

Large Outsider (Chaotic, Extraplanar, Evil, Tanar'ri)

Hit Dice: 20d8+200 (290 hp)

Initiative: +1

Speed: 40 ft. (8 squares), fly 90 ft. (good)

Armor Class: 35 (+1 size, +7 Dex, +19 natural), touch 16, flat-footed 28

Base Attack/Grapple: +20/+36

Attack: +1 voral longsword +33 melee (2d6+8/19–20)

Full Attack: +1 voral longsword +31/+21/+16 melee (2d6+8/19–20) and +1 flaming whip +30/–25 melee (1d4+4 plus 1d6 fire plus entangle) or 2 slam +31 melee (1d10+7)

Space/Reach: 10 ft./10 ft. (20 ft. with +1 flaming whip)

Special Attacks: Death throes, entangle, spell-like abilities, summon tanar'ri, voral sword

Special Qualities: Damage reduction 15/cold iron and good, darkvision 60 ft., flaming body, immunity to electricity, fire, and poison, resistance to acid 10 and cold 10, spell resistance 28, telepathy 100 ft., 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) +30, Listen +38, Move Silently +30, Search +30, Sense Motive +30, Spellcraft +30 (+32 scrolls), Spot +38, Survival +7 (+9 following tracks), Use Magic Device +31 (+33 scrolls)

Feats: Cleave, Improved Initiative, Improved Two-Weapon Fighting, Power Attack, Quicken Spell-Like Ability (telekinesis), Two-Weapon Fighting, Weapon Focus (longsword)

Environment: Infinite Layers of the Abyss

Organization: Solitary or troupe (1 balor, 1 marilith, and 2–5 hrazzus)

Challenge Rating: 20

Treasure: Standard coins; double goods; standard items, plus +1 voral greataxe and +1 flaming whip

Alignment: Always chaotic evil

Advancement: 21–30 HD (Large), 31–60 HD (Huge)

Level Adjustment: —
A dark aura of power surrounds this towering humanoid with huge bat wings. Lurid flames dance over its skin. In one of its massive clawed hands, this creature wields a sword that looks sharp enough to cut even the soul. In its other hand, it wields a whip lashed by tongues of fire.

Balors stand among the greatest and most terrible of the underworld creatures. They rule as generals over demonic armies. They are the masterminds of schemes to seize power and destroy the innocent. Even among their own kind, balors are feared, as they motivate their kindred to spread terror and misery.

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), invisibility (DC 25), power word stun, telekinesis (DC 23), unholy aura (DC 26), 1/day—fire stern (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 Tanar’ri (Sp): Once per day a balor can automatically summon 4d6 creatures, 2d4 hordes, or one nalfeshnee, gabbermill, marilith, or balor. This ability is the equivalent of a 3th-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 makes effective as a ranged combatant, using its spell-like abilities to attack from a distance.

Prior to combat: Unholy aura.

Round 1: Fire stern 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: Instaony or power word stun.

DEMONS BY CHALLENGE RATING

A quick overview of the demons that follow over the next few pages:

CR 2  Dretch  Petty demon that attacks in mobs
CR 2  Quasit  Clever imp that aids evil mortals.
CR 2  Babau  Tall, gaunt assassin with teeth.
CR 2  Succubus  Seductive temptress that can take many forms.
CR 2  Vrock  Savage, vulturelike warrior that delights in battle.
CR 7  Beblith  Hulking spiderlike horror that hunts demons and mortals both.
CR 10  Hextou  Froglike demon with incapacitating stench and the goal of tempting mortals to ruin.
CR 11  Retriever  Demonic spiderlike construct with deadly eye rays
CR 13  Glabrezu  Towering giant demon that tempts mortals with power.
CR 14  Nafleshee  Blasted apleike judge of the damned, with a deadly smile ability.
CR 17  Marilith  Six-armed serpent demon queen, general of abyssal battalions.
CR 20  Balor  Mighty fire-demon lord with a vorpal sword and terrifying spell-like abilities.
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: +5
Speed: 40 ft. (8 squares), climb 20 ft.
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 ft./10 ft.
Special Attacks: Poison, rend armor, web
Special Qualities: Damage reduction 10/0, darkvision 60 ft., plane shift, scintillate, telepathy 100 ft.
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 +12, Search +15, Sense Motive +16, Spot +16, Survival +1 (+3 following tracks)
Feats: Cleave, Improved Initiative, Improved Grapple, Power Attack, Track
Environment: Infinite Layers of the Abyss
Organization: Solitary
Challenge Rating: 10
Treasure: None
Alignment: Always chaotic evil
Advancement: 15–18 HD (Huge); 19–36 HD (Gargantuan)
Level Adjustment:

An enormous, misshapen spider stalks out of the darkness. Its forelegs end in wicked barbs, and globs of foul goo drip from its fanged mouth.

Bebiliths are enormous, predatory, arachnid demons that hunt other demons. While they favor preying upon other demons, they aren't picky—they will stalk and attack any type of creature.
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 or maim 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+13 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 (armor smithing) 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 feet. This attack is effective against targets of up to Gargantuan size. The web anchors the target in place, allowing no movement.

An entangled creature can escape with a 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.

DRETH
Small Outsider (Chaotic, Extraplanar, Evil, Tanar'ri)
Hit Dice: 2d8+4 (13 hp)
Initiative: +0
Speed: 20 ft. (4 squares)
Armor Class: 15 (+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 ft./5 ft.
Special Attacks: Spell-like abilities, summon tanar'ri
Special Qualities: Damage reduction 5/cold iron or good, darkvision 60 ft., immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, telepathy 100 ft.
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 +6 (+2 following tracks)
Feats: Multitask
Environment: Infinite Layers of the Abyss
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

This humanoid-looking creature has a squat and blubbery, almost hairless body, with a sickly face and a slacker mouth full of small fangs.

Dretches are pathetic but wicked creatures that spend most of their time milling about in mobs or serving as rank-and-file troops in tanar'ri armies. 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 sight 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), sinking cloud (DC 13). Caster level 2nd. The save DCs are Charisma-based.

**Summon Tanar’ri (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.

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**Glabrezu**

**Huge Outsider (Chaotic, Extraplanar, Evil, Tanar’ri)**

**Hit Dice:** 12d6+120 (174 hp)

**Initiative:** +0

**Speed:** 40 ft. (8 squares)

**Armor Class:** 27 (–2 size, –19 natural) touch 8, flat-footed 27

**Base Attack/Grapple:** +12/+30

**Attack:** Pincers +20 melee (2d8+10)

**Full Attack:** 2 pincers +20 melee (2d8+10) and 2 claws +18 melee (1d6+5) and bite +18 melee (1d8+5)

**Space/Reach:** 15 ft./15 ft.

**Special Attacks:** Improved grab, spell-like abilities, summon tanar’ri

**Special Qualities:** Damage reduction 10/good, darkvision 60 ft., immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, spell resistance 21, telepathy 100 ft., true seeing

**Saves:** Fort +16, Ref +8, Will +11

**Abilities:** Str 31, Dex 10, Con 31, Int 16, Wis 16, Cha 20

**Skills:** Bluff +22, Concentration +25, Diplomacy +9, Disable Device +17, Hide +24, Knowledge (any two) +18, Listen +26, Move Silently +18, Search +18, Sense Motive +18, Spellcraft +18, Spot +26, Survival +13 (+5 following tracks)

**Feats:** Cleave, Great Cleave, Multitask, Persuasive, Power Attack

**Environment:** Infinite Layers of the Abyss

**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:** —

This creature is as tall as a giant, with a broad, muscular body. Its four arms end in weapons—two with clawed hands, two with powerful pincers. Its doglike head is tipped with horns, and its muzzle drips with sharp fangs. Its eyes have a cold, dark, penetrating quality that suggests cunning and intelligence.

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 rusat to pitch black. A glabrezu stands about 15 feet tall and weighs about 5,000 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 pinzer 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 Tanar’ri (Sp):** Once per day a glabrezu can attempt to summon 4d10 dretchers or 1d2 rickets 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.

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**HEZROU**

**Large Outsider (Chaotic, Extraplanar, Evil, Tanar’ri)**

**Hit Dice:** 10d8+93 (136 hp)

**Initiative:** +0

**Speed:** 10 ft. (6 squares)

**Armor Class:** 23 (–1 size, +14 natural) touch 9, flat-footed 23

**Base Attack/Grapple:** +10/+19

**Attacks:** Bite +14 melee (4d4+5)

**Full Attack:** Bite +14 melee (4d4+5) and 2 claws +9 melee (1d8+2)

**Space/Reach:** 10 ft./10 ft.

**Special Attacks:** Spell-like abilities, stench, improved grab, summon tanar’ri

**Special Qualities:** Damage reduction 10/good, darkvision 60 ft., immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, spell resistance 19, telepathy 100 ft.

**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:** Infinite Layers of the Abyss

**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

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This creature looks like a massive, roughly humanoid toad with arms in place of forelegs. Its wide mouth has rows of blunt, powerful teeth, and long spines run down the length of its back.

Hezrois are demonic sergeants, overseeing the formation of armies and commanding units in battle. They don’t have the scheming instincts of the more powerful demons, but hezrois are cunning in battle. A hezrois can walk both upright and on all fours, but it always fights standing up.

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

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**Combat**

Hezrois enjoy melee combat even more than vrocks do. They eagerly press an attack deep into the heart of enemy forces, so their

steach can take effect as quickly as possible. They enter most battles by using blighthammer and follow it with an occasional chaos hammer or unholy blight, depending on the alignment of their opponents.

A hezrois’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 hezrois 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), guise form. Caster level 13th. The save DCs are Charisma-based.

**Stench** (Ex): A hezrois’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 as long as they remain in the area. A creature that successfully saves cannot be affected again by the same hezrois stench for 24 hours. A failed 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 Tanar’ri (Sp):** Once per day a hezrois can attempt to summon 4d10 dretchers or another hezrois with a 35% chance of success. This ability is the equivalent of a 4th-level spell.

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

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**MARILITH**

**Large Outsider (Chaotic, Extraplanar, Evil, Tanar’ri)**

**Hit Dice:** 1d8+14 (216 hp)

**Initiative:** +4

**Speed:** 40 ft. (8 squares)

**Armor Class:** 29 (–1 size, +4 Dex, +16 natural), touch 13, flat-footed 25

**Base Attack/Grapple:** +16/+29

**Attacks:** Longsword +25 melee (2d6+9/19–20) or slam +24 melee (1d8+9 or tail slap +24 melee (4d6+9)

**Full Attack:** Primary longsword +25/+20/+15/+10 melee (2d6+9/19–20) and 5 longsword or 25 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 ft./10 ft.

**Special Attacks:** Construct, 4d6+13, improved grab, spell-like abilities, summon tanar’ri

**Special Qualities:** Damage reduction 10/good and cold iron, darkvision 60 ft., immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, spell resistance 25, teleportation 100 ft.

**Saves:** Fort +19, Ref +14, Will +14

**Abilities:** Str 29, Dex 19, Con 29, Int 18, Wis 18, Cha 24

**Skills:** Bluff +25, Concentration +28, Diplomacy +30, Disguise +7 (+9 acting), Hide +19, Intimidate +28, Listen +31, Move Silently +23, Search +23, Sense Motive +23, Spellcraft +21 (+25 scrolls), Spot +31, Survival +1 (+6 following tracks), Use Magic Device +25 (+28 scrolls)

**Feats:** Combat Expertise, Combat Reflexes, Multiattack, Multiweapon Fighting, Power Attack, Weapon Focus (longsword)

**Environment:** Infinite Layers of the Abyss

**Organization:** Solitary or pair

**Challenge Rating:** 17

**Treasure:** Standard coins, double goods, standard items, plus t4 magic weapons

**Alignment:** Always chaotic evil

**Advancement:** 17–20 HD (Large); 21–48 HD (Huge)

**Level Adjustment:** —
Marliths are generals and tacticians, often rivaling balors in sheer brilliancy and cunning. Some also serve as chief lieutenants for major demon royalty.

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

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

**Combat**

Though marliths thrive on grand strategy and army-level tactics, they love physical combat and never pass up an opportunity to fight. Each of a marlith's six arms can wield a weapon, and the creature gets an additional three weapon attacks with its primary arm. Marliths 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 marlith'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 marlith 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 marlith 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—align weapon, blade barrier (DC 23), magic weapon, magic vestments (DC 23), polymorph, 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 Tanar’ri (Sp):** Once per day a marlith can attempt to summon 4d10 dretchies, 1d4 hezrou, or one nalesnire with a 50% chance of success, or one glabrezu or another marlith with a 20% chance of success. This ability is the equivalent of a 5th-level spell.

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

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

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

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**NALFESNEE**

**Huge Outsider (Chaotic, Extra-planar, Evil, Tanar’ri)**

**Hit Dice:** 14d8+112 (175 hp)

**Initiative:** +1

**Speed:** 30 ft. (6 squares), fly 40 ft. (poor)

**Armor Class:** 27 (-2 size, +1 Dex, +16 natural) touch 9, flat-footed 26

**Base Attack/Grapple:** +14/+29

**Attack:** Bite +20 melee (2d8+7)

**Full Attack:** Bite +20 melee (2d8+7) and 2 claws +17 melee (1d8+3)

**Space/Reach:** 15 ft./15 ft.

**Special Attacks:** Smite, spell-like abilities, summon tanar’ri

**Special Qualities:** Damage reduction 10/good, darkvision 60 ft., immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, spell resistance 22, telepathy 100 ft., true seeing

**Saves:** Fort +17, Ref +10, Will +15

**Abilities:** Str 25, Dex 13, Con 20, 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, Multitarget, Power Attack, Weapon Focus (bite)

**Environment:** Infinite Layers of the Abyss

**Organization:** Solitary or troupe (1 nalesnire, 1 hezrou, and 2–5 dretchies)

**Challenge Rating:** 14

**Treasure:** Standard coins; double goods; stashes of durable items

**Alignment:** Always chaotic evil

**Advancement:** 15–20 HD (Huge); 21–42 HD (Gargantuan)

**Level Adjustment:** —
This creature is a grotesque blending of an ape and a sapiential boar. It stands on its hind legs, rising to more than three times the height of a human. It has a pair of feathered wings that seem ridiculously small compared to the rest of its body.

These enormous demons await the arrival of doomed souls into the Abyss, where the nalfeshnees can judge them. Of course, nalfeshnees relish the chance to begin the punishment of the damned.

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-foot radius. Any creature within this area must succeed on a DC 22 Will save or be dazzled for 1d10 rounds as visions of its worst fears haunt 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), feebler mind (DC 20), greater daze (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 Tanar’ri (Sp):** Twice per day a nalfeshnee can attempt to summon 1d4 vrock, 1d4 hazzebu, 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.

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**QUASIT**

Tiny Outsider (Chaotic, Extraplanar, Evil)

Hit Dice: 3d8 (13 hp)

Initiative: +7

Speed: 20 ft. (4 squares), fly 50 ft. (perfect)

**Armor Class:** 18 (+2 size, +3 Dex, +3 natural), touch 15, flat-footed 15

**Base Attack/Grapple:** +3/+6

**Attack:** Claw +8 melee (1d3–1 plus poison)

**Full Attack:** 2 claws +8 melee (1d3–1 plus poison) and bite +3 melee (1d4–1)

**Space/Reach:** 2.5/10 ft.

**Special Attacks:** Poison, spell-like abilities

**Special Qualities:** Alternate form, damage reduction 5/cold iron or good, darkvision 60 ft., fast healing 2, immunity to poison, resistance to fire 10

**Saves:** Fort +3, Ref +6, Will +7

**Abilities:** Str 8, Dex 17, Con 10, Int 10, Wis 12, Cha 10

**Skills:** Bluff +5, Diplomacy +2, Disguise +0 (+2 acting), Hide +17, Intimidate +2, Knowledge (any) +6, Listen +7, Move Silently +9, Search +6, Spellcraft +6, Spot +6

**Feats:** Improved Initiative, Weapon Finesse

**Environment:** Infinite Layers of the Abyss

**Organization:** Solitary

**Challenge Rating:** 2

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**TREASURE:** None

**ALIGNMENT:** Always chaotic evil

**ADVANCEMENT:** 1–4 HD (Tiny) ; 5–6 HD (Improved Familiar)

A tiny humanoid-shaped creature with spiky horns and bat wings hovers nearby. Its hands and feet are long and slender, with long, claw-tipped digits. Warts or protuberances cover its greenish skin.

Quasits are insidious demons from the Abyss. They are often found serving chaotic evil spellcasters as counselors and spies.

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

Quasits speak Common and Abyssial.

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**RETRIEVER**

Huge Construct (Extraplanar)

Hit Dice: 10d10+80 (135 hp)

Initiative: +3

Speed: 50 ft. (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 (1d3+5) and eye ray +8 ranged touch

**Space/Reach:** 15 ft./10 ft.

**Special Attacks:** Eye rays, blind target, improved grab

**Special Qualities:** Construct traits, darkvision 60 ft., fast healing 5, low-light vision

**Saves:** Fort +2, Ref +2, Will +3

**Abilities:** Str 31, Dex 17, Con —, Int —, Wis 11, Cha 1

**Skills:**

**Feats:**

**Environment:** Infinite Layers of the Abyss

**Organization:** Solitary

**Challenge Rating:** 11

**TREASURE:** None

**ALIGNMENT:** Always chaotic evil

**ADVANCEMENT:** 11–15 HD (Huge); 16–30 HD (Gargantuan)

**LEVEL ADJUSTMENT:** —
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, Tanar’ri)
Hit Dice: 6d8+4 (33 hp)
Initiative: +1
Speed: 30 ft. (6 squares), fly 50 ft. (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 ft./5 ft.
Special Attacks: Energy drain, spell-like abilities, summon tanar’ri
Special Qualities: Damage reduction 10/cold iron or good, darkvision 60 ft., immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, spell resistance 18, telepathy 100 ft., tongues
Saves: Fort +6, Ref +6, Will +7
Abilities: Str 13, Dex 13, Con 13, Int 16, Wis 14, Cha 26
Skills: Bluff +15, Concentration +10, Diplomacy +12, Disguise +17 (+19 scrying), Escape Artist +10, Hide +10, Intimidate +19, Knowledge (any one) +12, Listen +19, Move Silently +10, Search +12, Spot +19, Survival +2 (+4 following tracks), Use Rope +1 (+3 with bindings)
Feats: Dodge, Mobility, Persuasive
Environment: Infinite Layers of the Abyss
Organization: Solitary
Challenge Rating: 7
Treasure: Standard
Alignment: Always chaotic evil
Advancement: 7—12 HD (Medium)
Level Adjustment: +6

This creature is stunning, statuesque, and extraordinarily beautiful, with flawless skin and raven hair. Her form, so tempting, also has an otherworldly side. Large bat wings unfurl from her back, and her eyes glow with sinister desire.

Succubi are the most comely of the tanar’ri (perhaps of all demons), and they live to tempt mortals.

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 polymorph 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
This creature looks like a cross between a large human and a huge vulture. It has strong, sinewy limbs covered with small gray feathers, a long neck topped with a vulture head, and vast feathered wings.

Vrock serve as guards to more powerful demons and as flying assault troops in the abyssal wars. 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 brief 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 combat 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 cracking energy flashes outward in a 100-foot 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.

**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 3d4 days.) A delay poison spell stops the spores' growth for its duration. Bile, 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-foot radius must succeed on a DC 22 Fortitude save or be stunned for 1 round. The save DC is Constitution-based.

**Summon Tanarr'ri (Sp):** Once per day a vrock can attempt to summon 2d10 druchtes 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).
Speed: 20 ft. (4 squares).
Armor Class: 19 (+1 size, +2 Dex, +2 natural, +3 studded leather armor, +1 buckler), touch 13, flat-footed 17.
Base Attack/Grapple: +3/–1.
Attack: Short sword +4 melee (1d4/19–20) or repeating light crossbow +6 ranged (1d6/19–20 plus poison).
Full Attack: Two shortswords +4 melee (1d4/19–20) or repeating light crossbow +6 ranged (1d6/19–20 plus poison).
Space/Reach: 5 ft./5 ft.
Special Attacks: Poison use, spell-like abilities, sneak attack +1d6.
Special Qualities: Madness, spell resistance 15 vulnerability to sunlight.
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 coin; double goods; standard item.
Alignment: Usually chaotic evil.
Advancement: By character class.
Level Adjustment: +2 (+2 if snee).

A small, stocky, dwarflike creature in studded leather armor titters and mumbles to himself. His skin is a pale blue-white color, and his bubble white eyes have no irises or pupils. His hair is coarse and white, and a long mustache droops past his chin.

Derro are degenerate and evil creatures of the underground, created from dwarf and human stock by some nameless deity of darkness and madness. Incredibly cruel and murderous insane, they enjoy razing villages and torturing surface dwellers (especially humans) to death. Derro are afflicted with 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 +4 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 (see Poison, page 296 of the Dungeon Master’s Guide), 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, 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.

DERRO CHARACTERS

Most derro revere Dlinth, a chaotic deity of magic and cruelty. Very few derro are clerics, but those who follow this path can choose two of the following domains: Chaos, Destruction, Evil, or Trickery.

The leaders of the derro are spellcasters called savants, whom other derro follow fanatically. Derro savants are at least 5th-level sorcerers; they have one or three Knowledge skills (usually arcane and other esoteric fields). A savant is accompanied by two lower-level students. Savants use their spells to confuse and frustrate rather than kill, preferring to make slaves of defeated foes.

DESTRACHAN

Large Aberration
Hit Dice: 8d8+24 (60 hp).
Initiative: +5.
Speed: 30 ft. (6 squares).
Armor Class: 18 (–1 size, +1 Dex, +8 natural), touch 10, flat-footed 17.
Attack: Claw +9 melee (1d6+4).
Full Attack: 2 claws +9 melee (1d6+4).
Space/Reach: 10 ft./5 ft.
Special Attacks: Destructive harmonics.
Special Qualities: Blindsight 100 ft., immunities, protection from sonic.
Saves: Fort +5, Ref +5, Will +10.
Abilities: Str 18, Dex 12, Con 16, Int 12, Wis 18, Cha 12.
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: –2.

The creature shambles forward on thick, taloned legs. Vaguely reptilian in form, its large, stumpy frame ends in a mostly featureless head dominated by large ear structures and a gaping, toothless mouth.

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 har-
monics, producing sonic energy so powerful it can shatter a stone wall. So skilled is a distrachan at controlling the sounds it emits that it can choose what type of material to attack with its attack.

Distrachans feed on death and misery. They haunt inhabited underground complexes, spreading woe for evil's own sake. They can blast their way through stone well enough to travel beneath the surface as they wish. Sometimes a distrachan subdues its victims and brings them back to its lair for torture and imprisonment.

No living thing would ever willingly ally itself with this monster, although sometimes undead or evil outsiders accompany a distrachan as it attacks and slays other creatures.

A distrachan is about 10 feet long from its mouth to the tip of the tail and weighs about 4,000 pounds.

A distrachan speaks no language but understands Common. If a distrachan must communicate, it does so through action.

**COMBAT**

A distrachan uses its claws only as 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 distrachan can blast sonic energy in a cone up to 30 feet long. It can also use this attack to affect any creatures or objects within a 30-foot radius. It can tune the harmonics of this destructive power to affect different types of targets. All save DCs are Charisma-based.

**Eyes:** Disrupting tissue and rendering bone, this attack deals 4d6 points of damage to all within the area (Reflex DC 15 half).

**Nerves:** A distrachan 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 distrachan 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 distrachan can use hearing to ascertain all foes within 100 feet as a sighted creature would.

**Immunities:** Distrachans 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), distrachans are less vulnerable to sonic attacks (+4 circumstance bonus on all saves) because they can protect their ears. A distrachan whose sense of hearing is impaired is effectively blinded, and all targets are treated as having total concealment.

**Skills:** A distrachan has a +10 racial bonus on Listen checks.

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**DEVL**

The scourge of humanity and the cosmos, devils are fiends from the Nine Hells of Baator, a lawful evil realm. Devils enjoy bullying those weaker than themselves and often attack good creatures just to gain a trophy or three. The most powerful devils occupy themselves with plots to seize power, wreak civilizations, and inflict misery upon mortals.

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 demons joining the fray.

The most numerous devils are the bateezen, infamous for their strength, evil temperament, and ruthlessly efficient organization. Bateezen have a rigid caste system, in which authority derived not only from power but also from station. They occupy themselves mainly with extending their influence throughout the planes by corrupting mortals. Bateezen who further this goal are usually rewarded with improved stations.

**Bateezen Traits:** A bateezen possesses the following traits (unless otherwise noted in a creature's entry):

—Immunity to fire and poison.
—Resistance to acid 10 and cold 10.

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**DEVILS BY CHALLENGE RATING**

A quick overview of the devils that follow over the next few pages:

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Erinyes: A fallen angel that delivers death from her fiery bow.
Bone devil: Ossylith. Hateful fiend with a dangerous sting.
Barbed devil: Hamatula. Elite infernal warrior with impaling spikes.
Ice devil: Gelugon. Insectlike horror promising a cold death.
Horrific devil: Caruthon. Gargoylelike fiend armed with a spiked chain.
Pit fiend: Lord of devils, with great strength and deadly power.
BARBED DEVIL (HAMATULA)

Medium Outsider (Baatezu, Evil, Extra-planar, Lawful)
Hit Dice: 12d8+72 (126 hp)
Initiative: +6
Speed: 30 ft. (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 ft./5 ft.
Special Attacks: Fear, improved grab, impale 3d8+9, summon Baatezu
Special Qualities: Barbed defense, damage reduction 10/evil, darkvision 60 ft., immunity to fire and poison, resistance to acid 10 and cold 10, see in darkness, spell resistance 23, spell-like abilities, telepathy 100 ft.
Saves: Fort +14, Ref +14, Will +12
Abilities: Str 23, Dex 23, Con 23, Int 12, Wis 14, Cha 18
Skills: Concentration +21, Diplomacy +6, Hide +21, Intimidate +15, Knowledge (any one) +16, Listen +19, Move Silently +21, Search +16, Sense Motive +17, Spot +19, Survival +12 (+4 following tracks)
Feats: Alertness, Cleave, Improved Grapple, Iron Will, Power Attack

Environment: Nine Hells of Baator
Organization: Solitary, pair, team (1–5), or squad (6–10)
Challenge Rating: 11
Treasure: Standard
Alignment: Always lawful evil
Advancement: 13–24
(Medium); 25–36 HD (Large)
Level Adjustment: —

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 5th). 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 Baatezu (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 longspear, 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.

Barbed devils, also called hamatulas, serve as guardians of vaults and bodyguards to the most powerful denizens of the Nine Hells. A barbed devil is about 7 feet tall and weighs about 300 pounds.
for more powerful devils. Every bearded devil carries a saw-toothed 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 1d6+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 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 Baatezu (Sp): Once per day a bearded devil can attempt to summon 2d10 leurems 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.

BEARDED DEVIL (BARBAZU)
Medium Outsider (Baatezu, Evil, Extraplanar, Lawful)
Hit Dice: 6d8+18 (45 hp)
Initiative: +6
Speed: 40 ft. (8 squares)
Armor Class: 19 (+2 Dex, +7 natural) touch 12, flat-footed 17
Base Attack/Grapple: +6/+8
Attack: Glaive +9 melee (1d10+3 plus infernal wound) or claw +8 melee (1d6+2)
Full Attack: Glaive +9/+4 melee (1d10+3 plus infernal wound) or 2 claws +8 melee (1d6+2)
Space/Reach: 5 ft./5 ft. (10 ft. with glaive)
Special Attacks: Infernal wound, beard, battle frenzy, summon baatezu
Special Qualities: Damage reduction 5/silver or good, darkvision 60 ft., immunity to fire and poison, resistance to acid 10 and cold 10, see in darkness, spell resistance 17, teleportation 100 ft.
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: Nine Hells of Baator
Organization: Solitary, pair, team (3–5), or squad (6–10)
Challenge Rating: 3
Treasure: Standard
Alignment: Always lawful evil
Advancement: 7–9 HD (Medium); 10–18 HD (Large)
Level Adjustment: +6

The first thing that stands out about this creature is the massive saw-toothed glaive it carries. The creature's pointed ears and most scaly skin mark it as an outsider. It has a long tail, clawed hands and feet, and a snaky, disgusting beard.

Bearded devils, also called barbazu, serve as shock troops in hell's armies, spearheading attacks by masses of leurems. Between wars, they find employment as guards and sentinels.

BONE DEVIL (OSYLUTH)
Large Outsider (Baatezu, Evil, Extraplanar, Lawful)
Hit Dice: 1d8+50 (95 hp)
Initiative: +9
Speed: 40 ft. (8 squares)
Armor Class: 25 (–1 size, +5 Dex, +11 natural) touch 14, flat-footed 20
Base Attack/Grapple: +10/+19

Bone devils, also called osyluth, are massive, bone covered devils that stalk the Hells. They are known for their sheer size and the bone-thickened glaives they wield.
CHAIN DEVIL (KYTON)

Medium Outsider (Evil, Extraplanar, Lawful)
Hit Dice: 8d8+16 (52 hp)
Initiative: +6
Speed: 30 ft. (6 squares)
Armor Class: 20 (+2 Dex, +8 natural), touch 12, flat-footed 18
Base Attack/Grapple: +8/+10
Attack: Chain +10 melee (2d4+2/19–20)
Full Attack: 2 chains +10 melee (2d4+2/19–20)
Space/Reach: 5 ft./5 ft. (10 ft. with chains)
Special Attacks: Dancing chains, unnerving gaze
Special Qualities: Damage reduction 5/silver or good, darkvision 60 ft., immunity to cold, regeneration 2, spell resistance 18

Saves: Fort +8, Ref +8, Will +6
Abilities: Str 15, Dex 15, Con 15, Int 15, 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)
Features: Alertness, Improved Critical (chain), Improved Initiative
Environment: Nine Hells of Baator
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

The clank and rattle of chains announces the arrival of this creature. It appears human in shape and size, but chains wrap it like a shroud, every length ending in a hook or a blade or a heavy ball. The chains seem to slither and slide over the creature's form, almost as if they were alive.

These chain-shrouded beings, also called kytons, are often mistaken for undead by those who liken them to the traditional shackle-rattling ghost. Kytons are humanoid 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. Chain devils savor fear and terror so much that they may stilk victims for hours, building dread and panic prior to attacking.

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 the 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 at its normal speed without making Climb checks.

**Unnerving Caze (Su):** Range 30 ft., 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 2d6×10 minutes. Holding the severed member against the stump enables it to regrow instantly.

**Skills:** Chain devils have a +8 racial bonus on Craft checks involving metalwork.

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**Erinyes**

**Medium Outsider (Baatezu, Evil, Extraplanar, Lawful)**

**Hit Dice:** 9d8+45 (83 hp)

**Initiative:** +5

**Speed:** 30 ft. (6 squares), fly 50 ft. (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 flamed composite longbow (+5 Str bonus) +15 ranged (1d8+5/3 plus 1d6 fire) or rope +14 ranged (entangle)

**Full Attack:** Longsword +14/+9 melee (1d8+5/19–20) or +1 flamed composite longbow (+5 Str bonus) +15/+10 ranged (1d8+5/3 plus 1d6 fire) or rope +14 ranged (entangle)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Enrage, spell-like abilities, summon baatezu

**Special Qualities:** Damage reduction 5/good, darkvision 60 ft., immunity to fire and poison, resistance to acid 10 and cold 10, see in darkness, spell resistance 20, teleport resistance 100 ft., 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, Mobility, Point Blank Shot, Precise Shot, Rapid Shot, Shot on the Run

**Environment:** Nine Hells of Baator

**Organization:** Solitary

**Challenge Rating:** 8

**Treasure:** Standard, plus rope and +1 flamed composite longbow (+5 Str bonus)

**Alignment:** Always lawful evil

**Advancement:** 10–18 HD (Medium)

**Level Adjustment:** +7

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A fierce and beautiful woman, with a statuesque build and flawless skin, stands nearby. She has beautiful, feathery wings and red, glowing eyes. She wields a longsword, and a shining red bow is strapped across her back.

Rumor in the underworld tells that the first erinyes were angels who fell from their lofty heights because of some temptation or misdeed. Now the skies of the Nine Hells are littered with their descendents. Erinyes serve as scouts, servants, and even concubines for powerful devils. Unlike other devils, erinyes appear attractive to humans, resembling very comely women or men. They're not above taking advantage of being mistaken for the celestials that legend says they once were.

An erinyes stands about 6 feet tall and weighs about 150 pounds. Erinyes speak Infernal, Celestial, and Draconic.

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**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 Baatezu (Sp):** Once per day an erinyes can attempt to summon 2d10 leurems 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).

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**Hellcat (Bezekira)**

**Large Outsider (Evil, Extraplanar, Lawful)**

**Hit Dice:** 8d8+24 (60 hp)

**Initiative:** +9

**Speed:** 40 ft. (8 squares)

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

**Base Attack/Grapple:** +18/+18

**Attack:** Claw +13 melee (1d8+6)

**Full Attack:** 2 claws +13 melee (1d8+6) and bite +8 melee (2d8+3)

**Space/Reach:** 10 ft./5 ft.

**Special Attacks:** Improved grab, pounce, rake 1d8+3

**Special Qualities:** Damage reduction 5/good, darkvision 60 ft., invisible in light, resistance to fire 10, scent, spell resistance 19, teleport 100 ft.

**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:** Nine Hells of Baator

**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:** –

Silently, with grace and power, a creature emerges on the path ahead. It has the shape of an enormous lion, but its form consists of blinding light and fiery sparks, as though its body were made of energy and not flesh and bone.

These fierce devil-cats, also called bezekiras, move about almost silently, constantly on the watch for some chance to do evil. They enjoy setting ambushes and otherwise outwitting enemies. 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.
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: —

Horned devils, also called cornugons, serve as elite defense forces, the soldiers supreme of the Nine Hells. They are terrible to look upon—even to other devils. A horned devil is 9 feet tall and weighs about 800 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 chaos (DC 21), dispel good (DC 21), magic circle against good (DC 21), true teleport (self plus 50 pounds of objects only); permanent 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-foot-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 baatezu 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 creature 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 27 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 Baatezu (Sp): Once per day a horned devil can attempt to summon 2d10 lewures or 1d6 barbed 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 5th-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 (GELUGON)

Large Outsider (Baatezu, Evil, Extraplanar, Lawful)
Hit Dice: 1d8+4 (147 hp)
Initiative: +5
Speed: 40 ft. (8 squares)
Armor Class: 32 (−1 size, −5 Dex, +18 natural) touch 14, flat-footed 27
Base Attack/Grapple: +14/+24
Attack: Spear +20 melee (2d6+9/+3 plus slowness) or claw +19 melee (1d10+6)
Full Attack: Spear +20/+15/+10 melee (2d6+9/+3 plus slowness) and bite +14 melee (2d6+3) and tail +14 melee (3d6+3 plus slowness), or 2 claws +19 melee (1d10+6) and bite +14 melee (2d6+3) and tail +14 melee (3d6+3 plus slowness)
Space/Reach: 10 ft./10 ft.
Special Attacks: Fear aura, slow, spell-like abilities, summon baatezu
Special Qualities: Damage reduction 10/good, darkvision 60 ft., immunity to fire and poison, resistance to acid 10 and cold 10, regeneration 5, see in darkness, spell resistance 25, telepathy 100 ft.
Saves: Fort +15, Ref +14, Will +15
Abilities: Str 23, Dex 21, Con 23, Int 22, Wis 21, Cha 20
Skills: Bluff +22, Climb +23, Concentration +23, Diplomacy +9, Disguise +5 (+7 acting), Intimidate +24, Jump +27, Knowledge (any) +23, Listen +25, Move Silently +22, Search +23, Sense Motive +23, Spellcraft +23, Spot +25, Survival +6 (+8 following tracks)
Feats: Alertness, Cleave, Combat Reflexes, Power Attack, Weapon Focus (spear)
Environment: Nine Hells of Baator
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: —

This creature looks like a tall, bipedal insect. It has clawed hands and feet, powerful mandibles, and a long, thick tail covered in razor-sharp spikes.

Ice devils, also called gelugons, serve almost exclusively as troop commanders. When found without their soldiers and minions, they display a savage brutality.

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-foot-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 baatezu 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 (1d6 rounds). The save DC is Constitution-based.

Spell--like Abilities: At will—one cold (DC 20), fly, ice storm (DC 19), greater teleport (self plus 50 pounds of objects only), persistent image (DC 20), unlifh aura (DC 23), wall of ice (DC 19). Caster level 13th. The save DCs are Charisma-based.

SUMMON BAATEZU (Sp): Once per day an ice devil can attempt to summon 2d10 leurems 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 ft. (4 squares), fly 50 ft. (perfect)
Armor Class: 20 (+2 size, +3 Dex, +5 natural) touch 15, flat-footed 17
Base Attack/Grapple: +3/+3
Attack: Sting +8 melee (1d4+1 plus poison)
Full Attack: Sting +8 melee (1d4+1 plus poison)
Space/Reach: 2-1/2 ft./0 ft.
Special Attacks: Poison, spell-like abilities
Special Qualities: Alternate form, damage reduction 5/good or silver, darkvision 60 ft., fast healing 2, immunity to poison, resistance to fire 5
Saves: Fort +3, Ref +3, 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: Nine Hells of Baator
Organization: Solitary
Challenge Rating: 2
Treasure: None
Alignment: Always lawful evil
Advancement: 4–6 HD (Tiny)
Level Adjustment: — (Improved Familiar)

A tiny humanoid with leathery bat wings, a barbed tail, and sharp, twisted horns flutters at about eye level, winking into sight from out of thin air.

Imps are insidious devils. They are often found serving lawful evil spellcasters as advisors and spies.

In its natural form, an imp stands almost 2 feet tall and weighs about 8 pounds.

Combat
Imps are cunning, 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 15, 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 good, 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).

Alternate Form (Su): An imp can assume other forms at will as a standard action. This ability functions as a polymorph spell cast on itself (caster level 12th), except that an imp does not regain hit points for charging form, and an individual imp can assume only one or two forms no larger than Medium. Common forms include monstrous spider, raven, rat, and boar.
**LEMURE**

Medium Outsider (Baatezu, Evil, Extraplanar, Lawful)

Hit Dice: 2d8 (9 hp)

Initiative: +0

Speed: 20 ft. (4 squares)

Armor Class: 14 (+1 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 ft./5 ft.

Special Attacks: —

Special Qualities: Damage reduction 5/good or silver, darkvision 60 ft., 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: Nine Hells of Baator

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: —

The creature surges forward, not unlike a molten mass of flesh oozing across the ground. It has a human-shaped head and torso, but its body is a shapeless mass below the waist. A permanent expression of anguish twistst across its face.

Lemures are pathetic creatures that mainly serve as slaves and conscript troops for more powerful baatezu.

A lemur 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.

**PIT FIEND**

Large Outsider (Baatezu, Evil, Extraplanar, Lawful)

Hit Dice: 1d8+1d4 (22 hp)

Initiative: +12

Speed: 40 ft. (8 squares), fly 60 ft. (average)

AC: 40 (–1 size, +8 Dex, +2 natural) touch 17, flat-footed 32

Base Attack/Grapple: +18/+35

Attack: Claw +30 melee (2d8+13)

Full Attack: 2 claws +30 melee (2d8+13) and 2 wings +28 melee (2d8+6) and bite +28 melee (4d8+6 plus poison plus disease) and tail slap +28 melee (2d8+6)

Space/Reach: 10 ft./10 ft.

Special Attacks: Constrict 2d8+26, fear aura, improved grab, spell-like abilities, summon baatezu

Special Qualities: Damage reduction 15/good and silver, darkvision 60 ft., immunity to fire and poison, resistance to acid 10 and cold 10, regeneration 5, see in darkness, spell resistance 32, telepathy 100 ft.

Saves: Fort +19, Ref +19, Will +21

Abilities: Str 37, Dex 27, Con 27, Int 26, Wis 26, Cha 26

Skills: Balance +10, Bluff +29, Climb +34, Concentration +29, Diplomacy +16, Disguise +29 (+31 acting), Hide +25, Intimidate +31, Jump +40, Knowledge (arcana) +29, Knowledge (nature) +10, Knowledge (plane) +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, Great Cleave, Improved Initiative, Iron Will, Multiattack, Power Attack, Quicken Spell-Like Ability (fireball)

Environment: Nine Hells of Baator

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: —

Cleaved in fire and as tall as two humans, this hulking monster spreads its batlike wings and cracks its whiplike tail. Great scales cover its body like armor. It smiles, revealing large fangs that drip with a hissing venom.

Pit fiends are the undisputed lords of the baatezu, masters of creating fear in mortals and devils alike.

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 burden 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 chill (incubation period 1d4 days, damage 1d4 Str). The save DC is Constitution-based.

**Fear Aura (Su):** A pit fiend can radiate a 20-foot-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 baatezu are immune to the aura. The save DC is Charisma-based.

**Improved Crab (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 good*, *mass hold monster* (DC 27), persistent *image* (DC 23), *pour acid* stunt, unholyn aura (DC 26), 1/day—*meteor swarm* (DC 27). Caster level 18th. The save DCs are Charisma-based.

Once per round a pit fiend can use wish as the spell (caster level 20th).

**Summon Baatezu (Sp):** Twice per day a pit fiend can automatically summon 2 lemures, 9 bone devils, or 64 devil dogs or 1 etin. In addition, the pit fiend can summon a number of devils or devils equal to its Hit Dice. The save DC for these baatezu is Constitution-based.

**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 baatezu.

Round 1: Quickened *fireball* and mass *hold monster* if facing three or more visible, active opponents; otherwise *pour acid* stunt 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.

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**DEVOURER**

Large Undead (Extraplanar)

Hit Dice: 12d12 (78 hp).

Initiative: +4

Speed: 30 ft. (6 squares)

Armor Class: 24 (-1 size, +15 natural), touch 9, flat-footed 24

Base Attack/Grapple: +6/+19

Attack: Claw +15 melee (1d6+9)

Full Attack: 2 claws +15 melee (1d6+9)

Space/Reach: 10 ft./10 ft.

Special Attacks: Energy drain, trap essence, spell-like abilities

Special Qualities: Darkvision 60 ft, spell deflection, spell resistance 21, undead traits

Saves: Fort +14, Ref +11, Will +11

Abilities: Str 28, Dex 10, Con +10, 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, 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: —

*This tall, skeletal creature has strands of mummified flesh hanging from its bones. Imprisoned within the creature's rib cage is a tiny figure, clearly in agony.*

Devourers are massive creatures every bit as evil as they look. They lurk on the Ethereal Plane and the Astral Plane, stalking both natives and travelers with equal sadistic glee.

The tiny figure in the rib cage is the trapped essence of a slain opponent, which is consumed like firewood to sustain the monster's undying life.

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 first neutralize an enemy and then make a trap essence attack. This requires a normal attack roll but deals no damage.
affected creature must succeed on a DC 19 Fortitude save or die instantly. 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 lost 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 of spellbanks 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), ghost touch (DC 15), lesser planar ally, ray of enfeeblement (DC 14), spectral hand, suggestion (DC 16), true seeing. These levels 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 evil, dominate person, fear, geas/quest, holy word, hypnotism, imprisonment, magic jar, maze, suggestion, trap the soul, or any form of charm or compulsion. In many cases, this deflection effectively neutralizes the spell. *Charming* a trapped essence, for example, is useless. Some of these effects (banishment, for example) might eliminate the trapped essence, depriving the devourer of its spell-like abilities until it can consume another victim.

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**DIGESTER**

<table>
<thead>
<tr>
<th>Medium Magical Beast</th>
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<tbody>
<tr>
<td>Hit Dice: 8d10+24 (68 hp)</td>
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<tr>
<td>Initiative: +6</td>
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<tr>
<td>Speed: 60 ft. (12 squares)</td>
</tr>
<tr>
<td>Armor Class: 17 (+2 Dex, +5 natural), touch 12, flat-footed 15</td>
</tr>
<tr>
<td>Base Attack/Grapple: +8/+11</td>
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<tr>
<td>Full Attack: Claw +11 melee (1d8+4)</td>
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<tr>
<td>Space/Reach: 5 ft./5 ft.</td>
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<tr>
<td>Special Attacks: Acid spray</td>
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<tr>
<td>Special Qualities: Darkvision 60 ft., immunity to acid, low-light vision, scent</td>
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</table>

**Saves:** Fort +9, Ref +10, Will +3
**Abilities:** Str 17, Dex 15, Con 17, Int 2, Wis 12, Cha 10
**Skills:** Hide +9, Listen +6, Jump +21, Spot +6
**Feats:** Alertness, Improved Initiative, Lightning Reflexes
**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)

This creature stands on two powerful hind legs. It has a long tail, but no other limbs, and a gray, pebbly hide with daggerlike markings. Its narrow head is equipped with a sucking mouth and a tubelike orifice in its forehead.

The swift predators known as digesters have a vicious acid attack that can reduce a human to a pool of gloop in seconds. Digesters may lurk almost anywhere there is prey to be found, from barren deserts to steamy jungles.

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 for likely targets, then urges forth and delivers a gout of acid. If the initial attack is insufficient to kill the prey, the digester attacks with its bind feet until it can spray acid again.

**Acid Spray (Ex):** A digester can spray acid in a 20-foot cone, dealing 4d8 points of damage to everything in the area. Once a digester uses this ability, it cannot 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 feet. 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, or terrible lizards, are ancient beasts that may be related to dragons. Among the traits that predatory dinosaurs share with many dragons are sharp teeth, a savage disposition, a well-developed sense of territory, and a ruthlessness toward prey. Herbivorous dinosaurs are usually not aggressive unless wounded or defending their young, but may attack if startled or harassed. Dinosaurs come in many sizes and shapes. Bigger varieties have a burly, robust build, while smaller dinosaurs are more nimble. Most dinosaurs have a pebbly, scaly skin texture.

Dinosaurs most often live in rugged or isolated areas that humankind seldom visit: remote mountain valleys, inaccessible plateaus, tropical islands, and deep forests.

**COMBAT**

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

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**DEINYCHUS**

**Large Animal**

**Hit Dice:** 4d8+16 (34 hp)

**Initiative:** +2

**Speed:** 60 ft. (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 (2d4+4)

**Full Attack:** Talons +6 melee (2d4+4) and 2 foreclaws +1 melee (1d3+2) and bite +1 melee (2d4+2)

**Space/Reach:** 10 ft./5 ft.

**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:** Dodge, Great Fortitude, Toughness (2)

**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:** —

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This lean, long-legged bipedal creature has wicked-looking claws on its feet and a brightly colored hide that reminds you of a tropical bird. It stands about as tall as a human, and its outstretched tail makes it look twice as long as it is tall.

This fast carnivore is sometimes called a velociraptor, though that name properly belongs to a much smaller creature. A deinychus 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 500 pounds.

**Combat**

A deinychus 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.

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**ELASMOCHUS**

**Huge Animal**

**Hit Dice:** 16d8+66 (111 hp)

**Initiative:** +2

**Speed:** 20 ft. (4 squares), swim 50 ft.

**Armor Class:** 12 (+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 ft./10 ft.

**Special Attacks:**

**Special Qualities:** Low-light vision, scent

**Saves:** Fort +15, Ref +9, Will +4

**Abilities:** Str 25, Dex 14, Con 22, Int 2, Wis 13, Cha 9

**Skills:** Hide +6, Listen +9, Spot +9, Swim +16

**Feats:** Dodge, Great Fortitude, Toughness (2)

**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:** —

This beast has a thick, avian body with fins instead of legs and a very long, noisy tail and neck. Its neck makes up one-half of its total length.

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.

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**MEGARAPTOR**

**Huge Animal**

**Hit Dice:** 6d8+43 (79 hp)

**Initiative:** +2

**Speed:** 60 ft. (12 squares)

**Armor Class:** 16 (+2 size, +2 Dex, +6 natural), touch 10, flat-footed 14

**Base Attack/Grapple:** +6/+19

**Attack:** Talons +9 melee (2d8+5)

**Full Attack:** Talons +9 melee (2d8+5) and 2 foreclaws +4 melee (1d3+2) and bite +4 melee (2d4+2)

**Space/Reach:** 15 ft./10 ft.

**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
The massive beast has a huge plate of bone protecting the front of its 6-foot-long head, from which project two great horns, while a shorter horn juts from its nose.

This massive herbivore is fairly short-tempered and aggressive. 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.

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**TYRANNOSAURUS**

*Huge Animal*

- **Hit Dice:** 18d8+99 (180 hp)
- **Initiative:** +1
- **Speed:** 40 ft. (8 squares)
- **Armor Class:** 14 (–2 size, +1 Dex, +5 natural) touch 9, flat-footed 13
- **Base Attack/Grapple:** +13/+30
- **Full Attack:** Bite +20 melee (3d6+13)
- **Space/Reach:** 15 ft./10 ft.
- **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, Improved Natural Attack (bite), Run, Toughness (3), Track

*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:* —

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This towering predator has an enormous head and a mouth full of dagger-sized teeth. It stands on two powerful legs and has only vestigial forelimbs.

This ravenous creature is the most fearsome of all carnivorous dinosaurs.

Despite its enormous size and 6-ton weight, a tyrannosaurus is a swift runner. Its head is nearly 6 feet long, and its teeth are from 3 to 6 inches in length. It is slightly more than 30 feet long from nose to tail.

A tyrannosaurus eats almost anything it can sink its teeth into, and spends a great deal of its time scavenging for carrion and chasing smaller carnivores away from their kills.

**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
**DIRE ANIMAL**

Dire animals are larger, tougher, meaner versions of ordinary animals. Each kind tends to have a feral, prehistoric, or even demoniacal appearance.

**DIRE APE**

*Large Animal*

**Hit Dice:** 5d8+13 (35 hp)

**Initiative:** +2

**Speed:** 30 ft. (6 squares), climb 15 ft.

**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 ft./10 ft.

**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, Toughness, Track

**Environment:** Warm forests

**Organization:** Solitary or company (5–8)

**Challenge Rating:** 3

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** 6–15 HD (Large)

**Level Adjustment:** —

This great feral ape is about the size of an ogre, but even more muscular. It is barrel-chested, with thick blond fur, long arms, and a broad muzzle. It seems well equipped with claws and teeth.

Dire apes are territorial and apt to attack anything they see. A dire ape stands about 5 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 BADGER**

*Medium Animal*

**Hit Dice:** 3d8+15 (28 hp)

**Initiative:** +3

**Speed:** 30 ft. (6 squares), burrow 10 ft.

**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 ft./5 ft.

**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, Toughness, Track

**Environment:** Temperate forests

**Organization:** Solitary or cete (2–5)

**Challenge Rating:** 2

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** 4–9 HD (Large)

**Level Adjustment:** —

This squat, muscular creature is covered in wild, thick fur. Its shaggy coat covers the entire body, leaving only its snout and the soles of its feet showing. Its ears and tail are long and bushy.

This vicious creature tolerates no intruders. 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 is moving through is very loose. A dire badger is from 5 to 7 feet in length and can weigh up to 100 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 ends its rage voluntarily.

**DIRE BAT**

*Large Animal*

**Hit Dice:** 4d8+12 (30 hp)

**Initiative:** +6

**Speed:** 20 ft. (4 squares), fly 40 ft. (good)

**Armor Class:** 20 (−1 size, +6 Dex, +5 natural), touch 15, flat-footed 14

**Base Attack/Grapple:** +5/+10

**Attack:** Bite +5 melee (1d8+4)

**Full Attack:** Bite +5 melee (1d8+4)

**Space/Reach:** 10 ft./5 ft.

**Special Attacks:**

**Special Qualities:** Blindsense 40 ft.

**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, Stealthy

**Environment:** Temperate forests

**Organization:** Solitary or colony (5–8)

**Challenge Rating:** 2

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** 5–12 HD (Large)

**Level Adjustment:** —
This terrifying bat has a body as big as a horse's and leathery wings that spread farther than a dragon's. Stiffy fur covers most of the body, with patches of bony armor showing through here and there.

These nocturnal hunters get excited easily, and they usually try to slay or drive off any creatures they encounter.

A dire bat has a wingspan of 15 feet and weighs about 200 pounds.

**Combat**

Dire bats swoop down upon unsuspecting prey from above.

**Blindsight (Ex):** A dire bat uses echolocation to pinpoint creatures within 40 feet. Opponents still have total concealment against the bat unless it can actually see them.

**Skills:** Dire bats have a +4 racial bonus on Spot and Listen checks. These bonuses are lost if its blindsense is negated.

**Dire Bear**

**Large Animal**

**Hit Dice:** 1d2d+51 (105 hp)

**Initiative:** +1

**Speed:** 40 ft. (8 squares)

**Armor Class:** 17 (–1 size, +1 Dex, +7 natural), touch 10, flat-footed 16

**Base Attack/Grapple:** +9/+23

**Attack:** Claw +19 melee (2d4+10)

**Full Attack:** 2 claws +19 melee (2d4+10), and bite +13 melee (2d8+5)

**Space/Reach:** 10 ft./5 ft.

**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, Endurance, Run, Toughness, Weapon Focus (claw)

**Environment:** Cold forests

**Organization:** Solitary or pair

**Challenge Rating:** 7

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** 8–16 HD (Large); 17–21 HD (Huge)

**Level Adjustment:**

This giant bear has an arched back, as high as a human is tall. It has spiny armor on its head and back, great, gleaming tusks, and small, furious, demon eyes.

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 ft. (8 squares)

**Armor Class:** 15 (–1 size, +2 Dex, +4 natural), touch 11, flat-footed 13

**Base Attack/Grapple:** +6/+17

**Attack:** Claw +13 melee (1d6+7) and bite +7 melee (1d8+3)

**Full Attack:** 2 claws +13 melee (1d6+7) and bite +7 melee (1d8+3)

**Space/Reach:** 10 ft./5 ft.

**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 +2*, Listen +7, Move Silently +5, Spot +7

**Feats:** Alertness, Run, 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: —

This immense lion has a short mane and a spotted, tawny coat, but there ends the resemblance to a normal animal. This monstrous creature has bony protrusions around its eyes and shoulders, with spiked ridges running along the length of its back.

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 takes 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 ft. (6 squares), climb 20 ft.
Armor Class: 15 (+1 size, +3 Dex, +1 natural), touch 14, flat-footed 12
Base Attack/Grapple: +0/+4
Attack: Bite +4 melee (1d4+1 plus disease)
Full Attack: Bite +4 melee (1d4+1 plus disease)
Space/Reach: 5 ft./5 ft.
Special Attacks: Disease
Special Qualities: Low-light vision, scent
Saves: Fort +6, Ref +6, Will +3
Abilities: Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 4
Skills: Climb +11, Hide +8, Listen +4, Move Silently +4, Spot +4, Swim +11
Feats: Alertness, Weapon Finesse

Environment: Cold aquatic
Organization: Solitary or pack (11–20)
Challenge Rating: 1/3
Treasure: None
Alignment: Always neutral
Advancement: 2–3 HD (Small); 4–6 HD (Medium)
Level Adjustment: —

This enormous rat looks bigger and more vicious than most dogs. It has coarse, spiky fur, malodorous eyes, and a long, raked tail.

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.

DIRE SHARK

Huge Animal (Aquatic)
Hit Dice: 1d8+6+6 (147 hp)
Initiative: +2
Speed: Swim 60 ft. (12 squares)
Armor Class: 17 (–2 size, +4 Dex, +7 natural), touch 10
Flat-footed 15

Base Attack/Grapple: +13/+27
Attack: Bite +18 melee (2d8+9)
Full Attack: Bite +18 melee (2d8+9)
Space/Reach: 15 ft./10 ft.
Special Attacks: Improved grab, swallow whole
Special Qualities: Keen scent
Saves: Fort +14, Ref +13, Will +12
Abilities: Str 21, Dex 15, Con 17, Int 11, Wis 12, Cha 10
Skills: Listen +12, Spot +11, Swim +14
Feats: Improved Natural Attack (bite), Toughness (4), 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: —

This enormous sea monster has a streamlined body with a triangular fin atop its back, a toothy mouth set well under its long snout, and a symmetrical tail shaped like a crescent moon.

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 an grabbed opponent of up to one size smaller by making a successful grapple check. Once inside, the opponent takes 3d6+6 points of bludgeoning damage plus 1d6+4 points of acid damage per round from the shark’s digestive juices. A swallowed creature can cut itself free 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 gutless 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-foot 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:* 1d6+4 (120 hp)  
*Initiative:* +2  
*Speed:* 40 ft. (8 squares)  
*Armor Class:* 17 (−1 size, +2 Dex, +6 natural), touch 11, flat-footed 15  
*Base Attack/Grapple:* +12/+24  
*Attack:* Claw -20 melee (2d4+8)  
*Full Attack:* 2 claws +20 melee (3d4+8) and bite +14 melee (2d6+4)  
*Space/Reach:* 10 ft./5 ft.  
*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 +17, Jump +14, Listen +6, Move Silently +1, Spot +7, Swim +10  
*Feats:* Alertness, Improved Natural Attack (claw), Improved Natural Attack (bite), Run, Stealthy, Weapon Focus (claw)  
*Environment:* Warm forests  
*Organization:* Solitary or pair  
*Challenge Rating:* 2  
*Treasure:* None  
*Alignment:* Always neutral  
*Advancement:* 17–32 HD (Large); 33–48 HD (Huge)  
*Level Adjustment:* —

This immense, monstrous feline is almost as tall at the shoulders as a human. It has a long body with bold stripes and paws the size of buckets.

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 takes 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.

Dire tigers have a +4 racial bonus on Hide checks in areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.

**DIRE WEASEL**

*Medium Animal*  
*Hit Dice:* 3d6 (13 hp)  
*Initiative:* +4  
*Speed:* 40 ft. (8 squares)  
*Armor Class:* 16 (+4 Dex, +2 natural), touch 14, flat-footed 12  
*Base Attack/Grapple:* +2/+4

**Attack:** Bite +6 melee (1d6+3)  
**Full Attack:** Bite +6 melee (1d6+3)  
**Space/Reach:** 5 ft./5 ft.  
**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, Stealthy, Weapon Finesse

**Environment:** Temperate hills  
**Organization:** Solitary or pair  
**Challenge Rating:** 2  
**Treasure:** None  
**Alignment:** Always neutral  
**Advancement:** 7–18 HD (Large)  
**Level Adjustment:** —

This sleek, fur-covered creature has a body longer than a human is tall. It has a wedged-shaped head crowned in short horns, four short legs, and a stump tail. Its movements are fluid and very quick.

Dire weasels are aggressive, almost manic creatures with boundless energy.

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 ft. (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 ft./5 ft.  
*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 +5, Listen +7, Move Silently +4, Spot +7, Survival +2  
*Feats:* Alertness, Run, Track², 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:* —

This immense grey wolf seems as big as a horse. It has fiery eyes and a thick coat of fur.
Dire wolves are efficient pack hunters that will kill anything they can catch. Dire wolves are montred 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. A dire wolf that hits with a bite attack can attempt to trip its 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 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:** d6d8-23 (45 hp)

**Initiative:** +3

**Speed:** 30 ft. (6 squares), climb 10 ft.

**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 ft./5 ft.

**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, Toughness, Track

**Environment:** Cold forests

**Organization:** Solitary or pair

**Challenge Rating:** 4

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** 6–15 HD (Large)

**Level Adjustment:** —

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This massive, low-slung creature has a wedge-shaped head and body covered in coarse, shaggy fur. Its legs are short and thick, and it has claws like pickaxes on its feet.

These foul-tempered creatures have been known to attack settlements, destroying both livestock and food stores. They are reputed to be utterly fearless.

Dire wolverines grow to about 12 feet in length and can weigh as much as 2000 pounds.

**Combat**

Dire wolverines attack opponents wantonly, fearing no other creatures. 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.

### Displacer Beast

This creature looks like an emaciated panther with blue-black fur, six legs, and a body that is nothing but muscle and bone. A pair of tentacles sprouts from its shoulders and ends in horned ridged pads.

The displacer beast is a savage and stealthy carnivore that resembles a puma in some respects.

Displacer beasts favor small game but will eat anything they can catch. They regard all other creatures as prey and tend to attack anything they meet. They have a deep-seated hatred of blink dogs, and the two attack each other ruthlessly when their paths cross.

A displacer beast is the size of a Bengal tiger, about 9 feet long and weighing about 500 pounds.

Displacer beasts speak Common.

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### Displacer Beast

**Hit Dice:** d6d10+18 (51 hp)

**Initiative:** +2

**Speed:** 40 ft. (8 squares)

**Armor Class:** 16 (–1 size, +2 Dex, +4 natural), touch 11, flat-footed 14

**Base Attack/Grapple:** +6/+14

**Attack:** Tentacle +9 melee (1d6+4)

**Full Attack:** 2 tentacles +9 melee (1d6+4) and bite +4 melee (1d8+2)

**Space/Reach:** 10 ft./5 ft. (10 ft. with tentacles)

**Special Attacks:**

**Special Qualities:** Darkvision 60 ft., displacement, low-light vision, resistance to ranged attacks

**Saves:** Fort +8, Ref +7, Will +3

**Abilities:** Str 18, Dex 15, Con 16, Int 5, Wis 12, Cha 8

**Skills:** Hide +10, Listen +5, Move Silently +7, Spot +5

**Feats:** Alertness, Dodge, Stealthy

**Environment:** Temperate hills

**Organization:** Solitary, pair, or pride (6–10)

**Challenge Rating:** 4

**Treasure:** 1/10 coins; 50% goods; 50% items

**Alignment:** Usually lawful evil

**Advancement:** 7–9 HD (Large); 10–18 HD (Huge)

**Level Adjustment:** +4

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### Displacer Beast Pack Lord

**Hit Dice:** d10d10+192 (203 hp)

**Initiative:** +1

**Speed:** 40 ft. (8 squares)

**Armor Class:** 17 (–2 size, +1 Dex, +8 natural), touch 9, flat-footed 16

**Base Attack/Grapple:** +18/+34

**Attack:** Tentacle +25 melee (1d8+8)

**Full Attack:** 2 tentacles +25 melee (1d8+8) and bite +19 melee (2d6+4)

**Space/Reach:** 15 ft./10 ft. (20 ft. with tentacles)

**Special Attacks:**

**Special Qualities:** Darkvision 60 ft., displacement, low-light vision, resistance to ranged attacks

**Saves:** Fort +16, Ref +14, Will +9

**Abilities:** Str 26, Dex 13, Con 20, Int 5, Wis 12, Cha 8

**Skills:** Hide +11, Listen +1, Move Silently +16, Spot +10

**Feats:** Alertness, Combat Reflexes, Dodge, Iron Will, Lightning Reflexes, Toughness, Weapon Focus (tentacle)

**Environment:** Temperate hills

**Organization:** Solitary or pair

**Challenge Rating:** 12

**Treasure:** 1/10 coins; 50% goods, standard items

**Alignment:** Usually lawful evil

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COMBAT
Displacer beasts tear at opponents with their tenra
cies and bite foes that get close.

Displacement (Su): A light-bending glamer continually
surrounds a displacer beast, making it difficult to surmise
the creature's true location. Any melee or ranged attack
directed at it has a 50% miss chance unless the
attacker can locate the beast by some
means other than sight. A true seeing
effect allows an attacker to see the beast's
position, but see invisibility has no effect.

Resistance to Ranged Attacks (Su): A displacer
beast has a +2 resistance bonus on saves against
any ranged magical attack that specifically targets it (except
for ranged touch attacks).

Skills: A displacer beast has a +8 racial bonus on
Hide checks, thanks to its displacement ability.

DISPLACER BEAST
PACK LORD
Due to the bizarre nature of their anatomy, displacer beasts are unusually likely to produce
mutant offspring. These whoels can grow to tremendous size, reaching a length of 20 feet
and standing almost 10 feet high at the
shoulder. Pack lords, as these gigantic dis
placer beasts are known, frequently lead bands of
their smaller fellows.

Except for their freakish size and strength, pack
lords resemble normal displacer beasts.

DOPPELGANGER
Medium Monstrous Humanoid
(Shapechanger)

Hit Dice: 4d8+4 (22 hp)
Initiative: +1
Speed: 30 ft. (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 ft./5 ft.
Special Attacks: Detect thoughts,
Special Qualities: Change shape, immunity
to sleep and charm effects

Saves: Fort +4, 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

This gaunt, grey-skinned humanoid has long,
gangly limbs and a bulbous head with large,
octopod eyes. Its face is otherwise blank
and featureless.

DOPPELGANGER
Dopplegangers 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 slit ed pupils.

A doppleganger's appearance is deceiving even when it's in
its true form. A doppleganger is hardy, with a natural agility
not in keeping with its frail appearance.

Because they can take the shape of any humanoid between 4
and 8 feet tall, dopplegangers are natural spies and assassins.
They can sneak past sentries, slip into secured places, and
fool even lovers or close friends. They are cunning and
patient, willing to wait until an opportunity presents itself
instead of attacking rashly.

Dopplegangers make excellent use of their natural mimicry
to stage ambushes, set 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.

It is natural form a doppleganger is about 5-1/2 feet tall
and weighs about 150 pounds.

COMBAT
When in its natural form, a doppleganger strikes with its
powerful fists. In the shape of a warrior or some other
armed person, it attacks with whatever weapon is appropri ate.
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 doppleganger can continuously
use detect thoughts as the spell (caster level 18th). Will DC 13
negates it. It can suppress or resume this ability as a free action.

The save DC is Charisma-based.

Change Shape (Su): A doppleganger can assume the shape of
any Small or Medium humanoid. In humanoid form, the
doppleganger takes its natural attacks. A doppleganger can
remain in its humanoid form until it chooses to assume a new
one. A change in form cannot be dispelled, but a doppleganger
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.

DOPPELGANGERS AS CHARACTERS
Spies supreme, doppelgangers infiltrate enemy territory, impersonate leaders, and probe enemies’ minds for thoughts and plans. 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 feet.
- Darkvision: Doppelgangers can see in the dark up to 60 feet.
- Racial Hit Dice: A doppelganger begins with four levels of monstrous humanoid, which provide 4d6 Hit Dice, a base attack bonus of +4, and save bonus that is +2 for Fort, +1 for Ref, and +1 for Will.
- Racial Skills: A doppelganger’s monstrous humanoid levels give it skill points equal to (2 + Int modifier) x levels. Its class skills are Bluff, Diplomacy, Disguise, Intimidate, Listen, Sense Motive, and Spot.
- Racial Feats: A doppelganger’s monstrous humanoid levels give it two feats.
- +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 (see above): Detect thoughts.
- Special Qualities (see above): Change shape, immunity to sleep and charm effects.
- Favored Class: Rogue
- Level adjustment +4

DRAGON TRUE
True dragons are winged, reptile-like creatures of ancient lineage. They are known and feared for their size, physical prowess, and magical abilities. The oldest dragons are among the most powerful creatures in the world.

The known varieties of true dragons are divided into two broad categories: chromatic and metallic. The chromatic dragons are black, blue, green, red, and white; they are evil and extremely powerful. 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.) They range in length from several feet up to more than 100 feet after attaining the status of great wyrm. The size of a particular dragon varies, according to age and variety.

Though they are fearsome predators, dragons scavenge when necessary and can eat almost anything if they are hungry enough. 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 imbedded 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 on weaker enemies). The accompanying table 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 deals the indicated damage plus the dragon’s Strength bonus. A dragon also uses its bite to snatch opponents if it has the Snatch feat (see page 304).

Claw: Claw attacks deal the indicated damage plus 1/2 the dragon’s Strength bonus (round down). The dragon can also use its claws to snatch opponents if it has the Snatch feat (see page 304). 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+1 rounds later. If a dragon has more than one type of breath weapon, it can breathe only once every 1d4+1 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 category, and is given in each individual entry. Spells against nondamaging 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 dragon's HD + 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 **

<table>
<thead>
<tr>
<th>Dragon Size</th>
<th>Line* (Length)</th>
<th>Cone** (Length)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Tiny</td>
<td>30 ft</td>
<td>15 ft</td>
</tr>
<tr>
<td>Small</td>
<td>40 ft</td>
<td>20 ft</td>
</tr>
<tr>
<td>Medium</td>
<td>60 ft</td>
<td>30 ft</td>
</tr>
<tr>
<td>Large</td>
<td>80 ft</td>
<td>40 ft</td>
</tr>
<tr>
<td>Huge</td>
<td>100 ft</td>
<td>50 ft</td>
</tr>
<tr>
<td>Gargantuan</td>
<td>120 ft</td>
<td>60 ft</td>
</tr>
<tr>
<td>Colossal</td>
<td>140 ft</td>
<td>80 ft</td>
</tr>
</tbody>
</table>

* 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 dragon's HD + 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 + dragon's Cha modifier + spell level. All spell-like abilities are usable once per day unless otherwise noted.

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.

Blindsight (Ex): Dragons can pinpoint creatures within a distance of 60 feet. Opponents the dragon can 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 feet.

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 one feat, plus an additional feat per 3 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 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 actual fly speed, as shown on the table below.

<table>
<thead>
<tr>
<th>DRAGON OVERLAND FLYING SPEEDS</th>
<th>Dragon's Fly Speed</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>One Hour</td>
</tr>
<tr>
<td></td>
<td>100 feet</td>
</tr>
<tr>
<td>Normal</td>
<td>15 miles</td>
</tr>
<tr>
<td>Hustle</td>
<td>24 miles</td>
</tr>
<tr>
<td>One Day</td>
<td>120 miles</td>
</tr>
</tbody>
</table>

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 (see page 164 of the Dyer's Handbook).

DRAGON SOCIETY
Although all dragons are believed to have come from the same roots tens of thousands of years ago, the present varieties keep to themselves and cooperate only under extreme circumstances, such as a powerful mutual threat. Good dragons never work with evil dragons, however, though a few neutral specimens have been found with either. Gold dragons occasionally associate with silver dragons.

When evil dragons of different varieties encounter one another, they usually fight to protect their territories. Good dragons are more tolerant, though also very territorial, and usually try to work out differences in a peaceful manner.

Dragons follow a number of reproductive strategies to suit their needs and tempers. These help assure the continuation of a dragon's bloodline, no matter what happens to the parent or the parent's lair. Young adults, particularly evil or less intelligent ones, tend to lay clutches of 1d4+1 eggs all around the countryside, leaving their offspring to fend for themselves. These hatch into clutches of dragons, usually juvenile or younger, which stick together until they can establish their own lairs.

Older and more intelligent dragons form families consisting of a mated pair and 1d4+1 young. Mated dragons are always adults or mature adults; offspring found with their parents are of wyrmling (01-10 on d4), very young (11-30), young (31-50), juvenile (51-90), or young adult (91-100) age. Shortly after a dragon reaches young adult (or rarely, juvenile) age, it leaves its parents to establish a lair of its own.

A pair of mated dragons beyond mature adult age usually splits up, independence and the lust for treasure driving them apart. Older females continue to mate and lay eggs, but only one parent stays in the lair to raise young. Often an older female lays many clutches of eggs, keeping one to tend herself and one for her mate, and leaving the rest untended. Sometimes, a female dragon places an egg or a wyrmling with nondraconic foster parents.

DRAGONHIDE
Armorsmiths can work with the hides of dragons to produce armor or shields of masterwork quality (see Dragonhide under Special Materials, page 283 of the Dungeon Master's Guide).

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; mature 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 —

The dragon's head looks noticeably like a skull minus its deep-sunken eyes and wide, flat nostril opening. It has forward-curving horns and a spiral crest that peaks just behind the head and tapers off about three quarters of the way down the neck. An acidic smell surrounds the dragon, whose scales are mostly dull, stony, and dark grey.

Black dragons are evil-tempered, cunning, and malevolent characteristics that are reflected in their crafty, sinister faces. 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...
Black Dragon Abilities by Age

<table>
<thead>
<tr>
<th>Age</th>
<th>Speed</th>
<th>Initiative</th>
<th>AC</th>
<th>Special Abilities</th>
<th>Caster Level</th>
<th>SR</th>
</tr>
</thead>
<tbody>
<tr>
<td>Wyrmag</td>
<td>60 ft, fly 100 ft. (average), swim 60 ft.</td>
<td>+0</td>
<td>15 (+2 size, +3 natural), touch 12, flat-footed 15</td>
<td>Immunity to acid, water breathing</td>
<td>---</td>
<td>---</td>
</tr>
<tr>
<td>Very young</td>
<td>60 ft, fly 100 ft. (average), swim 60 ft.</td>
<td>+0</td>
<td>17 (+1 size, +6 natural), touch 11, flat-footed 17</td>
<td>---</td>
<td>---</td>
<td>---</td>
</tr>
<tr>
<td>Young</td>
<td>60 ft, fly 150 ft. (poor), swim 60 ft.</td>
<td>+0</td>
<td>19 (+9 natural), touch 10, flat-footed 19</td>
<td>---</td>
<td>---</td>
<td>---</td>
</tr>
<tr>
<td>Juvenile</td>
<td>60 ft, fly 150 ft. (poor), swim 60 ft.</td>
<td>+0</td>
<td>22 (+12 natural), touch 10, flat-footed 22</td>
<td>Darkness</td>
<td>---</td>
<td>---</td>
</tr>
<tr>
<td>Young adult</td>
<td>60 ft, fly 150 ft. (poor), swim 60 ft.</td>
<td>+0</td>
<td>24 (−1 size, +15 natural), touch 9, flat-footed 24</td>
<td>DR 5/magic</td>
<td>1st</td>
<td>17</td>
</tr>
<tr>
<td>Adult</td>
<td>60 ft, fly 150 ft. (poor), swim 60 ft.</td>
<td>+0</td>
<td>27 (−1 size, +18 natural), touch 9, flat-footed 27</td>
<td>Corrupt water</td>
<td>3rd</td>
<td>18</td>
</tr>
<tr>
<td>Mature adult</td>
<td>60 ft, fly 150 ft. (poor), swim 60 ft.</td>
<td>+0</td>
<td>29 (−2 size, +21 natural), touch 8, flat-footed 29</td>
<td>DR 10/magic</td>
<td>5th</td>
<td>21</td>
</tr>
<tr>
<td>Old</td>
<td>60 ft, fly 150 ft. (poor), swim 60 ft.</td>
<td>+0</td>
<td>32 (−2 size, +24 natural), touch 8, flat-footed 32</td>
<td>Plant growth</td>
<td>7th</td>
<td>22</td>
</tr>
<tr>
<td>Very old</td>
<td>60 ft, fly 150 ft. (poor), swim 60 ft.</td>
<td>+0</td>
<td>35 (−2 size, +27 natural), touch 8, flat-footed 35</td>
<td>DR 15/magic</td>
<td>9th</td>
<td>23</td>
</tr>
<tr>
<td>Ancient</td>
<td>60 ft, fly 150 ft. (poor), swim 60 ft.</td>
<td>+0</td>
<td>38 (−2 size, +30 natural), touch 8, flat-footed 38</td>
<td>Insect plague</td>
<td>11th</td>
<td>25</td>
</tr>
<tr>
<td>Wyrm</td>
<td>60 ft, fly 200 ft. (clumsy), swim 60 ft.</td>
<td>+0</td>
<td>39 (−4 size, +33 natural), touch 6, flat-footed 39</td>
<td>DR 20/magic</td>
<td>13th</td>
<td>26</td>
</tr>
<tr>
<td>Great Wyrm</td>
<td>60 ft, fly 200 ft. (clumsy), swim 60 ft.</td>
<td>+0</td>
<td>42 (−4 size, +36 natural), touch 6, flat-footed 42</td>
<td>Charm reptiles</td>
<td>15th</td>
<td>28</td>
</tr>
</tbody>
</table>

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 outnumbered, 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.

Black dragons 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 lair in large, damp caves and multichambered underground caverns. They smell of rotting vegetation and foul water, with an acidic undertone. Older dragons hide the entrance to their lairs using Plant growth. Black dragons dine primarily on fish, mollusks, and other aquatic creatures. They also hunt for red meat but like to “pickle” it by letting it lie in ponds within the lair for days before eating it.

Black dragons are especially fond of coins. Older dragons sometimes capture and question humanoid stockpiles of gold, silver, and platinum coins before killing them.
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.

**Young Adult Black Dragon:** CR 9; Large dragon (water); HD 16d12+48, hp 152; Init +40; Spd 60 ft., fly 150 ft. (poor), swim 60 ft.; AC 25, touch 9, flat-footed 25; Base Atk +18; Grp +24; Atk +20 melee (2d6+4, bite); Full Atk +20 melee (2d6+4, bite), +17 melee (1d8+2, 2 claws); +17 melee (1d6+2, 2 wings), +17 melee (1d8+6, tail slap); SQ; Space/Reach 10 ft./5 ft. (bite 10 ft.), SA breath weapon; Damage reduction 5/magic, darkvision 120 ft., immunity to acid, sleep, and paralysis, low-light vision, spell resistance 17, water breathing, flyby attack; SV Fort +13, Ref +10, Will +11; Str 19, Dex 10, Con 17, Int 12, Wis 13, Cha 12.

Skills and Feats: Bluff +9, Climb +20, Diplomacy +10, Hide +8, Intimidate +19, Listen +17, Move Silently +16, Search +17, Speak Language +6, Spot +17, Swim +12; Improved Natural Armor,Multi-attack, Power Attack, Snatch, Weapon Focus (bite), Wingover.

**Breath Weapon (Su):** 80-ft. line, damage 10d4 Blue dragon acid, Reflex DC 21 half.

**Darkness (Sp):** 3/day—as darkness, but 50-ft. radius. Caster level 5th.

**Frightful Presence (Ex):** 150-ft. radius, HD 15 or less, Will DC 19 negates.

**Water Breathing (Ex):** Can breathe underwater indefinitely and can freely use breath weapon, spells, and other abilities underwater.

**Spells:** As 1st-level sorcerer. Typical Sorcerer Spells Known (3/4; save DC 11 + spell level): 0—detect magic, ray of frost, resistance; 1st—magic missile, protection from good.

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**BLUE DRAGON**

**Dragon (Earth)**

**Environment:** Temperate deserts

**Organization:** Wyrmling, very young, young, juvenile, and young adult: solitary or clutch; adult, mature adult, old, very old, ancient, wyrn, or great wyrn: solitary, pair, or family (1-2 and 2-5 offspring)

**Challenge Ratings:** Wyrmling 3; very young 4; young 6; juvenile, young adult 11; adult 14; mature adult 16; old 18; very old 18; ancient 21; wyrn 23; great wyrn 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; adult 19-20 HD; mature adult 22-23 HD; old 28-29 HD; very old 31-32 HD; ancient 34-35 HD; wyrn 37-38 HD; great wyrn 40+ HD

**Level Adjustment:** Wyrmling +4; very young +4; young +5; others —

The dragon has dramatic filled ears and a single massive horn emerging from its snout. The smell of ozone lingers in the air near the dragon, whose azure-tinted scales glitter in the sun.

Blue dragons are vain and territorial. They are one of the dragon varieties best adapted to digging into sand.

A blue dragon 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 colors make blue dragons easy to spot in barren desert surroundings. However, they often burrow into the sand so only a 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. They are sometimes forced to eat snakes, lizards, and desert plants to sate their great hunger but especially prefer herd animals such as camels. When they get the chance, they gorge themselves on these creatures.

**Combat**

Typically, blue dragons attack from above or burrow beneath the sands until opponents come within 100 feet. 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 as the create water spell, except that the dragon can decide to destroy water instead of creating it, which automatically spills 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), mirror image (great wyrm).

**Skills:** Bluff, Hide, and Spellcraft are considered class skills for blue dragons.

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**Blue Dragons by Age**

<table>
<thead>
<tr>
<th>Age</th>
<th>Size</th>
<th>Hit Dice (hp)</th>
<th>Str</th>
<th>Dex</th>
<th>Con</th>
<th>Int</th>
<th>Wis</th>
<th>Cha</th>
<th>Base Attack/</th>
<th>Fort</th>
<th>Ref</th>
<th>Will</th>
<th>Breath</th>
<th>Frightful</th>
</tr>
</thead>
<tbody>
<tr>
<td>Wyrmling</td>
<td>S</td>
<td>6d2+6 (45)</td>
<td>13</td>
<td>10</td>
<td>13</td>
<td>10</td>
<td>11</td>
<td>10</td>
<td>-6/+3</td>
<td>+6</td>
<td>+5</td>
<td>+5</td>
<td>2d8 (14)</td>
<td>2d8 (14)</td>
</tr>
<tr>
<td>Very young</td>
<td>N</td>
<td>9d2+18 (76)</td>
<td>15</td>
<td>10</td>
<td>15</td>
<td>10</td>
<td>11</td>
<td>10</td>
<td>-9/+11</td>
<td>+8</td>
<td>+6</td>
<td>+6</td>
<td>4d8 (16)</td>
<td>4d8 (16)</td>
</tr>
<tr>
<td>Young</td>
<td>M</td>
<td>12d2+24 (102)</td>
<td>17</td>
<td>10</td>
<td>15</td>
<td>12</td>
<td>13</td>
<td>12</td>
<td>+12/+15</td>
<td>+10</td>
<td>+8</td>
<td>+9</td>
<td>6d8 (18)</td>
<td>6d8 (18)</td>
</tr>
<tr>
<td>Juvenile</td>
<td>L</td>
<td>15d2+45 (142)</td>
<td>19</td>
<td>10</td>
<td>17</td>
<td>14</td>
<td>15</td>
<td>14</td>
<td>+15/+23</td>
<td>+12</td>
<td>+9</td>
<td>+11</td>
<td>8d8 (20)</td>
<td>8d8 (20)</td>
</tr>
<tr>
<td>Young adult</td>
<td>L</td>
<td>18d2+72 (189)</td>
<td>23</td>
<td>10</td>
<td>19</td>
<td>14</td>
<td>15</td>
<td>14</td>
<td>+18/+28</td>
<td>+15</td>
<td>+11</td>
<td>+13</td>
<td>10d8 (24)</td>
<td>10d8 (24)</td>
</tr>
<tr>
<td>Adult</td>
<td>H</td>
<td>21d2+105 (241)</td>
<td>27</td>
<td>10</td>
<td>21</td>
<td>16</td>
<td>17</td>
<td>16</td>
<td>+21/+37</td>
<td>+17</td>
<td>+12</td>
<td>+15</td>
<td>12d8 (25)</td>
<td>12d8 (25)</td>
</tr>
<tr>
<td>Mature adult</td>
<td>H</td>
<td>24d2+120 (276)</td>
<td>29</td>
<td>10</td>
<td>21</td>
<td>16</td>
<td>17</td>
<td>16</td>
<td>+24/+41</td>
<td>+19</td>
<td>+14</td>
<td>+17</td>
<td>14d8 (27)</td>
<td>14d8 (27)</td>
</tr>
<tr>
<td>Old</td>
<td>H</td>
<td>27d2+162 (337)</td>
<td>31</td>
<td>10</td>
<td>21</td>
<td>18</td>
<td>19</td>
<td>18</td>
<td>+27/+45</td>
<td>+21</td>
<td>+15</td>
<td>+19</td>
<td>16d8 (29)</td>
<td>16d8 (29)</td>
</tr>
<tr>
<td>Very old</td>
<td>G</td>
<td>30d2+180 (375)</td>
<td>33</td>
<td>10</td>
<td>23</td>
<td>18</td>
<td>19</td>
<td>18</td>
<td>+30/+49</td>
<td>+23</td>
<td>+17</td>
<td>+21</td>
<td>18d8 (31)</td>
<td>18d8 (31)</td>
</tr>
<tr>
<td>Ancient</td>
<td>G</td>
<td>33d2+231 (445)</td>
<td>35</td>
<td>10</td>
<td>25</td>
<td>20</td>
<td>21</td>
<td>20</td>
<td>+33/+57</td>
<td>+25</td>
<td>+18</td>
<td>+23</td>
<td>20d8 (33)</td>
<td>20d8 (33)</td>
</tr>
<tr>
<td>Wyrm</td>
<td>G</td>
<td>36d2+288 (522)</td>
<td>37</td>
<td>10</td>
<td>27</td>
<td>20</td>
<td>21</td>
<td>20</td>
<td>+36/+61</td>
<td>+28</td>
<td>+20</td>
<td>+25</td>
<td>22d8 (36)</td>
<td>22d8 (36)</td>
</tr>
<tr>
<td>Great wyrm</td>
<td>G</td>
<td>39d2+312 (555)</td>
<td>39</td>
<td>10</td>
<td>29</td>
<td>22</td>
<td>23</td>
<td>22</td>
<td>+39/+65</td>
<td>+30</td>
<td>+21</td>
<td>+27</td>
<td>24d8 (37)</td>
<td>24d8 (37)</td>
</tr>
</tbody>
</table>

---

**Blue Dragons Abilities by Age**

<table>
<thead>
<tr>
<th>Age</th>
<th>Speed</th>
<th>Initiative</th>
<th>AC</th>
<th>Special Abilities</th>
<th>Caster Level</th>
<th>SR</th>
</tr>
</thead>
<tbody>
<tr>
<td>Wyrmling</td>
<td>40 ft.</td>
<td>+0</td>
<td>16 (+1 size, +5 natural), touch 11, flat-footed 16</td>
<td>Immunity to electricity, create/destroy water</td>
<td>--</td>
<td>--</td>
</tr>
<tr>
<td>Very young</td>
<td>40 ft.</td>
<td>+0</td>
<td>18 (+8 natural), touch 10, flat-footed 18</td>
<td>--</td>
<td>--</td>
<td>--</td>
</tr>
<tr>
<td>Young</td>
<td>40 ft.</td>
<td>+0</td>
<td>21 (+11 natural), touch 10, flat-footed 21</td>
<td>--</td>
<td>--</td>
<td>--</td>
</tr>
<tr>
<td>Juvenile</td>
<td>40 ft.</td>
<td>+0</td>
<td>23 (~1 size, +14 natural), Sound imitation</td>
<td>--</td>
<td>1st</td>
<td>19</td>
</tr>
<tr>
<td>Young adult</td>
<td>40 ft.</td>
<td>+0</td>
<td>26 (~1 size, +17 natural), touch 9, flat-footed 23</td>
<td>--</td>
<td>3rd</td>
<td>19</td>
</tr>
<tr>
<td>Adult</td>
<td>40 ft.</td>
<td>+0</td>
<td>28 (~2 size, +20 natural), Ventriloquism</td>
<td>--</td>
<td>5th</td>
<td>19</td>
</tr>
<tr>
<td>Mature adult</td>
<td>40 ft.</td>
<td>+0</td>
<td>31 (~2 size, +23 natural), DR 5/magic</td>
<td>--</td>
<td>7th</td>
<td>21</td>
</tr>
<tr>
<td>Old</td>
<td>40 ft.</td>
<td>+0</td>
<td>34 (~2 size, +26 natural), touch 3, flat-footed 31</td>
<td>--</td>
<td>9th</td>
<td>24</td>
</tr>
<tr>
<td>Very old</td>
<td>40 ft.</td>
<td>+0</td>
<td>37 (~2 size, +29 natural), touch 3, flat-footed 34</td>
<td>--</td>
<td>11th</td>
<td>25</td>
</tr>
<tr>
<td>Ancient</td>
<td>40 ft.</td>
<td>+0</td>
<td>38 (~4 size, +32 natural), Will</td>
<td>--</td>
<td>13th</td>
<td>27</td>
</tr>
<tr>
<td>Wyrm</td>
<td>40 ft.</td>
<td>+0</td>
<td>41 (~4 size, +35 natural), DR 20/magic</td>
<td>--</td>
<td>15th</td>
<td>29</td>
</tr>
<tr>
<td>Great wyrm</td>
<td>40 ft.</td>
<td>+0</td>
<td>44 (~4 size, +38 natural), Mirror image</td>
<td>--</td>
<td>17th</td>
<td>31</td>
</tr>
</tbody>
</table>

*Can also cast cleric spells and those from the Air, Evil, and Law domains as arcane spells.*
Spells: As 7th-level sorcerer.
Typical Sorcerer Spells Known (6/7/7/5; save DC 13 + spell level):
0—dancing lights, detect magic, ghost sound, mage hand, ray of frost, read magic, resistance, 1st—alarm, command, magic missile, Nystul’s magic aura, shield of faith; 2nd—darkness, invisibility, shatter; 3rd—cure serious wounds, dispel magic.

GREEN DRAGON
Dragon (Air)

Environment: Temperate forests

Organization: Wyrmling, very young, young, juvenile, and young adult: solitary or (2–5); adult, mature adult, old, very old, ancient, wyrml, or great wyrml: 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; wyrml 22; great wyrml 24

Treasure: Triple standard

Alignment: Always lawful evil


Level Adjustment: Wyrmling +5; very young +5; young +5; juvenile +6; others —

The dragon has a toothy, curving jaw line and rows of hornlets over its eyes. There is a cluster of hornlets at the chin. A crest begins just behind the eyes and runs the length of the body, rising to full height just behind the skull. The odor of chlorine clings to the dragon, whose scales radiate with a glowing emerald shine.

Green dragons are belligerent and tend to attack without provocation.

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.

Green dragons make their lairs in forests; the older the forest, and bigger the trees, the better. They prefer caves in cliffs or hill-sides and can be detected by the stinging odor of chlorine. Although they have been known to eat practically anything, including shrubs and small trees when they are hungry enough, green dragons especially prize elys and sprites.

Green Dragons by Age

<table>
<thead>
<tr>
<th>Age</th>
<th>Size</th>
<th>Hit Dice [hp]</th>
<th>Str</th>
<th>Dex</th>
<th>Con</th>
<th>Int</th>
<th>Wis</th>
<th>Cha</th>
<th>Base Attack/ Grapple</th>
<th>Attack</th>
<th>Fort</th>
<th>Ref</th>
<th>Will</th>
<th>Will</th>
<th>Breath Drainage (DC)</th>
<th>Fortitude Protection DC</th>
</tr>
</thead>
<tbody>
<tr>
<td>Wyrmling</td>
<td>S</td>
<td>5d12+5 (37)</td>
<td>13</td>
<td>10</td>
<td>13</td>
<td>10</td>
<td>11</td>
<td>10</td>
<td>+5/+4</td>
<td>+7</td>
<td>+5</td>
<td>+4</td>
<td>+5</td>
<td>+4</td>
<td>236 (13)</td>
<td>—</td>
</tr>
<tr>
<td>Very young</td>
<td>M</td>
<td>8d12+16 (68)</td>
<td>15</td>
<td>10</td>
<td>13</td>
<td>10</td>
<td>11</td>
<td>10</td>
<td>+8/+10</td>
<td>+10</td>
<td>+8</td>
<td>+6</td>
<td>+9</td>
<td>+7</td>
<td>446 (16)</td>
<td>—</td>
</tr>
<tr>
<td>Young</td>
<td>M</td>
<td>11d12+22 (93)</td>
<td>17</td>
<td>10</td>
<td>15</td>
<td>12</td>
<td>13</td>
<td>12</td>
<td>+11/+14</td>
<td>+14</td>
<td>+9</td>
<td>+7</td>
<td>+9</td>
<td>+8</td>
<td>666 (17)</td>
<td>—</td>
</tr>
<tr>
<td>Juvenile</td>
<td>L</td>
<td>14d12+42 (133)</td>
<td>19</td>
<td>10</td>
<td>17</td>
<td>14</td>
<td>15</td>
<td>14</td>
<td>+14/+22</td>
<td>+17</td>
<td>+12</td>
<td>+10</td>
<td>+11</td>
<td>+9</td>
<td>866 (20)</td>
<td>—</td>
</tr>
<tr>
<td>Young adult</td>
<td>L</td>
<td>17d12+68 (178)</td>
<td>23</td>
<td>10</td>
<td>19</td>
<td>14</td>
<td>15</td>
<td>14</td>
<td>+17/+27</td>
<td>+22</td>
<td>+14</td>
<td>+10</td>
<td>+12</td>
<td>+10</td>
<td>1026 (22)</td>
<td>—</td>
</tr>
<tr>
<td>Adult</td>
<td>L</td>
<td>20d12+100 (230)</td>
<td>27</td>
<td>10</td>
<td>21</td>
<td>16</td>
<td>17</td>
<td>16</td>
<td>+20/+36</td>
<td>+26</td>
<td>+17</td>
<td>+12</td>
<td>+15</td>
<td>+13</td>
<td>1226 (25)</td>
<td>—</td>
</tr>
<tr>
<td>Mature adult</td>
<td>M</td>
<td>23d12+115 (264)</td>
<td>29</td>
<td>10</td>
<td>21</td>
<td>16</td>
<td>17</td>
<td>16</td>
<td>+23/+40</td>
<td>+30</td>
<td>+18</td>
<td>+13</td>
<td>+16</td>
<td>+14</td>
<td>1426 (26)</td>
<td>—</td>
</tr>
<tr>
<td>Old</td>
<td>M</td>
<td>26d12+156 (325)</td>
<td>31</td>
<td>10</td>
<td>23</td>
<td>18</td>
<td>19</td>
<td>18</td>
<td>+26/+44</td>
<td>+34</td>
<td>+21</td>
<td>+15</td>
<td>+19</td>
<td>+16</td>
<td>1626 (29)</td>
<td>—</td>
</tr>
<tr>
<td>Very old</td>
<td>M</td>
<td>29d12+174 (362)</td>
<td>33</td>
<td>10</td>
<td>23</td>
<td>18</td>
<td>19</td>
<td>18</td>
<td>+29/+48</td>
<td>+38</td>
<td>+22</td>
<td>+16</td>
<td>+20</td>
<td>+18</td>
<td>1826 (30)</td>
<td>—</td>
</tr>
<tr>
<td>Ancient</td>
<td>G</td>
<td>32d12+224 (432)</td>
<td>35</td>
<td>10</td>
<td>25</td>
<td>20</td>
<td>21</td>
<td>20</td>
<td>+32/+56</td>
<td>+40</td>
<td>+25</td>
<td>+18</td>
<td>+23</td>
<td>+20</td>
<td>2026 (33)</td>
<td>—</td>
</tr>
<tr>
<td>Wyrml</td>
<td>G</td>
<td>35d12+280 (507)</td>
<td>37</td>
<td>10</td>
<td>27</td>
<td>21</td>
<td>21</td>
<td>20</td>
<td>+35/+60</td>
<td>+44</td>
<td>+27</td>
<td>+19</td>
<td>+24</td>
<td>+22</td>
<td>2226 (35)</td>
<td>—</td>
</tr>
<tr>
<td>Great wyrml</td>
<td>G</td>
<td>38d12+304 (551)</td>
<td>39</td>
<td>10</td>
<td>27</td>
<td>22</td>
<td>22</td>
<td>22</td>
<td>+38/+64</td>
<td>+48</td>
<td>+29</td>
<td>+21</td>
<td>+27</td>
<td>+24</td>
<td>2426 (37)</td>
<td>—</td>
</tr>
</tbody>
</table>

Green Dragon Abilities by Age

<table>
<thead>
<tr>
<th>Age</th>
<th>Speed</th>
<th>Initiative</th>
<th>AC</th>
<th>Special Abilities</th>
<th>Caster Level</th>
<th>SR</th>
</tr>
</thead>
<tbody>
<tr>
<td>Wyrmling</td>
<td>40 ft.</td>
<td>+0</td>
<td>15 (+1 size, +4 natural)</td>
<td>Immunity to acid, water breathing</td>
<td>—</td>
<td></td>
</tr>
<tr>
<td>Very young</td>
<td>40 ft.</td>
<td>+0</td>
<td>17 (+7 natural)</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Young</td>
<td>40 ft.</td>
<td>+0</td>
<td>20 (+10 natural)</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Juvenile</td>
<td>40 ft.</td>
<td>+0</td>
<td>22 (+1 size, +13 natural)</td>
<td></td>
<td>1st</td>
<td></td>
</tr>
<tr>
<td>Young adult</td>
<td>40 ft.</td>
<td>+0</td>
<td>25 (+1 size, +16 natural)</td>
<td></td>
<td>3rd</td>
<td>19</td>
</tr>
<tr>
<td>Adult</td>
<td>40 ft.</td>
<td>+0</td>
<td>27 (+2 size, +19 natural)</td>
<td>Suggestion</td>
<td>5th</td>
<td>21</td>
</tr>
<tr>
<td>Mature adult</td>
<td>40 ft.</td>
<td>+0</td>
<td>30 (+2 size, +22 natural)</td>
<td>DR 5/magic</td>
<td>7th</td>
<td>22</td>
</tr>
<tr>
<td>Old</td>
<td>40 ft.</td>
<td>+0</td>
<td>33 (+2 size, +25 natural)</td>
<td>DR 10/magic</td>
<td>9th</td>
<td>24</td>
</tr>
<tr>
<td>Very old</td>
<td>40 ft.</td>
<td>+0</td>
<td>36 (+2 size, +28 natural)</td>
<td>DR 15/magic</td>
<td>11th</td>
<td>25</td>
</tr>
<tr>
<td>Ancient</td>
<td>40 ft.</td>
<td>+0</td>
<td>37 (+4 size, +31 natural)</td>
<td>Dominate person</td>
<td>13th</td>
<td>27</td>
</tr>
<tr>
<td>Wyrml</td>
<td>40 ft.</td>
<td>+0</td>
<td>40 (+4 size, +34 natural)</td>
<td>DR 20/magic</td>
<td>15th</td>
<td>28</td>
</tr>
<tr>
<td>Great wyrml</td>
<td>40 ft.</td>
<td>+0</td>
<td>43 (+4 size, +37 natural)</td>
<td>Command plants</td>
<td>17th</td>
<td>30</td>
</tr>
</tbody>
</table>

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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 wyrm).

Skills: Bluff, Hide, and Move Silently are considered class skills for green dragons.

Adult Green Dragon: CR 13; Huge dragon (air); HD 20d12+100; hp 250; Int +20; Spd 40 ft., swim 40 ft., fly 150 ft. (poor); AC 27, touch 8, flat-footed 27; Base Atk +20; Crt +36; Atk +26 melee (3d8+8, bite), Full Atk +26 melee (3d8+8, bite), +21 melee (2d8+4, 2 claws), +21 melee (1d8+4, 2 wings), +21 melee (2d6+12, tail slap); Space/Reach 15 ft./10 ft. (bite 15 ft.). SA breath weapon, crush, frightful presence, spell-like abilities, spells, SR damage reduction 5/magic, darkvision 120 ft., immunity to acid, sleep, and paralysis, low-light vision, spell resistance 21, water breathing; AL LE; SV Fort +17, Ref +12, Will +15; Str 27, Dex 10, Con 21, Int 16, Wis 17, Cha 16.


Breath Weapon (Su): 50-ft. cone, damage 12d6 acid, Reflex DC 25 half.

Crush (Ex): Area 15 ft. by 15 ft. Small or smaller opponents take 2d6+12 points of bludgeoning damage, and must succeed on a DC 23 Reflex save or be pinned, grapple bonus +36.

Frightful Presence (Ex): 180-ft. radius, HD 19 or less, Will DC 21 negates.

Spell-Like Abilities: 3/day—suggestion, Caster level 6th; save DC 16.

Spells: 5th-level sorcerer.

Typical Sorcerer Spells Known (6/6/5); save DC 13.

Water Breathing (Ex): This dragon can breathe underwater indefinitely and can freely use its breath weapon, spells, and other abilities while submerged.

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, wyrm, or great wyrm: solitary, pair, or family (1–2 and 2–5 of offspring)

Challenge Ratings: Wyrmling 5; 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

RED DRAGONS BY AGE

<table>
<thead>
<tr>
<th>Age</th>
<th>Size</th>
<th>Hit Dice (hp)</th>
<th>Str</th>
<th>Dex</th>
<th>Con</th>
<th>Wis</th>
<th>Cha</th>
<th>Base Attack</th>
<th>Fort Save</th>
<th>Ref Save</th>
<th>Will Save</th>
<th>Breath Weapon</th>
<th>Frightful Presence</th>
</tr>
</thead>
<tbody>
<tr>
<td>Wyrmling</td>
<td>M</td>
<td>7d12+14 (59)</td>
<td>17</td>
<td>10</td>
<td>15</td>
<td>10</td>
<td>11</td>
<td>+7</td>
<td>+10</td>
<td>+7</td>
<td>+5</td>
<td>+5</td>
<td>2d10 (15)</td>
</tr>
<tr>
<td>Very young</td>
<td>L</td>
<td>10d12+30 (95)</td>
<td>21</td>
<td>10</td>
<td>17</td>
<td>12</td>
<td>13</td>
<td>+10</td>
<td>+19</td>
<td>+14</td>
<td>+10</td>
<td>+8</td>
<td>4d10 (18)</td>
</tr>
<tr>
<td>Young</td>
<td>L</td>
<td>13d12+39 (123)</td>
<td>25</td>
<td>10</td>
<td>17</td>
<td>12</td>
<td>13</td>
<td>+13</td>
<td>+24</td>
<td>+19</td>
<td>+11</td>
<td>+8</td>
<td>6d10 (21)</td>
</tr>
<tr>
<td>Juvenile</td>
<td>L</td>
<td>16d12+64 (168)</td>
<td>29</td>
<td>19</td>
<td>15</td>
<td>14</td>
<td>15</td>
<td>+16</td>
<td>+28</td>
<td>+24</td>
<td>+10</td>
<td>+12</td>
<td>8d10 (27)</td>
</tr>
<tr>
<td>Young adult</td>
<td>H</td>
<td>19d12+95 (218)</td>
<td>31</td>
<td>20</td>
<td>14</td>
<td>15</td>
<td>14</td>
<td>+19</td>
<td>+37</td>
<td>+27</td>
<td>+16</td>
<td>+11</td>
<td>10d10 (30)</td>
</tr>
<tr>
<td>Adult</td>
<td>H</td>
<td>22d12+110 (253)</td>
<td>33</td>
<td>20</td>
<td>16</td>
<td>19</td>
<td>16</td>
<td>+22</td>
<td>+41</td>
<td>+31</td>
<td>+18</td>
<td>+13</td>
<td>12d10 (36)</td>
</tr>
<tr>
<td>Mature adult</td>
<td>H</td>
<td>25d12+150 (317)</td>
<td>35</td>
<td>20</td>
<td>20</td>
<td>21</td>
<td>20</td>
<td>+25</td>
<td>+44</td>
<td>+34</td>
<td>+20</td>
<td>+14</td>
<td>14d10 (40)</td>
</tr>
<tr>
<td>Old</td>
<td>H</td>
<td>28d12+196 (378)</td>
<td>35</td>
<td>20</td>
<td>20</td>
<td>21</td>
<td>20</td>
<td>+28</td>
<td>+52</td>
<td>+36</td>
<td>+23</td>
<td>+16</td>
<td>16d10 (51)</td>
</tr>
<tr>
<td>Very old</td>
<td>C</td>
<td>31d12+248 (449)</td>
<td>37</td>
<td>20</td>
<td>22</td>
<td>23</td>
<td>22</td>
<td>+31</td>
<td>+56</td>
<td>+40</td>
<td>+25</td>
<td>+17</td>
<td>18d10 (63)</td>
</tr>
<tr>
<td>Ancient</td>
<td>C</td>
<td>34d12+306 (527)</td>
<td>39</td>
<td>20</td>
<td>24</td>
<td>23</td>
<td>24</td>
<td>+34</td>
<td>+60</td>
<td>+44</td>
<td>+28</td>
<td>+19</td>
<td>20d10 (76)</td>
</tr>
<tr>
<td>Wyrm</td>
<td>C</td>
<td>37d12+370 (610)</td>
<td>41</td>
<td>10</td>
<td>31</td>
<td>24</td>
<td>25</td>
<td>+37</td>
<td>+64</td>
<td>+48</td>
<td>+30</td>
<td>+20</td>
<td>22d10 (88)</td>
</tr>
<tr>
<td>Great wyrm</td>
<td>C</td>
<td>40d12+400 (665)</td>
<td>43</td>
<td>10</td>
<td>32</td>
<td>26</td>
<td>27</td>
<td>+40</td>
<td>+73</td>
<td>+49</td>
<td>+32</td>
<td>+22</td>
<td>24d10 (100)</td>
</tr>
</tbody>
</table>
Red Dragon Abilities by Age

<table>
<thead>
<tr>
<th>Age</th>
<th>Speed</th>
<th>Initiative</th>
<th>AC</th>
<th>Special Abilities</th>
<th>Caster Level</th>
<th>SR</th>
</tr>
</thead>
<tbody>
<tr>
<td>Wyrmilng</td>
<td>40 ft., fly 150 ft. (poor)</td>
<td>+0</td>
<td>16 (+6 natural)</td>
<td>Immunity to fire, vulnerability to cold</td>
<td>—</td>
<td>—</td>
</tr>
<tr>
<td>Very young</td>
<td>40 ft., fly 150 ft. (poor)</td>
<td>+0</td>
<td>18 (+1 size, +9 natural)</td>
<td>—</td>
<td>1st</td>
<td>—</td>
</tr>
<tr>
<td>Adult</td>
<td>40 ft., fly 150 ft. (poor)</td>
<td>+0</td>
<td>24 (+1 size, +15 natural)</td>
<td>Locate object</td>
<td>3rd</td>
<td>—</td>
</tr>
<tr>
<td>Mature adult</td>
<td>40 ft., fly 150 ft. (poor)</td>
<td>+0</td>
<td>26 (+2 size, +18 natural)</td>
<td>DR 5/magic</td>
<td>9th</td>
<td>—</td>
</tr>
<tr>
<td>Old</td>
<td>40 ft., fly 200 ft. (clumsy)</td>
<td>+0</td>
<td>29 (+2 size, +21 natural)</td>
<td>Suggestion</td>
<td>11th</td>
<td>—</td>
</tr>
<tr>
<td>Ancient</td>
<td>40 ft., fly 200 ft. (clumsy)</td>
<td>+0</td>
<td>32 (+2 size, +24 natural)</td>
<td>Find the path</td>
<td>13th</td>
<td>—</td>
</tr>
<tr>
<td>Wyrm</td>
<td>40 ft., fly 200 ft. (clumsy)</td>
<td>+0</td>
<td>33 (+4 size, +27 natural)</td>
<td>DR 10/magic</td>
<td>15th</td>
<td>—</td>
</tr>
<tr>
<td>Great wyrm</td>
<td>40 ft., fly 200 ft. (clumsy)</td>
<td>+0</td>
<td>36 (+4 size, +30 natural)</td>
<td>Discern location</td>
<td>17th</td>
<td>—</td>
</tr>
</tbody>
</table>

*Can also cast cleric spells and those from the Chaos, Evil, and Fire domains as arcane spells.

**Advancement:** Wyrmilng 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:** Wyrmilng +4; very young +5; young +6; others —

The dragon has horns extending back over the neck, frilled ears, and smaller horns at the cheeks and chin, with rows of horns over the brow. The nose is beaklike and sports a small horn. A frill begins behind the head and runs to the tip of the tail. The dragon reeks of smoke and sulfur, and its scales shine with shades of crimson and scarlet.

Red dragons are the most covetous of all dragons, forever seeking to increase their treasure hoards. They are exceptionally vain, which is reflected in their proud bearing and disdainful expression.

The small scales of a wyrmilng 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 as 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.

Red dragons lair in large caves that extend deep into the earth, which shimmer with the heat of their bodies and are marked by a sulfurous, smoky odor. However, they always have a high perch nearby from which to haughtily survey their territory, which they consider to be everything in sight. This high perch sometimes intrudes upon the territory of a silver dragon, and for this reason red dragons and silver dragons are often enemies.

Red dragons are meat eaters by preference, and their favorite food is a human or elven youth. Sometimes they charm villagers into regularly sacrificing townsfolk to them.

**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.
Tuned to a single, back-curving spine. A crisp, finely chemical odor accompanies the dragon, whose scales glister like snow.

Among the smallest and least intelligent of dragonkind, most white dragons are simply animalistic predators. Their faces express single-minded ferocity rather than the shrewdness of their more powerful kin.

The scales of a wyrmng white dragon glister 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.

White dragons' lairs are usually icy caves and deep underground chambers that open away from the warming rays of the sun. They store all of their treasure within the lair, preferably in caverns coated in ice, which reflect the gems. White dragons are especially fond of diamonds.

Although white dragons are able to eat nearly anything, they are very particular and will consume only food that has been frozen. Usually a dragon devours a creature killed by its breath weapon while the carcass is still stiff and frigid. It buries other kills in snowbanks until they are suitably frozen.
White dragons' natural enemies are frost giants, who kill the dragons for food and armor and capture them to use as guards.

**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.

**Icwalking (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 greasing effect because of its icewalking ability. This ability is the equivalent of a 1st-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.

---

**White Dragon Abilites by Age**

<table>
<thead>
<tr>
<th>Age</th>
<th>Speed</th>
<th>Initiative</th>
<th>AC (touch)</th>
<th>Special Abilities</th>
<th>Caster Level</th>
<th>SR</th>
</tr>
</thead>
<tbody>
<tr>
<td>Wyrmlying</td>
<td>60 ft., burrow 30 ft., fly 150 ft. (average), swim 60 ft.</td>
<td>+0</td>
<td>14 (+2 size, +2 natural), touch 12, flat-footed 14</td>
<td>Icwalking, immunity to cold, vulnerability to fire</td>
<td>—</td>
<td>—</td>
</tr>
<tr>
<td>Very young</td>
<td>60 ft., burrow 30 ft., fly 150 ft. (average), swim 60 ft.</td>
<td>+0</td>
<td>16 (+1 size, +5 natural), touch 11, flat-footed 16</td>
<td>—</td>
<td>—</td>
<td>—</td>
</tr>
<tr>
<td>Young</td>
<td>60 ft., burrow 30 ft., fly 200 ft. (poor), swim 60 ft.</td>
<td>+0</td>
<td>18 (+8 natural), touch 10, flat-footed 18</td>
<td>—</td>
<td>—</td>
<td>—</td>
</tr>
<tr>
<td>Juvenile</td>
<td>60 ft., burrow 30 ft., fly 200 ft. (poor), swim 60 ft.</td>
<td>+0</td>
<td>21 (+11 natural), touch 10, flat-footed 21</td>
<td>—</td>
<td>—</td>
<td>—</td>
</tr>
<tr>
<td>Young adult</td>
<td>60 ft., burrow 30 ft., fly 200 ft. (poor), swim 60 ft.</td>
<td>+0</td>
<td>23 (— size, +14 natural), touch 9, flat-footed 23</td>
<td>—</td>
<td>—</td>
<td>—</td>
</tr>
<tr>
<td>Adult</td>
<td>60 ft., burrow 30 ft., fly 200 ft. (poor), swim 60 ft.</td>
<td>+0</td>
<td>26 (— size, +17 natural), touch 9, flat-footed 26</td>
<td>—</td>
<td>—</td>
<td>—</td>
</tr>
<tr>
<td>Nature adult</td>
<td>60 ft., burrow 30 ft., fly 200 ft. (poor), swim 60 ft.</td>
<td>+0</td>
<td>28 (—2 size, +20 natural), touch 3, flat-footed 28</td>
<td>DR 5/magic</td>
<td>—</td>
<td>16</td>
</tr>
<tr>
<td>Old</td>
<td>60 ft., burrow 30 ft., fly 200 ft. (poor), swim 60 ft.</td>
<td>+0</td>
<td>31 (—2 size, +23 natural), touch 3, flat-footed 31</td>
<td>—</td>
<td>—</td>
<td>—</td>
</tr>
<tr>
<td>Very old</td>
<td>60 ft., burrow 30 ft., fly 200 ft. (poor), swim 60 ft.</td>
<td>+0</td>
<td>34 (—2 size, +26 natural), touch 3, flat-footed 34</td>
<td>DR 15/magic</td>
<td>7th</td>
<td>23</td>
</tr>
<tr>
<td>Ancient</td>
<td>60 ft., burrow 30 ft., fly 200 ft. (poor), swim 60 ft.</td>
<td>+0</td>
<td>37 (—2 size, +29 natural), touch 3, flat-footed 37</td>
<td>—</td>
<td>—</td>
<td>—</td>
</tr>
<tr>
<td>Wyrm</td>
<td>60 ft., burrow 30 ft., fly 250 ft. (clumsy), swim 60 ft.</td>
<td>+0</td>
<td>38 (—4 size, +32 natural), touch 6, flat-footed 38</td>
<td>DR 20/magic</td>
<td>11th</td>
<td>25</td>
</tr>
<tr>
<td>Great Wyrm</td>
<td>60 ft., burrow 30 ft., fly 250 ft. (clumsy), swim 60 ft.</td>
<td>+0</td>
<td>41 (—4 size, +35 natural), control weather</td>
<td>13th</td>
<td>13th</td>
<td>27</td>
</tr>
</tbody>
</table>

---

**Young White Dragon:** CR 4; Medium dragon (cold); HD 9d12+18; hp 75; Init +4; Spd 60 ft., burrow 30 ft., fly 200 ft. (poor), swim 60 ft.; AC 18, touch 10, flat-footed 18; Base Atk +9; Grp +11; Atk —1 melee (2d6+2 bite); Full Atk —1 melee (2d6+2 bite), +6 melee (1d6+1, 2 claws), +6 melee (1d4+1, 2 wings); SA Breath weapon, SQ darkvision 120 ft., icewalking, immunity to cold, sleep, and paralysis, low-light vision, vulnerability to fire; AL CE; SV Fort +8, Ref +6, Will +6; Str 15, Dex 10, Con 15, Int 6, Wis 11, Cha 6.

**Skills and Feats:** Intimidate +10, Listen +12, Search +12, Spot +12, Flyby Attack, Improved Initiative, Improved Natural Attack (bite), Wingover.

**Breath Weapon (Su):** 30-ft. cone, damage 3d6 cold, Reflex DC 16 half.

**Icwalking (Ex):** As the spider climb spell, but the surfaces the dragon climbs must be icy; always in effect.
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; other —

The dragon's head has a massive plate at the forehead and pladelike horns at the chin. A pair runs the length of the neck, and the dragon has mantlike wings. The dragon smells like sunbaked sand, and its scales glisten like polished brass.

Brass dragons are notoriously talkative. They may have useful information, but usually share it only after long rambling and hinting for a gift.

At birth, a brass dragon's scales are 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.

Brass dragons love intense, dry heat and spend most of their time basking in the desert sun. They are accompanied by a tangy metallic or sandy odor. They lair in high caves, preferably facing east to enjoy the morning warmth, and their territories always contain several spots where they can sunbathe and trap unwary travelers in conversation.

Brass dragons can and will eat almost anything if the need arises, but they normally consume very little. They are able to get nourishment from the morning dew, a rare commodity in their habitat, and have been seen carefully lifting it off plants with their long tongues.

Because they share similar habitats, blue dragons are brass dragons' worst enemies. The larger blues have the advantage in one-on-one confrontations, so brass dragons usually try to evade them until they can rally their neighbors for a mass attack.

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

---

**BRASS DRAGONS BY AGE**

<table>
<thead>
<tr>
<th>Age</th>
<th>Size</th>
<th>Hit Dice (hp)</th>
<th>Str</th>
<th>Dex</th>
<th>Cor</th>
<th>Int</th>
<th>Wis</th>
<th>Cha</th>
</tr>
</thead>
<tbody>
<tr>
<td>Wyrmling</td>
<td>T</td>
<td>4d12+4 (30)</td>
<td>11</td>
<td>10</td>
<td>13</td>
<td>10</td>
<td>11</td>
<td>10</td>
</tr>
<tr>
<td>Very young</td>
<td>S</td>
<td>7d12+7 (52)</td>
<td>13</td>
<td>10</td>
<td>13</td>
<td>10</td>
<td>11</td>
<td>10</td>
</tr>
<tr>
<td>Young</td>
<td>M</td>
<td>10d12+20 (85)</td>
<td>15</td>
<td>10</td>
<td>15</td>
<td>12</td>
<td>13</td>
<td>12</td>
</tr>
<tr>
<td>Juvenile</td>
<td>M</td>
<td>13d12+26 (110)</td>
<td>17</td>
<td>10</td>
<td>15</td>
<td>12</td>
<td>13</td>
<td>12</td>
</tr>
<tr>
<td>Young adult</td>
<td>L</td>
<td>16d12+48 (152)</td>
<td>19</td>
<td>10</td>
<td>17</td>
<td>14</td>
<td>15</td>
<td>14</td>
</tr>
<tr>
<td>Adult</td>
<td>L</td>
<td>19d12+76 (199)</td>
<td>23</td>
<td>10</td>
<td>19</td>
<td>14</td>
<td>15</td>
<td>14</td>
</tr>
<tr>
<td>Mature adult</td>
<td>H</td>
<td>22d12+110 (253)</td>
<td>27</td>
<td>10</td>
<td>21</td>
<td>16</td>
<td>17</td>
<td>16</td>
</tr>
<tr>
<td>Old</td>
<td>H</td>
<td>25d12+125 (287)</td>
<td>29</td>
<td>10</td>
<td>21</td>
<td>16</td>
<td>17</td>
<td>16</td>
</tr>
<tr>
<td>Very old</td>
<td>H</td>
<td>28d12+168 (350)</td>
<td>31</td>
<td>10</td>
<td>23</td>
<td>18</td>
<td>19</td>
<td>18</td>
</tr>
<tr>
<td>Ancient</td>
<td>H</td>
<td>31d12+186 (387)</td>
<td>33</td>
<td>10</td>
<td>23</td>
<td>18</td>
<td>19</td>
<td>18</td>
</tr>
<tr>
<td>Wyrm</td>
<td>G</td>
<td>34d12+238 (459)</td>
<td>35</td>
<td>10</td>
<td>25</td>
<td>20</td>
<td>21</td>
<td>20</td>
</tr>
<tr>
<td>Great wyrm</td>
<td>G</td>
<td>37d12+296 (536)</td>
<td>37</td>
<td>10</td>
<td>27</td>
<td>20</td>
<td>21</td>
<td>20</td>
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</table>

<table>
<thead>
<tr>
<th>Base Attack/</th>
</tr>
</thead>
<tbody>
<tr>
<td>Grapple 4</td>
</tr>
<tr>
<td>Attack 6</td>
</tr>
<tr>
<td>Fort 5</td>
</tr>
<tr>
<td>Ref 4</td>
</tr>
<tr>
<td>Will 4</td>
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**Breath Weapon**

<table>
<thead>
<tr>
<th>Presence</th>
<th>(DC)</th>
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</thead>
<tbody>
<tr>
<td>1d6</td>
<td>(13)</td>
</tr>
<tr>
<td>2d6</td>
<td>(14)</td>
</tr>
<tr>
<td>3d6</td>
<td>(17)</td>
</tr>
<tr>
<td>4d6</td>
<td>(18)</td>
</tr>
<tr>
<td>5d6</td>
<td>(21)</td>
</tr>
<tr>
<td>6d6</td>
<td>(23)</td>
</tr>
<tr>
<td>7d6</td>
<td>(24)</td>
</tr>
<tr>
<td>8d6</td>
<td>(25)</td>
</tr>
<tr>
<td>9d6</td>
<td>(27)</td>
</tr>
<tr>
<td>10d6</td>
<td>(28)</td>
</tr>
<tr>
<td>11d6</td>
<td>(30)</td>
</tr>
<tr>
<td>12d6</td>
<td>(32)</td>
</tr>
<tr>
<td>13d6</td>
<td>(33)</td>
</tr>
</tbody>
</table>

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Artwork by T. Lieberknecht
## Brass Dragon Abilities by Age

<table>
<thead>
<tr>
<th>Age</th>
<th>Speed</th>
<th>Initiative</th>
<th>AC</th>
<th>Special Abilities</th>
<th>Caster Level</th>
<th>SR</th>
</tr>
</thead>
<tbody>
<tr>
<td>Wyrm -</td>
<td>60 ft, burrow 10 ft., fly 110 ft. (average)</td>
<td>+0</td>
<td>15 (+2 size, +3 natural), touch 12, flat-footed 15</td>
<td>Immunity to fire, speak with animals, vulnerability to cold</td>
<td>—</td>
<td>—</td>
</tr>
<tr>
<td>Very young -</td>
<td>60 ft, burrow 10 ft., fly 110 ft. (average)</td>
<td>+0</td>
<td>17 (+1 size, +6 natural)</td>
<td>—</td>
<td>1st</td>
<td>18</td>
</tr>
<tr>
<td>Young -</td>
<td>60 ft, burrow 10 ft., fly 200 ft. (poor)</td>
<td>+0</td>
<td>19 (+5 natural)</td>
<td>Endure elements</td>
<td>3rd</td>
<td></td>
</tr>
<tr>
<td>Juvenile -</td>
<td>60 ft, burrow 30 ft., fly 200 ft. (poor)</td>
<td>+2</td>
<td>22 (+12 natural)</td>
<td>DR 5/magic</td>
<td>5th</td>
<td>18</td>
</tr>
<tr>
<td>Young adult -</td>
<td>60 ft, burrow 30 ft., fly 200 ft. (poor)</td>
<td>+0</td>
<td>24 (+1 size, +15 natural), touch 9, flat-footed 24</td>
<td>Suggestion</td>
<td>7th</td>
<td>20</td>
</tr>
<tr>
<td>Adult -</td>
<td>60 ft, burrow 30 ft., fly 200 ft. (poor)</td>
<td>+0</td>
<td>27 (+1 size, +18 natural), touch 9, flat-footed 27</td>
<td>DR 10/magic</td>
<td>9th</td>
<td>22</td>
</tr>
<tr>
<td>Mature adult</td>
<td>60 ft, burrow 30 ft., fly 200 ft. (poor)</td>
<td>+0</td>
<td>29 (+2 size, +21 natural), touch 8, flat-footed 29</td>
<td>Control winds</td>
<td>11th</td>
<td>24</td>
</tr>
<tr>
<td>Old</td>
<td>60 ft, burrow 30 ft., fly 200 ft. (poor)</td>
<td>+0</td>
<td>32 (+2 size, +24 natural), touch 8, flat-footed 32</td>
<td>—</td>
<td>13th</td>
<td>25</td>
</tr>
<tr>
<td>Very old</td>
<td>60 ft, burrow 30 ft., fly 200 ft. (poor)</td>
<td>+0</td>
<td>35 (+2 size, +27 natural), touch 8, flat-footed 35</td>
<td>—</td>
<td>15th</td>
<td>27</td>
</tr>
<tr>
<td>Ancient</td>
<td>60 ft, burrow 30 ft., fly 200 ft. (poor)</td>
<td>+0</td>
<td>38 (+2 size, +30 natural), touch 8, flat-footed 38</td>
<td>—</td>
<td>17th</td>
<td></td>
</tr>
<tr>
<td>Wyrm</td>
<td>60 ft, burrow 100 ft., fly 250 ft. (clumsy)</td>
<td>+0</td>
<td>42 (+4 size, +36 natural), touch 6, flat-footed 42</td>
<td>Summons djinn</td>
<td>19th</td>
<td>30</td>
</tr>
</tbody>
</table>

*Can also cast clerical spells and those from the Chaos and Knowledge domains as arcane spells.*

Hide by burrowing into the sand. Older dragons spurn this play 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—sleep with animals (3/day—endure elements (juvenile or older, radius 10 ft., x dragon’s age category)), 1/day—suggestion (adult or older), control winds (old or older), control weather (ancient or older).

**Summons Djinn (Sp):** This ability, usable by a great wyrm brass dragon, works like a summon monster spell, except that it summons one djinn. This ability is the equivalent of a 7th-level spell.

**Skills:** Bluff, Gather Information, and Survival are considered class skills for brass dragons.

### Wyrm Brass Dragon
- CR 3; Tiny dragon (fire); HD 4d12+4; hp 30; Init +4; Spd 60 ft., burrow 30 ft., fly 150 ft. (average); AC 15, touch 12, flat-footed 15; Base Atk +4; Grp –4; Atk +6 melee (1d4, bite); Full Atk +6 melee (1d4, bite), +1 melee (1d3, 2 claws); Space/Reach 2-1/2 ft./0 ft. (bite 1 ft.); SA breath weapon, spell-like abilities, SQ darkvision 120 ft., immunity to fire, sleep, and paralysis.

### Bronze Dragons by Age

<table>
<thead>
<tr>
<th>Age</th>
<th>Size</th>
<th>Hit Dice</th>
<th>Str</th>
<th>Dex</th>
<th>Con</th>
<th>Int</th>
<th>Wis</th>
<th>Cha</th>
<th>Base Attack</th>
<th>Grapple</th>
<th>Attack</th>
<th>Fort</th>
<th>Save</th>
<th>Ref</th>
<th>Save</th>
<th>Will</th>
<th>Save</th>
<th>Breath Weapon (DC)</th>
<th>Frightful Presence (DC)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Wyrm</td>
<td>S</td>
<td>6d12+6</td>
<td>45</td>
<td>13</td>
<td>10</td>
<td>13</td>
<td>14</td>
<td>14</td>
<td>+6/+3</td>
<td>+8</td>
<td>+8</td>
<td>+6</td>
<td>+5</td>
<td>+5</td>
<td>+7</td>
<td>2d6 (14)</td>
<td>—</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Very young</td>
<td>M</td>
<td>9d12+18</td>
<td>76</td>
<td>15</td>
<td>10</td>
<td>15</td>
<td>14</td>
<td>14</td>
<td>+9/+11</td>
<td>+11</td>
<td>+11</td>
<td>+8</td>
<td>+6</td>
<td>+6</td>
<td>+8</td>
<td>4d6 (16)</td>
<td>—</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Young</td>
<td>M</td>
<td>12d12-24</td>
<td>102</td>
<td>17</td>
<td>10</td>
<td>15</td>
<td>16</td>
<td>17</td>
<td>-12/-15</td>
<td>-15</td>
<td>-15</td>
<td>+10</td>
<td>+8</td>
<td>+10</td>
<td>+11</td>
<td>6d6 (18)</td>
<td>—</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Juvenile</td>
<td>L</td>
<td>15d12+5</td>
<td>112</td>
<td>15</td>
<td>10</td>
<td>17</td>
<td>18</td>
<td>19</td>
<td>-15/-23</td>
<td>-23</td>
<td>-23</td>
<td>+13</td>
<td>+11</td>
<td>+13</td>
<td>+11</td>
<td>8d6 (20)</td>
<td>—</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Young adult</td>
<td>L</td>
<td>18d12+7</td>
<td>139</td>
<td>23</td>
<td>10</td>
<td>19</td>
<td>18</td>
<td>19</td>
<td>-18/-28</td>
<td>-28</td>
<td>-28</td>
<td>+15</td>
<td>+11</td>
<td>+15</td>
<td>+11</td>
<td>16d6 (23)</td>
<td>23</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Adult</td>
<td>H</td>
<td>21d12+10</td>
<td>141</td>
<td>27</td>
<td>10</td>
<td>21</td>
<td>20</td>
<td>21</td>
<td>-21/-37</td>
<td>-37</td>
<td>-37</td>
<td>+17</td>
<td>+12</td>
<td>+17</td>
<td>+12</td>
<td>17d6 (25)</td>
<td>25</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Mature adult</td>
<td>H</td>
<td>24d12+12</td>
<td>176</td>
<td>25</td>
<td>10</td>
<td>21</td>
<td>20</td>
<td>21</td>
<td>-24/-41</td>
<td>-41</td>
<td>-41</td>
<td>+19</td>
<td>+14</td>
<td>+19</td>
<td>+14</td>
<td>18d6 (27)</td>
<td>27</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Very old</td>
<td>M</td>
<td>30d12+18</td>
<td>175</td>
<td>33</td>
<td>10</td>
<td>23</td>
<td>22</td>
<td>23</td>
<td>-30/-69</td>
<td>-69</td>
<td>-69</td>
<td>+23</td>
<td>+17</td>
<td>+23</td>
<td>+17</td>
<td>22d6 (31)</td>
<td>31</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Ancient</td>
<td>G</td>
<td>33d12+31</td>
<td>445</td>
<td>35</td>
<td>10</td>
<td>25</td>
<td>24</td>
<td>25</td>
<td>-33/-87</td>
<td>-87</td>
<td>-87</td>
<td>+25</td>
<td>+18</td>
<td>+25</td>
<td>+18</td>
<td>25d6 (33)</td>
<td>33</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Wyrm</td>
<td>G</td>
<td>36d12+38</td>
<td>622</td>
<td>37</td>
<td>10</td>
<td>27</td>
<td>26</td>
<td>27</td>
<td>-36/-104</td>
<td>-104</td>
<td>-104</td>
<td>+28</td>
<td>+20</td>
<td>+28</td>
<td>+20</td>
<td>28d6 (36)</td>
<td>36</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Great wyrm</td>
<td>G</td>
<td>39d12+32</td>
<td>165</td>
<td>39</td>
<td>10</td>
<td>27</td>
<td>26</td>
<td>27</td>
<td>-39/-126</td>
<td>-126</td>
<td>-126</td>
<td>+32</td>
<td>+22</td>
<td>+32</td>
<td>+22</td>
<td>29d6 (37)</td>
<td>37</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
The dragon has a ribbed and fluted crest sweeping back from its cheeks and eyes. The ribs in the crest end in curving horns. The dragon also has small horns on its lower jaw and chin. It has a beaklike snout and a small head frill, as well as a tall neck frill. The scent of the sea surrounds the dragon, and its scales have a metallic, golden brown cast.

Bronze dragons are inquisitive and enjoy polymorphing into small, friendly animals to observe adventurers. They are fascinated by warfare, eagerly joining an army for a just cause—and good pay. A bronze wyrm ling'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.

Bronze dragons like coastal hills near deep fresh water or salt water. They often visit the depths to cool off or hunt for pearls and sunken treasure. They prefer caves that are accessible only from the water, but their lairs are always dry—they do not lay eggs, sleep, or store treasure underwater. A smell of sea spray lingers about them. Bronze dragons eat aquatic plants and some varieties of seafood. They especially prize shark meat. They also dine on the occasional pearl.

**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

## Bronze Dragon Abilities by Age

<table>
<thead>
<tr>
<th>Age</th>
<th>Speed</th>
<th>Initiative</th>
<th>AC</th>
<th>Special Abilities</th>
<th>Caster Level</th>
<th>SR</th>
</tr>
</thead>
<tbody>
<tr>
<td>Wyrm/ling</td>
<td>40 ft., fly 100 ft. (average), swim 60 ft.</td>
<td>+0</td>
<td>16 (+1 size, +5 natural), touch 11, flat-footed 16, immunity to electricity, water breathing, speak with animals</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Very young</td>
<td>40 ft., fly 150 ft. (poor), swim 60 ft.</td>
<td>+0</td>
<td>18 (+5 natural), touch 10, flat-footed 18, alternate form</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Young</td>
<td>40 ft., fly 150 ft. (poor), swim 60 ft.</td>
<td>+0</td>
<td>21 (+1 natural), touch 10, flat-footed 21, DR 5/magic, create food and water, fog cloud</td>
<td>5th</td>
<td>20</td>
<td></td>
</tr>
<tr>
<td>Juvenile</td>
<td>40 ft., fly 150 ft. (poor), swim 60 ft.</td>
<td>+0</td>
<td>23 (+1 size, +14 natural), touch 9, flat-footed 23, DR 10/magic, detect thoughts</td>
<td>3rd</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Young adult</td>
<td>40 ft., fly 150 ft. (poor), swim 60 ft.</td>
<td>+0</td>
<td>26 (+1 size, +17 natural), touch 9, flat-footed 26, DR 15/magic, control water</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Adult</td>
<td>40 ft., fly 150 ft. (poor), swim 60 ft.</td>
<td>+0</td>
<td>28 (+2 size, +20 natural), touch 8, flat-footed 28, DR 20/magic, control weather</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Mature adult</td>
<td>40 ft., fly 150 ft. (poor), swim 60 ft.</td>
<td>+0</td>
<td>31 (+2 size, +23 natural), touch 8, flat-footed 31, detect thoughts</td>
<td>9th</td>
<td>23</td>
<td></td>
</tr>
<tr>
<td>Old</td>
<td>40 ft., fly 150 ft. (poor), swim 60 ft.</td>
<td>+0</td>
<td>34 (+2 size, +26 natural), touch 8, flat-footed 34, DR 10/magic, control water</td>
<td>11th</td>
<td>25</td>
<td></td>
</tr>
<tr>
<td>Very old</td>
<td>40 ft., fly 150 ft. (poor), swim 60 ft.</td>
<td>+0</td>
<td>37 (+2 size, +29 natural), touch 8, flat-footed 37, DR 15/magic, control weather</td>
<td>13th</td>
<td>26</td>
<td></td>
</tr>
<tr>
<td>Ancient</td>
<td>40 ft., fly 200 ft. (clumsy), swim 60 ft.</td>
<td>+0</td>
<td>38 (+4 size, +12 natural), touch 6, flat-footed 38, DR 20/magic, control weather</td>
<td>15th</td>
<td>28</td>
<td></td>
</tr>
<tr>
<td>Wyrm</td>
<td>40 ft., fly 200 ft. (clumsy), swim 60 ft.</td>
<td>+0</td>
<td>41 (+4 size, +15 natural), touch 6, flat-footed 41, DR 20/magic, control weather</td>
<td>17th</td>
<td>29</td>
<td></td>
</tr>
<tr>
<td>Great wyrm</td>
<td>40 ft., fly 200 ft. (clumsy), swim 60 ft.</td>
<td>+0</td>
<td>44 (+4 size, +18 natural), touch 6, flat-footed 44, DR 20/magic, control weather</td>
<td>19th</td>
<td>31</td>
<td></td>
</tr>
</tbody>
</table>

*Can also cast cleric spells and those from the Animal, Law, and Water domains as arcane spells.*
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 1d4 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 under-
water indefinitely and can freely use its breath weapon, spells,
and other abilities while submerged.
Alternate Form (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. This ability functions as a
polymorph spell cast on itself at its caster level, except that the
dragon does not regain hit points for changing form and can only
assume the form of an animal or humanoid. The dragon can
remain in its animal or humanoid form until it chooses to assume
a new one or return to its natural form.
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 (adult or older); 1/day—con-
trol weather (great wyrm).
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, wyrmling, or great wyrm: solitary, pair, or family
(1–2 and 2–5 offspring)
Challenge Ratings: Wyrmling 3; very young 5; young 7; juve-
nile 9; young adult 11; adult 14; mature adult 16; old 19; very
old 20; ancient 22; wyrmling 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; wyrmling 36–37
HD; great wyrm 39+ HD
Level Adjustment: Wyrmling +2; very young +3; young +4;
juvenile +4; others —

The dragon has massive thighs and shoulders, with a short, fat, and broad.
Smooth brown plates jutting over the eyes. Long, flat horns extend back
from the brow plates in a series of overlapping segments. The dragon
also has backplates, cheek ridges and flaps on the back of the lower jaws
that sweep forward slightly. Layers of triangular blades point down from
the chin. The dragon has an acrid odor, and its reddish scales have a
metallic sheen.

Copper dragons are incorrigible pranksters, joke-tellers, and ridd-
ers. Most are good-natured but also have a sly, mischievous streak. They are powerful jumpers and climbers.

At birth, a copper dragon's scales have a ruddy brown color with
a metallic tinge. As the dragon grows 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
coppery pupils fade with age, and the eyes of great wyrm resemble glowing
turquoise orbs.

Copper dragons like dry, rocky uplands and hilltops. They lair in narrow caves
and often conceal the entrances using dry earth and stone shapes. Within
the lair, they construct twisting mazes with open tops that allow the
dragon to fly or jump over intruders.

Copper dragons are determined hunters, considering good
sport at least as important as the food. They are known to eat
almost anything, including metal ore. However, they prize mon-
strous scorpions and other large poisonous creatures (they say the
venom sharpens their wit).

Because copper dragons often inhabit hills in sight of red dra-
gons' lairs, conflicts between the two varieties are inevitable. The
smaller coppers usually run for cover until they can even the odds.

**Combat**

A copper dragon appreciates wit and usually doesn't harm crea-
tures 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 air
enemies into narrow, stony gorges where it can use its spider
climb ability and maneuver them into colliding with the walls.

**Breath Weapon (Sp):** A copper dragon has two types of breath
weapon, one a line of acid and one 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 sur-
faces as though using the spiderclimb spell.

**Spell-Like Abilities:** 2/day—stone shape (adult or older); 1/day—
transmute rock to mud or mud to rock (adult or older), wall of
stone (ancient or older), move earth (great wyrm).

**Skills:** Bluff, Hide, and Jump are considered class skills for

copper dragons.

**Young Copper Dragon:** CR 7; Medium dragon (earth); HD
1d12+22; hp 93; Init +0; Spd 40 ft., fly 150 ft. (poor); AC 20,
touch 10, flat-footed 20; Base Atk +11; Grp +13; Atk +13 melee
(1d8+2, bite); Full Atk +13 melee (1d8+2, bite), +11 melee
(1d6+1, 2 claws), +11 melee (1d4+1, 2 wings); Space/Reach 5 ft./
5 ft.; SA breath weapon, spells: SQ darkvision 120 ft., immunity
to acid, sleep, and paralysis, low-light vision, spider climb; AL
CG; SV Fort +9, Ref +7, Will +9; Str 15, Dex 10, Con 15, Int 14,
Wis 15, Cha 14.

---

### Copper Dragons by Age

<table>
<thead>
<tr>
<th>Age</th>
<th>Size</th>
<th>Hit Dice (hp)</th>
<th>Str</th>
<th>Dex</th>
<th>Con</th>
<th>Int</th>
<th>Wis</th>
<th>Cha</th>
</tr>
</thead>
<tbody>
<tr>
<td>Wyrmling</td>
<td>T</td>
<td>5d+2+5 (17)</td>
<td>11</td>
<td>10</td>
<td>13</td>
<td>12</td>
<td>13</td>
<td>12</td>
</tr>
<tr>
<td>Very young</td>
<td>S</td>
<td>3d+2+8 (60)</td>
<td>13</td>
<td>10</td>
<td>13</td>
<td>12</td>
<td>12</td>
<td>12</td>
</tr>
<tr>
<td>Young</td>
<td>M</td>
<td>1d1+2+22 (93)</td>
<td>15</td>
<td>10</td>
<td>15</td>
<td>14</td>
<td>15</td>
<td>14</td>
</tr>
<tr>
<td>Juvenile</td>
<td>M</td>
<td>1d4+2+12 (119)</td>
<td>17</td>
<td>10</td>
<td>15</td>
<td>14</td>
<td>15</td>
<td>14</td>
</tr>
<tr>
<td>Young adult</td>
<td>L</td>
<td>1d7+2+51 (161)</td>
<td>19</td>
<td>10</td>
<td>17</td>
<td>16</td>
<td>17</td>
<td>16</td>
</tr>
<tr>
<td>Adult</td>
<td>L</td>
<td>2d1+2+80 (210)</td>
<td>23</td>
<td>10</td>
<td>18</td>
<td>16</td>
<td>17</td>
<td>16</td>
</tr>
<tr>
<td>Mature adult</td>
<td>L</td>
<td>3d1+2+115 (264)</td>
<td>27</td>
<td>10</td>
<td>18</td>
<td>16</td>
<td>17</td>
<td>16</td>
</tr>
<tr>
<td>Old</td>
<td>H</td>
<td>2d1+2+30 (299)</td>
<td>29</td>
<td>10</td>
<td>20</td>
<td>16</td>
<td>18</td>
<td>16</td>
</tr>
<tr>
<td>Very old</td>
<td>H</td>
<td>2d3+2+17 (362)</td>
<td>31</td>
<td>10</td>
<td>22</td>
<td>18</td>
<td>19</td>
<td>18</td>
</tr>
<tr>
<td>Ancient</td>
<td>H</td>
<td>2d4+2+92 (400)</td>
<td>33</td>
<td>10</td>
<td>23</td>
<td>18</td>
<td>20</td>
<td>19</td>
</tr>
<tr>
<td>Wyrm</td>
<td>G</td>
<td>3d5+2+245 (472)</td>
<td>35</td>
<td>10</td>
<td>25</td>
<td>18</td>
<td>22</td>
<td>21</td>
</tr>
<tr>
<td>Great wyrm</td>
<td>G</td>
<td>3d6+2+304 (531)</td>
<td>37</td>
<td>10</td>
<td>27</td>
<td>20</td>
<td>22</td>
<td>22</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Age</th>
<th>Speed</th>
<th>Initiative</th>
<th>AC</th>
<th>Special Abilities</th>
<th>Caster Level</th>
<th>SR</th>
</tr>
</thead>
<tbody>
<tr>
<td>Wyrmling</td>
<td>40 ft., fly 100 ft.</td>
<td>+0</td>
<td>16 (+2 size, +4 natural)</td>
<td>Immunity to acid, spiderclimb</td>
<td>—</td>
<td>—</td>
</tr>
<tr>
<td>Very young</td>
<td>40 ft., fly 100 ft. (average)</td>
<td>+0</td>
<td>18 (+1 size, +7 natural)</td>
<td></td>
<td>1st</td>
<td>—</td>
</tr>
<tr>
<td>Young</td>
<td>40 ft., fly 150 ft. (poor)</td>
<td>+0</td>
<td>20 (+10 natural)</td>
<td></td>
<td>3rd</td>
<td>—</td>
</tr>
<tr>
<td>Juvenile</td>
<td>40 ft., fly 150 ft. (poor)</td>
<td>+0</td>
<td>22 (+11 natural)</td>
<td></td>
<td>5th</td>
<td>19</td>
</tr>
<tr>
<td>Young adult</td>
<td>40 ft., fly 150 ft. (poor)</td>
<td>+0</td>
<td>24 (+10 natural)</td>
<td></td>
<td>7th</td>
<td>21</td>
</tr>
<tr>
<td>Adult</td>
<td>40 ft., fly 150 ft. (poor)</td>
<td>+0</td>
<td>26 (+10 natural)</td>
<td></td>
<td>9th</td>
<td>23</td>
</tr>
<tr>
<td>Nature adult</td>
<td>40 ft., fly 150 ft. (poor)</td>
<td>+0</td>
<td>28 (+2 size, +2 natural)</td>
<td></td>
<td>11th</td>
<td>25</td>
</tr>
<tr>
<td>Old</td>
<td>40 ft., fly 150 ft. (poor)</td>
<td>+0</td>
<td>30 (+2 size, +2 natural)</td>
<td></td>
<td>13th</td>
<td>26</td>
</tr>
<tr>
<td>Very old</td>
<td>40 ft., fly 150 ft. (poor)</td>
<td>+0</td>
<td>32 (+2 size, +2 natural)</td>
<td></td>
<td>15th</td>
<td>28</td>
</tr>
<tr>
<td>Ancient</td>
<td>40 ft., fly 150 ft. (poor)</td>
<td>+0</td>
<td>34 (+2 size, +2 natural)</td>
<td></td>
<td>17th</td>
<td>30</td>
</tr>
<tr>
<td>Wyrm</td>
<td>40 ft., fly 200 ft. (clumsy)</td>
<td>+0</td>
<td>36 (+4 size, +4 natural)</td>
<td></td>
<td>19th</td>
<td>32</td>
</tr>
<tr>
<td>Great wyrm</td>
<td>40 ft., fly 200 ft. (clumsy)</td>
<td>+0</td>
<td>38 (+4 size, +3 natural)</td>
<td></td>
<td>1st</td>
<td>34</td>
</tr>
</tbody>
</table>

*Can also cast cleric spells and those from the Chaos, Earth, and Trickery domains as arcane spells.*
Skills and Feats: Bluff +10, Concentration +13, Diplomacy +6, Intimidate +4, Jump +17, Knowledge (geography) +10, Knowledge (nature) +9, Listen +13, Perform (oratory) +11, Search +13, Sense Motive +13, Spellcraft +13, Spot +13, Use Magic Device +14, Combat Expertise, Hover, Multiattack, Wingover.

Breath Weapon (Sp): 60 ft. line, damage 6d4 acid. Reflex DC 17 half, or 30-ft. cone, slow 1d+3 rounds, Fortitude DC 17 negates.

Spells: As 1st-level sorcerer.

Sorcerer Spells Known (5/4): save DC 12 + spell level): 0—dancing lights, detect magic, ghost sound; 1st—command, grease.

Spider Climb (Ex): Can use spider climb (as the spell) on stone surfaces.

GOLD DRAGON

Dragon (Fire)

Environment: Warm plains

Organization: Wyrm, very young, young, juvenile, and young adult, solitary or clutch (2–5); adult, mature adult.

Gold Dragons by Age

<table>
<thead>
<tr>
<th>Age</th>
<th>Size</th>
<th>Hit Dice (hp)</th>
<th>Str</th>
<th>Dex</th>
<th>Con</th>
<th>Int</th>
<th>Wis</th>
<th>Cha</th>
<th>Base Attack/Grapple</th>
<th>Attack</th>
<th>Fort</th>
<th>Ref</th>
<th>Will</th>
<th>Save</th>
<th>Will</th>
<th>Save</th>
</tr>
</thead>
<tbody>
<tr>
<td>Wyrm</td>
<td>M</td>
<td>6d12+16 (68)</td>
<td>17</td>
<td>10</td>
<td>15</td>
<td>14</td>
<td>15</td>
<td>14</td>
<td>-8/0 +11</td>
<td>+11</td>
<td>+8</td>
<td>+6</td>
<td>+8</td>
<td>+5</td>
<td>+8</td>
<td></td>
</tr>
<tr>
<td>Very young L</td>
<td>L</td>
<td>11d12+33 (104)</td>
<td>21</td>
<td>10</td>
<td>17</td>
<td>16</td>
<td>17</td>
<td>16</td>
<td>+11/0 +10</td>
<td>+15</td>
<td>+10</td>
<td>+7</td>
<td>+10</td>
<td>+8</td>
<td>+10</td>
<td></td>
</tr>
<tr>
<td>Young</td>
<td>L</td>
<td>14d12+42 (133)</td>
<td>25</td>
<td>10</td>
<td>17</td>
<td>16</td>
<td>17</td>
<td>16</td>
<td>+14/0 +12</td>
<td>+20</td>
<td>+12</td>
<td>+9</td>
<td>+12</td>
<td>+10</td>
<td>+12</td>
<td></td>
</tr>
<tr>
<td>Juvenile</td>
<td>L</td>
<td>17d12+58 (178)</td>
<td>29</td>
<td>10</td>
<td>19</td>
<td>18</td>
<td>19</td>
<td>18</td>
<td>+17/0 +14</td>
<td>+25</td>
<td>+14</td>
<td>+10</td>
<td>+14</td>
<td>+12</td>
<td>+14</td>
<td></td>
</tr>
<tr>
<td>Young adult</td>
<td>H</td>
<td>20d12+100 (210)</td>
<td>33</td>
<td>10</td>
<td>21</td>
<td>18</td>
<td>19</td>
<td>18</td>
<td>+20/0 +16</td>
<td>+30</td>
<td>+16</td>
<td>+12</td>
<td>+16</td>
<td>+14</td>
<td>+16</td>
<td></td>
</tr>
<tr>
<td>Adult</td>
<td>H</td>
<td>23d12+115 (264)</td>
<td>33</td>
<td>10</td>
<td>21</td>
<td>20</td>
<td>21</td>
<td>20</td>
<td>+23/0 +18</td>
<td>+32</td>
<td>+18</td>
<td>+14</td>
<td>+18</td>
<td>+16</td>
<td>+18</td>
<td></td>
</tr>
<tr>
<td>Mature adult</td>
<td>H</td>
<td>26d12+156 (335)</td>
<td>35</td>
<td>10</td>
<td>23</td>
<td>20</td>
<td>21</td>
<td>20</td>
<td>+26/0 +21</td>
<td>+36</td>
<td>+21</td>
<td>+18</td>
<td>+21</td>
<td>+18</td>
<td>+21</td>
<td></td>
</tr>
<tr>
<td>Old</td>
<td>G</td>
<td>29d12+203 (391)</td>
<td>39</td>
<td>10</td>
<td>25</td>
<td>24</td>
<td>25</td>
<td>24</td>
<td>+29/0 +24</td>
<td>+46</td>
<td>+24</td>
<td>+20</td>
<td>+24</td>
<td>+22</td>
<td>+24</td>
<td></td>
</tr>
<tr>
<td>Very old</td>
<td>G</td>
<td>32d12+256 (464)</td>
<td>41</td>
<td>10</td>
<td>27</td>
<td>26</td>
<td>27</td>
<td>26</td>
<td>+32/0 +27</td>
<td>+55</td>
<td>+27</td>
<td>+23</td>
<td>+27</td>
<td>+25</td>
<td>+27</td>
<td></td>
</tr>
<tr>
<td>Ancient</td>
<td>G</td>
<td>35d12+315 (542)</td>
<td>43</td>
<td>10</td>
<td>29</td>
<td>28</td>
<td>29</td>
<td>28</td>
<td>+35/0 +30</td>
<td>+63</td>
<td>+30</td>
<td>+26</td>
<td>+30</td>
<td>+28</td>
<td>+30</td>
<td></td>
</tr>
<tr>
<td>Wyrm</td>
<td>C</td>
<td>38d12+180 (627)</td>
<td>45</td>
<td>10</td>
<td>31</td>
<td>30</td>
<td>31</td>
<td>30</td>
<td>+38/0 +34</td>
<td>+71</td>
<td>+34</td>
<td>+30</td>
<td>+34</td>
<td>+32</td>
<td>+34</td>
<td></td>
</tr>
<tr>
<td>Great wyrm</td>
<td>C</td>
<td>41d12+451 (717)</td>
<td>47</td>
<td>10</td>
<td>33</td>
<td>32</td>
<td>33</td>
<td>32</td>
<td>+41/0 +38</td>
<td>+75</td>
<td>+38</td>
<td>+34</td>
<td>+38</td>
<td>+36</td>
<td>+38</td>
<td></td>
</tr>
</tbody>
</table>

Breath Weapon: Wyrm: 20; very young: 18; young: 16; juvenile: 14; adult: 12; mature: 10; very: 8; ancient: 6; great: 4; DC 14.

Frightful Presence: Wyrm: 20; very young: 18; young: 16; juvenile: 14; adult: 12; mature: 10; very: 8; ancient: 6; great: 4; DC 14.

Challenge Ratings: Wyrm: 5; very young: 4; young: 3; juvenile: 2; adult: 1; mature: 0; very: -1; ancient: -2; great: -3.

Treasure: Triple standard.

Alignment: Always lawful good.


Level Adjustment: Wyrm: +4; very young: +5; young: +6; others.

The dragon has large, smooth, twin horns that sweep back from its nose and brow. Twin fangs adorn its long neck, and whiskers around its mouth look like the barbs of a catfish. Its sail-like wings start at its shoulders and trace down to the tip of its tail. The dragon smells of saffron and incense, and its scales glister like polished gold.

Gold dragons are graceful, sinuous, and wise. They hate injustice and foul play, often embarking on self-appointed quests to promote good. A gold dragon often assumes human or animal guise.

On hatching, a gold dragon scales are dark yellow with golden metallic flecks. The flecks get larger as the dragon matures until, at the
Gold Dragon Abilities by Age

<table>
<thead>
<tr>
<th>Age</th>
<th>Speed</th>
<th>Initiative</th>
<th>AC</th>
<th>Special Abilities</th>
<th>Caster Level</th>
<th>SR</th>
</tr>
</thead>
<tbody>
<tr>
<td>Wyrmling</td>
<td>60 ft.</td>
<td>+0</td>
<td>17 (+7 natural)</td>
<td>Alternate form, immunity to fire,</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>fly 200 ft. (poor), swim 60 ft.</td>
<td></td>
<td></td>
<td>vulnerability to cold, water breathing</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Very young</td>
<td>60 ft.</td>
<td>+0</td>
<td>19 (-1 size, +10 natural)</td>
<td>touch 10, flat-footed 17</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>fly 200 ft. (poor), swim 60 ft.</td>
<td></td>
<td></td>
<td>touch 9, flat-footed 19</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Young</td>
<td>60 ft.</td>
<td>+0</td>
<td>22 (-1 size, +13 natural)</td>
<td>touch 9, flat-footed 22</td>
<td>1st</td>
<td></td>
</tr>
<tr>
<td></td>
<td>fly 200 ft. (poor), swim 60 ft.</td>
<td></td>
<td></td>
<td>touch 9, flat-footed 22</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Juvenile</td>
<td>60 ft.</td>
<td>+0</td>
<td>25 (-1 size, +16 natural)</td>
<td>Bless</td>
<td>3rd</td>
<td></td>
</tr>
<tr>
<td></td>
<td>fly 200 ft. (poor), swim 60 ft.</td>
<td></td>
<td></td>
<td>touch 9, flat-footed 25</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Young adult</td>
<td>60 ft.</td>
<td>+0</td>
<td>27 (-2 size, +19 natural)</td>
<td>DR 5/magic</td>
<td>5th</td>
<td>21</td>
</tr>
<tr>
<td></td>
<td>fly 200 ft. (poor), swim 60 ft.</td>
<td></td>
<td></td>
<td>touch 8, flat-footed 27</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Adult</td>
<td>60 ft.</td>
<td>+0</td>
<td>30 (-2 size, +22 natural)</td>
<td>Luck bonus</td>
<td>7th</td>
<td>23</td>
</tr>
<tr>
<td></td>
<td>fly 200 ft. (poor), swim 60 ft.</td>
<td></td>
<td></td>
<td>touch 8, flat-footed 30</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Mature adult</td>
<td>60 ft.</td>
<td>+0</td>
<td>33 (-2 size, +25 natural)</td>
<td>DR 10/magic</td>
<td>9th</td>
<td>25</td>
</tr>
<tr>
<td></td>
<td>fly 200 ft. (poor), swim 60 ft.</td>
<td></td>
<td></td>
<td>touch 8, flat-footed 33</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Old</td>
<td>60 ft.</td>
<td>+0</td>
<td>34 (-4 size, +28 natural)</td>
<td>DR 15/magic</td>
<td>13th</td>
<td>28</td>
</tr>
<tr>
<td></td>
<td>fly 250 ft. (cumsy), swim 60 ft.</td>
<td></td>
<td></td>
<td>touch 6, flat-footed 34</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Very old</td>
<td>60 ft.</td>
<td>+0</td>
<td>37 (-4 size, +31 natural)</td>
<td>Sunburst</td>
<td>15th</td>
<td>30</td>
</tr>
<tr>
<td></td>
<td>fly 250 ft. (cumsy), swim 60 ft.</td>
<td></td>
<td></td>
<td>touch 6, flat-footed 37</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Ancient</td>
<td>60 ft.</td>
<td>+0</td>
<td>40 (-4 size, +34 natural)</td>
<td>DR 20/magic</td>
<td>17th</td>
<td>31</td>
</tr>
<tr>
<td></td>
<td>fly 250 ft. (cumsy), swim 60 ft.</td>
<td></td>
<td></td>
<td>touch 6, flat-footed 40</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Wyrm</td>
<td>60 ft.</td>
<td>+0</td>
<td>39 (-5 size, +37 natural)</td>
<td>Fire sight</td>
<td>19th</td>
<td>33</td>
</tr>
<tr>
<td></td>
<td>fly 250 ft. (cumsy), swim 60 ft.</td>
<td></td>
<td></td>
<td>touch 2, flat-footed 42</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Great wyrm</td>
<td>60 ft.</td>
<td>+0</td>
<td>42 (-6 size, +40 natural)</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>fly 250 ft. (cumsy), swim 60 ft.</td>
<td></td>
<td></td>
<td>touch 2, flat-footed 42</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

*Can also cast clerical spells and those from the Law, Luck, and Good domains as arcane spells.

The adult stage is their completely golden. Gold dragon's faces are described as being fierce and sávagous; as they age, their pupils fade until the eyes resemble pools of molten gold.

Gold dragons can live anywhere. Their lairs are secluded and always made of stone, whether caves or castles. These usually have loyal guards: animals appropriate to the terrain, storm giants, or good cloud giants. Giants usually form a mutual defensive agreement with a dragon.

Gold dragons usually conspire for themselves on pearls or small gems. Such gifts are well-received, as long as they are not bribes.

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 favorite spells are cloud Kill, delayed blast fireball, fire shield, globe of invulnerability, maze, sleep, slay, 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.

Alternate Form (Su): A gold dragon can assume any animal or humanoid form of Medium size or smaller as a standard action three times per day. This ability functions as a polymorph spell cast on itself at its caster level, except that the dragon does not regain hit points for changing form and can only assume the form of an animal or humanoid. The dragon can remain in its animal or humanoid form until it chooses to assume a new one or return to its natural form.

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 dragons hide, and transmute it to bring good luck. As long as the dragon carries the gem, it and every good creature in a 10-foot 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 (see the item description, page 267 of the Dungeon Master's Guide). If the dragon gives an ensnared 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 adult 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 2nd-level spell.

Other Spell-Like Abilities: 3/day—bless (juvenile or older), /day—greater detect (old or older), sunburst (ancient or older), foresight (great wyrm).

Skills: Disguise, Heal, and Swim are considered class skills for gold dragons.

Adult Gold Dragon: CR 16; Huge dragon (fire); HD 23d12+115; hp 2645; Init +4; Spd 60 ft., swim 60 ft., fly 200 ft. (poor); AC 30; touch 8, flat-footed 30; Base Atk +23; Grp +42; Atk +32 melee (2d8+11, bite), Fall Ark +32 melee (2d8+11, bite), +27 melee (2d6+5, 2 claws), +27 melee (1d8+5, 2 wings), +27 melee (2d6+16, tail slap); Space/Reach 15 ft./10 ft. (bite 15 ft.); SA breath weapon, crush, frightful presence, spell-like abilities, spells, SA alternate form, damage reduction 5/magic, darkvision 120 ft., immunity to fire, sleep, and paralysis, low-light vision luck bonus, spell resistance 53, vulnerability to cold, water breathing. AL CG. SV Fort +46, Ref +43, Will +18; Str 33, Dex 16, Con 21, Int 20, Wis 21, Cha 20.

Disguise +28, Hide +1, Intimidate +24, Jump +46, Knowledge (arcana) +20, Knowledge (local) +25, Knowledge (noble and royalty) +45, Listen +30, Move Silently +7, Search +28, Sense Motive +27, Spellcraft +28, Spot +30, Swim +19, Survival +15; Alertness,
**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 —

A smooth, shiny plate forms the dragon’s face. It has a frill that rises high over its head and continues down the neck and back to the tip of the tail.

A long spine with dark tips support the frill. It has two smooth, shiny horns, and wings that are wide and sleek. The dragon has the scent of rain, and its scales gleam like liquid metal.

Silver dragons are regal and statuesque. They cheerfully assist good creatures that are in genuine need and often take on the forms of kindly old men or fair damsels when associating with humans. A silver wyrm’s scales are blue-gray with silvery highlights. As the dragon approaches adulthood, its color gradually brightens until the individual scales are scarcely visible.

From a distance, these dragons look as if they have been sculpted from pure metal. Silver dragons are sometimes known as shield dragons because of the silvery plates on their heads. As a silver dragon grows older, its scales fade until in the oldest the eyes resemble orbs of mercury.

Silver dragons prefer aerial lairs on secluded mountain peaks or amid the clouds themselves. A faint smell of rain always accompanies them. Even in clouds, though, the lair always has a magical area with a solid floor for laying eggs and storing treasure.

Silver dragons seem to prefer human form to their own, and they often have mortal companions, even forming deep friendships. Inevitably, however, a dragon resumes its true form and departs for a time. Silver dragons have a taste for human cuisine and can live on such fare indefinitely. Because they lair in similar territories, silver dragons and red dragons often come into conflict. Duels between the two varieties are furious and deadly, but silver dragons generally get the upper hand by working together against their foes, often with human allies.

**Combat**

Silver dragons are not violent and avoid combat except when faced with highly evil or aggressive foes. If necessary, they use for cloud or control weather to blind or confuse opponents before...
### Silver Dragons by Age

<table>
<thead>
<tr>
<th>Age</th>
<th>Size</th>
<th>Hit Dice (hp)</th>
<th>Str</th>
<th>Dex</th>
<th>Con</th>
<th>Int</th>
<th>Wis</th>
<th>Cha</th>
<th>Base Attack/Grapple</th>
<th>Fort Save</th>
<th>Ref Save</th>
<th>Will Save</th>
<th>Breath Weapon (DC)</th>
<th>Frightful Presence (DC)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Wyrmling</td>
<td>S</td>
<td>7d12+27 (52)</td>
<td>13</td>
<td>10</td>
<td>13</td>
<td>14</td>
<td>15</td>
<td>14</td>
<td>-7/-4</td>
<td>+9</td>
<td>+6</td>
<td>+5</td>
<td>248 (14)</td>
<td>—</td>
</tr>
<tr>
<td>Very young</td>
<td>M</td>
<td>10d12+20 (85)</td>
<td>15</td>
<td>10</td>
<td>15</td>
<td>14</td>
<td>15</td>
<td>14</td>
<td>+10/+12</td>
<td>+12</td>
<td>+9</td>
<td>+7</td>
<td>468 (17)</td>
<td>—</td>
</tr>
<tr>
<td>Young</td>
<td>M</td>
<td>13d12+26 (110)</td>
<td>17</td>
<td>10</td>
<td>15</td>
<td>16</td>
<td>17</td>
<td>16</td>
<td>+13/+16</td>
<td>+16</td>
<td>+10</td>
<td>+5</td>
<td>688 (18)</td>
<td>—</td>
</tr>
<tr>
<td>Juvenile</td>
<td>L</td>
<td>16d12+48 (152)</td>
<td>19</td>
<td>10</td>
<td>17</td>
<td>18</td>
<td>19</td>
<td>18</td>
<td>+16/+24</td>
<td>+19</td>
<td>+13</td>
<td>+10</td>
<td>888 (21)</td>
<td>—</td>
</tr>
<tr>
<td>Young adult</td>
<td>L</td>
<td>19d12+76 (199)</td>
<td>23</td>
<td>10</td>
<td>19</td>
<td>18</td>
<td>19</td>
<td>18</td>
<td>+19/+29</td>
<td>+24</td>
<td>+15</td>
<td>+11</td>
<td>1088 (23)</td>
<td>23</td>
</tr>
<tr>
<td>Adult</td>
<td>H</td>
<td>22d12+110 (253)</td>
<td>27</td>
<td>10</td>
<td>21</td>
<td>20</td>
<td>21</td>
<td>20</td>
<td>+22/+38</td>
<td>+28</td>
<td>+18</td>
<td>+13</td>
<td>1288 (26)</td>
<td>26</td>
</tr>
<tr>
<td>Mature adult</td>
<td>H</td>
<td>25d12+125 (287)</td>
<td>29</td>
<td>10</td>
<td>21</td>
<td>20</td>
<td>21</td>
<td>20</td>
<td>+25/+42</td>
<td>+32</td>
<td>+19</td>
<td>+14</td>
<td>1488 (27)</td>
<td>27</td>
</tr>
<tr>
<td>Old</td>
<td>H</td>
<td>28d12+168 (350)</td>
<td>31</td>
<td>10</td>
<td>23</td>
<td>22</td>
<td>23</td>
<td>22</td>
<td>+28/+46</td>
<td>+36</td>
<td>+22</td>
<td>+16</td>
<td>1688 (30)</td>
<td>30</td>
</tr>
<tr>
<td>Very old</td>
<td>H</td>
<td>31d12+186 (387)</td>
<td>33</td>
<td>10</td>
<td>23</td>
<td>24</td>
<td>25</td>
<td>24</td>
<td>+31/+50</td>
<td>+40</td>
<td>+23</td>
<td>+17</td>
<td>1888 (31)</td>
<td>32</td>
</tr>
<tr>
<td>Ancient</td>
<td>G</td>
<td>34d12+238 (459)</td>
<td>35</td>
<td>10</td>
<td>25</td>
<td>26</td>
<td>27</td>
<td>26</td>
<td>+34/+58</td>
<td>+42</td>
<td>+26</td>
<td>+19</td>
<td>2088 (34)</td>
<td>35</td>
</tr>
<tr>
<td>Wyrm</td>
<td>G</td>
<td>37d12+333 (573)</td>
<td>39</td>
<td>10</td>
<td>29</td>
<td>28</td>
<td>29</td>
<td>28</td>
<td>+37/+63</td>
<td>+47</td>
<td>+29</td>
<td>+20</td>
<td>2288 (37)</td>
<td>37</td>
</tr>
<tr>
<td>Great wyrm</td>
<td>C</td>
<td>40d12+400 (660)</td>
<td>43</td>
<td>10</td>
<td>31</td>
<td>30</td>
<td>31</td>
<td>30</td>
<td>+40/+72</td>
<td>+48</td>
<td>+32</td>
<td>+22</td>
<td>2488 (40)</td>
<td>40</td>
</tr>
</tbody>
</table>

### Silver Dragon Abilities by Age

<table>
<thead>
<tr>
<th>Age</th>
<th>Speed</th>
<th>Initiative</th>
<th>AC</th>
<th>Special Abilities</th>
<th>Caster Level</th>
<th>SR</th>
</tr>
</thead>
<tbody>
<tr>
<td>Wyrmling</td>
<td>40 ft., fly 100 ft. (average)</td>
<td>+0</td>
<td>17 (+1 size, +6 natural), touch 11, flat-footed 17</td>
<td>Alternate form, immunity to acid and cold, cloudwalking, vulnerability to fire</td>
<td>—</td>
<td>—</td>
</tr>
<tr>
<td>Very young</td>
<td>40 ft., fly 150 ft. (poor)</td>
<td>+0</td>
<td>19 (+9 natural), touch 10, flat-footed 19</td>
<td>Feather fall</td>
<td>1st</td>
<td>—</td>
</tr>
<tr>
<td>Young</td>
<td>40 ft., fly 150 ft. (poor)</td>
<td>+0</td>
<td>22 (+12 natural), touch 10, flat-footed 22</td>
<td>—</td>
<td>—</td>
<td>—</td>
</tr>
<tr>
<td>Juvenile</td>
<td>40 ft., fly 150 ft. (poor)</td>
<td>+0</td>
<td>24 (+1 size, +15 natural), touch 9, flat-footed 24</td>
<td>—</td>
<td>3rd</td>
<td>—</td>
</tr>
<tr>
<td>Young adult</td>
<td>40 ft., fly 150 ft. (poor)</td>
<td>+0</td>
<td>27 (+1 size, +18 natural), touch 9, flat-footed 27</td>
<td>DR 5/magic</td>
<td>5th</td>
<td>20</td>
</tr>
<tr>
<td>Adult</td>
<td>40 ft., fly 150 ft. (poor)</td>
<td>+0</td>
<td>29 (+2 size, +21 natural), touch 8, flat-footed 29</td>
<td>Fog cloud</td>
<td>7th</td>
<td>22</td>
</tr>
<tr>
<td>Mature adult</td>
<td>40 ft., fly 150 ft. (poor)</td>
<td>+0</td>
<td>32 (+2 size, +24 natural), touch 8, flat-footed 32</td>
<td>DR 10/magic</td>
<td>9th</td>
<td>24</td>
</tr>
<tr>
<td>Old</td>
<td>40 ft., fly 150 ft. (poor)</td>
<td>+0</td>
<td>35 (+2 size, +27 natural), touch 8, flat-footed 35</td>
<td>Control winds</td>
<td>11th</td>
<td>26</td>
</tr>
<tr>
<td>Very old</td>
<td>40 ft., fly 150 ft. (poor)</td>
<td>+0</td>
<td>38 (+2 size, +30 natural), touch 8, flat-footed 38</td>
<td>DR 15/magic</td>
<td>13th</td>
<td>27</td>
</tr>
<tr>
<td>Ancient</td>
<td>40 ft., fly 200 ft. (clumsy)</td>
<td>+0</td>
<td>39 (+4 size, +33 natural), touch 6, flat-footed 39</td>
<td>Control weather</td>
<td>15th</td>
<td>29</td>
</tr>
<tr>
<td>Wyrm</td>
<td>40 ft., fly 200 ft. (clumsy)</td>
<td>+0</td>
<td>42 (+4 size, +36 natural), touch 6, flat-footed 42</td>
<td>DR 20/magic</td>
<td>17th</td>
<td>30</td>
</tr>
<tr>
<td>Great wyrm</td>
<td>40 ft., fly 200 ft. (clumsy)</td>
<td>+0</td>
<td>41 (+3 size, +39 natural), touch 2, flat-footed 41</td>
<td>Reverse gravity</td>
<td>19th</td>
<td>32</td>
</tr>
</tbody>
</table>

*Can also cast cleric spells and those from the Air, Good, Law, and Sun domains as arcane spells.*

**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 wyrm).

**Skills:** Bluff, Disguise, and Jump are considered class skills for silver dragons.

**Young Adult Silver Dragon:** CR 13; Large dragon (air); HD 19d12+79, hp 202; Init +0; Spd 40 ft., fly 150 ft. (poor); AC 28; touch 9, flat-footed 28; Base Atk +19; Grp +29; Atk +24 melee (2d6+6, bite); Full Atk +24 melee (2d6+6, bite), +19 melee (1d8+3, 2 claws), +19 melee (1d6+3, 2 wings), +19 melee (1d8+8, tail slap); Space/Reach 10 ft./5 ft. (bite 10 ft.); SA breath weapon, frightful presence; spell-like abilities, spells; SQ alternate form, cloudwalking, damage reduction 5/magic, darkvision 120 ft., immunity to acid, cold, sleep, and paralysis, low-light vision, spell resistance 20; AL LG; SV Fort +15, Ref +11, Will +15; Str 35; Dev 10; Con 19; Int 18; Wis 19; Cha 18.

**Skills and Feats:** Balance +7, Bluff +16, Concentration +18, Diplomacy +18, Disguise +23, Heal +15, Hide +4, Intimidate +6, Jump +29, Knowledge (arcana) +14, Knowledge (nature) +14, Listen +24, Search +24, Sense Motive +24, Spellcraft +26, Spot +24, Tumble +9.
Acrobatic, Combat Casting, Flyby Attack, Improved Natural Armor, Persuasive, Toughness, Wingover.

**Breath Weapon (Su):** 40-ft. cone; damage 10d8 cold, Reflex DC 23 half; or 40-ft. cone, paralysis 1d6 + 5 rounds, Fortitude DC 23 negates.

**Frightful Presence (Ex):** 150-ft. radius, HD 18 or less, Will DC 23 negates.

**Spell-Like Abilities:** 2/day—feather fall. Caster level 9th.

**Spells:** As 9th-level sorcerer.

Typical Sorcerer Spells Known (6/4/2; save DC 14 + spell level): 0—dancing lights, detect magic, detect poison, mage hand, mend, prestidigitation; 1st—charm touch, divine favor, protection from evil, unseen servant; 2nd—cat's grace, cure moderate wounds.

Cloudwalking (Su): Tread on clouds or fog as though on solid ground; functions continuously but can be negated or resumed at will.

**Alternate Form (Su):** A silver dragon can assume any animal or humanoid form of Medium size or smaller as a standard action three times per day. This ability functions as a polymorph spell cast on itself at its caster level, except that the dragon does not regain hit points for changing form and can only assume the form of an animal or humanoid. The dragon can remain in its animal or humanoid form until it chooses to assume a new one or return to its natural form.

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**DRAGON TURTLE**

Huge Dragon (Aquatic)

**Hit Dice:** 12d12+60 (138 hp)

**Initiative:** +0

**Speed:** 20 ft. (4 squares), swim 30 ft.

**Armor Class:** 25 (−1 size, −1 natural), touch 8, flat-footed 25

**Base Attack/Grapple:** +17/+28

**Attack:** Bite +18 melee (4d6+8) and 2 claws +13 melee (2d8+1)

**Space/Reach:** 15 ft./10 ft.

**Special Attacks:** Breath weapon, snatch, capsize

**Special Qualities:** Darkvision 60 ft., immunity to fire, sleep, 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 +8, 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:**

This huge creature has a wide, streamlined shell with jagged protrusions. A long neck emerges from one end of the shell, ending in a crested head.

Dragon turtles are among the most beautiful, awesome, and feared creatures of the water. Deadly jaws, streaming breath, and a penchant for capsize ships make them dreaded by mariners. A surfacing dragon turtle is sometimes mistaken for the reflection of the sun or moon on the water. 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 25 to 30 feet in diameter, and can weigh 8,000 to 32,000 pounds.

**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 14 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 a 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:** +6

**Speed:** 40 ft. (8 squares), fly 30 ft. (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 ft./5 ft.

**Special Attacks:** Pounce, roar

**Special Qualities:** Darkvision 60 ft., 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:** +4 (cohort)

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Part giant lion and part dragon, the creature has a pair of small, brass-colored wings sprouting from its shoulders. It is covered with brass-colored scales, and its mane is thick and coarse.

Possessing some of the most dangerous qualities of a lion and a brass dragon, the dragonne is a vicious and deadly hunter. Dragonnes are not necessarily aggressive toward strangers. Their reputation as remorseless devours of helpless travelers is more the product of ignorance than well-researched fact. A dragonne almost always attacks a creature that has a lair or threatens its territory, so adventurers who stumble across its cave or territory will attempt to set up camp in the area are often subject to fierce and immediate retaliation. Those not threatening the dragonne’s lair or simply passing through its territory are usually left alone.

Dragonnes prefer herd animals such as goats for food, especially since they don’t fight back as fiercely as humanoids. They attack humanoids only if no other game is available.

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.

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**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 inflict a devastating roar every 1d4 rounds. All creatures other than dragonnes within 120 feet must succeed on a DC 15 Will save or become fatigued. Those within 30 feet who fail their saves become stunned. 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, 699 pounds, and a heavy load, 760–1,050 pounds.

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**DRIDER**

**Large Aberration**

**Hit Dice:** 6d8+18 (45 hp)

**Initiative:** +2

**Speed:** 30 ft. (6 squares), climb 15 ft.

**Armor Class:** 17 (-1 size, +2 Dex, +6 natural), touch 11, flat-footed 15

**Base Attack/Grapple:** +4/+10

**Attack:** Dagger +5 melee (1d4+2/19–20) or bite +6 melee (1d4+4) plus poison or shortbow +5 ranged (1d8/x3)

**Full Attack:** 2 daggers +3 melee (1d4+2/19–20, 1d6+1/19–20) and bite +1 melee (1d4+1 plus poison), or shortbow +5 ranged (1d8/x3)

**Space/Reach:** 10 ft./5 ft.

**Special Attacks:** Spells, spell-like abilities, poison

**Special Qualities:** Darkvision 60 ft., 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
This strange being has the head and torso of a dark elf and the legs and lower body of a giant spider.

Driders are bloodthirsty creatures that lurk in the depths of the earth, seeking warm-blooded prey of any kind.

Driders are created by the drow's dark goddess, Lolth. When a dark elf of above average ability reaches 6th level, the goddess may test him or her through a special test. Those who fail the test become driders.

Because they have failed their goddess's test, driders are outcasts from their own communities. Drow and driders hate one another passionately.

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 15), daze, dispel magic, darkness, detect good, detect magic, detect undead, dispel magic, fire, levitate, suggestion (DC 16), Caster level 6th. The save DCs are Charisma-based.

**Spells:** Driders cast spells at 6th-level clerics, wizards, or sorcerers. Drier 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 (6/7/6/4, 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, ray of enlargement, silent image, 2nd 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.

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**DRYAD**

Medium Fey

Hit Dice: 4d6 (14 hp)

Initiative: +4

Speed: 30 ft. (6 squares)

Armor Class: 17 (+4 Dex, +3 natural), touch 14, flat-footed 13

Base Attack/Grapple: +2/+2

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 ft./5 ft.

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 13, Dex 19, Con 11, Int 14, Wis 15, Cha 18

**Skills:** Appraise +11, Craft (wood) +11, Handle Animal +11, Heal +14, Knowledge (nature) +11, Listen +9, Move Silently +11, Ride +11, Spot +9, Survival +9, Use Rope +6 (+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:**

The creature blossoms out of the bark of the ancient tree at first appearing as a new branch before solidifying into a distinctly female shape. She has a wild, unfathomable look in her large, almond-shaped eyes, and her hair has a pronounced, leafy texture, while her skin looks like burnished wood.

Dryads are wild, mysterious entities found deep in secluded woodlands. They defend the trees from any who would fell them and sometimes come into conflict with humans and others who take wood from the forests. Dryads have been known to charm adventurers into helping them defend their homes or hunting down the forests' enemies—even if those enemies are human loggers and woodcutters.

Dryads remain something of a mystery even to other woodland beings. Tales tell of dryads who took a fancy to handsome elf or human men, charmed them, and held them captive. But since dryads rarely associate with any outside their own kind, these stories may be purely apocryphal.

Dryads are more likely to ensure intruders and then send their charmed "guards" out to deal with threats the dryads cannot handle. 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:** 1/day—charm person (DC 13), deep slumber (DC 15), tree stride, suggestion (DC 15), Caster level 6th. The save DCs are Wisdom-based.

**Tree Dependent (Su):** Each dryad is mystically bound
### Dwarf, 1st-Level Warrior

<table>
<thead>
<tr>
<th>Hit Dice:</th>
<th>1d8+2 (6 hp)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Initiative:</td>
<td>+4</td>
</tr>
<tr>
<td>Speed:</td>
<td>20 ft. in scale mail (4 squares); base speed 20 ft.</td>
</tr>
<tr>
<td>Armor Class:</td>
<td>16 (+4 scale mail, +2 heavy shield), touch 10, flat-footed 16</td>
</tr>
<tr>
<td>Base Attack/Grapple:</td>
<td>+1/2</td>
</tr>
</tbody>
</table>

**Attack:**
- Dwarf waraxe +3 melee (1d10+1/×3) or shortbow +1 ranged (1d6/×3)
- Dwarf waraxe +3 melee (1d10+1/×3) or shortbow +1 ranged (1d6/×3)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Dwarf traits

**Special Qualities:** Darkvision 60 ft., dwarf traits

**Saves:** Fort +4*, Ref +6*, Will +1* |

**Abilities:** Str 13, Dex 11, Con 14, Int 10, Wis 9, Cha 6

**Skills:** Appraise +2, Craft (blacksmithing) +2, Craft (stonemasonry) +2, Listen +2, Spot +2

**Feats:** Weapon Focus (dwarf waraxe)

**Environment:** Temperate mountains (Deep: Underground)

**Organization:** Team (2-4), squad (9-16 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)

**Challenge Rating:** 1/2

**Treasure:** Standard coins, double goods, standard items

**Alignment:** Often lawful good (Deep: Usually lawful neutral or neutral)

**Advancement:** By character class

**Level Adjustment:** +0

---

### Dwarven, 1st-Level Warrior

<table>
<thead>
<tr>
<th>Hit Dice:</th>
<th>1d8+5 (9 hp)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Initiative:</td>
<td>+6</td>
</tr>
<tr>
<td>Speed:</td>
<td>20 ft. in chainmail (4 squares); base speed 20 ft.</td>
</tr>
<tr>
<td>Armor Class:</td>
<td>17 (+5 chainmail, +2 heavy shield), touch 10, flat-footed 17</td>
</tr>
<tr>
<td>Base Attack/Grapple:</td>
<td>+1/2</td>
</tr>
</tbody>
</table>

**Attack:**
- Warhammer +2 melee (1d8+1/×3) or light crossbow +1 ranged (1d8/×20)
- Warhammer +2 melee (1d8+1/×3) or light crossbow +1 ranged (1d8/×20)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Dwarven traits, spell-like abilities

**Special Qualities:** Darkvision 60 ft., dwarven traits

**Saves:** Fort +4*, Ref +6*, Will +1* |

**Abilities:** Str 13, Dex 11, Con 14, Int 10, Wis 9, Cha 4

**Skills:** Appraise +2, Craft (blacksmithing) +2, Craft (stonemasonry) +2, Listen +3, Move Silently +4, Spot +2

**Feats:** Toughness

**Environment:** Underground

**Organization:** Team (2-4), squad (9-16 plus 3 3rd-level sergeants and 1 leader of 3rd-6th level) or clan (20-80 plus 25% noncombatants plus 1 3rd-level sergeant per 5 adults, 3-6th-level lieutenants and 1-4 9th-level captains)

**Challenge Rating:** 1

**Treasure:** Standard coins, double goods, standard items

**Alignment:** Often lawful evil

**Advancement:** By character class

**Level Adjustment:** +1

---

**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 dwarf waraxe and thrown hammer, dwarves also use warhammers, picks, shortbows, heavy crossbows, and maces.

**Dwarven Traits (Ex):** Dwarves possess the following racial traits.
- +2 Constitution, +2 Charisma.
- Medium size.
- A dwarf’s base land speed is 20 feet. However, dwarves can move at this speed even when wearing medium or heavy armor or when carrying a medium or heavy load.
- Darkvision out to 60 feet.
- Stonecunning: This ability grants a dwarf a +2 racial bonus on Search checks to notice unusual stonework, such as sliding walls, stonework traps, new construction (even when built to match the old), unsafe stone surfaces, shaky stone ceilings, and the like. Something that isn’t stone but that is disguised as stone also counts as unusual stonework. A dwarf who merely comes within 10 feet of unusual stonework can make a Search check as if he were actively searching, and a dwarf can use the Search skill to find stonework traps as a rogue can. A dwarf can also intuit depth, sensing his approximate depth underground as naturally as a human can sense which way is up. Dwarves have a sixth sense about stonework, an innate ability that they get plenty of opportunity to practice and hone in their underground homes.
- Weapon Familiarity: Dwarves treat dwarf waraxes and dwarven urgenses (see Chapter 7 of the Player’s Handbook) as martial weapons, rather than exotic weapons.
Stability: Dwarves are exceptionally stable on their feet. A dwarf has a +4 bonus on saving throws against poison. This bonus is not reflected in the saving throw numbers given here.
- +2 racial bonus on saving throws against poison. Not reflected in the saving throw numbers given here.
- +2 racial bonus on saving throws against spells and spell-like effects. Not reflected in the saving throw numbers given here.
- +1 racial bonus on attack rolls against orcs (including half-orcs) and goblinoids (including goblins, hobgoblins, and bugbears).
- +4 dodge bonus to Armor Class against creatures of the giant type (such as ogres, trolls, and hill giants).
- +2 racial bonus on Appraise checks that are related to stone or metal items.
- +2 racial bonus on Craft checks that are related to stone or metal.
- Automatic Languages: Common, Dwarven. Bonus Languages: Giant, Gnome, Goblin, Orc, Terran, Undercommon.
- Favored Class: Fighter.

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.

DWARF SOCIETY

Dwarves prefer living in underground cities that they build around mines (although some live on the surface). Carved into solid stone, these cities take centuries to complete but remain for ages. Dwarf society is organized into clans, with distinct family lines within each. A clan is led by a hereditary ruler, usually a king or queen who is a direct descendant of the clan's founder. Dwarves are strongly loyal to their family, clan, monarch, and people as a whole; in conflicts with other races, even objective dwarves tend to side with their kinfolk. These ties have helped dwarves survive generations of warfare against the evil creatures that live under the earth.

A dwarven city has noncombatant members (usually the young, elderly, and a few adults) equal to 30% of the fighting population; female dwarves are as numerous as males and are accepted in any part of dwarf society, including warriors.

Dwarf clans usually focus on one or two types of craft, such as blacksmithing, making weapons or armor, creating jewelry, engineering, or stonemasonry. To avoid becoming overspecialized, dwarves apprentice some of their younger ones to other clans; this practice also helps foster unity. Since dwarves live a long time, these apprenticeships can last many years, even well into adulthood.

The chief dwarven deity is Moradin, the god who created their race and the patron of smiths and other skilled craftworkers.

SUBRACES

The information above is for hill dwarves, the most common variety. There are three other major dwarven subraces, which differ from hill dwarves as follows:

Deep Dwarf

These dwarves live far underground and tend to be more standoffish with nondwarves.

Deep dwarves are the same height as other dwarves, but leaner. Their skin sometimes has a reddish tinge, and their large eyes lack the brightness of those of their kindred, being a washed-out blue. Their hair color ranges from bright red to straw blonde. They have little contact with surface dwellers, relying on hill dwarves or mountain dwarves to trade goods for them.

Deep dwarves speak Dwarven and Goblin, and occasionally Draconic or Undercommon.

Deep Dwarf Traits (Ex): These traits are in addition to the hill dwarf traits, except where noted.
- Racial bonus on saves against spells and spell-like abilities increases to +3.
- Racial bonus on Fortitude saves against poison increases to +3.
- Darkvision out to 90 feet.
- Light Sensitivity: Deep dwarves are dazzled in bright sunlight or within the radius of a daylight spell.

Druergar

Sometimes called gray dwarves, these evil beings dwell in the underground. Most durgars 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.

The durgar revere the deity Laduguer, a joyless god who demands constant toil. Dugergar speak Dwarven and Undercommon.

Dugergar Traits (Ex): These traits are in addition to the hill dwarf traits, except where noted.
- +4 Charisma instead of +2.
- Darkvision out to 120 feet.
- 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 durgar's class level (minimum caster level 3rd), these abilities affect only the durgar and whatever it carries.
- Light Sensitivity: Dugergar 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, durgar do not have weapon familiarity with the durgar waraxe and durgar warhammer.

The durgar warrior presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 16, Wis 9, Cha 8.

Challenge Rating: Dugergar with levels in NPC classes have a CR equal to their character level. Dugergar with levels in PC classes have a CR equal to their character level +1.
Mountain Dwarf

Mountain dwarves live deeper under the mountains than hill dwarves but generally not as far underground as deep dwarves. They average about 4'1/2 feet tall and have lighter skin and hair than hill dwarves, but the same general appearance. They claim they were the first dwarf race and that all other dwarves are descended from them, an attitude that contributes to their isolationism.

EAGLE, GIANT

**Large Magical Beast**

**Hit Dice:** 4d10+4 (26 hp)

**Initiative:** +3

**Speed:** 10 ft. (2 squares), fly 80 ft. (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 ft./5 ft.

**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, Flyby Attack

**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:** +2 (codex)

Giant eagles are intelligent, keen-eyed birds of prey that sometimes associate with good creatures.

Giant Eagle

Giant eagles attack creatures that appear threatening, especially those intent on raiding the eagles' nest for eggs or fledglings, which fetch a handsome price in many civilized areas. Young eagles can be trained and are prized as aerial mounts.

A 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 giant eagle requires at least 3 months 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.

ELADRIN

The eladrins are a celestial race native to the plane of Arbre. They are knights and lords who roam the cosmos in search of good folk to aid. Eladrins are free-spirited, but they are also mighty champions of good.

**COMBAT**

Eladrins are deadly and resolute foes of evil, fearless and clever in battle.

**Eladrin Traits:** An eladrin possesses the following traits (unless otherwise noted in a creature's entry):

- Darkvision out to 60 feet and low-light vision.
- Immunity to electricity and petrification.
- Resistance to cold 10 and fire 10.
- Tongues (Su): All eladrins can speak with any creature that has a language, as though using a tongues spell (caster level 14th). This ability is always active.

BRALANI

**Medium Outsider (Chaotic, Eladrin, Extraplanar, Good)**

**Hit Dice:** 6d8+18 (45 hp)

**Initiative:** +8

**Speed:** 40 ft. (8 squares), fly 100 ft. (perfect)

**Armor Class:** 20 (+4 Dex, +6 natural), touch 14, flat-footed 16
The bralani are the wildest and most feral of their kind, existing from heartbeat to heartbeat in a glorious, never-ending passion. In addition to their natural form, bralani can assume the shape of a whirlwind or zephyr of dust, snow, or sand. Bralani speak, celestial, infernal, and Draconic, but can communicate with almost any creature, thanks to their tongues ability.

Combat
Bralani prefer the scimitar and bow, the weapons of the desert nomad 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), cloud of smoke (DC 14),mirror image, wind wall; 2/day—lightning bolt (DC 15), cure serious wounds (DC 15).
vision 60 ft., immunity to electricity and petrifaction, low-light 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:** Olympian Glades of Arborea

**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:** —

This creature resembles an elf with a noble bearing. It has pearly, opalescent eyes and seems to give off a radiant aura.

Ghaeles are the knights-errant of the celestials. Wherever evil and tyranny raise their ugly heads, the ghaeles respond. Working behind the scenes more than other eladrins, ghaeles quietly muster resistance and offer advancement to any of good heart with the courage to stand against their oppressors.

A ghaele can take the form of an incorporeal globe of eldrich 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 (6/7/8/9/4/4/3; save DC 13 + spell level): 0— cure minor wounds, detect magic, guidance, light, resistance, virtue, 1st—bless, calm animals*, command, divine favor, endure elements, greater light, lesser restoration, remove paralysis, zone of truth; 2nd—daylight, gaseous form*, prayer, remove curse, scaring light, water breathing; 3rd—death ward, dismissal, divine power, restoration, summon nature’s ally IV (animal)*, 5th—control wands*, flame strike, raise dead, true seeing; 6th—banishment, blade barrier, chain lightning*, heal; 7th—mutual shape*; holy word, summon monster VI.


**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.

Noteworth 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 feet. 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.)

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**ELEMENTAL**

Elementals are incarnations of the elements that compose existence. They are as wild and dangerous as the forces that birthed them.

**COMBAT**

Elementals have varied combat abilities and tactics, but all have the same elemental qualities.

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**AIR ELEMENTAL**

This creature appears to be an amorphous, shifting cloud surrounded by fast-moving currents of air. Darker bits of swirling vapor form the suggestion of two eyes and a mouth, but this could be a trick of the swirling air.

Air elementals are among the swiftest and most agile creatures in existence. They seldom leave their home plane except when summoned elsewhere by a spell.

Air elementals speak Auran, though they rarely choose to do so.

The voice of an air elemental sounds like the high-pitched screech of a tomato or the low moan of a midnight storm.

**Combat**

Their rapid speed makes air elementals useful on vast battlefields or in extended aerial battles.

**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 feet.

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
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

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<tr>
<th>Element</th>
<th>Small (Air, Extraneal)</th>
<th>Medium (Air, Extraneal)</th>
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<td>Hit Dice:</td>
<td>2d8 (9 hp)</td>
<td>4d8+8 (26 hp)</td>
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<td>+7</td>
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<td>Speed:</td>
<td>Fly 100 ft. (perfect) (20 squares)</td>
<td>Fly 100 ft. (perfect) (20 squares)</td>
<td>Fly 100 ft. (perfect) (20 squares)</td>
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<td>Armor Class:</td>
<td>17 (+1 size, +3 Dex, +3 natural), touch 14, flat-footed 14</td>
<td>18 (+5 Dex, +3 natural), touch 15, flat-footed 13</td>
<td>20 (+1 size, +7 Dex, +4 natural), touch 16, flat-footed 13</td>
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<td>Base Attack/Grapple:</td>
<td>+1/—3</td>
<td>+3/+4</td>
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<td>Attack:</td>
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<td>Slam +12 melee (2d6+2)</td>
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<td>Full Attack:</td>
<td>Slam +5 melee (1d4)</td>
<td>Slam +8 melee (1d6+1)</td>
<td>2 slams +12 melee (2d6+2)</td>
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<td>5 ft./5 ft.</td>
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<td>Air mastery, whirlwind</td>
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<td>Darkness 60 ft., elemental traits</td>
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<td>Advancement:</td>
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<td>5—7 HD (Medium)</td>
<td>9—15 HD (Large)</td>
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<td>16d8+64 (136 hp)</td>
<td>21d8+84 (178 hp)</td>
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<td>Armor Class:</td>
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<td>27 (+2 size, +11 Dex, +8 natural), touch 19, flat-footed 16</td>
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<tr>
<td>Base Attack/Grapple:</td>
<td>+12/+24</td>
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<td>+18/+32</td>
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<td>Attack:</td>
<td>Slam +19 melee (2d8+4)</td>
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<td>Full Attack:</td>
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<td>Special Qualities:</td>
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<td>Saves:</td>
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<tr>
<td>Advancement:</td>
<td>17—20 HD (Huge)</td>
<td>22—23 HD (Huge)</td>
<td>25—48 HD (Huge)</td>
</tr>
</tbody>
</table>
only as many creatures trapped inside the whirlwind at one time as will fit inside the whirlwind's volume.

The elemental can eject any carried creatures whenever it wishes, depositing them wherever the whirlwind happens to be. A summoned elemental always ejects trapped creatures before returning to its home plane.

If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the elemental and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment. Those caught in the cloud must succeed on a 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.

<table>
<thead>
<tr>
<th>Earth Elemental, Small</th>
<th>Earth Elemental, Medium</th>
<th>Earth Elemental, Large</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Small Elemental</strong></td>
<td><strong>Medium Elemental</strong></td>
<td><strong>Large Elemental</strong></td>
</tr>
<tr>
<td>(Earth, Extralaplanar)</td>
<td>(Earth, Extralaplanar)</td>
<td>(Earth, Extralaplanar)</td>
</tr>
<tr>
<td><strong>Hit Dice:</strong></td>
<td>4d8+12 (30 hp)</td>
<td>8d8+32 (68 hp)</td>
</tr>
<tr>
<td>2d8+2 (11 hp)</td>
<td>4d8+12 (30 hp)</td>
<td>8d8+32 (68 hp)</td>
</tr>
<tr>
<td><strong>Initiative:</strong></td>
<td>-1</td>
<td>-1</td>
</tr>
<tr>
<td><strong>Speed:</strong></td>
<td>20 ft. (+4 squares)</td>
<td>20 ft. (+4 squares)</td>
</tr>
<tr>
<td>20 ft. (+4 squares)</td>
<td>20 ft. (+4 squares)</td>
<td>20 ft. (+4 squares)</td>
</tr>
<tr>
<td><strong>Armor Class:</strong></td>
<td>17 (+1 size, -1 Dex, +7 natural)</td>
<td>18 (+1 size, -1 Dex, +10 natural)</td>
</tr>
<tr>
<td>touch 10, flat-footed 17</td>
<td>touch 9, flat-footed 18</td>
<td>touch 8, flat-footed 18</td>
</tr>
<tr>
<td><strong>Base Attack/Grapple:</strong></td>
<td>+1/+0</td>
<td>+1/+0</td>
</tr>
<tr>
<td><strong>Attack:</strong></td>
<td>Slam +5 melee (td2+4)</td>
<td>Slam +8 melee (td8+7)</td>
</tr>
<tr>
<td>Slam +5 melee (td2+4)</td>
<td>Slam +8 melee (td8+7)</td>
<td>Slam +12 melee (td8+7)</td>
</tr>
<tr>
<td><strong>Space/Reach:</strong></td>
<td>5 ft. / 5 ft.</td>
<td>Earth mastery, push</td>
</tr>
<tr>
<td>5 ft. / 5 ft.</td>
<td>Earth mastery, push</td>
<td>Damage reduction 5/-, earth glide, darkvision 60 ft., elemental traits</td>
</tr>
<tr>
<td><strong>Special Attacks:</strong></td>
<td>Earth mastery, push</td>
<td>Damage reduction 10/-, earth glide, darkvision 60 ft., elemental traits</td>
</tr>
<tr>
<td>Darkvision 60 ft., earth glide, elemental traits</td>
<td>Damage reduction 10/-, earth glide, darkvision 60 ft., elemental traits</td>
<td></td>
</tr>
<tr>
<td><strong>Saves:</strong></td>
<td>Fort +7, Ref +0, Will +4</td>
<td>Fort +10, Ref +4, Will +2</td>
</tr>
<tr>
<td>Fort +7, Ref +0, Will +4</td>
<td>Str 21, Dex 8, Con 17,</td>
<td>Str 25, Dex 8, Con 19,</td>
</tr>
<tr>
<td>Int 4, Wis 11, Cha 11</td>
<td>Int 4, Wis 11, Cha 11</td>
<td>Int 6, Wis 11, Cha 11</td>
</tr>
<tr>
<td><strong>Abilities:</strong></td>
<td>Listen +4, Spot +3</td>
<td>Listen +4, Spot +3</td>
</tr>
<tr>
<td>Listen +4, Spot +3</td>
<td>Cleave, Power Attack</td>
<td>Cleave, Great Cleave, Power Attack</td>
</tr>
<tr>
<td><strong>Environment:</strong></td>
<td>Elemental Plane of Earth</td>
<td>Elemental Plane of Earth</td>
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<td><strong>Organization:</strong></td>
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<td><strong>Challenge Rating:</strong></td>
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<td><strong>Alignment:</strong></td>
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<td>Usually neutral</td>
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<tr>
<td><strong>Advancement:</strong></td>
<td>2 HD (Small)</td>
<td>7 HD (Medium)</td>
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<tr>
<td><strong>Level Adjustment:</strong></td>
<td></td>
<td></td>
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<table>
<thead>
<tr>
<th>Earth Elemental, Huge</th>
<th>Earth Elemental, Greater</th>
<th>Earth Elemental, Elder</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Huge Elemental</strong></td>
<td><strong>Huge Elemental</strong></td>
<td><strong>Huge Elemental</strong></td>
</tr>
<tr>
<td>(Earth, Extralaplanar)</td>
<td>(Earth, Extralaplanar)</td>
<td>(Earth, Extralaplanar)</td>
</tr>
<tr>
<td><strong>Hit Dice:</strong></td>
<td>21d8+105 (399 hp)</td>
<td>24d8+120 (228 hp)</td>
</tr>
<tr>
<td>16d8+80 (152 hp)</td>
<td>21d8+105 (399 hp)</td>
<td>24d8+120 (228 hp)</td>
</tr>
<tr>
<td><strong>Initiative:</strong></td>
<td>-1</td>
<td>-1</td>
</tr>
<tr>
<td><strong>Speed:</strong></td>
<td>30 ft. (6 squares)</td>
<td>30 ft. (6 squares)</td>
</tr>
<tr>
<td>30 ft. (6 squares)</td>
<td>30 ft. (6 squares)</td>
<td>30 ft. (6 squares)</td>
</tr>
<tr>
<td><strong>Armor Class:</strong></td>
<td>18 (+2 size, -1 Dex, +11 natural)</td>
<td>22 (+2 size, -1 Dex, +15 natural)</td>
</tr>
<tr>
<td>touch 7, flat-footed 18</td>
<td>touch 7, flat-footed 20</td>
<td>touch 7, flat-footed 22</td>
</tr>
<tr>
<td><strong>Base Attack/Grapple:</strong></td>
<td>+12/+2</td>
<td>+15/+33</td>
</tr>
<tr>
<td><strong>Attack:</strong></td>
<td>Slam +19 melee (2d10+9)</td>
<td>Slam +23 melee (2d10+10)</td>
</tr>
<tr>
<td>Slam +19 melee (2d10+9)</td>
<td>Slam +23 melee (2d10+10)</td>
<td>Slam +27 melee (2d10+11/+9-20)</td>
</tr>
<tr>
<td><strong>Full Attack:</strong></td>
<td>2 slams +19 melee (2d10+9)</td>
<td>2 slams +23 melee (2d10+10)</td>
</tr>
<tr>
<td>2 slams +19 melee (2d10+9)</td>
<td>2 slams +23 melee (2d10+10)</td>
<td>2 slams +27 melee (2d10+11/+9-20)</td>
</tr>
<tr>
<td><strong>Space/Reach:</strong></td>
<td>15 ft. /15 ft.</td>
<td>15 ft. /15 ft.</td>
</tr>
<tr>
<td>15 ft. /15 ft.</td>
<td>15 ft. /15 ft.</td>
<td>15 ft. /15 ft.</td>
</tr>
<tr>
<td><strong>Special Attacks:</strong></td>
<td>Earth mastery, push</td>
<td>Earth mastery, push</td>
</tr>
<tr>
<td>Earth mastery, push</td>
<td>Earth mastery, push</td>
<td>Damage reduction 10/-, earth glide, darkvision 60 ft., elemental traits</td>
</tr>
<tr>
<td><strong>Special Qualities:</strong></td>
<td>Damage reduction 5/-, earth glide, darkvision 60 ft., elemental traits</td>
<td>Damage reduction 10/-, earth glide, darkvision 60 ft., elemental traits</td>
</tr>
<tr>
<td>Darkvision 60 ft., earth glide, elemental traits</td>
<td>Damage reduction 10/-, earth glide, darkvision 60 ft., elemental traits</td>
<td></td>
</tr>
<tr>
<td><strong>Saves:</strong></td>
<td>Fort +15, Ref +4, Will +7</td>
<td>Fort +17, Ref +6, Will +9</td>
</tr>
<tr>
<td>Fort +15, Ref +4, Will +7</td>
<td>Str 31, Dex 8, Con 21,</td>
<td>Int 10, Wis 11, Cha 11</td>
</tr>
<tr>
<td>Int 6, Wis 11, Cha 11</td>
<td>Int 6, Wis 11, Cha 11</td>
<td>Int 6, Wis 11, Cha 11</td>
</tr>
<tr>
<td><strong>Abilities:</strong></td>
<td>Listen +14, Spot +14</td>
<td>Listen +29, Spot +29</td>
</tr>
<tr>
<td>Listen +14, Spot +14</td>
<td>Alertness, Awesome Blow, Cleave</td>
<td>Alertness, Awesome Blow, Cleave</td>
</tr>
<tr>
<td><strong>Skills:</strong></td>
<td>Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Iron Will, Power Attack</td>
<td>Improved Critical (slam), Improved Sunder, Iron Will, Power Attack</td>
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<tr>
<td><strong>Feats:</strong></td>
<td>Alertness, Awesome Blow, Cleave, Great Cleave, Improved Bull Rush</td>
<td>Improved Critical (slam), Improved Sunder, Iron Will, Power Attack</td>
</tr>
<tr>
<td><strong>Environment:</strong></td>
<td>Elemental Plane of Earth</td>
<td>Elemental Plane of Earth</td>
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<tr>
<td><strong>Organization:</strong></td>
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<td>Solitary</td>
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<tr>
<td><strong>Challenge Rating:</strong></td>
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<td>11</td>
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<tr>
<td><strong>Treasure:</strong></td>
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<tr>
<td><strong>Alignment:</strong></td>
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<td>Usually neutral</td>
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<tr>
<td><strong>Advancement:</strong></td>
<td>17-20 HD (Huge)</td>
<td>22-23 HD (Huge)</td>
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<tr>
<td><strong>Level Adjustment:</strong></td>
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</table>
**Air Elemental Sizes**

<table>
<thead>
<tr>
<th>Elemental</th>
<th>Height</th>
<th>Weight</th>
<th>Save DC</th>
<th>Damage</th>
<th>Height</th>
</tr>
</thead>
<tbody>
<tr>
<td>Small</td>
<td>4 ft.</td>
<td>1 lb.</td>
<td>11</td>
<td>1d6</td>
<td>10–20 ft.</td>
</tr>
<tr>
<td>Medium</td>
<td>8 ft.</td>
<td>2 lb.</td>
<td>13</td>
<td>2d6</td>
<td>10–40 ft.</td>
</tr>
<tr>
<td>Large</td>
<td>16 ft.</td>
<td>4 lb.</td>
<td>15</td>
<td>2d8</td>
<td>10–50 ft.</td>
</tr>
<tr>
<td>Huge</td>
<td>32 ft.</td>
<td>8 lb.</td>
<td>22</td>
<td>2d8</td>
<td>10–50 ft.</td>
</tr>
<tr>
<td>Greater</td>
<td>36 ft.</td>
<td>10 lb.</td>
<td>25</td>
<td>2d8</td>
<td>10–60 ft.</td>
</tr>
<tr>
<td>Elder</td>
<td>40 ft.</td>
<td>12 lb.</td>
<td>28</td>
<td>2d8</td>
<td>10–60 ft.</td>
</tr>
</tbody>
</table>

**Whirwind**

<table>
<thead>
<tr>
<th>Damage</th>
<th>Height</th>
</tr>
</thead>
<tbody>
<tr>
<td>1d6</td>
<td>10–20 ft.</td>
</tr>
<tr>
<td>2d6</td>
<td>10–40 ft.</td>
</tr>
<tr>
<td>2d8</td>
<td>10–50 ft.</td>
</tr>
<tr>
<td>2d8</td>
<td>10–60 ft.</td>
</tr>
</tbody>
</table>

**Earth Elemental**

Like a walking hill, the creature plods nearer on two featureless legs of rock... and earth, its clublike arms of jagged stone swinging at its sides, and its featureless head staring blankly in your direction.

Earth elementals are immensely strong and tough. The larger ones can pound almost anything into rubble. They seldom leave their home plane except when summoned elsewhere by a spell. 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. An earth elemental’s voice sounds like an echo in a deep tunnel, the rumbling of an earthquake, or the grinding of plates of stone.

**Combat**

Though an earth elemental moves slowly, it is a relentless opponent. It can travel through solid ground or stones 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 it for 1 round unless it succeeds on a DC 15 Fortitude save.

**Fire Elemental**

A mass of ambulatory flame races across the ground, seeming to flicker and spark from a central, humanoid-shaped configuration. Like a living inferno, the fire creature’s burning dance of heat and flame brings it ever closer.

Fire elementals are fast and agile. The merest touch from their fiery bodies is sufficient to set many materials aflame.

A fire elemental cannot enter water or any other nonflammable liquid. A body of water is an impervious barrier unless the fire elemental can step or jump over it.

Fire elementals speak Ignan, though they rarely choose to do so. When one speaks, its voice sounds like the crackle and hiss of a great fire.

**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 144 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.

**Fire Elemental Sizes**

<table>
<thead>
<tr>
<th>Elemental</th>
<th>Height</th>
<th>Weight</th>
<th>Burn Save DC</th>
</tr>
</thead>
<tbody>
<tr>
<td>Small</td>
<td>4 ft.</td>
<td>1 lb.</td>
<td>11</td>
</tr>
<tr>
<td>Medium</td>
<td>8 ft.</td>
<td>2 lb.</td>
<td>14</td>
</tr>
<tr>
<td>Large</td>
<td>16 ft.</td>
<td>4 lb.</td>
<td>17</td>
</tr>
<tr>
<td>Huge</td>
<td>32 ft.</td>
<td>8 lb.</td>
<td>22</td>
</tr>
<tr>
<td>Greater</td>
<td>36 ft.</td>
<td>10 lb.</td>
<td>24</td>
</tr>
<tr>
<td>Elder</td>
<td>40 ft.</td>
<td>12 lb.</td>
<td>26</td>
</tr>
</tbody>
</table>

**Water Elemental**

A vortex of water rolls across the ground, though it never seems to crash or lose its shape. The waves cascade and storm around a central, humanoid-shaped whirlpool, with watery appendages that pound with the force of an ocean storm.

A water elemental can be as ferocious and powerful as a stormy sea.

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. When one speaks, its voice sounds like the cracking of waves on a rocky shore or the howls of an ocean gale.
<table>
<thead>
<tr>
<th></th>
<th>Fire Elemental, Small</th>
<th>Fire Elemental, Medium</th>
<th>Fire Elemental, Large</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Small Elemental</strong></td>
<td>(Fire, Extraplanar)</td>
<td>(Fire, Extraplanar)</td>
<td>(Fire, Extraplanar)</td>
</tr>
<tr>
<td><strong>Hit Dice</strong>:</td>
<td>2d8 (9 hp)</td>
<td>4d8+8 (26 hp)</td>
<td>8d8+24 (60 hp)</td>
</tr>
<tr>
<td><strong>Initiative</strong>:</td>
<td>+5</td>
<td>+7</td>
<td>+9</td>
</tr>
<tr>
<td><strong>Speed</strong>:</td>
<td>50 ft. (10 squares)</td>
<td>50 ft. (10 squares)</td>
<td>50 ft. (10 squares)</td>
</tr>
<tr>
<td><strong>Armor Class</strong>:</td>
<td>15 (+1 size, +1 Dex, +3 natural)</td>
<td>16 (+3 Dex, +3 natural)</td>
<td>18 (+1 size, +5 Dex, +4 natural)</td>
</tr>
<tr>
<td><strong>Base Attack/Clapable</strong>:</td>
<td>+1/-3</td>
<td>+3/+4</td>
<td>+6/+12</td>
</tr>
<tr>
<td><strong>Attack</strong>:</td>
<td>Slam +3 melee (1d6+1 plus 1d4 fire)</td>
<td>Slam +6 melee (1d6+1 plus 1d6 fire)</td>
<td>Slam +10 melee (2d6+2 plus 2d6 fire)</td>
</tr>
<tr>
<td><strong>Full Attack</strong>:</td>
<td>Slam +3 melee (1d6+1 plus 1d4 fire)</td>
<td>Slam +6 melee (1d6+1 plus 1d6 fire)</td>
<td>Slam +10 melee (2d6+2 plus 2d6 fire)</td>
</tr>
<tr>
<td><strong>Space/Reach</strong>:</td>
<td>5 ft./5 ft.</td>
<td>5 ft./5 ft.</td>
<td>10 ft./10 ft.</td>
</tr>
<tr>
<td><strong>Special Attacks</strong>:</td>
<td>Burn</td>
<td>Burn</td>
<td>Burn</td>
</tr>
<tr>
<td><strong>Special Qualities</strong>:</td>
<td>Darkvision 60 ft., elemental traits, immunity to fire, vulnerability to cold</td>
<td>Darkvision 60 ft., elemental traits, immunity to fire, vulnerability to cold</td>
<td>Damage reduction 5%/-, darkvision 60 ft., elemental traits, immunity to fire, vulnerability to cold</td>
</tr>
<tr>
<td><strong>Saves</strong>:</td>
<td>Fort +6, Ref +4, Will +0</td>
<td>Fort +7, Ref +6, Will +3</td>
<td>Fort +9, Ref +7, Will +9</td>
</tr>
<tr>
<td><strong>Abilities</strong>:</td>
<td>Str 10, Dex 13, Con 10</td>
<td>Int 4, Wis 11, Cha 11</td>
<td>Str 14, Dex 21, Con 16</td>
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<tr>
<td><strong>Skills</strong>:</td>
<td>Listen +2, Spot +3</td>
<td>Listen +3, Spot +4</td>
<td>Listen +5, Spot +6</td>
</tr>
<tr>
<td><strong>Feats</strong>:</td>
<td>Dodge, Improved Initiative, Weapon Finesse</td>
<td>Dodge, Improved Initiative, Mobility, Weapon Finesse</td>
<td>Dodge, Improved Initiative, Mobility, Spring Attack, Weapon Finesse</td>
</tr>
<tr>
<td><strong>Environment</strong>:</td>
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<td><strong>Organization</strong>:</td>
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<td><strong>Challenge Rating</strong>:</td>
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<tr>
<td><strong>Treasure</strong>:</td>
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<td><strong>Alignment</strong>:</td>
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<td>Usually neutral</td>
<td>Usually neutral</td>
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<tr>
<td><strong>Advancement</strong>:</td>
<td>1 HD (Small)</td>
<td>5–7 HD (Medium)</td>
<td>9–15 HD (Large)</td>
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<tr>
<td><strong>Level Adjustment</strong>:</td>
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<td>__</td>
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</tbody>
</table>

<table>
<thead>
<tr>
<th></th>
<th>Fire Elemental, Huge</th>
<th>Fire Elemental, Greater</th>
<th>Fire Elemental, Elder</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Huge Elemental</strong></td>
<td>(Fire, Extraplanar)</td>
<td>(Fire, Extraplanar)</td>
<td>(Fire, Extraplanar)</td>
</tr>
<tr>
<td><strong>Hit Dice</strong>:</td>
<td>16d8+64 (136 hp)</td>
<td>21d8+64 (178 hp)</td>
<td>24d8+96 (201 hp)</td>
</tr>
<tr>
<td><strong>Initiative</strong>:</td>
<td>+11</td>
<td>+12</td>
<td>+13</td>
</tr>
<tr>
<td><strong>Speed</strong>:</td>
<td>60 ft. (12 squares)</td>
<td>60 ft. (12 squares)</td>
<td>60 ft. (12 squares)</td>
</tr>
<tr>
<td><strong>Armor Class</strong>:</td>
<td>10 (–2 size, +2 Dex, +4 natural)</td>
<td>21 (–2 size, +9 Dex, +8 natural)</td>
<td>25 (–2 size, +9 Dex, +8 natural)</td>
</tr>
<tr>
<td><strong>Base Attack/Clapable</strong>:</td>
<td>+12/+24</td>
<td>+15/+28</td>
<td>+18/+32</td>
</tr>
<tr>
<td><strong>Attack</strong>:</td>
<td>Slam +17 melee (2d8+4 plus 2d8 fire)</td>
<td>Slam +22 melee (2d8+5 plus 2d8 fire)</td>
<td>Slam +26 melee (2d8+6 plus 2d8 fire)</td>
</tr>
<tr>
<td><strong>Full Attack</strong>:</td>
<td>2 slams +17 melee (2d8+4 plus 2d8 fire)</td>
<td>2 slams +22 melee (2d8+5 plus 2d8 fire)</td>
<td>2 slams +26 melee (2d8+6 plus 2d8 fire)</td>
</tr>
<tr>
<td><strong>Space/Reach</strong>:</td>
<td>15 ft./15 ft.</td>
<td>15 ft./15 ft.</td>
<td>15 ft./15 ft.</td>
</tr>
<tr>
<td><strong>Special Attacks</strong>:</td>
<td>Burn</td>
<td>Burn</td>
<td>Burn</td>
</tr>
<tr>
<td><strong>Special Qualities</strong>:</td>
<td>Damage reduction 5%/-, darkvision 60 ft., elemental traits, immunity to fire, vulnerability to cold</td>
<td>Damage reduction 10%/-, darkvision 60 ft., elemental traits, immunity to fire, vulnerability to cold</td>
<td>Damage reduction 10%/-, darkvision 60 ft., elemental traits, immunity to fire, vulnerability to cold</td>
</tr>
<tr>
<td><strong>Saves</strong>:</td>
<td>Fort +9, Ref +17, Will +7</td>
<td>Fort +11, Ref +20, Will +9</td>
<td>Fort +14, Ref +23, Will +10</td>
</tr>
<tr>
<td><strong>Abilities</strong>:</td>
<td>Str 18, Dex 25, Con 18</td>
<td>Int 6, Wis 11, Cha 11</td>
<td>Str 22, Dex 29, Con 18</td>
</tr>
<tr>
<td><strong>Skills</strong>:</td>
<td>Listen +11, Spot +12</td>
<td>Listen +14, Spot +14</td>
<td>Listen +28, Spot +29</td>
</tr>
<tr>
<td><strong>Feats</strong>:</td>
<td>Alertness, Combat Reflexes, Dodge, Improved Initiative, Iron Will, Mobility, Spring Attack, Weapon Finesse</td>
<td>Alertness, Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Iron Will, Mobility, Spring Attack, Weapon Finesse</td>
<td>Alertness, Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Great Fortitude, Iron Will, Mobility, Spring Attack, Weapon Finesse</td>
</tr>
<tr>
<td><strong>Environment</strong>:</td>
<td>Elemental Plane of Fire</td>
<td>Elemental Plane of Fire</td>
<td>Elemental Plane of Fire</td>
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<tr>
<td><strong>Organization</strong>:</td>
<td>Solitary</td>
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</tr>
<tr>
<td><strong>Challenge Rating</strong>:</td>
<td>7</td>
<td>9</td>
<td>11</td>
</tr>
<tr>
<td><strong>Treasure</strong>:</td>
<td>None</td>
<td>None</td>
<td>None</td>
</tr>
<tr>
<td><strong>Alignment</strong>:</td>
<td>Usually neutral</td>
<td>Usually neutral</td>
<td>Usually neutral</td>
</tr>
<tr>
<td><strong>Advancement</strong>:</td>
<td>17–20 HD (Huge)</td>
<td>22–23 HD (Huge)</td>
<td>25–48 HD (Huge)</td>
</tr>
<tr>
<td><strong>Level Adjustment</strong>:</td>
<td>__</td>
<td>__</td>
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</tr>
</tbody>
</table>
## 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 Hit Die). Even large ships (20 feet long per Hit Die) can be slowed to half speed.

### Water Elemental, Small

<table>
<thead>
<tr>
<th>Hit Dice: 2d8+2 (11 hp)</th>
<th>Initiative: +0</th>
<th>Speed: 20 ft. (4 squares), swim 90 ft.</th>
<th>Armor Class: 17 (+1 size, +6 natural) touch 11, flat-footed 17</th>
</tr>
</thead>
<tbody>
<tr>
<td>Base Attack/Crabbie: +1/−1</td>
<td>Attack: Slam +4 melee (1d6+3)</td>
<td>Full Attack: Slam +4 melee (1d6+3)</td>
<td>Space/Reach: 5 ft./5 ft. Special Attacks: Water mastery, drench, vortex Special Qualities: Darkvision 60 ft., elemental traits</td>
</tr>
<tr>
<td>Saves:</td>
<td>Fort +4, Ref +0, Will +0</td>
<td>Abilities: Str 14, Dex 10, Con 13</td>
<td>Skills: Listen +2, Spot +3</td>
</tr>
<tr>
<td>Challenge Rating: 1</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Alignment: Usually neutral</td>
<td></td>
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<tr>
<td>Level Adjustment:</td>
<td></td>
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</tbody>
</table>

### Water Elemental, Medium

<table>
<thead>
<tr>
<th>Hit Dice: 4d8+12 (30 hp)</th>
<th>Initiative: +4</th>
<th>Speed: 20 ft. (4 squares), swim 90 ft.</th>
<th>Armor Class: 19 (+1 size, +8 natural) touch 11, flat-footed 18</th>
</tr>
</thead>
<tbody>
<tr>
<td>Base Attack/Crabbie: +3/−6</td>
<td>Attack: Slam +6 melee (1d8+4)</td>
<td>Full Attack: Slam +6 melee (1d8+4)</td>
<td>Space/Reach: 5 ft./5 ft. Special Attacks: Water mastery, drench, vortex Special Qualities: Darkvision 60 ft., elemental traits</td>
</tr>
<tr>
<td>Saves:</td>
<td>Fort +7, Ref +2, Will +1</td>
<td>Abilities: Str 16, Dex 12, Con 17</td>
<td>Skills: Listen +3, Spot +4</td>
</tr>
<tr>
<td>Challenge Rating: 3</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Alignment: Usually neutral</td>
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<tr>
<td>Level Adjustment:</td>
<td></td>
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</tbody>
</table>

### Water Elemental, Large

<table>
<thead>
<tr>
<th>Hit Dice: 8d8+32 (68 hp)</th>
<th>Initiative: +2</th>
<th>Speed: 20 ft. (4 squares), swim 90 ft.</th>
<th>Armor Class: 20 (−1 size, +2 Dex, +9 natural) touch 11, flat-footed 18</th>
</tr>
</thead>
<tbody>
<tr>
<td>Base Attack/Crabbie: +6/−15</td>
<td>Attack: Slam +10 melee (2d8+5)</td>
<td>Full Attack: 2 slams +10 melee (2d8+5)</td>
<td>Space/Reach: 10 ft./10 ft. Special Attacks: Water mastery, drench, vortex Special Qualities: Darkvision 60 ft., elemental traits</td>
</tr>
<tr>
<td>Saves:</td>
<td>Fort +10, Ref +4, Will +12</td>
<td>Abilities: Str 20, Dex 14, Con 19</td>
<td>Skills: Listen +5, Spot +6</td>
</tr>
<tr>
<td>Challenge Rating: 5</td>
<td></td>
<td></td>
<td></td>
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<tr>
<td>Alignment: Usually neutral</td>
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<tr>
<td>Level Adjustment:</td>
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</tbody>
</table>

### Water Elemental, Huge

<table>
<thead>
<tr>
<th>Hit Dice: 16d8+80 (152 hp)</th>
<th>Initiative: +4</th>
<th>Speed: 30 ft. (6 squares), swim 120 ft.</th>
<th>Armor Class: 21 (−2 size, +4 Dex, +9 natural) touch 12, flat-footed 17</th>
</tr>
</thead>
<tbody>
<tr>
<td>Base Attack/Crabbie: +12/−27</td>
<td>Attack: Slam +17 melee (2d10+7)</td>
<td>Full Attack: 2 slams +17 melee (2d10+7)</td>
<td>Space/Reach: 15 ft./15 ft. Special Attacks: Water mastery, drench, vortex Special Qualities: Damage reduction 5/−, darkvision 60 ft., elemental traits</td>
</tr>
<tr>
<td>Saves:</td>
<td>Fort +15, Ref +9, Will +7</td>
<td>Abilities: Str 24, Dex 18, Con 21</td>
<td>Skills: Listen +11, Spot +12</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Challenge: None</td>
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</tbody>
</table>

### Water Elemental, Greater

<table>
<thead>
<tr>
<th>Hit Dice: 21d8+105 (199 hp)</th>
<th>Initiative: +5</th>
<th>Speed: 30 ft. (6 squares), swim 120 ft.</th>
<th>Armor Class: 22 (−2 size, +5 Dex, +9 natural) touch 13, flat-footed 17</th>
</tr>
</thead>
<tbody>
<tr>
<td>Base Attack/Crabbie: +15/−31</td>
<td>Attack: Slam +21 melee (2d10+8)</td>
<td>Full Attack: 2 slams +21 melee (2d10+8)</td>
<td>Space/Reach: 15 ft./15 ft. Special Attacks: Water mastery, drench, vortex Special Qualities: Damage reduction 10/−, darkvision 60 ft., elemental traits</td>
</tr>
<tr>
<td>Saves:</td>
<td>Fort +17, Ref +14, Will +9</td>
<td>Abilities: Str 26, Dex 20, Con 21</td>
<td>Skills: Listen +14, Spot +14</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Challenge: None</td>
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</tbody>
</table>

### Water Elemental, Elder

<table>
<thead>
<tr>
<th>Hit Dice: 24d8+120 (228 hp)</th>
<th>Initiative: +8</th>
<th>Speed: 30 ft. (6 squares), swim 120 ft.</th>
<th>Armor Class: 21 (−2 size, +6 Dex, +9 natural) touch 14, flat-footed 17</th>
</tr>
</thead>
<tbody>
<tr>
<td>Saves:</td>
<td>Fort +19, Ref +16, Will +10</td>
<td>Abilities: Str 28, Dex 22, Con 21</td>
<td>Skills: Listen +29, Spot +29</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Challenge: None</td>
<td></td>
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</tbody>
</table>
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 its size. The elemental controls the exact height, but it must be at least 10 feet.

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 feet. 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 +2 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.

---

<table>
<thead>
<tr>
<th>Elemental</th>
<th>Height</th>
<th>Weight</th>
<th>Save DC</th>
<th>Vortex</th>
</tr>
</thead>
<tbody>
<tr>
<td>Small</td>
<td>4 ft.</td>
<td>34 lb.</td>
<td>13</td>
<td>1d4</td>
</tr>
<tr>
<td>Medium</td>
<td>8 ft.</td>
<td>280 lb.</td>
<td>15</td>
<td>1d6</td>
</tr>
<tr>
<td>Large</td>
<td>16 ft.</td>
<td>2,250 lb.</td>
<td>19</td>
<td>2d6</td>
</tr>
<tr>
<td>Huge</td>
<td>32 ft.</td>
<td>18,000 lb.</td>
<td>25</td>
<td>2d8</td>
</tr>
<tr>
<td>Greater</td>
<td>36 ft.</td>
<td>21,000 lb.</td>
<td>28</td>
<td>2d8</td>
</tr>
<tr>
<td>Elder</td>
<td>40 ft.</td>
<td>24,000 lb.</td>
<td>31</td>
<td>2d8</td>
</tr>
</tbody>
</table>

---

**Elf**

This humanoid, slender, and slightly shorter than a human, has pale skin and dark hair. Pointed ears grace the sides of its elongated head. It wears armor with a natural, forest-themed design that appears organic instead of worked and crafted.

Elves are aloof guardians of the forests, studying magic and swordplay for the duration of their long lives.

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. They appreciate beautiful things, from elegant jewelry to attractive flowers to decorated clothing and tools.

Like dwarves, elves are craftmasters, although they work in wood and metal rather than metal and stone. Elven items are prized by other races, and many elven communities have become prosperous by trading crafted goods with other peoples in and out of the forests.

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.

**Elf Traits (Ex):** Elves possess the following racial traits.

- +2 Dexterity, –2 Constitution
- Medium size
- An elf’s base land speed is 30 feet
- Immunity to sleep spells and effects, and a +2 racial saving throw bonus against enchantment spells or effects. (Not reflected in the saving throw modifiers given here.)
- Low-light vision
- Weapon Proficiency: Elves are automatically proficient with the longsword, rapier, longbow, composite longbow, shortbow, and composite shortbow.
### Elf, 1st-Level Warrior

**Medium Humanoid (Elf)**

| Hit Dice: | 1d8 (4 hp) |
| Initiation: | +1 |
| Speed: | 30 ft. (6 squares) |
| Armor Class: | 15 (+1 Dex, +3 studded leather, +1 light shield), touch 11, flat-footed 14 |
| Base Attack/Grapple: | +1/+2 |
| Attack: | Longsword +2 melee (1d8+1/19–20) or longbow +3 ranged (1d8/x3) |
| Full Attack: | Longsword +2 melee (1d8+1/19–20) or longbow +3 ranged (1d8/x3) |
| Space/Reach: | 5 ft./5 ft. |
| Special Attacks: | None |
| Special Qualities: | Elven traits |
| Saves: | Fort +2, Ref +1, Will –1* |
| Abilities: | Str 13, Dex 13, Con 10, Int 10, Wis 9, Cha 8 |
| Skills: | Hide +1, Listen +2, Search +3, Spot +2 |
| Feats: | Weapon Focus (longbow) |
| Environment: | Temperate forest (Half-elf: temperate forests) (Aquatic: Temperate aquatic) (Gray: Temperate mountains) (Wild: Warm forests) (Wood: Temperate forests) |
| 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, 1 5th-level lieutenant, and 3 7th-level captains) |
| Challenge Rating: | ½ |
| Treasure: | Standard |
| Alignment: | Usually chaotic good (Wood: Usually neutral) |
| Advancement: | By character class |
| Level Adjustment: | +0 |

---

### Drow, 1st-Level Warrior

**Medium Humanoid (Elf)**

| Hit Dice: | 1d8 (4 hp) |
| Initiation: | +1 |
| Speed: | 30 ft. (6 squares) |
| Armor Class: | 16 (+1 Dex, +4 chain shirt, +1 light shield), touch 11, flat-footed 15 |
| Base Attack/Grapple: | +1/+2 |
| Attack: | Rapier +1 melee (1d8+1/18–20) or hand crossbow +2 ranged (1d4/19–20) |
| Full Attack: | Rapier +1 melee (1d8+1/18–20) or hand crossbow +2 ranged (1d4/19–20) |
| Space/Reach: | 5 ft./5 ft. |
| Special Attacks: | Poison, spell-like abilities |
| Special Qualities: | Drow traits, spell resistance 12 |
| Saves: | Fort +2, Ref +1, Will –1* |
| Abilities: | Str 13, Dex 13, Con 10, Int 12, Wis 9, Cha 10 |
| Skills: | Hide +0, Listen +2, Search +4, Spot +3 |
| Feats: | Weapon Focus (rapier) |
| Environment: | Underground |

---

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.

### ELF SOCIETY

Elves believe that independence and freedom for the individual are more important than the rigid structures of civilization, so they tend to live and travel in small bands. These bands accept the loose authority of a noble, who in turn owes allegiance to an elven monarch (who rules his or her own band directly).

Elves live in harmony with nature, building temporary, camps that blend into the trees—or are in the branches of the trees, away from prying eyes. They frequently have animal guardians or giant eagles watching their homes. An elven settlement contains noncombatants (mostly children) equal to 20% of the fighting population. Elfs society is egalitarian, and males or females may be found in almost any role.

Their long life span gives elves a patient perspective and allows them to take pleasure in the enduring beauty of the natural world. They don't see the point in short-term gains and instead learn things that will provide joy for years to come, such as stories, music, art, and dance. Treasures such as elven music and crafts disguise the fact that elves are dedicated warriors determined to check the spread of evil in the forests.

Elves eat little, and although they are omnivorous, they eat more plants than meat. This is partly because of their affinity with nature (they believe a harvested plant causes less disruption to nature than a slain animal) and partly because their fondness for roving requires food that is preserved more easily.

The chief elf deity is Corellon Larethian, who is the creator and protector of the race.

### SUBRACES

The above information describes the high elf, the most common variety. There are five other major subraces of elf, in addition to half-elves, who share enough elven characteristics to be included here.

#### Half-Elf

Half-Elves are not truly an elf subrace, but they are often mistaken for elves. They may be outcasts from their parents' societies or welcomed into the elven or human community, depending on the attitudes the two groups have for each other. Half-Elves usually inherit a good blend of their parent's physical characteristics, so a half-aquatic elf has greenish skin, a half-drow has dusky skin and light hair, and so on.

**Half-Elf Traits (Ex):** Half-elves possess the following racial traits.

- Medium size.
- A half-elf's base land speed is 30 feet.
- Immunity to sleep spells and similar magical effects, and a
Drow

This humanoid is slender and shorter than a human. It has jet black skin and white hair.

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. Their society is matriarchal and rigidly controlled by the priesthood.

The drow’s patron deity is the spider goddess Lolth. Female drow favor the cleric class rather than wizard and have access to two of the following domains: Chaos, Destruction, Evil, or Trickery. 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 melee weapons. 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 feet. 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 level.
- 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.
- Superior Low-Light Vision: Aquatic elves can see four times as far as a human in starlight, moonlight, torchlight, and similar conditions of low illumination. This trait replaces the high elf’s low-light vision.
- Favored Class: Fighter. This trait replaces the high elf’s favored class.

Aquatic Elf

This humanoid is slender and slightly shorter than a human. It has pale, greenish silver skin and emerald green hair. Its ears are pointed, and its fingers and toes are partially webbed.

Also called sea elves, these creatures are water-breathing cousins to land-dwelling elves. They cavort amid the waves and the ocean depths with allies such as dolphins and whales.

Aquatic elves fight underwater with tridents, spears, and nets.

Many aquatic elves revere Deep Sashehan, an underserved god of knowledge and beauty.

Aquatic Elf Traits (Ex): These traits are in addition to the high elf traits, except where noted.

- +2 Dexterity, +2 Intelligence. These adjustments replace the high elf’s ability score adjustments.
- An aquatic elf has the aquatic subtype.
- An aquatic elf has a swim speed of 40 feet.
- Gill: Aquatic elves can survive out of the water for 1 hour per point of Constitution (after that, refer to the suffocation rules on page 304 of the Dungeon Master’s Guide).
- Superior Low-Light Vision: Aquatic elves can see four times as far as a human in starlight, moonlight, torchlight, and similar conditions of low illumination. This trait replaces the high elf’s low-light vision.
- Favored Class: Fighter. This trait replaces the high elf’s favored class.
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.

**Gray Elf**

This humanoid is slender and nearly as tall as a human. It is pale-skinned and dark-haired, with pointed ears.

Gray elves are the most noble and regal of all elves. Taller and grander in physical appearance than others of their race, gray elves have a reputation for being aloof and arrogant (even by elven standards). They certainly are more reclusive than high elves, living in isolated mountain citadels and allowing entry only to a select few outsiders. They have either silver hair and amber eyes or pale golden hair and violet eyes. They prefer clothing of white, silver, yellow, or gold, with cloaks of deep blue or purple.

**Gray Elf Traits (Ex):** These traits are in addition to the high elf traits.

- +2 Intelligence, –2 Strength.

**Wild Elf**

This humanoid is slender and shorter than a human. It has dark brown skin, pointed ears, and black hair.

Wild elves, also known as grugach, are barbaric and tribal. Wild elves' hair color ranges from black to light brown, lightening to silvery white with age. They dress in simple clothing of animal skins and basic plant weaves. Though other elves consider them savages, they contend that they are the true elves, for the rest have lost their primal elven essence in needing to build. Nomadic and rugged, wild elves favor the sorcerer class rather than wizard, although many are barbarians as well.

**Wild Elf Traits (Ex):** These traits are in addition to the high elf traits, except where noted.

- +2 Dexterity, –2 Intelligence. These adjustments replace the high elf's ability score adjustments.
- Favored Class: Sorcerer. This trait replaces the high elf's favored class.

**Wood Elf**

Also called sylvan elves, members of this subspace live deep in primordial forests. Their hair color ranges from yellow to a coppery red, and they are more muscular than other elves. Their clothing is in dark shades of green and earth tones to better blend in with their natural surroundings. Their homes are sometimes guarded by giant owls or leopards.

**Wood Elf Traits (Ex):** These traits are in addition to the high elf traits, except where noted.

- +2 Strength, –2 Intelligence
- Favored Class: Ranger. This trait replaces the high elf's favored class.

**Ethereal Filcher**

**Medium Aberration**

Hit Dice: 5d8 (22 hp)
Initiative: +8

**Speed:** 40 ft. (8 squares)

**Armor Class:** 17 (+4 Dex, +3 natural), touch 14, flat-footed 13

**Base Attack/Centropy:** +3/+3

**Attack:** Bite +3 melee (1d4)

**Full Attack:** Bite +3 melee (1d4)

**Space/Reach:** 5 ft./5 ft.

**Special Attakcs:**

**Special Qualities:** Darkvision 60 ft., detect magic, ethereal aura

**Saves:** Fort +4, 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:**

This bizarre creature stands nearly as tall as a human, but that's where the similarity ends. It has a baglike body that balances on a single, powerful leg that ends in a prehensile foot. Its face is located in the center of its body, with four eyes and a large, mouth. Four long, multipointed arms extend from the body, each ending in long, slender fingers.

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 Marauder

Medium Magical Beast (Extraplanar)
Hit Dice: 2d10 (11 hp)
Initiative: +5
Speed: 40 ft. (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 ft./5 ft.
Special Attacks:
Special Qualities: Darkvision 60 ft., 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: –

This creature resembles a bipedal lizard with a sinuous tail. Its most disturbing feature is its lack of a head. Instead it has a gaping maw surrounded by three powerful mandibles: gleaming jet-black teeth line the inner mouth. Three small eyes ring the maw, interspersed with the mandibles.

Ethereal marauders are aggressive predators that can move quickly from the Ethereal Plane to attack opponents on the Material Plane.

Ethereal marauders live and hunt on the Ethereal Plane. Their ecology and habits are obscure at best—few have observed them in their natural habitat for any length of time, and their appearances on the Material Plane are limited to those occasions when they are attacking prey. They are assumed to have no society or culture in the traditional sense, being motivated solely by the need for sustenance and survival.

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.

**Combatt**

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.
**Ettercap**

Medium Aberration
Hit Dice: 5d8+5 (27 hp)
Initiative: +3
Speed: 30 ft. (6 squares), climb 30 ft.
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 +3 melee (1d8+2 plus poison) and 2 claws +3 melee (1d3+1)
Space/Reach: 5 ft./5 ft.
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

This revolting creature resembles a cross between a gangly human and a bloated spider. It has long, slender arms and legs protruding from a round, fleshy body. It has a spider's head with a pair of bulbous black eyes.

Although not very intelligent, ettercaps are cunning predators. Like the monstrous spiders in whose company they are often found, they are skilled hunters and trappers.

Lurking in dark shadows, ettercaps are solitary creatures that exist only to eat and breed. They often make their homes near well-traveled paths or game trails, where food is plentiful. They savor the taste of still-living flesh, often consuming incapacitated prey before it dies.

Ettercaps are very fond of spiders and often keep them as pets. Some ettercaps have a number of monstrous spiders as pets, which are as loyal to it as a dog is to a human master.

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 the web, or they stumble upon it and become trapped as though by a successful web attack. Attempts to escape or burst the web receive a +5 bonus if the trapped creature has something to walk on or grasp while pulling free. Each 5-foot-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.

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**Fettin**

Large Giant
Hit Dice: 10d8+20 (65 hp)
Initiative: +3
Speed: 30 ft. in hide armor (6 squares); base speed 40 ft.
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+6) or javelin +5 ranged (1d8+6)
Full Attack: 2 morningstars +12/+17 melee (2d6+6) or 2 javelins +5 ranged (1d8+6)
ETTIN SOCIETY

Ettrins like to establish their hirs in remote, rocky areas. They dwell in dark, underground caves that stink of decaying food and offal. They tolerate other creatures, such as orcs, if these can be useful in some way. Otherwise, ettins tend to be violently isolationist, crushing trespassers without question. Ettrins are generally solitary, and mated pairs stay together for only a few months after a child is born. Young ettins mature quickly. Within eight to ten months after birth, they are self-sufficient enough to go off on their own.

On rare occasions, a particularly strong ettin may gather a small group, or gang, of ettins. This gang stays together only as long as the leader is undefeated. Any major defeat shatters the leader’s hold over the rest, and they go their separate ways.

Ettrins place little value on wealth but are smart enough to understand its value to others. They collect treasure only because it can buy them the services of goblins or orcs. These lesser creatures sometimes build traps around ettrins’ lairs, or help them fight off powerful opponents.

FIENDISH CREATURE

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.

Ettrins are often mistaken for half-fiends, more powerful creatures that are created when a fiend mates with a noncelestial creature, or through some foul infernal breeding project.

SAMPLE FIENDISH CREATURE

Fiendish Dire Rat
Small Magical Beast (Augmented Animal, Extrapolan)
Hit Dice: 1d8+1 (5 hp)
Initiative: +3
Speed: 40 ft. (8 squares), climb 20 ft.
Armor Class: 15 (+1 size, +3 Dex, +1 natural), touch 14, flat-footed 11
Base Attack/Crushing: +0/+4
Attack: Bite +4 melee (1d4+1 disease)
Full Attack: Bite +4 melee (1d4+1 disease)
Space/Reach: 5 ft./5 ft.
Special Attacks: Disease, smite good
Special Qualities: Darkvision 60 ft., resistance to cold 5 and fire 5, scent, spell resistance 5
Save: Fort +3, Ref +5, Will +3
Abilities: Str 10, Dex 17, Con 12, Int 3, Wis 12, Cha 4
Skills: Climb +11, Hide +8, Listen +4, Move Silently +4, Spot +4, Swim +11
Feats: Alertness, Weapon Finesse

Environment: Infinite Layers of the Abyss
Organization: Solitary or pack (11–20)
Challenge Rating: 1/2
Treasure: None

Alignment: Always evil

Advancement: 2–3 HD (Small); 4–6 HD (Medium)
Level Adjustment: —
**Combat**

**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:** Fiendish dire rats have a +8 racial bonus on Swim 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. They use their Dexterity modifier instead of their Strength modifier for Climb and Swim checks.

**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 non-good 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.

**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 feet.
- Damage reduction (see the table below).
- Resistance to cold and fire (see the table below).
- Spell resistance equal to the creatures 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 5 or less, as base creature; HD 6 to 11, as base creature +1; HD 12 or more, as base creature +2.

**Alignment:** Always evil (any).

**Level Adjustment:** Same as the base creature +2.

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**Formian**

Formians hail from the plane of Mechanus. They seek to colonize all that they see and incorporate all living things into their hive as workers.

Expansionist in the extreme, formians are dedicated to spreading their colonies until they have taken over everything and their order is unquestioned. To further this end, they attack all other creatures, usually to put them to work building and expanding cities. Formians maintain these “conscripted” workers as well as those mentally dominated by the power of their taskmasters.

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.

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**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 flat-footed, none of them are. No formian in a group is considered flanked unless all of them are.

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**Formian Society**

Formians build fabulous hive-cities in which hundreds of the creatures dwell. They are born into their station, with no ability to progress. Workers obey orders given by warriors, myrmarchs, or the queen. Warriors carry out the will of their myrmarch commanders or the queen. Myrmarchs take orders only from the queen herself, although they have different ranks depending on services rendered. These are not positions of power but of prestige. The most prestigious of the myrmarchs guard the queen. Taskmasters are equal in rank to warriors but seldom interact with other formians.

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**Worker**

This creature is about the size of a jackal or bulldog. It looks like an ant, but holds its head and thorax upright. It has humanlike shoulders and arms ending in rudimentary hands with blunt claws.

Workers are the lowest-ranking and most common formians. They exist only to serve, performing all necessary, laborious tasks that the hive needs done.

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.
**Formian Worker**

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 flawless, 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.

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**Warrior**

This creature is about the size of a pony. It looks like an ant, but holds its head and thorax upright. Its mouth features powerful-looking mandibles. The creature has humanlike shoulders and arms ending in powerful hands with sharp claws. Its abdomen bears a stinger.

<table>
<thead>
<tr>
<th>Formian Worker</th>
<th>Formian Warrior</th>
<th>Formian Taskmaster</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Small Outsider</strong></td>
<td><strong>Medium Outsider</strong></td>
<td><strong>Medium Outsider</strong></td>
</tr>
<tr>
<td><strong>Lawful, Extralunar</strong></td>
<td><strong>Lawful, Extralunar</strong></td>
<td><strong>Lawful, Extralunar</strong></td>
</tr>
<tr>
<td><strong>Hit Dice:</strong></td>
<td>1d8+1 (5 hp)</td>
<td>4d8+8 (26 hp)</td>
</tr>
<tr>
<td><strong>Initiative:</strong></td>
<td>+2</td>
<td>+3</td>
</tr>
<tr>
<td><strong>Speed:</strong></td>
<td>40 ft. (8 squares)</td>
<td>40 ft. (8 squares)</td>
</tr>
<tr>
<td><strong>Armor Class:</strong></td>
<td>17 (+1 size, +2 Dex, +4 natural), touch 13, flat-footed 15</td>
<td>18 (+3 Dex, +2 natural), touch 13, flat-footed 15</td>
</tr>
<tr>
<td><strong>Base Attack/Grapple:</strong></td>
<td>+1/-2</td>
<td>+1/-7</td>
</tr>
<tr>
<td><strong>Attack:</strong></td>
<td>Bite +3 melee (1d4+1)</td>
<td>Sting +7 melee (2d4+3 plus poison)</td>
</tr>
<tr>
<td><strong>Full Attack:</strong></td>
<td>Bite +3 melee (1d4+1)</td>
<td>Sting +7 melee (2d4+3 plus poison), and 2 claws +5 melee (1d6+1) and bite +5 melee (1d4+1)</td>
</tr>
<tr>
<td><strong>Space/Reach:</strong></td>
<td>5 ft./5 ft.</td>
<td>5 ft./5 ft.</td>
</tr>
<tr>
<td><strong>Special Attacks:</strong></td>
<td>Poison</td>
<td></td>
</tr>
<tr>
<td><strong>Special Qualities:</strong></td>
<td>Cure serious wounds, hive mind, immunity to poison, petrification, and cold, make whole, resistance to electricity 10, fire 10, and sonic 10</td>
<td>Hive mind, immunity to poison, petrification, and cold, resistance to electricity 10, fire 10, and sonic 10, spell resistance 18</td>
</tr>
<tr>
<td><strong>Saves:</strong></td>
<td>Fort +3, Ref +4, Will +2</td>
<td>Fort +6, Ref +7, Will +5</td>
</tr>
<tr>
<td><strong>Abilities:</strong></td>
<td>Str 13, Dex 14, Con 13, Int 6, Wis 10, Cha 9</td>
<td>Str 17, Dex 16, Con 14, Int 10, Wis 12, Cha 11</td>
</tr>
<tr>
<td><strong>Skills:</strong></td>
<td>Climb +10, Craft (any one) +5, Hide +6, Listen +4, Search +2, Spot +4</td>
<td>Climb +10, Hide +10, Jump +14, Listen +8, Move Silently +10, Search +7, Spot +8, Survival +1, (+3 following tracks), Tumble +12</td>
</tr>
<tr>
<td><strong>Feats:</strong></td>
<td>Skill Focus (Craft [selected skill])</td>
<td>Dodge, Multiattack</td>
</tr>
<tr>
<td><strong>Environment:</strong></td>
<td>Clockwork Nirvana of Mechanus</td>
<td>Clockwork Nirvana of Mechanus</td>
</tr>
<tr>
<td><strong>Organization:</strong></td>
<td>Team (2-4) or crew (7-18)</td>
<td>Solitary, team (2-4), or troop (6-11)</td>
</tr>
<tr>
<td><strong>Challenge Rating:</strong></td>
<td>1/2</td>
<td>3</td>
</tr>
<tr>
<td><strong>Treasure:</strong></td>
<td>None</td>
<td>None</td>
</tr>
<tr>
<td><strong>Alignment:</strong></td>
<td>Always lawful neutral</td>
<td>Always lawful neutral</td>
</tr>
<tr>
<td><strong>Advancement:</strong></td>
<td>2-3 HD (Medium)</td>
<td>5-8 HD (Medium), 9-12 HD (Large)</td>
</tr>
<tr>
<td><strong>Level Adjustment:</strong></td>
<td>—</td>
<td>—</td>
</tr>
</tbody>
</table>
Taskmasters resemble warriors with no mandibles—no apparent mouth at all. In fact, these formians communicate only telepathically and derive sustenance from the mental energies of those they dominate.

A taskmaster's duty is to gather and control nonformians for integration into the hive. Put simply, taskmasters enslave other creatures. They do not enslave controlling others but believe it is the only efficient way to spread the hive to all places, a desirable end for all rational creatures. If a taskmaster can manage to "conscript" a laborer without using its dominate monster ability, it will do so.

Those few souls who have escaped refer to formian hives as "work pits." While formians are not cruel, they are still emotionless—and pitiless.

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.

**MYRMARCH**

This creature is about the size of a large horse. It looks like an ant, but holds its head and thorax upright. Its mouth features powerful-looking mandibles, and it wears an elaborate bronze helm. The creature has humanlike shoulders and arms ending in humanlike hands. Its abdomen bears a stinger.

Myrmarchs are the elite of formian society. Much more than those beneath them, these creatures are individuals, with goals, desires, and creative thought. Very rarely do these thoughts conflict with the wishes of the queen, though—most myrmarchs are still very loyal to her.

Myrmarchs are commanders in formian armies and leaders in formian communities. They are the hands of the queen, carrying out her direct orders and making sure everything goes as she desires. Myrmarchs also have a secondary role: stomping out chaos wherever and whenever they can. Those who foment disorder, and particularly creatures that revere or exemplify it (such as slaadi), are the hated foes of myrmarchs.

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 singers.

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 single-minded 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 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.

QUEEN

This creature looks like a giant, bloated ant. Its legs seem aphrodisiac and nonfunctional.

The formian queen sits at the center of the hive-city, her bloated form never moving from the royal chamber. She is served and guarded by the most loyal myrmarchs.

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 chamber.

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.

Typical Sorcerer Spells Known (6/8/7/7/7/6/6/4, base save DC 15 + spell level): 0—acid splashes, arcane mark, detect magic, light, mage hand, read magic, resistance, touch of fatigues; 1st—compel language, identify, mage armor, magic missile, shield; 2nd—hypnotic pattern, invisibility, protection from arrows, resist energy, suggestion; 3rd—dual magic, brouom, nondetection, slow 4th—confusion, detect scrying, Ward's bond, tentacles, scrying; 5th—one cold, dismissal, teleport, wall of force; 6th—analyze dweomer, geoquest, repulsion; 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 15), clairaudience/clairvoyance, detect thoughts, dictum (DC 22), domination, hold monster (DC 20), magic circle against chaos, 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: +4

Speed: 30 ft. (6 squares), burrow 10 ft.

Armor Class: 18 (-2 size, +10 natural), touch 8, flat-footed 18

Base Attack/Grapple: +14/+30

Attack: Bite +21 melee (2d8+12 plus 1d6 cold)

Full Attack: Bite +21 melee (2d8+12 plus 1d8 cold)

Space/Reach: 15 ft./10 ft.

Special Attacks: Trill, cold, breath weapon

Special Qualities: Damages in 80 ft., death throes, immunity to cold, low-light vision, vulnerability to fire

Saves: Fort +14, Ref +9, Will +6

Abilities: Str 26, Dex 10, Con 20, INT 2, Wis 11,

Cha 11

Skills: Craft +3, Listen +5, Spot +5

Feats: Alertness, Improved Initiative, Improved Natural Attack (bite), Iron Will, Weapon Focus (bite)

Environment: Cold plains

Organization: Solitary

Challenge Rating: 12

Treasure: None

Alignment: Usually neutral

Adventures: 15–21 HD (Huge), 22–42 HD

(Gigantuan)

Level Adjustment:

This long, blue-white creature has huge mandibles and a strong nodule atop its head from which it generates a trilling sound.

This formidable creature is related to the purple worm or the remorhaz. Perhaps the answer is neither. It is true that frost worms hate remorhazes and attack them on sight in a colossal battle that might very well lay waste to a large area. Remorhazes are frequently the victors in such battles.

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.

Terror of the frozen lands, the frost worm spends most of its life burrowing through the ice, snow, and even the frozen earth. Its surfaces only to attack its prey. Frost worms eat yaks, polar bears, walruses, seals, moose, and mammoths.

Sages cannot agree whether this horrible monster is related to the purple worm or to the remorhaz. Perhaps the answer is neither. It is true that frost worms hate remorhazes and attack them on sight in a colossal battle that might very well lay waste to a large area. Remorhazes are frequently the victors in such battles.

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.
**FUNGUS**

Unlike ordinary kinds of fungus, which are harmless to other living creatures, the two specimens described here—the shricker and the violet fungus—can be dangerous to unwary adventurers.

A fungus lacks chlorophyll, a true stem, roots, or leaves. In capable of photosynthesis, it exists as a parasite, breaking down organic matter slowly. While both of the creatures described here occur individually, shrickers and violet fungi often coexist in the same environment.

![Image of a fungus]

**Shricker**
- **Hit Dice:** 2d8+2 (11 hp)
- **Initiative:** —
- **Speed:** 0 ft.
- **Armor Class:** 8 (-5 Dex, +3 natural), touch 5, flat-footed 8
- **Base Attack/Grapple:** +1/—
- **Attack:** —
- **Full Attack:** —
- **Space/Reach:** 5 ft./0 ft.
- **Special Attacks:** Shriek
- **Special Qualities:** Low-light vision, plant traits
- **Saves:** Fort +4, Ref —, Will +4
- **Abilities:** Str —, Dex —, Con 13, Int —, Wis 2, Cha 1
- **Skills:** —
- **Feats:** —
- **Environment:** Underground
- **Organization:** Solitary or patch (3–5)
- **Challenge Rating:** 1
- **Treasure:** None
- **Alignment:** Always neutral
- **Advancement:** 3 HD (Medium)
- **Level Adjustment:** —

**Violet Fungus**
- **Hit Dice:** 2d8+6 (15 hp)
- **Initiative:** —
- **Speed:** 10 ft. (2 squares)
- **Armor Class:** 13 (-1 Dex, +4 natural), touch 9, flat-footed 13
- **Base Attack/Grapple:** +1/3
- **Attack:** Tentacle +3 melee (1d6+2 plus poison)
- **Full Attack:** 4 tentacles +3 melee (1d6+2 plus poison)
- **Space/Reach:** 5 ft./10 ft.
- **Special Attacks:** Poison
- **Special Qualities:** Low-light vision, plant traits
- **Saves:** Fort +6, Ref —, Will +0
- **Abilities:** Str 14, Dex 8, Con 16, Int —, Wis 11, Cha 9
- **Skills:** —
- **Feats:** —
- **Environment:** Underground
- **Organization:** Solitary, patch (2–4), or mixed patch (2–4 violet fungi and 3–5 shrickers)
- **Challenge Rating:** 3
- **Treasure:** None
- **Alignment:** Always neutral
- **Advancement:** 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

This creature looks like a human-sized mushroom.

A shrieker is a stationary fungus that emits a loud noise to attract prey or to disturb shriekers. They live in dark, subterranean places, often in the company of violet fungi, whose poison they are immune to.

Shriekers come in a wide range 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 of 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

This human-sized mushroom has four tendril-like tentacles and a mass of small, rooletlike feelers at its base that enable it to move slowly.

Violet fungi resemble shriekers and are often found growing among them. A violet fungus’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+19 (37 hp)

Initiative: +2

Speed: 40 ft.  (8 squares), fly 60 ft. (average)

Armor Class: 16 (+2 Dex, +4 natural), touch 12, flat-footed 14

Base Attack/Grapple: +4/+6

Attack: Claw +6 melee (1d8+2) and bite +4 melee (1d6+1) and gore +4 melee (1d6+1)

Full Attack: 2 claws +6 melee (1d8+2) and bite +4 melee (1d6+1) and gore +4 melee (1d6+1)

Space/Reach: 5 ft./5 ft.

Special Attacks:

**Special Qualities:** Damage reduction 10/magic, darkvision 60 ft., 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:** Multitarget, 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

This creature looks like a grotesque, winged humanoid with a horned head and a stony hide.

A gargoyle is a vicious flying predator that enjoys torturing creatures weaker than itself.

Gargoyles are noted for being winged stone statues, for they perch indefinitely without moving and use this guise to surprise their foes. They require no food, water, or air, but often eat their fallen foes out of fear of inflicting pain. When not enjoying their favorite pastime, a wing of gargoyles can be found waiting silently for prey or braggarting among themselves.

Gargoyles speak Common and Terran.

COMBAT

Gargoyles either remain still, then suddenly attack, or dive onto their prey.

**Freeze (Ex):** A gargoyle can hold itself so still that 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 +2 when a gargoyle is concealed against a background of stone.

KAPAOACINTH

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.

GARGOYLES AS CHARACTERS

Gargoyles make excellent scouts, spies, and fighters. Able to soak aloft at a moment’s notice, they can ravage their landbound foes and take aloft to the air.

Gargoyle characters possess the following racial traits:

- +1 Strength, +4 Dexterity, +8 Constitution, +4 Intelligence, +4 Charisma
- Medium size
- A gargoyle’s base land speed is 40 feet. It also has a fly speed of 60 feet (average).
- Darkvision out to 60 feet.
- *Racial Hit Dice:* A gargoyle begins with four levels of monstrous humanoid, which provide 4d8 Hit Dice, a base attack bonus of +4, and base saving throw bonuses of Fort +1, Ref +4, and Will +4.
---Racial Skills: A gargoyles monstrous humanoid levels give it skill points equal to 7×(2 + 1st modifier). Its class skills are Hide, Listen, and Spot. A gargoyles 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.
---Racial Feats: A gargoyles monstrous humanoid levels give it two feats.
---+4 natural armor bonus.
---Special Qualities (see above): Damage reduction 10/magic, freeze.
---Favored Class: Fighter.
---Level adjustment +5.

Genies are humanlike beings who dwell on the elemental planes. They are famous for their strength, guile, and skill with illusion magic.

Genies sometimes use the Material Plane as a neutral ground for meeting (or fighting) others of their kind or collecting goods not readily available on their home planes.

**COMBAT**

Genies prefer to outmaneuver and outthink their foes. They are not too proud to flee if it means they will 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).

**DJINN**

Large Outsider (Air, Extraplanar)
Hit Dice: 7d8+14 (45 hp)
Initiative: +8
Speed: 20 ft. (4 squares), fly 60 ft. (perfect)
Armour Class: 16 (–1 size, +4 Dex, +3 natural), touch 13, flat-fooled 12
Base Attack/Grapple: +7/+15
Attack: Slam +10 melee (1d8+4)
Full Attack: 2 slams +10 melee (1d8+4)
Space/Reach: 10 ft./10 ft.
Special Attacks: Air mastery, spell-like abilities, whirlwind
Special Qualities: Darkvision 60 ft., immunity to acid, plane shift, teleportation 100 ft.
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 (+5 with bindings)
Feats: Combat Casting, Combat Reflexes, Dodge, Improved Initiative

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. They live on floating islands of earth and rock, anywhere from 3,000 feet to several miles across, crammed with buildings, courtyards, gardens, fountains, and sculptures. Each island is ruled by a local sabil.

The structure of djinni society is based on rule by a caliph served by various nobles and officials (viziers, beys, amirs, sheiks, sharifs, and maliks). A caliph rules all djinni estates within two days' travel and is advised by six viziers who help maintain the balance of the landholds.

If a large force attacks a landhold, a messenger (usually the youngest djinni) is sent to the next landhold, which sends aid and dispatches two more messengers to warn the next landholds, thus alerting the entire nation.

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 overwritten 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 feet.

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 inside 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 as many trapped inside a whirlwind at one time as will fit inside the whirlwind’s volume.

The djinni can eject any carried creatures whenever it wishes, depositing them wherever the whirlwind happens to be.

If the whirlwind’s base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the djinni and has a diameter equal to half the whirlwind’s height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet
This being looks like a mighty giant with brick-red skin, fiery eyes, small horns, and jutting tusks.

The efreet (singular efreet) are genies from the Elemental Plane of Fire. They are said to be made of basalt, bronze, and congealed flames. Efreet are infamous for their hatred of servitude, desire for revenge, cruel nature, and ability to beguile and mislead. Their primary home is the fabled City of Brass, but there are many efreet outposts throughout the Elemental Plane of Fire, military stations for watching or harassing others on the plane. Efreet are enemies of the djinn and attack them whenever they meet.

The efreet are ruled by a grand sultan who makes his home in the City of Brass. He is advised by a variety of pashas, amirs, and maliks concerning actions on the plane, and by six great pashas who deal with efreet business on the Material Plane. The City of Brass is a huge citadel that is home to the majority of efreet. It hovers in the hot regions of the plane and is bordered by seas and lakes of glowing magma. The city sits upon a hemisphere of glowing brass some 400 miles in diameter. From the upper towers rise the minarets of the great bastion of the sultan’s palace, which is said to hold vast riches. The city’s population far outweighs that of any of the great cities of the Material Plane.

An efreet stands about 12 feet tall and weighs about 2,000 pounds. Efreet speak Auran, Common, Ignan, and Infernal.

Combat

Efreet 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 efreet can magically change a creature’s size. This works just like an enlarge person or reduce person spell (the efreet chooses when using the ability), except that the ability can work on the efreet. 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 efficacy’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), searing ray (1 ray only); 3/day—visibility, wall of fire (DC 16); 1/day—grant up to three wishes (to nongoodies only), gaseous form, permanent image (DC 18), polymorph (self only). Caster level 12th. The save DCs are Charisma-based.

JANNI

Medium Outsider (Native)

Hit Dice: 6d8+6 (33 hp)

Initiative: +6

Speed: 20 ft. (4 squares), fly 15 ft. (perfect) in chainmail; base land speed 30 ft., base fly speed 20 ft. (perfect)

Armor Class: 18 (+2 Dex, +1 natural, +5 chainmail), touch 12, flat-footed 16

Base Attack/Grapple: +6/+9

Attack: Scimitar +9 melee (1d6+4/18—20) or longbow +8 ranged (1d8/×3)

Full Attack: Scimitar +9/+4 melee (1d6+4/18—20) or longbow +8/+3 ranged (1d8/×3)

Space/Reach: 5 ft./5 ft.

Special Attacks: Change size, spell-like abilities

Special Qualities: Darkvision 60 ft., elemental endurance, plane shift, resistance to fire 10, telepathy 100 ft.

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, 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

This creature looks like a tall human. It stands proudly, with a regal bearing that is almost palpable.

The janni (singular janni) are the weakest of the genies. Janni are formed out of all four elements and must therefore spend most of their time on the Material Plane. They favor deserts and hidden caves, where they have both privacy and safety. Janni society is very open, treating males and females as equals. Each tribe is ruled by a sheik and one or two viziers. Exceptionally powerful sheiks are given the title of amir, and in times of need they gather and command large forces of janni (and sometimes allied humans).

Many janni bands are nomadic, traveling with herds of camels, goats, or sheep from oasis to oasis. These itinerant janni are often mistaken for humans—until they are attacked. The territory of a janni tribe can extend for hundreds of miles.

Janni speak Common, one elemental language (Aquian, Aurian, Ignan, or Terran) and one alignment language (Abyssal, Celestial, or Infernal)

Combat

Janni are physically strong and courageous and do not take kindly to insult or injury. If they meet a foe they cannot defeat in a stand-up 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, 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—visibility (self only), speak with animals, caster level 12th. Once per day a janni can create food and water (caster level 7th) and can use etherealJaunt (caster level 12th) for 1 hour. The save DCs are Charisma-based.

Elemental Endurance (Ex): A janni can survive on the Elemental Planes of Air, Earth, Fire, or Water for up to 4 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.

Janni as Characters

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 ft. It also has a fly speed of 20 feet (perfect).

- Darkvision out to 60 feet.

- Racial Hit Dice: A janni begins with six levels of outsider, which provide 6d8 Hit Dice, a base attack bonus of +6, and base saves as shown below.

- Racial Skills: A janni’s outsider levels give it skill points equal to 9 × (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’s outsider levels give it three feats. A janni receives Improved Initiative as a bonus feat.

- +1 natural armor bonus.

- Special Attacks (see above): Change size, spell-like abilities.

- Special Qualities (see above): Elemental endurance, plane shift, resistance to fire 10, telepathy 100 ft.


- Favored Class: Rogue.

- Level adjustment +5.

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**GHOST**

Ghosts are the spectral remnants of intelligent beings who, for one reason or another, cannot rest easily in their graves.

Some ghosts go about their business with little or no interest in the living. Others, however, are malevolent spirits who loathe all life and seek to destroy it whenever possible. Although ghosts can often be driven off or destroyed, they return again and again until they deal with the reason for their existence.

A ghost greatly resembles its corporeal form in life, but in some cases the spiritual form is somewhat altered. Some ghosts look eerie and haunting; others are twisted and horrible things, showing clearly the agony of the undead. There is often—but not always—a correlation between a ghost’s appearance and its alignment. Assumptions are dangerous.

A ghost’s behavior usually matches its life. The spirit of a miserly person, for example, might continue to hoard wealth even though it has no use for such treasures. Similarly, a ghost is generally tied to the place where it died. If the aforementioned miser had died in a robbery, the ghost might remain in the counting house, tormenting the new owner and all who do business there. This is not a hard and fast rule, though—many ghosts wander freely.
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 ft., 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 +6, 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 non-ethereal 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 blind living beings with a glance, at a range of up to 30 ft. 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 non-ethereal 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 non-ethereal opponents, it adds its Dexterity modifier to attack rolls only.

**Frightful Moon (Su):** A ghost can emit a frightful moon as a standard action. All living creatures within a 30-foot spread must succeed on a Will save or become panicked for 1d4 rounds. This is a sonic necromantic mind-affecting fear effect. A creature that successfully saves against the moon cannot be affected by the same ghost’s moon for 24 hours.

**Horrid 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 horrid 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 against this effect 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 Ghoul Equipment, below). A manifested ghost remains partially on the Ethereal Plane, where is it not incorporeal. A manifested ghost can be attacked by opponents on either the Material Plane or the Ethereal Plane. The ghost’s incorporeality prevents it from moving 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 non-ethereal 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 often restore itself in 204 days. Even the most powerful spells are usually only temporary solutions. A ghost that would otherwise be destroyed returns to its old haunt with a successful level check (1d20 + ghost’s HD) against DC 16. As a rule, the only way to get rid of a ghost is sure to determine the reason for its existence.

**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.

**Ghouls**

This foul creature appears more or less humanoid, but has mottled, decaying flesh draped tight across clearly visible bones. It is mostly hairless and has a carnivore’s sharp teeth. Its eyes burn like hot coals in their sunken sockets.

Ghouls haunt graveyards, battlefields, and other places rich with the carrion they hunger for. These terrible creatures lurk wherever the stench of death hangs heavy, ready to devour the unwary.

Ghouls are said to be created upon the death of a living man or woman who savored the taste of the flesh of people. This assertion may or may not be true, but it does explain the disgusting behavior of these anthropophagous undead. Some believe that anyone of exceptional debauchery and wickedness runs the risk of becoming a ghoul. The transformation from living beings into fell things of the night has warped their minds, making them cunning and ferocious.

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 1d4 Dex. The save DC is Charisma-based.

An afflicted humanoid who dies of ghoul 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 hunger 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 ghost, 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—bites, 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 ghouls 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 1d4+1 minutes. A creature that successfully saves

cannot be affected again by the same ghasts 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

Giants combine great size with great strength, giving them an unparalleled ability to wreak destruction upon anyone or anything unfortunate enough to get in their way.

Giants have a reputation for crudeness and stupidity that is not undeserved, especially among the evil varieties. Most rely on their tremendous strength to solve problems, reasoning that any difficulty that won't succumb to brute force isn't worth worrying about. Giants usually subsist by hunting and raiding, taking what they like from creatures weaker than themselves.

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

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**Ghoul**

Medium Undead

- **Hit Dice:** 2d12 (13 hp)
- **Initiative:** +2
- **Speed:** 30 ft. (6 squares)
- **Armor Class:** 14 (+2 Dex, +2 natural), touch 12, flat-footed 12
- **Base Attack/Grapple:** +1/+2
- **Attack:** Bite -2 melee (1d6+1 plus paralysis)
- **Full Attack:** Bite -2 melee (1d6+1 plus paralysis) and 2 claws -3 melee (1d3 plus paralysis)
- **Space/Reach:** 5 ft./5 ft.
- **Special Attacks:** Ghoul fever, paralysis
- **Special Qualities:** Darkvision 60 ft., undead traits, +2 turn resistance
- **Saves:** Fort +6, Ref +2, Will +5
- **Abilities:** Str 13, Dex 15, Con +2, Int 13, Wis 14, Cha 12
- **Skills:** Balance +6, Climb +5, Hide +6, Jump +5, Move Silently +6, Spot +7
- **Feats:** Multiattack
- **Environment:** Any

(Lacedon: Any aquatic)

**Organization:** Solitary, gang (2-4), or pack (7-12)

**Challenge Rating:** 1

**Treasure:** None

**Alignment:** Always chaotic evil

**Advancement:** 3 HD (Medium)

**Level Adjustment:** --

**Ghast**

Medium Undead

- **Hit Dice:** 4d12+3 (29 hp)
- **Initiative:** +3
- **Speed:** 30 ft. (6 squares)
- **Armor Class:** 17 (+3 Dex, +4 natural), touch 12, flat-footed 14
- **Base Attack/Grapple:** +2/+5
- **Attack:** Bite +5 melee (1d8+3 plus paralysis) and 2 claws +3 melee (1d4+1 plus paralysis)
- **Space/Reach:** 5 ft./5 ft.
- **Special Attacks:** Ghoul fever, paralysis, stench
- **Special Qualities:** Darkvision 60 ft., undead traits, +2 turn resistance
- **Saves:** Fort +1, Ref +4, Will +6
- **Abilities:** Str 17, Dex 17, Con +4, Int 13, Wis 14, Cha 16
- **Skills:** Balance +7, Climb +6, Hide +8, Jump +9, Move Silently +8, Spot +8
- **Feats:** Multitask, Toughness
- **Environment:** Any

**Organization:** Solitary, gang (2-4), or pack (2-5 plus 7-12 ghouls)

**Challenge Rating:** 3

**Treasure:** Standard

**Alignment:** Always chaotic evil

**Advancement:** 5-8 HD (Medium)
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.

Giant Society

Solitary giants are often young adults striking out on their own. Gtanks are usually made up of young adults who hunt or raid (or both) together. Giant bands are usually large or extended families. Sometimes a band contains unrelated young adults that the band has taken in as mates, servants, or guards.

Giant tribes are similar to bands but have more members, plus contingents of guard creatures and nongiant servants. Hunting and raiding parties include guard creatures and may be made up of giants from different tribes working together.

About a third of the giants in a band or tribe are giant children, who can be formidable creatures in their own right. When a group of giants includes children, roll d% for each child to determine maturity: 01-25 = infant (no combat ability); 26-50 = juvenile (two sizes smaller than an adult, 8 fewer HD, 8 Strength, 2 Constitution, and 1 rank in each skill that an adult has); and 51-100 = adolescent (one size smaller than an adult, 4 fewer HD, 4 Strength, 4 Constitution, and 2, 3, or 4 ranks in each skill that an adult has). Giant children can throw rocks if they meet the minimum size requirement (see above). Except when otherwise noted, giant children are identical with adults of their variety.

Cloud Giant

<table>
<thead>
<tr>
<th>Huge Giant (Air)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hit Dice: 1d8+10 (178 hp)</td>
</tr>
<tr>
<td>Initiative: +1</td>
</tr>
<tr>
<td>Speed: 50 ft. (10 squares)</td>
</tr>
<tr>
<td>Armor Class: 25 (–2 size, +1 Dex, +12 natural, +4 chain shirt, touch, 9, flat-footed 24)</td>
</tr>
<tr>
<td>Base Attack/Crapple: +12/+12</td>
</tr>
<tr>
<td>Attack: Gargantuan morningstar +22 melee (4d6+18) or slam +22 melee (1d6+12) or rock +12 ranged (2d8+12)</td>
</tr>
<tr>
<td>Full Attack: Gargantuan morningstar +22/+17/+12 melee (4d6+18) or 2 slams +22 melee (1d6+12) or rock +12 ranged (2d8+12)</td>
</tr>
</tbody>
</table>

This giant has a muscular humanoid build and handsome, well-defined features. Its skin is milky white tinged with blue, and it has silvery white hair.

Cloud giants consider themselves above all others, except storm giants, whom they regard as equals. They are creative, appreciate fine things, and are master strategists in battle.

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 8 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).

Unlike most other giant varieties, cloud giants leave their treasure in their lairs. A cloud giant’s bag contains food, 1d4+1 throwing rocks, 3d4 mundane items, a modest amount of cash (no more

Giants’ Bags

Most giants carry big leather shoulder sacks to hold their personal possessions. It is a common myth that giants’ bags are stuffed with gold (always at least 1,000 gp, by some accounts). In truth, they usually hold a few battered and smelly personal items, a supply of throwing rocks, some less than fresh rations, and a few trinkets. However, giants sometimes carry magic treasures that are too small for them to use, and many adventurers find looting a giant’s bag to be worthwhile. The table below shows typical mundane items; roll d% or choose from the list. The number of items in a bag varies according to the giant variety (see each description).

<table>
<thead>
<tr>
<th>%</th>
<th>Item</th>
</tr>
</thead>
<tbody>
<tr>
<td>01-02</td>
<td>Berries or fruit</td>
</tr>
<tr>
<td>03-08</td>
<td>Bowl and spoon</td>
</tr>
<tr>
<td>09-10</td>
<td>Candles (1d6)</td>
</tr>
<tr>
<td>11-14</td>
<td>Hand-held chopper</td>
</tr>
<tr>
<td>15-16</td>
<td>Staves of charcoal (1d6) or quills and ink</td>
</tr>
<tr>
<td>17-20</td>
<td>Chunk of cheese</td>
</tr>
<tr>
<td>21-23</td>
<td>Cup or tankard</td>
</tr>
<tr>
<td>24-27</td>
<td>Cloak</td>
</tr>
<tr>
<td>28-29</td>
<td>Comb or brush</td>
</tr>
<tr>
<td>30-31</td>
<td>Cooking pot</td>
</tr>
<tr>
<td>32-33</td>
<td>Container of grease or grease paint</td>
</tr>
<tr>
<td>34-35</td>
<td>Drinking horn</td>
</tr>
<tr>
<td>36-37</td>
<td>Bag of flour or meal (5 pounds)</td>
</tr>
<tr>
<td>38-39</td>
<td>Piece of fur or hide</td>
</tr>
<tr>
<td>40-41</td>
<td>Hairpins</td>
</tr>
<tr>
<td>42-47</td>
<td>Knife</td>
</tr>
<tr>
<td>48-53</td>
<td>Knucklebones or dice</td>
</tr>
<tr>
<td>54-57</td>
<td>Haunch of meat</td>
</tr>
<tr>
<td>58-59</td>
<td>Incense or dried animal dung</td>
</tr>
<tr>
<td>60-65</td>
<td>100 to 200 feet of strong rope</td>
</tr>
<tr>
<td>66-67</td>
<td>Bag of salt (1 pound)</td>
</tr>
<tr>
<td>68-73</td>
<td>Shoes, sandals, or boots</td>
</tr>
<tr>
<td>74-76</td>
<td>Sewing needle</td>
</tr>
<tr>
<td>77-78</td>
<td>String or thread</td>
</tr>
<tr>
<td>79-86</td>
<td>Beads, stones, teeth, or tusks</td>
</tr>
<tr>
<td>87-93</td>
<td>Tinderbox (flint, steel, and tinder)</td>
</tr>
<tr>
<td>94-96</td>
<td>Lump of wax</td>
</tr>
<tr>
<td>97-100</td>
<td>Whetstone</td>
</tr>
</tbody>
</table>
than 10d10 coins, and a musical instrument. A cloud giant's possessions are usually well made and maintained.

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, barring them with rocks while the giants with magical abilities confuse 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—frg cloud. Caster level 15th.

Cloud Giant Society
The majority of cloud giants dwell on cloud-shrouded mountain peaks, making their lairs in crude castles. They live in small groups but know the location of 1d8 other groups and come together with some of these other tribes for celebrations, battles, or trade.

Good-aligned cloud giants trade with humanoid communities for food, wine, jewelry, and cloth. Some establish such good relations that they come to a community's aid if it is endangered. Evil-aligned cloud giants raid communities to get what they want.

Legends tell of rare cloud giants that build castles on magical cloud islands isolated even from other cloud giants.

Cloud islands are reputed to be fantastic places with giant-sized gardens of fruit trees.

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:** —

**Speed:** 30 ft. in half-plate armor (6 squares), base speed 40 ft.

**Armor Class:** 21 (—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 3d6 fire)

**Space/Reach:** 10 ft./10 ft.

**Special Attacks:** Rock throwing

**Spells:** none

**Special Qualities:** Immunity to fire, low-light vision, rock catching, vulnerability to cold

**Saves:** Fort +14, Ref +4, Will +9

**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:** Cleave, Great Cleave, Improved Overrun, Improved Sunder, 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/raid 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

This giant resembles a mammoth dwarf with coal-black skin, flaming red hair, and a prehensile jaw that reveals dirty ivory teeth.

Fire giants are brutal, ruthless, and militaristic. 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.

A typical fire giant's bag contains 1d4+1 throwing rocks, 3d6 mundane items, a tinderbox, and the giant's personal wealth. Everything a fire giant owns is battered, dirty, and often singed by heat.

**Combat**

Fire giants heat their rocks in a nearby fire, geysers, 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 Society
Fire giants dwell only in hot places. They prefer volcanic regions or areas with hot springs. They live in well-organized military groups, occupying large castles or caverns. Tribal leaders refer to themselves as "king" or "queen." Fire giants usually engage in ongoing military campaigns to subjugate the areas around them and often receive tribute from creatures living nearby.

Fire giants like to take captives. For each ten adult giants in a tribe, there is a 30% chance
Frost Giant

**Large Giant (Cold)**

- **Hit Dice:** 1d8+70 (133 hp)
- **Initiative:** -1
- **Speed:** 40 ft. (8 squares)
- **Armor Class:** 21 (-1 size, -1 Dex, +9 natural, +4 chain shirt, touch 8, flat-footed 21) +9 ranged (2d6+9)
- **Base Attack/Grapple:** +10/+23
- **Attack:** Greataxe +18 melee (3d6+13/x3) or slam +18 melee (1d4+9) or rock +9 ranged (2d6+9)
- **Full Attack:** Huge greataxe +18/+13 melee (3d6+13/x3) or 2 slams +18 melee (1d4+9) or rock +9 ranged (2d6+9)
- **Space/Reach:** 10 ft./10 ft.
- **Special Attacks:** Rock throwing
- **Special Qualities:** Immunity to cold, low-light vision, rock catching, vulnerability to fire
- **Saves:** Fort +14, Ref +3, Will +6
- **Abilities:** Str 29, Dex 9, Con 21, Int 10, Wis 14, Cha 11
- **Skills:** Climb +13, Craft (any one) +6, Intimidate +6, Jump +17, Spot +12
- **Feats:** Cleave, Great Cleave, Improved Overrun, Improved Sunder, Power Attack
- **Environment:** 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)
- **Challenge Rating:** 9
- **Treasure:** Standard
- **Alignment:** Often chaotic evil
- **Advancement:** By character class
- **Level Adjustment:** +4

The lair has 1d2 captives. These prisoners can be any sort of creature.

**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**

This giant looks like a beefy, muscular human with snow-white skin and light blue hair and eyes.

Frost giants are justifiably feared as brutal and wantonly destructive raiders.

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.

A frost giant's bag usually contains 1d4+1 throwing rocks, 3d4 mundane items, and the giant's personal wealth. Everything in a frost giant's bag is old, worn, dirty, and smelly, making the identification of any valuable items difficult.

**Frost Giant Jarl, 8th-Level Blackguard**

**Large Giant (Cold)**

- **Hit Dice:** 1d8+84 plus 8d10+48 (231 hp)
- **Initiative:** +5
- **Speed:** 30 ft. in +2 full plate armor (6 squares); base speed 40 ft.
- **Armor Class:** 29 (-1 size, +1 Dex, +9 natural, +10 +2 full plate armor) touch 10, flat-footed 28
- **Base Attack/Grapple:** +18/+33
- **Attack:** +2 frost greataxe +30 melee (3d6+18/x3 plus 1d6 cold) or slam +28 melee (1d4+11) or rock +18 ranged (2d6+11)
- **Full Attack:** +2 frost greataxe +30/+25/+20/+15 melee (3d6+18/x3 plus 1d6 cold) or 2 slams +28 melee (1d4+11) or rock +18 ranged (2d6+11)
- **Space/Reach:** 10 ft./10 ft.
- **Special Attacks:** Rock throwing, smite good, sneak attack +2d6
- **Special Qualities:** Aura of despair, aura of evil, command undead, dark blessing, detect good, immunity to cold, low-light vision, poison resistance, fire resistance 10, rock catching, vulnerability to fire
- **Saves:** Fort +25, Ref +13, Will +12
- **Abilities:** Str 32, Dex 12, Con 22, Int 10, Wis 12, Cha 18
- **Skills:** Climb +17, Hide +2, Jump +17, Knowledge (religion) +2, Ride +11, Spot +5
- **Feats:** Cleave, Great Cleave, Improved Initiative, Improved Sunder, Iron Will, Lightning Reflexes, Power Attack, Quick Draw
- **Environment:** Cold mountains
- **Organization:** Solitary or with tribe
- **Challenge Rating:** 17
- **Treasure:** Standard
- **Alignment:** Always chaotic evil
- **Advancement:** By character class
- **Level Adjustment:** +4

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 Society**

Frost giants live in frigid, arctic lands of glaciers and heavy snowfall. They make their lairs in crude castles or frigid caverns. Tribal leaders call themselves "jarl." Frost giant groups depend on hunting and raiding, though they sometimes make trading and defensive alliances with neighboring giants.

Frost giants like to take captives. For each ten adult giants in a tribe, there is a 20% chance that the lair has 1d2 captives. These prisoners can be any sort of creature.

**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).
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 become blackguards. Ambitious and domineering, they quickly rise to rule their tribes, and then lead their fellows further and further into cruelty and wickedness.

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 blackguard. Details on some of these abilities follow.

Aura of Despair (Su): This jarl radiates a malign aura that causes enemies within 10 feet of him to take a -2 penalty on all saving throws.

Aura of Evil (Ex): This jarl radiates a strong aura of evil (see the detect evil spell) as an 8th-level cleric of an evil deity.

Command Undead (Su): This jarl can command and rebuke undead as a 6th-level cleric.

Dark Blessing (Su): This jarl applies his Charisma modifier as a bonus on all saving throws.

Detect Good (Sp): At will, this jarl can use detect good as a spell-like ability, duplicating the effect of the detect good spell.

Poison Use: Blackguards are skilled in the use of poison and never risk accidentally poisoning themselves when applying poison to a blade.

Smite Good (Su): Twice per day, this jarl may attempt to smite good with one normal melee attack. He adds his +4 Charisma modifier to his attack roll and deals 8 points of extra damage (1 per blackguard level) if the attack hits. If he accidentally smites a creature that is not good, the smite has no effect but it is still used up for that day.

Typical Blackguard Spells Prepared (3/1): save DC 11 + spell level: 1st—cause fear, dom, magic weapon; 2nd—bull’s Strength.

Possessions: +2 frost greataxe, +2 full plate armor, cloak of Charisma +2, ring of minor energy resistance (fire), 2 doses of bloodroot poison. (Benefits of these items are included in the statistics block.)

HILL GIANT

Large Giant

Hit Dice: 1d12+18 (102 hp)
Initiative: +4
Speed: 30 ft., in hide armor (6 squares); base speed 40 ft.
Armor Class: 20 (—1 size, —1 Dex, +9 natural, +3 hide armor), touch 8, flat-footed 20
Base Attack/Grapple: +9/+20

Attack: Greatclub +16 melee (2d6+10) or slam +15 melee (1d4+7) or rock +8 ranged (2d6+7)
Full Attack: Greatclub +16/+11 melee (2d6+10) or 2 slams +15 melee (1d4+7) or rock +8 ranged (2d6+7)
Space/Reach: 10 ft./10 ft.

Special Attacks: Rock throwing
Special Qualities: Low-light vision, rock catching
Saves: Fort +12, Ref +4, 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

This giant has an odd, simian appearance, with overlong arms, stooped shoulders, low forehead, and thick, powerful limbs.

Hill giants are selfish, cunning brutes who survive through hunting and raiding. Skin color among hill giants ranges from light tan to deep reddish 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.

A hill giant's bag usually contains 2d4 throwing rocks, 1d4+4 mundane items, and the giant's personal wealth. These possessions tend to be well worn, filthy, and stinky. The items are usually crude and often jury-rigged or salvaged from some similar item. Examples include a hand chopper made from a broken battleaxe head, a wooden bowl and spoon, or a drinking cup made from a big gourd or a skull.

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.

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**Hill Giant Society**

Although hill giants prefer temperate areas, they can be found in practically any climate where there is an abundance of hills and mountains. Individuals and bands tend to be aggressive and prefer taking what they want over trading. Tribes (and some bands) often trade with other giants or with groups of ogres or orcs to get foodstuffs, trinkets, and servants.

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**Hill Giants as Characters**

Reckless brutes of incredible strength but little wit, hill giant characters are never truly accepted into society. Yet they do well on its edges and frontiers, forging a strong and profitable existence. Despite their rugged appearance and great size, their basically humanoid shape makes it easy for them to relate with more civilized folk.

Hill giant characters possess the following racial traits:

- +14 Strength, -2 Dexterity, +8 Constitution, +4 Intelligence, +4 Charisma.
- Large size. -1 penalty to Armor Class, -1 penalty on attack rolls, -1 penalty on Hide checks, +4 bonus on grapple checks, lifting and carrying limits double those of Medium characters.
- Space/Reach. 10 feet/10 feet.
- A hill giant's base land speed is 40 feet.
- Low-light vision.
- Racial Hit Dice: A hill giant begins with twelve levels of giant, which provide 12d8 Hit Dice, a base attack bonus of +1, and base saving Throws of Fort +14, Ref +7, and Will +13.
- Racial Skills: All giant skills (see above). Its class skills are Climb, Jump, Listen, and Spot.
- Racial Feats: A hill giant's giant skills give it five feats:
- +1 natural armor bonus.
- Special Attacks (see above): Rock throwing.
- Special Qualities (see above): Rock catching.
- Favored Class: Barbarian.
- Level adjustment +4.

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**STONE GIANT**

**Large Giant (Earth)**

**Hit Dice:** 14d8 + 56 (119 hp)

**Initiative:** +2

**Speed:** 30 ft. in hide armor (6 squares); base speed 40 ft.

**Armor Class:** 25 (–1 size, –2 Dex, +11 natural, +3 hide), touch 11, flat-footed 23

**Base Attack/Grapple:** +12/+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 ft./10 ft.

**Special Attacks:** Rock throwing

**Special Qualities:** Darkvision 60 ft., low-light vision, rock catching

**Saves:** Fort +13, Ref +6, Will +7

**Abilities:** Str 27, Dex 15, Con 19, Int 10, Wis 12, Cha 11

**Skills:** Climb +11, Hide +6, Jump +11, Spot +12

**Feats:** Combat Reflexes, Iron Will, Point Blank Shot, Power Attack, Precise Shot

**Environment:** Temperate mountains

**Organization:** Solitary, gang (2–5), band (6–9 plus 35% noncombatants), hunting/trading party (6–9 plus 1 elder), or tribe (21–10 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)

This giant resembles a lean, muscular human. Its hard, hairless flesh is smooth and gray. It has giant facial features and deep-set, black eyes, which makes it seem grim.

Stone giants have a largely undeserved reputation as rock-throwing hooligans. In fact, they tend to be somewhat shy around strangers.

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.

Stone giants may tend to be shy around strangers, but they are by no means timid. Many stone giants have an artistic streak. Some draw and paint scenes of their lives on the walls of their lairs and on tanned hide scrolls. Some are fond of music and play stone flutes and drums. Others make simple jewelry, fashioning painted stone beads into necklaces.

Most stone giants are playful, especially at night. They are fond of rock-throwing contests and other games that test their might. Groups of giants often gather to toss rocks at each other, the losing side being those who are hit more often. Travelers' reports of such contests have given stone giants their reputation for wildness.

A stone giant's bag usually contains 2d12 throwing rocks, 1d6+6 mundane items, and the giant's personal wealth. A stone giant's possessions are neither particularly clean nor particularly dirty, but most of them are made from stone.

**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.

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**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 or ten elders is a sorcerer, usually of 3rd to 6th level.

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**Stone Giant Society**

Stone giants prefer to dwell in deep caves high on rocky, storm-swept mountains. Usually, groups live fairly close together (no more than a day's travel apart) for a sense of community and...
Stone Giants as Characters

Stone giant characters possess the following racial traits:

- +1 Strength, +1 Dexterity, +1 Constitution, +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.
- Speed/Reach: 10 feet/10 feet.
- A stone giant's base land speed is 40 feet.
- Darkvision out to 60 feet and low-light vision.
- Racial Hit Dice: A stone giant begins with fourteen levels of giant, which provide +1d8 Hit Dice, a base attack bonus of +10, and base saving throw bonuses of Fort +9, Ref +4, and Will +4.
- Racial Skills: A stone giant's giant levels give it skill points equal to 17 x (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.
- Racial Feats: A stone giant's giant levels give it five feats.
- +1 natural armor bonus.
- Special Attacks (see above): Rock throwing.
- Special Qualities (see above): Rock catching.
- Automatic Languages: Giant, Bonus Languages: Common, Draconic, Elven, Goblin, Orc.
- Favored Class: Barbarian.
- Level adjustment +4.

**Storm Giant**

Huge Giant

Hit Dice: 19d8+114 (199 hp)

Initiative: +2

Speed: 35 ft. (7 squares), swim 36 ft. (6 squares) in breastplate; base speed 50 ft., swim 40 ft.

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 ft./15 ft.

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 +13

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


Environment: Warm mountains

Organization: Solitary or family (2–4 plus 35% noncombatants plus 1 sorcerer or cleric of 7th–10th level plus 1–2 ncs, 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:**

This giant resembles a well-formed human of enormous proportions. It has light green skin, dark green hair, and glittering emerald eyes.

Storm giants are gentle and reclusive. They are usually tolerant of others but can be very dangerous when angry.

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.

Storm giants usually carry their bags attached to their belts instead of as shoulder sacks. Each of these bags holds a simple musical instrument (usually a pan pipe or harp) and 2d4 mundane items. Other than the jewelry they wear, they prefer to leave their wealth in their lairs. A storm giant's possessions are usually simple (if not downright primitive), but well crafted and maintained.

**Combat**

Storm giants use weapons and spell-like abilities instead of throwing rocks. Their composite longbows have a range increment of 180 feet.

**Spell-Like Abilities:** 1/day—call lightning (DC 15), chain lightning (DC 18). Caster level 11th. 3/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 while swimming.

**Storm Giant Society**

Storm giants live in castles built on mountain peaks or under water. They live off the land in the immediate vicinity of their lairs. If the natural harvest is not enough to sustain them, they create and carefully till large gardens, fields, and vineyards. They do not keep animals for food, preferring to hunt. Land-dwelling storm giants usually are on good terms with neighboring copper dragons and good-aligned cloud giants, and cooperate with them for mutual defense. Water-dwelling storm giants have similar relationships with merfolk and bronze dragons.

**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.
GIBBERERING MOUTH

Medium Aberration
Hit Dice: 4d8+24 (42 hp).
Initiative: +1
Speed: 10 ft. (2 squares), swim 20 ft.
Armor Class: 19 (+1 Dex, +8 natural), touch 11, flat-footed 18
Base Attack/Grapple: +3/+3
Attack: Bite +4 melee (1) or spittle +4 ranged touch (1d4 acid plus blindness)
Full Attack: 6 bites +4 melee (1) and spittle +4 ranged touch (1d4 acid plus blindness)
Space/Reach: 5 ft./5 ft.
Special Attacks: Gibbering, spittle, improved grab, blood drain, engulf, ground manipulation
Special Qualities: Amorphous, damage reduction 5/blast, darkvision 60 ft.
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: 3
Treasure: None
Alignment: Usually neutral
Advancement: 5–12 HD (Large)
Level Adjustment: —

This unholy creature has a body with the form and fluidity of an amoeba. Its surface has the color, but not the consistency, of human flesh. Countless eyes and toothy mouths constantly form and disappear all over the creature, often retreating into its body even as they become apparent.

A gibbering mouter is a horrible creature seemingly drawn from a lunatic's nightmares. Although not evil, it thrives on bodily fluids and seems to prefer the blood of intelligent creatures.

Sometimes the arrangement of eyes and mouths on a gibbering mouter's body resembles a face, but just as often they have no relationship to one another.

A gibbering mouter is about 3 feet across and 3 to 4 feet high. It weighs about 200 pounds.

Gibbering mouters can speak Common, but seldom say anything other than gibberish.

COMBAT

A gibbering mouter attacks by shooting out strings of protoplasmic flesh, each ending in one or more eyes and a mouth that bites at the enemy. A mouter can send out a total of six such memers in any round.

Gibbering (Su): As soon as a mouter spots something edible, it begins a constant gibbering as a free action. All creatures (other than mouters) within a 60-foot spread must succeed on a DC 13 Will save or be affected as though by a confusion spell for 1d4 rounds. This is a sonic mind-affecting compulsion effect. A creature that successfully saves cannot be affected by the same gibbering mouter's gibbering for 24 hours. The save DC is Charisma-based.

Spittle (Ex): As a free action every round, a gibbering mouter fires a stream of spittle at one opponent within 30 feet. The mouter makes a ranged touch attack; if it hits, it deals 1d4 points of acid damage, and the target must succeed on a DC 16 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 mouter 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 mouter 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 mouter can try to engulf a Medium or smaller opponent, grabbed by three or more mouths. The opponent must succeed on a DC 17 Reflex save or fall and be engulfed. In the next round, the mouter makes twelve bite attacks instead of six (each with a +4 attack bonus). An engulfed creature cannot attack the mouter from within. The previously attached mouths are now free to attack other. The save DC is Strength-based and includes a +2 racial bonus.

Ground Manipulation (Su): At will, as a standard action, a gibbering mouter 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 mouter in that area must make a move-equivalent action to avoid becoming mired (treat as being pinned).

Amorphous (Ex): A gibbering mouter is not subject to critical hits. It cannot be flanked.

Skills: Thanks to their multiple eyes, gibbering mouters have +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, providing its swimming is in a straight line.

GIRALLON

Large Magical Beast
Hit Dice: 7d10+20 (58 hp)
Initiative: +3
Speed: 40 ft. (8 squares), climb 40 ft.
Armor Class: 16 (+1 size, +3 Dex, +4 natural), touch 12
Base Attack/Grapple: +7/+17
Attack: Claws +12 melee (1d4+6)
Full Attack: 4 claws +12 melee (1d4+6) and bite +7 melee (1d6+3)
Space/Reach: 10 ft./10 ft.
**Githyanki**

Githyanki, 1st-Level Warrior  
Medium Humanoid (Extraplanar)  
Hit Dice: 1d8+2 (4 hp)  
Initiative: +1  
Speed: 20 ft. in breastplate (4 squares); base speed 30 ft.  
Armor Class: 16 (+1 Dex, +5 breastplate), touch 11, flatfooted 15  
Base Attack/Grapple: +1/2  
Attack: Masterwork greatsword +4 melee (2d6+19/20-20) or composite longbow +1 Str bonus; +2 ranged (1d8+1/x3)  
Full Attack: Masterwork greatsword +4 melee (2d6+19/20-20) or composite longbow +1 Str bonus; +2 ranged (1d8+1/x3)  
Space/Reach: 5 ft./5 ft.  
Special Attacks: Psionics  
Special Qualities: Darkvision 60 ft., psionics, spell resistance 6  
Saves: Fort +4, Reflex +1, Will –2  
Abilities: Str 13, Dex 13, Con 14, Int 10, Wis 7, Cha 8  
Skills: Craft (arsenalsmithing or weaponsmithing) +2, Intimidate +1, Spot +1  
Feats: Weapon Focus (greatsword)  
Environment: Astral Plane  
Organization: Company (11–20 3rd-level fighters, plus 5 1st-level sergeants, 5 6th-level captains, and 1 young red dragon), or regiment (30–100 3rd-level fighters, plus 1 7th-level sergeant, 1 8th-level captain, and 1 young black dragon; or regiment (50–100 3rd-level fighters, plus 1 7th-level sergeant, 1 8th-level captain, and 1 1st-level supreme leader, and 1 adult red dragon per 30 members)  
Challenge Rating: 1  
Treasure: Standard  
Alignment: Usually evil (any)  
Advancement: By character class  
Level Adjustment: +2  

This tall, gaunt humanoid has rough, yellow skin and russet hair pulled into a pair of topknots. Its eyes have a sinister gleam and its ears are pointed and serrated in back.

Githyanki are an ancient line of humanlike beings residing on the Astral Plane, filling their armories for their next skirmish, raid, or war.  

Githyanki are gaunt, averaging a little over 6 feet tall and typically weighing around 170 pounds. They enjoy elaborate dress and baroque armor. In fact, they revere weapons and armor, and it is not uncommon for a githyanki to show more regard for parol of possessions than for its mate.

Like dwarves, githyanki are craftmasters, although they focus exclusively on items of warfare. Their items are distinctive, and no githyanki who acquire them run the risk of immediate retribution should they encounter githyanki.

Githyanki speak their own secret tongue, but most also know Common and Draconic.

The statistics block describes a 1st-level warrior. Most githyanki encountered outside their homes are fighters. However, wizards (called warlocks) and multiclass githyanki (called gish) are also found.

**COMBAT**

Githyanki are seasoned combatants, familiar with the tactical use of ambush, cover, and psionic sniper attacks from afar. However, they prefer to engage their enemies in hand-to-hand combat so they can bring their devastating melee weapons to bear. Githyanki weapons are usually greatswords, bastard swords, and other particularly large-bladed weapons of special githyanki manufacture, all masterwork and each distinctively decorated and named. Githyanki wizards...
direct their powers with pinpoint accuracy to support their comrades in melee.

Psionics (Sp): 3/day—daze (DC 9), mage hand. In addition, githyanki of 3rd level or higher can use blur three times per day, githyanki of 6th level or higher can use dimension door three times per day, and githyanki of 9th level or higher can use telekinesis (DC 14) three times per day and plane shift (DC 16) once per day. Effective caster level equals the githyanki’s class level. The save DCs are Charisma-based.

Spell Resistance (Ex): A githyanki has spell resistance equal to its class levels +5.

The githyanki 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: Githyanki with levels in NPC classes have a CR equal to their character level. Githyanki with levels in PC classes have a CR equal to their character level +1.

Githyanki Silver Swords

These impressive weapons are typically carried by githyanki combatants of 9th level and higher. Of githyanki make, a silver sword is a +1 silvered greatsword that looks much like a standard weapon, while still in its sheath. But when drawn, the silver sword transforms into a column of silvery liquid, altering the weapon’s balance round by round as the blade’s shape flows and shimmers. A silver sword has the additional quality of reaching into the minds of foes it strikes, disrupting their psionic powers. A target hit by the weapon must succeed on a DC 17 Fortitude save or lose any psionic ability for 1d4 rounds...

High-level githyanki often take the Improved Sunder feat, using their silver swords to attack astral travelers’ silver cords (see the astral projection spell, page 201 of the Player’s Handbook). The normally insubstantial cord is treated as a tangible object with the owner’s AC, hardness 10, and 20 hit points.

It is rumored that each githyanki warrior has but one silver sword, and if the weapon is lost or stolen, the githyanki must seek it out at all costs or be killed by its superior. That may be only a legend, but githyanki have been known to exact terrible revenge upon those who steal their silver swords or win them in battle.

Some silver swords (belonging to particularly high-level githyanki) have additional enhancements. Enhancing a silver sword is just like working with any other weapon that has existing abilities. A normal githyanki silver sword is treated as having a +2 enhancement for this purpose: +1 for its bonus on attack and damage rolls and another +1 for the sword’s antipsionic ability.

Githyanki Society

In centuries past, the mind flayers enslaved entire races, including the forerunners of the githyanki. Centuries of captivity bred hatred, nurtured resolve, and finally instilled psionic powers into these slaves. With mental armaments of their own and a powerful leader to rally behind (the legendary Gith), the slaves instigated a cross-planar struggle that, in the end, threw down the mind flayer empire, bringing freedom to the surviving slaves. However, these survivors soon split into the racially distinct githyanki and their mortal enemies, the githzerai (see the Githzerai entry, below). Each constantly attempts the extinction of the other. This animosity has burned through the centuries, warping the githyanki into the evil, militaristic creatures they are today. Both creatures hatred of mind flayers knows no bounds, though, and they will break off hostilities to slay illithids if the opportunity presents itself.

Githyanki live within massive fortresses adrift in the Astral Plane. Here they conduct commerce, manufacture goods, grow food, and live out their lives. Family dwellings are nonexistent, since most githyanki prefer their own abode, however, githyanki are often found in groups, honing their fighting skills. A fortress contains noncombatants (mostly children) equal to 20% of the fighting population. Githyanki males and females may be found in almost any role or class.

The githyanki have no deity, but instead pay homage to a lich-queen. A lichen and paranoid overlord, she devours the essence of any githyanki that rises above 6th level. In addition to eliminating a potential rival, the lich-queen enhances her power with the stolen life essence.

Red Dragon Fact: Githyanki have a racial pact with red dragons, which sometimes serve githyanki as mounts. Individually, githyanki have +4 racial bonus on Diplomacy checks when dealing with red dragons. In large groups, they can make temporary alliances with red dragons at the option of the Dungeon Master.

Githyanki as Characters

Most githyanki are fighters. Some of the most powerful githyanki warlords are blackguards. Githyanki are never clerics, unless they have forsaken the dreaded lich-queen (which is a serious and ultimately lethal decision).

Githyanki characters possess the following racial traits:

— +2 Dexterity, +2 Constitution, —2 Wisdom.
— Medium size.
— A githyanki’s base land speed is 30 feet.
— Darkvision out to 60 feet.
— Racial Feats: A githyanki character gains feats according to its character class.
— Special Attacks (see above): Psionics.
— Special Qualities (see above): Psionics, spell resistance equal to class level +5.
— Automatic Languages: Githyanki, Bonus Languages: Common, Infernal, Draconic, Undercommon.
— Favored Class: Fighter.
— Level adjustment +2.
GITHZERAI

Githzerai, 1st-Level Warrior
Medium Humanoid (Extraplanar)
Hit Dice: 1d8+1 (6 hp)
Initiative: +3
Speed: 10 ft. (6 squares)
Armor Class: 17 (+3 Dex, +4 inertial armor), touch 13, flat-footed 14
Base Attack/Grapple: +1/+2
Attack: Masterwork short sword +5 melee (1d6+1/19-20) or composite longbow (+1 Str bonus), +4 ranged (1d8+1/x3)
Full Attack: Masterwork short sword +5 melee (1d6+1/19-20) or composite longbow (+1 Str bonus), +4 ranged (1d8+1/x3)
Space/Reach: 5 ft./5 ft
Special Attacks:
Special Qualities: Darkvision 60 ft., psionics, inertial armor, spell resistance 6
Saves: Fort +3, Ref +3, Will +0
Abilities: Str 13, Dex 17, Con 12, Int 6, Wis 11, Cha 8
Skills: Concentration +1, Spot +2
Feats: Weapon Finesse
Environment: Ever-Changing Chaos of Limbo
Organization: Fellowship (3–12 3rd-level students), sect (12–24 3rd-level students, plus 2 7th-level teachers and 1 9th-level mentor), or order (30–100 3rd-level students, plus 1 7th-level teacher per 10 adults, 5 9th-level mentors, 2 13th-level masters, and 1 16th-level sensei)
Challenge Rating: 1
Treasure: Standard
Alignment: Any neutral
Advancement: By character class
Level Adjustment: +2

This creature is a thin and tall humanoid with sharp features, a somber face, and yellow eyes.

Githzerai are a hard-heated, humanoid people who dwell on the plane of Limbo, secure in the protection of their hidden monasteries.

Githzerai average more than 5 feet tall and weigh about 160 pounds. Some have gray eyes instead of yellow. All of them dress in drab, undistinguished clothing.

As a rule, githzerai are close-mouthed, keep their own counsel, and trust few outside their own kind.

They speak their own language (similar enough to the tongue of the githyanki that either could understand the other if they chose to speak instead of fight), but many also speak Common.

The statistics block describes a 1st-level warrior. Many githzerai are monks; however, sorcerers, rogues, and multiclass githzerai (called zeths) are also indispensable members of a monastery.

COMBAT
Able to fight without weapons and armor, githzerai monks yearn to bring the "good fight" to their enemies. The githyanki and the mind flayers. In melee, githzerai sorcerers often use their powers to enhance the monks, warriors, and rogues.

Psionics (Sp): 3/day — derekn (DC 9), feather fall, shatter (DC 11). A githzerai of 11th level or higher can use plane shift (DC 16) once per day. Effective caster level equals the githzerai’s class level. The save DCs are Charisma-based.

Inertial Armor (Sp): Githzerai can use psionic force to block an enemy’s blows. This ability gives them a +2 armor bonus to AC as long as they remain conscious. This is the equivalent of a 1st-level spell.

Spell Resistance (Ex): A githzerai has spell resistance equal to its class level + 5.

The githzerai warrior presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 16, Wis 9, Cha 8.

Challenge Rating: Githzerai with levels in NPC classes have a CR equal to their character level. Githzerai with levels in PC classes have a CR equal to their character level +1.

GITHZERAI SOCIETY

The githzerai forerunners united under the command of the rebel Gith (see the Githyanki entry above) and threw down the plane-spanning empire of the mind flayers. Once free, the former slaves split ideologically and eventually racially, becoming the githzerai and their foes, the githyanki. The githzerai’s history of imprisonment was the foundation of their monastic lifestyle, in which all githzerai learn from childhood how to eradicate potential oppressors and enemies (anyone not a githzerai).

Githzerai live within self-contained, fortresslike monasteries hidden deep in the swirling chaos of Limbo. While disorder rules outside, stability holds sway inside. Each monastery is ultimately under the control of a sensei, a monk of at least 16th level, and follows a strict schedule of chants, meals, martial arts training, and devotions, according to a particular sensei’s philosophy. A monastery contains noncombatants (mostly children) equal to 15% of the fighting population. Githzerai males and females may be found in almost any role or class.

Rakkrma: As a special devotion, githzerai sometimes organize mind flayer hunting parties called rakkrma. A rakkrma consists of 4–5 githzerai of 8th level and 1–2 of 11th level, mainly monks, but also containing at least one sorcerer and possibly a rogue. A rakkrma does not return to its home monastery before slaying at least as many ilithids as its membership.
GITHZERAI AS CHARACTERS

Githzerai characters possess the following racial traits.
- +6 Dexterity, −2 Intelligence, +2 Wisdom.
- Medium size.
- A githzerai’s base land speed is 30 feet.
- Darkvision out to 60 feet.
- Racial Feats: A githzerai gains feats according to its character class.
  - Special Qualities (see above): Psionics, inertial armor, spell resistance equal to class levels +5.
  - Automatic Languages: Githzerai. Bonus Languages: Common, Slaid, Undercommon.
  -avored Class: Monk.
  - Level adjustment +2.

<table>
<thead>
<tr>
<th>GNOLL</th>
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<tbody>
<tr>
<td><strong>Medium Humanoid (Gnoll)</strong></td>
</tr>
<tr>
<td><strong>Hit Dice:</strong> 2d8+2 (11 hp)</td>
</tr>
<tr>
<td><strong>Initiative:</strong> +0</td>
</tr>
<tr>
<td><strong>Speed:</strong> 30 ft. (6 squares)</td>
</tr>
<tr>
<td><strong>Armor Class:</strong> 15 (+1 natural, +2 leather armor, +2 heavy steel shield), touch 10, flat-footed 13</td>
</tr>
<tr>
<td><strong>Base Attack/Grapple:</strong> +1/+3</td>
</tr>
<tr>
<td><strong>Attack:</strong> Battleaxe +3 melee (1d8+2/+3) or shortbow +1 ranged (1d6/+3)</td>
</tr>
<tr>
<td><strong>Full Attack:</strong> Battleaxe +3 melee (1d8+2/+3) or shortbow +1 ranged (1d6/+3)</td>
</tr>
<tr>
<td><strong>Space/Reach:</strong> 5 ft./5 ft.</td>
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<tr>
<td><strong>Special Attacks:</strong></td>
</tr>
<tr>
<td><strong>Special Qualities:</strong> Darkvision 60 ft.</td>
</tr>
<tr>
<td><strong>Saves:</strong> Fort +4, Ref +0, Will +0</td>
</tr>
<tr>
<td><strong>Abilities:</strong> Str 15, Dex 10, Con 13, Int 8, Wis 11, Cha 8</td>
</tr>
<tr>
<td><strong>Skills:</strong> Listen +2, Spot +3</td>
</tr>
<tr>
<td><strong>Feats:</strong> Power Attack</td>
</tr>
<tr>
<td><strong>Environment:</strong> Warm plains</td>
</tr>
<tr>
<td><strong>Organization:</strong> 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)</td>
</tr>
<tr>
<td><strong>Challenge Rating:</strong> 1</td>
</tr>
<tr>
<td><strong>Treasure:</strong> Standard</td>
</tr>
<tr>
<td><strong>Alignment:</strong> Usually chaotic evil</td>
</tr>
<tr>
<td><strong>Advancement:</strong> By character class</td>
</tr>
<tr>
<td><strong>Level Adjustment:</strong> +1</td>
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</tbody>
</table>

This humanoid is slightly taller than a human. It has gray skin, a furry body, and a head like a hyena, with a reddish gray mane.

Gnolls are hyena-headed, evil humanoids that wander in loose tribes.

Most gnolls have dirty yellow or reddish-brown fur.

A gnoll is a nocturnal carnivore, preferring intelligent creatures for food because they scream more. Gnolls tend to think with their stomachs, and any alliances they make (usually with bugbears, hobgoblins, orcs, or trolls) often fall apart when the gnolls get hungry. They dislike giants and most other humanoids, and they disdain manual labor.

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).

**GNOLL SOCIETY**

A tribe of gnolls is ruled by its strongest member, who uses fear, intimidation, and strength to remain in power. If a chief is killed, the stronger members of the tribe fight to be the new chief; if these combatants take too long or several combatants die, the tribe may break up into a number of bands that go their separate ways. Gnolls revere the phases of the moon, and most tribes have no true clerics.

A band or tribe includes as many noncombatant young as there are adults. Gnoll lairs are fortified surface encampments or underground complexes. Gnolls take prisoners for use as slaves, and any lair will have at least one slave for every ten adults. Slaves (usually human, orcs, or hobgoblins) suffer a high attrition rate because of the gnolls’ appetite.

Their special patron is the demon lord Yeengothe, who looks like a gaunt gnoll. Most gnolls serve and revere Yeengothe rather than worshiping a deity.

**GNOLL CHARACTERS**

Gnoll leaders are usually rangers. Gnoll clerics usually worship Erythrul, deity of slaughter. A gnoll cleric has access to two of the following domains: Chaos, Evil, Trickery, or War (favored weapon morningstar).

**GNOLLS AS CHARACTERS**

Relentless hunters, gnoll characters often begin their adventures by tracking a quarry into the world of humankind. There, they take up the role of bounty hunters and mercenaries. Gnoll characters possess the following racial traits.

- **Strength**: +2
- **Constitution**: +2
- **Intelligence**: −2
- **Charisma**: −2
- **Size**: Medium
- **Darkvision**: out to 60 feet
- **Race Hit Dice**: A gnoll begins with two levels of humanoid, which provide 2d8 Hit Dice, a base attack bonus of +1, and a base saving throw bonuses of Fort +3, Ref +0, and Will +0
- **Racial Skills**: A gnoll’s humanoid levels give it skill points equal to 5 × (2 + Int modifier). Its class skills are Listen and Spot.
-- Racial Feats: A gnoll's humanoid levels give it one feat.
-- +1 natural armor bonus.
-- Favored Class: Ranger.
-- Level adjustment +1.

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**GNOME**

*This humanoid stands a little more than half as high as a human. It has a compact build, dark tan skin, fair hair, and large eyes.*

Gnomes are invertebrate explorers, tricksters, and inventors. They have a knack for both illusion and alchemy.

Gnomes stand 3 to 3.5 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 are inquisitive. They love to learn by personal experience. At times they're even reckless. Their curiosity makes them skilled engineers, as they are always trying new ways to build things. Sometimes a gnome pulls a prank just to see how the individuals involved will react.

Gnomes speak their own language, Gnome. Most gnomes who travel outside gnome lands (as traders, tinkerers, 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 goblins or kobolds) than kill them. Gnomes make heavy use of illusion magic and carefully prepared ambushes and traps whenever they can.

**Gnome Traits (Ex):** Gnomes possess the following racial traits.

-- +2 Constitution,
-- +2 Strength,
-- Small size. +1 bonus to Armor Class, +1 bonus on attack rolls, +1 bonus on Hide checks, --1 penalty on grapple checks, lifting and carrying limits 3/4 those of Medium characters.
-- A gnome's base land speed is 20 feet.
-- Low-light vision.

**Weapon Familiarity:** Gnomes may treat gnome hooked hammers (see Chapter 7 of the Player's Handbook) as martial weapons rather than exotic weapons.

-- +2 racial bonus on saving throws against illusions.
-- Add +1 to the Difficulty Class for all saving throws against illusion spells cast by gnomes. This adjustment applies to those similar spells cast by gnomes. This adjustment requires a spell with identical or similar effects, such as the Spell Focus feat.
-- +1 racial bonus on attack rolls against kobolds and goblins.
-- +2 dodge bonus to Armor Class against creatures of the giant type (such as ogres, trolls, and hill giants).
-- +2 racial bonus on Listen checks.
-- +2 racial bonus on Craft (alchemy) checks.
-- Spell-Like Abilities: 1/day—speak with animals (burrowing mammal only, duration 1 minute). A gnome with a Charisma score of at least 10 also has the following spell-like abilities: 1/day—dancing lights, ghost sound, prestidigitation. Caster level 1st; save DC 10 + gnome's Cha modifier + spell level.
-- Favored Class: Bard.

The gnome warrior presented here had the following ability scores before racial adjustments: Str 15, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

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**GNOME SOCIETY**

Gnomes get along well with dwarves, who share their love of precious things, their curiosity about mechanical devices, and their hatred of goblins and giants. They enjoy the company of halflings, especially those who are easygoing enough to put up with pranks and jests. Most gnomes are a little suspicious of the taller races—humans, elves, half-elves, and half-elves—but they are rarely hostile or malicious.

Gnomes make their homes in hilly, wooded lands. They live underground but get more fresh air than dwarves, enjoying the natural living world on the surface whenever they can. Their homes are well hidden, both by clever construction and illusions. Those who come to visit and are welcome are ushered into the bright, warm burrows. Those who are not welcome never find the burrows in the first place.

The chief gnome deity is Garl Glittergold, the Watchful Protector. His clerics teach that gnomes are to cherish and support their communities. Pranks, for example, are seen as ways to lighten spirits and to keep gnomes humble, not ways for pranksters to triumph over those they trick.

**SUBRACES**

The information above is for rock gnomes, the most common variety. There are two other major gnome subraces, which differ from rock gnomes as follows.
Gnome, 1st-Level Warrior

Hit Dice: 1d8+2 (8 hp)
Initiative: +0
Speed: 20 ft. (4 squares)
Armor Class: 16 (+1 size, +1 chain shirt, +1 light shield, touch 11, flat-footed 15)
Base Attack/Grapple: +1/+3
Attack: Longsword +2 melee (1d6/19–20) or light crossbow +3 ranged (1d6/19–20)
Full Attack: Longsword +2 melee (1d6/19–20) or light crossbow +3 ranged (1d6/19–20)
Space/Reach: 5 ft./5 ft.
Special Attacks: —
Special Qualities: Gnome traits
Saves: Fort +4, Ref +6, Will +1
Abilities: Str 11, Dex 11, Con 14, Int 10, Wis 9, Cha 8
Skills: Hide +3, Listen +1, Spot +1
Feats: Weapon Focus (light crossbow)

Environment: Temperate hills
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 captains, and 2–5 druid drakes)
Challenge Rating: 1/2
Treasure: Standard
Alignment: Usually neutral good
Advancement: By character class
Level Adjustment: +0

Swirfinblin

This humanoid stands a little more than half as tall as a human. It has a wiry, gnarled physique, stone-colored skin, and large gray eyes. It is bald.

Also called deep gnomes, swirfinblin are said to dwell in great cities deep underground. They keep the location of these cities secret to protect them from their deadly foes, drong, kuo-toa, and mind flayers.

A swirfinblin has wiry, rock-colored skin usually medium brown to brownish gray. Only males are bald; females have stringy gray hair. The average swirfinblin lifespan is 250 years.

Swirfinblin 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 swirfinblin 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 11th level.
- +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 illusion.
- +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.

Swirfinblin, 1st-Level Warrior

Hit Dice: 1d8+2 (8 hp)
Initiative: +1
Speed: 15 ft. in banded mail armor (3 squares); base speed 20 ft.
Armor Class: 23 (+1 size, +1 Dex, +4 dodge, +6 banded mail, +1 buckle, touch 16, flat-footed 18)
Base Attack/Grapple: +1/+3
Attack: Heavy pick +2 melee (1d4/xd4) or light crossbow +3 ranged (1d6/19–20)
Full Attack: Heavy pick +2 melee (1d4/xd4) or light crossbow +3 ranged (1d6/19–20)
Space/Reach: 5 ft./5 ft.
Special Attacks: Spell-like abilities
Special Qualities: Gnome traits, swirfinblin traits, spell resistance 12
Saves: Fort +5, Ref +3, Will +2
Abilities: Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 4
Skills: Hide +2, Listen +2, Spot +2
Feats: Toughness

Environment: 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 captains, and 2–5 Medium earth elementals)
Challenge Rating: 1
Treasure: Standard
Alignment: Usually neutral
Advancement: By character class
Level Adjustment: +3

The swirfinblin warrior presented here had the following ability scores before racial adjustments: Str 12, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

Challenge Rating: Swirfinblin with levels in NPC classes have a CR equal to their character level. Swirfinblin with levels in PC classes have a CR equal to their character level +1.

Forest Gnome

This exceptionally small humanoid has moss-colored skin, dark hair, and brown eyes.

Shy and elusive, forest gnomes shun contact with other races except when dire emergencies threaten their beloved homes. They are the smallest of all the gnomes, averaging 2 to 2-1/2 feet in height, but look just like regular gnomes except with bark-colored or grey-green skin, and eyes that can be brown or green as well as blue. A very long-lived people, forest gnomes have an average life expectancy of 500 years.

Forest Gnome Traits (Ex): These traits are in addition to the rock gnome traits, except where noted.
Goblins are small humanoids that many consider little more than a nuisance. However, if they are unchecked, their great numbers, rapid reproduction, and evil disposition enable them to overrun and despoil civilized areas.

A goblin stands 3 to 3 1/2 feet tall and weighs 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.

**Goblin, 1st-Level Warrior**

**Small Humanoid (Goblinoid)**

**Hit Dice:** 1d8+1 (5 hp)

**Initiative:** +1

**Speed:** 30 ft. (6 squares)

**Armor Class:** 15 (+1 size, +1 Dex, -2 leather armor, +1 light shield), touch 12, flat-footed 14

**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 ft./5 ft.

**Special Attacks:** —

**Special Qualities:**

Darkvision 60 ft.

**Saves:** Fort +3, Ref +1, Will —

**Abilities:** Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6

**Skills:** Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2

**Feats:** Alertness

**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:** 1/3

**Treasure:** Standard

**Alignment:** Usually neutral evil

**Advancement:** By character class

**Level Adjustment:** +0

This little humanoid has a flat face, broad nose, pointed ears, wide mouth, and small, sharp fangs. It walks upright, but its arms hang down almost to its knees.

**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 Hide 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 levels in NPC classes have a CR equal to their character level — 2.

**GOBLIN SOCIETY**

Goblins are tribal. Their leaders are generally the biggest, strongest, or sometimes the smartest of the group. They have almost no concept of privacy, living and sleeping in large common areas; only the leaders live separately. Goblins survive by raiding and stealing (preferably from those who cannot defend themselves easily), sneaking into lairs, villages, and even towns by night to take what they can. They are not above waylaying travelers on the road or in forests and stripping them of all possessions, up to and including the clothes on their backs. Goblins sometimes capture slaves to perform hard labor in the tribes lair or camp.

These creatures live wherever they can, from dank caves to dismal ruins, and their lairs are always smelly and filthy due to an utter lack of sanitation. Goblins often settle near civilized areas to raid for food, livestock, tools, weapons, and supplies. Once a tribe has despoiled a locale, it simply packs up and moves on to the next convenient area. Hobgoblins and bugbears are sometimes found in the company of goblin tribes, usually as bullying leaders. Some goblin tribes form alliances with worgs, which carry them into combat.
Goblin bands and tribes have noncombatant young equal in number to the adults. The chief goblin deity is Maglubyet, who urges his worshippers to expand their numbers and overwhelm their competitors.

GOBLINS AS CHARACTERS
Goblin leaders tend to be rogues or fighter/rogues. Goblin clerics worship Maglubyet. A goblin cleric has access to two of the following domains: Chaos, Evil, or Trickery. Most goblin spellcasters are adepts. Goblin adepts favor spells that fool or confuse enemies.
Goblin characters possess the following racial traits:
- 2 Strength, +2 Dexterity, -2 Charisma.
- Small size: +1 bonus to Armor Class, +1 bonus on attack rolls, +4 bonus on Hide checks, -4 penalty on grapple checks, lifting and carrying limits 3/4 those of Medium characters.
- A goblin's base land speed is 30 feet.
- Darkvision out to 60 feet.
- +4 racial bonus on Move Silently and Hide checks.
- Automatic Languages: Common, Goblin. Bonus Languages: Draconic, Elven, Giant, Gnoll, Orc.
-avored Class: Rogue.

The goblin warrior presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

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, such as "Remain in an area and attack all creatures that enter" (or only a specific type of creature), "Ring a gong and attack," or the like. 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.

Since golems do not need to breathe and are immune to most forms of energy, they can press an attack against an opponent almost anywhere, from the bottom of the sea to the frigid top of the tallest mountain.
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 (see page 282 of the Player's Handbook). 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 XP 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, in the same format used in Chapter 7 of the Dungeon Master's Guide.

CLAY GOLEM

Large Construct
Hit Dice: 1d10+30 (90 hp).
Initiative: +1
Speed: 20 ft. (4 squares)
Armor Class: 22 (-1 size, -1 Dex, +14 natural), touch 8,
flat-footed 22
Base Attack/Grapple: +8/+19
Attack: Slam (2d10+7 plus cursed wound)
Full Attack: 2 slams (2d10+7 plus cursed wound)
Space/Reach: 10 ft./10 ft.
Special Attacks: Berserker, cursed wound
Special Qualities: Construct traits, damage reduction 10/adamantine and bludgeoning, darkvision 60 ft., 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 automation has been sculpted from soft clay. It's about 18 inches taller than a normal human, and its features are grossly distorted from the human norm. Its chest is overly large, with arms attached by thick knots of muscle, at the shoulder, hanging down to its knees, and ending in short, stubby fingers. It has no neck, and the large head has broad, flat features. Its legs are short and bowed, ending in wide, flat feet. It smells faintly of clay.

This golem has a humanoid body made from clay.
A clay golem wears no clothing except a metal or stiff leather garment around its hips.
A clay golem golem cannot speak or make any vocal noise. It walks and moves with a slow, clumsy gait. It weighs around 600 pounds.

Combat
Clay golems are frightening combatants, thanks to their immunities and their haste ability.

Berserker (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 1d12 points of damage to it.

A *disintegrate* spell steps the golem (as the slow spell) for 16 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 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 golem requires a DC 15 Craft (sculpting) check or a DC 15 Craft (pottery) check.

CL 11th, Craft Construct (see page 803), animate objects, commune, resurrection, caster must be at least 11th level; Price 40,000 gp; Cost 21,500 gp + 540 XP.

**Flesh Golem**

Large Construct

Hit Dice: 9d10+30 (79 hp)

Initiative: –

Speed: 30 ft. (~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 ft./10 ft.

Special Attacks: Berserk

Special Qualities: Construct traits, damage reduction 5/adamantine, darkvision 60 ft, 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: —

This automaton looks as though it was constructed from a grisly assemblage of decaying human body parts, stitched and bolted together into a form taller than a living man. It smells faintly of freshly dug earth and dead flesh.

A flesh golem is a ghoulish collection of stolen humanoid body parts, stitched together into a single composite form. No natural animal willingly tasks a flesh golem. The golem wears whatever clothing its creator deems suitable, 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 golem cannot speak, although it can emit a hoarse roar or shouts. It walks and moves with a stiff-jointed gait, as if not in complete control of its body.

**Combat**

Flesh golems often fare poorly in combat thanks to their fairly low Armor Class, though they can easily crush foes that lack adamantine weaponry. A flesh golem supported by an ally that can launch electricity attacks is fearsome indeed.

**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 clause 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 3d6 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 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 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 inguents 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 (see page 303), animate dead, bull's strength, gea/quest, limited wish, caster must be at least 8th level; price 20,000 gp; cost 10,500 gp + 780 XP.

IRON GOLEM

Large Construct
Hit Dice: 1d4+10+20 (129 hp)
Initiative: +1
Speed: 20 ft. (4 squares)
Armor Class: 20 (–1 size, –1 Dex, +18 natural), touch 8, flat-footed 26
Base Attack/Grapple: +10/+23

Attacks:
Slam +18 melee (2d10+9)

Full Attack:
2 slams +18 melee (2d10+9)

Space/Reach: 10 ft. (4 squares)/10 ft.

Special Attacks:
Slow

Special Qualities:
Construct traits, damage reduction 10/adamantine, darkvision 60 ft., immunity to magic, low-light vision

Saves: Fort +4, Ref +3, Will +4
Abilities: Str 29, Dex 9, Con —, Int —, Wis 11, Cha 1
Skills: —

Feats: —

Environment: Any
Organization: Solitary or gang (2–4)
Challenge Rating: 16
Treasure: None
Alignment: Always neutral

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

This metallic automaton is twice the height of a normal humanoid and resembles an armored giant.

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:
Iron golems are mighty combatants. They strike with deadly accuracy and incredible force. Their bodies are nearly invulnerable but can be reduced to piles of rubbish by rust monsters.

Breath Weapon (Su): 10-foot cube 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.

Stone Golem

Large Construct
Hit Dice: 1d10+10 (107 hp)
Initiative: +1
Speed: 20 ft. (4 squares)
Armor Class: 26 (–1 size, –1 Dex, +18 natural), touch 8, flat-footed 26
Base Attack/Grapple: +10/+23

Attacks:
Slam +18 melee (2d10+9)

Full Attack:
2 slams +18 melee (2d10+9)

Space/Reach: 10 ft. (4 squares)/10 ft.

Special Attacks:
Slow

Special Qualities:
Construct traits, damage reduction 10/adamantine, darkvision 60 ft., immunity to magic, low-light vision

Saves: Fort +4, Ref +3, Will +4
Abilities: Str 29, Dex 9, Con —, Int —, Wis 11, Cha 1
Skills: —

Feats: —

Environment: Any
Organization: Solitary or gang (2–4)
Challenge Rating: 16
Treasure: None
Alignment: Always neutral

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

Greater Stone Golem

Huge Construct
Hit Dice: 2d10+20 (271 hp)
Initiative: —
Speed: 20 ft. (4 squares)
Armor Class: 27 (–2 size, –2 Dex, +18 natural), touch 6, flat-footed 27
Base Attack/Grapple: +31/+52

Attacks:
Slam +42 melee (4d8+13)
2 slams +42 melee (4d8+13)

Space/Reach: 15 ft./15 ft.

Special Attacks:
Slow

Special Qualities:
Construct traits, damage reduction 10/adamantine, darkvision 60 ft., immunity to magic, low-light vision

Saves: Fort +14, Ref +12, Will +14
Abilities: Str 37, Dex 7, Con —, Int —, Wis 11, Cha 1
Skills: —

Feats: —

Environment: Any
Organization: Solitary or gang (2–4)
Challenge Rating: 16
Treasure: None
Alignment: Always neutral

Advancement: 15–21 HD (Large); 22–42 (Huge)
Level Adjustment: —
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 deals 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 geyser 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 (armsmashing) check or a DC 20 Craft (weapon-smithing) check.

CL 16th; Craft Construct (see page 303), cloudkill, geas, limited wish, polymorphp any object, caster must be at least 16th level; Price 150,000 gp; Cost 80,000 gp + 5,600 XP.

Stone Golem
This automaton has been cut from stone. It is half again as tall as a normal human and resembles a roughly chiseled statue of a soldier.

This golem has a humanoid body made from stone.

A stone golem is 9 ft. 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

Gorgon

Large Magical Beast
Hit Dice: 8d10+40 (65 hp)
Initiative: +4
Speed: 30 ft. (6 squares)
Armor Class: 20 (–1 size, –11 natural), touch 9, flat-footed 20
Base Attack/Grapple: +8/+17
Attack: Gore +12 melee (1d8+7)
Full Attack: Gore +12 melee (1d8+7)
Space/Reach: 10 ft./5 ft.
Special Attacks: Breath weapon, ram/ple 1d8+7
Special Qualities: Darkvision 60 ft., low-light vision, scent

Saves: Fort +11, Ref +6, Will +5
Abilities: Str 21, Dex 10, Con 21, Int 2, Wis 12, Cha 9
Skills: Listen +9, Spot +8
Feats: Alertness, Improved Initiative, Iron Will
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: —
Dusky, metallic scales cover this creature’s bull-like body. It has silver horns.

Gorgons guard their territory fiercely. They are fond of rocky areas, especially underground labyrinths. A typical gorgon stands over 6 feet tall at the shoulder and measures 8 feet from snout to tail. It weighs about 4,600 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): A 60-foot cone, once every 1d4 rounds (but no more than five times per day), turns 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**

<table>
<thead>
<tr>
<th>Large Magical Beast</th>
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<tbody>
<tr>
<td>Hit Dice: 10d10+70 (125 hp)</td>
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<tr>
<td>Initiative: +0</td>
</tr>
<tr>
<td>Speed: 30 ft. (6 squares)</td>
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<tr>
<td>Armor Class: 19 (–1 size, +10 natural), touch 9, flat-footed 19</td>
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<tr>
<td>Base Attack/Grapple: +10/+20</td>
</tr>
<tr>
<td>Attack: Bite +15 melee (2d6+6)</td>
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<tr>
<td>Full Attack: Bite +15 melee (2d6+6); 2 claws +10 melee (1d6+3)</td>
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<tr>
<td>Space/Reach: 10 ft./10 ft.</td>
</tr>
<tr>
<td>Special Attacks: Improved grab, rend 2d6+9</td>
</tr>
<tr>
<td>Special Qualities: Darkvision 60 ft., low-light vision, scent</td>
</tr>
<tr>
<td>Saves: Fort +14, Ref +7, Will +4</td>
</tr>
<tr>
<td>Abilities: Str 23, Dex 10, Con 24, Int 3, Wis 12, Cha 8</td>
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<tr>
<td>Skills: Hide +2, Spot +10, Survival +3</td>
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<tr>
<td>Feats: Cleave, Power Attack, Improved Bull Rush, Track</td>
</tr>
<tr>
<td>Environment: Temperate marshes</td>
</tr>
<tr>
<td>Organization: Solitary</td>
</tr>
<tr>
<td>Challenge Rating: 8</td>
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<tr>
<td>Treasure: None</td>
</tr>
<tr>
<td>Alignment: Usually neutral</td>
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<tr>
<td>Advancement: 11–15 HD (Large); 16–30 HD (Huge)</td>
</tr>
<tr>
<td>Level Adjustment: +5 (cohort)</td>
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</tbody>
</table>

**This hulking beast has the mass of a giant. It has a stooped frame, a gray, hairless body, and broad shoulders. Its arms are long and sinewy, and its clawed hands scrape along the ground as it walks. Its sloped forehead bears six small, yellowish eyes. Its mouth is wide and powerful-looking, filled with black teeth.**

Bestial and savage, the gray render is a deadly predator found in remote wilderness areas.

These beasts are thought to be composed of dense muscle and bone, granting them the strength and stamina of a giant. 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.

Rangers have reported seeing renders uprooting trees 3 feet in diameter with their jaws and tearing them into splinters in just minutes.

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.
Gricks lair in any sheltered space that can accommodate their bodies, including holes, burrows, ledges, and crevices. They do not collect treasure, but their lairs are likely to contain the uneaten possessions of their victims. When prey is scarce, gricks venture aboveground and hunt in the wilderness, using tactics similar to those they employ underground. These creatures are not comfortable under the open sky, however, and return to the subterranean world as quickly as possible.

**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 lay 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.

---

**GRICK**

**Medium Aberration**

**Hit Dice**: 2d8 (9 hp)

**Initiative** +2

**Speed**: 30 ft. (6 squares), climb 20 ft.

**Armor Class**: 16 (+2 Dex, +4 natural), touch 12, flat-footed 14

**Base Attack/Crushing**: +1/+3

**Attack**: Tentacle +3 melee (1d4+2)

**Full Attack**: 4 tentacles +3 melee (1d4+2); bite –2 melee (1d3+1)

**Space/Reach**: 5 ft./5 ft.

**Special Attacks**:

**Special Qualities**: Damage reduction 10/magic, darkvision 60 ft., scent

**Saves**: Fort +6, Ref +2, Will +5

**Abilities**: Str 14, Dex 14, Con 11, Int 3, Wis 14, Cha 5

**Skills**: Climb +10, Hide +5, Listen +6, Spot +6

**Feats**: Alertness, Track

**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**: +3

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This wormlike monster has a body as long as a man is tall, with four tentacles a little longer than human forearms. The tentacles, located on its head along either side of its jaws, are segmented, as is the body itself.

Gricks are stealthy underground predators that infest dungeons, caves, and other shadowed places. The earth, waiting patiently for prey to come within reach.

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.

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**GRIFFON**

**Large Magical Beast**

**Hit Dice**: 7d10+21 (59 hp)

**Initiative** +2

**Speed**: 30 ft. (6 squares), fly 80 ft. (average)

**Armor Class**: 17 (–1 size, –2 Dex, +6 natural), touch 11, flat-footed 15

**Base Attack/Crushing**: +7/+15

**Attack**: Bite +11 melee (2d6+4)

**Full Attack**: Bite +11 melee (2d6+4) and 2 claws +8 melee (1d8+2)

**Space/Reach**: 10 ft./5 ft.

**Special Attacks**: Pounce, rake 1d6+2

**Special Qualities**: Darkvision 60 ft., low-light vision, scent

**Saves**: Fort +8, Ref +7, Will +5

**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**: 3

**Treasure**: None

**Alignment**: Always neutral

**Advancement**: 8–10 HD (Large); 11–21 HD (Huge)

**Level Adjustment**: +3 (cohorts)

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This beast's body resembles that of a muscular lion. Its head and front legs are those of a great eagle, and it has a pair of long, golden wings.
Griffins are powerful, majestic creatures with the characteristics of both lions and eagles. They hunt all manner of prey but favor the flesh of horses above all else.

From nose to tail, an adult griffin 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 griffin weighs about 500 pounds.

Griffins make their homes in high places, swooping down with a shrill, eagelike cry to attack their prey. Although both aggressive and territorial, they are also intelligent enough to avoid obviously powerful enemies. They almost always attack horses, however, and any who attempt to protect horses from a hungry griffin often end up on the menu themselves.

A griffin cannot speak, but understands Common.

**COMBAT**

Griffins prefer to pounce on their prey, either diving to the attack or leaping from above.

**Pounce (Ex):** If a griffin dives upon or charges 1 foe, it can make a full attack, including two rake attacks.

**Rake (Ex):** Attack bonus +6 melee, damage 1d6+2.

**Skills:** Griffins have a +4 racial bonus on Jump and Spot checks.

**TRAINING A GRIFION**

Although intelligent, a griffin requires training before it can bear a rider in combat. To be trained, a griffin must have a friendly attitude toward the trainer (this can be achieved through a successful Diplomacy check). Training a friendly griffin requires six weeks of work and a DC 25 Handle Animal check. Riding a griffin requires an exotic saddle. A griffin can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Griffin eggs are worth 3,500 gp apiece at the open market, while young are worth 7,000 gp each. Professional trainers charge 1,500 gp to rear or train a griffin.

**Carrying Capacity:** A light load for a griffin is up to 300 pounds; a medium load, 301–600 pounds; and a heavy load, 601–900 pounds.

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**GRIMLOCK**

Medium Monstrous Humanoid

**Hit Dice:** 2d8+2 (11 hp)

**Initiative:** +1

**Speed:** 30 ft. (6 squares)

**Armor Class:** 15 (+1 Dex, +4 natural), touch 11, flat-footed 14

**Base Attack/Grapple:** +2/+4

**Attack:** Bite +3 melee (1d8+3/x3)

**Full Attack:** Bite +3 melee (1d8+3/x3)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** —

**Special Qualities:** Blindsight 40 ft., 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 +3, Listen +5, Spot +3

**Feats:** Alertness, Track

**Environment:** Underground

**Organization:** Gang (2–4), pack (10–20), tribe (10–60 plus 1 leader of 3rd–5th level per 10 adults), or cult (10–80 plus 1 leader of 3rd–5th level per 10 adults and 1 mind flayer or medusa)

**Challenge Rating:** 1

**Treasure:** Standard coins; standard goods (gems only); standard items

**Alignment:** Often neutral evil

**Advancement:** By character class

**Level Adjustment:** +2

This muscular humanoid is about as tall as a human, but has thick, gray, scaly skin and blank, eyeless eye sockets.

Grimlocks are natives of the deep places beneath the earth but come to the surface to raid for slaves and pillage. While there, they lurk in mountainous terrain, which hides them well. They prefer raw, fresh meat—preferably human.

Extremely xenophobic, grimlocks are normally encountered in small patrols or packs on the surface. Underground, they may form larger communities that are led by powerful grimlocks or by some more intelligent creature such as a medusa or a mind flayer.

Grimlocks speak their own language and Common.

**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, battering 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 overpowered 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.
**Grimlocks as Characters**

Independent groups of grimlocks are usually led by barbarians, while those in the service of a mind flayer are often rangers.

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 feet.
- Racial Hit Dice: A grimlock begins with two levels of monstrosus humanoid, which provide 2d8 Hit Dice, a base attack bonus of +2, and base saving throw bonuses of Fort +3, Ref +3, and Will +3.
- Racial Skills: A grimlock's monstrosus humanoid levels of one spell per grip and 1d3 for 1d4.
- Critical Hit: A grimlock automatically succeeds at a basic attack roll of 1.

- Favored Class: Barbarian
- Level adjustment +2

**Avoral**

**Medium Outsider (Extraplanar, Good, Guardianial)**

- Hit Dice: 7d6+15 (66 hp)
- Initiative: +6
- Speed: 40 ft. (8 squares), fly 90 ft. (good)
- Armor Class: 24 (+6 Dex, +8 natural), touch 16, flat-footed 18
- Base Attack/Grapple: +7/+9
- Attack: Claw +13 melee (2d8+2) or wing +13 melee (2d8+2)
- Full Attack: 2 claws +13 melee (2d8+2) or 2 wings +13 melee (2d8+2)
- Space/Reach: 5 ft./5 ft.
- Special Attacks: Spell-like abilities, fear aura
- Special Qualities: Damage reduction 10/evil or silver, darkvision 60 ft., immunity to electricity and petrification, lay on hands, low-light vision, resistance to cold 10 and sonic 10
- Spouse with animals, spell resistance 25, true seeing
- Saves: Fort +10 (+14 against poison), Ref +11, Will +8

**Abilities:** Str 15, Dex 23, Con 29, Int 15, Wis 16, Cha 16

**Skills:** Bluff +13, Concentration +15, Diplomacy +10, Disguise +13 (+5 acting), Handle Animal +13, Hide +16, Intimidate +10, Knowledge (any one) +12, Listen +13, Move Silently +16, Ride +8, Sense Motive +13, Spellcraft +12, Spot +21

**Feats:** Empower Spell-Like Ability (magic missile), Flyby Attack, Weapon Finesse

**Environment:** Blessed Fields of Elysium

**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:**

This creature has the body of a tall, muscular human, but with long, powerful wings instead of arms. The face is more human than avian, but the hair resembles a feathered owl, and the eyes are bright gold. The legs have strong talons and feathery vanes.

An avoral's bones are strong but hollow, so even the largest specimens weigh no more than 120 pounds. An avoral is about 6 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.

**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, blue (self only), command (DC 14), detect magic, dimension door, dispel magic, gust of wind (DC 15), hold person (DC 16), light, magic circle against evil (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-foot radius. It is otherwise identical with fear from an 8th-levelcaster (save DC 17). The save DC is Charisma-based.

**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.

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**LEONAL**

Medium Outsider (Extraplanar, Good, Guardinal)

Hit Dice: 12d8+60 (114 hp)

Initiative: +3

Speed: 60 ft. (12 squares)

Armor Class: 27 (+3 Dex, +14 natural)

Base Attack/Grapple: +12/+20

Attack: Claw +20 melee (d6+8) and bite +15 melee (d6+4)

Space/Reach: 5 ft./5 ft.

Special Attacks: Roar, pounce, improved grab, rake 1d6+8, spell-like abilities

Special Qualities: Damage reduction 10/evil and silver, darkvision 60 ft., immunity to electricity and petrification, lay on hands, low-light 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: Blessed Fields of Elysium

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)

---

**Combat**

Leonals fight 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 as needed.

**Aural:** A leonals'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 leonals can roar up to three times per day. Each roar makes 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 leonals charges a foe, it can make a full attack, including two rake attacks.

**Improved Grab (Ex):** To use this ability, a leonals 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 — detect thoughts, fireball (DC 15), hold monster (DC 17), polymorph, 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.

---

**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 leonals. Otherwise, it functions as a magic circle against evil effects and a lesser globe of invulnerability, both with a radius of 20 feet (caster level equals leonals's HD). (The defensive benefits from the circle are not included in a leonals's statistics block.)

---

**Guardinal**

This creature looks like a powerful humanoid about 6 feet tall, covered in soft, golden fur. Its head is lionine in appearance, with a short muzzle and a bushy, dark gold mane. Its arms end in powerful claws, and its mouth holds rows of long, sharp teeth.

One of the most powerful guardinals, a leonals is every bit as regal as a lion of the Material Plane. As a foe, it can be just as terrifying, belloving mighty roars and slashing with razor-sharp claws.
**Hags**

Hags are horrible creatures whose love of evil is equaled only by their ugliness. Although they often plot and scheme for power or some malevolent end, hags also appear to do evil for its own sake. They may use their dark magic and knowledge of fell things to serve a more powerful evil being, but they are seldom faithful. They may turn on their master if they see a chance to seize power for themselves.

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. Despite faces cracked by wrinkles and heavy with cruelty, their eyes shine with villainy and cunning. Their long nails have the strength of steel and are as keen as any knife.

Hags speak Giant and Common.

**Combat**

Though physically powerful, these hags do not favor simple assault but try to divide and confuse their foes before combat. They love to pose as commoners or gentlefolk to pull 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.

**Caly (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—disintegrate self, fog cloud. Caster level 8th.

---

**GREEN HAG**

Medium Monstrous Humanoid

Hit Dice: 9d8+9 (49 hp)

Initiative: +1

Speed: 30 ft. (6 squares), swim 30 ft.

Armor Class: 22 (+1 Dex, +1 natural), touch 11, flat-footed 21

Base Attack/Grapple: +9/+13

Attack: Claw +13 melee (1d6+4)

**Full Attack:** 2 claws +13 melee (1d6+4), and bite +8 melee (1d6+3)

Space/Reach: 5 ft./5 ft.

Special Attacks: Spell-like abilities, weakness, mimicry

Special Qualities: Darkvision 90 ft., spell resistance 18

Saves: Fort +6, Ref +6, Will +6

Abilities: Str 19, Dex 12, Con 12, Int 13, Wis 13, Cha 14

Skills: Concentration +7, Craft or Knowledge (any one) +6, Hide +9, Listen +11, Spot +11, Swim +12

Feats: Alertness, Blind-Fight, Combat Casting, Great Fortitude

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:** 

This creature looks like a very old female human. It has a sickly green complexion with dark, tangled hair that looks almost like a twisted vine.

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, dispel self, ghost sound (DC 12), invisibility, pass without trace, tongues, water breathing. Caster level 9th. The save DC is Cha/9.-based.

**Weakness (Su):** A green hag can weaken a foe by making a special touch attack. The opponent must succeed on a DC 16 Forti-
tude 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 ft. (6 squares), swim 40 ft.

**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 ft./5 ft.

**Special Attacks:** Horrific appearance, evil eye

**Special Qualities:** Amphibious, spell resistance 14

** Saves:** Fort +2, Ref +4, Will +11

**Abilities:** Str 19, Dex 12, Con 12, Int 10, Wis 13, Cha 14

**Skills:** Craft or Knowledge (any one) +3, Hide +4, Listen +6, Spot +6, Swim +12

**Feats:** Alertness, 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:**

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**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 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—intimate dead, bestow curse (DC 17), control weather, dream, foretell, mind blank, mimic arcane (DC 18), polymorph, verb (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 16 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.

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**HALF-CELESTIAL**

A celestials magical nature allows it to breed with virtually any creature. The offspring of the resulting unions, half-celestials, are glorious and wonderful beings.

To carry out their responsibilities, celestials sometimes spend great amounts of time in mortal realms. Being devoted and kind, they occasionally fall in love with mortals: humans, elves, unicorns, and similar creatures. The objects of celestial affection are never evil and are always intelligent. They always return the love of their immortal paramour and willingly conceive the child, usually caring for it since the celestial has other duties.

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.

Though noble and compassionate, half-celestials are often dismayed at the evil among their kin and take a stern, sometimes harsh, view of base instincts or malevolent actions. Never truly fitting into any mortal society, half-celestials are usually loners and wanderers attempting to right wrongs wherever they can.

**SAMPLE HALF-CELESTIAL**

This noble knight seems human, but he has golden eyes, and a large pair of white-feathered wings spreads from his shoulders.
This example uses a 9th-level human paladin as the base creature.

**Half-Celestial 9th-Level Human Paladin**

**Medium Outsider (Augmented Humanoid, Native)**

**Hit Dice:** 9d16+36 (90 hp)

**Initiative:** +1

**Speed:** 30 ft. (6 squares), fly 60 ft. (good)

**Armor Class:** 24 (+4 Dex, +2 natural, +11 +2 mithral breastplate +1 heavy steel shield), touch 11, flat-footed 23

**Base Attack/Grapple:** +9/+14

**Attack:** +2 bastard sword +17 melee (1d10+7/19–20) or masterwork composite longbow (+4 Str bonus) +11 ranged (1d8+4/+x3)

**Full Attack:** +2 bastard sword +17/+12 melee (1d10+7/19–20) or masterwork composite longbow (+4 Str bonus) +11/+6 ranged (1d8+4/+x3)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Daylight, smite evil, spells, spell-like abilities, turn undead 7/day

**Special Qualities:** Aura of cure IV, aura of good, damage reduction 5/magic, darkvision 60 ft., detect evil, divine grace, divine health, immunity to disease, lay on hands, resistance to acid 10, cold 10, and electricity 10, remove disease 2/week, spell resistance 19, turn undead 7/day

**Saves:** Fort +14 (+18 against poison), Ref +8, Will +10

**Abilities:** Str 20, Dex 12, Con 18, Int 10, Wis 16, Cha 18

**Skills:** Concentration +13, Diplomacy +13, Ride +11, Spot +7

**Feats:** Exotic Weapon Proficiency (bastard sword), Flyby Attack, Improved Natural Armor, Power Attack, Weapon Focus (bastard sword)

**Environment:** Temperate plains

**Organization:** Solitary

**Challenge Rating:** 11

**Treasure:** Standard

**Alignment:** Always lawful good

**Advancement:** By character class

**Level Adjustment:** +4

The half-celestial paladin is a champion of good, a winged knight whose courage in the face of danger is legendary.

**Aura of Courage (Su):** This paladin has immunity to fear (magical or otherwise). Each ally within 10 feet of him gains a +4 morale bonus on saving throws against fear effects.

**Aura of Good (Ex):** This half-celestial paladin radiates a strong aura of good (see the detect good spell) at the 9th-level cleric of a good deity.

**Detect Evil (Sp):** At will, this paladin can use detect evil as the spell.

**Divine Grace (Su):** This paladin applies his Charisma modifier as a bonus on all saving throws.

**Divine Health (Ex):** This paladin has immunity to all diseases, including supernatural and magical diseases (such as mummy rot and lycanthropy).

**Lay on Hands (Su):** This paladin can cure up to 36 points of damage per day.

**Remove Disease (Sp):** Half-celestial paladins can use remove disease twice per week as a spell-like ability (this is the paladin’s class feature). A half-celestial also has the ability to use remove disease as a half-celestial spell-like ability (see above).

**Typical Paladin Spells Prepared (2/1):** cure disease, light, prestidigitation, sanctify (1st)—bless, charm person, detect magic, detect evil—bull's strength.

**Possessions:** +2 mithral breastplate, +2 large steel shield, +2 bastard sword, masterwork composite longbow (+4 Str bonus), 10 silvered arrows, 10 cold iron arrows. (Different half-celestials may have different possessions.)

---

**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 smite evil 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; a half-celestial wyrmrind brass dragon (4 HD) can use protection from evil and bless as well as aid and detect evil. 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>
<thead>
<tr>
<th>HD</th>
<th>Abilities</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-2</td>
<td>Protection from evil 3/day, bless</td>
</tr>
<tr>
<td>3-4</td>
<td>Aid, detect evil</td>
</tr>
<tr>
<td>5-6</td>
<td>Cure serious wounds, neutralize poison</td>
</tr>
<tr>
<td>7-8</td>
<td>Holy smite, remove disease</td>
</tr>
<tr>
<td>9-10</td>
<td>Dispel evil</td>
</tr>
<tr>
<td>11-12</td>
<td>Holy word</td>
</tr>
<tr>
<td>13-14</td>
<td>Holy aura 1/day, hallow</td>
</tr>
<tr>
<td>15-16</td>
<td>Mass charm monster</td>
</tr>
<tr>
<td>17-18</td>
<td>Summon monster IX (celestials only)</td>
</tr>
<tr>
<td>19-20</td>
<td>Resurrection</td>
</tr>
</tbody>
</table>
SPECIAL QUALITIES: A half-celestial has all the special qualities of the base creature, plus the following special qualities:

- Darkvision out to 60 feet.
- 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 + Int modifier) x (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-CELESTIAL CHARACTERS

Half-celestial humanoid often have a character class, preferring bard, cleric, fighter, and paladin. Nonhumanoids are also sometimes clerics or paladins. Half-celestial clerics serve good deities such as Ehlonna, Heironicus, Kord, or Pelor.

HALF-DRAGON

A dragon's magical nature allows it to breed with virtually any creature. Conceptually occurs while the dragon has changed its shape; it then abandons the crossbreed offspring.

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.

SAMPLE HALF-DRAGON

This powerful humanoid has black, scaled skin, sharp claws and fangs, and a pair of forward-curving horns above its eyes.

Here is an example of a half-dragon using a 4th-level human fighter as the base creature and a black dragon as the nonhuman parent.

HALF-BLACK DRAGON 4TH-LEVEL HUMAN FIGHTER

MEDIUM DRAGON (AUGMENTED HUMANOID)

Hit Dice: 4d10+16 (43 hp)

Initiative: +1

Speed: 20 ft. in full plate armor (4 squares); base speed 30 ft.

ARMOR CLASS: 24 (+1 Dex, +1 natural, +9 +1 full plate armor), touch 11, flat-footed 23

BASE ATTACK/GRAPPLING: +4/+10

ATTACK: Lucky attack two-bladed sword +12 melee

1d8+11/19–20 or javelin +5 ranged (1d6+6)

FULL ATTACK: Masterwork two-bladed sword +10 melee x10

1d8+8/19–20, 1d6+5/19–20, or 1d4+8/19–20 and bite +5 melee (1d6+3);

or 2 claws +8 melee (1d4+5) and bite +5 melee (1d6+3), or 2 javelins +5 ranged (1d6+6)

SPACE/REACH: 5 ft./5 ft.

SPECIAL ATTACKS: Breath weapon

SPECIAL QUALITIES: Darkvision 60 ft., immunity to acid, sleep, and paralysis, low-light vision

SAVES: Fort +8, Ref +2, Will +4

ABILITIES: Str 22, Dex 13, Con 18, Int 10, Wis 12, Cha 12

SKILLS: Climb +15, Intimidate +4, Jump –1, Listen +3, Spot +4


ENVIRONMENT: Temperate plains

ORGANIZATION: Solitary

CHALLENGE RATING: 6

TREASURE: Standard

ALIGNMENT: Often chaotic evil

ADVANCEMENT: By character class

LEVEL ADJUSTMENT: +3

This half-dragon is based on a 4th-level human fighter with the following ability scores: Str 14, Dex 13, Con 16, Int 8, Wis 12, Cha 10.

COMBAT

Half-black dragon fighters use two-handed (often exotic) weapons. Aggressive and tempestual, they're usually itching for a battle. They often lead other evil warriors, but fight as individuals.

BREATH WEAPON (Su): 30-ft. line, once per day, damage 6d8 fire, reflex DC 14 half. The save DC is Constitution-based.

Possessions: +1 full plate armor, masterwork two-bladed sword, 2 javelins.

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 ft.) 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 is greater.

<table>
<thead>
<tr>
<th>Size</th>
<th>Bite Damage</th>
<th>Claw Damage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fine</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>Diminutive</td>
<td>1d2</td>
<td>1</td>
</tr>
<tr>
<td>Tiny</td>
<td>1d3</td>
<td>1d2</td>
</tr>
<tr>
<td>Small</td>
<td>1d4</td>
<td>1d3</td>
</tr>
<tr>
<td>Medium</td>
<td>1d6</td>
<td>1d4</td>
</tr>
<tr>
<td>Large</td>
<td>1d8</td>
<td>1d6</td>
</tr>
<tr>
<td>Huge</td>
<td>2d6</td>
<td>1d8</td>
</tr>
<tr>
<td>Gargantuan</td>
<td>3d6</td>
<td>2d6</td>
</tr>
<tr>
<td>Colossal</td>
<td>4d6</td>
<td>3d6</td>
</tr>
</tbody>
</table>
**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 + 1/2 half-dragon’s Con modifier) reduces damage by half.

<table>
<thead>
<tr>
<th>Dragon Variety</th>
<th>Breath Weapon</th>
</tr>
</thead>
<tbody>
<tr>
<td>Black</td>
<td>60-foot line of acid</td>
</tr>
<tr>
<td>Blue</td>
<td>60-foot line of lightning</td>
</tr>
<tr>
<td>Green</td>
<td>30-foot cone of corrosive (acid) gas</td>
</tr>
<tr>
<td>Red</td>
<td>30-foot cone of fire</td>
</tr>
<tr>
<td>White</td>
<td>30-foot cone of cold</td>
</tr>
<tr>
<td>Bass</td>
<td>60-foot line of fire</td>
</tr>
<tr>
<td>Bronze</td>
<td>60-foot line of lightning</td>
</tr>
<tr>
<td>Copper</td>
<td>60-foot line of acid</td>
</tr>
<tr>
<td>Gold</td>
<td>30-foot cone of fire</td>
</tr>
<tr>
<td>Silver</td>
<td>30-foot cone of cold</td>
</tr>
</tbody>
</table>

**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>
<thead>
<tr>
<th>Dragon Variety</th>
<th>Immunity</th>
<th>Dragon Variety</th>
<th>Immunity</th>
</tr>
</thead>
<tbody>
<tr>
<td>Black</td>
<td>Acid</td>
<td>Blue</td>
<td>Electric</td>
</tr>
<tr>
<td>Green</td>
<td>Acid</td>
<td>Red</td>
<td>Fire</td>
</tr>
<tr>
<td>White</td>
<td>Cold</td>
<td>Silver</td>
<td>Cold</td>
</tr>
</tbody>
</table>

**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 + Int modifier) × (HD + 3). 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.

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**Hypothetical Half-Fiend Example**

No matter its form, a half-fiend is always hideous to behold, having dark scales, horns, glowing red eyes, barb wings, a fetid odor, or some other obvious sign that it is tainted with evil.

Never truly fitting into any mortal society, half-fiends are usually loners. On the lower planes, they are mistreated and derided because of their impure nature. Among nonfiends, they are outcasts, hated corruptions of the natural order. Humanoid half-fiends are sometimes called cambions. They often serve more powerful fiends or lead evil creatures on the Material Plane.

**Sample Half-Fiend**

This winged humanoid has claws, fangs, and short horns. Its eyes glow red, and it reeks of brimstone.

This example uses a 7th-level human cleric of Erythnul as the base creature.

**Half-Fiend 7th-Level Human Cleric**

**Medium Outsider (Augmented Humanoid) (Native)**

**Hit Dice:** 3d8+14 (49 hp)

**Initiative:** +7

**Speed:** 20 ft. in breastplate (4 squares), fly 20 ft. (average)

**Armor Class:** 24 (+3 Dex, +2 natural, +10 +2 breastplate and +1 shield), touch 13, flat-footed 21

**Base Attack/Grapple:** +5/+9

**Attack:** +1 morningstar (1d8+5) or claw (1d4+4) or masterwork light crossbow +2 ranged (1d8/19–20)

**Full Attack:** +1 morningstar +1 melee (1d8+5) and bite +1 melee (1d6+2), 2 claws +2 melee (1d4+4) and bite +1 melee (1d6+2), or masterwork light crossbow +2 ranged (1d8/19–20)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Smite good, spells, spell-like abilities, rebuke undead 8/day

---

**Half-dragon**

Half-dragon's magical nature allows it to breed with virtually any creature. Spawned deep in the dark, nether planes, these fiendish offspring are abominations that plague mortal creatures. Demons and devils bring their progeny along to the Material Plane and loose them upon the world. Sometimes, however, fiends force themselves on mortal creatures to create evil half-breeds. The more depraved creatures are sometimes even willing to participate. Although half-fiend offspring are usually destroyed at birth, some survive to become grotesque mockeries of their mortal parents. All too rarely, though, one learns from and takes on the characteristics of its non-fiendish parent, turning from its evil heritage.
Special Qualities: Damage reduction 5/magic, darkvision 60 ft., immunity to poison, resistance to acid 10, cold 10, electricity 10, and fire 10, spell resistance 12.

Saves: Fort +7, Ref +5, Will +9

Abilities: Str 18, Dex 17, Con 14, Int 12, Wis 18, Cha 12

Skills: Concentration +12, Diplomacy +6, Knowledge (arcana) +6, Knowledge (religion) +6, Heal +9, Spellcraft +3, Spot +9

Feats: Combat Casting, Extra-Turning, Flyby Attack, Improved Initiative, Weapon Focus (morningstar)

Environment: Temperate plains
Organization: Solitary
Challenge Rating: 9
Treasure: Double standard
Alignment: Always evil (any)
Advancement: By character class
Level Adjustment: +4

Half-fiend spellcasters such as the one described here are usually found as the leaders of dark cults or evil temples.

Combat
Half-fiends attack with aggressiveness and battle lust, using their ability to fly to best advantage by casting spells from the air. They enjoy torturing any enemies unfortunate enough to fall into their hands.

Smite Good (Su): Once per day, this half-fiend can make a normal melee attack to deal 7 points of extra damage against a good foe.

Spell-Like Abilities: 3/day—darkness, poison (DC 15); 1/day—desecrate, unholy blight (DC 15). Caster level 7th. The save DCs are Charisma-based.

Typical Cleric Spells Prepared (6/6/5/4/3; save DC 14 + spell level):
0—cure minor wounds, detect magic, guidance, light, read magic, resistance, 1st—command, cure light wounds, divine favor, doom, protection from good, shield of faith, 2nd—bear’s endurance, bull’s strength, hold person, sound burst, spiritual weapon; 3rd—bestow curse, cure serious wounds, dispel magic, magic vestment; 4th—cure critical wounds, summon monster IV, unholy blight.

Domain spell. Deity: Erythnul. Domains: Evil (cast evil spells at +1 caster level) and War. (Weapon Focus bonus feat).

Possessions: +2 breastplate, +1 large shield, +1 morningstar, +1 ring of Wisdom +3, potion of haste. (Different half-fiends may have different possessions.)

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 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 +2 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 is greater.

<table>
<thead>
<tr>
<th>Size</th>
<th>Bite Damage</th>
<th>Claw Damage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fine</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>Diminutive</td>
<td>1d2</td>
<td>1</td>
</tr>
<tr>
<td>Tiny</td>
<td>1d3</td>
<td>1d2</td>
</tr>
<tr>
<td>Small</td>
<td>1d4</td>
<td>1d3</td>
</tr>
<tr>
<td>Medium</td>
<td>1d6</td>
<td>1d4</td>
</tr>
<tr>
<td>Large</td>
<td>1d8</td>
<td>1d6</td>
</tr>
<tr>
<td>Huge</td>
<td>2d6</td>
<td>1d8</td>
</tr>
<tr>
<td>gargantuan</td>
<td>3d6</td>
<td>2d6</td>
</tr>
<tr>
<td>Colossal</td>
<td>4d6</td>
<td>3d6</td>
</tr>
</tbody>
</table>

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 of 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; a half-fiend with 4 HD can use darkness as well as desecrate. Unless otherwise noted, an ability is usable once per day. Caster level equals the creature’s HD, and the save DC is Charisma-based.

HD | Abilities
---|-----------------------
1-2 | Darkness 3/day
3-4 | Desecrate
5-6 | Unholy blight
7-8 | Poison 3/day
9-10 | Contagion
11-12 | Blasphemy
13-14 | Unholy aura 3/day, unhallow
15-16 | Horrid wilting
17-18 | Summon monster IX (fiends only)
19-20 | Destruction

Special Qualities: A half-fiend has all the special qualities of the base creature, plus the following special qualities.

—Darkvision out to 60 feet.
—Immunity to poison.
—Resistance to scd 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, +1, Int +4, Cha +2.

Skills: A half-fiend gains skill points equal to its outsider skill points plus 3 skill points per level (8 + Int modifier) x (HD +3). 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 class 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

HALF-FIEND CHARACTERS

Humanoid half-fiends often have a character class, preferring cleric, fighter, rogue, and sorcerer. Rogues and fighters frequently take levels in the assassin and blackguard prestige classes, respectively. Nonhumanoids are also sometimes clerics or sorcerers.
Half-elf clerics serve evil deities such as Erythnul, Gruumsh, Hextor, Nerull, and Vecna.

HALFLING

Halfing, 1st-Level Warrior
Small Humanoid (Halfling)
Hit Dice: 1d8+1 (5 hp)
Initiative: +1
Speed: 20 ft. (4 squares)
Armor Class: 16 (+1 size, +1 Dex, +3 studded leather, +1 light shield), touch 12, flat-footed 14
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 ft./5 ft.
Special Attacks: Halfling traits
Special Qualities: Halfling traits
Saves: Fort +4, Ref +2, Will +6
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
(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: 1/2
Treasure: Standard
Alignment: Usually neutral
Advancement: By character class
Level Adjustment: +0

This humanoid stands about half as high as a human. It has an athletic build, ruddy skin, straight black hair, and dark eyes.

Halfings are cunning, resourceful survivors and opportunists who find room for themselves whenever they can. They might be reliable, hard-working citizens or thieves just waiting for their big chance.

Halfings 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. Halflings prefer simple, comfortable, and practical clothes. Unlike members of most races, they prefer simple comfort to show of wealth. Halfings reach adulthood in their early twenties and generally live into the middle of their second century.

Halflings speak Halfling and Common.

Most halfings 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.

HALFLING TRAITS (Ex): Halflings possess the following racial traits.

— +2 Dexterity, +2 Strength
— Small size, +1 bonus to Armor Class, +1 bonus on attack rolls, +2 bonus on Hide checks, –4 penalty on grapple checks, lifting and carrying limits 3/4 those of Medium characters.
— A halfling's base land speed is 20 feet.
— +2 racial bonus on Climb, Jump, and Move Silently checks.
— +1 racial bonus on all saving throws.
— +2 morale bonus on saving throws against fear. This bonus stacks with the halfling's +1 bonus on saving throws in general.
— +1 racial bonus on attack rolls with thrown weapons and slings.
— +2 racial bonus on Listen checks.
— Favored Class: Rogue.

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.

HALFLING SOCIETY

Halfings try to get along with everyone else. They are adept at fitting into communities of humans, dwarves, elves, gnomes and making themselves valuable and welcome. Since human society changes more frequently than the societies of the longer-lived races, it most frequently offers opportunities to exploit, and halflings are often found in or around human lands.

Halfings often form tight-knit communities in human or dwarf cities. While they work readily with others, they often make friends only among themselves. Halfings also settle into secluded places where they set up self-reliant villages.

Halflings are known to pick up any move en masse to a place that offers some new opportunity, such as where i new mine has opened up or to a land where a devastating war has made skilled workers hard to find. If these opportunities are temporary, a community may pick up and move again once the opportunity is gone, or once a better one presents itself. If the opportunity is lasting, the halfings settle and form a new village. Some communities, on the other hand, take to traveling as a way of life, driving wagons or guiding boats from place to place, with no permanent home.

The chief halfling deity is Yondalla, the Blessed One, protector of the halflings. Yondalla promises blessings and protection to those who heed her guidance, defend their clans, and cherish their families.

SUBRACES

The information above is for the lightfoot halfling, the most common halfling variety. There are also other major halfing subraces, which differ from lightfoot halflings as follows:

Tallfellow

This humanoid stands a little more than half as high as a human. It has a slim but athletic build, fair skin, and fair hair.
Tallfellows are somewhat rare among halfling folk. Tallfellows are 4 feet tall or mere and weigh between 30 and 35 pounds. They generally speak Elven in addition to Common and Halfling, and they greatly enjoy the company of elves.

**Tallfellow Traits (Ex):** These traits are in addition to the lightfoot halfling traits, except where noted.

- +2 racial bonus on Search, Spot, and Listen checks. Like an elf, a tallfellow who merely passes within 5 feet of a secret or concealed door is entitled to a Search check as though actively looking for it. This trait replaces the lightfoot’s +2 bonus on Listen checks.

- Tallfellows are less stealthy than lightfoot halflings and do not have a racial bonus on Climb, Jump, and Move Silently checks.

**Deep Halfling**

This halfling stands a little less than half as high as a human. It has a stocky but athletic build, ruddy skin, straight black hair, and dark eyes.

These halflings are shorter and stockier than the more common lightfoot.

Deep halflings are about 2 1/2 feet tall and weigh between 30 and 35 pounds. Deep halflings take great pleasure in gems and fine jewelry, often working as jewelers or stoneworkers. They rarely mix with humans and elves but enjoy the company of dwarves and dwarven families of their kind.

**Deep Halfling Traits (Ex):** These traits are in addition to the lightfoot halfling traits, except where noted.

- Darkvision cut to 60 feet.

- Stonecunning: Like dwarves, deep halflings have a +2 racial bonus on checks to notice unusual stonework. Something that isn’t stone but that is disguised as stone also counts as unusual stone. A deep halfling who merely comes within 10 feet of unusual stone can make a check as though actively searching and can use the Search skill to find stone traps as a rogue can. A deep halfling can also intuit depth, sensing the approximate distance underground as naturally as a human can sense which way is up.

- +2 racial bonus on Appraise checks and Craft checks that are related to stone or metal.

- Deep halflings are less stealthy than lightfoot halflings and do not have a racial bonus on Climb, Jump, and Move Silently checks.

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**HARPY**

This creature looks like an evil-faced, old human with the lower body, legs, and wings of a reptilian monster. Its hair is tangle, dirty, and matted with blood.

A more malignant and wretched creature than the harpy is difficult to imagine. Taking great glee in causing suffering and death, the sadistic harpy is always watching for new victims.

A harpy’s coal-black eyes clearly reflect its evil soul, as do the wicked talons on its knotty fingers. These vile creatures wear no clothing and often wield large, heavy bones as though they were clubs.

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 30-foot 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.

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**HARPY ARCHER**

A cruel hunter and roving bandit, 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.

**Possessions:** +2 studded leather, +1 frost composite longbow (+1 Str bonus), 10 cold iron arrows, 10 silvedr arrow, lesser bracers of armor, 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.)
Harpy
Medium Monstrous Humanoid

Hit Dice: 7d8 (31 hp)
Initiative: +2
Speed: 20 ft. (4 squares), fly 80 ft. (average)
Armor Class: 13 (+2 Dex, +1 natural)
touch 12, flat-footed 11

Base Attack/Grapple: +7/+7
Attack: Club +7 melee (1d6)
Full Attack: Club +7/+2 melee (1d6) and 2 claws +2 melee (1d3)

Space/Reach: 5 ft./5 ft.
Special Attacks: Captivating song
Special Qualities: Darkvision 60 ft.
Saves: Fort +2, Ref +7, Will +6
Abilities: Str 10, Dex 15, Con 10,
Int 7, Wis 12, Cha 17
Skills: Bluff +11, Intimidate +7, Listen +7,
Perform (oratory) +5, Spot +5
Feats: Dodge, Flyby Attack, Persuasive

Environment: Temperate marshes
Organization: Solitary, pair, or flight (7–12)
Challenge Rating: 4
Treasure: Standard
Alignment: Usually chaotic evil
Advancement: By character class
Level Adjustment: +3

Harpy Archer, 7th-Level Fighter
Medium Monstrous Humanoid

Hit Dice: 7d8 + 7d10 + 28 (103 hp)
Initiative: +9
Speed: 20 ft. (4 squares), fly 80 ft. (average)
Armor Class: AC 23 (+5 Dex, +1 natural, +6 +3 studded leather, +1 ring of protection +1),
touch 16, flat-footed 18

Base Attack/Grapple: +14/+15
Attack: +1 first composite longbow (+1 Str bonus) +22 ranged
(1d8 +4/19–20/x3 plus 1d6 cold), claw +15 melee (1d3+1)
Full Attack: +1 first composite longbow (+1 Str bonus) +22/+17/+12 ranged
(1d8+4/19–20/x3 plus 1d6 cold), or claws +15 melee (1d3+1)

Space/Reach: 5 ft./5 ft.
Special Attacks: Captivating song
Special Qualities: Darkvision 60 ft.
Saves: Fort +11, Ref +14, Will +11
Abilities: Str 12, Dex 20, Con 14,
Int 6, Wis 11, Cha 19
Skills: Bluff +11, Intimidate +5, Listen +7, Perform (oratory) +10, Spot +5
Feats: Dodge, Flyby Attack, Persuasive

Environment: Temperate marshes
Organization: Solitary
Challenge Rating: 11
Treasure: Standard (including equipment)
Alignment: Usually chaotic evil
Advancement: By character class
Level Adjustment: +3

HELL HOUND

The creature resembles a big, powerful, built dog with short, rust-red fur; its markings, teeth, and tongue are sooty black. It has red, glowing eyes.

Hell hounds are aggressive, fire-breathing canines from the plane of Acheron. Specimens are frequently brought to the Material Plane to serve evil beings, and many have established indigenous breeding populations.

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-foot cone, once every 2d4 rounds, damage 3d6 fire, Reflex DC 13 half. The save DC is Constitution-based.

Fiery Bite (Su): A hell hound deals an extra 1d8 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

The Lords of the Nine, the great devil princes who rule over the Nine Hells, keep vast kennels of hell hounds. From the fiery pits beneath the palace of Asmodeus in Nesso, the lowest of the Nine Hells, come the Nessian warhounds, a terrifying breed of hell hound. Nessian warhounds are coal-black, marsills 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-foot 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.
**Hell Hound**  
Medium Outsider  
(Evil, Extraplanar, Fire, Lawful)

**Nessie Warhound**  
Large Outsider  
(Evil, Extraplanar, Fire, Lawful)

<table>
<thead>
<tr>
<th>Hell Hound</th>
<th>Nessie Warhound</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Hit Dice:</strong></td>
<td>4d8+4 (22 hp)</td>
</tr>
<tr>
<td>Initiative:</td>
<td>+5</td>
</tr>
<tr>
<td>Speed: 40 ft. (8 squares)</td>
<td>40 ft. (8 squares)</td>
</tr>
<tr>
<td>Armor Class:</td>
<td>16 (+1 Dex, +5 natural), touch 11, flat-footed 15</td>
</tr>
<tr>
<td>Base Attack/Grapple:</td>
<td>+4/+5</td>
</tr>
<tr>
<td>Attack: Bite +5 melee (1d8+1 plus 1d6 fire)</td>
<td>Bite +20 melee (2d6+12/19–20 plus 1d8 fire)</td>
</tr>
<tr>
<td>Full Attack: Bite +5 melee (1d8+1 plus 1d6 fire)</td>
<td>Bite +20 melee (2d6+12/19–20 plus 1d8 fire)</td>
</tr>
<tr>
<td>Space/Reach: 5 ft./5 ft.</td>
<td>10 ft./10 ft.</td>
</tr>
<tr>
<td>Special Attacks: Breath weapon, fiery bite</td>
<td>Breath weapon, fiery bite</td>
</tr>
<tr>
<td>Special Qualities: Darkvision 60 ft., immunity to fire, scent, vulnerability to cold</td>
<td>Darkvision 60 ft., immunity to fire, scent, vulnerability to cold</td>
</tr>
<tr>
<td>Saves: Fort +5, Ref +5, Will +4</td>
<td>Fort +13, Ref +10, Will +9</td>
</tr>
<tr>
<td>Abilities: Str 13, Dex 13, Con 13, Int 6, Wis 10, Cha 6</td>
<td>Str 26, Dex 14, Con 20, Int 4, Wis 12, Cha 6</td>
</tr>
<tr>
<td>Skills: Hide +13, Jump +12, Listen +7, Move Silently +13, Spot +7, Survival +7</td>
<td>Hide +17, Jump +19, Listen +18, Move Silently +21, Spot +18, Survival +8, Tumble +3</td>
</tr>
<tr>
<td>Feats: Improved Initiative, Run, Track 6</td>
<td>Alertness, Improved Critical (bite), Improved Initiative, Track, Weapon Focus (bite)</td>
</tr>
<tr>
<td>Environment: Nine Hells of Baator</td>
<td>Nine Hells of Baator (Nessie)</td>
</tr>
<tr>
<td>Organization: Solitary, pair, or pack (5–12)</td>
<td>Solitary, pair, or pack (1–2 Nessie warhounds and 5–12 hell hounds)</td>
</tr>
<tr>
<td>Challenge Rating:</td>
<td>3</td>
</tr>
<tr>
<td>Treasure:</td>
<td>None</td>
</tr>
<tr>
<td>Alignment:</td>
<td>Always lawful evil</td>
</tr>
<tr>
<td>Advancement: 5–8 HD (Medium); 9–12 HD (Large)</td>
<td>+2 chain shirt barding</td>
</tr>
<tr>
<td>Level Adjustment:</td>
<td>+3 (cohort)</td>
</tr>
</tbody>
</table>

**HIPPOGRIFF**

**Large Magical Beast**  
Hit Dice: 3d10+9 (25 hp)  
Initiative: +2  
Speed: 50 ft. (10 squares), fly 100 ft. (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 ft./5 ft.  
Special Attacks:  
Special Qualities: Darkvision 60 ft., low-light vision, scent  
Saves: Fort +6, Ref +3, 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:  

These beasts are very territorial, defending their preferred hunting and grazing areas against intruders with unusual ferocity. Their range usually extends about 5d10 miles from their nests, in which the young remain while the adults hunt. Hippogriffs never leave their young undefended, however; discovering a hippogriff nest always means encountering adult creatures.

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.

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.
HOBGOBLIN

Hobgoblin, 1st-Level Warrior
Medium Humanoid (Goblinoid)
Hit Dice: 1d8+2 (6 hp)
Initiative: +1
Speed: 30 ft. (6 squares)
Armor Class: 15 (+1 Dex, +3 studded leather, +1 light shield), touch 11, flat-footed 14
Base Attack/Climb: +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 ft./5 ft.
Special Attacks:
Special Qualities: Darkvision 60 ft
Saves: Fort +4, Ref +1, Will –1
Abilities: Str 13, Dex 13, Con 14, Int 10, Wis 9, Cha 8
Skills: Hide +3, Listen +2, Move Silently +3, Spot +2
Feats: Alertness
Environment: Warm hills
Organization: Gang (4–9), band (10–100)
Challenge Rating: 1/2
Treasure: Standard
Alignment: Usually lawful evil
Advancement: By character class
Level Adjustment: +1

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 them.

COMBAT

These creatures have a strong grasp of strategy and tactics and are capable of carrying out sophisticated battles. Under the leadership of a skilled strategist or tactician, their discipline can prove a deciding factor. Hobgoblins train their followers 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 13, Con 14, Int 10, Wis 9, Cha 8.

HOBGOBLIN SOCIETY

Hobgoblins are a military breed. They live for war and believe strongly in the strength and martial prowess as the most desirable qualities for individuals and leaders alike. A hobgoblin leader is likely to be the biggest and strongest in the group, maintaining authority by enforcing strict discipline. Hobgoblins are often leaders among tribes of goblins and orcs, whom they bully and treat as inferiors. Hobgoblin mercenaries sometimes serve the service of wealthy evil humanoids.
Hobgoblin society is organized into tribal bands, each intensely jealous of its reputation and status. Meetings between rival bands are likely to erupt in violence if the troops are not restrained. Only an exceptionally powerful leader can force them to cooperate for any length of time. Each band has a distinctive battle standard that it carries into combat to inspire, rally, and signal the troops. Hobgoblin gangs and warbands are almost exclusively male. Bands and tribes include females who help with defense. Noncombatant hobgoblins are children too young to fight effectively.

These creatures usually make lairs in places that either boost natural defenses or can be fortified. Caverns, complexes, dungeons, ruins, and forests are among their favorites. Typical lair defenses include ditches, fences, gates, guard towers, pit traps, and crude catapults or ballistae.

Most hobgoblins revere Maglubiyet, who is also the patron deity of goblins.

**HOBGOBLIN CHARACTERS**

Hobgoblin leaders tend to be fighters or rogues. Hobgoblin cleric worship Maglubiyet. A hobgoblin cleric has access to two of the following domains: Evil, Destruction, or Trickery. Most hobgoblin spellcasters, however, are adepts. Hobgoblin adepts favor spells that deal damage.

Hobgoblin characters possess the following racial traits.

- +2 Dexterity, +2 Constitution
- A hobgoblin's base land speed is 30 feet.
- Darkvision out to 60 feet.
- +4 racial bonus on Move Silently checks.
- Favored Class: Fighter
- Level adjustment +1.

**HOMUNCULUS**

**Tiny Construct**

**Hit Dice:** 2d10 (11 hp)

**Initiative:** +2

**Speed:** 20 ft. (4 squares), fly 50 ft. (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 ft./1 ft./0 ft.

**Special Attacks:** Poison

**Special Qualities:** Construct traits, darkvision 60 ft., 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:** +1

This creature has a vaguely humanoid form. It stands about 18 inches tall, and has wings spanning about 2 feet. Its skin looks rough and warty, and it has a mouth full of needle-like teeth.

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 feet. A homunculus never travels beyond this range willingly, though it can be removed forcibly. If this occurs, the creature does everything in its power to regain contact with its master. An attack that destroys a homunculus deals 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.

**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 it. 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 creatures 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 (see page 301), arcane eye, mirror image, mending, caster must be at least 4th level; Price — (never sold); Cost 1,050 gp +78 XP.

**HOWER**

**Large Outsider: (Chaotic, Evil, Extraplanar)**

**Hit Dice:** 6d8+12 (39 hp)

**Initiative:** +7

**Speed:** 50 ft. (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 ft./5 ft.

**Special Attacks:** Quills, howl

**Special Qualities:** Darkvision 60 ft., Saves: Fort +7, Ref +8, Will +7

**Abilities:** Str 21, Dex 17, Con 15, Int 6, Wis 14, Cha 8

**Skills:** Climb +14, Hide +8, Listen +13, Move Silently +12, Search +7, Spot +13, Survival +2 (+4 following tracks)

**Feats:** Alertness, Combat Reflexes, Improved Initiative
Environment: Windswept Depths of Pandemonium
Organization: Solitary, gang (2–4), or pack (6–10)
Challenge Rating: 3
Treasure: None
Alignment: Always chaotic evil
Advancement: 7–9 HD (Large); 11–16 HD (Huge)
Level Adjustment: +3 (cohort)

This creature looks like some gaunt, bestial hound or feline, with a mane of bristling quills.

Howlers live on planes where chaos and evil hold sway; they originate on the plane of Pandemonium. These beasts hunt in packs, racing through caverns to wear down their prey and rend it to bits.

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
Small and medium infernal creatures such as quasis, abyssal orcs, and even succubi sometimes use howlers as mounts or pack animals. Larger and more powerful demons use them like hunting dogs.

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 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 6,980 pounds.

HYDRA
This beast resembles some great reptile with a veritable forest of heads on long, slender necks.

Hydras are reptilelike monsters with multiple heads; they can quickly tear apart all but the most well-armored foes.

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 writhes and whips 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 functions as a separate creature for the purpose of attacks and saving throws. A hydra has 30 hit points, 10 or more points of damage per head, and 5 points of damage from each head. A hydra's body deals 5 points of damage per head.

Losing a head deals damage to the body equal to half the lost head's damage. 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.

BEHIND THE CURTAIN: HYDRAS
Hydras are intended to be monsters that are difficult to defeat by conventional means. Characters without the Improved Sunder feat will find it difficult and dangerous to attack by lopping off the monster's heads, and the hydra's first healing ability means that damage directed at its body is quickly restored. The hydra rewards characters who have the Improved Sunder feat and parties who learn to coordinate their attacks effectively.
A hydra’s body can be slain just like any other creature’s, but hydromancers possess fast healing (see below) and are difficult to defeat in this fashion. An attack that is not (or cannot be) an attempt to sever a head affects the body. For example, area effects deal damage to a hydra’s body, not to its heads. Targeted magical effects cannot sever a hydra’s heads (and thus must be directed at the body) unless the deal slashing damage and could be used to make Sunder attempts.

### Five-Headed Hydra
- **Huge Magical Beast**
- **Hit Dice:** 5d10+28 (55 hp)
- **Initiative:** +1
- **Speed:** 20 ft. (4 squares), swim 20 ft.
- **Armor Class:** 15 (–2 size, –1 Dex, +6 natural)
  - touch 9, flat-footed 14
- **Base Attack/Grapple:** +5/+16
- **Attack:** 5 bites +6 melee (1d10+3)
- **Full Attack:** 5 bites +6 melee (1d10+3)
- **Space/Reach:** 15 ft./10 ft.
- **Special Attacks:**
- **Special Qualities:** Darkvision 60 ft., fast healing 15, low-light vision, scent
- **Saves:** Fort +9, Ref +5, Will +3
- **Abilities:** Str 17, Dex 12, Con 20, Int 2, Wis 10, Cha 9
- **Skills:** Listen +6, Spot +6, Swim +11
- **Feats:** Combat Reflexes, Iron Will, Toughness
- **Environment:** Temperate marshes
- **Organization:** Solitary
- **Challenge Rating:** 4 (normal); 6 (pyro- or cryo-)
- **Treasure:** 1/10 coins; 50% goods; 50% items
- **Alignment:** Usually neutral
- **Advancement:**
- **Level Adjustment:**

### Six-Headed Hydra
- **Huge Magical Beast**
- **Hit Dice:** 6d10+33 (66 hp)
- **Initiative:** +1
- **Speed:** 20 ft. (4 squares), swim 20 ft.
- **Armor Class:** 16 (–2 size, –1 Dex, +7 natural)
  - touch 9, flat-footed 15
- **Base Attack/Grapple:** +7/+17
- **Attack:** 6 bites +6 melee (1d10+3)
- **Full Attack:** 6 bites +6 melee (1d10+3)
- **Space/Reach:** 15 ft./10 ft.
- **Special Attacks:**
- **Special Qualities:** Darkvision 60 ft., fast healing 16, low-light vision, scent
- **Saves:** Fort +10, Ref +6, Will +4
- **Abilities:** Str 17, Dex 12, Con 20, Int 2, Wis 10, Cha 9
- **Skills:** Listen +6, Spot +7, Swim +11
- **Feats:** Combat Reflexes, Iron Will, Toughness, Weapon Focus (bite)
- **Environment:** Temperate marshes
- **Organization:** Solitary
- **Challenge Rating:** 4 (normal); 8 (pyro- or cryo-)
- **Treasure:** 1/10 coins; 50% goods; 50% items
- **Alignment:** Usually neutral
- **Advancement:**
- **Level Adjustment:**

### Seven-Headed Hydra
- **Huge Magical Beast**
- **Hit Dice:** 7d10+38 (77 hp)
- **Initiative:** +1
- **Speed:** 20 ft. (4 squares), swim 20 ft.
- **Armor Class:** 17 (–2 size, +1 Dex, +8 natural)
  - touch 9, flat-footed 16
- **Base Attack/Grapple:** +7/+19
- **Attack:** 7 bites +10 melee (1d10+4)
- **Full Attack:** 7 bites +10 melee (1d10+4)
- **Space/Reach:** 15 ft./10 ft.
- **Special Attacks:**
- **Special Qualities:** Darkvision 60 ft., fast healing 17, low-light vision, scent
- **Saves:** Fort +10, Ref +6, Will +4
- **Abilities:** Str 19, Dex 12, Con 20, Int 2, Wis 10, Cha 9
- **Skills:** Listen +7, Spot +7, Swim +12
- **Feats:** Combat Reflexes, Iron Will, Toughness, Weapon Focus (bite)
- **Environment:** Temperate marshes
- **Organization:** Solitary
- **Challenge Rating:** 4 (normal); 8 (pyro- or cryo-)
- **Treasure:** 1/10 coins; 50% goods; 50% items
- **Alignment:** Usually neutral
- **Advancement:**
- **Level Adjustment:**

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**Skills:** Hydromancers have a +2 racial bonus on Listen and Spot checks, thanks to their multiple heads.

**Fast Healing (Ex):** Each round, a hydra heals damage equal to 10 x the number of its original heads.

**Feats:** A hydra’s Combat Reflexes feat allows it to use all its heads for attacks of opportunity.

**Pyrohydra**

*Huge Magical Beast (Fire)*

These reddish hydromancers 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.
<table>
<thead>
<tr>
<th>Eight-Headed Hydra</th>
<th>Nine-Headed Hydra</th>
<th>Ten-Headed Hydra</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Hit Dice:</strong></td>
<td>8d10+13 (87 hp)</td>
<td>9d10+48 (97 hp)</td>
</tr>
<tr>
<td><strong>Initiative:</strong></td>
<td>+1</td>
<td>+1</td>
</tr>
<tr>
<td><strong>Speed:</strong></td>
<td>20 ft. (4 squares), swim 20 ft.</td>
<td>20 ft. (4 squares), swim 20 ft.</td>
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<tr>
<td><strong>Armor Class:</strong></td>
<td>18 (–2 size, +1 Dex, +6 natural)</td>
<td>19 (–2 size, +1 Dex, +10 natural)</td>
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<tr>
<td></td>
<td>touch 9, flat-footed 17</td>
<td>touch 9, flat-footed 18</td>
</tr>
<tr>
<td><strong>Base Attack/Crapple:</strong></td>
<td>+8/+0</td>
<td>+9/+2</td>
</tr>
<tr>
<td><strong>Attack:</strong></td>
<td>8 bites +11 melee (1d10+4)</td>
<td>9 bites +13 melee (1d10+5)</td>
</tr>
<tr>
<td><strong>Full Attack:</strong></td>
<td>8 bites +11 melee (1d10+4)</td>
<td>9 bites +13 melee (1d10+5)</td>
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<tr>
<td><strong>Space/Reach:</strong></td>
<td>15 ft./10 ft.</td>
<td>15 ft./10 ft.</td>
</tr>
<tr>
<td><strong>Special Attacks:</strong></td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td><strong>Special Qualities:</strong></td>
<td>Darkvision 60 ft., fast healing 18, low-light vision, scent</td>
<td>Darkvision 60 ft., fast healing 19, low-light vision, scent</td>
</tr>
<tr>
<td><strong>Saves:</strong></td>
<td>Fort +11, Ref +7, Will +4</td>
<td>Fort +11, Ref +7, Will +5</td>
</tr>
<tr>
<td><strong>Abilities:</strong></td>
<td>Str 19, Dex 12, Con 20, Int 2, Wis 10, Cha 9</td>
<td>Str 21, Dex 12, Con 20, Int 2, Wis 10, Cha 9</td>
</tr>
<tr>
<td><strong>Skills:</strong></td>
<td>Listen +7, Spot +8, Swim +12</td>
<td>Listen +8, Spot +8, Swim +13</td>
</tr>
<tr>
<td><strong>Feats:</strong></td>
<td>Combat Reflexes, Iron Will, Toughness, Weapon Focus (bite)</td>
<td>Blind-Fight, Combat Reflexes, Iron Will, Toughness, Weapon Focus (bite)</td>
</tr>
<tr>
<td><strong>Environment:</strong></td>
<td>Temperate marshes, (Pyro: Warm marshes), (Cryo: Cold marshes)</td>
<td>Temperate marshes, (Pyro: Warm marshes), (Cryo: Cold marshes)</td>
</tr>
<tr>
<td><strong>Organization:</strong></td>
<td>Solitary</td>
<td>Solitary</td>
</tr>
<tr>
<td><strong>Challenge Rating:</strong></td>
<td>7 (normal); 9 (pyro- or cryo-)</td>
<td>8 (normal); 10 (pyro- or cryo-)</td>
</tr>
<tr>
<td><strong>Treasure:</strong></td>
<td>1/10 coins; 50% goods; 50% items</td>
<td>1/10 coins; 50% goods; 50% items</td>
</tr>
<tr>
<td><strong>Alignment:</strong></td>
<td>Usually neutral</td>
<td>Usually neutral</td>
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<td><strong>Advancement:</strong></td>
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<td><strong>Level Adjustment:</strong></td>
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</table>

**Eleven-Headed Hydra**

**Hit Dice:** 1d10+58 (118 hp)  
**Initiative:** +1  
**Speed:** 20 ft. (4 squares), swim 20 ft.  
**Armor Class:** 21 (–2 size, +1 Dex, +12 natural), touch 9, flat-footed 20  
**Base Attack/Crapple:** +11/+25  
**Attack:** 11 bites +16 melee (1d10+6), 12 bites +17 melee (2d8+6)  
**Full Attack:** 11 bites +16 melee (1d10+6), 12 bites +17 melee (2d8+6)  
**Space/Reach:** 15 ft./10 ft.  
**Special Attacks:** Darkvision 60 ft., fast healing 21, low-light vision, scent  
**Saves:** Fort +12, Ref +9, Will +5  
**Abilities:** Str 23, Dex 12, Con 20, Int 2, Wis 10, Cha 9  
**Skills:** Listen +9, Spot +9, Swim +14  
**Feats:** Blind-Fight, Combat Reflexes, Iron Will, Toughness, Weapon Focus (bite)  
**Environment:** Temperate marshes, (Pyro: Warm marshes), (Cryo: Cold marshes)  
**Organization:** Solitary  
**Challenge Rating:** 10 (normal); 12 (pyro- or cryo-)  
**Treasure:** 1/10 coins; 50% goods; 50% items  
**Alignment:** Usually neutral  
**Advancement:** -  
**Level Adjustment:** -

**Twelve-Headed Hydra**

**Hit Dice:** 1d10+63 (129 hp)  
**Initiative:** +1  
**Speed:** 20 ft. (4 squares), swim 20 ft.  
**Armor Class:** 22 (–2 size, +1 Dex, +13 natural), touch 9, flat-footed 21  
**Base Attack/Crapple:** +12/+26  
**Attack:** 12 bites +17 melee (2d8+6), 13 bites +18 melee (3d6+7)  
**Full Attack:** 12 bites +17 melee (2d8+6), 13 bites +18 melee (3d6+7)  
**Space/Reach:** 15 ft./10 ft.  
**Special Attacks:** Darkvision 60 ft., fast healing 22, low-light vision, scent  
**Saves:** Fort +13, Ref +9, Will +6  
**Abilities:** Str 23, Dex 12, Con 20, Int 2, Wis 10, Cha 9  
**Skills:** Listen +9, Spot +10, Swim +14  
**Feats:** Blind-Fight, Combat Reflexes, Improved Natural Attack (bite), Iron Will, Toughness, Weapon Focus (bite)  
**Environment:** Temperate marshes, (Pyro: Warm marshes), (Cryo: Cold marshes)  
**Organization:** Solitary  
**Challenge Rating:** 11 (normal); 13 (pyro- or cryo-)  
**Treasure:** 1/10 coins; 50% goods, 50% items  
**Alignment:** Usually neutral  
**Advancement:** -  
**Level Adjustment:** -

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**Cryhydras**

**Eleven-Headed Hydra (Cold)**

These purplish hydras can breathe jets of frost 10 feet high, 10 feet wide, and 20 feet long. All heads breathe once every 144 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 hydras’ original number of heads + hydras’ Con modifier.

Cold attacks cannot prevent a cryhydras’ stump from growing new heads (since a cryhydras has immunity to cold), but 5 points of cold damage does.
INEVITABLE

Hailing from the lawful neutral plane of Mechanus, 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, such as “The guilty should be punished,” “Bargains should be kept,” or “Everyone dies eventually.” When an inevitable is created, it receives its first mission, then finds the transgressor and metes out appropriate punishment. The sentence is usually death, although some inevitables insist on compensation to the wronged party instead, using gas 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. If unable to cross an ocean any other way, inevitables have been known to walk into the waves, traversing the seabed to emerge on another continent months later.

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. Even the most effective inevitables are periodically recalled to Mechanus for reprogramming.

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 overcome their enemies. 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. It’s apparent to anyone who spends much time with one that an inevitable would sacrifice an ally to fulfill its purpose without a second thought.

When an inevitable completes its task, it wanders the landscape and passively observes life around it. When it discerns another transgression of the principle it is dedicated to, it has a new mission.

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 carry beyond the point where it can reenact 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 (Extraneplanar, Lawful)
Hit Dice: 13d10+20 (91 hp)
Initiative: +1
Speed: 20 ft. in banded mail (+ squares), base speed 30 ft.
Armor Class: 27 (+1 Dex, +10 natural, +8 banded mail) touch 1, 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 longsword +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 longsword +13/+8 melee (1d8+5/19–20) or slam +11/+6 melee (1d6+3)

Space/Reach: 5 ft./5 ft.
Special Attacks: Enervation ray, spell-like abilities, vampiric touch

Special Qualities: Construct traits, damage reduction 10/chaotic, darkvision 60 ft., fast healing 5, low-light vision, spell resistance 22

Saves: Fort +6, Ref +7, 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, Combat Casting, Great Fortitude, Lightning Reflexes, Quickened Spell-Like Ability (suggestion)

Environment: Clockwork Nirvana of Mechanus
Organization: Solitary
Challenge Rating: 12
Treasure: None
Alignment: Always lawful neutral
Advancement: 14–22 HD (Medium); 23–39 HD (Large)
Level Adjustment: —

This creature looks like a red-skinned humanoid made up of mechanical parts. It is dressed in ornate golden armor and a flowing golden robe. It carries a gleaming sword and wears banded mail.

Kolyaruts represent the ultimate enforcement clause in a contract—they mete out punishment to those who break bargains and oaths. Originally sent from Mechanus to avenge major betrayals, once on the Material Plane they hunt down everyone from unscrupulous merchants to army deserters. Anyone who reneges on a deal could draw the ire of a kolyarut, although the creature usually ignores inconsequential deals and rashly sworn 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 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 abl-

ity 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 feet. The effect is identical with the enervation spell (caster level 13th).

Spell-Like Abilities: At will—discern lies (DC 17), disintegrate, 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 (Extraneplanar, Lawful)
Hit Dice: 15d10+30 (112 hp)
Initiative: +1
Speed: 30 ft. in full plate armor (6 squares); base speed 40 ft.
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 ft./10 ft.
Special Attacks: Flats of thunder and lightning, spell-like abilities

Special Qualities: Construct traits, damage reduction 15/chaotic, darkvision 60 ft., fast healing 10, low-light vision, spell resistance 25

Saves: Fort +7, Ref +6, Will +8
Abilities: Str 35, Dex 13, Con 10, Int 12, Wis 17, Cha 18
Skills: Concentration +13, Diplomacy +8, Knowledge (religion) +10, Listen +16, Search +10, Sense Motive +12, Spot +16, Survival +3 (+5 following tracks)

Feats: Ability Focus (flats), Awesome Blow, Combat Casting, Great Fortitude, Improved Bull Rush, Power Attack

Environment: Clockwork Nirvana of Mechanus
Organization: Solitary
Challenge Rating: 15
Treasure: None
Alignment: Always lawful neutral
Advancement: 16–28 HD (Large); 29–45 HD (Huge)
Level Adjustment: —

This creature, outfitted in golden armor over an onyx-colored body, is humanoid in shape but much larger than a human and seems to be made of mechanical parts. It carries no weapon or other equipment.

Maruts represent the inevitability of death. They confront those who would try to deny the grave itself.

Any who use unnatural means to extend their life span (such as a lich) could be targeted by a marut. Those who take extraordinary measures to cheat death in some other way (such as sacrificing hundreds of others to keep themselves safe from a plague) might be labeled transgressors as well. Those who use magic to reverse death (such as heal spells, for example) 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 deflect death through necromancy may instead receive a goad 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 its hit 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 strikes 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—clamor/dissuasion/clairvoyance, dimension door, dispel magic, 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 8th. The save DCs are Charisma-based.

Skills: A marut has a +4 racial bonus on Concentration, Listen, and Spot checks.

ZELEKHUT

Large Construct (Extraplanar, Lawful)

Hit Dice: 1d10+30 (74 hp)

Initiative: +0

Speed: 35 ft. (in plate harding), 30 ft. (fly 40 ft. (average) in harding, 60 ft. (average) in harding)

Armor Class: 27 (—1 size, +10 natural, +16 plate harding, touch 9)

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 ft./10 ft.

Special Attacks: Spell-like abilities

Special Qualities: Construct traits, damage reduction

10/chaotic, darkvision 60 ft., fast healing 5, low-light vision, spell resistance 20

Saves: Fort +4, 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: Clockwork Nirvana of Mechanus

Organization: Solitary

Challenge Rating: 9

Treasure: None

Alignment: Always lawful neutral

Advancement: 9-16 HD (Large), 17-24 HD (Huge)

Level Adjustment: +7

This clockwork creature resembles a centaur in shape. It wears ornate golden armor over slatiton skin. It carries no weapons or other equipment.

Zelekhuts are charged with hunting down those who would defy 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 zelekhut may initially appear rather nonthreatening—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 zelekhut 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. If the sentence is death, the zelekhut carries it out with little fuss or fanfare.

A zelekhut'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—clamor/dissuasion/clairvoyance, dimension door, dispel magic, 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 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 centaurolike 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: +8

Speed: 30 ft. (6 squares), fly 30 ft. (perfect)

Armor Class: 17 (—1 size, +4 Dex, +4 natural), touch 13, flat-footed 13

Base Attack/Grapple: +6/+14

Attack: Slam +10 melee (2d6+4)

Full Attack: 2 clams +10 melee (2d6+4)

Space/Reach: 10 ft./10 ft.

Special Attacks: —

Special Qualities: Darkvision 60 ft., elemental traits, natural invisibility, improved tracking

Saves: Fort +4, Ref +10, Will +1

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 resists protect magic. A summoned invisible stalker is amorphous in form and can fit through a 5-foot-wide gap. Invisible stalkers have an amorphous form. A see invisibility spell shows only a dim outline of cloud, while a true seeing spell reveals a roiling cloud of vapor. Invisible stalkers speak only Aurian but can understand Common.

These creatures speak only Aurian but can understand Common.
Skills: Craft (trapmaking) +2, Hide +6, Listen +2, Move Silently +2, Profession (miner) +2, Search +2, Spot +2

Feats: Alertness

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 (10–20 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 1–8 dire weasels)

Challenge Rating: 1/4

Treasure: Standard

Alignment: Usually lawful evil

Advancement: By character class

Level Adjustment: +0

This humanoid is about the size of a gnome or halfing. It has a scaly hide, a naked tail like that of a rat, and a doglike head with two small horns.

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.

Kobolds usually consume plants or animals but are not averse to eating intelligent beings. They spend most of their time fortifying the land around their lairs with traps and warning devices (such as spiked pits, tripwires attached to crowsbows, and other mechanical contraptions). Kobolds hate almost every other sort of humanoid or fey, especially gnomes and sprites.

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

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.

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**KOBOLD**

Kobold, 1st-Level Warrior

Small Humanoid (Reptilian)

Hit Dice: 1d8 (4 hp)

Initiative: +4

Speed: 30 ft. (6 squares)

Armor Class: 11 (+1 size, +1 Dex, +1 natural, +2 leather), touch 12, flat-footed 14

Base Attack/Grapple: +1/+4

Attack: Spear +1 melee (1d6–1/×3) or sling +3 ranged (1d8)

Full Attack: Spear +1 melee (1d6–1/×3) or sling +3 ranged (1d8)

Space/Reach: 5 ft./5 ft.

Special Attacks: —

Special Qualities: Darkvision 60 ft., light sensitivity

Saves: Fort +2, Ref +1, Will +1

Abilities: Str 9, Dex 13, Con 10, Int 10, Wis 9, Cha 8

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**KOBOLD SOCIETY**

Kobolds live in dark places, usually underground locations and overgrown forests. They are good miners and often live in the mines they are developing. A kobold tribe sends out warbands...
that patrol within a 10-mile radius from the lair, attacking any intelligent creatures that enter their territory. Kobolds usually kill prisoners for food but occasionally sell some of them as slaves. Their nasty habits and their distrust of most other beings mean that they have many enemies.

A kobold lair has one noncombatant child and one egg per ten adults.

The patron deity of the kobolds is Kurtulmak, who despises all living creatures except kobolds.

KOBOLD CHARACTERS

Kobolds possess the following racial traits.

- 4 Strength, +2 Dexterity, –2 Constitution.
- Small size: a +1 bonus to Armor Class, a +1 bonus on attack rolls, and a +1 bonus on Hide checks. No penalty on grapple checks, lifting and carrying limits 3/4 those of Medium characters.
- A kobold’s base land speed is 30 feet.
- Darkvision out to 60 feet.
- Racial Skills: A kobold character has a +2 racial bonus on Craft (trapmaking), Profession (miner), and Search checks.
- Racial Feats: A kobold character gains feats according to its character class.
- +1 natural armor bonus.
- Special Qualities (see above): Light sensitivity.
- Favored Class: Sorcerer.
- Level adjustment +0.

KRAKEN

Gargantuan Magical Beast (Aquatic)

Hit Dice: 20d10+180 (390 hp)
Initiative: +4
Speed: Swim 20 ft. (4 squares)
Armor Class: 20 (–4 size, +4 natural), touch 8, flat-footed 20
Base Attack/Grapple: +20/+44
Attack: Tentacle +28 melee (2d8+12/19–20)
Full Attack: 2 tentacles +28 melee (2d8+12/19–20) and 6 arms +23 melee (1d6+6) and bite +23 melee (4d6+6)
Space/Reach: 20 ft./15 ft. (60 ft. with tentacle, 30 ft. with arm)
Special Attacks: Improved grab, constrict 2d8+12 or 1d8+6
Special Qualities: Darkvision 60 ft., ink cloud, jet, low-light vision, spell-like abilities
Saves: Fort +21, Ref +12, Will +13
Abilities: Str 14, Dex 10, Con 29, Int 21, Wis 20, Cha 20
Skills: Concentration +21, Diplomacy +7, Hide +0, Intimidate +16

Feats: Alertness, Blind-Fight, Expertise, Improved Critical (tentacle), Improved Initiative, Improved Trip, Iron Will
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: —

This creature resembles an immense squid, with a streamlined body, two staring eyes, and a mass of tentacles. Its body is approximately 30 feet long and protected by layers of thick muscle.

Aggressive, cruel, and highly intelligent, krakens rule entire undersea regions. Though these behemoths are rarely seen on the surface, stories tell of ships dragged under and islands scoured of life by these monsters.

Krakens make their lairs thousands of feet below the ocean surface. They frequently inhabit huge cavern complexes that include sections filled with breathable air, where they imprison and breed humanoid slaves to serve and feed them.

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 barred tentacles, then grab and crush with their arms or drag victims into their huge jaws. An opponent can make a desperate attempt 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 squander attempt. Severing a kraken’s tentacle or arm deals damage to the kraken equal to half the limbs’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 1d11+10 days.

Improved Grab (Ex): To use this ability, the kraken must hit 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 damage or tentacle damage with a successful grapple check.

SARDINHA
**Ink Cloud (Ex):** A krenshar can emit a cloud of jet-black ink in an 80-foot spread once per minute at a free action. The cloud provides total concealment, which the krenshar 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 krenshar has +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.

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**Krenshar**

**Medium Magical Beast**  
**Hit Dice:** 2d10+6 (11 hp)  
**Initiative:** +2  
**Speed:** 40 ft. (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 ft./5 ft.  
**Special Attacks:** Scare  
**Special Qualities:** Darkvision 60 ft., 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  
**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

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This creature seems to combine the worst features of a wolf and a hyena. It has a shaggy, spotted coat, a bristling mane along its spine, and a long, bushy tail.

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. Males and females hunt together, preferring herd animals for food but attacking humandoids when game becomes scarce. Krenshars are very social among their own kind, and occasional attempts to domesticate cubs have produced fierce and loyal companions. They otherwise behave much like mundane great cats. A lair contains cubs numbering half the adult total.

**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.

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**Kuo-Toa**

**Medium Monstrous Humanoid (Aquatic)**  
**Hit Dice:** 2d8+2 (11 hp)  
**Initiative:** +0  
**Speed:** 20 ft. (4 squares), swim 50 ft.  
**Armor Class:** 16 (+6 natural) or 18 (+6 natural, +2 heavy wooden shield), touch 10, flat-footed 16 or 18  
**Base Attack/Grapple:** +2/+3  
**Attack:** Shortspear +3 melee (1d6+1) or bite +3 melee (1d4+1)  
**Full Attack:** Shortspear +3 melee (1d6+1) and bite –2 melee (1d4)  
**Space/Reach:** 5 ft./5 ft.  
**Special Attacks:** Lightning bolt, pincer staff  
**Special Qualities:** Adhesive, amphibious, immunity to poison and paralysis, keen sight, light blindness, resistance to electricity 10, slippery  
**Saves:** Fort +3, Ref +5, Will +5  
**Abilities:** Str 13, Dex 10, Con 13, Int 13, Wis 14, Cha 8  
**Skills:** Craft or Knowledge (any one) +4, Escape Artist +8, Listen +7, Move Silently +3, Search +8, Spot +11, Swim +9  
**Feats:** Alertness +2, Great Fortitude  
**Environment:** Temperate aquatic  
**Organization:** Patrol (2–4 plus 1 3rd-level whiptail), squad (6–11 plus 1 or 2 3rd-level whiptails, 1 or 2 4th-level monitors, and 1 8th-level fighter), band (20–50 plus 100% noncombatants plus 2 3rd-level whiptails, 2 8th-level fighters, and 1 10th-level fighter), or tribe (40–600 plus 1 3rd-level whiptail per 20 adults, 1 4th-level monitor, 4 8th-level fighters, 1 10th-level fighter, and 2 10th-level fighters)  
**Challenge Rating:** 2  
**Treasure:** Standard  
**Alignment:** Often neutral evil  
**Advancement:** By character class  
**Level Adjustment:** +3

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This creature seems to combine the worst features of a wolf and a hyena. It has a shaggy, spotted coat, a bristling mane along its spine, and a long, bushy tail.

The kuo-toa is a strange, catlike carnivore with extremely flexible skin on its head.

A typical kuo-toa measures 4 or 5 feet in length with a long, narrow head. It weighs about 175 pounds. Males and females hunt together, preferring herd animals for food but attacking humandoids when game becomes scarce. Kuo-toas are very social among their own kind, and occasional attempts to domesticate cubs have produced fierce and loyal companions. They otherwise behave much like mundane great cats. A lair contains cubs numbering half the adult total.

**Combat**

Kuo-toas 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.
This humanoid is a little shorter than a human. Its rounded body is covered with fine scales, giving it the appearance of being puffy or bloated. The arms and legs are slender, almost willowy, ending in broad hands and distended feet that look much like flippers. Its fihlile, bullet-shaped head has bulging, silver-black eyes, and a wide, mouth full of sharp teeth.

The kuo-toas are an ancient line of aquatic humanoids noted for their sinister nature and diabolical tendencies.

Although most individuals shun contact with these loathsome creatures, sometimes avoiding them is simply not possible. Kuo-toas know much about long-forgotten, ancient evils dwelling in the deepest parts of the ocean.

An average kuo-toa stands roughly 5 feet tall and weighs about 160 pounds.

Although kuo-toas are generally a silver-gray color, their pigmentation changes with their mood. An angry kuo-toa is dark red, while a frightened one becomes pale gray or even white. The air around a kuo-toa carries a strong odor of rotting fish.

Kuo-toas speak Kuo-Toan, Undercommon, and Aquan.

COMBAT

Kuo-toa tactics and weapons vary greatly depending upon the training and skills of the individual encountered. A group of kuo-toa fighters usually fights in formation, throwing spears before closing to melee range.

Lightning Bolt (Su): Two or more kuo-toa clerics (known as whips) operating together can generate a stroke of lightning every 1d4 rounds. The whips must join hands to launch the bolt but need merely be within 30 feet of one another while it builds. The lightning bolt deals 1d6 points of electricity damage per whip, but a successful Reflex save (DC 13 + number of whips) halves this amount.

Pincer Staff: Many kuo-toa fighters and all whirls of 7th level or higher carry this Large exotic weapon. A pincer staff deals 1d10 points of bludgeoning damage, threatens a critical hit on a natural 20, and deals double damage on a critical hit. It has a 10-foot reach and cannot be used against an adjacent opponent. A wielder that hits an opponent of at least Small but no larger than Large size can attempt to start a grapple as a free action without provoking an attack of opportunity. If the wielder wins the grapple check, the staff establishes a hold and grasps the opponent, dealing 1d10 points of damage each round the hold is maintained.

Adhesive (Ex): Kuo-toa use their own body oil and other materials to give their shields a finish almost like flypaper, holding fast any creatures or items touching them. Anyone who makes an unsuccessful melee attack against a kuo-toa must succeed on a DC 14 Reflex save, or the attacker’s weapon sticks to the shield and is yanked out of the wielder’s grasp. Creatures using natural weapons are automatically grappling if they get stuck.

A kuo-toa requires 1 hour and special materials costing 20 gp to coat a shield with adhesive. The adhesive remains good for up to three days or until it actually catches someone or something (in which case the shield can trap no additional items, since the adhesive is used up). Pulling a stuck weapon or limb from a shield requires a DC 20 Strength check.

Amphibious (Ex): Although kuo-toas breathe by means of gills, they can survive indefinitely on land.

Keen Sight (Ex): Kuo-toas have excellent vision thanks to their two independently focusing eyes. Their eyesight is so keen that they can spot a moving object or creature even if it is invisible or ethereal. Only by remaining perfectly still can such objects or creatures avoid their notice.

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds kuo-toa for 1 round. On subsequent rounds, they are dazzled while operating in bright light.

Slippery (Ex): All kuo-toas secrete an oily film that makes them difficult to grasp or snare. Webs, magical or otherwise, don’t affect kuo-toa, and they usually can wriggle free from most other forms of confinement.

Skills: Kuo-toa have 1+8 racial bonus on Escape Artist checks and a -4 racial bonus on Spot and Search checks.

A kuo-toa 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, providing it swims in a straight line.

KUO-TOA SOCIETY

Kuo-toas dwell in subterranean communities that are well supplied with pools for recreation and breeding. They spawn as fish do, raising their young in special pools until their amphibian qualities develop (about a year after hatching).

Thanks to the efforts of the whips, virtually all kuo-toa are devoted worshippers of the goddess Blibdoolpoolp, whom they refer to as the Sea Mother. Every kuo-toa community has at least one shrine to the Sea Mother. Larger communities with major temples serve as hubs for clusters of smaller settlements. These are also centers for intergroup trade and politics. Virtually all kuo-toa communities are open to all and their servants, who provide useful goods and services, although the crop is both feared and hated by the kuo-toa. This enmity leads to many minor skirmishes and frequent kidnappings between the two societies.
KUO-TOA CHARACTERS
A kuo-toa's favored class is rogue. Most kuo-toa leaders are clerics/rogues or clerics/whips. Kuo-toa clerics worship Blibdoolpoop. A kuo-toa cleric has access to two of the following domains: Destruction, Evil, or Water. Kuo-toa monks, called monitors, also exist.

LAMIA

Large Magical Beast
Hit Dice: 9d10+9 (56 hp)
Initiative: +2
Speed: 60 ft. (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 ft./5 ft.
Special Attacks: Spell-like abilities, Wisdom drain
Special Qualities: Darkvision 60 ft., low-light vision
Saves: Fort +7, Ref +8, Will +7
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

This creature seems to be a cross between a stunningly attractive human and a sleek lion. It looks human from the waist up, with the body of a lion below that.

This is an example of a lamia. Lamias are evil and cruel creatures that take pleasure in causing suffering. They particularly target those who serve the cause of good. A typical lamia is about 8 feet long and weighs about 500 pounds. Lamias speak Common, Draconic, and Celestial.

COMBAT
Though a lamia is powerful and dangerous in close combat, it has no stamina 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 licenlike claws.

Spell-Like Abilities: At will—disguise self, ventral illusion, 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 meelee 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

This creature has the golden-brown body of a lion, the wings of a giant eagle, and the face of a human.

Lammasus are noble creatures that are concerned with the welfare and safety of all good beings.
These creatures dwell most often in old, abandoned temples and ruins located in remote areas, where they contemplate how best to combat the influence of evil in the world. Adventurers sometimes seek them out to gain the benefit of their wisdom and their knowledge of ancient mysteries. Lammasus receive good beings and creatures cordially and usually offer assistance if the visitor is directly combating evil. They tolerate neutral beings but watch them carefully. They do not tolerate the presence of evil beings, attacking them on sight.
The demeanor of a lammasu is noble and stern, but these creatures can be quite compassionate.

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 (6/6/5/4/2; save DC 13 + spell level):
0—detect magic, guidance (2), light, read magic, resist energy; 1st—bless (2), detect evil, divine favor, entropic shield, protection from evil, 2nd—aid, bear’s endurance, bull’s strength, lesser restoration, resist energy; 3rd—daylight, dispel magic, magic circle against evil, remove curse, 4th—holy smite, neutralize poison.

*Domain spell. Domains: Good and Healing.

Magic Circle against Evil (Su): A lammasu radiates a continuous magic circle against evil that affects a 20-foot radius.

Spell-Like Abilities: 3/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.

Breath Weapon (Su): 30-foot cone, 1/day, damage 6d8 fire, Reflex DC 21 half.
### Lammasu

**Large Magical Beast**

- **Hit Dice:** 7d10+21 (59 hp)
- **Initiative:** +1
- **Speed:** 30 ft. (6 squares), fly 60 ft. (average)
- **Armor Class:** 20 (–1 size, +1 Dex, +10 natural), touch 10, flat-footed 19
- **Base Attack/Grapple:** +7/+17
- **Attack:** Claw +2 melee (1d6+6)
- **Full Attack:** 2 claws +2 melee (1d6+6)
- **Space/Reach:** 10 ft./5 ft.
- **Special Attacks:** Pounce, rake 1d6+3, spells
- **Special Qualities:** Darkness 60 ft. low-light vision, magic circle against evil, spell-like abilities
- **Saves:** Fort +8, Ref +8, Will +7
- **Abilities:** Str 23, Dex 12, Con 17, Int 16, Wis 17, Cha 14
- **Skills:** Concentration +13, Diplomacy +4, Knowledge (arcana) +13, Listen +13, Sense Motive +13, Spot +15
- **Feats:** Blind-Fight, Iron Will, Lightning Reflexes
- **Environment:** Temperate deserts
- **Organization:** Solitary
- **Challenge Rating:** 8
- **Treasure:** Standard
- **Alignment:** Always lawful good
- **Advancement:** 8–10 HD (Large); 11–21 HD (Huge)
- **Level Adjustment:** +5

### Golden Protector (Celestial Half-Dragon Lammasu)

**Large Dragon**

- **Hit Dice:** 10d12+60 (135 hp)
- **Initiative:** +3
- **Speed:** 30 ft. (6 squares), fly 60 ft. (average)
- **Armor Class:** 29 (–1 size, +3 Dex, +14 natural, +2 bracers of armor +2, +1 ring of protection +1), touch 13, flat-footed 26
- **Base Attack/Grapple:** +10/+23
- **Attack:** Claw +19 melee (1d6+9)
- **Full Attack:** Claw +19 melee (1d6+9) and bite +13 melee (1d8+4)
- **Space/Reach:** 10 ft./5 ft.
- **Special Attacks:** Breath weapon, pounce, smite evil, rake 1d6+4, spells
- **Special Qualities:** Damage reduction 5/magic, darkvision 60 ft., immunity to fire, sleep, 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 +13, Ref +12, Will +10
- **Abilities:** Str 28, Dex 17, Con 22, Int 18, Wis 20, Cha 16
- **Skills:** 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, Weapon Focus (claw)
- **Environment:** Seven Mounting Heavens of Celestia
- **Organization:** Solitary
- **Challenge Rating:** 13
- **Treasure:** Standard
- **Alignment:** Always lawful good
- **Advancement:** 11–20 HD (Huge)
- **Level Adjustment:** +10

### 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 6d6 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:** (6/4/3/2; save DC 15 + spell level):
- 0—detect magic, guidance (2), light, mad magic, resistance; 1st—bless (2), detect evil, divine favor (2), entropic shield, protection from evil 2nd—aid, beer’s endurance, bulls strength, lesser restoration, resist energy 3rd—daylight, dispel magic, magic circle against evil, remove curse, 4th—dismissal, holy smite, neutralize poison.

**Domain spells:** Good and Healing.

**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.)

### Lich

**Lich, 11th-Level Human Wizard**

**Medium Undead (Augmented Humanoid)**

- **Hit Dice:** 11d4+12+3 (74 hp)
- **Initiative:** +3
- **Speed:** 30 ft. (6 squares)
- **Armor Class:** 23 (+3 Dex, +5 natural, +4 bracers of armor +4, +1 ring of protection), touch 14, flat-footed 20
- **Base Attack/Grapple:** +12/+15
- **Attack:** Touch +5 melee (1d8+5 negative energy plus paralysis) or quarterstaff +5 melee (1d6) or dagger +5 melee (1d4/19–20) or masterwork light crossbow +9 ranged (1d8/19–20)
- **Full Attack:** Touch +5 melee (1d8+5 negative energy plus paralysis) or quarterstaff +5 melee (1d6) or dagger +5 melee (1d4/19–20) or masterwork light crossbow +9 ranged (1d8/19–20)
- **Space/Reach:** 5 ft./5 ft.
- **Special Attacks:** Damaging touch, fear aura, paralyzed touch, spells
- **Special Qualities:** +4 turn resistance, damage reduction

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. Even the least of these creatures was a powerful person in life, so they often are draped in once-grand clothing. Multiclass fighters or clerics may still bear the armor of a warrior. Like its body, however, the garb of a lich shows all too well the weight of years. Decay and corruption are its constant companions.

Liches speak Common plus any other languages they knew in life.

**SAMPLE LICH**

This skeletal creature wears the rotting, rich robes of a mighty wizard long dead. Hateful crimson light dances in its empty eye sockets.

This example uses an 11th-level human wizard as the character.
15/bludgeoning and magic, darkvision 60 ft, immunity to cold, electricity, polymorph, and mind-affecting effects, undead traits.

**Saves:** Fort +4, Ref +2, Will +10 (cloak of resistance +1)

**Abilities:** Str 10, Dex 16, Con — Int 19, Wis 14, Cha 13

**Skills:** Concentration +15, Decipher Script +14, Hide +15, Knowledge (arcana) +18, Listen +12, Move Silently +16, Search +16, Sense Motive +10, Spellcraft +20, Spot +12

**Feats:** Combat Casting, Craft Wondrous Item, Quicken Spell, Scribe Scroll, Silent Spell, Spell Focus (evocation), Still Spell, Toughness

**Environment:** Temperate plains

**Organization:** Solitary

**Challenge Rating:** 13

**Treasure:** Standard coins, double goods, double items

**Alignment:** Neutral evil

**Advancement:** By character class

**Level Adjustment:** +4

**Combat**

A lich's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

The Will save against this lich's fear aura and damaging touch, and the Fortitude save against its paralyzing touch, have a DC of 16.

_Wizard Spells Prepared_ (4/5/5/4/2/1; save DC 14 + spell level): 0—aid splash, detect magic, ray of frost¹, touch of fatigue, 1st—expedition's retreat, magic missile (3), ray of enfeeblement; 2nd—mirror image, protection from arrows, searching ray, spectral hand, web; 3rd—dispel magic, fireball, haste, lightning bolt, vampiric touch; 4th—mummification, fear, ice storm, shout; 5th—cone of cold, teleport; 6th—disintegrate.

*Because of Spell Focus (evocation), the save DC for these spells is 15 + spell level.*

**Possessions:** Bracers of armor +4, cloak of resistance +1, potion of gaseous form, ring of protection +1, scroll of summon monster IV (8th level), wand of magic missile (50 charges, 9th level).

**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.*

(Liches of other kinds of creatures, such as dragons, exist, but use different templates.)

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 +6 natural armor bonus or the base creature's natural armor bonus, whichever is better.

**Attacks:** 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 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 138-5 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 138-5 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 1 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 below curse spell description, page 203 of *The Player's Handbook*). 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 (Ex):** 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. Otherwise same as the base creature.

**Organizations:** 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.

illend

large outsider (chaotic, extraplanar, good)

hit dice: 7d8+14 (45 hp)
initiative: +3
speed: 20 ft. (4 squares), fly 70 ft. (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 sail slap +6 melee (2d6+2)
space/reach: 10 ft./10 ft.
special attacks: Constrict 2d6+5, improved grab, spells, spell-like abilities
special qualities: Darkvision 60 ft., immunity to poison, resistance to fire 10

save: fort +7, ref +10, 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,
Use Magic Device +13, Spellcraft +14, Spot +13, Survival +17
feats: Combat Casting, Extend Spell, Lightning Reflexes
environment: Heroic Domains of Ysgard
organization: solitary or covey (2–4)
challenge rating: 7

level adjustment: +6

the creature looks like a female human or elf with the lower torso of a multicolored serpent and huge, strikingly patterned wings like a bird's.

illends are mysterious visitors from the plane of Ysgard. Many are skilled in one or more forms of artistic expression.

illends are lovers of music and art. Gold, even food, means little to them, while a song, story, or piece of artwork holds great value. the destruction of art and the ill treatment of artists enrages them. they are infamous for holding grudges, and they are often encountered seeking violent retribution against enemies of their favorite artists.

illends also have a great love of unspoiled wilderness. the wilds remind them of the natural beauty of their home plane, and they occasionally visit and enjoy similar regions. a lich end is as protective of its cherished wilderness as it is of the arts.

these beings sometimes form temporary alliances with rangers, druids, and bards to defend their favorite retreats against the encroachment of civilization. sometimes a covey of illends adopts a tract of wilderness, using any means necessary to drive off despisers.

a typical illend's coils are 20 feet long. the creature weighs about 3,800 pounds. a few illends have male torsos.

illends speak Celestial, Infernal, Abyssal, and Common.

combat

illends 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 illends usually discusses strategy before a battle.

an illend'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 (3/4/2; save DC 14 + spell level): 0—dancing lights, delayed action, illusory wall, all animals, speak with plants, caster level 10th. the save dc's 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: 20 ft. (6 squares)

Armor Class: 15 (+5 natural, +2 leather cuirass)

Touch: 10 flat-footed 15 or 17

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 ft./5 ft.

Saves: Fort +1, Ref +3, Will +0

Abilities: Str 13, Dex 10, Con 13, Int 9, Wis 10, Cha 10

Skills: Balance +5, 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: 5% coins, 50% goods, 50% items

Alignment: Usually neutral

Advancement: By character class

Level Adjustment: +1

This small humanoid looks like a cross between a powerfully built human and a lizard. It has clawed hands, a long tail, and toothy jaws.

Lizardfolk are primitive reptilian humanoids that can be very dangerous if provoked.

Although they are omnivores, lizardfolk prefer meat. Popular lore holds that lizardfolk prefer human flesh, but this charge is largely unfounded (though some tribes do eat captives or slain foes). Some more advanced tribes build kuts and use a variety of weapons and shields; leaders of these tribes may have equipment stolen from or obtained in trade with other intelligent creatures.

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.

**LOCATHAH**

Medium Humanoid (Aquatic)

Hit Dice: 2d8 (9 hp)

Initiative: —

Speed: 10 ft. (2 squares), swim 60 ft.

Armor Class: 14 (+1 Dex, +3 natural), touch 11, flat-footed 11

Base Attack/Grapple: +1/+1

Attack: Longspear +2 melee (1d8/x3) or light crossbow +2 ranged (1d8/19–20)

Full Attack: Longspear +2 melee (1d8/x3) or light crossbow +2 ranged (1d8/19–20)

Space/Reach: 5 ft./5 ft.
**Lycanthrope**

Lycanthropes are humanoid or giants who can transform themselves into animals. In its natural form, a lycanthrope looks like any other member 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, such as thick, shaggy hair, pointed teeth, or long, strong fingers. 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.

Evil lycanthropes often hide among normal folk, emerging in animal form at night (especially under a full moon) to spread terror and bloodshed. Good lycanthropes tend to be reclusive individuals, uncomforable around large numbers of people. They often live alone in wilderness areas, far from villages and towns.

Lycanthropes can spread like a disease. Sometimes a lycanthrope begins life as a normal human 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 a damage reduction that its animal form possesses.

**Werebear**

This hulking humanoid is covered in shaggy brown fur and has long claws and a bearlike face. It carries a greatax in one paw.
<table>
<thead>
<tr>
<th>Werebear, Human Form</th>
<th>Werebear, Bear Form</th>
<th>Werebear, Hybrid Form</th>
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</thead>
<tbody>
<tr>
<td><strong>Medium Humanoid</strong></td>
<td><strong>Large Humanoid</strong></td>
<td><strong>Large Humanoid</strong></td>
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<tr>
<td>(Human, Shapechanger)</td>
<td>(Human, Shapechanger)</td>
<td>(Human, Shapechanger)</td>
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<tr>
<td>Hit Dice:</td>
<td>1d8+1 plus 6d6+30 (62 hp)</td>
<td>1d8+1 plus 6d6+30 (62 hp)</td>
</tr>
<tr>
<td>Initiative:</td>
<td>0</td>
<td>+1</td>
</tr>
<tr>
<td>Speed:</td>
<td>30 ft. (6 squares)</td>
<td>40 ft. (8 squares)</td>
</tr>
<tr>
<td>Armor Class:</td>
<td>15 (+2 natural, + 3 studded leather armor), touch 10, flat-footed 15</td>
<td>17 (+1 size, +1 Dex, +7 natural), touch 10, flat-footed 16</td>
</tr>
<tr>
<td>Base Attack/Crépette:</td>
<td>+5/+6</td>
<td>+5/+6</td>
</tr>
<tr>
<td>Attack:</td>
<td>Great axe +6 melee (1d12+1/x3) or throwing axe +5 ranged (1d6+1)</td>
<td>Claw +3 melee (1d8+9)</td>
</tr>
<tr>
<td>Full Attack:</td>
<td>Great axe +6 melee (1d12+1/x3) or throwing axe +5 ranged (1d6+1)</td>
<td>2 claws +13 melee (1d8+9) and bite +11 melee (1d6+4)</td>
</tr>
<tr>
<td>Space/Reach:</td>
<td>5 ft./5 ft.</td>
<td>10 ft./5 ft.</td>
</tr>
<tr>
<td>Special Attacks:</td>
<td>—</td>
<td>Improved grab, curse of lycanthropy</td>
</tr>
<tr>
<td>Special Qualities:</td>
<td>Alternate form, bear empathy, damage reduction 10/silver, low-light vision, scent</td>
<td>Alternate form, bear empathy, damage reduction 10/silver, low-light vision, scent</td>
</tr>
<tr>
<td>Saves:</td>
<td>Fort +8, Ref +5, Will +4</td>
<td>Fort +12, Ref +6, Will +4</td>
</tr>
<tr>
<td>Abilities:</td>
<td>Str 13, Dex 11, Con 12</td>
<td>Str 29, Dex 13, Con 20, Int 10, Wis 11, Cha 8</td>
</tr>
<tr>
<td>Skills:</td>
<td>Handle Animal +3, Listen +4, Spot +4, Swim +1</td>
<td>Handle Animal +3, Listen +4, Spot +4, Swim +13</td>
</tr>
<tr>
<td>Feats:</td>
<td>Endurance, Iron Will, Multitask, Power Attack, Run, Track</td>
<td>(same as human form)</td>
</tr>
<tr>
<td>Environment:</td>
<td>Cold forests</td>
<td>Cold forests</td>
</tr>
<tr>
<td>Organization:</td>
<td>Solitary, pair, family (3-4), or</td>
<td>(same as human form)</td>
</tr>
<tr>
<td>Troupe:</td>
<td>2-4 plus +4 brown bears</td>
<td></td>
</tr>
<tr>
<td>Challenge Rating:</td>
<td>5</td>
<td>5</td>
</tr>
<tr>
<td>Treasure:</td>
<td>Standard</td>
<td>Standard</td>
</tr>
<tr>
<td>Alignment:</td>
<td>Always lawful good</td>
<td>Always lawful good</td>
</tr>
<tr>
<td>Advancement:</td>
<td>By character class</td>
<td>By character class</td>
</tr>
<tr>
<td>Level Adjustment:</td>
<td>+3</td>
<td>+3</td>
</tr>
</tbody>
</table>

**Werebear**

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 canine form. They dress in simple cloth and leather, garments that are easy to remove, repair, or replace. In their animal form, werebears are moody and grumpy. They desire only their own company and seek out evil creatures to slay.

**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.

**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**

Stocky and powerful, this fierce humanoid is covered in short, stiff fur and has boarlike tusks.

A werebear 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, werebears are as fierce as normal boars. When in hybrid form, they fight with a weapon and their dangerous gore attack.

**Alternate Form (Su):** A werebear 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 werebear's gore attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

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

**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.**

---

**WERERAT**

Quick and feral, this humanoid is covered with matted brown fur and has a long, hairless tail. It carries a rapier in its paw, and its face is distinctly reptile.
<table>
<thead>
<tr>
<th>Werebore, Human Form</th>
<th>Werebore, Boar Form</th>
<th>Werebore, Hybrid Form</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Medium Humanoid</strong></td>
<td><strong>Medium Humanoid</strong></td>
<td><strong>Medium Humanoid</strong></td>
</tr>
<tr>
<td>(Human, Shapechanger)</td>
<td>(Human, Shapechanger)</td>
<td>(Human, Shapechanger)</td>
</tr>
<tr>
<td><strong>Hit Dice:</strong> 1d8+4 plus 3d4+12 (14 hp)</td>
<td>1d8+4 plus 3d4+12 (14 hp)</td>
<td>1d8+4 plus 3d4+12 (14 hp)</td>
</tr>
<tr>
<td><strong>Initiative:</strong> 0</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td><strong>Speed:</strong> 20 ft. in scale mail (4 squares); base speed 30 ft.</td>
<td>40 ft. (8 squares)</td>
<td>30 ft. (6 squares)</td>
</tr>
<tr>
<td><strong>Armor Class:</strong> 18 (+2 natural, +4 scale mail, +2 heavy shield) touch 10, flat-footed 18</td>
<td>18 (+8 natural) touch 10, flat-footed 18</td>
<td>18 (+8 natural) touch 10, flat-footed 18</td>
</tr>
<tr>
<td><strong>Base Attack/Grapple:</strong> +3/+4</td>
<td>+3/+6</td>
<td>+3/+6</td>
</tr>
<tr>
<td><strong>Attack:</strong> Battleaxe +4 melee (1d8+1/1x3) or javelin +3 ranged (1d6+1)</td>
<td>Gore +6 melee (1d8+4) or javelin +3 ranged (1d6+1)</td>
<td>Battleaxe +6 melee (1d8+4/x3) or claw +6 melee (1d4+3)</td>
</tr>
<tr>
<td><strong>Full Attack:</strong> Battleaxe +4 melee (1d8+1/1x3) or javelin +3 ranged (1d6+1)</td>
<td>Gore +6 melee (1d8+4) or javelin +3 ranged (1d6+1)</td>
<td>Battleaxe +6 melee (1d8+4/x3) or gore +1 melee (1d6+1) or 2 claws +6 melee (1d4+3) and gore +1 melee (1d6+1)</td>
</tr>
<tr>
<td><strong>Space/Reach:</strong> 5 ft./5 ft.</td>
<td>5 ft./5 ft.</td>
<td>5 ft./5 ft.</td>
</tr>
<tr>
<td><strong>Special Attacks:</strong> Alternate form, boar empathy, ferocity, low-light vision, scent</td>
<td>Curse of lycanthropy</td>
<td>Alternate form, boar empathy, damage reduction 10/x5, ferocity, low-light vision, scent</td>
</tr>
<tr>
<td><strong>Special Qualities:</strong> Temperate forests</td>
<td>Temperate forests</td>
<td>Temperate forests</td>
</tr>
<tr>
<td><strong>Saves:</strong> Fort +6, Ref +3, Will +3</td>
<td>Fort +9, Ref +3, Will +3</td>
<td>Fort +9, Ref +3, Will +3</td>
</tr>
<tr>
<td><strong>Abilities:</strong> Str 13, Dex 11, Con 12</td>
<td>Str 17, Dex 11, Con 18</td>
<td>Str 17, Dex 11, Con 18</td>
</tr>
<tr>
<td><strong>Skills:</strong> Int 10, Wis 11, Cha 8</td>
<td>Int 10, Wis 11, Cha 8</td>
<td>Int 10, Wis 11, Cha 8</td>
</tr>
<tr>
<td><strong>Feats:</strong> Handle Animal +3, Intimidate +3, Listen +5, Spot +4</td>
<td>Handle Animal +3, Intimidate +3, Listen +5, Spot +4</td>
<td>Handle Animal +3, Intimidate +3, Listen +5, Spot +4</td>
</tr>
<tr>
<td><strong>Environment:</strong> Solitary, pair, brood (3-4), or trepousse (2-4 plus 1-4 bours)</td>
<td>(same as human form)</td>
<td>(same as human form)</td>
</tr>
<tr>
<td><strong>Challenge Rating:</strong> 4</td>
<td>4</td>
<td>4</td>
</tr>
<tr>
<td><strong>Treasure:</strong> Standard</td>
<td>Standard</td>
<td>Standard</td>
</tr>
<tr>
<td><strong>Alignment:</strong> Always neutral</td>
<td>Always neutral</td>
<td>Always neutral</td>
</tr>
<tr>
<td><strong>Advancement:</strong> By character class</td>
<td>By character class</td>
<td>By character class</td>
</tr>
<tr>
<td><strong>Level Adjustment:</strong> +3</td>
<td>+3</td>
<td>+3</td>
</tr>
</tbody>
</table>

A werebore 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, werebears avoid combat, preferring to use their dire rat shape for skulking and spying. In hybrid form, a werebear fights with a rapier and light crossbow.

**Alternate Form (Su):** A werebear can assume a bipedal hybrid form or the form of a dire rat.

**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.

**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 an 8 racial bonus on Charisma-based checks against rats and dire rats.

**Skills:** A werebear in rat or hybrid form uses its Dexterity modifier for Climb or Swim checks. It has an 8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened. Werebears have a 8 racial bonus on Swim checks from their dire rat form.

**Feats:** Werebears gain Weapon Finesse as a bonus feat.

The werebear 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**

Sleek and powerful, this humanoid has savary, striped fur and deadly claws and teeth. It stands more than 6 feet tall.

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 werebear can assume a bipedal hybrid form or the form of a tiger.

**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 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 werebear in tiger form charges an opponent, it can make a full attack, including two rake attacks.

**Rake (Ex):** Attack bonus +9 melee, damage 1d6+3.

**Tiger Empathy (Ex):** Communicate with tigers and dire tigers, and an 8 racial bonus on Charisma-based checks against tigers and dire tigers.

**Skills:** In any form, werebears 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.
**WEREWOLF**

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, Human Form**

Medium Humanoid

(Human, Shapechanger)

**WEREWOLF, Dire Rat Form**

Small Humanoid

(Human, Shapechanger)

**WEREWOLF, Hybrid Form**

Medium Humanoid

(Human, Shapechanger)

<table>
<thead>
<tr>
<th>Hit Dice:</th>
<th>1d8+1 plus 1d8×2 (12 hp)</th>
<th>1d8+1 plus 1d8×2 (12 hp)</th>
<th>1d8+1 plus 1d8×2 (12 hp)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Initiative:</td>
<td>+3</td>
<td>+3</td>
<td>+3</td>
</tr>
<tr>
<td>Speed:</td>
<td>30 ft. (6 squares)</td>
<td>40 ft. (8 squares), climb 20 ft.</td>
<td>30 ft. (6 squares)</td>
</tr>
<tr>
<td>Armor Class:</td>
<td>15 (+2 natural, +1 leather, +1 buckler) touch 10, flat-footed 15</td>
<td>17 (+1 size, +3 Dex, +3 natural), touch 14, flat-footed 14</td>
<td>16 (+3 Dex, +3 natural), touch 13, flat-footed 13</td>
</tr>
<tr>
<td>Base Attack/Grapple:</td>
<td>+1/2</td>
<td>+1/2</td>
<td>+1/4</td>
</tr>
<tr>
<td>Attack:</td>
<td>+2 melee (1d6+1/18-20) or light crossbow +1 ranged (1d8/19-20)</td>
<td>Bite +6 melee (1d4+1 plus disease)</td>
<td>+5 melee (1d6+1/18-20) or light crossbow +4 ranged (1d8/19-20)</td>
</tr>
<tr>
<td>Full Attack:</td>
<td>+2 melee (1d6+1/18-20) or light crossbow +1 ranged (1d8/19-20)</td>
<td>Bite +6 melee (1d4+1 plus disease)</td>
<td>+4 melee (1d6+1/18-20) and bite +1 melee (1d4+1 plus disease) or light crossbow +4 ranged (1d8/19-20)</td>
</tr>
<tr>
<td>Space/Reach:</td>
<td>5 ft./5 ft.</td>
<td>5 ft./5 ft.</td>
<td>5 ft./5 ft.</td>
</tr>
<tr>
<td>Special Qualities:</td>
<td>Alternate form, rat empathy, low-light vision, scent</td>
<td>Curse of lycanthropy, disease</td>
<td>Alternate form, rat empathy, damage reduction 10/silver, low-light vision, scent</td>
</tr>
<tr>
<td>Special Attacks:</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Saves:</td>
<td>Fort +5, Ref +2, Will +4</td>
<td>Fort +6, Ref +5, Will +4</td>
<td>Fort +6, Ref +5, Will +4</td>
</tr>
<tr>
<td>Abilities:</td>
<td>Str 13, Dex 11, Con 12, Int 10, Wis 11, Cha 8</td>
<td>Str 13, Dex 11, Con 12, Int 10, Wis 11, Cha 8</td>
<td>Str 13, Dex 11, Con 12, Int 10, Wis 11, Cha 8</td>
</tr>
<tr>
<td>Feats:</td>
<td>Alertness, Dodge, Iron Will*, Weapon Finesse*</td>
<td></td>
<td>(same as human form)</td>
</tr>
</tbody>
</table>

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**WEREWOLF, Hybrid Form**

Medium Humanoid

(Human, Shapechanger)

---

**WEREWOLF, Dire Rat Form**

Small Humanoid

(Human, Shapechanger)

---

**WEREWOLF, Human Form**

Medium Humanoid

(Human, Shapechanger)

---

**WEREWOLF, Dire Rat Form**

Small Humanoid

(Human, Shapechanger)

---

**WEREWOLF, Hybrid Form**

Medium Humanoid

(Human, Shapechanger)

---

**WEREWOLF, Human Form**

Medium Humanoid

(Human, Shapechanger)

---

**WEREWOLF, Hybrid Form**

Medium Humanoid

(Human, Shapechanger)
**Lycanthrope, Werewolf Lord**

Feral and powerful, this humanoid is covered in gray fur and armed with sharp claws and teeth. It stands as tall as an ogre, and it has a wolflike muzzle and hateful eyes.

Stronger, harder, 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.

---

**Weretiger, Human Form**

**Medium Humanoid (Human, Shapechanger)**

**Hit Dice:** 1d8+1 plus 6d6+18 (50 hp)

**Initiative:** +4

**Speed:** 20 ft. in breastplate (4 squares); base speed 30 ft.

**Armor Class:** 17 (+2 natural, +5 breastplate) touch 10, flat-footed 17

**Base Attack/Grapple:** +5/+6

**Attack:** Glave +6 melee (1d6+1/×3) or composite longbow (+1 Str bonus) +5 ranged (1d8+1/×3)

**Fall Attack:** Glave +5 melee (1d6+1/×3) or composite longbow (+1 Str bonus) +5 ranged (1d8+1/×3)

**Space/Reach:** 5 ft./5 ft. (10 ft. with glave)

**Special Attacks:**

**Special Qualities:** Alternate form, tiger empathy, low-light vision, scent, camouflage

**Saves:** Fort +8, Ref +5, Will +4

**Abilities:** Str 13, Dex 11, Con 12

**Int 10, Wis 11, Cha 8**

**Skills:** Balance +0, Climb +1, Handle Animal -3, Hide +0, Listen +6, Move Silently +0, Spot +6

**Feats:** Alertness, Combat Reflexes, Improved Initiative, Improved Natural Attack (bite, claw), Iron Will

**Environment:** Warm forests

**Organization:** Solitary or pair

**Challenge Rating:** 5

**Treasure:** Standard

**Alignment:** Always neutral

**Advancement:** By character class

**Level Adjustment:** +3

---

**Weretiger, Tiger Form**

**Large Humanoid (Human, Shapechanger)**

**Hit Dice:** 1d8+1 plus 6d6+18 (50 hp)

**Initiative:** +6

**Speed:** 40 ft. (8 squares)

**Armor Class:** 16 (-1 size, +2 Dex, +5 natural), touch 11, flat-footed 14

**Base Attack/Grapple:** +5/+16

**Attack:** Claw +11 melee (1d8+7)

**Fall Attack:** Claw +11 melee (1d8+7)

**Space/Reach:** 10 ft./10 ft.

**Special Attacks:**

**Special Qualities:** Alternate form, tiger empathy, low-light vision, scent

**Saves:** Fort +10, Ref +7, Will +4

**Abilities:** Str 25, Dex 15, Con 16

**Int 10, Wis 11, Cha 8**

**Skills:** Balance +6, Climb +12, Handle Animal +3, Hide +2, Listen +6, Move Silently +12, Spot +6

**Feats:** Alertness, Combat Reflexes, Improved Initiative, Improved Natural Attack (bite, claw), Iron Will

**Environment:** Warm forests

**Organization:** Solitary or pair

**Challenge Rating:** 5

**Treasure:** Standard

**Alignment:** Always neutral

**Advancement:** By character class

**Level Adjustment:** +3

---

**Weretiger, Hybrid Form**

**Large Humanoid (Human, Shapechanger)**

**Hit Dice:** 1d8+1 plus 6d6+18 (50 hp)

**Initiative:** +6

**Speed:** 30 ft. (6 squares)

**Armor Class:** 16 (-1 size, +2 Dex, +5 natural), touch 11, flat-footed 14

**Base Attack/Grapple:** +5/+16

**Attack:** Claw +11 melee (1d8+7)

**Fall Attack:** Claw +11 melee (1d8+7)

**Space/Reach:** 10 ft./10 ft.

**Special Attacks:**

**Special Qualities:** Alternate form, tiger empathy, low-light vision, scent

**Saves:** Fort +10, Ref +7, Will +4

**Abilities:** Str 25, Dex 15, Con 16

**Int 10, Wis 11, Cha 8**

**Skills:** Balance +6, Climb +12, Handle Animal +3, Hide +2, Listen +6, Move Silently +12, Spot +6

**Feats:** Alertness, Combat Reflexes, Improved Initiative, Improved Natural Attack (bite, claw), Iron Will

**Environment:** Warm forests

**Organization:** Solitary or pair

**Challenge Rating:** 5

**Treasure:** Standard

**Alignment:** Always neutral

**Advancement:** By character class

**Level Adjustment:** +3

---

**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.

**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 +3, masterwork composite longbow (+4 Str bonus). (Different werewolf lords may have different possessions.)

---

**Hill Giant Dire Weretiger**

This giant is covered in short, bristly fur and has sharp claws. Its head is piglike, with jutting tusks and small, angry red eyes.
Werewolf, Human Form
Medium Humanoid
(Human, Shapechanger)
Hit Dice: 1d6+1 plus 2d8+6 (20 hp)
Initiative: +6
Speed: 30 ft. (6 squares)
Armor Class: 17 (+2 natural, +4 chain shirt, +1 light shield) touch 10, flat footed 17
Base Attack/Grapple: +2/+3
Attacks: Longsword +3 melee (1d8+4/19–20) or Bite +5 melee (1d4+3)
Full Attack: Longsword +3 melee (1d8+4/19–20) or Bite +5 melee (1d4+3)
Space/Reach: 5 ft./5 ft.
Special Attacks: Curse of lycanthropy, trip
Special Qualities: Alternate form, wolf empathy, low-light vision, scent
Saves: Fort +6, Ref +3, Will +2
Abilities: Str 13, Dex 11, Con 12, Int 10, Wis 11, Cha 8
Skills: Handle Animal +1, Hide +1, Listen +1, Move Silently +2, Spot +1, Survival +2
Feats: Improved Initiative, Iron Will , Stealthy, Track 3, Weapon Focus (bite)
Environment: Temperate forests
Organization: Solitary, pair, pack (6–10), or (same as human form) troupe (2–5 plus 5–8 wolves)
Challenge Rating: 3
Treasure: Standard
Alignment: Always chaotic evil
Advancement: By character class
Level Adjustment: +3

Werewolf, Wolf Form
Medium Humanoid
(Human, Shapechanger)
Hit Dice: 1d6+1 plus 2d8+6 (20 hp)
Initiative: +6
Speed: 50 ft. (10 squares)
Armor Class: 16 (+2 Dex, +4 natural), touch 12, flat-footed 14
Base Attack/Grapple: +2/+4
Attacks: Longsword +3 melee (1d8+4/19–20) or Bite +5 melee (1d4+3)
Full Attack: Longsword +3 melee (1d8+4/19–20) or Bite +5 melee (1d4+3)
Space/Reach: 5 ft./5 ft.
Special Attacks: Curse of lycanthropy
Special Qualities: Alternate form, wolf empathy, low-light vision, scent
Saves: Fort +8, Ref +5, Will +2
Abilities: Str 15, Dex 15, Con 16, Int 10, Wis 11, Cha 8
Skills: Handle Animal +1, Hide +6, Listen +1, Move Silently +7, Spot +1, Survival +2
Feats: Improved Initiative, Iron Will , Stealthy, Track 3, Weapon Focus (bite)
Environment: Temperate forests
Organization: Solitary, pair, pack (6–10), or (same as human form) troupe (2–5 plus 5–8 wolves)
Challenge Rating: 3
Treasure: Standard
Alignment: Always chaotic evil
Advancement: By character class
Level Adjustment: +3

Werewolf, Hybrid Form
Medium Humanoid
(Human, Shapechanger)
Hit Dice: 1d6+2 plus 2d8+6 (20 hp)
Initiative: +6
Speed: 30 ft. (6 squares)
Armor Class: 16 (+2 Dex, +4 natural), touch 12, flat-footed 14
Base Attack/Grapple: +2/+4
Attacks: Longsword +3 melee (1d8+4/19–20) or Bite +5 melee (1d4+3)
Full Attack: Longsword +3 melee (1d8+4/19–20) or Bite +5 melee (1d4+3)
Space/Reach: 5 ft./5 ft.
Special Attacks: Curse of lycanthropy
Special Qualities: Alternate form, wolf empathy, low-light vision, scent
Saves: Fort +8, Ref +5, Will +2
Abilities: Str 15, Dex 15, Con 16, Int 10, Wis 11, Cha 8
Skills: Handle Animal +1, Hide +6, Listen +1, Move Silently +7, Spot +1, Survival +2
Feats: Improved Initiative, Iron Will , Stealthy, Track 3, Weapon Focus (bite)
Environment: Temperate forests
Organization: Solitary, pair, pack (6–10), or (same as human form) troupe (2–5 plus 5–8 wolves)
Challenge Rating: 3
Treasure: Standard
Alignment: Always chaotic evil
Advancement: By character class
Level Adjustment: +3

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.

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 Small 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. For example, a human commoner with a Constitution score of 11 as a human and a Constitution score of 15 as a wolf has 1d4+8 hit points.

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.
Werewolf Lord, Human Form  
Medium Humanoid  
(Human, Shapechanger)  

Hit Dice:  
1d10+1d20 plus 6d8+3d0 (132 hp)  
Initiative: 2  
Speed: 30 ft. (6 squares)  
Armor Class: 26 (+2 Dex, +3 natural, +6 +2 mitral chain shirt, +5 +3 heavy shield)  
touch 12, flat-footed 24  

Base Attack/Grapple: +14/+18  
Attack: +2 bastard sword +21 melee  
(1d10+8/17–20) or masterwork composite longbow (+4 Str bonus)  
+17 ranged (1d8+4/x3)  

Full Attack: +2 bastard sword +21/+16/+11 melee  
(1d10+8/17–20) or masterwork composite longbow (+4 Str bonus)  
+17/+12/+7 ranged (1d8+4/x3)  

Space/Reach: 5 ft./5 ft.  
Special Attacks:  
Special Qualities:  
Saves: Fort +16, Ref +12, Will +13  
Abilities: Str 18, Dex 14, Con 14  
Int 16, Wis 12, Cha 12  
Skills: Handle Animal +4, Hide +8, Listen +9, Move Silently +8, Spot +13, Survival +5  
Feats: Alertness, Cleave, Combat Reflexes, Exotic Weapon Proficiency (bastard sword), Improved Critical (bastard sword), Improved Initiative, Improved Natural Armor, Improved Natural Attack (bite), Iron Will, Power Attack, Run, Stealthy, Track, Weapon Focus (bastard sword), Weapon Focus (bite), Weapon Specialization (bastard sword)  

Environment: Temperate forests  
Organization: Solitary, pair, or pack (1–2 werewolf lords plus 2–4 werewolves plus 5–8 wolves)  
Challenge Rating: 14  
Treasure: Standard  
Alignment: Always chaotic evil  
Advancement: By character class  
Level Adjustment: +3

Werewolf Lord, Dire Wolf Form  
Large Humanoid  
(Human, Shapechanger)  

Hit Dice:  
1d10+1d20 plus 6d8+3d0 (132 hp)  
Initiative: 4  
Speed: 40 ft. (8 squares)  
Armor Class: 19 (+1 size, +4 Dex, +6 natural)  
touch 13, flat-footed 15  

Base Attack/Grapple: +14/+29  
Attack: Bite +25 melee (2d6+16/19–20) or  
+2 bastard sword +27 melee  
(2d8+5/17–20) or  
2 claws +24 melee (1d6+11) and +2 bite +20 melee (2d6/5/19–20) or  
+2 bastard sword +27 melee  
(2d8+5/17–20) and +2 bite +20 melee (2d6+5/19–20)  

Space/Reach: 10 ft./5 ft.  
Special Attacks:  
Curse of Lycanthropy, trip  
Special Qualities:  
Saves: Fort +17, Ref +12, Will +11  
Abilities: Str 32, Dex 18, Con 20  
Int 10, Wis 12, Cha 12  
Skills: Handle Animal +4, Hide +6, Listen +9, Move Silently +10, Spot +13, Survival +5  
Feats: (same as human form)  

Environment: Temperate forests  
Organization: (same as human form)  
Challenge Rating: 14  
Treasure: Standard  
Alignment: Always chaotic evil  
Advancement: By character class  
Level Adjustment: +3

Werewolf Lord, Hybrid Form  
Large Humanoid  
(Human, Shapechanger)  

Hit Dice:  
1d10+1d20 plus 6d8+3d0 (132 hp)  
Initiative: 4  
Speed: 30 ft. (6 squares)  
Armor Class: 19 (+1 size, +4 Dex, +6 natural)  
touch 13, flat-footed 15  

Base Attack/Grapple: +14/+27  
Attack: Claw +24 melee (1d6+11) or  
+2 bastard sword +27 melee  
(2d8+5/17–20) or  
2 claws +24 melee (1d6+11) and +2 bite +20 melee (2d6/5/19–20) or  
+2 bastard sword +27 melee  
(2d8+5/17–20) and +2 bite +20 melee (2d6+5/19–20)  

Space/Reach: 10 ft./15 ft.  
Special Attacks:  
Curse of Lycanthropy  
Special Qualities:  
Saves: Fort +17, Ref +12, Will +11  
Abilities: Str 32, Dex 18, Con 20  
Int 10, Wis 12, Cha 12  
Skills: Handle Animal +4, Hide +6, Listen +9, Move Silently +10, Spot +13, Survival +5  
Feats: (same as human form)  

Environment: Temperate forests  
Organization: (same as human form)  
Challenge Rating: 14  
Treasure: Standard  
Alignment: Always chaotic evil  
Advancement: By character class  
Level Adjustment: +3

example, a hill giant bitten by a wererat), 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 the animal's physical ability score modifiers to its own ability scores. A lycanthrope also gains the ability to shift back to its humanoid form at will. Changing form or from animal or hybrid form is a standard action.

Alignment: Always chaotic evil

Advancement: By character class

Level Adjustment: +3

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 (for example, a hill giant bitten by a wererat), 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 the animal's physical ability score modifiers to its own ability scores. A lycanthrope also gains the ability to shift back to its humanoid form at will. Changing form 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
Lycanthrope as an Affliction, below), but natural lycanthropes have full control over this power.

**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," "flee," "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 natural ability scores +10 or -11. For example, a werecrocodile (Str 19, Dex 12, Con 17) would add Str +8, Dex +2, and Con +6 to its normal ability scores when it takes crocodile form. 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, minimum 1) per Hit Dice of its animal form, as if it had multiclassed into the animal type. (Animal is never its first Hit Die, though, and it does not gain quadruple skill points for any animal Hit Dice.) 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, such as a weretiger's camouflage bonus on Hide checks, 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, so 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 them when in humanoid form. A lycanthrope receives Iron Will as a bonus feat.

**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.

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### Hill Giant Dire Wereboar

<table>
<thead>
<tr>
<th><strong>Hill Giant Dire Wereboar</strong></th>
<th><strong>Hill Giant Dire Wereboar</strong></th>
<th><strong>Hill Giant Dire Wereboar</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Giant Form</strong></td>
<td><strong>Dire Boar Form</strong></td>
<td><strong>Hybrid Boar Form</strong></td>
</tr>
<tr>
<td><strong>Large Giant (Shapechanger)</strong></td>
<td><strong>Large Giant (Shapechanger)</strong></td>
<td><strong>Large Giant (Shapechanger)</strong></td>
</tr>
<tr>
<td><strong>Hit Dice:</strong></td>
<td>12d8+51 plus 7d8+49 (185 hp)</td>
<td>12d8+51 plus 7d8+49 (185 hp)</td>
</tr>
<tr>
<td><strong>Initiative:</strong></td>
<td>-1</td>
<td>-1</td>
</tr>
<tr>
<td><strong>Speed:</strong></td>
<td>30 ft. in hide armor (6 squares); base speed 40 ft.</td>
<td>40 ft. (8 squares)</td>
</tr>
<tr>
<td><strong>Armor Class:</strong></td>
<td>22 (-1 size, -1 Dex, +11 natural, +3 hide armor), touch 8, flat-footed 22</td>
<td>16 (-1 size, -1 Dex, +8 natural), touch 8, flat-footed 16</td>
</tr>
<tr>
<td><strong>Base Attack/Grapple:</strong></td>
<td>+14/+25</td>
<td>+14/+33</td>
</tr>
<tr>
<td><strong>Attack:</strong></td>
<td>Greatclub +21 melee (2d8+10) or slam +20 melee (1d4+7) or rock +12 ranged (2d6+7)</td>
<td>Gore +28 melee (1d6+22) or claw +28 melee (1d6+15)</td>
</tr>
<tr>
<td><strong>Full Attack:</strong></td>
<td>Greatclub +21/+16 melee (2d8+10) or 2 slams +20 melee (1d4+7) or rock +12 ranged (2d6+7)</td>
<td>Greatclub +29 melee (2d8+22) or claw +29 melee (1d6+15)</td>
</tr>
<tr>
<td><strong>Space/Reach:</strong></td>
<td>10 ft./10 ft.</td>
<td>10 ft.</td>
</tr>
<tr>
<td><strong>Special Attacks:</strong></td>
<td>Rock throwing</td>
<td>Curse of lycanthropy</td>
</tr>
<tr>
<td><strong>Special Qualities:</strong></td>
<td>Alternate form, boar empathy, ferocity, damage reduction 10/silver, ferocity, low-light vision, scent</td>
<td>Alternate form, boar empathy, ferocity, low-light vision, scent</td>
</tr>
<tr>
<td><strong>Saves:</strong></td>
<td>Fort +17, Ref +8, Will +12</td>
<td>Fort +20, Ref +8, Will +12</td>
</tr>
<tr>
<td><strong>Abilities:</strong></td>
<td>Str 25, Dex 8, Con 19, Int 6, Wis 12, Cha 7</td>
<td>Str 41, Dex 8, Con 25, Int 6, Wis 12, Cha 7</td>
</tr>
<tr>
<td><strong>Skills:</strong></td>
<td>Climb +10, Jump +10, Listen +10, Spot +12</td>
<td>Climb +18, Jump +22, Listen +10, Spot +12</td>
</tr>
<tr>
<td><strong>Feats:</strong></td>
<td>Alertness, Cleave, Endurance, Improved Bull Rush, Improved Sunder, Iron Will, Power Attack, Weapon Focus (greatclub)</td>
<td>(same as giant form)</td>
</tr>
<tr>
<td><strong>Environment:</strong></td>
<td>Temperate hills</td>
<td>Temperate hills</td>
</tr>
<tr>
<td><strong>Organization:</strong></td>
<td>Solitary, pair, brood (3-4), or troupe (7-4 plus 1-4 dire boars)</td>
<td>Solitary, pair, brood (3-4), or troupe (7-4 plus 1-4 dire boars)</td>
</tr>
<tr>
<td><strong>Challenge Rating:</strong></td>
<td>11</td>
<td>11</td>
</tr>
<tr>
<td><strong>Treasure:</strong></td>
<td>Standard</td>
<td>Standard</td>
</tr>
<tr>
<td><strong>Alignment:</strong></td>
<td>Always neutral</td>
<td>Always neutral</td>
</tr>
<tr>
<td><strong>Advancement:</strong></td>
<td>By character class</td>
<td>By character class</td>
</tr>
<tr>
<td><strong>Level Adjustment:</strong></td>
<td>+7</td>
<td>+7</td>
</tr>
</tbody>
</table>
**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 Dungeon Master can arbitrarily assign the alignment of the animal form.

**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.

### COMMON LYCANTHROPES

<table>
<thead>
<tr>
<th>Name</th>
<th>Animal Form</th>
<th>Ability Modifiers</th>
<th>Alignment</th>
</tr>
</thead>
<tbody>
<tr>
<td>Werebear</td>
<td>Brown bear</td>
<td>Str +6, Dex +2, Con +8</td>
<td>Lawful good</td>
</tr>
<tr>
<td>Wereboar</td>
<td>Boar</td>
<td>Str +4, Con +6</td>
<td>Neutral</td>
</tr>
<tr>
<td>Werecat</td>
<td>Dire rat</td>
<td>Dex +6, Con +2</td>
<td>Chaotic evil</td>
</tr>
<tr>
<td>Weretiger</td>
<td>Tiger</td>
<td>Str +12, Con +4</td>
<td>Chaotic evil</td>
</tr>
<tr>
<td>Werewolf</td>
<td>Wolf</td>
<td>Str +2, Con +4</td>
<td>Chaotic evil</td>
</tr>
<tr>
<td>Dire wereboar</td>
<td>Dire boar</td>
<td>Str +16, Con +6</td>
<td>Neutral</td>
</tr>
</tbody>
</table>

**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 voluntarily assumes animal form and forgets his or her identity temporarily becoming an NPC under the DM's control. 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. Good-aligned lycanthropes seek to avoid settlements or travelers and nonnatural environments, seeking out wilderness environments. They may hunt the natural prey of their kind, but avoid attacking good and neutral intelligent creatures. Evil-aligned lycanthropes seek to murder as many intelligent creatures as possible, often killing their own family members and friends. They generally seek out places where such victims may be found. Neutral creatures seek remote areas and avoid contact with civilization, but might attack travelers or other folk abroad in the wilderness if the travelers are few in number. However, the attack is driven by natural ferocity and hunger, not malice. In any case, 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 page 302) to resist changing into animal form. Any player character not yet aware of his or her lycanthropic condition temporarily becomes an NPC under the DM's control during an involuntary change, and acts as described above depending on 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. An evil lycanthrope who is aware of his actions in animal form is not compelled to murder and kill indiscriminately, but he delights in bloodshed and will certainly seek out opportunities to slaughter intelligent beings, preferably those of his own race.

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 (see page 303). 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 don 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 remain 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, 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 20th 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**

Since they live in the wilderness, most lycanthropes become barbarians or rangers. Weretigers tend to become rogues. 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, as noted in Chapter 5 of the Player's Handbook. 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.

- 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 (1 + Int modifier, minimum 1) per Hit Die of the animal form. Any skills that appear in the animal's description are treated as class skills for the lycanthrope's animal levels. The lycanthrope's maximum skill ranks are equal to its animal form Hit Dice + its racial Hit Dice (if any) + its class levels + 3. Any racial skill adjustments of the lycanthrope's base race and its animal form (but not conditional adjustments) are added to its skill modificators in any form.
— Racial Feats: Add the animal’s Hit Dice to the base character’s own Hit Dice to determine how many feats the character has. 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: Base creature.
— Favored Class: Same as the base creature.
— Level adjustment: Same as the base creature.
— Level adjustment: Same as the base creature +2 (afflicted or +3 (natural)).

**Small Elemental (Fire, Extraplanar)**

**Hit Dice:** 2d8+2 (11 hp)
**Initiative:** +0
**Speed:** 30 ft. (6 squares)
**Armor Class:** 17 (+1 size, +6 natural), touch 11, flat-footed 17
**Base Attack/Grapple:** +1/+1
**Attack:** Bursting touch +4 melee touch (1d8 fire plus combustion) or slam +4 melee (1d3+3 plus combustion)
**Full Attack:** Bursting touch +4 melee touch (1d8 fire plus combustion) or slam +4 melee (1d3+3 plus combustion)
**Space/Reach:** 5 ft./5 ft.
**Special Attacks:** Combustion, fiery aura
**Special Qualities:** Damage reduction 5/magic, darkvision 60 ft., elemental traits, immunity to fire, melt weapons, vulnerability to cold

**Saves:** Fort +3, Ref +3, Will +3
**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:** —

This glowing, humanoid creature looks like a stumpy human sculpted from fire and flowing lava. It radiates heat like a small bonfire, and it has a gleeful, almost malicious smile on its face.

Maggins are small, humanoid beings from the Elemental Plane of Fire that radiate intense heat and are wreathed in an aura of searing flames.

Although not evil, these fiery creatures are extremely mischievous. They like to watch things burn, perhaps lacking the ability to understand that flames are painful or even deadly to other creatures.

A typical maggin is 4 feet tall and weighs 40 pounds.
Maggins speak Ignan.

**COMBAT**

Although small, maggins 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, maggins rely on their slam attack. In any case, maggins are not valiant fighters. They usually flee if injured, although often only far enough to set up a fiery ambush for their enemies.

A maggin’s natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

**Combustion (Ex):** Anyone a maggin 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 maggin’s last successful attack. Maggins can also ignite flammable materials with a touch. The save DC is Constitution-based.

**Fiery Aura (Ex):** Anyone within 20 feet of a maggin 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 maggin must succeed on a DC 12 Fortitude save or melt away into slag. The save DC is Constitution-based.

**Large Magical Beast**

**Hit Dice:** 6d10+24 (72 hp)
**Initiative:** +2
**Speed:** 30 ft. (6 squares), fly 50 ft. (clumsy)
**Armor Class:** 17 (+1 size, +6 natural), touch 11, flat-footed 15
**Base Attack/Grapple:** +6/+15
**Attack:** Claw +10 melee (2d4+5) or 6 spikes +8 ranged (1d8+2/19–20)
**Full Attack:** 2 claws +10 melee (2d4+5) and bite +8 melee (1d8-2) or 6 spikes +8 ranged (1d8+2/19–20)
**Space/Reach:** 10 ft./5 ft.
**Special Attacks:** Spikes
**Special Qualities:** Darkvision 60 ft., 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, Weapon Focus (spikes)
**Environment:** Warm marshes
**Organization:** Solitary, pair, or pride (1–4–10)
**Challenge Rating:** 5
**Treasure:** Standard
**Alignment:** Usually lawful evil
**Advancement:** 7–16 HD (Large); 17–18 HD (Huge)
**Level Adjustment:** +3 (cohort)
A medusa is an insidious creature that lives in many places, including forests, swamps, and even in the depths of the sea. It is often found near rivers or streams, where it can be seen swimming underwater. A medusa is a powerful enemy that must be dealt with carefully. It is a powerful creature that can attack multiple times in a single round, and it has a chance of paralyzing its victims with its venom. The medusa is a difficult foe to defeat, but with the right strategy, it can be overcome.

**Medusa**

**Medium Monstrous Humanoid**

**Hit Dice:** 6d8+6 (33 hp)

**Initiative:** +2

**Speed:** 30 ft. (6 squares)

**Armor Class:** 16 (+2 Dex, +3 natural), touch 12, flat-footed 13

**Base Attack/Grapple:** +6/+6

**Attacks:** Shortbow +6, ranged (1d6+3) or dagger +8 melee (1d4+19-20) or snake +8 melee (1d4+19-20) or snake +8 melee (1d4+19-20)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Petrifying gaze, poison

**Special Qualities:** Darkvision, 60 ft.

**Saves:** Fort +4, Ref +7, Will +6

**Abilities:** Str 10, Dex 15, Con 12, Int 12, Wis 13, Cha 15

**Skills:** Bluff +8, Diplomacy +4, Disguise +9 (+11 acting), Intimidate +4, Move Silently +8, Spot +8

**Feats:** Point Blank Shot, Precise 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:**

Though at first glance this creature appeared to be a well-proportioned human, a closer look reveals a hideous face crowned with a mass of writhing, hissing snakes instead of hair. Eyes glowing a deep, feral red and scaly, earth-colored skin.

The medusa is a hateful, repulsive creature that perverts living beings with its gaze. It prizes art objects, fine jewelry, and wealth. Its activities often revolve around obtaining these items.

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. Medusas are found in nearly every climate. Some dwell in large cities, becoming active in the criminal underworld to gain their desires. A few medusas have formed robbery rings or organized smuggling cabals.

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 overt 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 regains. 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. They are more curious than evil, though each individual's nature varies depending on the essence of the element that birthed it.

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 0% 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.

DUST MEPHIT

Small Outsider (Air, Extraplanar)
Hit Dice: 3d8 (13 hp)
Initiative: +7
Speed: 30 ft. (6 squares), fly 60 ft. (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 ft./5 ft.
Special Attacks: Breath weapon, spell-like abilities, summon mephit
Special Qualities: Damage reduction 5/magic, darkvision 60 ft., 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), Inimicdride +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)

This winged creature looks like a short, gaunt human with grey, flaky skin and a sorrowful expression.

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 –1 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 cloud of dust, duplicating the effect of a blurr spell (caster level 3rd). Once per day it can create a mass of rolling 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 ft. (6 squares), fly 40 ft. (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 ft./5 ft.
Special Attacks: Breath weapon, spell-like abilities, summon mephit
Special Qualities: Change size, damage reduction 5/magic, darkvision 60 ft., 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)

This winged creature looks like a minute devil, wreathed in flame and cockling with mischief.

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 Iginan.

Combat
Breath Weapon (Su): 15-foot cone, damage 1d8 fire, Reflex DC 12. The save DC is Constitution-based and includes a +1 racial adjustment.
Spell-Like Abilities: 1/day—fireball (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): An earth 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 ft. (6 squares), fly 50 ft. (perfect)
Armor Class: 18 (+1 size, +3 Dex, +4 natural), touch 14, flat-footed 15
Base Attack/Grapple: +1/+1
Attack: Claw +4 melee (1d3 plus 1d4 cold)
Full Attack: 2 claws +4 melee (1d3 plus 1d4 cold)
Space/Reach: 5 ft./5 ft.
Special Attacks: Breath weapon, spell-like abilities, summon mephit
Special Qualities: Damage reduction 5/magic, darkvision 60 ft., 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)

This winged creature looks like a miniature human made of snow and ice. It has translucent skin.

Ice mephits come from the Elemental Plane of Air.
Ice mephit 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 save 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/day—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 ft. (6 squares), fly 50 ft. (average)
Armour Class: 16 (+1 size, +1 Dex, +4 natural), touch 12, flat-footed 15
Base Attack/Grapple: +3/+1
Attack: Claw +4 melee (1d3+1/2d4 fire)
Full Attack: Claws +4 melee (1d3+1/2d4 fire)
Space/Reach: 5 ft./5 ft.
Special Attacks: Breath weapon, spell-like abilities, summon mephit
Special Qualities: Damage reduction 5/magic, darkvision 60 ft., 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 (+2 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)

Living creatures that fail their save 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 change shape to take the form of a pool of lava 3 feet in diameter and 6 inches deep. The mephit's damage reduces improved 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 pools 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 ft. (6 squares), fly 40 ft. (average), swim 30 ft.
Armour Class: 16 (+1 size, +5 natural), touch 11, flat-footed 16
Base Attack/Grapple: +3/+1
Attack: Claw +5 melee (1d3+2)
Full Attack: 2 claws +6 melee (1d3+2)
Space/Reach: 5 ft./5 ft.
Special Attacks: Breath weapon, spell-like abilities, summon mephit
Special Qualities: Damage reduction 5/magic, darkvision 60 ft., 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 +6, Escape Artist +6, Hide +10, Listen +6, Diplomacy +4, Disguise +2 (+2 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)

This loathsome, winged creature looks like a miniature human composed of muck and filth. The creature has a terrible offensive odor, and slime dribbles from its body.

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 Melf’s 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 +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

Salt Mephit

Small Outsider (Earth, Extraplanar)

Hit Dice: 3d8+6 (19 hp)

Initiative: –1

Speed: 30 ft. (6 squares), fly 40 ft. (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 ft./5 ft.

Special Attacks: Breath weapon, spell-like abilities summon mephit

Special Qualities: Damage reduction 5/magic, darkvision 60 ft., 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, Swim +1 (+1 with bindings)

Feats: Power Attack, Tougness

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)

This winged creature looks like a miniature human with pale skin and wisps of vapor rising from its nose, mouth, and ears. It sheds drops of steaming water when it moves.

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 steaming hot skin and scalded 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 30-foot-square area. Living creatures caught in the storm take 2d8 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: 3d6+6 (19 hp)
Initiative: +0
Speed: 30 ft. (6 squares), fly 40 ft. (average), swim 30 ft.
Armor Class: 16 (+1 size, +5 natural), touch 11, flat-footed 16
Base Attack/Grapple: +3/+1
Attacks: Claw +6 melee (1d4+2)
Full Attack: 2 claws +6 melee (1d4+2)
Space/Reach: 5 ft./5 ft.
Special Attacks: Breath weapon, spell-like abilities, summon mephit
Special Qualities: Damage reduction 5/magic, darkvision 60 ft., 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)

This winged creature looks like a miniature fish-person. It is covered with scales and views the world through black, bulbous eyes.

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 +1 racial bonus.

Spell-Like Abilities: Once per hour, a water mephit can hurl in acidic blob that functions like Mel's 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 Chaisma-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 ft. (1 square), swim 50 ft.
Armor Class: 13 (+1 Dex, +2 leather), touch 11, flat-footed 12
Base Attack/Grapple: +1/+2
Attack: Trident +2 melee (1d8+1) or heavy crossbow +2 ranged (1d10/19-20)
Full Attack: Trident +2 melee (1d8+1) or heavy crossbow +2 ranged (1d10/19-20)
Space/Reach: 5 ft./5 ft.
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
Environment: Temperate aquatic
Organization: Company (2-4), patrol (11-20 plus 2 3rd-level lieutenants and 1 leader of 3rd-4th level), or band (30-60 plus 1 3rd-level sergeant per 20 adults, 5 3rd-level lieutenants, 3 3rd-level captains, and 10 porpoises)
Challenge Rating: 1/2
Treasure: Standard
Alignment: Usually neutral
Advancement: By character class
Level Adjustment: +1

This being has the upper body, arms, and head of a fair-featured human, instead of legs, however, it has the scaled tail of a great fish.

The merfolk are playful, marinedwelling people. Although wary of surface dwellers, they are not usually hostile. They prefer sunning themselves on rocks to engaging in warfare.

Both male and female merfolk decorate themselves with shells, coral, and other underwater adornments.

Adventurers who encounter merfolk are often the victims of pranks and mischief. The sport of merfolk can be cruel, although they are not actually evil. Should surface dwellers do them harm, however, these creatures can be formidable enemies.

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 feet. 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 SOCIETY**

Merfolk live in semipermanent communities located near choice fishing and hunting areas. They often keep company with porpoises. Surface dwellers who come face to face with merfolk commonly encounter a scouting or hunting patrol.

The merfolk revere the deity Eadro, who created both men and the locathahs.

**MERFOLK CHARACTERS**

A merfolk’s favored class is bard; most merfolk leaders are bards. Merfolk spellcasters who are not bards are generally adepts. Merfolk clerics worship Eadro. A merfolk cleric has access to two of the following domains: Animal, Protection, or Water.

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**MIMIC**

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<th>Large Aberration (Shapechanger)</th>
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<tr>
<td>Hit Dice: 7d8+21 (52 hp)</td>
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<tr>
<td>Initiative: +1</td>
</tr>
<tr>
<td>Speed: 10 ft. (2 squares)</td>
</tr>
<tr>
<td>Armor Class: 15 (—1 size, +1 Dex, +5 natural), touch 10, flat-footed 15</td>
</tr>
<tr>
<td>Base Attack/Grapple: +5/+13</td>
</tr>
<tr>
<td>Attack: Slam +9 melee (1d8+4)</td>
</tr>
<tr>
<td>Full Attack: 2 slams +9 melee (1d8+4)</td>
</tr>
<tr>
<td>Space/Reach: 10 ft./10 ft.</td>
</tr>
<tr>
<td>Special Attacks: Adhesive, crush</td>
</tr>
<tr>
<td>Special Qualities: Darkvision 60 ft., immunity to acid, mimic shape</td>
</tr>
<tr>
<td>Saves: Fort +5, Ref +5, Will +6</td>
</tr>
<tr>
<td>Abilities: Str 19, Dex 12, Con 17, Int 10, Wis 13, Cha 10</td>
</tr>
<tr>
<td>Skills: Climb +9, Disguise +13, Listen +8, Spot +8</td>
</tr>
<tr>
<td>Feats: Alertness, Lightning Reflexes, Weapon Focus (slam)</td>
</tr>
<tr>
<td>Environment: Underground</td>
</tr>
<tr>
<td>Organization: Solitary</td>
</tr>
<tr>
<td>Challenge Rating: 4</td>
</tr>
<tr>
<td>Treasure: 1/10th coins; 50% goods; 50% items</td>
</tr>
<tr>
<td>Alignment: Usually neutral</td>
</tr>
<tr>
<td>Advancement: 8–10 HD (Large); 11–21 HD (Huge)</td>
</tr>
<tr>
<td>Level Adjustment:</td>
</tr>
</tbody>
</table>

What originally appeared to be an object now shows signs of organic life as the creature sprouts a hatching pseudopod.

The mimic is a strange and deadly creature that can change its pigmentation and shape. It uses this ability to lure hapless victims close enough to slay them.

---

**MIND FLAYER**

This strange humanoid-shaped being stands about as tall as a human. Its flesh is rubbery and greenish-mauve, glistening with slime. The creature’s head looks rather like a four-lobated octopus, made all the more horrible by a pair of bloodshot white eyes.

Mind flayers, also called illithids, are hideous, diabolical, and powerful that all denizens of the dark fear them. They bend others to their will and shatter enemies’ minds.

A mind flayer’s mouth, a revolting thing shaped like a lampery’s jaw, constantly drips an oily slime when it is not siphoning out the brains of living prey.

In addition to being highly intelligent, wholly evil, and terribly sadistic, mind flayers are utterly self-servving. If an encounter turns against the creature, it flees at once, caring nothing for the fate of its companions or servants.

A mind flayer is about the same height and weight as a human.

Mind flayers speak Undercommon but prefer to communicate telepathically.

It is said that mimics are not natural creatures but were created long ago by a now-forgotten wizard. Ever since, these terrible things have served to guard treasures.

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 in 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 nubs 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.
Mind flayers like to fight from a distance, using their psionic abilities, particularly mind blast. If pressed into melee combat, a mind flayer lashes its enemies with its tentacles, ringing its mouth.

**Mind Blast (Sp):** This psionic attack is a cone 60 feet long. Anyone caught in this cone must succeed on a DC 17 Will save or be stunned for 34 rounds. Mind flayers often hunt using this power and then drag off one or two of their stunned victims to feed upon. The save DC is Charisma-based. This ability is the equivalent of a 4th-level spell.

**Psionics (Sp):** At will—charm monster (DC 17), detect thoughts (DC 15), levitate, plane shift, suggestion (DC 16). Effective caster level 8th. The save DCs are Charisma-based.

**Improved Grab (Ex):** To use this ability, a mind flayer must hit a Small, Medium, or Large creature with its 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 attaches the tentacle to the opponent's head. A mind flayer can grab a Large or larger creature, but only if it can somehow reach the foe's head.

If a mind flayer begins its turn with at least one tentacle attached, it can try to attack its remaining tentacles with a single grapple check. The opponent can escape with a single successful grapple check or an Escape Artist check, but the mind flayer gets a +2 circumstance bonus for every tentacle that was attached at the beginning of the opponent's turn.

**Extract (Ex):** A mind flayer that begins its turn with all four tentacles attached and that makes a successful grapple check automatically extracts the opponent's brain, instantly killing that creature. This power is useless against constructs, elementals, ooze, plants, and undead. It is not instantly fatal to foes with multiple heads, such as ettins and hydra.

**Mind Flayer Sorcerer**

While many mind flayers train as wizards and grow mighty in the arcane arts along that disciplined path, some of the most fearsome of the illithids are sorcerers, whose mastery of magic seems almost instinctual.

**Combat**

The save DCs for this mind flayer sorcerer's mind blast (DC 21) and its psionics (charm monster DC 21, detect thoughts DC 19, suggestion DC 20) are adjusted for its higher Charisma score. The mind flayer sorcerer uses its spells to protect itself from attack (greater invisibility).
ity, stonekin, resist energy, mage armor) and improve its own effectiveness in combat (hide, see invisibility), and only secondarily to supplement its own innate attacks with magical ones (ray of exhaustion, suggestion, touch of idiosy).

Typical Sorcerer Spells Known: (6/8/8/8/5; save DC 17 + spell level, 10% arcane spell failure chance): 0—arcane mark, haste, detect, magic, disrupt undead, flare, ghost sound, light, read magic; 1st—chill touch, mage armor, magic missile, ray of enfeeblement, shocking grasp; 2nd—minor image, resist energy, see invisibility, touch of idiosy; 3rd—fly, haste, ray of exhaustion; 4th—greater invisibility, stonekin.

MIND FLAYER SOCIETY

Mind flayers congregate in underground cities of 200 to 2,000 inhabitants, plus at least two slaves for each resident. Slaves obey their masters without question. The center of a community is its elder brain, a pool of briny fluid that contains the brains of the city’s deceased mind flayers. Although they constantly vie for power, mind flayers are quite willing to work together. A small group of these creatures, known as an inquisition, often forms to root out some dark and terrible secret. In many ways, a mindflayer inquisition is not unlike a party of adventurers, with each member contributing its own skills and knowledge to the group.

When a task is too great for an inquisition to handle, mind flayers generally form a cult. A pair of illithids commands the group, each struggling for supremacy.

MIND FLAYERS AS CHARACTERS

Most mind flayers with class levels are sorcerers or wizards. Mind flayer characters possess the following racial traits:

—+2 Strength, +4 Dexterity, +2 Constitution, +8 Intelligence, +6 Wisdom, +6 Charisma.
—A mind flayer’s base land speed is 30 feet.
—Darkvision out to 60 feet.
—Racial Hit Dice: A mind flayer begins with eight levels of aberration, which provide 8d8 Hit Dice, a base attack bonus of +6, and base saving throw bonuses of Fort +2, Ref +2, and Will +6.
—Racial Skills: A mind flayer’s aberration levels give it skill points equal to 11 x (2 + Int modifier). Its class skills are Bluff, Concentration, Hide, Intimidate, Knowledge (any), Listen, Move Silently, and Spot.
—Racial Feats: A mind flayer’s aberration levels give it three feats.
—+3 natural armor bonus.
—Natural Weapons: +1 tentacles (1d4).
—Special Attacks (see above): Mind blast, psionics, improved grab, extract.
—Special Qualities (see above): Spell resistance equal to 25 + class levels, telepathy 100 ft.


—Favored Class: Wizard.
—Level adjustment +7.

Tactics Round-by-Round

A mind flayer is most effective as a ranged combatant, using its spell-like abilities to attack from a distance.

Prior to Combat: Use detect thoughts to scout foes and determine their potential. Highly intelligent creatures are considered most dangerous; creatures of lower intelligence are potential pawns and food.

Round 1: Mind blast.

Round 2: If most of the party is stunned, use charm monster on a remaining foe. If most of the party is still not stunned, maintain distance and use mind blast again.

Round 3: If fewer than two foes remain unstunned, order any charmed foes to protect you. Grapple a stunned foe with tentacles. If a majority of the party remains unstunned, flee using levitate or, if necessary, plane shift.

Round 4: If still in a position of strength, start eating brains. Use charm foe to guard you. If in a position of weakness, use plane shift, perhaps with grappling foe.

A mind flayer works well as a "boss monster" if it has minions, it varies its tactics to suit the situation, as follows:

Prior to Combat: Dispatch minions with orders to assault foes from one side of the battlefield. Use levitate and cover to take a safe command position, preferably out of obvious sight.

Round 1: Order minions into optimal positions using telepathy. If the opportunity presents itself, use mind blast on foes (without hitting minions if possible—but they’re all expendable). If the battlefield is too congested, use charm monster or suggestion to sow confusion in foes.

Round 2: Identify enemy spellcasters and order minions telepathically to assault them at all costs. Focus spell-like abilities on lesser foes.

Round 3: Order charmed foes toward you (telepathically). Grapple them. Have minions keep uncharmed, unstunned foes busy.

Round 4: Eat brains.

MINOTAUR

Large Monstrous Humanoid

Hit Dice: 6d8+12 (39 hp)
Initiative: +0
Speed: 30 ft (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 ft. /10 ft.

Special Attacks: Powerful charge 4d6+6
Special Qualities: Darkvision 60 ft., natural cunning, scent
Save Fort +6, 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

The creature looks like an incredibly tall, powerfully muscled human, covered in shaggy fur, with the head of a bull. The dark eyes of the brute gleam with savage fury.

Minotaurs are strong, fiercely territorial creatures often found in vast underground labyrinth. A minotaur’s natural cunning and feral instincts enable it to find its way easily through even the most confusing tunnel complexes—an ability it puts to great use in hunting, tormenting, and ultimately destroying intruders.

A minotaur stands more than 8 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 +2 attack bonus that deals 46 (6d6) 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.

MINOTAURS AS CHARACTERS
Minotaur characters possess the following racial traits.
- +8 Strength, +4 Constitution, -4 Intelligence (minimum 3), -2 Charisma.
- 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/10 feet.
- A minotaur’s base land speed is 30 feet.
- Darkvision out to 60 feet.
- Racial Hit Dice: A minotaur begins with six levels of monstrous humanoid, which provide 6d8 Hit Dice, a base attack bonus of +6, and base saving throw bonuses of Fort +2, Ref +5, and Will +5.
- Racial Skills: A minotaur’s monstrous humanoid levels give it skill points equal to 9 x 2 + Int modifier, minimum 1. Its class skills are Intimidate, Jump, Listen, Search, and Spot. Minotaurs have a +4 racial bonus on Search, Spot, and Listen checks.
- Racial Feats: A minotaur’s monstrous humanoid levels give it three feats.
- Weapon Proficiency: A minotaur is proficient with the greataxe and all simple weapons.
- +1 natural armor bonus.
- Natural Weapons: Gore (1d8).
- Special Attacks (see above): Powerful charge.
- Special Qualities (see above): Natural cunning, scent.
-avored Class: Barbarian.
- Level adjustment +2

MOHRG

Medium Undead
Hit Dice: 1d4+12 (9 hp)...
Initiative: +9
Speed: 30 ft. (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 ft./5 ft.
Special Attacks: Improved grab, paralyzing touch, create spawn
Special Qualities: Darkvision 60 ft., undead traits
Saves: Fort +4, Ref +16, 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, Dodge, Improved Initiative, Lightning Reflexes, Mobility
Environment: Any
Organization: Solitary, gang (2—4), or mob (2—4 plus 1—10 zombies)
Challenge Rating: 8
Treasure: None
Alignment: Always chaotic evil
Advancement: 15—21 HD (Medium); 22—28 HD (Large)
Level Adjustment: —

This creature looks like a gaurnt, nearly skeletal corpse, its rib cage filed with hoard, withering visage.

Mehrgs are the animated corpses of mass murderers or similar villains who died without atoning for their crimes. Tortured by an all-consuming hatred of living things, they long to live again.

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 Crab (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

This creature looks like a withered and desiccated corpse, with features hidden beneath centuries-old funereal wrappings. It moves with a slow, shambling gait and groans with the weight of the ages.

Mummies are preserved corpses animated through the auspices of dark desert gods best forgotten. They usually inhabit great tombs or temple complexes, maintaining a timeless vigil and destroying would-be grave robbers.

These horrid creatures are often marked with symbols of the dire gods they serve. While other undead often stink of carrion, the herbs and powders used to create a mummy give off a sharp, pungent odor like that of a spice cabinet.

Mummies attack intruders without pause or mercy. They never attempt to communicate with their enemies and never retreat. An encounter with a mummy can end only with the destruction of one combatant or the other (unless the mummy's foe elects to retreat).

Most mummies are 5 to 6 feet tall and weigh about 120 pounds. Mummies can speak Common, but seldom bother to do so.

**COMBAT**

In melee combat, a mummy delivers a powerful blow. Even if it had no other abilities, its great strength and grim determination would make it a formidable opponent.

**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**

<table>
<thead>
<tr>
<th>Medium Undead</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hit Dice: 8d12+2/3 (55 hp)</td>
</tr>
<tr>
<td>Initiative: +0</td>
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<tr>
<td>Speed: 20 ft. (4 squares)</td>
</tr>
<tr>
<td>Armor Class: 20 (+10 natural), touch 10, flat-footed 20</td>
</tr>
<tr>
<td>Base Attack/Grapple: +4/+11</td>
</tr>
<tr>
<td>Attack: Slam +11 melee (1d6+10 plus mummy rot)</td>
</tr>
<tr>
<td>Full Attack: Slam +11 melee (1d6+10 plus mummy rot)</td>
</tr>
<tr>
<td>Space/Reach: 5 ft./5 ft.</td>
</tr>
<tr>
<td>Special Attacks: Despair, mummy rot</td>
</tr>
<tr>
<td>Special Qualities: Damage reduction 5/-, darkvision 60 ft., undead traits, vulnerability to fire</td>
</tr>
<tr>
<td>Saves: Fort +4, Ref +2, Will +8</td>
</tr>
<tr>
<td>Abilities: Str 24, Dex 10, Con —, Int 6, Wis 14, Cha 15</td>
</tr>
<tr>
<td>Skills: Hide +7, Listen +8, Move Silently +7, Spot +8</td>
</tr>
<tr>
<td>Feats: Alertness, Great Fortitude, Toughness</td>
</tr>
<tr>
<td>Environment: Any</td>
</tr>
<tr>
<td>Organization: Solitary, warden squad (2–4), or guardian detail (6–10)</td>
</tr>
<tr>
<td>Challenge Rating: 5</td>
</tr>
<tr>
<td>Treasure: Standard</td>
</tr>
<tr>
<td>Alignment: Usually lawful evil</td>
</tr>
<tr>
<td>Advancement: 9–16 HD (Medium); 17–24 HD (Large)</td>
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<tr>
<td>Level Adjustment: —</td>
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</tbody>
</table>

**Mummy Lord, 10th-Level Cleric**

<table>
<thead>
<tr>
<th>Medium Undead</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hit Dice: 8d12 plus 1d8 (97 hp)</td>
</tr>
<tr>
<td>Initiative: +5</td>
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<tr>
<td>Speed: 15 ft. in half-plate armor (3 squares); base speed 20 ft.</td>
</tr>
<tr>
<td>Armor Class: 30 (+1 Dex, +10 natural, +9 +2 half-plate armor), touch 11, flat-footed 29</td>
</tr>
<tr>
<td>Base Attack/Grapple: +11/+19</td>
</tr>
<tr>
<td>Attack: Slam +20 melee (1d6+12/19–20 plus mummy rot)</td>
</tr>
<tr>
<td>Full Attack: Slam +20 melee (1d6+12/19–20 plus mummy rot)</td>
</tr>
<tr>
<td>Space/Reach: 5 ft./5 ft.</td>
</tr>
<tr>
<td>Special Attacks: Despair, mummy rot, rebuke undead, spells</td>
</tr>
<tr>
<td>Special Qualities: Damage reduction 5/-, darkvision 60 ft., resistance to fire 10, undead traits, vulnerability to fire</td>
</tr>
<tr>
<td>Saves: Fort +13, Ref +8, Will +20</td>
</tr>
<tr>
<td>Abilities: Str 26, Dex 12, Con —, Int 8, Wis 20, Cha 17</td>
</tr>
<tr>
<td>Skills: Concentration +8, Knowledge (religion) +4, Listen +18, Move Silently +5, Spot +18</td>
</tr>
<tr>
<td>Feats: Alertness, Combat Casting, Great Fortitude, Improved Critical (slam), Improved Initiative, Weapon Focus (slam)</td>
</tr>
<tr>
<td>Environment: Any</td>
</tr>
<tr>
<td>Organization: Solitary or tomb guard (1 mummy lord and 6–10 mummies)</td>
</tr>
<tr>
<td>Challenge Rating: 15</td>
</tr>
<tr>
<td>Treasure: Standard plus possessions noted below</td>
</tr>
<tr>
<td>Alignment: Usually lawful evil</td>
</tr>
<tr>
<td>Advancement: By character class</td>
</tr>
</tbody>
</table>
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 affected 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—ancient bronze armor, a runemarked sword, or a magic staff.

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: 6/5/4; save DC 15 + spell level; 0—detect magic (2), guidance, read magic, resistance, virtue; 1st—command, deathknell, divine favor, doom, sanctuary, shield of faith; 2nd—bulls strength, death knell, hold person, resist energy, silence, repelling, sleep, 3rd—animate dead, deeper darkness, dispel magic, invisibility purge, searing light, 4th—air wall, dismissal, disintegrate, giant vermin, mass fear, magic missile, ray of enfeeblement, shape change, sleep, spell resistance, symbol of pain.


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.)

All nagas have long, snake-like 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 ft. (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 ft./5 ft.
Special Attacks: Poison, spells
Special Qualities: Darkness, 60 ft., detect thoughts, guarded thoughts, immunity to death spells, resistance to charm
Saves: Fort +5, Ref +7, 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, Combat Casting, Dodge, Eschew Materials, Lightning Reflexes, 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: —

This snake-like creature has a deep purple body covered in fine scales, making it look rather like a great eel. Its tail ends in a barbed stinger. Its head resembles an eel's but has a humanlike visage.

Nagas are highly intelligent creatures with a variety of magical powers. They are natural masters of those around them, using subtle wands and clever traps to keep intruders from disturbing their peace.

Dark nagas are infamous plotters and schemers. They often form alliances with other evil creatures so as to more efficiently gather prey and wealth.

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 244 minutes. The save DC is Constitution-based.

Spells: Dark nagas cast spells as 7th-level sorcerers.
**GUARDIAN NAGA**

**Large Aberration**

**Hit Dice:** 1d8+4 (9 hp)

**Initiative:** +2

**Speed:** 40 ft. (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 spitt +9 ranged touch (poison)

**Full Attack:** Bite +12 melee (2d6+7 plus poison) or spitt +9 ranged touch (poison)

**Space/Reach:** 10 ft./5 ft.

**Special Attacks:** Poison, spitt, spells

**Special Qualities:** Darkvision 60 ft.

**Saves:** Fort +7, Ref +7, Will +11

**Abilities:** Str 21, Dec 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, Combat Casting, Dodge, Eschew Materials*, Lightning Reflexes

**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:** —

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**This beautiful creature looks like a snake with a human face and green-gold scales. A golden frill runs from the top of its head to the tip of its tail. The sweet scent of flowers accompanies the creature.**

**Wise and good, guardian nagas often protect sacred places or maintain a lookout against evil deeds. A guardian naga tends to raise its crest when it becomes angry. 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—detect magic, light, mage hand, open/close, ray of frost, read magic; 1st—expedient retreat, magic missile, ray of enfeebling, shield, silent image; 2nd—cat's grace, invisibility, scorching ray; 3rd—displacement, lightning bolt.

**GUARDIAN NAGA**

**Large Aberration**

**Hit Dice:** 1d8+4 (9 hp)

**Initiative:** +2

**Speed:** 40 ft. (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 spitt +9 ranged touch (poison)

**Full Attack:** Bite +12 melee (2d6+7 plus poison) or spitt +9 ranged touch (poison)

**Space/Reach:** 10 ft./5 ft.

**Special Attacks:** Poison, spitt, spells

**Special Qualities:** Darkvision 60 ft.

**Saves:** Fort +7, Ref +7, Will +11

**Abilities:** Str 21, Dec 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, Combat Casting, Dodge, Eschew Materials*, Lightning Reflexes

**Environment:** Temperate marshes

**Organization:** Solitary or nest (2–4)

**Challenge Rating:** 9

**Treasure:** Standard

**Alignment:** Usually lawful good

**Advancement:** 12–16 HD (Large); 17–33 HD (Huge)

**Level Adjustment:** —

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This loathsome serpent has a black body banded in swaths of bright crimson. Its head is vaguely human, with stringy hair. The odor of carrion hangs heavy in the air about it.

**SPIRIT NAGA**

**Large Aberration**

**Hit Dice:** 9d8+36 (76 hp)

**Initiative:** +1

**Speed:** 40 ft. (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 ft./5 ft.

**Special Attacks:** Charming gaze, poison, spells

**Special Qualities:** Darkvision 60 ft.

**Saves:** Fort +7, Ref +6, 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, Combat Casting, Eschew Materials*, Lightning Reflexes

**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:** —

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**Spirit nagas are named for their habit of inhabiting ruined and dismal places; they are thoroughly evil and seek to do harm whenever they can.**

**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 (6/4/2/1):** acid splash, detect magic, light, magic missile, open/close, read magic, 1st—charm person, cure light wounds, divine favor, magic missile, shield of faith; 2nd—charisma, invisibility, summon swarm; 3rd—displacement, fireball.

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**WATER NAGA**

**Large Aberration (Aquatic)**

**Hit Dice:** 7d8+28 (55 hp)

**Initiative:** +1

**Speed:** 30 ft. (6 squares), swim 50 ft.

**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 ft./5 ft.

**Special Attacks:** Poison, spells

**Special Qualities:** Darkvision 60 ft.

**Saves:** Fort +6, Ref +5, 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, Combat Casting, Eschew Materials, Lightning Reflexes

**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:** —

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This beautiful creature looks like a snake with a faintly human head and reticulated emerald-green pattern running the length of its body. Fiery red and orange spines jut from its backbone.

Water nagas often prove hard-tempered or mischievous, though they usually do not attack to kill unless they feel threatened. A water naga’s spine rises like hackles when the naga becomes angry. Water nagas speak Aquan and Common.

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**NIGHT HAG**

**Medium Outsider (Evil, Extraplanar)**

**Hit Dice:** 5d8+32 (68 hp)

**Initiative:** +1

**Speed:** 20 ft. (4 squares)

**Armor Class:** 17 (+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 ft./5 ft.

**Special Attacks:** Spell-like abilities, dream haunting

**Special Qualities:** Damage reduction 10/cold iron and magic, immunity to fire, cold, charm, sleep, and fear, 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 +12, Concentration +15, Diplomacy +5, Disable Device +1 (+3 acting), Intimidate +14, Listen +15, Ride +12, Sense Motive +13, Spellcraft +11, Spot +15

**Feats:** Alertness, Combat Casting, Mounted Combat

**Environment:** Gray Waste of Hades

**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:** —

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This being looks like a hideously ugly human woman. Its flesh is the bluish-violet of a deep house and covered with warts, blisters, and open sores. It has strongly jet-black hair and jagged, yellow teeth. The eyes burn like hot coals, throwing out a thick, red radiance.
Merciless and utterly evil, night hags are creatures from the plane of Hades that constantly hunger for the flesh and souls of innocent men and women.

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.

**Spell-Like Abilities:** At will—detect chaos, detect evil, detect good, detect law, detect magic, magic missile, polymorph (self only), say of enfeoffment (DC 12), sleep (DC 12). Carter level 6th. 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**

At first glance, this creature looks like a large, powerful horse with a jet-black coat. A closer look, however, reveals its true nature. Flames wreath its steely hooves, trail from its furred nostrils, and smolder in the depths of its dark eyes.

Nightmares are proud, equine creatures with hearts as black and evil as the dark abysses from which they come. They dwell on the plane of Hades.

A nightmare is a wild and restless creature. It roams the world doing evil and haunting the dreams of all who dare cross it. Although it has no wings, the creature can fly with great speed. It seldom allows anyone to ride it, but particularly powerful and evil creatures have been known to make mounts of nightmares.

A nightmare is about the size of a light war horse.

**Combat**

A nightmare does battle by biting with its viperine fangs and kicking with its powerful legs. A nightmare can fight while carrying a rider, but the rider cannot also fight unless he or she succeeds on a Ride check.

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**Nightmare, Cauchemar**

Huge Outsider (Evil, Extraplanar)

- Hit Dice: 15d8+105 (172 hp)
- Initiative: +6
- Speed: 40 ft. (8 squares), fly 90 ft. (good)
- Armor Class: 26 (2-2 size, +2 Dex, +16 natural), touch 10, flat-footed 24
- Base Attack/Grapple: +15/+33
- Hoof +23 melee (2d6+10 plus 1d4 fire) and bite +18 melee (2d6+5)
- Space/Reach: 15 ft./10 ft.
- Special Attacks: Flaming hooves, smoke
- Special Qualities: Astral projection, darkvision 60 ft., etherealness
- Saves: Fort +16, Ref +11, Will +10
- Str 31, Dex 14, Con 24, Int 16, Wis 12, Cha 12
- Skills: Bluff +19, Concentration +25, Diplomacy +9, Disguise +1 (+3 acting), Intimidate +21, Knowledge (arcana) +21, Knowledge (the planes) +21, Listen +21, Move Silently +20, Search +21, Sense Motive +19, Spot +21, Survival +19 (+21 on other planes and following tracks)
- Feats: Alertness, Cleave, Improved Initiative, Power Attack, Run, Track
- Environment: Gray Waste of Hades
- Organization: Solitary
- Challenge Rating: 11
- Treasure: None
- Alignment: Always neutral evil
- Advancement: 7–10 HD (Large); 11–18 HD (Huge)
- Level Adjustment: +4 (cohort)

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**Nightmare**

Large Outsider (Evil, Extraplanar)

- Hit Dice: 6d8+18 (45 hp)
- Initiative: +6
- Speed: 40 ft. (8 squares), fly 90 ft. (good)
- Armor Class: 24 (–1 size, +2 Dex, +13 natural), touch 11, flat-footed 22
- Base Attack/Grapple: +6/+14
- Hoof +9 melee (1d8+4 plus 1d4 fire) and bite +4 melee (1d8+2)
- Space/Reach: 10 ft./5 ft.
- Special Attacks: Flaming hooves, smoke
- Special Qualities: Astral projection, darkvision 60 ft., etherealness
- Saves: Fort +8, Ref +7, Will +6
- Abilities: Str 18, Dex 15, Con 16, Int 13, Wis 13, Cha 12
- Skills: Concentration +12, Diplomacy +3, Intimidate +10, Knowledge (the planes) +10, Listen +12, Move Silently +11, Search +10, Sense Motive +10, Spot +12, Survival +10 (+12 on other planes and following tracks)
- Feats: Alertness, Improved Initiative, Run
- Environment: Gray Waste of Hades
- Organization: Solitary
- Challenge Rating: 11
- Treasure: None
- Alignment: Always neutral evil
- Advancement: 7–10 HD (Large); 11–18 HD (Huge)
- Level Adjustment: +4 (cohort)
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 choke 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.

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**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.

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**NIGHTSHADE**

Nightshades are powerful undead composed of equal parts darkness and absolute evil. Their chilling malevolence hangs heavily about them, along with the smell of an open grave on a winter's morning.

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):** Nightshades are creatures of utter darkness and bathe all light. If exposed to natural daylight (not merely a daylight spell), they take a −4 penalty on all attack rolls, saving throws, and skill checks.

**Desecrating Aura (Su):** All nightshades give off a 20-foot-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 essence of an evil power. All undead within 20 feet 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**

**Cargantuan Undead (Extraplanar)**

Hit Dice: 25d12+50 (312 hp)

Initiative: +4

Speed: 30 ft. (6 squares), burrow 60 ft.

**Armor Class:** 35 (−4 size, +29 natural, touch 6, flat-footed 35)

**Base Attack/Grapple:** +12/+45

**Attack:** Bite +72 melee (4d6+21) and sting +24 melee (2d8+11/–20 plus poison)

**Space/Reach:** 20 ft./15 ft.

**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 ft., immunity to cold, spell resistance 100, telepathy 100 ft., tremorsense 60 ft., undead traits

**Saves:** Fort +12, Ref +10, Will +23

**Abilities:** Str 48, Dex 10, Con —, Int 20, Wis 20, Cha 18

**Skills:** Concentration +52, Diplomacy +58, Hide +16, Knowledge (arcana) +33, Listen +33, Move Silently +28, Search +33, Sense Motive +23, Spellcraft +35, Spot +33, Survival +15 (+7 following tracks)

**Feats:** Blind-Fight, Combat Casting, Great Fortitude, Improved Critical (bite), Improved Critical (sting), Improved Initiative, Iron Will, Power Attack, Quicken Spell-Like Ability (consecrated cold)

**Environment:** Plane of Shadow

**Organization:** Solitary or pair

**Challenge Rating:** 18

**Treasure:** Standard

**Alignment:** Always chaotic evil

**Advancement:** 26–50 HD (Colossal)

**Level Adjustment:** —
This creature looks like an immense worm covered with plates of dead black, chitinous armor. Its toothy maw is wider than a human is tall, and its teeth and gullet are black, too.

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 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):** Infusion, 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—one cold (DC 19), confusion (DC 18), hold monster (DC 19); 5/day—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 28d8+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.

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**Nightwalker**

**Huge Undead (Extraplanar)**

**Hit Dice:** 2d12+42 (178 hp)

**Initiative:** 16

**Speed:** 40 ft (8 squares), fly 20 ft (poor)

**Armor Class:** 32 (–2 size, +2 Dex, +22 natural), touch 10, flat-footed 30

**Base Attack/Grapple:** +40/+34

**Attack:** Slam +24 melee (2d6+16)  
**Full Attack:** 2 slams +24 melee (2d6+16)

**Space/Reach:** 15 ft/15 ft.

**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 ft, immunity to cold, spell resistance 29, telepathy 100 ft, undead traits

**Saves:** Fort +11, 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 +17 (follow tracks)

**Feats:** Cleave, Combat Expertise, Combat Reflexes, Great Fortitude, Improved Disarm, Improved Initiative, Power Attack, Quicken Spell-Like Ability (unholy blight)

**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:**

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The creature looks like a humanoid, taller than a house, composed of pure darkness. It wears no clothing and has smooth, hairless skin and a gerderless body.

Nightwalkers are humanoid 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 feet. 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 nightshade can summon undead creatures once per night. 7–12 shadows, 2–5 greater shadows, or 1–2 dread wreaths. The undead arrive in 1d10 rounds and serve for 1 hour or until released.

**Skills:** When hiding in a dark area, a nightshade gains a +8 racial bonus on Hide checks.

### Tactics: Round-by-Round

The nightshade 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 its allies.

**Prior to Combat:** The nightshade keeps its see invisibility power active most of the time. It uses haste and invisibility to prepare for battle.

1. **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.

2. **Round 2:** Hit a spellcaster with finger of death and another quickened unholy blight.

3. **Round 3:** Move up to engage the enemy and attempt to disarm an enemy fighter.

4. **Round 4:** Crush the disarmed weapon (or use gaze attack if disarm attempt failed).

5. **Round 5:** Full attack against the unarmed foe (or on a nearby spellcaster).

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### NIGHTWING

**Huge Undead (Extraplanar)**

**Hit Dice:** 17d12+34 (144 hp)

**Initiative:** +8

**Speed:** 20 ft. (4 squares), fly 60 ft. (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+17/19–20 plus magic drain)

**Full Attack:** Bite +18 melee (2d6+17/19–20 plus magic drain)

**Space/Reach:** 15 ft./10 ft.

**Special Attacks:** Desecrating aura, magic drain, spell-like abilities, summon undead

**Special Qualities:** Aversion to daylight, damage reduction 15/silver and magic, darkvision 60 ft., immunity to cold, spell resistance 27, telepathy 100 ft., undead traits

**Saves:** Fort +9, 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 +23, 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:** —

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**The creature seems to be nothing but a mass of utter darkness shaped like a monstrous bat.**

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 (for example, a +2 sword becomes a +1 sword). 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 flaring) as well. Casting *dispel magic* upon the item reverses the effect of the magic drain, provided it 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. 7–12 shadows, 2–5 greater shadows, or 1–2 dread wreaths. 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.

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**NYMPH**

**Medium Fey**

**Hit Dice:** 6d6+6 (27 hp)

**Initiative:** +3

**Speed:** 30 ft. (6 squares), swim 20 ft.

**Armor Class:** 17 (+3 Dex, +4 deflection), touch 17, flat-footed 14

**Base Attack/Grapple:** +3/+3

**Attack:** Dagger +6 melee (1d4+19–20)

**Full Attack:** Dagger +6 melee (1d4+19–20)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Blinding beauty, spells, spell-like abilities, stunning gaze

**Special Qualities:** Damage reduction 10/cold, 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 Repe +3 (+3 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
Nymphs are nature's embodiment of physical beauty, and the guardians of the sacred places of the wild. They are so unbearably lovely that even a glimpse of one can blind an onlooker. Nymphs hate evil and any who would despoil the wilds for any reason.

A nymph's demeanor is wild and mercurial. Like nature itself, she embodies both great beauty and fearsome danger. She can be kind and graceful to mortals who revere the wild places of the world, but is also quick to strike against mortals who take more than they need or who treat nature thoughtlessly. Animals of all types flock to a nymph, ignoring the presence of natural enemies; injured beasts know that the nymph will tend their wounds.

A nymph is about the height and weight of a female elf. Nymphs speak Sylvan and Common.

**COMBAT**

A nymph usually avoids contact with nonelves, but she often has a place she holds sacred and defends against all intrusion—a grove, a pool, or sometimes a hilltop or peak. She uses her spells and animal allies to drive intruders away from the spot she defends, preferring to use nonlethal attacks first and resorting to deadly attacks only when faced by evil creatures or intruders who reply to her efforts with deadly attacks of their own.

Nymphs are better disposed toward elves, half-elves, and druids, individuals they recognize as friends of nature. They are likely to offer such people a chance to explain their presence instead of driving them away. Nymphs have also been known to aid good heroes who approach them in a courteous and respectful manner.

**Blinding Beauty (Su):** This ability affects all humanoid 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 divine spells as a 7th-level druid.

Typical Druid Spells Prepared (6/5/4/3/1, save DC 13 + spell level): 0—detect magic, detect evil; 1st—detect evil, animal friendship, animal communication, geas/quest; 2nd—charm animal, bull's strength, empathic link, detect magic; 3rd—call lightning, cure moderate wounds; 4th—knock, fireball.

**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.

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**OGRE**

This hulking brute appears to be at least 9 feet tall. It has a thick hide covered in dark, warty bumps, it wears scaly skin, and its hair is long, unkempt, and greasy.

Ogres are big, ugly, greedy creatures that live by raiding and scavenging. They join other monsters to prey on the weak and associate freely with ogre mages, giants, and trolls.

Lazy and bad-tempered, ogres solve problems by smashing them, what they can't smash, they either ignore or flee. Dwelling in small tribal groups, ogres occupy any convenient location and eat nearly anything they can catch, steal, or steal. Ogres sometimes accept mercenary service with other evil humanoids (including humans).

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 repulsive odor. Ogres speak Giant, and those ogres 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 ogre 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**

Marginaly 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): Twice per day, an ogre barbarian can enter a state of fierce rage that lasts for 9 rounds. The following changes are in effect as long as he rages: AC 17 (touch 8, flat-footed 12), hp 95, Atk +18/+13 melee (2d6+16, +1 greatclub); SV Fort +14, Will +4; Str +3, Con +2; 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.

Uncanny Dodge (Ex): An ogre barbarian retains his Dex bonus to AC regardless of being caught flat-footed or attacked by an invisible opponent. His Dex bonus to AC is +6, but this means that he is not subject to a rogue's sneak attack in these circumstances.

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 longspear in melee (attack: +4 melee, damage 1d6+7).

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**Ogres as Characters**
Most exceptional ogres are barbarians or fighters.

Ogre characters possess the following racial traits:

- +10 Strength, -2 Dexterity, +4 Constitution, +4 Intelligence, +4 Charisma.
- 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/10 feet.
- An ogre's base land speed is 40 feet.
- Darkvision out to 60 feet.
- Racial Hit Dice: An ogre begins with four levels of giant, which provide 4d8 Hit Dice, a base attack bonus of +3, and base saving throw bonuses of Fort +5, Ref +1, and Will +1.
- Racial Skills: An ogre's giant levels give it skill points equal to 7 + (2 + Int modifier, minimum 1). Its class skills are Climb, Listen, and Spot.
- Racial Feats: An ogre's giant levels give it two feats.
- Weapon and Armor Proficiency: An ogre is automatically proficient with simple weapons, martial weapons, light and medium armor, and shields.
- +5 natural armor bonus.

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**Ogre, 4th-Level Barbarian**

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**Ogrec2, 4th-Level Barbarian**

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OGRE MAGE

Large Giant
Hit Dice: 5d8+15 (37 hp)
Initiative: +4
Speed: 40 ft. (8 squares), fly 40 ft. (good)
Armor Class: 18 (–1 size, –5 natural, +4 chain shirt), touch 5, 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 ft./10 ft.
Special Attacks: Spell-like abilities
Special Qualities: Darkvision 90 ft., 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 troupes (1–2 plus 2–4 ogres)
Challenge Rating: 8
Treasure: Double standard
Alignment: Usually lawful evil
Advancement: By character class
Level Adjustment: +7

This creature looks like a big, demonic human. It has green skin, dark hair, and a pair of short, ivory horns protruding from its forehead. The eyes are dark with strikingly white pupils, and its teeth and claws are jet black.

The ogre mages are a more intelligent and dangerous variety of its mundane cousin. Rapacious and cruel by nature, ogre mages often lead organized raids for slaves, treasure, and food.

These creatures dwell in fortified structures or underground lairs, usually living alone or with a small group of ogre followers. Status among ogre mages is measured by wealth. While they do not generally associate with their own kind, they often undertake raids and schemes in competition with one another to amass the most riches.

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. Ogre mages hold deep, abiding grudges, however, and the unhappy person who crosses one would do well to keep looking over one's shoulder.

Spell-Like Abilities: At will—darkness, invisibility 1/day—charm person (DC 14), can control cold (DC 18), gaseous form, polymorph, 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.

OGRE MAGES AS CHARACTERS
Ogre mage characters possess the following racial traits.

+10 Strength, +6 Constitution, +4 Intelligence, +4 Wisdom, +6 Charisma

— 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 character.

— Space/Reach: 10 feet/10 feet.

— An ogre mage’s base land speed is 40 feet. It also has a fly speed of 40 feet.

— Darkvision: Ogre mages can see in the dark up to 60 feet.

— Racial Hit Dice: An ogre mage begins with five levels of giant, which provide 5d8 Hit Dice, a base attack bonus of +3, and base saving throw bonuses of Fort +4, Ref +1, and Will +1.

— Racial Skills: An ogre mage’s giant levels give it skill points equal to 8 × (2 + 1 Int modifier) [minimum 1]. Its class skills are Concentration, Listen, Spellcraft, and Spot.

— Racial Feats: An ogre mage’s giant levels give it two feats.
— +5 natural armor bonus.
— Special Attacks (see above) Spell-like abilities.
— Special Qualities (see above) Regeneration 5, spell resistance 19.

— Favored Class: Sorcerer.
— Level adjustment +7.
Oozes are amorphous creatures that live only to eat. They inhabit underground areas throughout the world, scavenging 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, secreting 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 feet.

**BLACK PUDDING**

This creature resembles nothing so much as a roundish blob of inky black goo.

Black puddings either and undulate along underground terrain seeking sustenance.

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 a DC 21 Reflex save.

**Gelatinous Cubes**

- **Huge Ooze**
  - Hit Dice: 10d10+60 (115 hp)
  - Initiative: —
  - Speed: 20 ft. (4 squares), climb 20 ft.
  - Armor Class: 3 (-2 size, — Dex), touch 3, flat-footed 3
  - Base Attack/Grapple: +7/+18
  - Attack: Slam +8 melee (2d6+4 plus 2d6 acid)
  - Full Attack: Slam +8 melee (2d6+4 plus 2d6 acid)
  - Space/Reach: 15 ft./10 ft.
  - Special Attacks: Acidic constrict 2d6+4 plus 2d6 acid, improved grab
  - Special Qualities: Blindsight 60 ft., split, ooze traits
  - Saves: Fort +9, Ref —, Will —
  - Abilities: Str 17, Dex 1, Con 22, Int —, Wis 1, Cha 1
  - Skills: Climbing +11
  - Feats: —

- **Elder Black Pudding**
  - Hit Dice: 20d10+180 (290 hp)
  - Initiative: —
  - Speed: 20 ft. (4 squares), climb 20 ft.
  - Armor Class: 3 (-2 size, — Dex), touch 3, flat-footed 3
  - Base Attack/Grapple: +15/+35
  - Attack: Slam +19 melee (3d6+12 plus 3d6 acid)
  - Full Attack: Slam +19 melee (3d6+12 plus 3d6 acid)
  - Space/Reach: 20 ft./20 ft.
  - Special Attacks: Acidic constrict 2d6+12 plus 2d6 acid, improved grab
  - Special Qualities: Blindsight 60 ft., split, ooze traits
  - Saves: Fort +15, Ref +1, Will +1
  - Abilities: Str 26, Dex 1, Con 28, Int —, Wis 1, Cha 1
  - Skills: Climbing +16

- **Gargantuan Ooze**
  - Hit Dice: 11—15 HD (Huge), 16—30 HD (Gargantuan)
  - Level Adjustment: —

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 oozes 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 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.

**Bludgeon (Ex):** Slashing and piercing weapons deal no damage to a black pudding. Instead, the creature splits into identical puddings, each with half of the original's current hit points (rounded 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.
Full Attack: Slam +1 melee (1d6 plus 1d6 acid)
Space/Reach: 15 ft./10 ft.
Special Attacks: Acid, engulf, paralysis, 
Special Qualities: Blindsight 60 ft., 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: —

This creature looks like a thick wall of quivering, transparent protoplasm.

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 move 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 opponent, 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 ft. (2 squares)
Armor Class: 11 (—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 ft./5 ft.
Special Attacks: Acid, constrict 1d6+1 plus 1d6 acid, improved grab

Special Qualities: Blindsight 60 ft., 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: —

What seemed to be just a puddle of water is in fact a slimy horror that moves and flows like some giant protagonist.

A gray ooze appears to be a harmless puddle of water, a patch of wet sand, or a section of damp stone—until it moves or strikes. 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 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 (65 hp)
Initiative: +5
Speed: 10 ft. (2 squares), climb 10 ft.
Armor Class: 4 (—1 size, —5 Dex), touch 4, flat-footed 4
Base Attack/Grapple: +1/+10
Attack: Slam +5 melee (2d4+3 plus 1d4 acid)
Full Attack: Slam +5 melee (2d4+3 plus 1d4 acid)
Space/Reach: 10 ft./5 ft.
Special Attacks: Acid, constrict 2d4+3 plus 1d4 acid, improved grab
Special Qualities: Blindsight 60 ft., 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: —

This creature resembles a giant, dark yellow amoeba...

An ochre jelly seeps along floors, walls, and ceilings with ease, squeezing its malleable body under doors and through cracks in search of meals.

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, 1st-Level Warrior
Medium Humanoid (Orc)
Hit Dice: 1d8+1 (5 hp)
Initiative: +0
Speed: 30 ft. (6 squares)
Armor Class: 13 (+3 studded leather armor), touch 10, flat-footed 13
Base Attack/Grapple: +1/+4
Attack: Falchion +4 melee (2d4+4/18–20) or javelin +1
Full Attack: Falchion +4 melee (2d4+4/18–20) or javelin +1 ranged (1d6+3)
Space/Reach: 5 ft./5 ft.
Special Attacks:
Special Qualities: Darkvision 60 ft., 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
Environment: Temperate hills
Organization: Gang (2–4), squad (11–20 plus 2 3rd-level sergeants and 1 leader of 3rd–5th-level), or band (36–100 plus 150% noncombatants plus 1 3rd-level sergeant per 10 adults, 5 5th-level lieutenants, and 3 7th-level captains)
Challenge Rating: 1/2
Treasure: Standard
Alignment: Often chaotic evil
Advancement: By character class
Level Adjustment: +0

This creature looks like a primitive human with gray skin and coarse hair. It has a stooped posture, low forehead, and a piglike face with prominent lower canines that resemble a boar's tusks.

Orcs are aggressive humanoids that raid, pillage, and battle other creatures. They have a hatred of elves and dwarves that began generations ago, and often kill such creatures on sight.

An orc's hair is usually 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.

When not actually fighting other creatures, orcs are usually planning raids or practicing their fighting skills.

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 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 greateax 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.
ORC SOCIETY

Orcs believe that to survive, they must conquer as much territory as possible, which puts them at odds with all intelligent creatures that live near them. They are constantly warring with or preparing to war with other humanoids, including other orc tribes. They can ally with other humanoids for battle but quickly rebel if not commanded by orcs. Their deities teach them that all other beings are inferior and that all worldly goods rightfully belong to the orcs, having been stolen by the others. Orc spellcasters are ambitious, and rivalries between them and warrior leaders sometimes tear a tribe apart.

Orc society is patriarchal: Females are prized possessions at best and chattel at worst. Male orcs pride themselves on the number of females they own and male children they sire, as well as their battle prowess, wealth, and amount of territory. They wear their battle scars proudly and ritually scar themselves to mark significant achievements and turning points in their lives.

An orc lair may be a cave, a series of wooden huts, a fort, or even a large city built above and below ground. A tribe includes females (as many as there are males), young (half as many as there are females), and slaves (about one for every ten males).

The chief orc deity is Grumsh, a one-eyed god who tolerates no sign of peaceability among his people.

ORCS AS CHARACTERS

Orc leaders tend to be barbarians. Orc clerics worship Grumsh. An orc cleric has access to two of the following domains: Chaos, Evil, Strength, or War (favored weapon: any spear). Most orc spellcasters are adepts. Orc adepts favor spells that deal damage.

Orc Traits (Ex): Orcs possess the following racial traits.

- +4 Strength, -2 Intelligence, -2 Wisdom, -2 Charisma.

- An orc's base land speed is 30 feet.

- Darkvision out to 60 feet.

- Light Sensitivity: Orcs are dazzled in bright sunlight or within the radius of a daylight spell.

- Automatic Languages: Common, Orc, Bonus Languages: Dwarven, Giant, Gnoll, Goblin, Undercommon.

- Favored Class: Barbarian.

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.

HALF-ORCS

These orc-human crossbreeds can be found in either orc or human society (where their status varies according to local sentiments), or in communities of their own. Half-orcs usually inherit a good blend of the physical characteristics of their parents. They are as tall as humans and a little heavier, thanks to their muscle. They have greenish pigmentation, sloping foreheads, jutting jaws, prominent teeth, and coarse body hair.

Half-orcs who have lived among or near orcs have scars, in keeping with orcish tradition.

Half-Orc Traits (Ex): Half-orcs possess the following racial traits.

- +2 Strength, -2 Intelligence, -2 Charisma.

- Medium size.

- A half-orc's base land speed is 30 feet.

- Darkvision: Half-orcs can see in the dark up to 60 feet.

- Orc Blood: For all effects related to race, a half-orc is considered an orc. Half-orcs, for example, are just as vulnerable to special effects that affect orcs as their orc ancestors are, and they can use magic items that are only usable by orcs.

- Automatic Languages: Common, Orc, Bonus Languages: Dwarven, Giant, Gnoll, Goblin, Abyssal.

- Favored Class: Barbarian.
Otyughs are grotesque subterranean monsters that lurk within heaps of refuse. Although primarily scavengers that can eat almost any kind of refuse, they never object to a meal of fresh meat when the opportunity presents itself.

An otyugh spend most of its time within its lair, which it keeps filled with carrion, offal, and all manner of similar trash. An otyugh usually covers itself with this vile stuff, leaving only its sensory stalk exposed (the stalk also carries the otyugh's olfactory organ) and lies there for hours, shoveling food into its mouth. Intelligent subterranean beings sometimes coexist with otyughs, which they regard as convenient garbage disposers: They dump their refuse in the lair of the otyugh, which generally refrains from attacking them.

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):** Fifth fever—bite, Fortitude DC 14, incubation period 13 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.

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**Giant Owl**

**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.

They attack creatures that appear threatening, especially those intent on raiding the owl’s nest for eggs or fledglings, which fetch a handsome price in many civilized areas. Young owls can be trained and are prized as aerial mounts.

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.

A solitary giant owl is typically hunting or patrolling in the vicinity of its nest and generally ignores creatures that do not appear threatening. A mated pair of giant owls will attack in concert and fight to the death to defend their nest. Several giant owls sometimes operate as a company for some specific purpose, such as driving away a group of evil humanoids.

**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 1,000 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.
**Owlbears**

Owlbears are extraordinarily vicious predators, with a reputation for ferocity, aggression, and sheer ill temper. They tend to attack nearly anything that moves without provocation.

Scholars have long debated the origins of the owlbear. The most common theory is that a demented wizard created the first specimen by crossing a giant owl with a bear. 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 that glipted its red-rimmed eyes.

Owlbears inhabit wilderness areas, making their lairs within tangled forests or in shallow underground caverns. They can be active during the day or night, depending on the habits of the available prey. Adults live in mated pairs and hunt in packs, leaving their young in the lair. A lair usually has 1d6 young, fetched a price of 3,000 gp each in many civilized areas. While owlbears cannot be domesticated, they can still be placed in strategically important areas as free-roaming guardians. Professional trainers charge 2,000 gp to rear or train an owlbear (DC 23 for a young creature, DC 30 for an adult).

**Combat**

Owlbears attack prey—any creature bigger than a mouse—on sight, always fighting to the death. They slash with claws and beat, 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.

**Large Magical Beast**

**Hit Dice:** 1d10+25 (52 hp)
**Initiative:** +1
**Speed:** 10 ft. (8 squares)
**Armor Class:** 15 (—1 size, +1 Dex, +5 natural), touch 10, flat-footed 14
**Base Attack/Grappler:** +5/+14
**Attack:** Claw +9 melee (1d6+1)
**Full Attack:** 2 claws +9 melee (1d6+1) and bite +4 melee (1d8+2)
**Space/Reach:** 10 ft./5 ft.
**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, 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:** —

This creature has a thick, shaggy coat of feathers and fur. Its body is like a bear’s, but it has an avian head with big, round eyes and a hooked beak.

**Pegasus**

The pegasus is a magnificent winged horse that sometimes serves the cause of good. Though highly prized as a steed, pegasi are wild and shy creatures not easily tamed.

Pegasi mate for life, building their nests in high, remote locations. A mated pair have either 1–2 eggs or 1–2 young in their nest.

A typical pegasus stands 6 feet high at the shoulder, weighs 1,500 pounds, and has a wingspan of 20 feet. Rumors tell of some specimen that are brown or black instead of white.

Pegasi cannot speak, but they understand Common.

**Combat**

Pegasi attack with their sharp hooves and powerful bite. Mated pairs and herds attack as a team, fighting to the death to defend their eggs and young.

**Spell-Like Abilities:** At will—detect good and detect evil within a 60-foot radius. Caster level 6th.

**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 35 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.
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 stubby 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.

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**PHANTOM FUNGUS**

**Medium Plant**

**Hit Dice:** 2d8+4 (15 hp)

**Initiative:** +0

**Speed:** 20 ft. (4 squares)

**Armor Class:** 14 (+4 natural), touch 10, flat-footed 14

**Base Attack/Grapple:** +1/+3

**Attack:** Bite +3 melee (1d6+3)

**Full Attack:** Bite +3 melee (1d6+3)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:**

**Special Qualities:** Low-light vision, plant traits, greater invisibility

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

**Abilities:** Str 14, Dex 10, Con 16, Int 2, Wis 11, Cha 9

**Skills:** Listen +4, Move Silently +6, Spot +4

**Feats:** Alertness

**Environment:** Underground

**Organization:** Solitary

**Challenge Rating:** 3

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** 3–4 HD (Medium), 5–6 HD (Large)

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**PHASE SPIDER**

**Large Magical Beast**

**Hit Dice:** 5d10+15 (42 hp)

**Initiative:** +7

**Speed:** 40 ft. (8 squares), climb 20 ft.

**Armor Class:** 15 (–1 size, +3 Dex, +3 natural), touch 12, flat-footed 12

**Base Attack/Grapple:** +4/+12

**Attack:** Bite +7 melee (1d6+4 plus poison)

**Full Attack:** Bite +7 melee (1d6+4 plus poison)

**Space/Reach:** 10 ft./5 ft.

**Special Attacks:** Poison

**Special Qualities:** Darkvision 60 ft., 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), 9–12 HD (Huge)

**Level Adjustment:**

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Soft, squelching footsteps and a strange, moldy odor indicate that some creature is nearby—but nothing can be seen.
This creature resembles a giant wolf spider, except with a large head and variegated markings in white, gray, and blue over the legs and back. Its eight eyes are silver white.

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 11th).

**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.

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**Medium Aberration (Shapechanger)**

**Hit Dice**: 1d8+30 (97 hp)

**Initiative**: +6

**Speed**: 30 ft. (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 ft./5 ft.

**Special Attacks**: —

**Special Qualities**: Alternate form, amorphous, resilient, scent, telepathy -100 ft., tremorsense 60 ft.

**Saves**: Fort +11, Ref +11, Will +11

**Abilities**: Str 12, Dex 15, Con 15, Int 16, Wis 15, Cha 14

**Skills**: Bluff +20, Craft (any) +12, Diplomacy +12, Disguise +20 (+22 acting), Intimidate +14, Knowledge (any) +18, Listen +12, Spot +12, Survival +8

**Feats**: Alertness, Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Mobility

**Environment**: Underground

**Organization**: Solitary

**Challenge Rating**: 7

**Treasure**: Standard

**Alignment**: Usually chaotic neutral

**Advancement**: 15–21 HD (Huge); 22–45 HD (Gargantuan)

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A phasm is an amorphous creature that can assume the guise of almost any other creature or object.

Its shapeshifting ability frees a phasm from most material needs, which usually leads it to a life of exploration, hedonism, or philosophical contemplation. There's nothing where a phasm will turn up, nor what it will do if discovered. They are natural spies but notoriously unreliable since they feel no particular need to report what they learn. They have an affinity for doppelgängers and sometimes ally themselves with groups of them for security—or just for the fun of it.

**PHASM**

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 oozing 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. Phasms value new experiences: fresh scents and tastes, obscure facts, gossip, odd Briggs and thr, and the like. Those who offer a phasm such things stand a good chance of avoiding a fight.

If pursued or harassed, a phasm transforms into its most fearsome creature it knows, such as an adult white dragon or a fire giant, 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 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).

**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 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. Asimars are humans with some trace of celestial blood in their veins, and tieflings have some fiendishness in their family tree.

There is no "typical" asimmar or tiefling. They do not have their own societies or cultures, instead blending into existing ones. Many have character classes.

**AASIMAR**

**Aasimar, 1st-Level Warrior**

**Medium Outsider (Native)**

**Hit Dice:** 1d8+1 (5 hp)

**Initiative:** +4

**Speed:** 20 ft. in scale mail (4 squares); base speed 30 ft.

**Armor Class:** 16 (+4 scale mail, +2 heavy shield), touch 10, flat-footed 16

**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 ft./5 ft.

**Special Attacks:** Daylight

**Special Qualities:** Darkvision 60 ft., 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 (1–4)

**Challenge Rating:** 1/2

**Treasure:** Standard

**Alignment:** Usually good (any)

**Advancement:** By character class

**Level Adjustment:** +1

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**ASIMAR**

Aasimars usually fight against particular evil foes, however, they fight with utter conviction to the death.

**Daylight (Sp):** An asimmar can use daylight once per day as a 1st-level caster or a caster of his class levels, whichever is higher.

**Skills:** An asimmar has a +2 racial bonus on Spot and Listen checks.

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**Aasimar as Characters**

Aasimar characters possess the following racial traits:

- +2 Wisdom, +2 Charisma
- Medium size
- An asimmar's base land speed is 30 feet
- Darkvision: Aasimars can see in the dark up to 60 feet.
- Racial Skills: Aasimars have a +2 racial bonus on Spot and Listen checks.
- Racial Feats: An asimmar gains feats according to its class levels.
- Special Attacks (see above): Daylight
- Special Qualities (see above): Resistance to acid 5, cold 5, and electricity 5
- Automatic Languages: Common, Celestial. Bonus Languages: Draconic, Elven, Gnoll, Halfling, Sylvan
- Favored Class: Paladin
- Level adjustment +1

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**TIEFLING**

**Tiefling, 1st-Level Warrior**

**Medium Outsider (Native)**

**Hit Dice:** 1d8+1 (5 hp)

**Initiative:** +1

**Speed:** 30 ft. (6 squares)

**Armor Class:** 15 (+1 Dex, +3 studded leather, +1 light shield), touch 11, flat-footed 14

**Base Attack/Grapple:** +1/+2

**Attack:** Rapier +3 melee (1d8+1/18–20) or light crossbow +2 ranged (1d8/19–20)

**Full Attack:** Rapier +3 melee (1d8+1/18–20) or light crossbow +2 ranged (1d8/19–20)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Darkvision, Dazzle

**Special Qualities:** Darkvision 60 ft., 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

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This being looks like a beautiful human, with calm, serene features and an inner radiance that shines from his face.

Graced with a touch of the holy, asimars 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 asimars are decidedly good-aligned. They fight against evil causes and attempt to sway others to do the right thing. Occasionally they take on
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: 1/2

Treasure: Standard

Alignment: Usually evil (sly)

Advancement: By character class

Level Adjustment: +1

This being looks like a human, but it has a faintly disturbing demeanor about it and a wicked gleam in its eyes. Short horns sprout from its forehead.

Twisted, devious, and untrustworthy, tieflings more often than not follow their inherent tendencies and heed the call to evil. A few defy their nature, but still must fight against popular opinion (if their nature is known) or the feeling of otherworldly “wrongness” that seems to follow them wherever they go.

Aside from a demeanor that many find disturbing, 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.

In most human societies, tieflings maintain a low profile, operating as thieves, assassins, or spies. Occasionally one rises to a position of power, but when its nature is revealed, it quickly becomes an outcast.

Combat

Tieflings are sneaky, subtle, and generally conceiving. 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.

Tieflings as Characters

Tiefling characters possess the following racial traits.

— +2 Dexterity, +2 Intelligence, —2 Charisma.
— Medium size.
— A tiefling’s base land speed is 30 feet.
— Darkvision out to 60 feet.
— Racial Skills: Tieflings have a +2 racial bonus on Bluff and Hide checks.
— Racial Feats: A tiefling gains feats according to its class levels.
— Special Attacks (see above): Darkvision.
— Special Qualities (see above): Resistance to cold 5, electricity 5, and fire 5.
— Favored Class: Rogue.
— Level adjustment +1.

PSEUDODRAGON

Tiny Dragon

Hit Dice: 2d12+2 (15 hp)

Initiative: +2

Speed: 15 ft. (3 squares), fly 60 ft. (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 ft./0 ft. (5 ft. with tail)

Special Attacks: Poison

Special Qualities: Blindsight 60 ft., darkvision 60 ft., immunity to sleep and paralysis, low-light vision, spell resistance 15, telepathy 60 ft.

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

This creature resembles a miniature red dragon, slightly smaller than a housecat. It is red-brown in color rather than deep red. It has fine scales and sharp horns and teeth. Its tail is about twice as long as its body, barred, and very flexible.

Pseudodragons are tiny, playful members of the dragon family. 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, such as a rasping purr (pleasure), a hiss (unpleasant surprise), or a chirp (desire), or a growl (anger).

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 feet 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 feet.

Skills: Pseudodragons have a chameleonlike ability that allows them a +4 racial bonus on Diplomacy checks. In forests or overgrown areas, this bonus improves to +8.

PSEUDODRAGON COMPANIONS

A pseudodragon may very rarely seek humanoid companionship. It stalks a candidate silently for days, reading his or her thoughts and judging his or her deeds. If it finds the candidate promising, the pseudodragon presents itself as a potential companion and observes the other's reactions. If the candidate seems delighted and promises to take very good care of it, the pseudodragon accepts. Otherwise, it flies away.

A pseudodragon's personality has been described as catlike. At times the creature seems arrogant, demanding, and less than helpful. It is willing to serve—provided that it is well fed and groomed—and receives lots of attention. The companion must pamper it and make it feel like the most important thing in his or her life. If the pseudodragon is mistreated or insulated, it will leave—or worse, play pranks when least expected. Pseudodragons particularly dislike cruelty and will not serve cruel masters.

A pseudodragon egg can fetch a price of up to 10,000 gp, and a hatchling as much as 20,000 gp. Pseudodragons have a life span of 10 to 15 years. Like dragons, they are attracted to bright, shiny objects.

PURPLE WORM

Gargantuan Magical Beast
Hit Dice: 16d10+112 (200 hp)
Initiative: +2
Speed: 20 ft. (4 squares), burrow 20 ft., swim 10 ft.
Armor Class: 19 (+4 size, +2)
Dex., +15 natural), touch 4,
flat-footed 19
Base Attack/Grapple:
+16/+40
Attack: Bite +25 melee
(2d8+12)
Full Attack: Bite +25 melee
(2d8+12) and sting +20 melee
(2d6+6 plus poison)
Space/Reach: 20 ft./15 ft.
Special Attacks: improved grab, swallow whole, poison
Special Qualities: Tremorsense 60 ft.
Saves: Fort +12, 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, 70% goods (stone only), no items
Alignment: Always neutral
Advancement: 16—32 HD (Gargantuan); 33—48 HD (Colossal)
Level Adjustment: —

These massive scavengers attempt to consume any organic material they find. Purple worms are feared for swallowing their prey whole. Entire groups of adventurers have vanished down their gullets, one member after the other.

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 sting in its tail.

A purple worm consumes great quantities of dirt and rock when tunneling. Its gizzard may hold gems and other acid-resistant items. In mineral-rich areas, purple worm castings might contain unrefined ores.

COMBAT

In battle, a purple worm forms into a coil 20 feet in diameter, biting and stingjng 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 for 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 exit 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 ft. (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: 2claw +8 melee (1d4+1) and bite +3 melee (1d6)
Space/Reach: 5 ft./5 ft.
Special Attacks: Detect thoughts, spells
Special Qualities: Change shape, damage reduction 15/good and piercing, darkvision 60 ft., spell resistance 27
Saves: Fort +8, Ref +7, Will +6
Abilities: Str 12, Dex 14, Con 16, Int 13, Wis 13, Cha 17

This creature looks like a massive worm covered with plates of dark purple, chitinous armor. Its toothy maw is as wide as a human is tall.
Skills: Bluff +17, Concentration +13, Diplomacy +7, Disguise +17 (+19 acting), Intimidate +5, Listen +13, Move Silently +13, Perform (oratory) +13, Sense Motive +11, Spellcraft +11, Spot +11

Feats: Alertness, Combat Casting, Dodge

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

This being looks like a humanoid tiger garbed in expensive clothes. The body seems mostly human except for a luxurious coat of tiger’s fur and its tiger head.

Some say rakshasas are the very embodiment of evil. Few beings are more malevolent.

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. While this doesn’t detract from the creature’s manual dexterity, it makes a rakshasa look very disturbing to those unfamiliar with the creature.

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 see 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 (6/4/2/1; 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; 2nd—beam; endure elements, invisibility, Mel’s acid arrow; 3rd—banish, suggestion.

Change Shape (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 claws and bite attacks (although it often equips itself with weapons and armor instead). A rakshasa remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, but the rakshasa reverts to its natural form when killed. A true seeing spell reveals its natural form.

Skills: A rakshasa has a +4 racial bonus on Bluff and Disguise checks.

When using change shape, a rakshasa gains an additional +10 circumstance bonus on Disguise checks. If reading an opponent’s mind, its circumstance bonus on Bluff and Disguise checks increases by a further +4.

RAKSHASAS AS CHARACTERS

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 feet

— Darkvision out to 60 feet

— Racial Hit Dice: A rakshasa begins with seven levels of outsider, which provide 7d8 Hit Dice, a base attack bonus of +7, and base saving throw bonuses of Fort +5, Ref +5, and Will +5.

— Racial Skills: A rakshasa’s outsider levels give it skill points equal to 10 x (8 + Int modifier). Its class skills are Bluff, Disguise, Listen, Move Silently, Perform, Sense Motive, 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).

— Racial Feats: A rakshasa’s outsider levels give it three feats.

— +2 natural armor bonus.

— Natural Weapons: Bite (1d6) and 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. If the character takes additional levels of sorcerer, these levels stack with the rakshasa’s base spellcasting ability for spells known, spells per day, and other effects dependent on caster level. For example, a rakshasa 2nd-level sorcerer has the same spells known, spells per day, and caster level as any other 9th-level sorcerer. A rakshasa character likewise uses the sum of its racial spellcasting levels and class levels to determine the abilities of its familiar.

— Special Qualities (see above): Change shape, damage reduction 15/good and piercing, spell resistance equal to 27 + class levels.


— Favored Class: Sorcerer

— Level adjustment +7.
RAST

Medium Outsider (Extraplanar, Fire)
Hit Dice: 4d8+7 (25 hp).
Initiative: +5
Speed: 5 ft. (1 square), fly 60 ft. (good)
Armor Class: 15 (+1 Dex, +4 natural), touch 11, flat-footed 14
Base Attack/Grapple: +7/+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 ft./5 ft.
Special Attacks: Paralyzing gaze, improved grab, blood drain
Special Qualities: Darkvision 60 ft., flight, immunity to fire, vulnerability to cold
Save: 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: —

This vile creature must have at least 6 dozen long, spindly claws that hang from its bulbous, floating body. Its round head is almost all mouth, and its mouth is almost all teeth.

Rasts swarm in isolated pockets on distant planes, particularly the Elemental Plane of Fire. Floating, fleshy sacks of teeth and claws, these insatiable creatures eat almost continuously.

At its heart, a rast is a creature of ash and cinder, but it feeds on blood with a lust that would shame most normal beasts. 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 attack with a frightening, brutal cunning. The creatures 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, Fire)
Hit Dice: 3d8+3 (16 hp).
Initiative: +4
Speed: 20 ft. (4 squares), fly 60 ft. (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 ft./5 ft.
Special Attacks: Positive energy lash, animate objects
Special Qualities: Darkvision 60 ft., flight, immunity to fire
Save: 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 +8 (+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: —

This creature has a long, serpentine body that trails away as it floats effortlessly through the air, and a single claw that juts forward near its head.

Ravis are creatures from the Positive Energy Plane. These bizarre entities imbue creatures with energy by their touch and animate lifeless objects around them.

Ravis 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

Ravis 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 single in living creatures, and against undead foes (even incorporeal ones) it deals 2d10 points of damage.

**Animate Objects (Su):** Once per round, a ravid can animate a random object within 20 feet of it 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.

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**REMRORHAZ**

Huge Magical Beast  
Hit Dice: 7d10+35 (73 hp)  
Initiative: +1  
Speed: 30 ft. (6 squares), burrow 20 ft.  
Armor Class: 20 (—2 size, +1 Dex, +1 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 ft./10 ft.  
Special Attacks: Improved grab, swallow whole  
Special Qualities: Darkvision 60 ft., heat, low-light vision, tremorsense 60 ft.  
Saves: Fort +10, Ref +6, Will +3  
Abilities: Str 26, Dex 13, Con 21, Int 5, Wis 12, Cha 10

The remorhaz is an arctic monster, an aggressive predator that burrows through ice and earth. Although wild remorhazes prey on frost giants (as well as polar bears, elk, and deer), the giants occasionally train or entice these beasts to guard their lairs.

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.

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**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 a 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.

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**Gargantuian Animal**

**Hit Dice:** 16d6+126 (207 hp)

**Initiative:** +2

**Speed:** 20 ft. (4 squares), fly 80 ft. (average)

**Armor Class:** 17 (–4 size, +2 Dex, +9 natural, touch 8, flat-footed 15)

**Base Attack/Cramp:** +13/+17

**Attack:** Talon +21 melee (2d6+12)

**Full Attack:** 2 talons +21 melee (2d6+12) and bite +19 melee (2d8+6)

**Space/Reach:** 20 ft./15 ft.

**Special Attacks:**

**Special Qualities:** Low-light vision

**Saves:** Fort +13, Ref +13, Will +9

**Abilities:** Str 34, Dex 15, Con 24,

Int 2, Wis 13, Cha 11

**Skills:** Hide –3, Listen +16,

Spot +14

**Feats:** Alertness, Flyby

**Rope Strangle:**

**Challenge Rating:** 9

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** 19–32 HD (Gargantuian); 33–54 (Colossal)

**Level Adjustment:**

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This creature is an enormous bird, easily the size of a building.

Almost too big to be believed, roc s are huge birds of prey that
dwell in warm mountainous regions and are known for carrying
off large animals (cattle, horses, even elephants).

A roc’s plumage is either dark brown or golden from head to tail.
In a few rare instances, red, black, or white rocs are sighted, but
they are often considered bad omens. These enormous creatures
are 30 feet long from the beak to the base of the tail, with wing-
spans as wide as 60 feet. A roc weighs about 8,000 pounds.

Rocs lay in vast nests made from

trees, branches, lumen, and the like.

They prefer to dwell high in the moun-
tains, far from other rocs, to avoid stran-
ing their food supply; they hunt within
a radius of about 10 miles around
their nests.

**COMBAT**

A roc attacks from the air, swooping
earthward to snatch prey in its power-
ful talons and carry it off for itself
and its young to devour. A soli-

dary 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.

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**LARGE MAGICAL BEAST**

**Hit Dice:** 10d10+30 (85 hp)

**Initiative:** +5

**Speed:** 10 ft. (2 squares)

**Armor Class:** 24 (-1 size, +1 Dex, +4 natural, touch 10, flat-footed 23)

**Base Attack/Cramp:** +10/+18

**Attack:** Strand +11 ranged touch (drag) or bite +13 melee

(2d8+6)

**Full Attack:** 6 strands +11 ranged touch (drag) and bite +13 melee

(2d8+6)

**Space/Reach:** 10 ft./10 ft. (50 ft. with strand)

**Special Attacks:** Drag, strands, weakness

**Special Qualities:** Darkvision 60 ft., immunity to electricity, low-
light vision, resistance to cold 10, spell resistance 30, vulnerability to fire

**Saves:** Fort +10, Ref +13, Will +8

**Abilities:** Str 19, Dex 13, Con 17, Int 12, Wis 16, Cha 12

**Skills:** Climb +12, Hide +10, Listen +13, Spot +13

**Feats:** Alertness, Improved Initiative, Iron Will, 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:**

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This creature looks much like a natural stalagmite about 10

feet tall. Its great, gaping mouth lined with crystalline teeth

suggests it is a meat eater.

Ropers are hideous creatures that lurk in the deep caverns of the

world. They are altogether evil and far more intelligent than most people would judge by their appearance.
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 jaw.

**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 15 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 -2 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. A strand deals no damage to a roper at once, and its strike deals a total of 2d8 points of Strength damage. The save DC is Constitution-based.

**Skills:** Ropers have a +8 racial bonus on Hide checks in snowy or icy areas.

### RUST MONSTER

<table>
<thead>
<tr>
<th>Medium Aberration</th>
<th>Hit Dice: 5d8+5 (27 hp)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Initiative: +3</td>
<td>Speed: 40 ft. (8 squares)</td>
</tr>
<tr>
<td>Armor Class: 18 (+3 Dex, +5 natural), touch 13, flat-footed 15</td>
<td>Armor Class: 18 (+3 Dex, +5 natural), touch 13, flat-footed 15</td>
</tr>
<tr>
<td>Base Attack/Grapple: +3/+3</td>
<td>Base Attack/Grapple: +3/+3</td>
</tr>
<tr>
<td>Attack: Antenna touch +3 melee (rust)</td>
<td>Attack: Antenna touch +3 melee (rust) and bite +2 melee (1d3)</td>
</tr>
<tr>
<td>Full Attack: Antenna touch +3 melee (rust) and bite +2 melee (1d3)</td>
<td>Full Attack: Antenna touch +3 melee (rust) and bite +2 melee (1d3)</td>
</tr>
<tr>
<td>Space/Reach: 5 ft./5 ft.</td>
<td>Space/Reach: 5 ft./5 ft.</td>
</tr>
<tr>
<td>Special Attacks: Rust</td>
<td>Special Qualities: Darkvision, scent</td>
</tr>
<tr>
<td>Saves: Fort +2, Ref +4, Will +5</td>
<td>Saves: Fort +2, Ref +4, Will +5</td>
</tr>
<tr>
<td>Abilities: Str 10, Dex 17, Con 13, Int 2, Wis 13, Cha 8</td>
<td>Abilities: Str 10, Dex 17, Con 13, Int 2, Wis 13, Cha 8</td>
</tr>
<tr>
<td>Skills: Listen +7, Spot +7</td>
<td>Skills: Listen +7, Spot +7</td>
</tr>
<tr>
<td>Feats: Alertness, Track</td>
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</tr>
<tr>
<td>Environment: Underground</td>
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<tr>
<td>Organization: Solitary or pair</td>
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</tr>
<tr>
<td>Challenge Rating: 3</td>
<td>Challenge Rating: 3</td>
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<tr>
<td>Treasure: None</td>
<td>Treasure: None</td>
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<tr>
<td>Alignment: Always neutral</td>
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<tr>
<td>Advancement: 6–11 HD (Medium); 9–12 HD (Large)</td>
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</tr>
<tr>
<td>Level Adjustment: —</td>
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</tbody>
</table>

This creature seems to be about the size of a pony. It has four insectlike legs and a squat, humped, body protected by a thick, lumpy hide. Its tail is covered with armor plates and ends in a spiny projection that looks like a double-ended paddle. The creature sports two long antennae on its head, one beneath each eye.

Most fighters would rather face an army of orcs than confront a rust monster. These creatures corrode and eat metal objects and have ruined the armor, shields, and weapons of countless adventurers.

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. A clever (or desperate) character can often distract a rusty monster by throwing it some metal objects, then fleeing while it consumes them.

The creature targets the largest metal object available, striking first at armor, then at shields and smaller items. It prefers precious metals (such as gold or silver) 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 ft. (6 squares), swim 60 ft.

Armor Class: 16 (+1 Dex, +5 natural), touch 11, flat-footed 15

Base Att/Grapple: +2/+4

Atk: Talon +4 melee (1d4+2) or trident +4 melee (1d8+3), or heavy crossbow +3 ranged (1d6/19–20)

Full Atk: 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 (1d6/19–20)

Space/Reach: 5 ft./5 ft.

Special Attacks: Blood frenzy, rake 1d4+1

Special Qualities: Blindsight 30 ft., darkvision 60 ft., 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

Environment: Warm aquatic

Organization: Solitary, pair, team (5-6), 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 chief in per 20 adults plus 1-2 sharks), or tribe (70-160 plus 100% noncombatants plus 1 3rd-level lieutenant per 26 adults, 1-4th level chief in 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)

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This humanoid has scaly skin with webbed fingers and toes, and sharp fangs fill its mouth. It has a long tail ending in a curved fin, and it has fins on its back, belly, and head. Its great, staring eyes are deep black.

Sahuagin are marine predators superbly adapted to undersea hunting. Also known as sea devils, these beings dwell in coastal waters, forming organized groups that raid shore communities.

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.

When sahuagin raid surface dwellers' communities, they venture ashore on dark, moonless nights to slaughter the inhabitants and livestock for food. They attack ships by swarming up from all sides, leaving a portion of their forces in the water as reinforcements to deal with opponents the raiders throw into the sea.

Blindsight (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.\*
SAHUAGIN MUTANTS

About one in every 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, any in one in every 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.

SAHUAGIN SOCIETY

The sea devils live by a code of ritualized behavior developed over millennia. Every member of a sahuagin community knows his place well—and remains there. The sahuagin pride themselves on self-sufficiency and strict adherence to their social code. Unfortunately for others, one of their core beliefs is that the survival of the sahuagin depends on ruthlessly eradicating anything that is not sahuagin.

Sahuagin dwell in communities of varying sizes, from villages to cities, built of stone and other natural materials deep beneath the ocean waves. The creatures employ a variety of defenses, both passive (such as seaweed camouflage and active (such as traps and tame sharks), to protect their communities. Elite groups of senior males (especially the four-armed ones) rule each community: A baron governs a village, while a prince rules approximately twenty villages. Sahuagin kings rule much larger territories and dwell within cities having as many as six thousand inhabitants. A sahuagin kingdom generally covers an entire seacoast, with villages and towns at least 100 miles apart. Sahuagin clerics function as teachers and keepers of lore, controlling religious life in their communities. Despite the presence of these priests within their society, the superstitious sea devil distrusts and fear magic.

The patron deity of sahuagin is Sekolah, a great devil shark.

SAHUAGIN CHARACTERS

A male sahuagin’s favored class is ranger, and most sahuagin leaders are rangers. Most sahuagin rangers choose humanoids (elves) as their favored enemy. Female sahuagin favor the cleric class. Sahuagin clerics worship Sekolah. A sahuagin cleric has access to two of the following domains: Evil, Law, Strength, or War (favored weapon: trident).

SALAMANDER

This being has a muscular humanoid upper body with a howlsh face. Its body is serpentlike from the waist down, and is covered in red and black scales. Flame-shaped spines sprout from the creature’s spine, arms, and head.

The Elemental Plane of Fire is home to many strange creatures, including the fearsome legions of the salamanders. These serpentine beings dwell in metal cities glowing with supernatural heat. Salamanders are selfish and cruel, and they enjoy tormenting others. They are rarely encountered without their heated metal spurs, but sometimes wield other weapons.

When summoned to the Material Plane, salamanders often assist large workers and smiths. Their ability to work metal while it’s still in the fire makes them some of the best metalsmiths known anywhere.

Salamanders reproduce asexually, each producing a single larva every ten years and incubating the young in fire pits until they reach maturity. Flamebrothers and average salamanders are actually different species, while nobles rise from the ranks of the average.

Salamanders speak Ignan. Some average salamanders and all nobles also speak Common.

COMBAT

Salamanders use metal spurs heated red-hot by their own furnacelike bodies. Bloodthirsty and sadistic, they are quick to attack. They prefer to take on those who appear strongest first, saving weaker enemies for slower, agonizing treatment later.

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), flame sphere (DC 14), wall of fire (DC 16), 1/day—dip 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.
### Flamebrother Salamander
**Small Outsider**
*(Extraplanar, Fire)*

- Hit Dice: 4d8+8 (26 hp)
- Initiative: +1
- Speed: 20 ft. (4 squares)
- Armor Class: 19 (+1 size, +1 Dex, +7 natural), touch 12, flat-footed 18
- Base Attack/Grapple: +4/+1
- Attack: Spear +6 melee (1d6+4/1d3+4 d4 fire)
- Full Attack: Spear +6 melee (1d6+4/1d3+4 d4 fire) and tail slap +4 melee (1d6+4 d6 fire)
- Space/Reach: 5 ft./5 ft.
- Special Attacks: Constrict 1d4+1 plus 1d6 fire, heat, improved grab
- Special Qualities: Darkvision 60 ft., immunity to fire, vulnerability to cold
- Saves: Fort +6, Ref +5, Will +6
- Abilities: Str 12, Dex 13, Con 14, Int 14, Wis 15, Cha 13
- Skills: Craft (blacksmithing) +8, Hide +12, Listen +11, Move Silently +6, Spot +11
- Feats: Alertness, Multiattack

### Average Salamander
**Medium Outsider**
*(Extraplanar, Fire)*

- Hit Dice: 9d8+18 (58 hp)
- Initiative: +1
- Speed: 20 ft. (4 squares)
- Armor Class: 18 (+1 size, +1 Dex, +7 natural), touch 11, flat-footed 17
- Base Attack/Grapple: +9/+1
- Attack: Spear +1 melee (1d6+3/1d6 fire)
- Full Attack: Spear +1 melee (1d6+3/1d6 fire) and tail slap +9 melee (2d6+1 plus 1d6 fire)
- Space/Reach: 5 ft./5 ft. (10 ft. with tail)
- Special Attacks: Constrict 2d6+1 plus 1d6 fire, heat, improved grab
- Special Qualities: Damage reduction 10/magic, darkvision 60 ft., immunity to fire, vulnerability to cold
- Saves: Fort +8, Ref +7, Will +8
- Abilities: Str 14, Dex 13, Con 14, Int 14, Wis 15, Cha 13
- Skills: Craft (blacksmithing) +9, Diplomacy +3, Disguise +1 (+3 acting), Hide +11, Intimidate +3, Listen +8
- Feats: Alertness, Search +12, Spot +8

### Noble Salamander
**Large Outsider**
*(Extraplanar, Fire)*

- Hit Dice: 15d8+45 (112 hp)
- Initiative: +1
- Speed: 20 ft. (4 squares)
- Armor Class: 18 (+1 size, +1 Dex, +8 natural), touch 10, flat-footed 17
- Base Attack/Grapple: +15/+25
- Attack: Spear +3 longspear +23 melee (1d6+9/3 plus 1d8 fire)
- Full Attack: Spear +3 longspear +23/+18/+13 melee (1d8+9/3 plus 1d8 fire) and tail slap +18 melee (2d8+3 plus 1d8 fire)
- Space/Reach: 10 ft./10 ft. (20 ft. with tail or longspear)
- Special Attacks: Constrict 2d6+3 plus 1d8 fire, heat, improved grab, spell-like abilities
- Special Qualities: Damage reduction 15/magic, darkvision 60 ft., immunity to fire, vulnerability to cold
- Saves: Fort +12, Ref +10, Will +11
- Abilities: Str 22, Dex 13, Con 16, Int 16, Wis 15, Cha 15
- Skills: Craft (blacksmithing) +25, Diplomacy +4, Hide +15, Intimidate +4, Listen +13, Move Silently +17, Spot +13
- Feats: Alertness, Cleave, Great Cleave, Multiattack, Power Attack, Skill Focus (Craft [blacksmithing])

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### Satyr
**Medium Fey**

- Hit Dice: 5d8+5 (22 hp)
- Initiative: +1
- Speed: 40 ft. (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 shorbbow +3 ranged (1d6/×3)
- Full Attack: Head butt +2 melee (1d6) and dagger –3 melee (1d6/19–20) or shorbbow +3 ranged (1d6/×3)
- Space/Reach: 5 ft./5 ft.
- 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 +5, Move Silently +13, Perform (wind instruments) +9, Spot +15, Survival +1 (+3 aboveground)
- Feats: Alertness +3, Dodge, Mobility
- 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: 6–16 HD (Medium)
Level Adjustment: +2

This being might best be described as a horned man with the legs of a goat.

Satyrs, also known as fauns, are hedonistic creatures that frolic in the wild places of the world. They love fine food, strong drink, and passionate romance.

A satyr’s hair is red or chestnut brown, while his hooves and horns are jet black.

A satyr is far more likely to be carrying musical instruments or bottles of wine than weapons. For the most part, satyrs leave travelers alone. They are, however, more than a little mischievous and often seek fun at the expense of those who wander too near their woodland homes.

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 4 hours. The save DC is Charisma-based.

A satyr often uses its pipes to charm and seduce especially comely women or to put a party of adventurers to sleep and then steal their valuables.

Skills: Satyrs have a +4 racial bonus on Hide, Listen, Move Silently, Perform, and Spot checks.

SATYRS AS CHARACTERS

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 feet.
--- Low-light vision.

Racial Hit Dice: A satyr begins with five levels of fey, which provide 5d8 Hit Dice, a base attack bonus of +2, and base saving throw bonuses of Fort +4, Ref +4, and Will +4.

Racial Skills: A satyr’s fey levels give it skill points equal to 8 + (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’s fey levels give it two feats. A satyr receives Alertness as a bonus feat.

--- +4 natural armor bonus.
--- Natural Weapons: Head butt (1d6).
--- Special Attacks (see above): Pipes.
--- Special Qualities (see above): Damage reduction 5/cold iron.
--- Favored Class: Bard.
--- Level adjustment +2

Large Magical Beast
Hit Dice: 6d10+18 (51 hp)
Initiative: +1
Speed: 10 ft. (2 squares), swim 40 ft.
Armor Class: 18 (+1 size, +1)
Dex: +8 natural, touch 10, flat-footed 17
Base Attack/Grapple: +6/+14
Attack: Claws +9 melee (1d6+4)
Full Attack: 2 claws +9 melee (1d6+4) and bite +4 melee (1d4+2)
Space/Reach: 10 ft./5 ft.

Special Attacks: Rend 2d6+6
Special Qualities: Darkvision 60 ft., hold breath, low-light vision, scent
Saves: Fort +8, Ref +6, Will +5
Abilities: Str 19, Dex 12, Con 17, Int 2, Wis 13, Cha 10
Skills: Listen +8, Spot +7, Swim +12
Feats: Alertness, Endurance, Iron Will
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: —

This creature has a body like that of a pugnacious or, in some cases, with a leonine head and forepaws. A ruff of silky hair runs from the top of its head all the way to its tail flukes.

The sea cat is a fearsome aquatic predator.

Sea cats inhabit shallow coastal waters, making their lairs in underwater caves or in the wreckage of ships. They hunt for fish, aquatic mammals, sea birds, and anything else they can catch and kill.
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 grapple 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 5 × its Constitution score before it risks drowning.

*Rend (Ex)*: A sea cat that hits with both claw attacks latch onto the opponents 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**

This creature seems to be nothing but a patch of mobile gloom, more or less humanoid in shape.

Shadows are creatures of sentient darkness, hating life and light with equal fervor. Their touch bestows the painful chill of nonexistence, making them very dangerous opponents. A shadow can be difficult to see in dark or gloomy areas but stands out starkly in brightly illuminated places. Natural enemies of all that live, shadows are aggressive and predatory. They are quick to strike and make short work of those unprepared to deal with them.

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.

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**Shadow**

<table>
<thead>
<tr>
<th>Medium Undead (Incorporeal)</th>
<th>Greater Shadow</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Hit Dice:</strong></td>
<td>9d12 (58 hp)</td>
</tr>
<tr>
<td>3d12 (19 hp)</td>
<td></td>
</tr>
<tr>
<td><strong>Initiative:</strong></td>
<td>+2</td>
</tr>
<tr>
<td><strong>Speed:</strong></td>
<td>Fly 40 ft. (good) (8 squares)</td>
</tr>
<tr>
<td><strong>Armor Class:</strong></td>
<td>14 (+2 Dex, +2 deflection), touch 14, flat-footed 12</td>
</tr>
<tr>
<td>13 (+2 Dex, +1 deflection), touch 13, flat-footed 11</td>
<td></td>
</tr>
<tr>
<td><strong>Base Attack/Grapple:</strong></td>
<td>+1/—</td>
</tr>
<tr>
<td><strong>Attack:</strong></td>
<td>Incorporeal touch +3 melee (1d6 Str)</td>
</tr>
<tr>
<td><strong>Full Attack:</strong></td>
<td>Incorporeal touch +3 melee (1d6 Str)</td>
</tr>
<tr>
<td><strong>Space/Reach:</strong></td>
<td>5 ft./5 ft.</td>
</tr>
<tr>
<td><strong>Special Attacks:</strong></td>
<td>Create spawn, strength damage</td>
</tr>
<tr>
<td><strong>Special Qualities:</strong></td>
<td>Darkvision 60 ft., incorporeal traits, +2 turn resistance, undead traits</td>
</tr>
<tr>
<td><strong>Saves:</strong></td>
<td>Fort +3, Ref +5, Will +7</td>
</tr>
<tr>
<td><strong>Abilities:</strong></td>
<td>Str —, Dex 14, Con —, Int 6, Wis 12, Cha 14</td>
</tr>
<tr>
<td><strong>Skills:</strong></td>
<td>Hide +8, Listen +7, Search +4, Spot +7</td>
</tr>
<tr>
<td><strong>Feats:</strong></td>
<td>Alertness, Dodge</td>
</tr>
<tr>
<td><strong>Environment:</strong></td>
<td>Any</td>
</tr>
<tr>
<td><strong>Organization:</strong></td>
<td>Solitary, gang (2–5), or swarm (6–11)</td>
</tr>
<tr>
<td><strong>Challenge Rating:</strong></td>
<td>1</td>
</tr>
<tr>
<td><strong>Treasure:</strong></td>
<td>None</td>
</tr>
<tr>
<td><strong>Alignment:</strong></td>
<td>Always chaotic evil</td>
</tr>
<tr>
<td><strong>Advancement:</strong></td>
<td>4–9 HD (Medium)</td>
</tr>
<tr>
<td><strong>Level Adjustment:</strong></td>
<td>—</td>
</tr>
</tbody>
</table>
Create Spawn (Su): Any humanoid reduced to Strength 6 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

A greater shadow uses stealth and cunning in combat. A favored tactic is to lie in wait, almost completely concealed by walls or floor, then swoop out to deliver an incorporeal touch attack and retreat back into a solid object without allowing a return attack.

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 ft. (10 squares)

Armor Class: 14 (+1 Dex, +3 natural), touch 11, flat-footed 13

Base Attack/Grapple: +4/+7

Attack: Bite +7 melee (1d6+4)

Full Attack: Bite +7 melee (1d6+4), claw +3 melee (1d4+4)

Space/Reach: 5 ft./5 ft.

Special Attacks: Bay trip

Special Qualities: Darkvision 60 ft., 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

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 (cohorts)

This creature has the body of a large dog with a smooth black coat and a mouth full of sharp teeth.

Shadow mastiffs are great hounds that prowl the night, seeking any prey they can find. Their native plane is a place of eternal shadow.

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.

Shambling Mound

Large Plant

Hit Dice: 8d8+24 (60 hp)

Initiative: +0

Speed: 20 ft. (4 squares), swim 20 ft.

Armor Class: 20 (+1 size, +11 natural), touch 5, flat-footed 20

Base Attack/Grapple: +6/+15

Attack: Slam +11 melee (2d6+5)

Full Attack: 2 slams +11 melee (2d6+5)

Space/Reach: 10 ft./10 ft.

Special Attacks: Improved grab, constrict 2d6+7

Special Qualities: Darkvision 60 ft., immunities to electricity, low-light vision, plant traits, resistance to fire 10

Saves: Fort +9, Ref +2, Will +4

Abilities: Str 21, Dex 10, Con 17, Int 7, Wis 10, Cha 9

Skills: Hide +37, 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
Shambler mounds, also called shambles, 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 is almost totally silent and invisible in its natural surroundings, often catching opponents flat-footed. It may lie partially submerged in a shallow bog, waiting patiently for some creature to walk onto it. Shambles move easily through water as well, and they have been known to sneak into the camps of unsuspecting travelers at night.

Adventurers tell stories of shambles moving about during intense electrical storms without so much as flinching from direct lightning strikes.

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.

**Shambler Mounds**

A shambler mound attacks or constrains 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):** Shambles take no damage from electricity. Instead, any electricity attack (such as shocking grasp or lightning bolt) 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.

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**SHIELD GUARDIAN**

**Small Construct**

**Hit Dice:** 1d10+10 (112 hp)

**Initiative:** +0

**Speed:** 30 ft. (6 squares)

**Armor Class:** 24 (–1 size, +15 natural), touch 5, flat-footed 24

**Base Attack/Grapple:** +11/+21

**Attack:** Slam +15 melee (1d8+6)

**Full Attack:** 2 slams +16 melee (1d8+6)

**Space/Reach:** 10 ft./10 ft.

**Special Attacks:**

**Special Qualities:** Construct traits, darkvision 60 ft., fast healing 5, mend, master, guard, low-light vision, shield master, spell storing.

**Saves:** Fort +5, Ref +5, Will +5

**Abilities:** Str 22, Dex 10, Con +3, 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:** —
This massive conglomeration of stone, wood, and metal is the size of an ogre and resembles a giant stick figure with stony appendages.

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 (of 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 50 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 +10,000 gp if the creature's size increases to Huge, modifying the cost to create accordingly.

CL 15th; Craft Construct (see page 303), limited wish, discern location, shield, shield other, caster must be at least 15th level; Price 120,000 gp; Cost 65,000 gp + 4,600 XP.

**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 ft. (8 squares), climb 20 ft., swim 20 ft.

**Armor Class:** 16 (+1 size, +2 Dex, +3 natural), touch 13, flat-footed 14

**Base Attack/Grapple:** +2/−2

**Attack:** Bite +3 melee (1d4)

---

![Shocker lizard](image-url)
Full Attack: Bite +3 melee (1d4)
Space/Reach: 5 ft./5 ft.

Special Attacks: Stunning shock, lethal shock

Special Qualities: Darkvision 60 ft., electricity sense, immunity to electricity, low-light vision

Saves: Fort +4, Ref +4, 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: —

This little lizard is about the size of a terrier. It has a bullet-shaped head sporting a large pair of horns that sweep back from the sides like spiny ears. A similar structure appears on the tip of the tail.

The shocker lizard is a sleek reptile-like creature whose body can generate intense electrical shocks.

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.

Shocker lizards prefer warm and damp conditions, and often lurk in swamps, shaded riverbanks, and water-filled caves. They hunt fish, reptiles, and small animals, but also scavenge or take larger prey from time to time. They spend most of their time hiding and waiting for prey to happen by.

A shocker lizard is about 1 foot tall at the shoulder and weighs about 25 pounds.

COMBAT

Unless it is very hungry, a shocker lizard dislikes fighting creatures larger than itself and usually tries to warn off intruders by emitting a series of rapid clicks. The sound is actually a low-power electrical discharge, and living creatures within 10 feet can feel the current tickling their skins and scalps. If the warning fails, the lizard raises its horns and tail to administer stunning shocks.

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 feet. This attack deals 2d6 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 feet.

**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 distracted 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**

This creature appears to be nothing but a set of animated bones. Pinpoints of red light shimmer in its empty eye sockets.

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, such as “Kill anyone who enters this chamber.”

A skeleton attacks until destroyed, for that is what it was created to do. The threat posed by a group of skeletons depends primarily on its size.

**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 (such as goblinoid or reptilian). 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. If the creature has more than 20 Hit Dice, it can’t be made into a skeleton by the animate dead spell.

**Speed:** Winged skeletons can’t use their wings to fly. If the base creature flew magically, so can the skeleton.
<table>
<thead>
<tr>
<th>Human Warrior Skeleton</th>
<th>Wolf Skeleton</th>
<th>Owlbear Skeleton</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Hit Dice:</strong></td>
<td>1d12 (6 hp)</td>
<td>2d12 (13 hp)</td>
</tr>
<tr>
<td><strong>Initiative:</strong></td>
<td>+5</td>
<td>+7</td>
</tr>
<tr>
<td><strong>Speed:</strong></td>
<td>10 ft. (6 squares)</td>
<td>50 ft. (10 squares)</td>
</tr>
<tr>
<td><strong>Armor Class:</strong></td>
<td>15 (+1 Dex, +2 natural, +2 heavy steel shield), touch 11, flat-footed 14</td>
<td>15 (+3 Dex, +2 natural), touch 13, flat-footed 12</td>
</tr>
<tr>
<td><strong>Base Attack/Grapple:</strong></td>
<td>+6/+1</td>
<td>+8/+2</td>
</tr>
<tr>
<td><strong>Attack:</strong></td>
<td>Scimitar +1 melee (1d6+1/18–20) or claw +1 melee (1d4+1)</td>
<td>Bite +2 melee (1d6+1) or 2 claws +1 melee (1d4+1)</td>
</tr>
<tr>
<td><strong>Full Attack:</strong></td>
<td>Scimitar +1 melee (1d6+1/18–20) or 2 claws +1 melee (1d4+1)</td>
<td>Bite +2 melee (1d6+1) or 2 claws +1 melee (1d4+1) and bite +1 melee (1d6+2)</td>
</tr>
<tr>
<td><strong>Space/Reach:</strong></td>
<td>5 ft./5 ft.</td>
<td>5 ft./5 ft.</td>
</tr>
<tr>
<td><strong>Special Attacks:</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Special Qualities:</strong></td>
<td>Damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold, undead traits</td>
<td>Damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold, undead traits</td>
</tr>
<tr>
<td><strong>Saves:</strong></td>
<td>Fort +6, Ref +1, Will +2</td>
<td>Fort +0, Ref +3, Will +3</td>
</tr>
<tr>
<td><strong>Abilities:</strong></td>
<td>Str 13, Dex 13, Con —, Int —, Wis 10, Cha 1</td>
<td>Str 13, Dex 17, Con —, Int —, Wis 10, Cha 1</td>
</tr>
<tr>
<td><strong>Feats:</strong></td>
<td>Improved Initiative</td>
<td>Improved Initiative</td>
</tr>
<tr>
<td><strong>Environment:</strong></td>
<td>Temperate plains</td>
<td>Temperate forests</td>
</tr>
<tr>
<td><strong>Organization:</strong></td>
<td>Any</td>
<td>Any</td>
</tr>
<tr>
<td><strong>Challenge Rating:</strong></td>
<td>1/3</td>
<td></td>
</tr>
<tr>
<td><strong>Treasure:</strong></td>
<td>None</td>
<td>None</td>
</tr>
<tr>
<td><strong>Alignment:</strong></td>
<td>Always neutral evil</td>
<td>Always neutral evil</td>
</tr>
<tr>
<td><strong>Advancement:</strong></td>
<td>3 HD (Medium), 4–6 HD (Large)</td>
<td>6–8 HD (Large), 9–15 HD (Huge)</td>
</tr>
<tr>
<td><strong>Level Adjustment:</strong></td>
<td>—</td>
<td></td>
</tr>
</tbody>
</table>

**Armor Class:** Natural armor bonus changes to a number based on the skeleton's size:

- Tiny or smaller: +0
- Small: +1
- Medium or Large: +2
- Huge: +3
- Gargantuan: +4
- 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 (such as a mind layer's tentacle attacks). 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>
<thead>
<tr>
<th>Diminutive or Fine</th>
<th>1d2</th>
</tr>
</thead>
<tbody>
<tr>
<td>Tiny</td>
<td>1d3</td>
</tr>
<tr>
<td>Small</td>
<td>1d4</td>
</tr>
<tr>
<td>Medium</td>
<td>1d6</td>
</tr>
<tr>
<td>Large</td>
<td>1d8</td>
</tr>
<tr>
<td>Huge</td>
<td>2d6</td>
</tr>
<tr>
<td>Gargantuan</td>
<td>2d8</td>
</tr>
</tbody>
</table>

**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>
<thead>
<tr>
<th>Hit Dice</th>
<th>Challenge Rating</th>
</tr>
</thead>
<tbody>
<tr>
<td>1/2</td>
<td>1/6</td>
</tr>
<tr>
<td>1</td>
<td>1/3</td>
</tr>
<tr>
<td>2–3</td>
<td>1</td>
</tr>
<tr>
<td>4–5</td>
<td>2</td>
</tr>
<tr>
<td>6–7</td>
<td>3</td>
</tr>
<tr>
<td>8–9</td>
<td>4</td>
</tr>
<tr>
<td>10–11</td>
<td>5</td>
</tr>
<tr>
<td>12–14</td>
<td>6</td>
</tr>
<tr>
<td>15–17</td>
<td>7</td>
</tr>
<tr>
<td>18–20</td>
<td>8</td>
</tr>
</tbody>
</table>

**Treasure:** None.

**Alignment:** Always neutral evil.

**Advancement:** As base creature (or — if the base creature advances by character class).

**Level Adjustment:** —
<table>
<thead>
<tr>
<th>Troll Skeleton</th>
<th>Chimera Skeleton</th>
<th>Ettin Skeleton</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Hit Dice:</strong></td>
<td>Large Undead</td>
<td>Large Undead</td>
</tr>
<tr>
<td>6d12 (39 hp)</td>
<td>9d12 (58 hp)</td>
<td>10d12 (65 hp)</td>
</tr>
<tr>
<td><strong>Initiative:</strong></td>
<td>7</td>
<td>+4</td>
</tr>
<tr>
<td><strong>Speed:</strong></td>
<td>30 ft. (6 squares)</td>
<td>30 ft. (6 squares)</td>
</tr>
<tr>
<td><strong>Armor Class:</strong></td>
<td>14 (+2 Dex, +1 size, +2 natural), touch 12, flat-footed 11</td>
<td>13 (+2 Dex, +1 size, +2 natural), touch 11, flat-footed 11</td>
</tr>
<tr>
<td><strong>Base Attack/Crapple:</strong></td>
<td>+3/+13</td>
<td>+4/+12</td>
</tr>
</tbody>
</table>

**Attack:**
- Troll Skeleton: Claw +8 melee (1d6+6)
- Chimera Skeleton: Bite +7 melee (2d6+4)
- Ettin Skeleton: Morningstar +10 melee (2d6+6) or claw +10 melee (1d6+6) or javelin +4 ranged (1d8+6)

**Full Attack:**
- Troll Skeleton: 2 claws +8 melee (1d6+6) and bite +3 melee (1d6+3)
- Chimera Skeleton: Bite +7 melee (2d6+4) and claw +7 melee (1d8+4)
- Ettin Skeleton: 2 morningstars +10 melee (2d6+6) or 2 claws +10 melee (1d6+6) or 2 javelins +4 ranged (1d8+6)

**Space/Reach:**
- Troll Skeleton: 10 ft./10 ft.
- Chimera Skeleton: 10 ft./5 ft.
- Ettin Skeleton: 10 ft./10 ft.

**Special Attacks:**
- Troll Skeleton: Damage reduction 5/blade, darkvision 60 ft., immunity to cold, undead traits
- Chimera Skeleton: Damage reduction 5/blade, darkvision 60 ft., immunity to cold, undead traits
- Ettin Skeleton: Damage reduction 5/blade, darkvision 60 ft., immunity to cold, superior two-weapon fighting, undead traits

**Special Qualities:**
- Troll Skeleton: None
- Chimera Skeleton: None
- Ettin Skeleton: None

**Saves:**
- Troll Skeleton: Fort +2, Ref +5, Will +5
- Chimera Skeleton: Fort +3, Ref +5, Will +6
- Ettin Skeleton: Fort +3, Ref +5, Will +7

**Abilities:**
- Troll Skeleton: Str 23, Dex 16, Con —, Int —, Wis 10, Cha 1
- Chimera Skeleton: Str 19, Dex 15, Con —, Int —, Wis 10, Cha 1
- Ettin Skeleton: Str 23, Dex 16, Con —, Int —, Wis 10, Cha 1

**Feats:**
- Troll Skeleton: Improved Initiative
- Chimera Skeleton: Improved Initiative
- Ettin Skeleton: Improved Initiative

**Environment:**
- Troll Skeleton: Cold mountains
- Chimera Skeleton: Temperate hills
- Ettin Skeleton: Cold hills

**Organization:**
- Troll Skeleton: Any
- Chimera Skeleton: Any
- Ettin Skeleton: Any

**Challenge Rating:**
- Troll Skeleton: 3
- Chimera Skeleton: 4
- Ettin Skeleton: 5

**Treasure:**
- Troll Skeleton: None
- Chimera Skeleton: None
- Ettin Skeleton: None

**Alignment:**
- Troll Skeleton: Always neutral evil
- Chimera Skeleton: Always neutral evil
- Ettin Skeleton: Always neutral evil

**Advancement:**
- Troll Skeleton: 10–13 HD (Large), 14–27 HD (Huge)
- Chimera Skeleton: None
- Ettin Skeleton: None

**Level Adjustment:**
- Troll Skeleton: None
- Chimera Skeleton: None
- Ettin Skeleton: None

---

<table>
<thead>
<tr>
<th>Advanced Megaraptor</th>
<th>Cloud Giant</th>
<th>Young Adult Red Dragon</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Hit Dice:</strong></td>
<td>Huge Undead</td>
<td>Huge Undead</td>
</tr>
<tr>
<td>12d12 (78 hp)</td>
<td>17d12 (110 hp)</td>
<td>19d12 (123 hp)</td>
</tr>
<tr>
<td><strong>Initiative:</strong></td>
<td>+7</td>
<td>+6</td>
</tr>
<tr>
<td><strong>Speed:</strong></td>
<td>60 ft. (12 squares)</td>
<td>50 ft. (10 squares)</td>
</tr>
<tr>
<td><strong>Armor Class:</strong></td>
<td>14 (+2 size, +3 Dex, +3 natural), touch 10, flat-footed 11</td>
<td>13 (+2 size, +2 Dex, +3 natural), touch 10, flat-footed 11</td>
</tr>
<tr>
<td><strong>Base Attack/Crapple:</strong></td>
<td>+6/+19</td>
<td>+8/+28</td>
</tr>
</tbody>
</table>

**Attack:**
- Advanced Megaraptor: Talons +9 melee (2d8+5)
- Cloud Giant: Gargantuan morningstar +18 melee (4d6+18) or claw +18 melee (1d8+12)
- Young Adult Red Dragon: Bite +17 melee (2d8+10) and 2 claws +12 melee (2d6+5) and 2 wings +12 melee (1d8+5) and tail slap +12 melee (2d6+15)

**Full Attack:**
- Advanced Megaraptor: Talons +9 melee (2d8+5) and 2 claws +4 melee (1d8+2) and bite +4 melee (2d8+2)
- Cloud Giant: Gargantuan morningstar +18/+13 melee (4d6+18) or claw +18 melee (1d8+12) or rock +8 ranged (2d8+12)
- Young Adult Red Dragon: Bite +17 melee (2d8+10) and 2 claws +12 melee (2d6+5) and 2 wings +12 melee (1d8+5) and tail slap +12 melee (2d6+15)

**Space/Reach:**
- Advanced Megaraptor: 15 ft./10 ft.
- Cloud Giant: 15 ft./15 ft.
- Young Adult Red Dragon: 15 ft./10 ft.

**Special Attacks:**
- Advanced Megaraptor: Damage reduction 5/blade, darkvision 60 ft., immunity to cold, undead traits
- Cloud Giant: Damage reduction 5/blade, darkvision 60 ft., immunity to cold, oversized weapon, undead traits
- Young Adult Red Dragon: Damage reduction 5/blade, darkvision 60 ft., immunity to cold and fire, undead traits

**Special Qualities:**
- Advanced Megaraptor: None
- Cloud Giant: None
- Young Adult Red Dragon: None

**Saves:**
- Advanced Megaraptor: Fort +4, Ref +7, Will +8
- Cloud Giant: Fort +5, Ref +7, Will +10
- Young Adult Red Dragon: Fort +6, Ref +7, Will +8

**Abilities:**
- Advanced Megaraptor: Str 21, Dex 17, Con —, Int —, Wis 10, Cha 1
- Cloud Giant: Str 35, Dex 15, Con —, Int —, Wis 10, Cha 1
- Young Adult Red Dragon: Str 31, Dex 12, Con —, Int —, Wis 10, Cha 1

**Feats:**
- Advanced Megaraptor: Improved Initiative
- Cloud Giant: Improved Initiative
- Young Adult Red Dragon: Improved Initiative

**Environment:**
- Advanced Megaraptor: Warm forests
- Cloud Giant: Temperate mountains
- Young Adult Red Dragon: Warm mountains

**Organization:**
- Advanced Megaraptor: Any
- Cloud Giant: Any
- Young Adult Red Dragon: Any

**Challenge Rating:**
- Advanced Megaraptor: 6
- Cloud Giant: 7
- Young Adult Red Dragon: 8

**Treasure:**
- Advanced Megaraptor: None
- Cloud Giant: None
- Young Adult Red Dragon: None

**Alignment:**
- Advanced Megaraptor: Always neutral evil
- Cloud Giant: Always neutral evil
- Young Adult Red Dragon: Always neutral evil

**Advancement:**
- Advanced Megaraptor: 13–16 HD (Huge)
- Cloud Giant: 17–20 HD (Gargantuan)
- Young Adult Red Dragon: 20 HD (Huge)
**SKUM**

Medium Aberration (Aquatic)

Hit Dice: 2d8+2 (11 hp)

Initiative: +1

Speed: 20 ft. (4 squares), swim 40 ft.

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 ft./5 ft.

Special Attacks: Rake 1d6+2

Special Qualities: Darkvision 60 ft., amphibious

Saves: Fort +1, Ref +1, Will +3

Abilities: Str 19, Dex 13, Con 13, Int 10, Wis 10, Cha 6

Skills: Hide +6*, Listen +7*, Move Silently +6, Spot +7*, Swim +12

Feats: Alertness

**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

This creature looks like an abominable crossbreed of human and fish. Its fins have grown into twisted arms and legs, and its bent back is crowned with a long, spiny tail. It has a slender, muscular tail and bulbous eyes.

Skum are misbegotten creatures created by aboleths to serve as beasts of burden and slaves. They are derived from human stock, making them even more loathsome. A skum is about the same height and weight as a human. Skum speak Aquan.

**COMBAT**

In the water, skum are dangerous enemies who attack by biting, clawing, and raking with their rear legs. Skum serving an aboleth are sometimes trained to fight with weapons, usually two-handed melee weapons with reach (such as longspear) and simple ranged weapons such as javelins, tridents, or slings.

**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 +2 racial bonus on Hide, Listen, and Spot checks underwater.

A skum has a +2 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.

---

**SLAAD**

The chaotic planes seethe and roil with random energy and bits of matter. Weaving their way amid this cacophony of light and sound are the slaad.

Creatures of chaos, slaadi have been likened to humanoid toads, but that description belies their agility and fearsome fighting prowess.

All slaadi speak their own language, Slaad. Green, gray, and death slaadi also speak Common, and in addition death slaadi can communicate telepathically.

**COMBAT**

Slaadi generally attack with their claws and bite. They relish melee combat but are savvy enough to use their summoning and other spell-like abilities to good effect. A slaad's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned for the purpose of overcoming damage reduction.

All slaadi have resistance to acid 5, cold 5, electricity 5, and fire 5, and immunity to sonic damage.

**Summon Slaad (Sp):** Slaadi can summon other slaadi much as though casting a summon monster spell, but they have only a limited chance of success. Roll a%: On a failure, no slaad answer the summons. Summoned creatures automatically return whence they came after 1 hour. A slaad that has just been summoned cannot use its own summon ability for 1 hour.

Most slaadi do not use this ability lightly, since they are generally distrustful and fearful of one another. In general, they use it only when necessary to save their own lives.

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**SLAADI CHARACTERS**

Slaadi rarely have the focus to devote themselves to a character class. Grays sometimes become sorcerers, and the most powerful death slaad train as rogues to take the assassin class.

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**RED SLAAD**

Large Outsider (Chaotic, Extraplanar)

Hit Dice: 7d8+21 (52 hp)

Initiative: +2

Speed: 30 ft. (6 squares)

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

Base Attack/Grapple: +7/+16

Attack: Bite +11 melee (2d6+5)

Full Attack: Bite +11 melee (2d6+5) and 2 claws +9 melee (1d4+2 plus implant)

Space/Reach: 10 ft./10 ft.

Special Attacks: Pounce, implant, stunning croak, summon slaad

Special Qualities: Darkvision 60 ft., fast healing 5, immunity to sonic, resistance to acid 5, cold 5, electricity 5, and fire 5

Saves: Fort +8, Ref +7, Will +3

Abilities: Str 21, Dex 15, Con 17, Int 6, Wis 6, Cha 8
**Skills:** Climb +15, Hide +8, Jump +15, Listen +8, Move Silently +12, Spot +8

**Feats:** Dodge, Mobility, Multiattack

**Environment:** Ever-Changing Chaos of Limbo

**Organization:** Solitary, pair, gang (3–5), or pack (6–10)

**Challenge Rating:** 2

**Treasure:** Standard

**Alignment:** Usually chaotic neutral

**Advancement:** 8–10 HD (Large); 11–21 HD (Huge)

**Level Adjustment:** +6

This creature looks like a roughly humanoid, red-skinned toad with almost no neck and a massive, flat head. It is bipedal, with clawed hands and feet. The hands and the digits on them are particularly large. A human would stand only about as high as the creature’s shoulders.

Worst of the sladdi, the reds wander about individually, often establishing secret lairs on other planes. Most seek to escape from the other more powerful and sometimes cruel sladdi.

A red sladdi is about 8 feet tall and weighs about 650 pounds. As its name suggests, a red sladdi is mostly red, darker along the back and paler around the belly.

Red sladdi are found in groups only when working for some greater power that somehow has mastered them. Even then, they don’t coordinate actions well.

**Combat**

Red sladdi usually attack only when hungry or riled. Once aroused, however, a red sladdi heads for the death.

**Pounce (Ex):** If a red sladdi charges, it can make a full attack in the same round.

**Implant (Ex):** A red sladdi that hits with a claw attack can inject an egg pellet into the opponent’s body. The affected creature must succeed on a DC 16 Fortitude save to avoid implantation. The save DC is Constitution-based.

A red sladdi inflicts unconsciousness or otherwise helpless creature (which gets no saving throw). The egg germinates for one week before hatching into a blue sladdi that eats its way out, killing the host. Twenty-four hours before the egg fully matures, the victim falls extremely ill (–10 to all ability scores, to 1) and takes 1d4 points of damage to the patient.

If the host is an arcane spellcaster, the egg pellet instead hatches into a green sladdi.

**Stunning Croak (Su):** Once per day a red sladdi can emit a loud croak. Every creature (except sladdi) within 20 feet must succeed on a DC 16 Fortitude save or be stunned for 1d4 rounds. The save DC is Constitution-based.

**Summon Sladd (Sp):** Once per day a red sladdi can attempt to summon another red sladdi with a 40% chance of success. This ability is the equivalent of a 3rd-level spell.

**BLUE SLADDI**

**Large Outsider (Chaotic, Extraplanar)**

**Hit Dice:** 8d8+32 (68 hp)

**Initiative:** +2

**Speed:** 30 ft. (6 squares)

**Armor Class:** 20 (–1 size, +2 Dex, +9 natural), touch 11, flat-footed 18

**Base Attack/Grapple:** +8/+18

**Attack:** Claw +13 melee (2d6+6)

**Full Attack:** 4 claws +13 melee (2d6+6) and bite +11 melee (2d8+6 plus disease)

**Space/Reach:** 10 ft./10 ft.

**Special Attacks:** Spell-like abilities, sladd fever, summon sladd

**Special Qualities:** Darkvision 60 ft., fast healing 5, immunity to sonic, resistance to acid 5, cold 5, electricity 5, and fire 5

**Saves:** Fort +10, Ref +8, Will +4

**Abilities:** Str 23, Dex 15, Con 19, Int 6, Wis 6, Cha 10

**Skills:** Climb +17, Hide +9, Jump +17, Listen +9, Move Silently +13, Spot +9

**Feats:** Dodge, Mobility, Multiattack

**Environment:** Ever-Changing Chaos of Limbo

**Organization:** Solitary, pair, gang (3–5), or pack (6–10)

**Challenge Rating:** 8

**Treasure:** Standard

**Alignment:** Usually chaotic neutral

**Advancement:** 9–12

**HD (Large):** 13–24

**HD (Huge):** 21–40

**Level Adjustment:** +6

This hulking creature looks like a strapping blue-skinned humanoid toad, as big as an ogre, with almost no neck and a massive, flat head. It is bipedal, with clawed hands and feet. It has bony hooks on the backs of its hands.

Blue sladdi gather to wage horrific battles against other societies and their own. They are bullies that value only strength and power.

A blue sladdi is about 10 feet tall and very broad. It weighs about 1,000 pounds. As its name suggests, a blue sladdi is mostly blue, darker along the back and paler around the belly.

Blue sladdi are most often found in groups and work well together—at least, better than red sladdi.
**Combat**

Blue slaadi are quick to anger, and inclined to attack most other creatures on sight to prove their strength. The bone hooks on the backs of its hands give a blue slaad four claw attacks each round when it makes a full attack.

**Spell-Like Abilities:** At will—wall of force (DC 12), passwall, teleport, dimension door (DC 10). 1/day—chaos hammer (DC 12). Carter level 8th.

The save DCs are Charisma-based.

**Slaad Fever** (Su): Supernatural disease—bite, Fortitude DC 18, incubation period 1 day, damage 1d8 Dex and 1d4 Cha. The save DC is Constitution-based.

An afflicted humanoid reduced to Charisma 0 by slaad fever immediately transforms into a red slaad. It retains none of the features, traits, memories, or abilities of its former self, and is a normal red slaad in all respects.

If the infected being is an arcane spellcaster, the disease instead produces a green slaad.

**Green Slaad**

Large Outsider (Chaotic, Extraplanar)

Hit Dice: 9d8+36 (76 hp)

Initiative: +5

Speed: 30 ft. (6 squares)

Armor Class: 23 (+1 size, +1 Dex, +13 natural), touch 10, flat-footed 22

Base Attack/Grapple: +9/+19

Attack: Claw +14 melee (1d6+6)

Full Attack: 2 claws +14 melee (1d6+6) and bite +12 melee (2d6+3)

Space/Reach: 10 ft./10 ft.

Special Attacks: Spell-like abilities, summon slaad

Special Qualities: Change shape, darkvision 60 ft., fast healing 5, immunity to sonic, resistance to acid 5, cold 5, electricity 5, and fire 5

Saves: Fort +10, Ref +7, Will +6

Abilities: Str 25, Dex 15, Con 19, Int 10, Wis 10, Cha 12

Skills: Climb +18, Concentration +10, Hide +5, Jump +18, Listen +12, Move Silently +13, Search +12, Spot +12, Survival +5 (+6 following tracks)

Feats: Cleave, Improved Initiative, Multiattack, Power Attack, Environment: Ever-Changing Chaos of Limbo

Organization: Solitary or gang (2–5)

Challenge Rating: 9

Treasure: Standard

**Alignment:** Usually chaotic neutral

**Advancement:** 10–15 HD (Large), 16–27 HD (Huge)

**Level Adjustment:** +7

This tall, gongy creature looks like a cross between an ogre and a frog. Its skin is a mottled green, and it has long, sharp claws and a wide mouth.

If a red slaad's egg pellet or a blue slaad's disease infects an arcane spellcaster, that host produces a green slaad.

A green slaad is about 10 feet tall and very broad. It weighs about 1,000 pounds. As its name suggests, a green slaad is mostly green, darker along the back and paler around the belly.

Green slaadi are self-centered, arrogant louts that think only of themselves. They last after magical power, eventually transforming into grays (see below) if they find it.

Green slaadi work in groups if doing so suits their immediate needs.

**Combat**

Green slaadi prefer to use spell-like abilities over physical combat but aren't afraid to attack with tooth and claw if they must. They never fight to the death, though, if they can avoid it.

**Spell-Like Abilities:** At will—chaos hammer (DC 15), detect magic, detect thoughts (DC 15), fear (DC 15), protection from law, see invisibility, shatter (DC 13); 3/day—dispel law (DC 16), deeper darkness, fireball (DC 14). Carter level 9th. The save DCs are Charisma-based.

**Change Shape** (Su): A green can assume any Medium or Large humanoid form as a standard action. In humanoid form, a green slaad cannot use its natural weapons (although a slaad can equip itself with weapons and armor appropriate to its appearance). A green slaad remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, but the slaad reverts to its natural form when killed. A true seeing spell reveals its natural form.

**Summon Slaad** (Sp): Twice per day a green slaad can attempt to summon another green slaad with a 40% chance of success. This ability is the equivalent of a 5th-level spell.
**GRAY SLAAD**

**Medium Outsider (Chaotic, Extraplanar)**

<table>
<thead>
<tr>
<th>Hit Dice: 1d8+8 (95 hp)</th>
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<tr>
<td>Initiative: +7</td>
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<tr>
<td>Speed: 30 ft. (6 squares)</td>
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</tbody>
</table>

**Armor Class:** 24 (+3 Dex, +11 natural), touch 13, flat-footed 21

**Base Attack/Grapple:** +10/+14

**Attack:** Claw +15 melee (2d4+4) and bite +12 melee (2d8+2)

**Full Attack:** 2 claws +15 melee (2d4+4) and bite +12 melee (2d8+2)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Spell-like abilities, summon slaad

**Special Qualities:** Change shape, damage reduction 10/ lawful, darkvision 60 ft., fast healing 5, immunity to sonic, resistance to acid 5, cold 5, electricity 5, and fire 5

**Saves:** Fort +12, Ref +10, Will +9

**Abilities:** Str 19, Dex 17, Con 21, Int 14, Wis 14, Cha 14

**Skills:** Climb +17, Concentration +15, Hide +16, Jump +17, Knowledge (arcana) +15, Listen +15, Move Silently +16, Search +15, Spellcraft +17, Spot +15, Survival +5 (+7 following tracks)

**Feats:** Multiattack, Improved Initiative, Weapon Focus (claw), item creation feat (any one)

**Environment:** Ever-Changing Chaos of Limbo

**Organization:** Solitary or pair

**Challenge Rating:** 10

**Treasure:** Double standard

**Alignment:** Usually chaotic evil

**Advancement:** 11–15 HD (Medium), 16–30 HD (Large)

**Level Adjustment:** +6

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A gray slaad that survives for more than a century retreats into isolation for at least a year. It returns as a smaller, leaner gray slaad and devotes most of its time and attention to magical study. Gray slaadi enjoy crafting magic items to further their own power.

**Combat**

Gray slaadi prefer to fight from a distance, using their spell-like abilities, although they don't shy away from melee.

**Spell-Like Abilities:** At will—chaos hammer (DC 16), deeper darkness, detect magic, identify, invisibility, lightning bolt (DC 15), magic circle against law, see invisibility, shatter (DC 14), 3/day—animate objects, dispel law (DC 17), fly, 1/day—power word stun. Caster level 10th. The save DCs are Chaisma-based.

**Change Shape (Su):** A gray slaad can assume any humanoid form as a standard action. In humanoid form, a gray slaad cannot use its natural weapons (although a slaad can equip itself with weapons and armor appropriate to its appearance). A gray slaad remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, but the slaad reverts to its natural form when killed. A true seeing spell reveals its natural form.

**Summon Slaad (Sp):** Twice per day a gray slaad can attempt to summon 1–2 red slaadi or 1 blue slaad with a 60% chance of success, or 1 green slaad with a 40% chance of success. This ability is the equivalent of a 5th-level spell.

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**DEATH SLAAD**

**Medium Outsider (Chaotic, Extraplanar)**

<table>
<thead>
<tr>
<th>Hit Dice: 1d8+12 (42 hp)</th>
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<tr>
<td>Initiative: +8</td>
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<tr>
<td>Speed: 30 ft. (6 squares)</td>
</tr>
</tbody>
</table>

**Armor Class:** 28 (+6 Dex, +12 natural), touch 16, flat-footed 22

**Base Attack/Grapple:** +15/+20

**Attack:** Claw +20 melee (2d6+5 plus stun) and bite +18 melee (2d10+2)

**Full Attack:** 2 claws +20 melee (2d6+5 plus stun) and bite +18 melee (2d10+2)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Stun, spell-like abilities, summon slaad

**Special Qualities:** Change shape, damage reduction 10/lawful, darkvision 60 ft., fast healing 5, immunity to sonic, resistance to acid 5, cold 5, electricity 5, and fire 5, telepathy 100 ft.

**Saves:** Fort +14, Ref +15, Will +13

**Abilities:** Str 21, Dex 23, Con 21, Int 18, Wis 18, Cha 18

**Skills:** Climb +23, Concentration +15, Escape Artist +21, Hide +24, Intimidate +22, Jump +23, Knowledge (any two) +22, Listen +22, Move Silently +24, Search +22, Spot +22, Survival +12 (+14 when tracking), Use Rope +6 (+8 with bindings)

**Feats:** Cleave, Great Cleave, Improved Initiative, Improved Sunder, Multiattack, Power Attack

**Environment:** Ever-Changing Chaos of Limbo

**Organization:** Solitary or pair

**Challenge Rating:** 13

**Treasure:** Double standard

**Alignment:** Usually chaotic evil

**Advancement:** 16–22 HD (Medium), 23–35 HD (Large)

**Level Adjustment:** —

A lean and quick-looking, this humanoid resembles a two-legged frog. Its skin is a dappled gray color, and its fingers are long and clawed. It stands as tall as a human.

Death slaadi are grays that undergo some mysterious ritual that transforms them into veritable killing machines. Although they have spell-like abilities like gray slaadi, death slaadi focus more on killing than on magical power. They look exactly like gray slaadi.

All slaadi obey the command of a death slaad, out of fear more than anything else. Death slaadi represent a corruption of pure chaos by evil rather than true exemplars of it.

**Combat**

Although its prowess with its natural weapons is fearsome, a death slaad gains by wielding a magic weapon if available.

**Stun (Ex):** Three times per day, a death slaad can attempt to stun its opponent on an attack with one of its natural weapons. If the opponent fails a DC 21 Fortitude save, it is stunned for 1 round in addition to taking normal damage from the attack. The save DC is Wisdom-based.

**Spell-Like Abilities:** At will—animate objects, chaos hammer (DC 18), deeper darkness, detect magic, dispel law (DC 19), fear (DC 18), finger of death (DC 21), fireball (DC 17), fly, identify, invisibility, magic circle against law, see invisibility, shatter (DC 16), 3/day—circle of death (DC 20), cloak of chaos (DC 22), word of chaos (DC 21), 1/day—implantion (DC 23), power word blind. Caster level 15th. The save DCs are Chaisma-based.

**Change Shape (Su):** A death slaad can assume any humanoid form as a standard action. In humanoid form, a death slaad cannot use its natural weapons (although a slaad can equip itself with weapons and armor appropriate to its appearance). A death slaad remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, but the slaad reverts to its natural form when killed. A true seeing spell reveals its natural form.

**Summon Slaad (Sp):** Twice per day a death slaad can attempt to summon 1–2 red or blue slaadi with a 60% chance of success, or 1–2 green slaadi with a 40% chance of success. This ability is the equivalent of a 5th-level spell.
SPECTRE

Medium Undead (Incorporeal)
Hit Dice: 7d12 (45 hp)
Initiative: +7
Speed: 40 ft. (8 squares), fly 80 ft. (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 ft./5 ft.
Special Attacks: Energy drain, create spawn
Special Qualities: Darkvision 60 ft., 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 +13, Intimidate +12, Knowledge (religion) +12, Listen +14, Search +12, Spot +14, Survival +2 (+4 following tracks)

Feats: Alertness, Blind-Fight, Improved Initiative

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: —

Spectres are incorporeal undead often mistaken for ghosts. They haunt the places where they died, remaining their sentence but now haunting all living things. A spectre looks much as it did in life and can be easily recognized by those who knew the individual or have seen the individuals face in a painting or a drawing. In many cases, the evidence of a violent death is visible on its body. The chill of death lingers in the air around spectres and in the places they haunt. 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 feet. They do not willingly approach nearer than that and are 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.

Combination

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: 40 ft. (10 squares), fly 80 ft. (poor)
Armor Class: 22 (— size, +13 natural), touch 9, flat-footed 22
Base Attack/Grapple: +12/+23
Attack: Claw +18 melee (2d4+7)
Full Attack: 2 claws +18 melee (2d4+7)

Space/Reach: 10 ft./5 ft.
Special Attacks: Pounce, rake 2d+3, roar, spells
Special Qualities: Darkvision 60 ft., low-light vision

Saves: Fort +12, Ref +8, Will +7
Abilities: Str 25, Dex 10, Con 19, Int 16, Wis 17, Cha 17
Skills: Intimidation +17, Knowledge (nature) +18, Listen +18, Spot +18, Survival +18
Feats: Alertness, Cleave, Great Cleave, Flyby Attack, Power Attack, 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 (colossus)

This creature is bigger than a riding horse and has a tawny lion body, great falcon wings, and a human head.

These sphinxes are always male. Androsphinxes are clever and generally good-natured, but they can be savage opponents. Though outwardly gruff and bad-tempered, androsphinxes have noble hearts, and are a little bit shy. They appreciate small courtesies, but seldom admit it, and praise makes them feel uncomfortable.
**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 those 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 the sphinx 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 2d6 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 feet. 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: 5/5/5/5/5/5/5. (Save DC 13 + spell level):
- 0: cure minor wounds, detect magic, guidance, light, resistance, 1st—divine favor, protection from evil, shield of faith, hold monster, summon monster 1, 2nd—bull’s strength, remove panic, resist energy, shield other, summon monster 2, 3rd—cure serious wounds, daylight, invisibility purge, searing light.

*Domain spell. Domains: Good, Healing.

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**CYNOSPHINX**

**Large Magical Beast**

**Hit Dice:** 8d10+8 (52 hp)

**Initiative:** +5

**Speed:** 40 ft. (8 squares), fly 60 ft. (poor)

**Armor Class:** 21 (-1 size, +1 Dex, +1 natural), touch 10, flat-footed 20

**Base Attack/Grapple:** +8/+16

**Attack:** Gore +15 melee (2d6+6)

**Full Attack:** Gore +15 melee (2d6+6) and 2 claws +10 melee (1d6+3)

**Space/Reach:** 10 ft./5 ft.

**Special Attacks:** Pounce, rake 1d6+3

**Special Qualities:** Darkvision 60 ft., low-light vision

**Saves:** Fort +7, Ref +7, Will +8

**Abilities:** Str 19, Dex 12, Con 13, Int 8, Wis 19, Cha 19

**Skills:** Bluff +15, Concentration +12

**Diplomacy +8, Disguise +4 (+6 acting), Intimidate +13, Listen +12, 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)

This creature is larger than a horse and has a tawny lion body, great falcon wings, and a ram’s head.

These sphinxes are always male. Neither good nor evil, they lack the intelligence of the androsphinx.

Cynosphinxes constantly seek gynosphinxes, but if they cannot find one, they pursue wealth above all else. The best deal an adventurer can hope to strike with a cynosphinx is safe passage in exchange for all of his or her treasure.

**Combat**

Cynosphinxes 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 bacleractics.

**Rake (Ex):** Attack bonus +15 melee, damage 1d6+1

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**Gynosphinx**

**Large Magical Beast**

**Hit Dice:** 8d10+8 (52 hp)

**Initiative:** +5

**Speed:** 40 ft. (8 squares), fly 60 ft. (poor)

**Armor Class:** 21 (-1 size, +1 Dex, +1 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 ft./5 ft.

**Special Attacks:** Pounce, rake 1d6+2, spell-like abilities (darkvision 60 ft., low-light vision)

**Saves:** Fort +7, Ref +7, Will +8

**Abilities:** Str 19, Dex 12, Con 13, Int 8, Wis 19, Cha 19

**Skills:** Bluff +15, Concentration +12

**Diplomacy +8, Disguise +4 (+6 acting), Intimidate +13, Listen +12, 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)

This creature is larger than a horse and has a tawny lion body, great falcon wings, and a ram’s head.

These sphinxes are the female counterparts of androsphinxes.

Gynosphinxes often are willing to bargain for treasure or service. They constantly seek out new intellectual challenges—riddles, puzzles, and other such tests—delight them to no end. They find cynosphinxes and hieracosphinxes detestable.

**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.
Bake (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.

HIERACOSPHELX
Large Magical Beast
Hit Dice: 9d10+18 (67 hp)
Initiative: +2
Speed: 30 ft. (6 squares), fly 90 ft. (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+5) and 2 claws +8 melee (1d6+2)
Space/Reach: 10 ft./5 ft.
Special Attacks: Pounce, take 10+1
Special Qualities: Darkvision 60 ft., low-light 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, Cleave, Flyby Attack, Power Attack
Environment: Warm deserts
Organization: Solitary, pair, or flock (4–7)
Challenge Rating: 5
Treasure: None
Alignment: Always chaotic evil
Level Adjustment: +3 (cohort)

This creature is bigger than a horse and has a tawny lion body, great falcon wings, and the head of a falcon.

Of all the sphinxes, only these creatures are evil at heart. They are always male. They spend much of their time searching for a gynosphinx but are generally just as happy to maul someone.

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.

Bake (Ex): Attack bonus +13 melee, damage 1d6+2.
Skills: Hieracosphinxes have a +4 racial bonus on Spot checks.

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 ft./5 ft.
Special Attacks: Implant, poison
Special Qualities: Darkvision 60 ft., freedom of movement, low-light 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, Dodge
Environment: Temperate forests
Organization: Solitary
Challenge Rating: 5
Treasure: None
Alignment: Always neutral
Advancement: 5–12 HD (Huge)
Level Adjustment: —

This beast resembles an enormous, two-legged hornet with a pair of small forelimbs and huge bat wings.

A spider eater has a temperament that matches its nasty appearance. Nevertheless, these predators are valued as flying steeds. A company of bandits mounted on spider eaters is feared—indeed. The creature gets its name from its ability to shrug off webs and its habit of laying eggs in the paralyzed bodies of enormous creatures, often arachnids.

A spider eater is about 10 feet long and 4 feet high, and has a wingspan of about 20 feet. 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. Spider eaters do not like to give up their prey, and foes who harry them with spells or ranged attacks provoke a determined counterattack.

Implant (Ex): Female spider eaters lay their eggs inside paralyzed creatures of larger 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 3,800 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.

Large Magical Beast
Hit Dice 4d10+20 (42 hp)
Initiative: +1
Speed: 30 ft. (6 squares), fly 60 ft. (good)
Armor Class: 14 (–1 size, +1 Dex, +4 natural), touch 10, flat-footed 13
Base Attack/Grapple: +4/+13
Sprites are reclusive fey. They go out of their way to fight evil and ugliness and to protect their homelands. Legend claims that sprites die only through injury or disease.

**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.

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**GRIG**

**Tiny Fey**

**Hit Dice:** 1/2d6+1 (2 hp)

**Initiative:** +4

**Speed:** 20 ft. (4 squares), fly 40 ft. (poor)

**Armor Class:** 18 (+2 size, +4 Dex, +2 natural), touch 16, flat-footed 16

**Base Attack/Grapple:** +0/-11

**Attack:** Short sword +6 melee (1d3–19/20) or longbow +6 ranged (1d3–19/20)

**Full Attack:** Short sword +6 melee (1d3–19/20) or longbow +6 ranged (1d3–19/20)

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

**Special Attacks:** Spell-like abilities, fiddle

**Special Qualities:** Damage reduction 5/cold iron, low-light vision, spell resistance 12

**Saves:** Fort +1, Ref +6, Will +3

**Abilities:** Str 5, Dex 18, Con 13, Int 10, Wis 13, Cha 14

**Skills:** Craft: (any one) +4, Escape Artist +6, Hide +16, Jump +3, Listen +3, Move Silently +8, Perform (string instruments) +6, Search +2, Spot +3

**Feats:** Dodge, Weapon Finesse

**Environment:** Temperate forests

**Organization:** Gang (2–4), band (6–11), or tribe (20–80)

**Challenge Rating:** 1

**Treasure:** No coins; 50% goods; 50% items

**Alignment:** Always neutral

**Advancement:** 1–3 HD (Tiny)

**Level Adjustment:** +3

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This tiny being has a humanoid head, torso, and arms, with the wings, antennae, and legs of a cricket.

Grigs are mischievous and lighthearted. They have no fear of larger creatures and delight in playing tricks on them. Favorite pranks include stealing food, collapsing tents, and using ventriculous to make objects talk.

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:** 1/day—disguise self, entangle (DC 13), invisibility (self only), prestidigitation (DC 14), ventriloquism (DC 13). Caster level 9th. The save DCs are Charisma-based.

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**Eddle (Su):** One grig in each band carries a tiny, grig-sized fiddle. When the fiddler plays, any nonsprite within 10 feet of the instrument must succeed on a DC 12 Will save or be affected as though by Otto's irresistible dance for as long as the playing continues. The save DC is Charisma-based.

**Skills:** Grigs have a +8 racial bonus on Hide checks. They also have a +2 racial bonus on Move Silently checks in a forest setting.

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**NIXIE**

**Small Fey (Aquatic)**

**Hit Dice:** 1d6 (1 hp)

**Initiative:** +3

**Speed:** 20 ft. (4 squares), swim 30 ft.

**Armor Class:** 14 (+1 size, +3 Dex), touch 14, flat-footed 11

**Base Attack/Grapple:** +0/-6

**Attack:** Short sword +4 melee (1d4–19/20) or light crossbow +4 ranged (1d6/19–20)

**Full Attack:** Short sword +4 melee (1d4–19/20) or light crossbow +4 ranged (1d6/19–20)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Charm person

**Special Qualities:** Ambitious, damaging reduction 5/cold iron, low-light vision, spell resistance 16, water breathing, wild empathy

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

**Abilities:** Str 7, Dex 16, Con 11, Int 12, Wis 13, Cha 18

**Skills:** Bluff +8, Craft (any one) +5, Escape Artist +6, Handle Animal +8, Hide +17, Listen +6, Perform (sing) +7, Search +3, Sense Motive +5, Spot +6, Swim +6

**Feats:** Dodge, Weapon Finesse

**Environment:** Temperate aquatic

**Organization:** Gang (2–4), band (6–11), or tribe (20–80)

**Challenge Rating:** 1

**Treasure:** No coins; 50% goods (metal or stone only); 50% items (no scrolls)

**Alignment:** Always neutral

**Advancement:** 2–3 HD (Small)

**Level Adjustment:** +3

This being looks something like a small elf. It has green skin, webbed fingers and toes, pointed ears, and wide silver eyes.

Nixies are aquatic sprites who dwell in and protect pristine ponds and lakes. They are even more reclusive than most fey and tend to treat intruders with suspicion and hostility.

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 2 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 14th). Those affected must succeed on a DC 15 Will save or be charmed for 24 hours. Most charmed crea-
Pixies 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.

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**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.

**Spell-Like Abilities:** 1/day—lesser confusion (DC 14), dancing lights, detect damage, detect evil, detect magic, detect thoughts (DC 15), dispel magic, entangle (DC 14), permanent image (DC 19, visual and auditory elements only), polymorph (self only). Caster level 8th. The save DCs are Charisma-based.

One pixie in ten can use Otto's 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.

Strep: 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.

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**Pixies as Characters**

A pixie character exchanges its 1 HD of fey for its first class level, so a 1st-level pixie sorcerer has a d4 Hit Die, a +2 base attack bonus, the base save bonuses of a sorcerer, and the sorcerer's skill points and class skills.

Pixies possess the following racial traits.
- +4 Strength, +8 Dexterity, +6 Intelligence, +4 Wisdom, +6 Charisma.
- Small size. +1 bonus to Armor Class, +1 bonus on attack rolls, +4 bonus on Hide checks, +4 penalty on grapple checks, lifting and carrying limits 3/4 those of Medium characters.
- A pixie's base land speed is 20 feet. It also has a fly speed of 60 feet (good).
- Low-light vision.
- Skills: Pixies have a +2 racial bonus on Listen, Search, and Spot checks.

**Fettered Feats:**
- Racial Feats: A pixie receives Dodge as a bonus feat.
- +1 natural armor bonus.
- Special Attacks (see above): Spell-like abilities.
- Special Qualities (see above): Damage reduction 10/cold iron, greater invisibility, spell resistance equal to 15 + class levels.
- Favored Class: Sorcerer.
- Level adjustment +4 (+6 if the pixie can use Otto's irresistible dance).

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**STIRGE**

**Tiny Magical Beast**

**Hit Dice:** 1d10 (5 hp)

**Initiative:** +4

**Speed:** 10 ft. (2 squares), fly 30 ft. (average)

**Armor Class:** 15 (+2 size, +4 Dex), touch 10, flat-footed 12

**Base Attack/Grapple:** +1/— (11 when attached)

**Attack:** Touch +7 melee (attach)

**Full Attack:** Touch +7 melee (attach)

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

**Special Attacks:** Attack, blood drain

**Special Qualities:** Darkvision 60 ft., low-light vision
Stigies are blatlike creatures that feed on the blood of living beings. While just one poses little danger to most adventurers, multiple stigies can be a formidable threat. A stigie'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.

This nasty-looking creature seems to be a cross between a bat and a giant mosquito. It has membranous bat wings, a short furry body, eight jointed legs that end in sharp pincers, and a needlelike proboscis.

**COMBAT**

A stigie 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.

**Attack (Ex):** If a stigie hits with a touch attack, it uses its eight pincers to latch onto the opponent's body. An attached stigie is effectively grappling its prey. The stigie loses its Dexterity bonus to AC and has an AC of 12, but holds on with great tenacity. Stigies have a +12 racial bonus on grapple checks (already figured into the Base Attack/Grapple entry above).

An attached stigie can be struck with a weapon or grappled itself. To remove an attached stigie through grappling, the opponent must achieve a pin against the stigie.

**Blood Drain (Ex):** A stigie 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 stigie's appetite has been sated, the stigie detaches and seeks a new target.

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**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. While a single cloud of locusts might actually be hundreds of feet across, for game purposes a swarm is defined as a single creature with a space of 10 feet.—gigantic hordes of bats or locusts 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, hellharp 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 animal), 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 size, 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 (for example, a bat swarm can squeeze through a space that a Tiny creature could squeeze through).

**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 flaring 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 ft. (1 square), fly 40 ft. (good)

**Armor Class:** 16 (+4 size, +2 Dex), touch 14, flat-footed 12

**Base Attack/Grapple:** +2/

**Attack:** Swarm (1d6)

**Full Attack:** Swarm (1d6)

**Space/Reach:** 10 ft./0 ft.

**Special Attacks:** Distraction, wounding

**Special Qualities:** Blinddence 20 ft., 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, Lightning Reflexes

**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 whirring mass of quick darting shadows sweeps closer. Hundreds of high-pitched squeaks fill the air.

A bat swarm is a mass of small, fierce carnivorous bats with a thirst for the blood of any creature unfortunate enough to cross their path. A bat swarm is nocturnal, and is never found above ground in daylight.

### Combat

A bat swarm seeks to surround and attack any living-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 13 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.

**Blindsight (Ex):** A bat swarm notices and locates creatures within 20 feet. 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 blindsight is negated.

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**CENTIPEDE SWARM**

**Diminutive Vermin (Swarm)***

**Hit Dice:** 9d8—9 (31 hp)
**Initiative:** +4
**Speed:** 20 ft. (4 squares), climb 20 ft.
**Armor Class:** 18 (+4 size, +6 Dex), touch 18, flat-footed 14
**Base Attack/Grapple:** +6/—
**Attack:** Swarm (2d6 plus poison)
**Full Attack:** Swarm (2d6 plus poison)
**Space/Reach:** 10 ft./20 ft.
**Special Attacks:** Distraction, poison
**Special Qualities:** Darkvision 60 ft., immune to weapon damage, swarm traits, tremorsense 30 ft., 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
**Environment:** Underground
**Organization:** Solitary, tangle (2–4 swarms), or colony (7–12 swarms)
**Challenge Rating:** 4
**Treasure:** None
**Alignment:** Always lawful evil
**Advancement:** None
**Level Adjustment:** —

AListening, squirming mass of blue-black insects advances like a venomous army.

A centipede swarm is a crawling mass of voracious centipedes that can climb over obstacles to get at prey.

### 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.

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**HELLWASP SWARM**

**Diminutive Magical Beast (Extraplanar, Evil, Swarm)***

**Hit Dice:** 1d20+27 (93 hp)
**Initiative:** +10
**Speed:** 5 ft. (1 square), fly 40 ft.
**Armor Class:** 20 (+4 size, +6 Dex), touch 20, flat-footed 14
**Base Attack/Grapple:** +12/—
**Attack:** Swarm (3d6 plus poison)
**Full Attack:** Swarm (3d6 plus poison)
**Space/Reach:** 10 ft./10 ft.
**Special Attacks:** Distraction, inhabit, poison

**Special Qualities:** Damage reduction 10/magic, darkvision 60 ft., hive mind, immune to weapon damage, resistance to fire 10, low-light vision, swarm traits
**Saves:** Fort +10, Ref +14, Will +7
**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, Improved Initiative, Iron Will, Toughness
**Environment:** Bleak Eternity of Gehenna
**Organization:** Solitary, fright (2–4 swarms), or terror (5–8 swarms)
**Challenge Rating:** 8
**Treasure:** None
**Alignment:** Always lawful evil
**Advancement:** None
**Level Adjustment:** —

An angry buzz fills the air around a darting cloud of thousands of ruby-red insects.

Hellwasps are vicious, foul-tempered magical insects from the infernal planes. 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 insects 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 dead creature by clawing 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 hellswam swarm as well,
although the swarm’s resistances and immunities may negate
some or all of this damage...

If a hellswarm swarm inhabits a dead body, it can restore anima-
tion to the creature and control its movements, effectively trans-
forming it into a zombie of the appropriate size for as long as the
swarm remains inside. If a hellswarm 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 hellswarm quickly consumes a living victim, dealing
2d6 points of Constitution damage per hour they inhabit a body. A
body reduced to Constitution 0 is dead.

A hellswarm-inhabited creature is relatively easy to spot, since its
skin crawls with the forms of insects inside. The swarm is intelli-
gent 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 hellswarm 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 hellswarm swarm with at least 1 hit point
per Hit Die [or 12 hit points, for a standard hellswarm swarm] forms
a hive mind, giving it an Intelligence of 6. When a hellswarm 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 ft. (2 squares), fly 30 ft. (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 ft./0 ft.

**Special Attacks:** Distraction

**Special Qualities:** Darkvision 60 ft., 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, pack (2–7 swarms), or plague (11–20
swarms)

**Challenge Rating:** 3

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** None

**Level Adjustment:** —

A swirling, squeaking horde of feral rats surges closer, teeth glistening in
their slavering jaws.

A rat swarm is a mass of teeming, famished, disease-ridden rats. A
swarm is composed of individuals very much like the rat described
on page 278, but in such great numbers, rats can become implacable
hunters capable of killing a human with hundreds of bites. A
rat swarm sometimes can be found in the sewers and founda-
tions of human cities.

**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 locust swarm has a +4 racial bonus on Listen and Spot
checks.

**RAT SWARM**

**Tiny Animal (Swarm)**

**Hit Dice:** 4d8 (13 hp)

**Initiative:** +2

**Speed:** 15 ft. (3 squares), climb 15 ft.

**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 ft./0 ft.

**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 13, Con 10, Int 2, Wis 12, Cha 2

**Skills:** Balance +10, Climb +10, Hide +14, Listen +6, Spot +7,
Swim +10

**Feats:** Alertness, 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:** —

A whirring, cracking cloud of voracious, grasshopperlike insects flutters
closer, filling the air with a high-pitched buzz.

A locust swarm is a cloud of thousands of winged vermin that
devoirs any organic material in its path.

**Combat**

A locust swarm surrounds and attacks any living prey it encouters.
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.

**SPIDER SWARM**

**Diminutive Vermin (Swarm)**

**Hit Dice:** 2d8 (9 hp)

**Initiative:** +3

**Speed:** 20 ft. (4 squares), climb 20 ft.
Armor Class: 17 (+4 size, +3 Dex), touch 12, flat-footed 14

Base Attack/Grapple: +1/

Attack: Swarm (16d+ poison)

Full Attack: Swarm (16d+ poison)

Space/Reach: 10 ft./0 ft.

Special Attacks: Distraction, poison

Special Qualities: Darkvision, 50 feet, swarm traits, tremorsense 30 feet, vermin traits

Saves: Fort +3, Ref +3, Will +0

Abilities: Str 1, Dex 17, Con 10, Int —, Wis 10, Cha 2

Skills: Stealth +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

Level Adjustment: —

A horrid, scuttling army of hand-sized spiders scuttles forward.

A spider swarm is a scuttling horde of venomous spiders.

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 swarm adjacent to its position 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 1d1 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.

TARRASQUE

Colossal Magical Beast

Hit Dice: 4d8+10=59 (#58 hp)

Initiative: +7

Speed: 20 ft. (4 squares)

Armor Class: 35 (-5 size, +3 Dex, +30 natural), touch 5, flat-footed 32

Base Attack/Grapple: +8/+8

Attack: Bite +57 melee (4d6+17/18-20/x3)

Full Attack: Bite +57 melee (4d6+17/18-20/x3) and 2 horns +52 melee (1d10+8) and 2 claws +52 melee (1d12+8) and tail slap +52 melee (3d8+8)

Space/Reach: 30 ft./20 ft.

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 +20

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)


Environment: Any

Organization: Solitary

Challenge Rating: 20

Treasure: None

Alignment: Always neutral

Advancement: 49+ HD (Colossal)

Level Adjustment: —

The legendary tarrasque—fortunately, only one exists—is possibly the most dreaded monster of all (except for the largest dragons). None can predict where and when the creature will strike next.

The location of the tarrasque’s lair is a mystery, and the beast remains dormant much of the time. Its torpid slumber usually lasts 64+ months before it leaves its lair for a brief hunting foray lasting 1d3 days. Once every decade or so, the monster is particularly active, staying awake for 1d2 weeks. Thereafter, it slumbers for at least 46+ years unless disturbed.

When active, the tarrasque is a perfect engine of destruction. It rampages across the land, eating everything in its path, including plants, animals, humans, and even towns. Nothing is safe, and entire communities prefer to flee the ravaging tarrasques rather than face its power.

Many legends surround the tarrasque’s origins and purpose. Some hold it to be an abomination unleashed by ancient forgotten gods to punish all of nature, while others tell of a conspiracy between evil wizards or merciless elemental powers. These tales are mere speculation, however, and the creature’s true nature will probably remain a mystery. The tarrasque isn’t in the habit of explaining itself, and it rarely leaves any living witnesses in its wake.

The tarrasque is 70 feet long and 50 feet tall, and it weighs about 130 tons. It can’t speak.

The tarrasque can’t speak.
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.

Eighthice 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 in the following round.

Rush (Ex): Once per minute, the normally slow-moving tarrasque can move at a speed of 150 feet.

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 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 armlike 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 868 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.

Huge Plant
Hit Dice: 9d8+54 (94 hp)
Initiative: —
Speed: 20 ft. (4 squares)
Armor Class: 16 (—2 size, —1 Dex, +9 natural, touch 7, flat-footed 16)
Base Attack/Crunch: +6/+33
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 ft./15 ft.
Special Attacks: Improved grab, paralysis, swallow whole
Special Qualities: Low-light vision, plant traits, regeneration 10
Saves: Fort +12, Ref +2, Will +4
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, Iron Will, Power Attack, Stelathy

Environment: Temperate forests
Organization: Solitary
Challenge Rating: 6
Treasure: 1/10th coins, 50% goods, 50% items
Alignment: Always neutral
Adventures: 10–16 HD (Huge); 17–27 HD (Gargantuian)
Level Adjustment: —

This creature looks like a mound of vegetation supported by vines and branches. The mass has a huge opening filled with "teeth" of sharp branches and long thorns.

The tindriculus is a plant that may have been mutated by foul magic, or may have originated on another plane of existence—or possibly both of these theories are true.

A tindriculus can rear up to a height of 15 feet. It weighs about 3,500 pounds.

The tindriculus is best known for its ability to grow and regrow its vegetable body extremely rapidly. Whole new leaves and vines appear in just a few minutes. A tindriculus accomplishes this by consuming vast quantities of meat.

Animals and other plant creatures are unharmed by the presence of a tindriculus; 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 killock), a tindriculus 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 tindriculus 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 tindriculus 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 tendriculus 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 tendriculus'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 tendriculus'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 tendriculus'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 tendriculus. A tendriculus that loses part of its body mass can regrow it in 1d6 minutes. Holding the severed portion against the mass enables it to regrow instantly.

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**THOQUA**

Medium Elemental (Earth, Extraplanar), Fire

**Hit Dice:** 3d8+3 (16 hp).

**Initiative:** +1

**Speed:** 30 ft. (6 squares), burrow 20 ft.

**Armor Class:** 18 (+1 Dex, +7 natural), touch 11, flat-footed 17

**Base Attack/Crapple:** +2/+4

**Attacks:** Slam +4 melee (1d6+3 plus 2d6 fire)

**Full Attack:** Slam +4 melee (1d6+3 plus 2d6 fire)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Heat, burn

**SpecialQualities:** Darkvision 60 ft., elemental traits, immunity to fire, tremorsense 60 ft., vulnerability to cold

**Saves:** Fort +4, Ref +2, Will +2

**Abilities:** Str 15, Dex 13, Con 13, Int 6, Wis 12, Cha 10

**Skills:** Listen +5, Move Silently +3, Survival +3

**Feats:** Alertness, 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:** –

This creature has a sinuous body that is segmented like an earthworm's. The whole body glows with orange-white heat.

The thoqua is a wormlike monster with a body hot enough to melt solid rock. It has a choleric mood and a foul temper. Although native to the Elemental Plane of Fire, it is also known to inhabit the Elemental Plane of Earth.

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**COMBAT**

**A thoqua spends most of its time burrowing through rock looking for minerals to eat. It burrowing leaves behind a usable tunnel, albeit a small one, with blistering hot walls.**

**A thoqua is about 1 foot in diameter and 4 to 5 feet long. It weighs about 200 pounds.**

**When a thoqua 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 thoqua does not need to move 10 feet before attacking.)**

**Heat (Ex):** Merely touching or being touched by a thoqua automatically deals 2d6 fire damage.

**Burn (Ex):** When a thoqua 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 (see Catching on Fire, page 303 of the Dungeon Master's Guide).

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**TITAN**

**Huge Outsider (Chaotic, Extraplanar)**

**Hit Dice:** 20d8+280 (370 hp)

**Initiative:** +1

**Speed:** 40 ft. in half-plate armor (8 squares), base speed 60 ft.

**Armor Class:** 38 (–2 size, +19 natural, +11 +1 half-plate armor), touch 8, flat-footed 38

**Base Attack/Crapple:** +20/+44

**Attack:** Gargantuan +3 adamantine warhammer +37 melee (4d6+27/x3) or +3 javelin +22 ranged (2d6+19) or +3 blade +34 (1d8+16)

**Full Attack:** Gargantuan +3 adamantine warhammer +37/+32/+27/+22 melee (4d6+27/x3) or +3 javelin /x2 ranged (2d6+19) or +2 javelin +34 (1d8+16)

**Space/Reach:** 15 ft./15 ft.

**Special Attacks:** Oversized weapon, spell-like abilities

**Special Qualities:** Damage reduction 15/15/15, darkfire, vision, immunity to fire, tremorsense 60 ft., vulnerability to cold

**Saves:** Fort +26, Ref +13, Will +21

**Abilities:** Str 43, Dex 12, Con 39, Int 21, Wis 28 Cha 24

**Skills:** Balance +7, Bluff +15, Climb +22, Concentration +37, Craft (any one) +28, Diplomacy +11, Disguise +7 (+9 acting), Heal +28, Intimidate +32, Jump +38, Knowledge (any one) +32, 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, Power Attack, Quicken Spell-Like Ability (chain lightning)

**Environment:** Olympian Glades of Arborea

**Organization:** Solitary or pair

**Challenge Rating:** 21

**Treasure:** Double standard plus +4 half-plate armor and
Gargantuan +3 adamantine warhammer

**Alignment:** Always chaotic (any)

**Advancement:** 21–30 HD (Huge); 31–60 HD (Gargantuan)

**Level Adjustment:** —

This being looks like a giant-sized human of great physical strength and beauty. It carries an enormous warhammer. It seems very lively and self-assured.

Titans are statue-sized beings of heroic proportions. They have agile minds and powerful bodies. Many come from the plane of Arborea.

Titans favor heavy armor crafted in ancient designs. They wear rare and valuable jewelry and generally make themselves seem beautiful and overpowering.

Titans are wild and chaotic, masters of their own fates. They are closer to the workings of life than mere mortals and so reveal in existence. They are prone to more pronounced emotions than humans and can experience deity-like fits of rage. Many titans are powerful servants of good, but in ages past the race of titans rebelled against the deities themselves, and a number of titans turned to evil. An evil titan is an inadmissibly tyrant who often masters entire kingdoms of mortals.

A titan is about 25 feet tall and weighs about 14,000 pounds.

Titans speak Abyssal, Common, Celestial, Draconic, and Giant.

**COMBAT**

Titans can wreak havoc with their massive warhammers, which are sometimes referred to as “mauls of the titans.” In addition to their considerable battle prowess, titans possess great speed and considerable magical power.

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.

**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), polymorph (humanoid forms only, duration 1 hour); 3/day—echarmness, word of chaos (DC 22), summon nature, ally IX; 1/day—gate, mass meter 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—below curse (DC 21), deeper darkness, unholy blight (DC 21), 1/day—Blight (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 strikes 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 fire.

Round 2: Full attack against the disarmed opponent, and hurl chain lightning at other opponents.

Round 3: Back away from first opponent and use mass meter 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.

**TOJANIDAE**

This creature resembles a snapping turtle. It has a spindly-shaped shell made up of hexagonal plates and a narrow head with jaws that open horizontally rather than vertically. A seemingly random array of crablike claws and paddles sprout from openings at both ends of the creature's shell.

Tojanidas are omnivores from the Elemental Plane of Water. Though they seem clumsy and innocuous at first glance, they are nimble swimmers and capable fighters.

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
### Tojanida

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<td>+1</td>
<td>+1</td>
<td>+1</td>
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<td>10 ft. (2 squares), swim 90 ft</td>
<td>10 ft. (2 squares), swim 90 ft</td>
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<td><strong>Armor Class</strong></td>
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<td><strong>Attack</strong></td>
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<td>All-around vision, darkvision 60 ft., immunity to acid and cold, resistance to electricity 10 and fire 10</td>
<td>All-around vision, darkvision 60 ft., immunity to acid and cold, resistance to electricity 10 and fire 10</td>
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<td><strong>Saves</strong></td>
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<td><strong>Skills</strong></td>
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<td>Diplomacy +4, Escape Artist +11, Hide +11, Knowledge (the plates) +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)</td>
<td>Diplomacy +19, 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)</td>
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<td>Elemental Plane of Water</td>
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<td>8-14 HD (Medium)</td>
<td>16-24 HD (Large), 25-45 HD (Huge)</td>
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</tbody>
</table>

### Trenant

- **Type**: Huge Plant
- **Hit Dice**: 7d8+35 (66 hp)
- **Initiative**: +1
- **Speed**: 30 ft. (6 squares)
- **Armor Class**: 20 (+ size, +1 Dex, +14 natural), touch 7
- **Base Attack/Grapple**: +5/+22
- **Attack**: Slam +12 melee (2d6+9)
- **Full Attack**: 2 slams +12 melee (2d6+9)
- **Space/Reach**: 15 ft./15 ft.
**Triton**

**Medium Outsider (Native, Water)**

- **Hit Dice:** 3d8+3 (16 hp)
- **Initiative:** +0
- **Speed:** 5 ft. (square), swim 40 ft.
- **Armor Class:** 16 (+6 natural), touch 10, flat-footed 16
- **Base Attack/Cramp:** +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 ft./5 ft.

**Special Attacks:** Spell-like abilities

**Special Qualities:** Darkvision 60 ft.

**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 (+5 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

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This being is roughly human-sized. Its lower half ends in two finned legs, while its torso, head, and arms are human.

Tritons are thought to originate from the Elemental Plane of Water, but have migrated to the Material Plane for some unknown purpose. They are sea dwellers, preferring warm waters but able to tolerate colder depths.

A triton has silvery skin that fades into silver-blue scales on the lower half of its body. A triton’s hair is deep blue or blue-green.

Tritons form communities, either in great undersea castles built of rock, coral, and other natural materials or in finely sculpted caverns. A hunter-gatherer people, tritons take from the seas vast bounty only what they need to survive. They are naturally suspicious of surface dwellers and prefer not to deal with them if possible. However, tritons deal harshly with beings who intentionally invade their communities, capturing the intruders and setting them adrift without any possessions at least 10 miles from any shoreline, left “to the mercy of the sea.”

Tritons are the natural enemy of the cruel and evil sahuagin. The two cannot coexist peacefully: Wars between them are prolonged, bloody affairs that sometimes interfere with shipping and maritime trade.

A triton is about the same size and weight as a human.

Tritons speak Common and Aquan.

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**Special Attacks:**

- **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. Animate 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 livestock (caster level 12th). Animate 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.
COMBAT

Troglydotes are revolting lizard creatures as evil as the foulest of demons. They are very warlike and savor the taste of their enemies—especially humans.

Troglydotes are not especially intelligent, but their ferocity and natural cunning more than compensate for this deficiency. They often launch bloody raids against humanoid settlements or ambush caravans in warm climates. They guard their lairs aggressively, lashing out at anyone who comes too near.

A troglydot stands about 5 feet tall and weighs about 150 pounds.

Troglydotes speak Draconic.

COMBAT

Half a group of troglydotes 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 troglydote is angry or frightened, it secretes an oily musklike chemical that nearly every form of animal life finds offensive. All living creatures (except troglydotes) within 30 feet of a troglydote 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 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 troglydote 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.

TROGLYDOTE

Troglydote tribes are ruled by the largest and fiercest among them, with subchieftains who have distinguished themselves in battle. Trogs like to lair near humanoid settlements to prey on inhabitants and their livestock. They raid on moonless nights when their darkvision and coloration are most effective.

This reptilian creature looks somewhat humanoid. It is a little shorter than a human. It has spirally burrowed muscular arms and walks erect on its squat legs, trailing a long, slender tail. Its head is lizardlike and crowned with a plume that extends from the forehead to the base of the neck. Its eyes are black and beady.

TROGLYDOTE

Medium humanoid (reptilian)

Hit Dice: 2d8+4 (13 hp)

Initiative: +1

Speed: 30 ft. (6 squares)

Armor Class: 15 (+1 Dex, +6 natural), touch 9

Base Attack/Grapple: +1/+1

Atack: Club +1 melee (1d6), claw +1 melee (1d4) or javelin +1 ranged (1d6)

Full Attack: Club +1 melee (1d6) and claw –1 melee (1d4) or javelin +1 ranged (1d6)

Space/Reach: 5 ft./5 ft.

Special Attacks: Stench

Special Qualities: Darkvision 60 ft.

Saves: Fort +5, Ref +1, Will +2

Abilities: Str 10, Dex 9, Con 14, Int 8, Wis 10, Cha 10

Skills: Hide +5, Listen +3

Feats: Multiattack*, 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

This reptilian creature looks somewhat humanoid. It is a little shorter than a human. It has spirally burrowed muscular arms and walks erect on its squat legs, trailing a long, slender tail. Its head is lizardlike and crowned with a plume that extends from the forehead to the base of the neck. Its eyes are black and beady.
Troglydotes prize steel above all else. Though individuals usually have no wealth, a lair may contain valuable items casually discarded, pushed into corners, or mixed in with refuse. The lair is usually a large cave with smaller caves for the hatchlings and eggs. A lair has hatchlings equal to one-fifth the number of adults and eggs equal to one-tenth.

**Troglydote Characters**

Troglydote characters possess the following racial traits.

- **-2 Dexterity, +4 Constitution, -2 Intelligence**
- **Medium size.**
- **A troglydote's base land speed is 30 feet.**
- **Darkvision out to 90 feet.**
- **Racial Hit Dice:** A troglydote begins with two levels of humanoid, which provide 2d8 Hit Dice, a base attack bonus of +1, and base saving throw bonuses of Fort +3, Ref +0, and Will +0.
- **Racial Skills:** A troglydote humanoid levels give it skill points equal to 5 x (2 + Int modifier, minimum 1). Its class skills are Hide and Listen. Troglydotes have a +4 racial bonus on Hide checks (+8 in rocky or underground surroundings).
- **Racial Feats:** A troglydote humanoid levels give it one feat. A troglydote receives Multiattack as a bonus feat.
- **+6 natural armor bonus.**
- **Natural Weapons: 2 claws (1d4) and bite (1d4).**
- **Special Attacks (see above): Stench.**
- **Special Qualities:** Draconic, Bonus Languages: Common, Giant, Goblin, Orc.
- **Favored Class:** Cleric.
- **Level adjustment:** +2.

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**Troll**

This bipedal creature is about one and a half times as tall as a human but very thin. It has long and ungaudy arms and legs. The legs end in great, three-toed feet, the body is wide, powerful hands with sharpened claws. The hide is rubbery, and its hair is thick and red, and seems to weave with its own energy.

Trolls are horrid carnivores found in all climates, from arctic wastelands to tropical jungles. Most creatures avoid these beasts, who know no fear and attack unceasingly when hungry.

Trolls have ravenous appetites, devouring everything from grubs to bears and humanoids. They often lair near settlements and hunt the inhabitants until they devour every last one.

Trolls walk upright but hunched forward with sagging shoulders. Their hair 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 gray and gray, or putrid gray. The hair is usually greenish black or iron gray.

**Troll Speaker:**

**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+2 points of damage.

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**Troll Hunter, 6th-Level Ranger**

**Large Giant**

**Hit Dice:** 6d8+6d8+72 (130 hp)

**Initiative:** +1

**Speed:** 30 ft. (6 squares)

**Armor Class:** 21 (–1 size, +1 Dex, +6 natural, +5 +1 chain shirt),

**Base Attack/Grapple:** +10/+21

**Attack:** Claw +16 melee (1d6+7) or bite +11 melee (1d6+3) or claw +9 melee (1d6+6) or bite +4 melee (1d6+3)

**Full Attack:** 2 claws +16 melee (1d6+7) and bite +11 melee (1d6+3) or claw +9 melee (1d6+6) and bite +4 melee (1d6+3) or claw +17/+22 melee (2d6+6) or claw +12 melee (1d6+6) and bite +12 melee (1d6+6) or claw +18/+23 melee (2d6+6) or claw +17/+24 melee (2d6+24)

**Space/Reach:** 10 ft./10 ft.

**Special Attacks:** Rend 2d6+10, spells

**Special Qualities:** Darkvision 90 ft., favored enemy elves (+4), favored enemy humans (+2), low-light vision, regeneration 5, scent, wild empathy

**Saves:** Fort +16, Ref +8, Will +8

**Abilities:** Str 25, Dex 12, Con 22, Int 10, Wis 15, Cha 10

**Skills:** Listen +13, Spot +13, Knowledge (nature) +13, Knowledge (dungeoneering) +13, Move Silently +9, Search +6, Spot +13, Survival +11

**Feats:** Alertness, Cleave, Endurance, Improved Natural Armor, Improved Two-Weapon Fighting, Iron Will, Power Attack, Track, Two-Weapon Fighting

**Environment:** Cold mountains

**Organization:** Solitary or gang (2–4)

**Challenge Rating:** 11

**Treasure:** Standard

**Alignment:** Usually chaotic evil

**Advancement:** By character class

**Level Adjustment:** +5

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**Cold mountains**

**Organization:** Solitary

**Challenge Rating:** 11

**Treasure:** Standard

**Alignment:** Usually chaotic evil

**Advancement:** By character class

**Level Adjustment:** +5
**Troll**

- **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.


**Trolls as Characters**

Troll characters possess the following racial traits:

- +2 Strength, +4 Dexterity, +2 Constitution, +4 Intelligence (minimum 3), +2 Wisdom, +4 Charisma.
- 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 ft./10 ft.
- **A troll’s base land speed is 30 feet.**
- **Darkvision out to 60 feet and low-light vision.**
- **Racial Hit Dice:** A troll begins with six levels of giant, which provide 6d8 Hit Dice, a base attack bonus of +4, and base saving throw bonuses of Fort +5, Ref +2, and Will +2.
- **Racial Skills:** A troll’s giant levels give it skill points equal to 9 x (2 + Int modifier, minimum 1). Its class skills are Listen and Spot.
- **Racial Feats:** A troll’s giant levels give it three feats:
  - +5 natural armor bonus
  - Natural Weapons: Claw (1d6) and bite (1d6)
  - Special Attacks (see above): Rend, damage 2d6 +1/2 times Str modifier
  - Special Qualities: Regeneration 5, scent.
  - Automatic Languages: Giant. Bonus Languages: Common, Orc.
  - Favorited Class: Fighter.
  - Level adjustment +5.

**Umber Hulk**

This hulking, powerfully built creature looks something like a cross between a great ape and a beetle. The low, rounded head is dominated by a massive pair of mandibles and rows of triangular teeth. It has two big compound eyes like a beetle’s, with two smaller eyes like an ape’s in between. Armor plates cover virtually all of its chitinous body, whose scattered feelers resemble sparse hair.

Umber hulks are massive creatures that dwell deep beneath the earth. Ripping through rock as though it were light underbrush, they rampage continuously, leaving destruction in their wake.
**Umber Hulk**

Large Aberration

- **Hit Dice:** 8d8 + 35 (71 hp)
- **Initiative:** +1
- **Speed:** 20 ft. (4 squares), burrow 20 ft.
- **Armor Class:** 18 (+1 size, +1 Dex, +8 natural), touch 10, flat-footed 17
- **Base Attack/Grapple:** +6/+6
- **Attack:** Claw +11 melee (2d4+6)
- **Full Attack:** 2 claws +11 melee (2d4+6) and bite +9 melee (2d4+3)
- **Space/Reach:** 10 ft./10 ft.
- **Special Attacks:** Confusing gaze
- **Special Qualities:** Darkvision 60 ft., temorsense 60 ft.
- **Saves:** Fort +8, Ref +6, Will +6
- **Abilities:** Str 23, Dex 13, Con 19,
  Int 11, Wis 11, Cha 13
- **Skills:** Climb +12, Jump +5, Listen +11
- **Feats:** Great Fortitude, Multiattack, Toughness

**Environment:** Underground

**Organization:** Solitary or cluster (2–4)

**Challenge Rating:** 7

**Treasure:** Standard

**Alignment:** Usually chaotic evil

**Advancement:** 9–12 HD (Large); 13–24 HD (Huge)

**Level Adjustment:** —

An umber hulk stands roughly 8 feet tall and measures nearly 5 feet across, weighing about 800 pounds. An umber hulk can burrow through solid rock at a speed of 5 feet. It does not leave a usable tunnel unless it chooses to.

Umber hulks speak Terran.

**COMBAT**

An umber hulk can deliver blows powerful enough to crush almost any enemy. In addition, its mandibles are strong enough to bite through armor or exoskeletons with ease.

Despite its great bulk, an umber hulk is intelligent. When brute force won't overcome an enemy, it is more than capable of out-thinking those who assume it to be a stupid beast. Umber hulks often use their tunneling ability to create deadfalls and pits for the unwary.

**Confusing Gaze (Su):** Confusion as the spell, 30 feet, caster level 8th, Will DC 17 negates. The save DC is Charisma-based.

**TRULY HORDRID UMBER HULK**

Umber hulks have been known to grow to tremendous size and strength. The truly horrid umber hulk stands more than 16 feet in height and weighs about 8,000 pounds. Phenomenally powerful, the truly horrid umber hulk is a loner that is feared even by its own kind. It is occasionally found in the service of evil dragons or sorcerers, guarding their lairs.

The Will save DC is 22 against the truly horrid umber hulk's confusing gaze, due to its higher Hit Dice and Charisma score.

**UNICORN**

A unicorn has deep sea-blue, violet, brown, or fiery gold eyes. Males sport a white beard.

Unicorns mate for life, making their homes in open dells or glades in the forests they protect. Good and neutral travelers may pass freely through and even hunt for food in a unicorn's forest, but evil creatures do so at great risk. Likewise, a unicorn will attack any being it discovers killing for sport in its territory or damaging the forest maliciously.

Lone unicorns occasionally allow themselves to be tamed and ridden by good human or elven maidens of pure heart. Such a unicorn, if treated kindly, is the maiden's loyal steed and protector for life, even accompanying her beyond its forest.

A unicorn horn is renowned for its healing properties. Evil and unscrupulous beings sometimes hunt a unicorn for its horn, which can fetch up to 2,000 gp. for use in various healing potions and devices. Most good creatures refuse to traffic in such things.

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...
Unicorn

Large Magical Beast

Hit Dice: 4d10+20 (42 hp)

Initiative: +3

Speed: 60 ft. (12 squares)

Armor Class: 18 (–1 size, +3 Dex, +6 natural), touch 12, flat-footed 15

Base Attack/Grapple: +4/+13

Attack: Horn +11 melee (1d8+8)

Full Attack: Horn +11 melee (1d8+8) and 2 hooves +3 melee (1d4+2)

Space/Reach: 10 ft./5 ft.

Special Attacks:

Special Qualities: Darkvision 60 ft., magic circle against evil, spell-like abilities: immunity to poison, charm, and compulsion, low-light vision, scent, wild empathy

Saves: Fort +9, Ref +7, Will +6

Abilities: Str 20, Dex 17, Con 21, Int 10, Wis 21, Cha 24

Skills: Jump +21, Listen +11, Move Silently +9, Spot +11, Survival +8

Feats: Alertness, Skill Focus (Survival)

Environment: Temperate forests

Organization: Solitary, pair, or group (3–6)

Challenge Rating: 3

Treasure: None

Alignment: Always chaotic good

Advancement: 5–8 HD (Large)

Level Adjustment: +4 (cohort)

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

A celestial unicorn is a champion for good, the fierce enemy of evil beings that would destroy woodlands and their inhabitants. It is a dedicated follower of Ehlonna.

The celestial charger described here is an 8 HD celestial unicorn 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 Spells Prepared (6/6/6/6/4; save DC 18 + spell level): 0—detect, magic, detect poison (2), light, unseen servant (2); 1st—Bless (2), calm animals*, abjuration miss, 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, holy smite*, restoration.


Celestial Charger, 7th-Level Cleric

Large Magical Beast

Hit Dice: 8d10+7d8+75 (155 hp)

+4

Speed: 60 ft. (12 squares)

Armor Class: 24 (–1 size, +4 Dex, +6 natural, +5 bracers of armor +5), touch 13, flat-footed 20

Base Attack/Grapple: +13/+24

Attack: Horn +22 melee (1d8+10)

Full Attack: Horn +22 melee (1d8+10) and 2 hooves +14 melee (1d4+3)

Space/Reach: 10 ft./5 ft.

Turn undead 13/day, smite evil, spells:

Damage reduction 10/magic, darkvision 60 ft., 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

Fort +16, Ref +12, Will +15

Str 24, Dex 18, Con 20, Int 13, Wis 27, Cha 22

Concentration +11, Knowledge (nature) +9, Knowledge (religion) +8, Listen +15, Move Silently +12, Spellcraft +5, Spot +15, Survival +15 (+17 aboveground)

Alertness, Combat Casting, Extra Turning, Improved Turning, Run, Skill Focus (Survival)

Seven Mounting Heavens of Celestia

Soliary

13

None

Always chaotic good

By character class

+8 (cohort)

VAMPIRE

Forever anchored to their coffins and the unholy earth of their graves, these nocturnal predators scheme constantly to strengthen themselves and fill the world with their foul progeny.

Vampires appear just as they did in life, although their features are often hardened and ferocious. They are relentless predators and are very quick, strong, and agile.

Like liches, they often embrace filth and decay 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 language they knew in life.

SAMPLE VAMPIRE

This sinister-looking warrior has pale skin, haunting red eyes, and a ferocious, cruel countenance. He wears chain armor and holds a spiked chain in his clawed hands.

This example uses a 5th-level human fighter as the base creature.

Vampire, 5th-Level Human Fighter

Medium Undead (Augmented Humanoid)

Hit Dice: 5d12 (32 hp)

Initiative: +7

Speed: 30 ft. (6 squares)

Armor Class: 23 (+3 Dex, +6 natural, +4 masterwork chain shirt), touch 13, flat-footed 20

Base Attack/Grapple: +5/+11

Attack: Slam +11 melee (1d6+9 plus energy drain) or +1 spiked chain +13 melee (2d4+12) or masterwork shortbow +9 ranged (1d6/x3)

Full Attack: Slam +11 melee (1d6+9 plus energy drain) or +1 spiked chain +13 melee (2d4+12) or masterwork shortbow +9 ranged (1d6/x3)

VAMPIRE

Medium Undead (Augmented Humanoid)

Hit Dice: 3d12 (32 hp)

Initiative: +7

Speed: 30 ft. (6 squares)

Armor Class: 23 (+3 Dex, +6 natural, +4 masterwork chain shirt), touch 13, flat-footed 20

Base Attack/Grapple: +5/+11

Attack: Slam +11 melee (1d6+9 plus energy drain) or +1 spiked chain +13 melee (2d4+12) or masterwork shortbow +9 ranged (1d6/x3)

Full Attack: Slam +11 melee (1d6+9 plus energy drain) or +1 spiked chain +13 melee (2d4+12) or masterwork shortbow +9 ranged (1d6/x3)
VAMPIRE

Sample Elite VampiRe

This example uses a half-Elf 9th-level monk/4th-level shadowdancer as the base creature.

Elite Vampire, 13th-Level Half-Elf
Monk/Shadowdancer

Medium Undead (Augmented Humanoid)
Hit Dice: 13d12 (90 hp)
Initiative: +8
Speed: 60 ft. (12 squares)
Armor Class: 32 [+4 Dex, +6 natural, +6 Wis, +1 intrinsic, bonuses of armor +3, ring of protection +2], touch 23, flat-footed 32
Base Attack/Grapple: +9/+14

Attacks: Unarmed strike +14 melee (1d10+5 plus energy drain) or +2 keen kama +16 melee (1d6+7) or +1 frost sting +14 ranged (1d4+1 plus 1d6 cold)

Full Attack: Unarmed strike +14/+14/+9 melee (1d10+5 plus energy drain) or +2 keen kama +16/+16/+11 melee (1d6+7) or +1 frost sting +14 ranged (1d4+1 plus 1d6 cold)

Space/Reach: 5 ft. /5 ft.

Special Attacks: Blood drain, children of the night, create spawn, dominate, energy drain, flurry of blows, ki strike (magic), shadow illusion, summon shadow

Special Qualities: Alternate form, damage reduction 10/silver and magic, darkvision 60 ft., fast healing 5, gaseous form, half-Elf traits, hide in plain sight, improved evasion, parity of body, resistances to cold 10 and electricity 10, shadow jump 20 ft., slow fall 40 ft., spider climb, uncanny dodge (Dex bonus to AC), undead traits, vampire weaknesses, wholeness of body

Saves: Fort +7, Ref +16, Will +13

Abilities: Str 22, Dex 17, Con 16, Int 12, Wis 16, Cha 12

Skills: Bluff +9, Climb +10, Hide +10, Listen +17, Move Silently +10, Ride +11, Search +9, Sense Motive +14, Spot +17

Feats: Alertness, Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Improved Disarm, Lightning Reflexes, Mobility, Spring Attack, Stunning Fist

Environment: Temperate forests

Organization: Solitary

Challenge Rating: 15

Treasure: Double standard

Alignment: Always evil (any)

Advancement: By character class

Level Adjustment: +8

Combat

This vampire's unarmed strikes are treated as magic weapons for the purpose of overcoming damage reduction.

The DC is 13 for the Will save against this vampire's dominion ability and for the Fortitude save to remove a negative level caused by its energy drain.

Possessions: +1 spiked chain, masterwork chain shirt, potion of haste.

Ki Strike (Su): Deal damage to creatures with damage reduction using unarmed strike as though with a magic weapon.

Shadow Illusion (Sp): Create visual illusions from shadows as silent image once per day.

Summon Shadow (Sp): Summon one shadow companion, which cannot be turned, rebuked, or commanded by others. If the shadow is destroyed or dismissed, the shadowdancer must succeed on a DC 15 Fortitude save or lose 800 XP (400 XP on a successful save). A new shadow cannot be summoned for a year and a day.

Half-Elf Traits (Ex): Immunity to sleep spells and effects; +2 racial bonus on saves against enchantment spells or effects; low-light vision (can see twice as far as a human in low-light conditions); +1 racial bonus on Listen, Spot, and Search checks (already figured into the statistics given here); +2 racial bonus on Diplomacy and Gather Information checks.

Hide in Plain Sight (Su): Can use the Hide skill even while being observed as long as within 10 feet of the shadow.

Improved Evasion (Ex): If the vampire makes a successful Reflex saving throw against an attack that normally deals half damage on a failed save, she instead takes no damage. In addition, she takes only half damage on a failed save.
Purity of Body (Ex): Immunity to all diseases except for magical diseases such as mummy rot and lycanthropy.

Shadow Jump (Sp): Travel instantaneously between shadows as a dimension door spell, up to 20 feet per day.

Slow Fall (Ex): A monk within arm's reach of a wall takes damage as if the fall were 40 feet shorter than it actually is.

Still Mind (Ex): +2 bonus on saves against enchantment spells and effects.

Wholeness of Body (Su): Cure up to 18 hit points of her own wounds each day.

Possessions: +2 keen longsword, +1 longbow, +1 longspear, +1 ring of protection +2, bracers of armor +3, ring of Wisdom +4.

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: Select one base speed. 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 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 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 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.

### Size | Damage
---|---
Fine | 1d2
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, 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 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 1 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.

Dominate (Su): A vampire can crush an opponent's will just by looking into 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 be dominated by the vampire's influence as though by a dominate person spell (caster level 12th). The ability has a range of 30 feet.

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, page 253) 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 day.

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 drow as a standard action. This ability is similar to a polymorph spell cast by a 12th-level character, except that the vampire does not regain hit points for changing form and must choose from among the forms mentioned here. 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. It can remain in that form until it assumes another or until the next sunrise. (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 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 a spell (caster level 12th), 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.

True 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.
Vampire Characters

Vampires are always evil, which causes characters of certain classes to lose some class abilities, as noted in Chapter 3 of the Player's Handbook. 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.

Sorcerers and 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.

Vampire Spawn

Medium Undead
Hit Dice: 4d12+3 (29 hp)
Initiative: +6
Speed: 30 ft. (6 squares)
Armor Class: 15 (+2 Dex, +1 natural), touch 12, flat-footed 13
Base Attack/Grapple: +2/+5

Attack: Slam +5 melee (1d6+4 plus energy drain)
Full Attack: Slam +5 melee (1d6+4 plus energy drain)

Space/Reach: 5 ft./5 ft.

Special Attacks: Blood drain, domination, energy drain

Special Qualities: +2 turn resistance, damage reduction 5/silver, darkvision 60 ft., 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 *, Improved Initiative *, Lightning Reflexes *, Skill Focus (selected Craft or Profession skill), Toughness

Environment: Any
Organization: Solitary or pack (2–5)
Challenge Rating: 4
Treasure: Standard

Alignment: Always evil (any)

Advancement: —

Level Adjustment: —

This fear-looking creature, virtually dripping with evil. Its gory is noble-looking, though in a state of disrepair. Its dark red mouth is dominated by a pair of vicious-looking canine teeth.

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 at or near his eyes. This is similar to a gaze attack, except that the vampire must make 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 9th-level caster. The ability has a range of 30 feet. 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 Climb, 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.

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**VARGOUILLE**

**Small, Outsider (Evil, Extraplanar)**

**Hit Dice:** 1d8+1 (5 hp)

**Initiative:** +1

**Speed:** Fly 30 ft. (good) (6 squares)

**Armor Class:** 12 (+1 size, +1 Dex), touch 11, flat-footed 11

**Base Attack/Grapple:** +1/+3

**Attack:** Bite +3 melee (1d4 plus poison)

**Full Attack:** Bite +3 melee (1d4 plus poison)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Shriek, kiss, poison

**Special Qualities:** Darkvision 60 ft.

**Saves:** Fort +3, Ref +3, Will +3

**Abilities:** Str 10, Dex 13, Con 12, Int 5, Wis 12, Cha 8

**Skills:** Hide +5, Intimidate +3, Listen +5, Move Silently +5, Spot +5

**Feats:** Weapon Finesse

**Environment:** Tartarian Depths of Carceri

**Organization:** Cluster (2-5) or mob (6-11)

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**Challenge Rating:** 2

**Treasure:** None

**Alignment:** Always neutral evil

**Advancement:** 2-3 HD (Small)

**Level Adjustment:** —

This creature looks like a hideous, distorted human head suspended from leathery wings. It is cloaked in writhing tendrils, and its eyes burn with a menacing green flame.

These revolting creatures come into the world from the deepest pits of the plane of Carceri. They haunt graveyards, ruins, and other places of death and decay. 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 wight’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 +4 racial bonus.

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**WIGHT**

*Medium Undead*

**Hit Dice:** 4d12 (25 hp)

**Initiative:** +1

**Speed:** 30 ft. (6 squares)

**Armor Class:** 15 (+1 Dex, +4 natural), touch 11

**Base Attack/Grapple:** +2/+3

**Attack:** Slam +3 melee (1d4+1 plus energy drain)

**Full Attack:** Slam +3 melee (1d4+1 plus energy drain)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Create spawn, energy drain

**Special Qualities:** Darkvision 60 ft., undead traits

**Saves:** Fort +5, Ref +2, Will +5

**Abilities:** Str 12, Dex 12, Con —, Int 11, Wis 13, Cha 15

**Skills:** Hide +8, Listen +7, Move Silently +6, Spot +7

**Feats:** Alertness, Blind-Fight

**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:** —

---

This creature resembles a human corpse. Its wild, frantic eyes burn with malevolence. The leather, desiccated flesh is drawn tight across its bones, and the teeth have grown into sharp, jagged needles.

Wights are undead creatures given a semblance of life through sheer violence and hatred. A wight’s appearance is a weird and twisted reflection of the form it had in life.

Wights lurk in barrow-mounds, catacombs, and other places thick with the aura of death, where they nurture their hatred. They seek to destroy all life, filling graveyards with their victims and populating the world with their horrid progeny.

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 Constitution-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:** 1d8 (40 hp)

**Initiative:** +3

**Speed:** Fly 30 ft. (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 ft./5 ft.

**Special Qualities:** Darkvision 60 ft., 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

**Feats:** Alertness, Blind-Fight, Dodge, Improved Initiative, Weapon Finesse

**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:** —

---

This creature seems to be nothing but a faintly glowing sphere of light.

Will-o’-wisp are evil creatures that feed on the powerful emotions associated with panic, horror, and death. They delight in luring travelers into deadly peril, then absorbing the resulting emotions.

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 ft. (10 squares)

**Armor Class:** 15 (-1 size, +1 Dex, +5 natural), touch 10, flat-footed 14

**Base Attack/Grapple:** +6/+14

** Attacks:** Bite +7 melee (1d6+6 plus 1d6 cold)

**Full Attack:** Bite +9 melee (1d8+6 plus 1d6 cold)

**Space/Reach:** 10 ft./5 ft.

**Special Attacks:** Breath weapon, freezing bite, trip

**Special Qualities:** Darkvision 60 ft., 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 +18, Listen +6, Move Silently +7, Spot +6, Survival +11

**Feats:** Alertness, Improved Initiative, Track

**Environment:** Cold forest

**Organization:** Solitary, pair, or pack (3-5)

**Challenge Rating:** 2

**Treasure:** 1/10 coins; 50% goods; 50% items

**Alignment:** Usually neutral evil

**Level Adjustment:** +3 (cohort)

---

This creature looks like a white wolf with icy blue eyes. It stands as tall as a horse, and its breath smokes with cold.

Dangerous predators of the tundra and other chill regions, winter wolves pursue prey relentlessly. They rarely give up the chase until they bring down their quarry.

Winter wolves are more intelligent than their smaller cousins and sometimes associate with other evil creatures of their cold homelands, such as frost giants, whom they serve as scouts, hunters, and trackers.

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.

---

**WORG**

**Medium Magical Beast**

**Hit Dice:** 4d10+8 (30 hp)

**Initiative:** +2

**Speed:** 50 ft. (10 squares)

**Armor Class:** 14 (+2 Dex, +2 natural), touch 12, flat-footed 12

**Base Attack/Grapple:** +4/+0

**Attacks:** Bite +2 melee (1d6+4)

**Full Attack:** Bite +4 melee (1d8+4)

**Space/Reach:** 10 ft./10 ft.

**Special Attacks:** Trip

**Special Qualities:** Darkvision 60 ft., 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 +1, Listen +4, Move Silently +6, Spot +6, Survival +2

---

**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 +1 racial bonus on Survival checks when tracking by scent.
**Feats:** Alertness, 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)

This beast looks like a dark-colored wolf with a malevolent intelligence in its face and eyes.

Worgs are sinister wolves that have attained some intelligence and an evil disposition. They sometimes associate with other evil beings, particularly goblins, whom they serve as mounts and guardians.

Worgs usually live and hunt in packs. Their favored prey is large herbivores. Although they typically stalk and kill young, sick, or weak animals, they don’t hesitate to hunt humanoids, particularly when game is scarce. Worgs may stalk humanoid prey for hours or even days before attacking, and choose the most advantageous terrain and time of day to do so (during the predawn hours, for example).

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.*

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**Wraith**

This creature is a sinister, spectral figure reborn in darkness. It has no visible features or appendages, except for the glowing red pinpoints of its eyes.

Wraiths are incorporeal creatures born of evil and darkness. They despise all living things, as well as the light that nurtures them.

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**

Both the wraith and the dread wraith share the following abilities:

- **Unnatural Aura (Su):** Animals, whether wild or domesticated, can sense the unnatural presence of a wraith at a distance of 30 feet. 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.

**WRAITH**

Close combat with a wraith is dangerous, thanks to its deadly touch.

**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 subsequent successful attack, the wraith gains 5 temporary hit points.

**Create Spawn (Su):** A wraith becomes a wraith in 1d4 rounds. Its body remains intact and animate, but its spirit is torn from its corpse and transformed. Spawns 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 live 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.

**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 animate, but its spirit is torn free from its corpse and transformed. Spawns 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.

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<table>
<thead>
<tr>
<th>Wraith</th>
<th>Dread Wraith</th>
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<tbody>
<tr>
<td><strong>Hit Dice:</strong></td>
<td>Medium Undead (Incorporeal)</td>
</tr>
<tr>
<td>5d12 (32 hp)</td>
<td>6d12 (104 hp)</td>
</tr>
<tr>
<td><strong>Initiative:</strong></td>
<td>13</td>
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<tr>
<td><strong>Speed:</strong></td>
<td>Fly 60 ft. (good) (12 squares)</td>
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<tr>
<td><strong>Armor Class:</strong></td>
<td>15 (+3 Dex, +2 deflection)</td>
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<tr>
<td><strong>Base Attack/Grapple:</strong></td>
<td>+2</td>
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**Attack:**
- Incorporeal touch +5 melee (1d4 plus 1d6 Constitution drain)

**Full Attack:**
- Incorporeal touch +5 melee (1d4 plus 1d6 Constitution drain)

**Space/Reach:**
- 5 ft./10 ft.

**Special Attacks:**
- Constitution drain, create spawn

**Special Qualities:**
- Darkvision 60 ft., dayight powerlessness, incorporeal traits, +2 turn resistance, undead traits, unnatural aura

**Saves:**
- Fort +1, Ref +4, Will +6

**Abilities:**
- Str —, Dex 16, Con —, Int 14, Wis 14, Cha 15

**Skills:**
- Diplomacy +6, Hide +11, Intimidate +10, Listen +12, Search +10, Sense Motive +8, Spot +12, Survival +2 (+4 following tracks)

**Feats:**
- Alertness, Blind-Fight, Combat Reflexes, Improved Initiative

**Environment:**
- Any

**Organization:**
- Solitary, gang (2—5), or pack (6—11)

**Challenge Rating:**
- 5

**Treasure:**
- None

**Alignment:**
- Always lawfull evil

**Advancement:**
- 6—10 HD (Medium) 17—32 HD (Large)

**Level Adjustment:**
- —
Large Dragon
Hit Dice: 3d12+14 (59 hp).
Initiative: +7
Speed: 20 ft. (4 squares), fly 60 ft. (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+4 plus poison) or talon +10 melee (2d6+4) or bite +10 melee (2d6+4)
Full Attack:
Sting +10 melee (1d6+4 plus poison) and bite +10 melee (2d8+4) and
2 wings +8 melee (1d8+2) and 2 talons +8 melee (2d6+4)
Space/Reach: 10 ft./5 ft.
Special Attacks: Poison, improved grab
Special Qualities: Darkvision 60 ft., immunity to sleep 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
Environment: Warm hills
Organization: Solitary, pair, or flight (3–6)
Challenge Rating: 8
Treasure: Standard
Level Adjustment:

This two-legged lizard is bigger than an ogre. It has a long tail tipped with a thick knot of barbels from which a stinger protrudes much like that of a scorpion. It has leathery bat wings and huge jaws filled with long, sharp teeth.

A distant cousin to the true dragons, the wyvern is a huge flying lizard with a poisonous stinger in its tail.

A wyvern does not have a strong odor, although its lair might smell of a recent kill.

A wyvern’s body is 15 feet long, and dark brown to gray; half that length is tail. Its wingspan is about 20 feet. A wyvern weighs about one ton.

Wyverns speak Draconic, but usually don’t bother with anything more elaborate than a loud hiss or a deep-throated growl much like that of a bull alligator.

Wyvern

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.

Medium Outsider (Extraplanar)

Hit Dice: 5d8+10 (32 hp)
Initiative: +7
Speed: 40 ft. (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 (1d6+2) or longbow +8 ranged (1d8/3)

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 +8 ranged (1d8/3)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Implant, improved grab, paralysis

**Special Qualities:** Darkvision 60 ft., 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, Multiweapon Fighting
**Xorn**

This bizarre creature has a wide body made of a pebbly, stone-like material. It has a large, powerful mouth on top of its head, with three long, sharp tusks, symmetrically positioned around it. Between the tusks are large, stone-embedded eyes that see in all directions. At its base are three thick, short legs, each directly beneath an eye.

Xorns are scavengers from the Elemental Plane of Earth. Minor xorns are about 3 feet tall and wide and weigh about 120 pounds. Average xorns are about 5 feet tall and weigh about 600 pounds. Elder xorns are about 8 feet tall and wide and weigh about 5,000 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. Xorns 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):** Xorns' 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 new 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.

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**Yeth Hound**

Medium Outsider (Extraplanar, Evil)

Hit Dice: 3d8+6 (19 hp)

Initiative: +6

Speed: 40 ft. (8 squares), fly 60 ft. (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 ft./5 ft.

Special Attacks: Bay, trip

Special Qualities: Damage reduction 10/silver, darkvision 60 ft., flight, scent

Saves: Fort +6, Ref +5, Will +5

Abilities: Str 17, Dex 15, Con 13, Int 6, Wis 14, Cha 10

Skills: Listen +11, Spot +11, Search +7, Survival +11 (+13 following tracks)

Feats: Improved Initiative, Track

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**Xill Characters**

A gang of xills is often led by a cleric. A xill cleric has access to two of the following domains: Evil, Law, Strength, or Travel.

**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

This quasi-reptilian creature has four arms, bright red scales, and dark, penetrating eyes. It is not quite as tall as a human.

Malevolent in the extreme, xills are known for brutality and totalitarianism. They combine a healthy dose of evil with a keen love of cruelty.

Some xills are barbaric and fierce; others are more civilized creatures who rely on brute force.

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 xills 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 plane walk ability. They make full use of their Tumble skill in combat. Usually, one or two xills 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 kills 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.

**Plane Walk (Su):** These planet 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 only 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 plane walk with a willing or helpless creature.

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### Minor Xorn
**Small Outsider**
*(Extraplanar, Earth)*
- **Hit Dice:** 3d8+5 (22 hp)
- **Initiative:** +0
- **Speed:** 20 ft. (4 squares), burrow 20 ft.
- **Armor Class:** 23 (+1 size, +12 natural)
- **Attacks:** Bite +6 melee (2d8+2)
- **Full Attack:** Bite +6 melee (2d8+2) and 3 claws +4 melee (1d3+1)
- **Space/Reach:** 5 ft. / 5 ft.
- **Special Qualities:** All-around vision, earth glide, damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold and fire, resistance to electricity 10, tremorsense 60 ft.
- **Saves:** Fort +5, Ref +3, Will +3
- **Abilities:** Str 15, Dex 10, Con 15, 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 (+4 following tracks or underground)
- **Feats:** Multitask, Toughness
- **Environment:** Elemental Plane of Earth
- **Organization:** Solitary, pair, or cluster (3–5)
- **Challenge Rating:** 3
- **Treasure:** None
- ** Alignment:** Usually neutral
- **Advancement:** 4–6 HD (Small)

### Average Xorn
**Medium Outsider**
*(Extraplanar, Earth)*
- **Hit Dice:** 7d8+17 (48 hp)
- **Initiative:** +0
- **Speed:** 20 ft. (4 squares), burrow 20 ft.
- **Armor Class:** 24 (+14 natural)
- **Attacks:** Bite +10 melee (4d8+3)
- **Full Attack:** Bite +10 melee (4d8+3) and 3 claws +8 melee (1d4+1)
- **Space/Reach:** 5 ft. / 5 ft.
- **Special Qualities:** All-around vision, earth glide, damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold and fire, resistance to electricity 10, tremorsense 60 ft.
- **Saves:** Fort +7, Ref +5, Will +5
- **Abilities:** Str 17, Dex 10, Con 15, Int 10, Wis 11, Cha 10
- **Skills:** Hide +10, Intimidate +10, Knowledge (dungeoneering) +10, Listen +10, Move Silently +10, Search +10, Spot +10, Survival +10 (+12 following tracks or underground)
- **Feats:** Multiattack, Cleave², Improved Bull Rush, Multiattack, Power Attack, Toughness
- **Environment:** Elemental Plane of Earth
- **Organization:** Solitary, pair, or cluster (3–5)
- **Challenge Rating:** 6
- **Treasure:** None
- ** Alignment:** Usually neutral
- **Advancement:** 8–14 HD (Medium)

### Elder Xorn
**Large Outsider**
*(Extraplanar, Earth)*
- **Hit Dice:** 15d8+63 (130 hp)
- **Initiative:** +0
- **Speed:** 20 ft. (4 squares), burrow 20 ft.
- **Armor Class:** 25 (+1 size, +16 natural)
- **Attacks:** Bite +21 melee (4d8+7)
- **Full Attack:** Bite +21 melee (4d8+7) and 3 claws +19 melee (1d6+3)
- **Space/Reach:** 10 ft. / 10 ft.
- **Special Qualities:** All-around vision, earth glide, damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold and fire, resistance to electricity 10, tremorsense 60 ft.
- **Saves:** Fort +13, Ref +9, Will +9
- **Abilities:** Str 25, Dex 10, Con 19, Int 10, Wis 11, Cha 10
- **Skills:** Hide +14, Intimidate +10, Knowledge (dungeoneering) +18, Listen +18, Move Silently +18, Search +22, Spot +22, Survival +18 (+20 following tracks or underground)
- **Feats:** Awesome Blow, Cleave², Great
- **Environment:** Elemental Plane of Earth
- **Organization:** Solitary, pair, or party (6–11)
- **Challenge Rating:** 8
- **Treasure:** None
- ** Alignment:** Usually neutral
- **Advancement:** 16–21 HD (Large); 22–45 HD (Huge)

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**Yeth Hound**

*This creature looks something like an oversized greyhound with dull black fur. Its eyes glow cherry red.*

*These fearsome flying hounds glide low over the countryside at night, seeking likely prey. 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.
Yrthak

Yrthaks are crafty and devious. They are omnivorous but prefer meat. An yrthak keeps a nest high in its isolated mountain lair and may travel for days in search of food, returning only infrequently. Yrthaks are sometimes seen swooping 100 feet or more above the ground, attempting to sense prey.

A yrthak is about 20 feet long, with a wingspan of 40 feet. 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 (eventually landing to devour the flattened mess).

**Sonic Lance (Su):** Once every 2 rounds, a yrthak can focus sonic energy in a ray up to 60 feet long. This is a ranged touch attack that deals 1d6 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 feet. 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.

**Yuan-Ti**

The yuan-ti are descended from humans whose bloodlines have been mingled with those of snakes. Their evilness, cunning, and ruthlessness are legendary.

Yuan-ti are constantly scheme to advance their own dark agendas. They are calculating and suave enough to form alliances with other evil creatures when necessary, but they always put their own interests first.

All yuan-ti possess some snake-like features, and many have snake-like parts:

- Yuan-ti speak their own language, plus Common, Draconic, and Abyssal.

**COMBAT**

Yuan-ti are geniuses and fight as such. They plan elaborate traps and utilize their surroundings superbly in combat, preferring
ambushes to direct confrontation. They also prefer ranged attacks and spells to melee.
In a mixed group, the least valuable and powerful attack first. This means that the purebloods go before the halfbloods, which go before the abominations. The group leader may order particular members forward before others if that makes for better strategy.

*Alternate Form (Sp):* All yuan-ti can assume the form of a Tiny to Large viper (see the Snake entry, page 280) as a psionic ability. This ability is similar to a polymorph spell (caster level 19th), but a yuan-ti does not regain any hit points for changing form, and it can only assume viper forms. The yuan-ti loses its natural weapons (if any) and gains the natural weapon of the viper form it assumes. If the yuan-ti has a poisonous bite of its own, it uses its own or the viper's poison, whichever is more potent.

*Detect Poison (Sp):* All yuan-ti have the psionic ability to detect poison as the spell (caster level 5th).

**Yuan-Ti Characters**
The favored class for yuan-ti purebloods and halfbloods is ranger. Yuan-ti abominations favor the warlock class. Yuan-ti clerics worship Merrshaulk. A yuan-ti cleric has access to two of the following domains: Chaos, Evil, Destruction, or Plant.

**Yuan-Ti Society**
The yuan-ti are devout worshipers of evil. They also hold all reptiles in high esteem. The center of yuan-ti life is the temple, and their rituals often involve bloody sacrifices. They tend toward isolated, old ruins, but have been known to build even under human cities. Yuan-ti are always secretive about the location of a city or temple. Their architecture favors curves, with walls and poles replacing stairs.

The abominations rule over the yuan-ti and are the temple leaders, with the high priest above all. Purebloods take care of all outside negotiations, always pretending to be human.

The chief deity of the yuan-ti is Merrshaulk, who prompted and directed the formation of the line.

**Yuan-Ti Pureblood**

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**Medium Monstrous Humanoid**

**Hit Dice:** 4d8 (18 hp)

**Initiative:** +5

**Speed:** 30 ft. (6 squares)

**Armor Class:** 17 (+1 Dex, +1 natural, +3 masterwork studded leather, +2 masterwork heavy shield, touch 11, flat-footed 16)

**Base Attack/Grapple:** +4/+4

**Attack:** Masterwork scimitar +5 melee (1d6/18–20) or masterwork longbow +6 ranged (1d8/×3)

**Full Attack:** Masterwork scimitar +5 melee (1d6/18–20) or masterwork longbow +6 ranged (1d8/×3)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Spell-like abilities

**Special Qualities:** Alternate form, darkvision 60 ft., detect poison, spell resistance 14

**Saves:** Fort +1, Ref +5, Will +4

**Abilities:** Str 11, Dex 13, Con 11, Int 12, Wis 10, Cha 12

**Skills:** Concentration +7, Disable Device +4, Hide +3, Knowledge (any one) +5, Listen +4, Spot +4

**Feats:** Alertness, Blind-Fight, Dodge, Improved Initiative

**Environment:** Warm forests

**Organization:** Solitary, pair, gang (3–4), troop (2–13 purebloods, 2–5 halfbloods, and 2–4 abominations), or tribe (20–160 purebloods, 10–80 halfbloods, and 10–40 abominations)

**Challenge Rating:** 3

**Treasure:** Double standard

**Alignment:** Usually chaotic evil

**Advancement:** By character class

**Level Adjustment:** +2

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This being looks much like a slim-hipped, slight human with sharp features and unblinking eyes. A closer look, however, reveals a forked tongue, pointed teeth, and scaly patches on the neck and limbs.

Yuan-ti purebloods appear human at first glance, with only very subtle snake-like features.

A pureblood is about the same height and weight as a human.

**Combat**

Purebloods are the least intelligent of the yuan-ti, though they still pride themselves on being more intelligent than humans. Purebloods often disguise themselves as humans and work among them as spies for their abomination masters.

**Spell-Like Abilities:**

- 1/day—animal command (DC 13), cause fear (DC 12), charm person (DC 12), darkness, entangle (DC 12), caster level 4th. The save DCs are Charisma-based.

**Skills:** A pureblood gains a +5 racial bonus on Disable Device checks when impersonating a human.

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Yuan-Ti Purebloods as Characters

Yuan-ti pureblood characters possess the following racial traits.

- +2 Dexterity, +2 Intelligence, +2 Charisma.
- Medium size.
- A yuan-ti pureblood's base land speed is 30 feet.
- Darkvision out to 60 feet.
- Racial Hit Dice: A yuan-ti pureblood begins with four levels of monstrous humanoid, which provide 4d8 Hit Dice, a base attack bonus of +4, and base saving throw bonuses of Fort +1, Ref +4, and Will +4.

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—Racial Skills: Yuan-ti pureblood’s monstrous humanoid levels give it skill points equal to 7 × (2 + Int modifier). Its class skills are Concentration, Disguise, Hide, Knowledge (any), Listen, and Spot.

—Racial Feats: Yuan-ti pureblood’s monstrous humanoid levels give it two feats. Yuan-ti purebloods receive Alertness and Blind-Fight as bonus feats.

—+1 natural armor bonus.

—Special Attacks (see above): Spell-like abilities.

—Special Qualities (see above): Alternate form, detect poison, spell resistance equal to class levels + 14.


—Favored Class: Ranger.

—Level adjustment +2.

YUAN-TI HALF-BLOOD

Medium Monstrous Humanoid

Hit Dice: 7d8+7 (38 hp)

Initiative: +5

Speed: 30 ft. (6 squares)

Armor Class: 20 (+1 Dex, +4 natural, +3 masterwork studded leather, +2 masterwork heavy shield), touch 11, flat-footed 19

Base Attack/Grapple: +7/+0

Attack: Masterwork scimitar +10 melee (1d6+2/18–20) or masterwork composite longbow (+2 Str bonus) +9 ranged (1d8+2/x3)

Full Attack: Masterwork scimitar +10/+5 melee (1d6+2/18–20) and bite +6 melee (1d6+1 plus poison), or masterwork composite longbow (+2 Str bonus) +9/+4 ranged (1d8+2/x3)

Space/Reach: 5 ft./5 ft.

Special Attacks: Poison, produce acid, spell-like abilities

Special Qualities: Alternate form, chameleon power, darkvision, 60 ft., detect poison, scent, spell resistance 16

Saves: Fort +3, Ref +4, Will +9

Abilities: Str 15, Dex 13, Con 13, Int 18, Wis 18, Cha 16

Skills: Concentration +11, Craft or Knowledge (any two) +14, Hide +10, Listen +16, Spot +16

Feats: Alertness, Blind-Fight, Combat Expertise, Dodge, Improved Initiative

Environment: Warm forests

Organization: Solitary, pair, gang (3–4), troupe (2–13 purebloods, 2–5 halfbloods, and 2–4 abominations), or tribe (20–160 purebloods, 10–80 halfbloods, and 10–40 abominations)

Challenge Rating: 5

Treasure: Double standard

Alignment: Usually chaotic evil

Advancement: By character class

Level Adjustment: +5

This being has the body of a lithe human with sharp features and unblinking eyes. Its skin is covered with gleaming scales, and a serpent’s head, complete with long fangs and forked tongue, rises from its shoulders.

Like purebloods, yuan-ti halfbloods appear mostly human, but they always have obvious snake features. The snake-like features of a halfblood may reflect any of a variety of venomous snakes, so a halfblood may have a cobra’s hood or a diamondback’s distinctive scale pattern. These features are usually consistent within a single troupe of yuan-ti, and often mark a troupe’s status within a tribe.

A halfblood is about the same height and weight as a human.

Combat

Halfbloods typically hang back out of melee while any purebloods accompanying them wade in, using their chameleon power to hide while softening up opponents with their spell-like abilities. If they

purebloods all fall, the halfbloods wade into melee in their stead.

Poison (Ex): Injury, Fortitude DC 14, initial and secondary damage 1d6 Con. The save DC is Constitution based.

Produce Acid (Sp): A yuan-ti halfblood has the psionic power to exude acid from its body, dealing 3d6 points of acid damage to the next creature it touches, including a creature hit by its bite attack. If the yuan-ti is grappling or pinning a foe when it uses this power, its grasp deals 5d6 points of acid damage. The acid becomes inert when it leaves the yuan-ti’s body, and the yuan-ti is immune to its effects.

Spell-Like Abilities: 3/day—animal trance (DC 15), cause fear (DC 14), mutoxik, mutoxik (DC 14); 1/day—deep dark, neutralize poison (DC 15), suggestion (DC 16). Caster level 8th. The save DCs are Charisma-based.

Chameleon Power (Sp): A yuan-ti halfblood can psionically change the coloration of its own body and its equipment to match its surroundings, granting it a +10 circumstance bonus on Hide checks.

Skills: yuan-ti halfbloods using chameleon power gain a +10 circumstance bonus on Hide checks.

Halfblood Variants

The statistics above reflect the most common form of a yuan-ti halfblood, with the head and scaly skin of a serpent but otherwise human features. The curse of the yuan-ti produces a wide variety of halfbloods, however, manifesting their serpentine nature in different ways. To generate a random yuan-ti halfblood, roll 1% and consult the following table.

d% Halfblood Variety

1%–4% As described above

41%–60% Human head, but arms are snakes (two bite attacks instead of one, damage 1d4+2 plus poison)

61%–80% Snake tail in addition to human legs (speed 10 ft., swim 15 ft., can constric small or smaller creatures for 1d4–3 points of damage)

81%–100% Snake tail instead of human legs (speed 20 ft., climb 15 ft., swim 15 ft., can constric Medium or smaller creatures for 1d6+3 points of damage)

Constrict (Ex): A halfblood with a snake tail deals extra damage (1d4+3 if it also has legs, or 1d6+3 if it does not) with a successful grapple check against a creature small enough for it to constrict.

YUAN-TI ABOMINATION

Large Monstrous Humanoid

Hit Dice: 9d8+27 (67 hp)

Initiative: +5

Speed: 30 ft. (6 squares), climb 20 ft., swim 20 ft.

Armor Class: 22 (–1 size, +1 Dex, +10 natural, +2 masterwork heavy shield), touch 10, flat-footed 21

Base Attack/Grapple: +9/+2

Attack: Masterwork scimitar +13 melee (1d8+4/18–20) or masterwork composite longbow (+4 Str bonus) +10 ranged (2d6+4/x3)

Full Attack: Masterwork scimitar +13/+8 melee (1d8+4/18–20) and bite +7 melee (2d6+3 plus poison), or masterwork composite longbow (+4 Str bonus) +9/+5 ranged (2d6+4/x3)

Space/Reach: 10 ft./10 ft.

Special Attacks: Aversion, constrict 1d4+6, improved grab, poison, produce acid, spell-like abilities

Special Qualities: Alternate form, chameleon power, darkvision, 60 ft., detect poison, scent, spell resistance 18

Saves: Fort +6, Ref +7, Will +11

Abilities: Str 19, Dex 13, Con 17, Int 20, Wis 20, Cha 18

Skills: Concentration +15, Craft or Knowledge (any two) +17, Hide +8, Listen +19, Move Silently +12, Spot +19

Feats: Alertness, Blind-Fight, Combat Expertise, Dodge, Improved Initiative, Mobility

This being has the body of a lithe human with sharp features and unblinking eyes. Its skin is covered with gleaming scales, and a serpent’s head, complete with long fangs and forked tongue, rises from its shoulders.

Like purebloods, yuan-ti abominations appear mostly human, but they always have obvious snake features. The snake-like features of an abomination may reflect any of a variety of venomous snakes, so an abomination may have a cobra’s hood or a diamondback’s distinctive scale pattern. These features are usually consistent within a single troupe of yuan-ti, and often mark a troupe’s status within a tribe.

An abomination is about the same height and weight as a human.

Combat

Abominations typically hang back out of melee while any purebloods accompanying them wade in, using their chameleon power to hide while softening up opponents with their spell-like abilities. If the
Environment: Warm forests
Organization: Solitary pair, gang (3–6), troupe (2–13 pure-bloods, 2–5 half-bloods, and 2–4 abominations), or tribe (20–150 pure-bloods, 10–80 half-bloods, and 10–40 abominations)
Challenge Rating: 7
Treasure: Double standard
Alignment: Usually chaotic evil
Advancement: By character class
Level Adjustment: +7

This creature looks like a big serpent, except that its eyes betray a malevolent intelligence and it has two burly, humanoid arms.

Yuan-ti abominations are monstrous snakes with humanoid arms. The snake-like features of an abomination may reflect any variety of venomous snakes, so an abomination may have a black mamba’s glossy scales or a vipers wedge-shaped head. These features are usually consistent within a single troupe of yuan-ti, and often mark a troupe’s status within a tribe.

A yuan-ti abomination is 8 to 12 feet long and weighs 200 to 300 pounds.

Combat
Abominations are the masterminds of yuan-ti society, and urge their lesser kin into battle from the rear. While their fangs are not as impressive as their foes and their homes are secure, they try to neutralize their enemies with their extensive spell-like and psionic abilities.

Aversion (Sp): A yuan-ti abomination can psionically cause a compulsion effect targeting one creature within 30 feet. The target must succeed on a DC 22 Will save or gain an aversion to snakes for 10 minutes. Affected creatures must stay at least 20 feet away from any snake or yuan-ti, alive or dead; if already within 20 feet, they move away. A subject unable to move away, or one attacked by snakes or yuan-ti, is overcome with revulsion. This revulsion reduces the creature’s Dexterity score by 4 points until the effect wears off or the subject is no longer within 20 feet of a snake or yuan-ti. This ability is otherwise similar to the spell (caster level 16th). The save DC is Charisma-based.

Constrict (Ex): An abomination deals 1d6+6 points of damage with a successful grapple check.

Improved Grab (Ex): To use this ability, an abomination must hit a Large or smaller creature 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.

Poison (Ex): Injury, Fortitude DC 17, initial and secondary damage 1d6 Con. The save DC is Constitution-based.

Product Acid (Sp): An abomination has the psionic ability to exude acid from its body, dealing 1d6 points of acid damage to the next creature it touches, including a creature hit by its bite attack. If the yuan-ti is grappling, constraining, or pinning a foe when it uses this power, its grasp deals 1d6 points of acid damage. The acid becomes inert when it leaves the yuan-ti’s body, and the yuan-ti is immune to its effects.

Spell-like Abilities: At will—animal trance (DC 16), entangle (DC 15); 3/day—deeper darkness, neutralize poison (DC 18), suggestion (DC 17); 1/day—baleful polymorph (DC 19), into snake form only, fear (DC 18). Caster level 10th. The save DCs are Charisma-based.

Chameleon Power (Sp): A yuan-ti abomination can psionically change the coloration of itself and its equipment to match its surroundings, granting it a +10 circumstance bonus on Hide checks.

Skills: A yuan-ti abomination can always choose to take 10 on a Climb checks, even if rushed or threatened.

A yuan-ti abomination has a +8 racial bonus on any Swim check to perform a special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if rushed or endangered. It can use the run action while swimming, provided it swims in a straight line.

"Yuan-ti abominations using chameleon power gain a +10 circumstance bonus on Hide checks."

---

Zombies
Zombies are corpses reanimated through dark and sinister magic. These mindless automatons shamble about, doing their creator’s bidding without fear or hesitation.

Zombies are not pleasant to look upon. Drawn from their graves, half decayed and partially consumed by worms, they wear the tattered remains of their burial clothes. A rank odor of death hangs heavy in the air around them.

Because of their utter lack of intelligence, the instructions given to a newly created zombie must be very simple, such as "Kill anyone who enters this room."

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 (such as good and subtype that indicate kind (such as goblinoid or reptiloid). 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 1d8. If the base creature has more than 10 Hit Dice (not counting those gained with experience), it can’t be made into a zombie with the animate dead spell.

Speed: If the base creature can fly, its maneuverability rating drops to clumsy.
<table>
<thead>
<tr>
<th>Armor Class: Natural armor bonus increases by a number based on the zombie's size:</th>
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</thead>
<tbody>
<tr>
<td>Tiny or smaller</td>
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<tr>
<td>Small</td>
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<tr>
<td>Medium</td>
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<td>Gargantuan</td>
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<tr>
<td>Colossal</td>
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</tbody>
</table>

**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.)

**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.

### Kobold Zombie Small Undead
- **Hit Dice:** 2d12+3 (16 hp)
- **Initiative:** +0
- **Speed:** 30 ft. (6 squares; can't run)
- **Armor Class:** 13 (+1 size, +2 natural), touch 11, flat-footed 13
- **Base Attack/Grapple:** +1/+4
- **Attack:** Spear +1 melee (1d6–1/x2) or slam +1 melee (1d4–1) or light crossbow +2 ranged (1d6/19–20)
- **Full Attack:** Spear +0 melee (1d6–1/x3) or slam +0 melee (1d4–1) or light crossbow +1 ranged (1d6/19–20)
- **Space/Reach:** 5 ft./5 ft.
- **Special Attacks:** Single actions only, damage reduction 5/slaying, darkvision 60 ft., undead traits
- **Saves:** Fort +0, Ref +0, Will +3
- **Abilities:** Str 5, Dex 11, Con —, Int —, Wis 10, Cha 1
- **Skills:** Feats: Toughness
- **Environment:** Temperate forests
- **Organization:** Any
- **Challenge Rating:** 1/2
- **Treasure:** None
- **Alignment:** Always neutral evil
- **Advancement:** None
- **Level Adjustment:** —

### Human Commoner Zombie Medium Undead
- **Hit Dice:** 2d12+3 (16 hp)
- **Initiative:** —
- **Speed:** 30 ft. (6 squares; can't run)
- **Armor Class:** 11 (–1 Dex, +2 natural), touch 9, flat-footed 11
- **Base Attack/Grapple:** +1/+2
- **Attack:** Slam +2 melee (1d6+1) or club +2 melee (1d6+1)
- **Full Attack:** Slam +2 melee (1d6+1) or club +2 melee (1d6+1)
- **Space/Reach:** 5 ft./5 ft.
- **Special Attacks:** Single actions only, damage reduction 5/slaying, darkvision 60 ft., undead traits
- **Saves:** Fort +0, Ref —, Will +3
- **Abilities:** Str 12, Dex 8, Con —, Int —, Wis 10, Cha 1
- **Skills:** Feats: Toughness
- **Environment:** Any
- **Organization:** Any
- **Challenge Rating:** 1/2
- **Treasure:** None
- **Alignment:** Always neutral evil
- **Advancement:** None
- **Level Adjustment:** —

### Troglodyte Zombie Medium Undead
- **Hit Dice:** 4d12+3 (29 hp)
- **Initiative:** —
- **Speed:** 30 ft. (6 squares; can't run)
- **Armor Class:** 16 (–2 Dex, +8 natural), touch 8, flat-footed 16
- **Base Attack/Grapple:** +2/+3
- **Attack:** 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:** 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 ft./5 ft.
- **Special Attacks:** Single actions only, damage reduction 5/slaying, darkvision 60 ft., undead traits
- **Saves:** Fort +1, Ref –1, Will +4
- **Abilities:** Str 12, Dex 7, Con —, Int —, Wis 10, Cha 1
- **Skills:** Feats: Toughness
- **Environment:** Underground
- **Organization:** Any
- **Challenge Rating:** 1/2
- **Treasure:** None
- **Alignment:** Always neutral evil
- **Advancement:** None
- **Level Adjustment:** —
| Race          | Type          | Hit Dice     | Initiative | Speed       | Armor Class | Base Attack/Grapple | Attack                          | Full Attack                      | Space/Reach | Special Attacks                  | Special Qualities                   | Saves         | Abilities                     | Skills                     | Feats          | Environment       | Organization | Challenge Rating | Treasure | Alignment | Advancement | Level Adjustment |
|--------------|---------------|--------------|------------|-------------|-------------|---------------------|--------------------------------|---------------------------------|-------------|-------------------------------|-----------------------------|--------------|----------------|----------------|----------------|----------------|-------------|----------|-------------|----------------|----------------|
| Bugbear Zombie | Medium Undead | 6d12+3 (42 hp) | +0         | 30 ft. (6 squares, can't run) | 16 (1+5 natural, +1 light wooden shield), touch 10, flat-footed 16 | 1/4/14 | Morningstar +6 melee (1d8+3) or slam +6 melee (1d6+3) or javelin +3 ranged (1d6+2) | Morningstar +6 melee (1d8+3) or slam +6 melee (1d6+3) or javelin +3 ranged (1d6+2) | 5 ft./5 ft. |               | Single actions only, damage reduction 5/slashing, darkvision 60 ft., undead traits | Fort +2, Ref +2, Will +5 | Str 17, Dex 10, Con —, Int —, Wis 10, Cha 1 | Toughness | Temperate mountains | Any | 2 | None | Always neutral evil | None | None | 16-20 HD (1d4e) |
| Ogre Zombie  | Large Undead  | 8d12+3 (55 hp) | —          | 40 ft. (8 squares, can't run) | 15 (— size, — Dex, +8 natural) | 1/6/15 | Greaterclub +9 melee (2d6+9) or slam +9 melee (1d8+9) or javelin +1 ranged (1d8+6) | Greaterclub +9 melee (2d6+9) or slam +9 melee (1d8+9) or javelin +1 ranged (1d8+6) | 10 ft./10 ft. |               | Single actions only, damage reduction 5/slashing, darkvision 60 ft., undead traits | Fort +2, Ref +3, Will +6 | Str 23, Dex 6, Con —, Int —, Wis 10, Cha 1 | Toughness | Temperate hills | Any | 3 | None | Always neutral evil | None | None | 16-20 HD (1d4e) |
| Minotaur Zombie | Large Undead | 12d8+3 (81 hp) | —          | 30 ft. (6 squares; can't run) | 16 (—1 size, —1 Dex, +8 natural) | 1/6/15 | Greateraxe +10 melee (3d6+7/x3) or slam +10 melee (1d8+6) or javelin +1 ranged (1d8+6) | Greateraxe +10 melee (3d6+7/x3) or slam +10 melee (1d8+6) or javelin +1 ranged (1d8+6) | 10 ft./10 ft. |               | Single actions only, damage reduction 5/slashing, darkvision 60 ft., undead traits | Fort +2, Ref +3, Will +8 | Str 21, Dex 8, Con —, Int —, Wis 10, Cha 1 | Toughness | Underground | Any | 4 | None | Always neutral evil | None | None | 16-20 HD (1d4e) |
| Wyvern Zombie | Large Undead  | 14d12+3 (94 hp) | —          | 20 ft. (4 squares; can't run), fly 60 ft. (poor) | 20 (— size, +12 natural) | 1/7/16 | Slam +11 melee (2d6+7) or talons +11 melee (1d8+5) | Slam +11 melee (2d6+7) or talons +11 melee (1d8+5) | 10 ft./5 ft. |               | Single actions only, damage reduction 5/slashing, darkvision 60 ft., undead traits | Fort +4, Ref +4, Will +9 | Str 21, Dex 10, Con —, Int —, Wis 10, Cha 1 | Toughness | Warm hills | Any | 2 | None | Always neutral evil | None | None | 16-20 HD (1d4e) |
| Umber Hulk Zombie | Large Undead | 16d12+3 (107 hp) | —          | 20 ft. (4 squares; can't run), burrow 30 ft. | 19 (—1 size, +10 natural) | 1/8/19 | Claw +14 melee (2d4+7) or bite +14 melee (2d8+3) or talons +14 melee (2d6+5) | Claw +14 melee (2d4+7) or bite +14 melee (2d8+3) or talons +14 melee (2d6+5) | 10 ft./10 ft. |               | Single actions only, damage reduction 5/slashing, darkvision 60 ft., undead traits | Fort +5, Ref +5, Will +10 | Str 25, Dex 11, Con —, Int —, Wis 10, Cha 1 | Toughness | Underground | Any | 5 | None | Always neutral evil | None | None | 16-20 HD (1d4e) |
| Gray Render Zombie | Large Undead | 20d8+3 (133 hp) | —          | 30 ft. (6 squares; can't run) | 16 (—1 size, —1 Dex, +8 natural) | 1/10/21 | Bite +16 melee (2d6+7) or slam +16 melee (1d8+6) or talons +16 melee (1d8+10) | Bite +16 melee (2d6+7) or slam +16 melee (1d8+6) or talons +16 melee (1d8+10) | 10 ft./10 ft. |               | Single actions only, damage reduction 5/slashing, darkvision 60 ft., undead traits | Fort +6, Ref +5, Will +12 | Str 25, Dex 8, Con —, Int —, Wis 10, Cha 1 | Toughness | Temperate marshes | Any | 6 | None | Always neutral evil | None | None | 16-20 HD (1d4e) |
CHAPTER 2: ANIMALS

This chapter provides statistics and basic information for many common kinds of mundane animals. These creatures 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 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.

APE

**Large Animal**

Hit Dice: 4d8+11 (29 hp)
Initiative: +2
Speed: 30 ft. (6 squares), climb 30 ft.
Armor Class: 14 (+1 size, +2 Dex, +3 natural), touch 11, flat-footed 12
Base Attack/Grapple: +3/+12
Attacks: Claws +7 melee (1d6+5) and bite +2 melee (1d6+2)
Full Attack: 2 claws +7 melee (1d6+5) and bite +2 melee (1d6+2)
Space/Reach: 10 ft./10 ft.
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, Toughness
Environment: Warm forests
Organization: Solitary, pair, or company (3–5)
Challenge Rating: 2
Advancement: 5–8 HD (Large)
Level Adjustment: —

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

An ape often precedes an attack with a display of aggression, hoping to intimidate potential foes.

**Skills:** Ape +6 Perception, +6 Listen, +6 Spot. Ape 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 ft. (8 squares), climb 30 ft.
Armor Class: 13 (+2 size, +2 Dex, +1 natural), touch 12, flat-footed 11
Base Attack/Grapple: +0/+2
Attacks: Bite +2 melee (1d6+3)
Full Attack: Bite +2 melee (1d6+3)
Space/Reach: 5 ft./5 ft.

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
Environment: Warm plains
Organization: Solitary or troop (10–40)
Challenge Rating: 1/2
Advancement: 2–3 HD (Medium)
Level Adjustment: —

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 ft. (6 squares), burrow 10 ft.
Armor Class: 15 (+1 size, +3 Dex, +1 natural), touch 14, flat-footed 12
Base Attack/Grapple: +0/+5
Attacks: Claws +4 melee (1d6–1)
Full Attack: 2 claws +4 melee (1d6–1) and bite +1 melee (1d3–1)
Space/Reach: 5 ft./5 ft.
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, Weapon Finesse
Environment: Temperate forests
Organization: Solitary, pair, or cete (3–5)
Challenge Rating: 1/2
Advancement: 2 HD (Small)
Level Adjustment: —

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 maddly 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 d4 (1 hp)
Initiative: +2
Speed: 5 ft. (1 square), fly 40 ft. (good)
Armor Class: 16 (+4 size, +2 Dex), touch 16, flat-footed 14
Base Attack/Grapple: +6/+17
Attacks: —
Special Qualities: Low-light vision, scent
Saves: Fort +9, Ref +6, Will +3
Abilities: Str 27, Dex 13, Con 19, Int 2, Wis 12, Cha 6
Skills: Listen +4, Spot +7, Swim +12
Feats: Endurance, Run, Track
Environment: Cold forests
Organization: Solitary or pair
Challenge Rating: 4
Advancement: 7–10 HD (Large)
Level Adjustment: —

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.
**Armor Class:** 13 (–1 size, +4 natural), touch 9, flat-footed 13
**Base Attack/Crpalle:** +3/+13
**Attack:** Core +8 melee (1d8+9)
**Full Attack:** Core +8 melee (1d8+9)
**Space/Reach:** 10 ft./5 ft.
**Special Attacks:** Stampede
**Special Qualities:** Low-light vision, scent
**Saves:** Fort +7, Ref +4, Will +1
**Abilities:** Str 32, Dex 10, Con 16, Int 2, Wis 11, Cha 4
**Skills:** Listen +7, Spot +5
**Feats:** Alertness, Endurance
**Environment:** Temperate plains
**Organization:** Solitary or herd (6–30)
**Challenge Rating:** 2
**Advancement:** 6–7 HD (Large)
**Level Adjustment:** —

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 1,600 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.

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**BOAR**

Medium Animal
**Hit Dice:** 3d8+12 (25 hp)
**Initiative:** +0
**Speed:** 40 ft. (8 squares)
**Armor Class:** 16 (+2 natural), touch 10, flat-footed 16
**Base Attack/Crpalle:** +2/+4
**Attack:** Gore +4 melee (1d8+3)
**Full Attack:** Core +4 melee (1d8+3)
**Space/Reach:** 5 ft./5 ft.
**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, Toughness
**Environment:** Temperate forests
**Organization:** Solitary or herd (5–8)
**Challenge Rating:** 2
**Advancement:** 4–5 HD (Medium)
**Level Adjustment:** —

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.

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**CAMEL**

Large Animal
**Hit Dice:** 3d8+6 (19 hp)
**Initiative:** +3
**Speed:** 50 ft. (10 squares)

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**CAMEL**

Large Animal
**Hit Dice:** 3d8+6 (19 hp)
**Initiative:** +3
**Speed:** 50 ft. (10 squares)

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**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, 101–600 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.

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**CAT**

Tiny Animal
**Hit Dice:** 1/2 d8 (2 hp)
**Initiative:** +2
**Speed:** 30 ft. (6 squares)
**Armor Class:** 14 (+2 size, +2 Dex), touch 14, flat-footed 12
**Base Attack/Crpalle:** +0/+12
**Attack:** Claw +4 melee (1d4–4)
**Full Attack:** 2 claws +4 melee (1d4–4) and bite –1 melee (1d3–4)
**Space/Reach:** 2 1/2 ft./0 ft.
**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 +3, Move Silently +6, Spot +3
**Feats:** Weapon Finesse
**Environment:** Temperate plains
**Organization:**Domesticated or solitary
**Challenge Rating:** 1/4
**Advancement:** —
**Level Adjustment:** —

The statistics presented here describe a common housecat.

**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: 30 ft. (10 squares)
Armor Class: 15 (+4 Dex, +1 natural), touch 14, flat-footed 11
Base Attack/Grapple: +2/+5
Attacks: Bite +6 melee
Full Attack: Bite +6 melee (1d6+3) and 2 claws +1 melee (1d4+1)
Space/Reach: 5 ft./5 ft.
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 +6, Spot +4
Feats: Alertness, Weapon Finesse
Environment: Warm plains
Organization: Solitary, pair, or family (3–5)
Challenge Rating: 2
Advancement: 4–5 HD (Medium)
Level Adjustment: —

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 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

Medium Animal
Hit Dice: 3d8+9 (22 hp)
Initiative: +1
Speed: 20 ft. (4 squares), swim 30 ft.
Armor Class: 15 (+1 Dex, +4 natural), touch 11, flat-footed 14
Base Attack/Grapple: +2/+6
Attack: Bite +5 melee (1d6+6) or tail slap +6 melee (1d12+6)
Full Attack: Bite +6 melee (1d8+6) or tail slap +6 melee (1d12+6)
Space/Reach: 5 ft./5 ft.
Special Attacks: Improved grab
Special Qualities: Hold breath, low-light vision
Saves: Fort +6, Ref +4, Will +2
Abilities: Str 19, Dex 12, Con 17, Int 1, Wis 12, Cha 2
Skills: Hide +7, Listen +4, Spot +4, Swim +12
Feats: Alertness, Skill Focus (Hide)
Environment: Warm marshes
Organization: Solitary or colony (6–11)
Challenge Rating: 2
Advancement: 4–5 HD (Medium)
Level Adjustment: —

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.

CROCODILE, GIANT

Huge Animal
Hit Dice: 7d8+28 (59 hp)
Initiative: +1
Speed: 20 ft. (4 squares), swim 30 ft.
Armor Class: 16 (+2 size, +1 Dex, +2 natural), touch 9, flat-footed 15
Base Attack/Grapple: +5/+21
Attack: Bite +11 melee (2d6+12) or tail slap +11 melee (1d12+12)
Full Attack: Bite +11 melee (2d8+12) or tail slap +11 melee (1d12+12)
Space/Reach: 15 ft./10 ft.
Special Attacks: Improved grab
Special Qualities: Hold breath, low-light vision
Saves: Fort +9, Ref +6, Will +3
Abilities: Str 27, Dex 12, Con 19, Int 1, Wis 12, Cha 2
Skills: Hide +11, Listen +5, Spot +5, Swim +16
Feats: Alertness, Endurance, Skill Focus (Hide)
Environment: Warm marshes
Organization: Solitary or colony (6–11)
Challenge Rating: 4
Advancement: 8–14 HD (Huge)
Level Adjustment: —

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

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

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.
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: 1d6+1 (5 hp).

Initiative: +2

Speed: 40 ft. (8 squares)

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

Base Attack/Grapple: +0/+4

Attack: Talons +3 melee (1d4) and bite –2 melee (1d4)

Space/Reach: 5 ft./5 ft.

Special Attacks: —

Special Qualities: —

 Saves: Fort +3, Will +2

Abilities: Str 10, Dex 15, Con 12, Int 2, Wis 14, Cha 6

Skills: Listen +2, Spot +14

Feats: Weapon Finesse, Alertness

Environment: Temperate mountains

Organization: Solitary or pair

Challenge Rating: 1/2

Advancement: 2–3 HD (Medium)

Level Adjustment: —

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 similarly sized, diurnal bird of prey.

Combat

Eagles dive at prey, raking with their powerful talons.

Skills: Eagles have a +6 racial bonus on Spot checks.

ELEPHANT

Huge Animal

Hit Dice: 1d10+55 (104 hp)

Initiative: +6

Speed: 40 ft. (8 squares)

Armor Class: 15 (–2 size, +7 natural), touch 8, flat-footed 15

Base Attack/Grapple: +6/+26

Attack: Gore +16 melee (2d6+5) or 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 ft./10 ft.

Special Attacks: Trample 2d8+15

Special Qualities: —

Saves: Fort +12, Ref +7, Will +6

Abilities: Str 30, Dex 10, Con 21, Int 2, Wis 13, Cha 7

Skills: Listen +12, Spot +10

Feats: Alertness, Endurance, Iron Will, Skill Focus (Listen)

Environment: Warm plains

Organization: Solitary or herd (6–30)

Challenge Rating: 7

Advancement: 12–22 HD (Huge)

Level Adjustment: —

Massive herbivores of tropical lands, elephants are unpredictable creatures but nevertheless are sometimes used as mounts or beasts of burden.
**Organization:** Domesticated  
**Challenge Rating:** 1  
**Advancement:** —  
**Level Adjustment:** —

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.

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**Horse, Light**  
**Large Animal**  
**Hit Dice:** 3d8+6 (19 hp)  
**Initiative:** +1  
**Speed:** 60 ft. (12 squares)  
**Armor Class:** 12 (–1 size, +1 Dex, +3 natural), touch 10, flat-footed 12  
**Base Attack/Grapple:** +3/+11  
**Attack:** Hoof +6 melee (1d6+4)  
**Full Attack:** 2 hooves +6 melee (1d6+4) and bite +1 melee (1d4+2)  
**Space/Reach:** 10 ft./5 ft.  
**Special Attacks:** —  
**Special Qualities:** Low-light vision, scent  
**Saves:** Fort +7, Ref +5, Will +2  
**Abilities:** Str 18, Dex 13, Con 17, Int 2, Wis 13, Cha 6  
**Skills:** Listen +5, Spot +4  
**Feats:** Endurance, Run  
**Environment:** Temperate plains  
**Organization:** Domesticated or herd (6–30)  
**Challenge Rating:** 1  
**Advancement:** —  
**Level Adjustment:** —

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.

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

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**Hawk**  
**Tiny Animal**  
**Hit Dice:** 1d8 (4 hp)  
**Initiative:** +3  
**Speed:** 10 ft. (2 squares), fly 60 ft. (average)  
**Armor Class:** 17 (+2 size, +3 Dex, +2 natural), touch 15, flat-footed 14  
**Base Attack/Grapple:** +0/–10  
**Attack:** Talons +5 melee (1d4–2)  
**Full Attack:** Talons +5 melee (1d4–2)  
**Space/Reach:** 2–1/2 ft./0 ft.  
**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 +4  
**Feats:** Weapon Finesse  
**Environment:** Temperate forests  
**Organization:** Solitary or pair  
**Challenge Rating:** 1/3  
**Advancement:** —  
**Level Adjustment:** —

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

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

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**Combat**  
Hawks combine both talons into a single attack.  
**Skills:** Hawks have a +8 racial bonus on Spot checks.

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**Horse, Heavy**  
**Large Animal**  
**Hit Dice:** 3d8+6 (19 hp)  
**Initiative:** +1  
**Speed:** 10 ft. (2 squares)  
**Armor Class:** 17 (+2 size, +3 Dex, +2 natural), touch 15, flat-footed 14  
**Base Attack/Grapple:** +2/+14  
**Attack:** Talons +5 melee (1d4–2)  
**Full Attack:** Talons +5 melee (1d4–2)  
**Space/Reach:** 2–1/2 ft./0 ft.  
**Special Attacks:** —  
**Special Qualities:** Low-light vision  
**Saves:** Fort +2, Ref +5, Will +2  
**Abilities:** Str 16, Dex 13, Con 15, Int 2, Wis 12, Cha 6  
**Skills:** Listen +4, Spot +4  
**Feats:** Weapon Finesse  
**Environment:** Temperate plains  
**Organization:** Solitary  
**Challenge Rating:** 1/3  
**Advancement:** —  
**Level Adjustment:** —

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**Horse, Light**  
**Large Animal**  
**Hit Dice:** 3d8+6 (19 hp)  
**Initiative:** +1  
**Speed:** 60 ft. (12 squares)  
**Armor Class:** 15 (+1 size, +1 Dex, +3 natural), touch 10, flat-footed 12  
**Base Attack/Grapple:** +3/+11  
**Attack:** Hoof +6 melee (1d6+4)  
**Full Attack:** 2 hooves +6 melee (1d6+4) and bite +1 melee (1d4+2)  
**Space/Reach:** 10 ft./5 ft.  
**Special Attacks:** —  
**Special Qualities:** Low-light vision, scent  
**Saves:** Fort +5, Ref +4, Will +2  
**Abilities:** Str 14, Dex 13, Con 15, Int 2, Wis 12, Cha 6  
**Skills:** Listen +4, Spot +4  
**Feats:** Endurance, Run  
**Environment:** Temperate plains  
**Organization:** Solitary or pair (6–30)  
**Challenge Rating:** 1  
**Advancement:** —  
**Level Adjustment:** —

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**Hawk**  
**Tiny Animal**  
**Hit Dice:** 1d8 (4 hp)  
**Initiative:** +3  
**Speed:** 10 ft. (2 squares), fly 60 ft. (average)  
**Armor Class:** 17 (+2 size, +3 Dex, +2 natural), touch 15, flat-footed 14  
**Base Attack/Grapple:** +0/–10  
**Attack:** Talons +5 melee (1d4–2)  
**Full Attack:** Talons +5 melee (1d4–2)  
**Space/Reach:** 2–1/2 ft./0 ft.  
**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 +4  
**Feats:** Weapon Finesse  
**Environment:** Temperate forests  
**Organization:** Solitary or pair  
**Challenge Rating:** 1/3  
**Advancement:** —  
**Level Adjustment:** —

These creatures are similar to eagles but slightly smaller: 1 to 2 feet long, with wingspans of 6 feet or less.
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, 101–600 pounds; and a heavy load, 601–900 pounds. A heavy warhorse can drag 4,500 pounds.

**Warhorse, Light**

**Large Animal**

**Hit Dice:** 3d8+9 (22 hp)

**Initiative:** +1

**Speed:** 60 ft. (12 squares)

**Armor Class:** 14 (–1 size, –1 Dex, +2 natural), touch 10, flat-footed 13

**Base Attack/Grapple:** +2/+9

**Attack:** Hoof +4 melee (1d4+3)

**Full Attack:** 2 hooves +4 melee (1d4+3) and bite –1 melee (1d3+1)

**Space/Reach:** 10 ft./5 ft.

**Special Attacks:**

**Special Qualities:** Low-light vision, scent

**Saves:** Fort +6, Ref +4, Will +2

**Abilities:** Str 16, Dex 13, Con 17, Int 2, Wis 13, Cha 6

**Skills:** Listen +4, Spot +4

**Feats:** Endurance, Run

**Environment:** Temperate plains

**Organization:** Domesticated

**Challenge Rating:** 1

**Advancement:**

**Level Adjustment:**

These animals or 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.

**HYENA**

**Medium Animal**

**Hit Dice:** 2d8+4 (13 hp)

**Initiative:** +2

**Speed:** 50 ft. (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 ft./5 ft.

**Special Attacks:** Trip

**Special Qualities:** Low-light vision, scent

**Saves:** Fort +5, Ref +3, Will +2

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

**Skills:** Hide +9, Listen +6, Spot +4

**Feats:** Alertness

**Environment:** Warm deserts

**Organization:** Solitary, pair, or pack (2–16)

**Challenge Rating:** 1

**Advancement:** 3 HD (Medium), 4–5 HD (Large)

**Level Adjustment:**

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.

**LEOPARD**

**Medium Animal**

**Hit Dice:** 3d8+6 (19 hp)

**Initiative:** +4

**Speed:** 40 ft. (8 squares), climb 20 ft.

**Armor Class:** 15 (+3 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 ft./5 ft.

**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 +8, Jump +11, Listen +6, Move Silently +6, Spot +6

**Feats:** Alertness, Weapon Finesse

**Environment:** Warm forests

**Organization:** Solitary or pair

**Challenge Rating:** 2

**Advancement:** 4–5 HD (Medium)

**Level Adjustment:**

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 both rakes.

**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.

**LION**

**Large Animal**

**Hit Dice:** 5d8+10 (32 hp)

**Initiative:** +3

**Speed:** 40 ft. (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 ft./5 ft.

**Special Attacks:** Pounce, improved grab, rake 1d4+2

**Special Qualities:** Low-light vision, scent

**Saves:** Fort +6, Ref +3, Will +2
Abilities: Str 21, Dex 17, Con 15, Int 2, Wis 12, Cha 6
Skills: Balance +7, Hide +30, Listen +5, Move Silently +11, Spot +5
Feats: Alertness, Run
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): At the end of a successful grapple check, the lion inflicts a rake attack in addition to the grapple attack.

Skills: Climb +27, Hide +60, Listen +4, Move Silently +66, Spot +4, Swim +11
Feats: Alertness, Great Fortitude
Environment: Warm, grassland
Organization: Solitary
Challenge Rating: 2
Advancement: 4–5 HD (Medium)
Level Adjustment: —

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

LIZARD
Tiny Animal
Hit Dice: 1/2 d8 (2 hp)
Initiative: +2
Speed: 20 ft. (4 squares), climb 20 ft.
Armor Class: 14 (+2 size, +2 Dex), touch 14, flat-footed 12
Base Attack/Grapple: +0/–12
Attacks: Bite +4 melee (1d4—)
Full Attack: Bite +4 melee (1d4—)
Space/Reach: 2/2 ft./0 ft.
Special Attacks: —
Special Qualities: Low-light vision
Saves: Fort +2, Ref +4, Will +1
Abilities: Str 3, Dex 15, Con 10, Int 1, Wis 12, Cha 2
Skills: Balance +10, Climb +12, Hide +10, Listen +3, Spot +3
Feats: Weapon Finesse
Environment: Warm, forests
Organization: Solitary
Challenge Rating: 1/6
Advancement: —
Level Adjustment: —

The statistics present 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.

LIZARD, MONITOR
Medium Animal
Hit Dice: 3d8+9 (22 hp)
Initiative: +2
Speed: 30 ft. (6 squares), swim 30 ft.
Armor Class: 15 (+2 Dex, +3 natural), touch 12, flat-footed 13
Base Attack/Grapple: +2/+5

Attack: Bite +5 melee (1d6+4)
Full Attack: Bite +5 melee (1d6+4)
Space/Reach: 5 ft./5 ft.
Special Attacks: —
Special Qualities: Low-light vision
Saves: Fort +8, Ref +5, Will +2
Abilities: Str 17, Dex 15, Con 17, Int 1, Wis 12, Cha 2
Skills: Climb +7, Hide +60, Listen +4, Move Silently +6, Spot +4, Swim +11
Feats: Alertness, Great Fortitude
Environment: Warm forests
Organization: Solitary
Challenge Rating: 2
Advancement: 4–5 HD (Medium)
Level Adjustment: —

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

Combat
Monitor lizards can be aggressive, using their powerful jaws, teeth, or claws to attack 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.

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

MANTA RAY
Large Animal (Aquatic)
Hit Dice: 4d8 (16 hp)
Initiative: +0
Speed: Swim 30 ft. (6 squares)
Armor Class: 12 (–1 size, +3 natural), touch 9, flat-footed 12
Base Attack/Grapple: +3/+9
Attacks: Ram +1 melee (1d6+1)
Full Attack: Ram +1 melee (1d6+1)
Space/Reach: 10 ft./10 ft.
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, Endurance
Environment: Warm aquatic
Organization: Solitary or school (2–5)
Challenge Rating: 1
Advancement: 5–6 HD (Medium)
Level Adjustment: —

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 ft. (6 squares), climb 30 ft.
Armor Class: 14 (+2 size, +2 Dex), touch 14, flat-footed 12
Base Attack/Grapple: +4/+12
Attack: Bite +4 melee (1d3-4)
Full Attack: Bite +4 melee (1d3-4)
Space/Reach: 5 ft./10 ft.
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: 1/6
Advancement: 2–3 HD (Small)
Level Adjustment: —

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.

MULE
Large Animal
Hit Dice: 3d8+9 (22 hp)
Initiative: +1
Speed: 30 ft. (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 ft./10 ft.
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, Endurance
Environment: Warm plains
Organization: Domesticated
Challenge Rating: 1
Advancement: —
Level Adjustment: —

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.

OCTOPUS
Small Animal (Aquatic)
Hit Dice: 2d4 (9 hp)
Initiative: +3
Speed: 20 ft. (4 squares), swim 30 ft.
Armor Class: 16 (+1 size, +3 Dex, +2 natural), touch 14,
flat-footed 16
Base Attack/Grapple: +1/+2
Attack: Arms +5 melee (0)
Full Attack: Arms +5 melee (0) and bite +0 melee (1d3)
Space/Reach: 5 ft./5 ft.
Special Attacks: Improved grab
Special Qualities: Ink cloud, jet, low-light vision
Saves: Fort +3, Ref +6, Will +1
Abilities: Str 12, Dex 17, Con 11, Int 2, Wis 12, Cha 3
Skills: Escape Artist +13, Hide +11, Listen +2, Spot +5, Swim +9
Feats: Weapon Finesse
Environment: Warm aquatic
Organization: Solitary
Challenge Rating: 1
Advancement: 3–6 HD (Medium)
Level Adjustment: —

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 20 feet. 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, providing it swims in a straight line.

OCTOPUS, GIANT
Large Animal (Aquatic)
Hit Dice: 8d8+11 (57 hp)
Initiative: +2
Speed: 20 ft. (4 squares), swim 30 ft.
Armor Class: 18 (–1 size, +2 Dex, +7 natural), touch 11,
flat-footed 16
Base Attack/Grapple: +6/+15
Attack: Tentacle +10 melee (1d4+5)
Full Attack: 2 tentacles +10 melee (1d4+5) and bite +5 melee
(1d3+2)
Space/Reach: 10 ft./10 ft. (20 ft. with tentacle)
Special Attacks: Improved grab, constriction
Special Qualities: Ink cloud, jet, low-light vision
Saves: Fort +7, Ref +8, Will +3
Abilities: Str 20, Dex 15, Con 13, Int 2, Wis 12, Cha 3
Skills: Escape Artist +12, Hide +12, Listen +4, Spot +6, Swim +13
Feats: Alertness, Skill Focus (Hide), Toughness
Environment: Warm aquatic
Organization: Solitary
Challenge Rating: 8
Advancement: 9–12 HD (Large); 13–24 HD (Huge)
Level Adjustment: —

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 an 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 2d6+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 feet. 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 can also squeeze and constrict 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某种 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: 20 ft. (4 squares), fly 40 ft. (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: 2×2 ft./0 ft.
Special Attacks:
Special Qualities: Low-light vision, scent
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: 1/4
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**

Medium Animal
Hit Dice: 2d8+2 (11 hp)
Initiative: +1
Speed: 40 ft. (8 squares)
Armor Class: 13 (+1 Dex, +2 natural), touch 11, flat-footed 12
Base Attack/Grapple: +1/+2
Attack: Hoof +3 melee (1d3+3)
Full Attack: 2 hooves +3 melee (1d3+3)
Space/Reach: 5 ft./5 ft.
Special Attacks:
Special Qualities: Low-light vision, scent
Saves: Fort +4, Ref +4, Will +0
Abilities: Str 13, Dex 13, Con 12, Int 2, Wis 11, Cha 4
Skills: Listen +3, Spot +5
Feats: Endurance
Environment: Temperate plains
Organization: Solitary
Challenge Rating: 1/4
Advancement: —
Level Adjustment: —

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.

**PONY, WAR**

Medium Animal
Hit Dice: 2d8+4 (13 hp)
Initiative: +1
Speed: 40 ft. (8 squares)
Armor Class: 13 (+1 Dex, +2 natural), touch 11, flat-footed 12
Base Attack/Grapple: +1/+3
Attack: Hoof +3 melee (1d4+2)
Full Attack: 2 hooves +3 melee (1d3+2)
Space/Reach: 5 ft./5 ft.
Special Attacks:
Special Qualities: Low-light vision, scent
Saves: Fort +5, Ref +4, Will +0
Abilities: Str 15, Dex 13, Con 14, Int 2, Wis 11, Cha 4
Skills: Listen +5, Spot +5
Feats: Endurance
Environment: Temperate plains
Organization: Domesticated
Challenge Rating: 1/2
Advancement: —
Level Adjustment: —
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 ft. (16 squares)  
Armor Class: 15 (+3 Dex, +2 natural), touch 13, flat-footed 12  
Base Attack/Grapple: +4/+1  
Attack: Slam +4 melee (2d4)  
Full Attack: Slam +4 melee (2d4)  
Space/Reach: 5 ft./5 ft.  
Special Attacks: —  
Special Qualities: blindsight 120 ft., 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: 1/2  
Advancement: 3-4 HD (Medium); 5-6 HD (Large)  
Level Adjustment: —

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 feet. A silence spell negates this and forces the porpoise to rely on its vision, which is approximately as good as a human.

**Hold Breath (Ex):** A porpoise can hold its breath for a number of rounds equal to 8 + 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.

**Raven**

Tiny Animal  
Hit Dice: 1/4 d8 (1 hp)  
Initiative: +2  
Speed: 10 ft. (2 squares), fly 40 ft. (average)  
Armor Class: 14 (+2 size, +2 Dex), touch 14, flat-footed 12  
Base Attack/Grapple: +0/+0  
Attack: Claws +4 melee (1d2-5)  
Full Attack: Claws +4 melee (1d2-5)  
Space/Reach: 2-1/2 ft./0 ft.  
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: 1/6  
Advancement: —  
Level Adjustment: —

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+40 (75 hp)  
Initiative: +4  
Speed: 30 ft. (6 squares)  
Armor Class: 16 (—/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 ft./5 ft.  
Special Attacks: Powerful charge  
Special Qualities: Low-light vision  
Saves: Fort +14, Ref +6, Will +3  
Abilities: Str 26, Dex 10, Con 21, Int 2, Wis 13, Cha 2  

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.
SNACKS

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 disabled or threatened.

Snakes use either their Strength modifier or Dexterity modifier for Climb checks, whichever is higher.

A snake has a +4 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 Snake

Medium Animal

Hit Dice: 3d8+6 (19 hp)

Initiative: +3

Speed: 20 ft. (4 squares), climb 20 ft., swim 20 ft.

Armor Class: 15 (+3 Dex, +2 natural), touch 13, flat-footed 12

Base Attack/Grapple: +2/+5

Attack: Bite +5 melee (1d3+4)

Full Attack: Bite +5 melee (1d3+4)

Space/Reach: 5 ft./5 ft.

Special Attacks:

Special Qualities:

Saves: Fort +4, Ref +6, Will +2

Abilities: Str 17, Dex 15, Con 13, Int 11, Wis 12, Cha 2

Skills: Listen +9, Spot +9, Swim +9

Feats: Alertness, Weapon Finesse

Environment: Cold aquatic

Organization: Solitary, school (2–5), or pack (6–11)

Challenge Rating: 1

Advancement: 4–6 HD (Medium)

Level Adjustment: —

SHARK

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 100-foot radius and detect blood in the water at ranges 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.

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...
<table>
<thead>
<tr>
<th>Snake, Tiny Viper</th>
<th>Snake, Small Viper</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Hit Dice:</strong> 1d4+4 (1 hp)</td>
<td><strong>Hit Dice:</strong> 1d8 (1 hp)</td>
</tr>
<tr>
<td><strong>Initiative:</strong> +3</td>
<td></td>
</tr>
<tr>
<td><strong>Speed:</strong> 15 ft. (3 squares), climb 15 ft., swim 15 ft.</td>
<td>20 ft. (4 squares), climb 20 ft., swim 20 ft.</td>
</tr>
<tr>
<td><strong>Armor Class:</strong> 17 (+2 size, +3 Dex, +2 natural), touch 15, flat-footed 14</td>
<td>17 (+3 size, +3 Dex, +3 natural), touch 14, flat-footed 14</td>
</tr>
<tr>
<td><strong>Base Attack/Grapple:</strong> +0/-11</td>
<td>+0/-6</td>
</tr>
<tr>
<td><strong>Attack:</strong> Bite +5 melee (1 plus poison)</td>
<td>Bite +4 melee (1d2+2 plus poison)</td>
</tr>
<tr>
<td><strong>Full Attack:</strong> Bite +5 melee (1 plus poison)</td>
<td>Bite +4 melee (1d2+2 plus poison)</td>
</tr>
<tr>
<td><strong>Space/Reach:</strong> 2/-2 ft./0 ft.</td>
<td>5 ft./5 ft.</td>
</tr>
<tr>
<td><strong>Special Attacks:</strong> Poison</td>
<td>Poison</td>
</tr>
<tr>
<td><strong>Special Qualities:</strong> Scent</td>
<td>Scent</td>
</tr>
<tr>
<td><strong>Saves:</strong> Fort +2, Ref +5, Will +1</td>
<td>Fort +2, Ref +5, Will +1</td>
</tr>
<tr>
<td><strong>Abilities:</strong> Str 4, Dex 17, Con 11, Int 1, Wis 12, Cha 2</td>
<td>Str 6, Dex 17, Con 11, Int 1, Wis 12, Cha 2</td>
</tr>
<tr>
<td><strong>Skills:</strong> Balance +11, Climb +11, Hide +15, Listen +6, Spot +6, Swim +5</td>
<td>Balance +11, Climb +11, Hide +11, Listen +7, Spot +7, Swim +6</td>
</tr>
<tr>
<td><strong>Feats:</strong> Weapon Finesse</td>
<td>Weapon Finesse</td>
</tr>
<tr>
<td><strong>Environment:</strong> Temperate marshes</td>
<td>Temperate marshes</td>
</tr>
<tr>
<td><strong>Organization:</strong> Solitary</td>
<td>Solitary</td>
</tr>
<tr>
<td><strong>Challenge Rating:</strong> 1/3</td>
<td>1/2</td>
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<tr>
<td><strong>Advancement:</strong> —</td>
<td>—</td>
</tr>
<tr>
<td><strong>Level Adjustment:</strong> —</td>
<td>—</td>
</tr>
</tbody>
</table>

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

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.

**Constrictor Snake, Giant**

**Huge Animal**

**Hit Dice:** 1d8+14 (63 hp)

**Initiative:** +3

**Speed:** 20 ft. (4 squares), climb 20 ft., swim 20 ft.

**Armor Class:** 15 (+2 size, +2 Dex, +2 natural), touch 11, flat-footed 12

**Base Attack/Grapple:** +8/+23

**Attack:** Bite +13 melee (1d8+10)

**Full Attack:** Bite +13 melee (1d8+10)

**Space/Reach:** 15 ft./10 ft.

**Special Attacks:** Constrict 1d8+10, improved grab

**Special Qualities:** Scent

**Saves:** Fort +8, Ref +10, Will +4

**Abilities:** Str 25, Dex 17, Con 13, Int 1, Wis 12, Cha 2

**Skills:** Balance +11, Climb +17, Hide +10, Listen +9, Spot +9, Swim +16

**Feats:** Alertness, Endurance, Skill Focus (Hide), Toughness

**Environment:** Warm forests

**Organization:** Solitary

**Challenge Rating:** 5

**Advancement:** 12-16 HD (Huge); 17-33 HD (Gargantuan)

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

**Viper Snake**

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.

<table>
<thead>
<tr>
<th>Size</th>
<th>Fort DC</th>
</tr>
</thead>
<tbody>
<tr>
<td>Tiny</td>
<td>10</td>
</tr>
<tr>
<td>Small</td>
<td>10</td>
</tr>
<tr>
<td>Medium</td>
<td>11</td>
</tr>
<tr>
<td>Large</td>
<td>11</td>
</tr>
<tr>
<td>Huge</td>
<td>14</td>
</tr>
</tbody>
</table>

**SQUID**

Medium Animal (Aquatic)

- **Hit Dice:** 3d8 (13 hp)
- **Initiative:** +3
- **Speed:** Swim 60 ft. (12 squares)
- **Armor Class:** 16 (+3 Dex, +3 natural), touch 13, flat-footed 13
- **Base Attack/Grapple:** +2/+8
- **Attack:** Arms +4 melee (0)
- **Full Attack:** Arms +4 melee (0) and bite +1 melee (1d6+1)
- **Space/Reach:** 5 ft./5 ft.
- **Special Attacks:** Improved grapple
- **Special Qualities:** Ink cloud, jet, low-light vision
- **Saves:** Fort +3, Ref +6, Will +2
- **Abilities:** Str 14, Dex 17, Con 11, Int 1, Wis 12, Cha 2
- **Skills:** Listen +7, Search +7, Swim +10
- **Feats:** Alertness, Endurance
- **Environment:** Temperate aquatic
- **Organization:** Solitary or school (4—11)
- **Challenge Rating:** 1
- **Advancement:** 4—6 HD (Medium); 7—11 HD (Large)
- **Level Adjustment:** —

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 feet. 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 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 ft. (8 squares)
- **Armor Class:** 14 (+1 size, +2 Dex, +3 natural), touch 11, flat-footed 12
- **Base Attack/Grapple:** +4/+14

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

**Diminutive Animal**

**Hit Dice:** 1/4 d8 (1 hp)

**Initiative:** +1

**Speed:** 5 ft. (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 ft./0 ft.

**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 +21, Listen +4, Spot +4

**Feats:** Alertness

**Environment:** Swamp (10–100)

**Challenge Rating:** 1/10

**Advancement:** —

**Level Adjustment:** —

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 ft. (4 squares), climb 20 ft.

**Armor Class:** 14 (+2 size, +2 Dex), touch 14, flat-footed 12

**Base Attack/Grapple:** +0/−12

**Attack:** Bite +6 melee (1d3+1)

**Full Attack:** Bite +6 melee (1d3+1)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** —

**Special Qualities:** Low-light vision

**Saves:** Fort +2, Ref +4, Will +5

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

**Skills:** Listen +15, Spot +14, Swim +20

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

**WEASEL**

**Tiny Animal**

**Hit Dice:** 1/2 d8 (2 hp)

**Initiative:** +2

**Speed:** 20 ft. (4 squares), climb 20 ft.

**Armor Class:** 14 (+2 size, +2 Dex), touch 14, flat-footed 12

**Base Attack/Grapple:** +0/−12

**Attack:** Bite +6 melee (1d3+1)

**Full Attack:** Bite +6 melee (1d3+1)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** —

**Special Qualities:** Low-light vision

**Saves:** Fort +2, Ref +4, Will +5

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

**Skills:** Listen +15, Spot +14, Swim +20

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

**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 1d4+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.

**WHALE**

Some varieties of these basking 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 feet. A silence spell negates this and forces the whale to rely on its vision, which is approximately as good as a human.

**Hold Breath (Ex):** A whale can hold its breath for a number of rounds equal to 8 × 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**

**Gargantuan Animal**

**Hit Dice:** 12d8+78 (132 hp)

**Initiative:** +1

**Speed:** Swim 40 ft. (8 squares)

**Armor Class:** 16 (+4 size, +1 Dex, +9 natural), touch 7, flat-footed 15

**Base Attack/Grapple:** +9/+33

**Attack:** Tail slap +17 melee (1d8+18)

**Full Attack:** Tail slap +17 melee (1d8+18)

**Space/Reach:** 20 ft./15 ft.

**Special Attacks:**

**Special Qualities:** Blindsgight 130 ft., hold breath, low-light vision

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

**Abilities:** Str 35, Dex 13, Con 22, Int 2, Wis 12, Cha 6

**Skills:** Listen +15, Spot +14, Swim +20

**BALEEN WHALE**

**Gargantuan Animal**

**Hit Dice:** 12d8+78 (132 hp)

**Initiative:** +1

**Speed:** Swim 40 ft. (8 squares)

**Armor Class:** 16 (+4 size, +1 Dex, +9 natural), touch 7, flat-footed 15

**Base Attack/Grapple:** +9/+33

**Attack:** Tail slap +17 melee (1d8+18)

**Full Attack:** Tail slap +17 melee (1d8+18)

**Space/Reach:** 20 ft./15 ft.

**Special Attacks:**

**Special Qualities:** Blindsgight 130 ft., hold breath, low-light vision

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

**Abilities:** Str 35, Dex 13, Con 22, Int 2, Wis 12, Cha 6

**Skills:** Listen +15, Spot +14, Swim +20
Feats: Alertness, Diehard, Endurance, Toughness (2)
Environment: Warm aquatic
Organization: Solitary
Challenge Rating: 6
Advancement: 13–18 HD (Gargantuan), 19–36 HD (Colossal)
Level Adjustment: —

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 harpooned or provoked, they are as likely to flee as they are to retaliate.

Cachalot Whale

Gargantuan Animal
Hit Dice: 12d8+87 (144 hp)
Initiative: +1
Speed: Swim 40 ft. (8 squares)
Armor Class: 16 (–4 size, +1 Dex, +9 natural), touch 7, flat-footed 15
Base Attack/Grapple: +9/+33
Attack: Bite +17 melee (4d6+12)
Full Attack: Bite +17 melee (4d6+12) and tail slap +12 melee
Space/Reach: 20 ft./15 ft.
Special Attacks: —
Special Qualities: Blindsight 120 ft., hold breath, low-light vision
Saves: Fort +15, Ref +9, Will +6
Abilities: Str 35, Dex 15, Con 24, Int 2, Wis 14, Cha 6
Skills: Listen +15, Spot +14, Swim +20
Feats: Alertness, Diehard, Endurance, Improved Natural Attack (bite), Toughness
Environment: Temperate aquatic
Organization: Solitary or pod (6–11)
Challenge Rating: 7
Advancement: 13–18 HD (Gargantuan), 19–36 HD (Colossal)
Level Adjustment: —

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

Orca

Huge Animal
Hit Dice: 9d8+48 (88 hp)
Initiative: +2
Speed: Swim 50 ft. (10 squares)
Armor Class: 16 (–2 size, +2 Dex, +6 natural), touch 10, flat-footed 14
Base Attack/Grapple: +6/+22
Attack: Bite +12 melee (2d6+12)
Full Attack: Bite +12 melee (2d6+12)
Space/Reach: 15 ft./10 ft.
Special Attacks: —
Special Qualities: Blindsight 120 ft., hold breath, low-light vision
Saves: Fort +11, Ref +8, Will +5
Abilities: Str 27, Dex 15, Con 21, Int 2, Wis 14, Cha 6
Skills: Listen +14, Spot +14, Swim +16
Feats: Alertness, Endurance, Run, Toughness
Environment: Cold aquatic
Organization: Solitary or pod (6–11)
Challenge Rating: 5
Advancement: 16–13 HD (Huge), 14–27 HD (Gargantuan)
Level Adjustment: —

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

Wolf

Medium Animal
Hit Dice: 2d6+4 (15 hp)
Initiative: +2
Speed: 50 ft. (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 ft./5 ft.
Special Attacks: Trip
Special Qualities: Low-light vision, scent
Saves: Fort +5, Ref +5, Will +2
Abilities: Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6
Skills: Hide +12, Listen +3, Move Silently +3, Spot +3, Survival +1
Feats: Track 3, Weapon Focus (bite)
Environment: Temperate forests
Organization: Solitary, pair, or pack (7–16)
Challenge Rating: 1
Advancement: 3 HD (Medium); 4–6 HD (Large)
Level Adjustment: —

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 bits 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 ft. (6 squares), burrow 15 ft., climb 10 ft.
Armor Class: 14 (+2 Dex, +2 natural), touch 12, flat-footed 12
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 ft./5 ft.
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, Toughness, Track 1
Environment: Cold forests
Organization: Solitary
Challenge Rating: 2
Advancement: 4–5 HD (Large)
Level Adjustment: —

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

Combat
Rage (Ex): A wolverine that takes damage in combat fies 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.
CHAPTER 3: VERMIN

This chapter provides statistics and basic information for several kinds of monstrous 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 feet.
- **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 ants are among the hardest and most adaptable vermin. Soldiers and workers are about 6 feet long, while queens can grow to a length of 9 feet.

**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 stinger 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 ft. (4 squares), fly 80 ft. (good)

<table>
<thead>
<tr>
<th>Giant Ant, Worker</th>
<th>Giant Ant, Soldier</th>
<th>Giant Ant, Queen</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Medium Vermin</strong></td>
<td><strong>Medium Vermin</strong></td>
<td><strong>Large Vermin</strong></td>
</tr>
<tr>
<td><strong>Hit Dice:</strong></td>
<td>2d6+2 (13 hp)</td>
<td>2d8+4 (13 hp)</td>
</tr>
<tr>
<td><strong>Initiative:</strong></td>
<td>+1/1</td>
<td>+1/1</td>
</tr>
<tr>
<td><strong>Speed:</strong> 25 ft.</td>
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<td></td>
</tr>
<tr>
<td><strong>Armor Class:</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Base Attack/Grapple:</strong></td>
<td>+1/1</td>
<td>+1/1</td>
</tr>
<tr>
<td><strong>Attack:</strong> Bite</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Full Attack:</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Space/Reach:</strong></td>
<td>Space/Reach: 5 ft.</td>
<td>Space/Reach: 5 ft.</td>
</tr>
<tr>
<td><strong>Special Attacks:</strong></td>
<td>Improved grab</td>
<td></td>
</tr>
<tr>
<td><strong>Special Qualities:</strong></td>
<td>Scent, vermin traits</td>
<td></td>
</tr>
<tr>
<td><strong>Saves:</strong> Fort +3, Ref +0, Will +0</td>
<td>Scent, vermin traits</td>
<td>Scent, vermin traits</td>
</tr>
<tr>
<td><strong>Abilities:</strong> Str 10, Dex 10, Con 10, Int —, Wis 11, Cha 9</td>
<td>Str 14, Dex 10, Con 11, Int —, Wis 13, Cha 11</td>
<td>Str 16, Dex 9, Con 13, Int —, Wis 13, Cha 11</td>
</tr>
<tr>
<td><strong>Skills:</strong> Climb +8</td>
<td>Climb +10</td>
<td></td>
</tr>
<tr>
<td><strong>Feats:</strong> Track</td>
<td>Track</td>
<td>Track</td>
</tr>
<tr>
<td><strong>Environment:</strong> Temperate plains</td>
<td>Temperate plains</td>
<td>Temperate plains</td>
</tr>
<tr>
<td><strong>Organization:</strong> Gang (2–6) or crew (6–11 plus 1 giant ant soldier)</td>
<td>Solitary or gang (2–12)</td>
<td>Hive (1 plus 10–100 workers and 5–20 soldiers)</td>
</tr>
<tr>
<td><strong>Challenge Rating:</strong> 1</td>
<td>2</td>
<td>2</td>
</tr>
<tr>
<td><strong>Treasure:</strong> None</td>
<td>None</td>
<td>1/10 coins; 50% goods; 50% items</td>
</tr>
<tr>
<td><strong>Advancement:</strong> 3–4 HD (Medium); 5–6 HD (Large)</td>
<td>3–4 HD (Medium); 5–6 HD (Large)</td>
<td>5–6 HD (Large); 7–8 HD (Huge)</td>
</tr>
<tr>
<td><strong>Level Adjustment:</strong> —</td>
<td>—</td>
<td>—</td>
</tr>
</tbody>
</table>
GIANT PRAYING MANTIS

Large Vermin
Hit Dice: 4d8+8 (26 hp)
Initiative: +1
Speed: 20 ft. (4 squares), fly 40 ft. (poor)
Armor Class: 14 (–1 size, –1 Dex, +6 natural), touch 8,
flat-footed 14
Base Attack/Grapple: +3/+11
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 ft.
Special Attacks: Improved grab
Special Qualities: Darkvision 60 ft., vermin traits
Saves: Fort +6, Ref +0, Will +3
Abilities: Str 19, Dex 8, Con 15, Int —, Wis 14, Cha 11
Skills: Hide +11*, 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 ft. (4 squares), fly 60 ft. (good)
Armor Class: 14 (–1 size, +1 Dex, +4 natural), touch 10, flat-footed 13
Base Attack/Grapple: +3/+11
Attack: Sting +6 melee (1d3+6 plus poison)
Full Attack: Sting +6 melee (1d3+6 plus poison)
Space/Reach: 10 ft./5 ft.
Special Attacks: Poison
Special Qualities: Darkvision 60 ft., 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: 5–8 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.
<table>
<thead>
<tr>
<th>Monstrous Centipede, Tiny</th>
<th>Monstrous Centipede, Small</th>
<th>Monstrous Centipede, Medium</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Tiny Vermin</strong></td>
<td><strong>Small Vermin</strong></td>
<td><strong>Medium Vermin</strong></td>
</tr>
<tr>
<td>Hit Dice: 1/4 d8 (1 hp)</td>
<td>1/2 d8 (2 hp)</td>
<td>1d8 (4 hp)</td>
</tr>
<tr>
<td>Initiative: +2</td>
<td>+2</td>
<td>+2</td>
</tr>
<tr>
<td>Speed: 20 ft. (4 squares), climb 20 ft.</td>
<td>30 ft. (6 squares), climb 30 ft.</td>
<td>40 ft. (8 squares), climb 40 ft.</td>
</tr>
<tr>
<td>Armor Class: 14 (+2 size, +2 Dex), touch 14, flat-footed 12</td>
<td>14 (+1 size, +2 Dex, +1 natural), touch 13, flat-footed 12</td>
<td>14 (+2 Dex, +2 natural), touch 12, flat-footed 12</td>
</tr>
<tr>
<td>Base Attack/Grapple: +0/−13</td>
<td>+0/−7</td>
<td>+0/−1</td>
</tr>
<tr>
<td>Attack: Bite +4 melee (1d3−5 plus poison)</td>
<td>Bite +3 melee (1d4−3 plus poison)</td>
<td>Bite +2 melee (1d6−1 plus poison)</td>
</tr>
<tr>
<td>Fall Attack: Bite +4 melee (1d3−5 plus poison)</td>
<td>Bite +3 melee (1d4−3 plus poison)</td>
<td>Bite +2 melee (1d6−1 plus poison)</td>
</tr>
<tr>
<td>Space/Reach: 2/1 ft./0 ft.</td>
<td>5 ft./5 ft.</td>
<td>5 ft./5 ft.</td>
</tr>
<tr>
<td>Special Attacks: Poison</td>
<td>Poison</td>
<td>Poison</td>
</tr>
<tr>
<td>Special Qualities: Darkvision 60 ft., vermin traits</td>
<td>Darkvision 60 ft., vermin traits</td>
<td>Darkvision 60 ft., vermin traits</td>
</tr>
<tr>
<td>Saves: Fort +2, Ref +2, Will +0</td>
<td>Fort +2, Ref +2, Will +0</td>
<td>Fort +2, Ref +2, Will +0</td>
</tr>
<tr>
<td>Abilities: Str 1, Dex 15, Con 10, Int −, Wis 10, Cha 2</td>
<td>Str 5, Dex 15, Con 10, Int −, Wis 10, Cha 2</td>
<td>Str 5, Dex 15, Con 10, Int −, Wis 10, Cha 2</td>
</tr>
<tr>
<td>Skills: Climb +10, Hide +18, Spot +4</td>
<td>Climb +10, Hide +18, Spot +4</td>
<td>Climb +10, Hide +18, Spot +4</td>
</tr>
<tr>
<td>Feats: Weapon Finesse</td>
<td>Weapon Finesse</td>
<td>Weapon Finesse</td>
</tr>
<tr>
<td>Environment: Underground</td>
<td>Underground</td>
<td>Underground</td>
</tr>
<tr>
<td>Organization: Colony (8–16)</td>
<td>Colony (2–5) or swarm (6–11)</td>
<td>Solitary or colony (2–5)</td>
</tr>
<tr>
<td>Challenge Rating: 1/8</td>
<td>1/4</td>
<td>1/2</td>
</tr>
<tr>
<td>Advancement:</td>
<td></td>
<td></td>
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<tr>
<td>Level Adjustment:</td>
<td></td>
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</tbody>
</table>

<table>
<thead>
<tr>
<th>Monstrous Centipede, Large</th>
<th>Monstrous Centipede, Huge</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Large Vermin</strong></td>
<td><strong>Huge Vermin</strong></td>
</tr>
<tr>
<td>Hit Dice: 3d8 (13 hp)</td>
<td>6d8+6 (33 hp)</td>
</tr>
<tr>
<td>Initiative: +2</td>
<td>+2</td>
</tr>
<tr>
<td>Speed: 40 ft. (8 squares), climb 40 ft.</td>
<td>40 ft. (8 squares), climb 40 ft.</td>
</tr>
<tr>
<td>Armor Class: 14 (+1 size, +2 Dex, +3 natural), touch 11, flat-footed 12</td>
<td>16 (+2 size, +2 Dex, +6 natural), touch 10, flat-footed 14</td>
</tr>
<tr>
<td>Base Attack/Grapple: +2/−17</td>
<td>+4/−15</td>
</tr>
<tr>
<td>Attack: Bite +3 melee (1d8+1 plus poison)</td>
<td>Bite +5 melee (2d6+4 plus poison)</td>
</tr>
<tr>
<td>Fall Attack: Bite +3 melee (1d8+1 plus poison)</td>
<td>Bite +5 melee (2d6+4 plus poison)</td>
</tr>
<tr>
<td>Space/Reach: 10 ft./5 ft.</td>
<td>15 ft./10 ft.</td>
</tr>
<tr>
<td>Special Attacks: Poison</td>
<td>Poison</td>
</tr>
<tr>
<td>Special Qualities: Darkvision 60 ft., vermin traits</td>
<td>Darkvision 60 ft., vermin traits</td>
</tr>
<tr>
<td>Saves: Fort +3, Ref +3, Will +1</td>
<td>Fort +6, Ref +4, Will +2</td>
</tr>
<tr>
<td>Abilities: Str 13, Dex 15, Con 10, Int −, Wis 10, Cha 2</td>
<td>Str 17, Dex 15, Con 10, Int −, Wis 10, Cha 2</td>
</tr>
<tr>
<td>Skills: Climb +10, Hide +6, Spot +4</td>
<td>Climb +11, Hide +2, Spot +4</td>
</tr>
<tr>
<td>Feats: Weapon Finesse</td>
<td>Weapon Finesse</td>
</tr>
<tr>
<td>Environment: Underground</td>
<td>Underground</td>
</tr>
<tr>
<td>Organization: Solitary or colony (2–5)</td>
<td>Solitary or colony (2–5)</td>
</tr>
<tr>
<td>Challenge Rating: 1</td>
<td>2</td>
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<tr>
<td>Advancement: 4–5 HD (Large)</td>
<td>7–11 HD (Huge)</td>
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<tr>
<td>Level Adjustment:</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Monstrous Centipede, Gargantuan Gargantuan Vermin</th>
<th>Monstrous Centipede, Colossal Colossal Vermin</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hit Dice: 12d8+12 (66 hp)</td>
<td>24d8+24 (132 hp)</td>
</tr>
<tr>
<td>Initiative: +2</td>
<td>+1</td>
</tr>
<tr>
<td>Speed: 40 ft. (8 squares), climb 40 ft.</td>
<td>40 ft. (8 squares), climb 40 ft.</td>
</tr>
<tr>
<td>Armor Class: 18 (+4 size, +2 Dex, +10 natural), touch 8, flat-footed 16</td>
<td>20 (+3 size, +2 Dex, +6 natural), touch 4, flat-footed 18</td>
</tr>
<tr>
<td>Base Attack/Grapple: +9/−27</td>
<td>+18/−42</td>
</tr>
<tr>
<td>Attack: Bite +11 melee (2d8+9 plus poison)</td>
<td>Bite +18 melee (4d6+12 plus poison)</td>
</tr>
<tr>
<td>Full Attack: Bite +11 melee (2d8+9 plus poison)</td>
<td>Bite +18 melee (4d6+12 plus poison)</td>
</tr>
<tr>
<td>Space/Reach: 20 ft./11 ft.</td>
<td>30 ft./20 ft.</td>
</tr>
<tr>
<td>Special Attacks: Poison</td>
<td>Poison</td>
</tr>
<tr>
<td>Special Qualities: Darkvision 60 ft., vermin traits</td>
<td>Darkvision 60 ft., vermin traits</td>
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<tr>
<td>Saves: Fort +9, Ref +4, Will +4</td>
<td>Fort +15, Ref +9, Will +8</td>
</tr>
<tr>
<td>Abilities: Str 23, Dex 15, Con 12, Int −, Wis 10, Cha 2</td>
<td>Str 27, Dex 13, Con 12, Int −, Wis 10, Cha 2</td>
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<tr>
<td>Skills: Climb +14, Hide +2, Spot +4</td>
<td>Climb +16, Hide −7, Spot +4</td>
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<tr>
<td>Feats:</td>
<td></td>
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<tr>
<td>Environment: Underground</td>
<td>Underground</td>
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<tr>
<td>Organization: Solitary</td>
<td>Solitary</td>
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<tr>
<td>Challenge Rating: 6</td>
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<tr>
<td>Advancement: 17–23 HD (Gargantuan)</td>
<td>25–48 HD (Colossal)</td>
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<td>Level Adjustment:</td>
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<tr>
<td>Monstrous Scorpion, Tiny</td>
<td>Monstrous Scorpion, Small</td>
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<tr>
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</tr>
<tr>
<td><strong>Hit Dice:</strong> 1d8+2 (4 hp)</td>
<td><strong>Hit Dice:</strong> 1d8+2 (6 hp)</td>
</tr>
<tr>
<td><strong>Initiative:</strong> 4</td>
<td><strong>Initiative:</strong> 0</td>
</tr>
<tr>
<td><strong>Speed:</strong> 20 ft. (4 squares)</td>
<td><strong>Speed:</strong> 30 ft. (6 squares)</td>
</tr>
<tr>
<td><strong>Armor Class:</strong> 14 (+2 size, +2 natural), touch 12, flat-footed 14</td>
<td><strong>Armor Class:</strong> 14 (+1 size, +3 natural), touch 11, flat-footed 14</td>
</tr>
<tr>
<td><strong>Base Attack/Grapple:</strong> +0/–</td>
<td><strong>Base Attack/Grapple:</strong> +0/–</td>
</tr>
<tr>
<td><strong>Attack:</strong> Claw +2 melee (1d4–2)</td>
<td><strong>Attack:</strong> Claw +1 melee (1d3–1)</td>
</tr>
<tr>
<td><strong>Full Attack:</strong> 2 claws +2 melee (1d4–2) and sting +3 melee (1d4–2 plus poison)</td>
<td><strong>Full Attack:</strong> 2 claws +1 melee (1d3–1) and sting +4 melee (1d3–1 plus poison)</td>
</tr>
<tr>
<td><strong>Space/Reach:</strong> 2/2 ft./0 ft.</td>
<td><strong>Space/Reach:</strong> 5 ft./5 ft.</td>
</tr>
<tr>
<td><strong>Special Attacks:</strong> Constrict 1d4–2, improved grab, poison</td>
<td><strong>Special Attacks:</strong> Constrict 1d3–1, improved grab, poison</td>
</tr>
<tr>
<td><strong>Special Qualities:</strong> Darkvision 60 ft., tremorsense 60 ft., vermin traits</td>
<td><strong>Special Qualities:</strong> Darkvision 60 ft., tremorsense 60 ft., vermin traits</td>
</tr>
<tr>
<td>** Saves:** Fort +4, Ref +0, Will +0</td>
<td>** Saves:** Fort +4, Ref +0, Will +0</td>
</tr>
<tr>
<td><strong>Abilities:</strong> Str 3, Dex 10, Con 14, Int —, Wis 10, Cha 2</td>
<td><strong>Abilities:</strong> Str 9, Dex 10, Con 14, Int —, Wis 10, Cha 2</td>
</tr>
<tr>
<td><strong>Skills:</strong> Climb +0, Hide +12, Spot +4</td>
<td><strong>Skills:</strong> Climb +3, Hide +8, Spot +4</td>
</tr>
<tr>
<td><strong>Feats:</strong> Weapon Finesse, Warm deserts</td>
<td><strong>Feats:</strong> Weapon Finesse, Warm deserts</td>
</tr>
<tr>
<td><strong>Environment:</strong> Colony (8–16)</td>
<td><strong>Environment:</strong> Colony (2–5) or swarm (1–11)</td>
</tr>
<tr>
<td><strong>Challenge Rating:</strong> 1/4</td>
<td><strong>Challenge Rating:</strong> 1/2</td>
</tr>
<tr>
<td><strong>Alignment:</strong> Always neutral</td>
<td><strong>Alignment:</strong> Always neutral</td>
</tr>
<tr>
<td><strong>Advancement:</strong> —</td>
<td><strong>Advancement:</strong> —</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Monstrous Scorpion, Large</th>
<th>Monstrous Scorpion, Huge</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Hit Dice:</strong> 5d8+10 (32 hp)</td>
<td><strong>Hit Dice:</strong> 10d8+30 (75 hp)</td>
</tr>
<tr>
<td><strong>Initiative:</strong> 4</td>
<td><strong>Initiative:</strong> 4</td>
</tr>
<tr>
<td><strong>Speed:</strong> 50 ft. (10 squares)</td>
<td><strong>Speed:</strong> 50 ft. (10 squares)</td>
</tr>
<tr>
<td><strong>Armor Class:</strong> 16 (+1 size, +1 natural), touch 9, flat-footed 16</td>
<td><strong>Armor Class:</strong> 20 (+4 size, +12 natural), touch 8, flat-footed 20</td>
</tr>
<tr>
<td><strong>Base Attack/Grapple:</strong> +3/+11</td>
<td><strong>Base Attack/Grapple:</strong> +7/+21</td>
</tr>
<tr>
<td><strong>Attack:</strong> Claw +6 melee (1d6+4)</td>
<td><strong>Attack:</strong> Claw +11 melee (1d8+6)</td>
</tr>
<tr>
<td><strong>Full Attack:</strong> 2 claws +6 melee (1d6+4) and sting +1 melee (1d6+2 plus poison)</td>
<td><strong>Full Attack:</strong> 2 claws +11 melee (1d8+6) and sting +6 melee (2d4+3 plus poison)</td>
</tr>
<tr>
<td><strong>Space/Reach:</strong> 10 ft./5 ft.</td>
<td><strong>Space/Reach:</strong> 15 ft./10 ft.</td>
</tr>
<tr>
<td><strong>Special Attacks:</strong> Constrict 1d6+4, improved grab, poison</td>
<td><strong>Special Attacks:</strong> Constrict 1d8+6, improved grab, poison</td>
</tr>
<tr>
<td><strong>Special Qualities:</strong> Darkvision 60 ft., tremorsense 60 ft., vermin traits</td>
<td><strong>Special Qualities:</strong> Darkvision 60 ft., tremorsense 60 ft., vermin traits</td>
</tr>
<tr>
<td>** Saves:** Fort +6, Ref +1, Will +1</td>
<td>** Saves:** Fort +10, Ref +3, WILL +3</td>
</tr>
<tr>
<td><strong>Abilities:</strong> Str 19, Dex 10, Con 14, Int —, Wis 10, Cha 2</td>
<td><strong>Abilities:</strong> Str 23, Dex 10, Con 16, Int —, Wis 10, Cha 2</td>
</tr>
<tr>
<td><strong>Skills:</strong> Climb +8, Hide +0, Spot +4</td>
<td><strong>Skills:</strong> Climb +10, Hide +4, Spot +4</td>
</tr>
<tr>
<td><strong>Feats:</strong> —</td>
<td><strong>Feats:</strong> —</td>
</tr>
<tr>
<td><strong>Environment:</strong> Warm deserts</td>
<td><strong>Environment:</strong> Warm deserts</td>
</tr>
<tr>
<td><strong>Organization:</strong> Solitary or colony (2–5)</td>
<td><strong>Organization:</strong> Solitary or colony (2–5)</td>
</tr>
<tr>
<td><strong>Challenge Rating:</strong> 3</td>
<td><strong>Challenge Rating:</strong> 7</td>
</tr>
<tr>
<td><strong>Treaure:</strong> 1/10 coins; 50% goods; 50% items</td>
<td><strong>Treaure:</strong> 1/10 coins; 50% goods; 50% items</td>
</tr>
<tr>
<td><strong>Advancement:</strong> 6–9 HD (Large)</td>
<td><strong>Advancement:</strong> 11–19 HD (Huge)</td>
</tr>
</tbody>
</table>

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

<table>
<thead>
<tr>
<th>Size</th>
<th>Fort DC</th>
<th>Damage</th>
<th>Size</th>
<th>Fort DC</th>
<th>Damage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Tiny</td>
<td>10</td>
<td>1 Dex</td>
<td>Huge</td>
<td>14</td>
<td>1d6 Dec</td>
</tr>
<tr>
<td>Small</td>
<td>10</td>
<td>2d12 Dec</td>
<td>Gargantuian</td>
<td>17</td>
<td>1d8 Dev</td>
</tr>
<tr>
<td>Medium</td>
<td>10</td>
<td>1d3 Dec</td>
<td>Colossal</td>
<td>23</td>
<td>2d6 Dev</td>
</tr>
<tr>
<td>Large</td>
<td>11</td>
<td>1d4 Dec</td>
<td>—</td>
<td>—</td>
<td>—</td>
</tr>
</tbody>
</table>

**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 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.
**Monstrous Scorpion, Gargantuian**

**Gargantuian Vermin**

- **Hit Dice:** 2d8+60 (150 hp)
- **Initiative:** +0
- **Speed:** 50 ft. (10 squares)
- **Armor Class:** 24 (–4 size, +18 natural, touch 6, flat-footed 24)
- **Base Attack/Grapple:** +15/+37
- **Attack:** Claw +21 melee (2d8+10), stinger +16 melee (2d6+5 plus poison)
- **Space/Reach:** 20 ft./15 ft.
- **Special Attacks:** Constrict 2d6+10, improved grab, poison
- **Special Qualities:** Darkvision 60 ft., tremorsense 60 ft., vermin traits
- ** Saves:** Fort +15, Ref +6, Will +6
- **Abilities:** Str 31, Dex 10, Con 16, Int —, Wis 10, Cha 2
- **Skills:** Climb +14, Hide —8, Spot +4
- **Feats:**
- **Environment:** Warm deserts
- **Organization:** Solitary
- **Challenge Rating:** 10
- **Treasure:** 1/10 coins; 50% goods; 50% items
- **Advancement:** 21–39 HD (Gargantuian)
- **Level Adjustment:** —

**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.

<table>
<thead>
<tr>
<th>Size</th>
<th>Fort DC</th>
<th>Damage</th>
<th>Size</th>
<th>Fort DC</th>
<th>Damage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Tiny</td>
<td>12</td>
<td>Con</td>
<td>Huge</td>
<td>18</td>
<td>1d6 Con</td>
</tr>
<tr>
<td>Small</td>
<td>12</td>
<td>d2 Con</td>
<td>Gargantuian</td>
<td>23</td>
<td>1d8 Con</td>
</tr>
<tr>
<td>Medium</td>
<td>13</td>
<td>d3 Con</td>
<td>Colossal</td>
<td>33</td>
<td>1d10 Con</td>
</tr>
<tr>
<td>Large</td>
<td>14</td>
<td>d4 Con</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Skills:** A monstrous scorpion has a +4 racial bonus on Climb, Hide, and Spot checks.

**MONSTROUS SPIDER**

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 roam 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. Web-spinners can use the hunter's slow speed of 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.

<table>
<thead>
<tr>
<th>Size</th>
<th>Fort DC</th>
<th>Damage</th>
<th>Size</th>
<th>Fort DC</th>
<th>Damage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Tiny</td>
<td>10</td>
<td>1d2 Str</td>
<td>Huge</td>
<td>16</td>
<td>1d8 Str</td>
</tr>
<tr>
<td>Small</td>
<td>10</td>
<td>1d3 Str</td>
<td>Gargantuian</td>
<td>20</td>
<td>2d6 Str</td>
</tr>
<tr>
<td>Medium</td>
<td>12</td>
<td>1d4 Str</td>
<td>Colossal</td>
<td>28</td>
<td>2d8 Str</td>
</tr>
<tr>
<td>Large</td>
<td>13</td>
<td>1d6 Str</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**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 spider is strong enough to lift a Guantlet of the Pervader, a meteor, or a Stygian Wolf.
A monstrous spider can move across its own web at its climb speed and can pinpoint the location of any creature touching its web.

Monstrous Spider, Large

**Hit Dice:** 4d8+4 (22 hp)

**Initiative:** +3

**Speed:** 30 ft. (6 squares), climb 20 ft.

**Armor Class:** 14 (+1 size, +3 Dex, +2 natural), touch 12, flat-footed 11

**Base Attack/Grapple:** +5/+9

**Attack:** Bite +4 melee (1d6+3 plus poison)

**Full Attack:** Bite +4 melee (1d6+3 plus poison)

**Space/Reach:** 10 ft./5 ft.

**Special Attacks:** Poison, web

**Special Qualities:** Darkvision 60 ft., tremorsense 60 ft., vermin traits

**Saves:** Fort +6, Ref +5, Will +2

**Abilities:** Str 15, Dex 17, Con 12, Int —, Wis 10, Cha 2

**Skills:** Climb +11, Hide +3°, Jump +2°, Spot +4°

**Feats:** —

**Environment:** Temperate forests

**Organization:** Solitary or colony (2–5)

**Challenge Rating:** 2

**Treasure:** 1/10 coins; 50% goods; 50% items

**Advancement:** 5–7 HD (Large)

**Level Adjustment:** —

Monstrous Spider, Gargantuan

**Gargantuan Vermin**

**Hit Dice:** 1d8+32 (104 hp)

**Initiative:** +3

**Speed:** 30 ft. (6 squares), climb 20 ft.

**Armor Class:** 19 (+4 size, +3 Dex, +7 natural), touch 9, flat-footed 16

**Base Attack/Grapple:** +12/+31

**Attack:** Bite +15 melee (2d8+10 plus poison)

**Full Attack:** Bite +15 melee (2d8+10 plus poison)

**Space/Reach:** 20 ft./15 ft.

**Special Attacks:** Poison, web

**Special Qualities:** Darkvision 60 ft., tremorsense 60 ft., vermin traits

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

**Abilities:** Str 25, Dex 17, Con 14, Int —, Wis 10, Cha 2

**Skills:** Climb +14, Hide +5°, Jump +7°, Spot +4°

**Feats:** —

**Environment:** Temperate forests

**Organization:** Solitary

**Challenge Rating:** 8

**Treasure:** 1/10 coins; 50% goods; 50% items

**Advancement:** 17–31 HD (Gargantuan)

**Level Adjustment:** —

Monstrous Spider, Colossal

**Colossal Vermin**

**Hit Dice:** 2d8+64 (208 hp)

**Initiative:** +2

**Speed:** 30 ft. (6 squares), climb 20 ft.

**Armor Class:** 22 (+8 size, +2 Dex, +18 natural), touch 4, flat-footed 20

**Base Attack/Grapple:** +24/+50

**Attack:** Bite +26 melee (4d6+15 plus poison)

**Full Attack:** Bite +26 melee (4d6+15 plus poison)

**Space/Reach:** 40 ft./30 ft.

**Special Attacks:** Poison, web

**Special Qualities:** Darkvision 60 ft., tremorsense 60 ft., vermin traits

**Saves:** Fort +20, Ref +12, Will +10

**Abilities:** Str 31, Dex 15, Con 14, Int —, Wis 10, Cha 2

**Skills:** Climb +16, Hide +10°, Jump +10°, Spot +7°

**Feats:** —

**Environment:** Temperate forests

**Organization:** Solitary

**Challenge Rating:** 15

**Treasure:** 1/10 coins; 50% goods; 50% items

**Advancement:** 33–60 HD (Colossal)

**Level Adjustment:** —
CHAPTER 4: IMPROVING MONSTERS

Each of the monster entries in Chapters 1 through 3 describes a typical creature of its kind. However, there are several methods by which extraordinary or unique monsters can be created using a typical creature as the foundation: by adding character classes, increasing a monster’s Hit Dice, or by adding a template to a monster. These methods are not mutually exclusive—it’s possible for a monster with a template (a half-drachen themed for example) to be improved by both increasing its Hit Dice and adding character class levels.

Class Levels: Intelligent creatures that are reasonably humanoid in shape most commonly advance by adding class levels. Creatures that fall into this category have an entry of “By character class” in their Advancement line. When a monster adds a class level, that level usually represents an increase in experience and learned skills and capabilities.

Increased Hit Dice: Intelligent creatures that are not humanoid in shape, and nonintelligent monsters, can advance by increasing their Hit Dice. Creatures with increased Hit Dice are usually superior specimens of their race, bigger and more powerful than their run-of-the-mill fellows.

Templates: Both intelligent and nonintelligent creatures with an unusual heritage (such as draconic or fiendish blood) or an inflicted change in their essential nature (such as lycanthropy) may be modified with a template. Templates usually result in tougher monsters with capabilities that differ from those of their common kin.

Each of these three methods for improving monsters is discussed in more detail below.

ABILITY SCORE ARRAYS

Monsters are assumed to have completely average (or standard) ability scores—a 10 or an 11 in each ability, as modified by their racial bonuses. However, improved monsters are individuals and often have better than normal ability scores, and usually make use of either the elite array or the nonelite array of ability scores.

Monsters who improve by adding a template, and monsters who improve by increasing their Hit Dice, may use any of the three arrays (standard, nonelite, or elite). Any monster unique enough to be improved could easily be considered elite.

Elite Array: The elite array is 15, 14, 13, 12, 10, 8. These numbers result in modifying the standard scores by +4, +4, +2, +2, +0, and −2. While the monster has one weakness compared to a typical member of its race, it is significantly better overall. The elite array is most appropriate for monsters who add levels in a player character class. A player who wants to play a monster out of this book as a player character but doesn’t want to roll its ability scores should use the elite array.

Nonelite Array: The nonelite array is 13, 12, 11, 10, 9, 8. These numbers result in modifying the standard scores by −2, +2, +0, +0, −2, and −2. The nonelite array does not necessarily make a monster better than normal, but it does customize the monster as an individual with strengths and weaknesses compared to a typical member of its race. The nonelite array is most appropriate for monsters who add class levels in a NPC class such as warrior or adept.

Ability Score Improvement: Whenever a monster reaches a number of Hit Dice divisible by 4, it improves one ability score by 1 point. For example, a lycanthrope of 7 Hit Dice increased to 14 Hit Dice gains an ability score improvement at 8 HD and another one at 12 HD. Monsters do not gain ability score increases for levels they “already reached” with their racial Hit Dice, since these adjustments are included in their basic ability scores.

MONSTERS AND CLASS LEVELS

If a creature acquires a character class, it follows the rules for multi-class characters described on pages 59–60 of the Player’s Handbook. The creature’s Hit Dice equal the number of class levels it has plus its racial Hit Dice. For example, an ogre normally has 4 HD. If it picks up one level of barbarian, it becomes a creature of 5 Hit Dice, 4d8 HD for its ogre levels, plus 1d12 HD for its barbarian level. A creature’s “monster class” is always a favored class, and the creature never takes XP penalties for having it. Additional Hit Dice gained from taking levels in a character class never affect a creature’s size.

Humanoids and Class Levels: Creatures with 1 or less HD replace their monster levels with their character levels. For example, a goblin sorcerer loses its humanoid attack bonus, saving throw bonuses, skills, and feats, and gains the attack bonus, save bonuses, skills, feats, and other class abilities of a 1st-level sorcerer.

Level Adjustment and Effective Character Level: To determine the effective character level (ECL) of a monster character, add its level adjustment to its racial Hit Die and character class levels. The monster is considered to have experience points equal to the minimum needed to be a character of its ECL. For example, a 4th-level minotaur barbarian has an ECL of 12 (6 for its minotaur HD, 4 for its class levels, and 2 for its level adjustment). As the equivalent of a 12th-level character, it has 66,000 XP, and must reach a total of 78,000 XP to become 13th level and add another class level.

<table>
<thead>
<tr>
<th>Table 4–1: Creature Improvement by Type</th>
<th>Good Saving Throws</th>
<th>Skill Points*</th>
</tr>
</thead>
<tbody>
<tr>
<td>Aberration d8</td>
<td>HD ×1/4 (as cleric)</td>
<td>Will</td>
</tr>
<tr>
<td>Animal d8</td>
<td>HD ×1/4 (as cleric)</td>
<td>Fort, Ref (and sometimes Will)</td>
</tr>
<tr>
<td>Construct d10</td>
<td>HD ×1/4 (as cleric)</td>
<td>—</td>
</tr>
<tr>
<td>Dragon d12</td>
<td>HD (as fighter)</td>
<td>Fort, Ref, Will</td>
</tr>
<tr>
<td>Elemental d8</td>
<td>HD ×3/4 (as cleric)</td>
<td>Ref (Air, Fire), or Fort (Earth, Water)</td>
</tr>
<tr>
<td>Fey d6</td>
<td>HD ×1/2 (as wizard)</td>
<td>Ref, Will</td>
</tr>
<tr>
<td>Giant d8</td>
<td>HD ×3/4 (as cleric)</td>
<td>Fort</td>
</tr>
<tr>
<td>Humanoid d8</td>
<td>HD ×3/4 (as cleric)</td>
<td>Varies (any one)</td>
</tr>
<tr>
<td>Magical beast d10</td>
<td>HD (as fighter)</td>
<td>Fort, Ref</td>
</tr>
<tr>
<td>Monstrous humanoid d8</td>
<td>HD (as fighter)</td>
<td>Ref, Will</td>
</tr>
<tr>
<td>Ooze d10</td>
<td>HD ×3/4 (as cleric)</td>
<td>—</td>
</tr>
<tr>
<td>Outsider d8</td>
<td>HD ×1/2 (as fighter)</td>
<td>Fort, Ref, Will</td>
</tr>
<tr>
<td>Plant d8</td>
<td>HD ×3/4 (as cleric)</td>
<td>Fort</td>
</tr>
<tr>
<td>Undead d12</td>
<td>HD ×1/2 (as wizard)</td>
<td>Will</td>
</tr>
<tr>
<td>Vermin d8</td>
<td>HD ×3/4 (as cleric)</td>
<td>Fort</td>
</tr>
</tbody>
</table>

* All types have a number of feats equal to 1 + 1 per 3 Hit Dice.
+ As long as a creature has an Intelligence of at least 1, it gains a minimum of 1 skill point per Hit Die.
++ Creatures with an Intelligence score of "—" gain no skill points or feats.
If you choose to equip a monster with gear, use its ECL as its character level for purposes of determining how much equipment it can purchase. Generally, only monsters with an Advancement entry of 'By character class' receive NPC gear, other creatures adding character levels should be treated as monsters of the appropriate CR and assigned treasure, not equipment.

**Feat Acquisition and Ability Score Increases:** A monster's total Hit Dice, not its ECL, govern its acquisition of feats and ability score increases. For example, a 1st-level minor barbarian has a total of 7 HD. It has three feats (for its 1st, 3rd, and 6th HD). When it gains 2nd level as a barbarian, it becomes a creature of 8 Hit Dice and improves one ability score by 1 point. When it adds its 3rd level of barbarian, the minotaur becomes a creature of 9 Hit Dice and gains its fourth feat.

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**Chapter 4: Advancing Monstrosities**

**Templates**

Certain creatures are created by adding a template to an existing creature. A templated creature may 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. A monster or monster character may become a ghost after death. A spellcaster of at least 11th level can become a lich. Those with 5 or more HD killed by vampires may become vampires. 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. Examples include the celestal, fiendish, half-celestial, half-dragon, and half-fey templates—all assume the creature was born with the template.

It's possible for a certain kind of template to be of either type. The lycanthrope template, for instance, is inherited for a creature that was born with the affliction. It can also be acquired by a creature that is bitten by a natural lycanthrope.

**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 typeage, the creature also acquires the augmented subtype (see page 306) unless the template description indicates otherwise. The augmented subtype is always paired with the creature's original type. For example, a unicorn with the half-celestial template is an outsider with the augmented magical beast subtype. Unless a template indicates otherwise, the new creature has the traits of the new type but the features of the original type. The example half-celestial unicorn has outsider traits (darkvision out to 50 feet, no soul) and magical beast features (10-sided Hit Dice, base attack bonus equal to total Hit Dice, good Fortitude and Reflex saves, and so on).

If a template changes a creature's size, see Table 4–2 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 charge 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, such as a fly speed.

**Armor Class:** If a template changes the creature's size, see Table 4–2 to determine its new Armor Class and to see whether its natural armor changes. In some cases, such as with the ghost template, the method of determining Armor Class changes radically; the template description explains how to adjust the creature's AC.

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**Increasing Hit Dice**

As its Hit Dice increase, a creature's attack bonuses and saving throw modifiers might improve. It gains more feats and skills, depending on its type, as shown on Table 4-1.

Saving throw bonuses are given on Table 3-1: Base Save and Base Attack Bonuses, page 22 of the Player's Handbook. A "good" saving throw uses the higher of the listed values.

Note that if a creature acquires a character class, it improves according to its class, not its type.

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**Table 4–2: Changes to Statistics by Size**

<table>
<thead>
<tr>
<th>Old Size</th>
<th>New Size</th>
<th>Str</th>
<th>Dex</th>
<th>Con</th>
<th>Armor</th>
<th>Attack</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fine</td>
<td>Diminutive</td>
<td>Same</td>
<td>-2</td>
<td>Same</td>
<td>Same</td>
<td>-4</td>
</tr>
<tr>
<td>Diminutive</td>
<td>Tiny</td>
<td>+2</td>
<td>Same</td>
<td>Same</td>
<td>-2</td>
<td>-2</td>
</tr>
<tr>
<td>Tiny</td>
<td>Small</td>
<td>+4</td>
<td>-2</td>
<td>Same</td>
<td>Same</td>
<td>-1</td>
</tr>
<tr>
<td>Small</td>
<td>Medium</td>
<td>+4</td>
<td>-2</td>
<td>+2</td>
<td>Same</td>
<td>-1</td>
</tr>
<tr>
<td>Medium</td>
<td>Large</td>
<td>+8</td>
<td>-2</td>
<td>+4</td>
<td>+1</td>
<td>-1</td>
</tr>
<tr>
<td>Large</td>
<td>Huge</td>
<td>+8</td>
<td>Same</td>
<td>+4</td>
<td>+1</td>
<td>-2</td>
</tr>
<tr>
<td>Huge</td>
<td>Gargantuan</td>
<td>+8</td>
<td>Same</td>
<td>+4</td>
<td>+5</td>
<td>-4</td>
</tr>
<tr>
<td>Gargantuan</td>
<td>Colossal</td>
<td>+8</td>
<td>Same</td>
<td>+4</td>
<td>+5</td>
<td>-4</td>
</tr>
</tbody>
</table>

* Repeat the adjustment if the creature moves up one size more.

   For example, if a creature advances from Medium to Huge size, it gains +16 to Strength, -4 to Dexterity, and -2 to attack bonus and Armor Class.

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**Table 4–3: Increased Damage by Size**

<table>
<thead>
<tr>
<th>Old Damage (Each)</th>
<th>New Damage</th>
</tr>
</thead>
<tbody>
<tr>
<td>1d2</td>
<td>1d3</td>
</tr>
<tr>
<td>1d3</td>
<td>1d4</td>
</tr>
<tr>
<td>1d4</td>
<td>1d6</td>
</tr>
<tr>
<td>1d6</td>
<td>1d8</td>
</tr>
<tr>
<td>1d8</td>
<td>2d6</td>
</tr>
<tr>
<td>2d6</td>
<td>2d8</td>
</tr>
<tr>
<td>2d8</td>
<td>3d6</td>
</tr>
<tr>
<td>3d6</td>
<td>3d8</td>
</tr>
</tbody>
</table>

* Repeat the adjustment if the creature moves up one size category. For example, if a Medium creature with two claw attacks dealing 1d4 points of damage each advances from Medium to Huge, the damage dealt by each of its claw attacks increases to 1d8.
**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; see Table 7–1, page 314.

**Damage:** Damage changes with Strength. If the creature uses a two-handed weapon or has a single natural weapon, it adds 10/x10 times its Strength bonus to the damage. If it has more than a single attack, such as a character with two weapons or a monster with claws and a bite, then it adds its Strength bonus to damage rolls for the primary attack and 10/x10 its Strength bonus to all secondary attacks.

**Space/Reach:** A template may change this entry if it changes the monster’s size. The typical space and reach for monsters of each size is given on Table 7–1. Creature Sizes (page 314). Note that this table does not take into account special situations such as a rope’s strands.

**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 (see Chapter 7: Glossary).

**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

### Example of Monster Advancement

An otough is a large aberration with an advancement of 7–8 HD (Large) and 9–18 HD (Huge). Creating a more powerful otough with 15 HD requires the following adjustments.

#### Advancing an Otough from 6 HD to 15 HD

<table>
<thead>
<tr>
<th>Old Statistics</th>
<th>New Statistics</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Size/Type:</strong> Large Aberration</td>
<td>Huge Aberration</td>
<td>New Constitution increases from 13 to 17 for becoming Huge. The otough keeps its Toughness feat.</td>
</tr>
<tr>
<td><strong>Hit Dice:</strong> 6d8+9 (36 hp)</td>
<td>15d8+48 (115 hp)</td>
<td>Dexterity decreases from 10 to 8 for becoming Huge; Improved Initiative added as a new feat (one of two from gaining +5 HD).</td>
</tr>
<tr>
<td><strong>Initiative:</strong> +0</td>
<td>+3</td>
<td>No change.</td>
</tr>
<tr>
<td><strong>Speed:</strong> 20 ft. (4 squares)</td>
<td>20 ft. (4 squares)</td>
<td>Natural armor increases by +4 for becoming Huge, but size modifier reduces AC –1.</td>
</tr>
<tr>
<td><strong>Armor Class:</strong> 17 (–1 size, +8 natural), touch 9, flat-footed 17</td>
<td>19 (–2 size, –1 Dex, +12 natural), touch 7, flat-footed 19</td>
<td></td>
</tr>
<tr>
<td><strong>Base Attack/Grapple:</strong> +4/+8</td>
<td>+11/+23</td>
<td>Base attack bonus for a 15 HD aberration is +11. For grapple bonus add +4 (Strength 19), +8 (Huge size).</td>
</tr>
<tr>
<td><strong>Attack:</strong> Tentacle +4 melee (1d6)</td>
<td>Tentacle +14 melee (1d8+4)</td>
<td>Base attack bonus for a 15 HD aberration is +11 +4 (Strength 19) –2 (Huge size), for a primary attack bonus of +13. The otough keeps its Weapon Focus feat. The size increase improves the damage die from d6 to d8, and Strength 19 adds a +4 bonus to damage rolls.</td>
</tr>
<tr>
<td><strong>Full Attack:</strong> 2 tentacles +4 melee (1d6), bite –2 melee (1d4)</td>
<td>2 tentacles +14 melee (1d8+4), bite +11 melee (1d6+2)</td>
<td>As above. The otough added the Multiattack feat, so its secondary bite attack is at –2 instead of –5. The size increase improves the bite damage from 1d4 to 1d6, and the otough adds half its Strength bonus to the secondary attack.</td>
</tr>
<tr>
<td><strong>Space/Reach:</strong> 10 ft./10 ft. (15 ft. with tentacle)</td>
<td>15 ft./15 ft. (25 ft. with tentacle)</td>
<td>Increased space and reach for Huge size.</td>
</tr>
<tr>
<td><strong>Special Attacks:</strong> Constrict (1d6), disease, improved grab</td>
<td>Constrict (1d8+4), disease, improved grab</td>
<td>The otough can grab and constrict creatures of up to Large size; thanks to the otough’s increased Hit Dice and Constitution, the save DC against its disease is now 20.</td>
</tr>
<tr>
<td><strong>Special Qualities:</strong> Scent</td>
<td>Scent</td>
<td>No change.</td>
</tr>
<tr>
<td><strong>Saves:</strong> Fort +3, Ref +2, Will +6</td>
<td>Fort +10, Ref +4, Will +10</td>
<td>At 15 HD, normal saves have a +5 bonus and good saves have a +9 bonus, adjusted for ability scores. The otough added the Great Fortitude feat.</td>
</tr>
<tr>
<td><strong>Abilities:</strong> Str 11, Dex 10, Con 13, Int 5, Wis 12, Cha 6</td>
<td>Str 19, Dex 8, Con 17, Int 5, Wis 12, Cha 6</td>
<td>Strength increases by +8. Dexterity decreases by –2, Constitution increases by +4.</td>
</tr>
<tr>
<td><strong>Skills:</strong> Hide –1*, Listen +6, Spot +5</td>
<td>Hide –3*, Listen +9, Spot +9</td>
<td>Adding 5 HD raises maximum skill rank to 18 and adds 9 skill points. (+3 to Hide, +3 to Listen, +3 to Spot). Hide skill size penalty increases from –4 to –8 because of Huge size. Skill scores adjusted for ability scores.</td>
</tr>
<tr>
<td><strong>Feats:</strong> Alertness, Toughness, Weapon Focus (tentacle)</td>
<td>Alertness, Great Fortitude, Improved Initiative, Multiattack, Toughness, Weapon Focus (tentacle)</td>
<td>Increasing from 6 to 15 HD gives the otough six feats instead of three. Added Great Fortitude, Improved Initiative, and Multiattack.</td>
</tr>
</tbody>
</table>
Adding More Than One Template

Adding a new template to a creature's base ability scores does not necessarily improve the monst's stats. If you're adding a monster to an existing template, make sure it's a template like a character. Otherwise, use the following guidelines:

1. Add the模板's ability scores to the creature's base ability scores.
2. Apply any template-specific rules, such as how the creature's abilities change if it's an animal.
3. If the creature's template has a challenge rating, update the creature's challenge rating to reflect the new template.
4. If the creature's template has a base attack bonus, adjust it to reflect the new template.
5. If the creature's template has a hit point total, adjust it to reflect the new template.
6. If the creature's template has a hit point maximum, adjust it to reflect the new template.
7. If the creature's template has a hit point minimum, adjust it to reflect the new template.
8. If the creature's template has a hit point ceiling, adjust it to reflect the new template.
9. If the creature's template has a hit point floor, adjust it to reflect the new template.
10. If the creature's template has a hit point threshold, adjust it to reflect the new template.
11. If the creature's template has a hit point range, adjust it to reflect the new template.
12. If the creature's template has a hit point spread, adjust it to reflect the new template.
13. If the creature's template has a hit point variance, adjust it to reflect the new template.
14. If the creature's template has a hit point variance range, adjust it to reflect the new template.
15. If the creature's template has a hit point variance spread, adjust it to reflect the new template.
16. If the creature's template has a hit point variance threshold, adjust it to reflect the new template.
17. If the creature's template has a hit point variance floor, adjust it to reflect the new template.
18. If the creature's template has a hit point variance ceiling, adjust it to reflect the new template.
19. If the creature's template has a hit point variance minimum, adjust it to reflect the new template.
20. If the creature's template has a hit point variance maximum, adjust it to reflect the new template.
21. If the creature's template has a hit point variance total, adjust it to reflect the new template.
22. If the creature's template has a hit point variance total range, adjust it to reflect the new template.
23. If the creature's template has a hit point variance total spread, adjust it to reflect the new template.
24. If the creature's template has a hit point variance total threshold, adjust it to reflect the new template.
25. If the creature's template has a hit point variance total floor, adjust it to reflect the new template.
26. If the creature's template has a hit point variance total ceiling, adjust it to reflect the new template.
27. If the creature's template has a hit point variance total minimum, adjust it to reflect the new template.
28. If the creature's template has a hit point variance total maximum, adjust it to reflect the new template.
29. If the creature's template has a hit point variance total total, adjust it to reflect the new template.
30. If the creature's template has a hit point variance total total range, adjust it to reflect the new template.
31. If the creature's template has a hit point variance total total spread, adjust it to reflect the new template.
32. If the creature's template has a hit point variance total total threshold, adjust it to reflect the new template.
33. If the creature's template has a hit point variance total total floor, adjust it to reflect the new template.
34. If the creature's template has a hit point variance total total ceiling, adjust it to reflect the new template.
35. If the creature's template has a hit point variance total total minimum, adjust it to reflect the new template.
36. If the creature's template has a hit point variance total total maximum, adjust it to reflect the new template.
37. If the creature's template has a hit point variance total total total, adjust it to reflect the new template.
38. If the creature's template has a hit point variance total total total range, adjust it to reflect the new template.
39. If the creature's template has a hit point variance total total total spread, adjust it to reflect the new template.
40. If the creature's template has a hit point variance total total total threshold, adjust it to reflect the new template.
41. If the creature's template has a hit point variance total total total floor, adjust it to reflect the new template.
42. If the creature's template has a hit point variance total total total ceiling, adjust it to reflect the new template.
43. If the creature's template has a hit point variance total total total minimum, adjust it to reflect the new template.
44. If the creature's template has a hit point variance total total total maximum, adjust it to reflect the new template.
45. If the creature's template has a hit point variance total total total total, adjust it to reflect the new template.
46. If the creature's template has a hit point variance total total total total range, adjust it to reflect the new template.
47. If the creature's template has a hit point variance total total total total spread, adjust it to reflect the new template.
48. If the creature's template has a hit point variance total total total total threshold, adjust it to reflect the new template.
49. If the creature's template has a hit point variance total total total total floor, adjust it to reflect the new template.
50. If the creature's template has a hit point variance total total total total ceiling, adjust it to reflect the new template.
51. If the creature's template has a hit point variance total total total total minimum, adjust it to reflect the new template.
52. If the creature's template has a hit point variance total total total total maximum, adjust it to reflect the new template.
53. If the creature's template has a hit point variance total total total total total, adjust it to reflect the new template.
54. If the creature's template has a hit point variance total total total total total range, adjust it to reflect the new template.
55. If the creature's template has a hit point variance total total total total total spread, adjust it to reflect the new template.
56. If the creature's template has a hit point variance total total total total total threshold, adjust it to reflect the new template.
57. If the creature's template has a hit point variance total total total total total floor, adjust it to reflect the new template.
58. If the creature's template has a hit point variance total total total total total ceiling, adjust it to reflect the new template.
59. If the creature's template has a hit point variance total total total total total minimum, adjust it to reflect the new template.
60. If the creature's template has a hit point variance total total total total total maximum, adjust it to reflect the new template.
61. If the creature's template has a hit point variance total total total total total total, adjust it to reflect the new template.
62. If the creature's template has a hit point variance total total total total total total range, adjust it to reflect the new template.
63. If the creature's template has a hit point variance total total total total total total spread, adjust it to reflect the new template.
64. If the creature's template has a hit point variance total total total total total total threshold, adjust it to reflect the new template.
65. If the creature's template has a hit point variance total total total total total total floor, adjust it to reflect the new template.
66. If the creature's template has a hit point variance total total total total total total ceiling, adjust it to reflect the new template.
When adding class levels to a creature, you should give it typical ability scores appropriate for that class. Most creatures in this book are built using the standard array of ability scores: 11, 11, 10, 10, 10, adjusted by racial modifiers. If you give a creature a PC class, such as fighter or druid, use the elite array of ability scores before racial adjustments: 15, 14, 13, 12, 10, 8. For example, the troll hunter (in the Troll entry) is a ranger and uses the elite array, which is then modified by the troll’s racial adjustments (Str +12, Dex +14, Con +12, Int −4, Wis −2, Cha −4). Creatures with NPC classes, such as adept or warrior, use the nonelite array of 13, 12, 11, 10, 9, 8. The orc warrior presented in this book is an example.

**Estimating CR:** Assigning a Challenge Rating is a subjective judgment, not an exact science—meaning that you have control over what the CR of an monster with class levels should be. If you find a class combination that improves a monster’s capabilities significantly—or not as significantly as this guideline supposes—you should modify its CR as seems logical. Error in overestimating: If a monster has a higher Challenge Rating than it deserves, it’s less likely to kill off an entire party than if you had under-estimated in the other direction.

**Associated Class Levels**
Class levels that increase a monster’s existing strengths are known as associated class levels. Each associated class level a monster has increases its CR by 1.

- Barbarian, fighter, paladin, and ranger are associated classes for a creature that relies on its fighting ability. For example, if you add a level of fighter, barbarian, range, or paladin to a frost giant, this directly improves the monster’s existing strengths and is therefore an associated class level.
- Rogue and ranger are associated classes for a creature that relies on stealth to surprise its foes, or on skill to give itself an advantage. The babu demon, for example, is “sneaky and sly” and has sneak attack as a special ability. Rogue is an associated class for this creature.
- A spellcasting class is an associated class for a creature that already has the ability to cast spells as a character of the class in question, since the monster’s levels in the spellcasting class stack with its innate spellcasting ability. A rakshasa, for example, casts spells as a 7th-level sorcerer. If it picks up a level of sorcerer, it casts spells as an 8th-level sorcerer.

**Nonassociated Class Levels**
If you add a class level that doesn’t directly play to a creature’s strength (such as adding a sorcerer level to a frost giant), the class level is considered nonassociated, and things get a little more complicated. Adding a nonassociated class level to a monster increases its CR by 1/2 per level until one of its nonassociated class levels equals its original Hit Dice. At that point, each additional level of the same class or a similar one is considered associated and increases the monster’s CR by 1.

- For example, frost giants have 14 HD. After you add 14 levels of sorcerer to a frost giant (and 7 to its CR), any further sorcerer class levels are considered associated. Adding one more sorcerer level increases this particular frost giant’s CR by 1.
- Levels in NPC classes are always treated as nonassociated.

**Adding Hit Dice**
When you improve a monster by adding Hit Dice, use Table 4-4 to determine the effect on the creature’s CR. Keep in mind that many monsters that advance by adding Hit Dice also increase in size. Do not stack this CR increase with any increase from class levels.

In general, once you’ve doubled a creature’s CR, you should closely watch any additional increases in its abilities. Adding Hit Dice to a creature improves several of its abilities, and radical increases might not follow this progression indefinitely. Compare the monster’s improved attack bonus, saving throw bonuses, and

**Table 4-4: Improved Monster CR Increase**

<table>
<thead>
<tr>
<th>Creature’s Original Type</th>
<th>CR Increase</th>
</tr>
</thead>
<tbody>
<tr>
<td>Aberration, construct, elemental, fey, giant, humanoid, ooze, plant, undead, vermin</td>
<td>+1 per 4 HD added</td>
</tr>
<tr>
<td>Animal, magical beast, monstrous humanoid</td>
<td>+1 per 3 HD added</td>
</tr>
<tr>
<td>Dragon, outsider, nonassociated class levels</td>
<td>+1 per 2 HD or</td>
</tr>
<tr>
<td></td>
<td>2 levels added</td>
</tr>
<tr>
<td>Directly associated class levels</td>
<td>+1 per level added</td>
</tr>
</tbody>
</table>

**Other Modifiers:**
- Size increased to large or larger: +1 to CR
- Monster’s ability scores based on elite array*: +1 to CR
- Monster possesses special attacks or qualities that significantly improve combat effectiveness: +2 to CR
- Monster possesses special attacks or qualities that improve combat effectiveness in a minor way: +1 to CR
- Template added: + template
- CR modifier

* Do not apply this increase if you advance a monster by class levels. (Monsters advanced by class levels are assumed to use the elite array.)

**Increasing Size**
Generally, increasing a monster’s size increases its combat effectiveness. Large creatures gain increased Strength, reach, and other benefits. Apply this modifier if you increase a creature beyond Medium and in conjunction with any other increases.

- Be careful, though. Monsters that benefit from a smaller size may actually lose effectiveness because of a size increase. A grig, for example, gains AC and attack bonuses for being Tiny, and reduced Dexterity from a size increase actually hurts its weapon finesse capability. Monsters that don’t benefit from size increases don’t advance in that manner for this reason.

**Adding Special Abilities**
You can add any sort of spell-like, supernatural, or extraordinary ability to a creature. As with a class level, you should determine how much, how much little, this ability adds to the creature’s existing repertoire. A suit of abilities that work together should be treated as a single modifier for this purpose. If the ability (or combination of abilities) significantly increases the monster’s combat effectiveness, increase its CR by 2. Minor abilities increase the creature’s CR by 1, and truly trivial abilities may not increase CR at all. If the special abilities a monster gains are not tied to a class or Hit Die increase, this CR increase stacks.

- A significant special attack is one that stands a good chance of incapacitating or crippling a character in one round; the troll’s rend ability, while it is dangerous, does not make it significantly more dangerous than it already is, but an umber hulk’s confusing gaze can take characters out of the fight every round. A significant special quality is one that seriously diminishes the monsters vulnerability to common attacks, such as spell resistance or an undead creature’s immunities. Do not add this factor twice if a monster has both special attacks and special qualities.

Make sure to “scale” your evaluation of these abilities by the monster’s current CR. Giving a CR 15 monster built for melee combat the ability to cast bull’s strength once per day is pretty trivial, taken all by itself. It probably wouldn’t bump the CR at all, or at best, by 1. If you give a melee combat monster of CR 1 the same ability, however, that’s fairly significant: Increase the CR by 2.

- Adding lots of abilities is always problematic. Monsters usually only spend a short period of time “on screen” in any adventure. If you give a monster more special abilities than it can reliably use in a single encounter, you may just be increasing complexity for no real improvement.
CHAPTER 5: 
MAKING MONSTERS

All the really great monsters, in the D&D game and in literature, have one thing in common—you can sum up what they’re all about in just a few words. That’s the first and most essential item in any monster recipe—a solid and fairly simple statement of what the monster is all about.

THE MONSTER’S CONCEPT

Before you begin assigning statistics and other particulars, take some time to think about the basic nature, concept, or essence of your monster.

Think about the following when working on your concept:

—What do you expect the creature to do in the game? Is it a friend or foe of the PCs? Does it depend primarily on physical abilities or mental abilities? Is it meant to be encountered once, or on a recurring basis?

—Where does it live? (A monster that lives underground may have characteristics not shared by monsters that inhabit the wilderness, and vice versa.)

—Does it dwell? (Is it a predator that relies on its own strength and speed, or is it intelligent enough to get other creatures to do its bidding?)

—Does it have any particular enemies or favorite prey?

After you have an idea of what your monster is about, you’ll have a much easier time making your creature’s type, ability, scores, feats, skills, and special powers fit your concept. It’s okay to model your new monster on a creature that’s already in the game—you’ll have less work to do, and your monster will be easier to use. You’ll find that a short menu of special abilities tightly wedded to your concept makes the best monster, and makes the monster much easier to use.

DETERMINING THE MONSTER’S TYPE

Once you have your monster’s concept figured out, it’s time to pick a creature type that fits the concept. Use the following information to determine the most appropriate type for your monster (perhaps refining your concept as you go).

**Aberration**: An aberration has a bizarre anatomy, strange abilities, an alien mindset, or any combination of the three. This type works best for creatures that are just plain weird. Aberrations have normal combat ability and hit points, but generally poor saving throws.

If you want your aberration to be a tough customer in combat, you’ll need to give it some sort of special attack ability. For example, a carrion crawler has eight paralyzing tentacle attacks, while an ombak hubik has a gaze that causes confusion.

**Animal**: An animal is a living, nonhuman creature, usually a vertebrate with no magical abilities and no innate capacity for language or culture. Animals have normal combat ability, average hit points, and average saving throws.

If your creature ever lived on Earth, and it’s not an insect of some kind, it’s probably an animal.

**Construct**: A construct is an animated object or artificially constructed creature. Constructs have normal combat ability and hit points, and very poor saving throws, but they have immunity to many attack forms.

Use this type for any creature that was built or made rather than born or hatched.

**Dragon**: A dragon is a reptile-like creature, usually winged, with magical or unusual abilities. This type is exceptionally powerful, combining good combat ability, hit points, and saving throws.

Use the dragon type for variations on the basic dragon design (a flying reptile with supernatural abilities). If your creature is essentially just a flying reptile (such as a pterodactyl), the animal or magical beast type may be more suitable.

**Elemental**: An elemental is a being composed of one of the four classical elements: air, earth, fire, or water. Elementals have average combat ability and hit points and poor saving throws, but have immunity to some forms of attack.

Use the elemental type for a creature from the elemental planes that is more elemental than creature. If your creature is a native of the elemental planes but more like a living creature than the incarnation of an element, you should probably use the outsider type.

**Fey**: A fey is a creature with supernatural abilities and connections to nature or to some other force or place. Fays are usually human-shaped. Fays have poor combat ability and hit points and average saving throws. If you want to create a tough fey, you will need to assign formidable physical ability scores and special attacks or defenses to make the creature survivable.

Fey creatures include fairies and many sylvan creatures. They could also include evil creatures such as the sidhe and unseelie faeries.

**Giant**: A giant is a humanoid-shaped creature of great strength, usually of at least Large size. Giants have average combat ability and hit points, and poor saving throws, but their size and physical abilities usually make them very dangerous combatants.

If your creature is humanoid-shaped and at least as big as an ogre, it’s probably a giant, especially if it doesn’t have a lot of special abilities.

**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, such as elf, goblinoid, or reptilian.

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 (for example, gnolls and bugbears) are the only humanoids who make use of the features of the humanoid type. Humanoids have average combat ability and hit points, but poor saving throws.

**Magical Beast**: A magical beast is similar to an animal but can have an Intelligence score higher than 2. Magical beasts usually have supernatural or extraordinary abilities, but sometimes are merely bizarre in appearance or habits. Magical beasts have good combat ability and hit points, and average saving throws.

If your creature resembles an animal but is intelligent or has supernatural, or spell-like abilities, it’s probably a magical beast. You can also use this type for animal-like creatures that combine the features of two or more animals, or are similar to animals but just tougher.

**Monstrous Humanoid**: Monstrous humanoids are similar to humanoids, but with monstrous or animalistic features. They often have magical abilities as well. Monstrous humanoids have good combat ability and average hit points and saving throws.

Use this type for just about anything that combines elements of human and animal or monster anatomy, unless it is weird enough to qualify as an aberration. Monstrous humanoids might also include otherwise humanoid creatures with odd vulnerabilities or abilities you wouldn’t normally find in a humanoid.

**Ooze**: An ooze is an amorphous or malleable creature, usually mindless. Oozes have average combat ability, good hit points, and very poor saving throws, but they have immunity to many forms of attack.

If your creature has a bizarre physiology that takes the form of mindless, amorphous blob, it’s an ooze. Otherwise, it’s probably an aberration.

**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. Outsiders have good combat ability, average hit points, and good saving throws.

If your creature comes from another plane and it's not an elemental, it's an outsider.

**Plant:** This type comprises vegetable creatures. Note that regular plants, such as one finds growing in gardens and fields, lack Wisdom and Charisma scores and thus are not creatures, but objects, even though they are alive. Plant creatures have average combat ability and hit points and poor saving throws, but have immunity to many forms of attack.

**Undead:** Undead are once-living creatures animated by spiritual or supernatural forces. Undead have poor combat ability, average hit points, and poor saving throws, but have immunity to many forms of attack. If you want to create an undead creature with formidable combat abilities, you will need to give it high Strength or Dexterity, or provide it with dangerous special attacks and defenses.

If it's dead, but still kicking, it's undead (although it could be a construct). If it's just a collection of parts animated through an incantation, the creature is a construct.

**Vermin:** This type includes insects, arachnids, other arthropods, worms, and similar invertebrates. Vermin have average combat ability and hit points and poor saving throws, but are often mindless and therefore have immunity to mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).

Use this type for giant bugs and other mindless invertebrates. If your creature has an Intelligence score and you've considered the vermin type, it's probably a magical beast or an aberration instead.

**TARGET CHALLENGE RATING**

Before you get too far into designing your monster, you should decide about how tough a monster you're trying to build by picking a target CR. Challenge rating measures the level of characters the monster will be best suited to oppose. As you assign the monster's Hit Dice, Armor Class, attack bonus, special attacks, save DCs, and other characteristics, you will want to keep your target CR in mind.

For example, if you want to create a monster to challenge a party of 2nd-level characters, you probably don't want to create a monster with an Armor Class of 25. A strong and capable 2nd-level fighter might have an attack bonus of +6 or so, which means that the best character in the party will hit your monster only on a natural 19 or 20. The clerics, rogues, and other characters in the party will likely hit on a natural 20.

If you are interested in creating your own monsters for a particular game or campaign, you have an advantage. You know exactly what characters your monsters will face. You can examine your players' character sheets and check the attack bonus, Armor Class, and saving throws of the characters you expect your monster to fight. If you don't want to tailor your monster to a particular group of characters, you can use the NPC tables in Chapter 4 of the Dungeon Master's Guide to see how characters of a level equal to your target CR can handle different monster attacks and defenses.

As you proceed through the steps of creating your monster, use your target CR to guide your decisions about what to value, series of attack, if your campaign, but you will be more likely to create a monster that never misses or can't hit.

**CREATING THE MONSTER**

All the other elements of the monster recipe serve to put your concept into words and numbers so you can use the monster in play. The steps below are not presented in the same order as a monster entry, because some items that appear late in a monster entry (for example, the monster's ability scores) affect decisions you might make about items that precede them.

**CREATURE TYPE**

A creature's type defines what the creature is like and what it can do in much the same way as a character's class defines the character's abilities. A creature's type determines the size of its Hit Dice and how magic affects the creature; for example, the hold animal spell affects only creatures of the animal type.

Type, along with size, helps determine the monster's ability scores and damage ranges. Consider your concept for the monster and choose the type that best matches that concept. Full descriptions of each type's features and traits appear in Chapter 7: Glossary.

**SIZE**

A creature's size affects its combat abilities in numerous ways. In general, the bigger the creature, the nastier it is. When assigning a size to your monster, think about your monster concept. Does the creature need to be really tough? Does it have a voracious appetite? If so, it should be big. Is the creature sneaky, agile, and easy to overlook? If so, it should be smaller.

It's important to remember that a creature's total volume is what determines its size. If a creature is significantly denser or less dense than a regular animal, then its weight is a poor indicator of size. For example, the ghost of a human weighs nothing but is size Medium.

A creature's size should influence its ability scores and its number of Hit Dice. Table 5-1 shows suggested ability scores, Hit Dice, and natural weapon damage for monsters of various sizes. These guidelines are not hard-and-fast requirements. Many creatures in this book do not adhere to the guidelines on the table.

The column headers on Table 5-1 are defined below.

**Minimum CR:** This column gives the minimum target CR you should assign to a creature of this size. This reflects the size-based suggestions for number of HD, Strength, and damage capability. For example, if you are creating a Gigantuan creature, you should plan on a final CR of 6 or higher.

**Str, Dex, Con:** These numbers are typical values for a creature of the indicated size. The creature's type influences which end of the given range a monster falls into; for example, since giants are often at the high end of the Strength range for their size, a Large giant's Strength score should be closer to 27 than 18.

<table>
<thead>
<tr>
<th>Size</th>
<th>Minimum CR</th>
<th>Str</th>
<th>Dex</th>
<th>Con</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fine</td>
<td>1</td>
<td>1</td>
<td>16-27</td>
<td>2-11</td>
</tr>
<tr>
<td>Diminutive</td>
<td>1</td>
<td>1</td>
<td>14-25</td>
<td>4-13</td>
</tr>
<tr>
<td>Tiny</td>
<td>2-5</td>
<td>12-23</td>
<td>4-15</td>
<td></td>
</tr>
<tr>
<td>Small</td>
<td>4-11</td>
<td>10-21</td>
<td>6-17</td>
<td>1/2</td>
</tr>
<tr>
<td>Medium</td>
<td>8-19</td>
<td>9-19</td>
<td>8-19</td>
<td>1</td>
</tr>
<tr>
<td>Large</td>
<td>2</td>
<td>18-27</td>
<td>6-17</td>
<td>10-23</td>
</tr>
<tr>
<td>Huge</td>
<td>4</td>
<td>24-33</td>
<td>4-15</td>
<td>12-27</td>
</tr>
<tr>
<td>Gigantuan</td>
<td>6</td>
<td>30-41</td>
<td>4-13</td>
<td>14-31</td>
</tr>
<tr>
<td>Colossal</td>
<td>10</td>
<td>36-49</td>
<td>2-11</td>
<td>18-39</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Minimum</th>
<th>Maximum</th>
<th>Slam or</th>
<th>Bite</th>
<th>Claw or</th>
<th>Core or</th>
</tr>
</thead>
<tbody>
<tr>
<td>HD</td>
<td>HD</td>
<td>Tentacle</td>
<td>Bite</td>
<td>Sting</td>
<td>Tail</td>
</tr>
</tbody>
</table>
Ability score guidelines for some creature types are given below:

**Elemental**: Air and fire elementals often have high Dexterity scores for their size; earth and water elementals often have high Constitution scores.

**Fey**: Fey often have high Dexterity scores for their size.

**Giant**: Giants often have high Strength and Constitution scores for their size.

**Magical Beasts**: Magical beasts often have high Dexterity scores for their size.

**Ooze**: Oozes often have low Dexterity and high Constitution scores for their size.

**Outsider**: Outsiders may be supernaturally quick and agile, despite their size. Outsiders have the Dexterity range of a creature three sizes smaller than their actual size.

**Plant**: Plants often have low Dexterity and high Constitution scores for their size.

**Undead**: Undead often have high Strength and Dexterity scores for their size.

**Minimum HD**: Creatures of size Small or larger should be assigned a certain number of Hit Dice as a minimum to reflect their mass. A Gargantuan creature with 2 Hit Dice would be larger than an elephant, and would have the hit points of a wolf.

**Maximum HD**: Creatures of size Tiny or smaller shouldn't have a very large number of Hit Dice, simply because they don't have the necessary body mass to have the sort of innate toughness that a large number of racial Hit Dice would suggest. If you want to create very small creatures with lots of Hit Dice, you might be better off to keep the creature's racial Hit Dice low and assign it some number of character class levels instead.

**Slam or Tentacle**: The suggested damage value for any blunt attack the creature might have (punches, constrictions, slaps, and the like).

**Bite**: The suggested damage value for any attack the creature delivers with its mouth or teeth.

**Claw or String**: The suggested damage value for any attack the creature makes by scratching, tearing, raking, or poking with an appendage.

**Gore or Tail**: The suggested damage value for any attack the creature makes with horns, antlers, or a head butt. A tail slap or tail whip falls in this category, too.

**SUBTYPE**

A monster associated with an element, form of energy, or the like also gets a parenthetical subtype. Applying a subtype can indicate a subgroup within a larger type, such as undead (incorporeal). Some types link creatures that share characteristics, such as humanoid (goblinoid). Other subtypes categorize members of different types that share common characteristics. For example, white dragons and frost giants belong to the dragon and giant types, respectively, but they are also of the cold subtype.

Some common subtypes that affect a creature's abilities are briefly described below. Details are given in Chapter 7, Glossary.

**Air**: The creature (usually an elemental or outsider) possesses an innate bond to the Elemental Plane of Air.

**Angel**: The creature belongs to one of the angel races and shares common characteristics with other angels.

**Aquatic**: The creature breathes water, not air.

**Archon**: The creature belongs to one of the archon races and shares common characteristics with other archons.

**Augmented**: The creature's type has been changed by a template.

**Baatezu**: The creature is a devil that belongs to the baatezu race and shares common characteristics with other baatezu.

**Chaos**: The creature (usually an outsider) possesses an innate bond to the chaotic-aligned Outer Planes, which determines how it is affected by certain spells.

**Cold**: The creature has immunity to cold, but is vulnerable to fire attacks.

**Earth**: The creature (usually an elemental or outsider) possesses an innate bond to the Elemental Plane of Earth.

**Eldrained**: The creature is a celestial that belongs to the eldrain race and shares common characteristics with other eldrains.

**Evil**: The creature (usually an outsider) possesses an innate bond to the evil-aligned Outer Planes, which determines how it is affected by certain spells.

**Extraplanar**: The creature (usually an elemental or outsider) is not native to the Material Plane, which determines how it is affected by spells that banish or dismiss extraplanar creatures.

**Fire**: The creature has immunity to fire, but is vulnerable to cold attacks.

**Goblinoid**: The creature belongs to one of the goblin races.

**Good**: The creature (usually an outsider) possesses an innate bond to the good-aligned Outer Planes, which determines how it is affected by certain spells.

**Guardian**: The creature is a celestial that belongs to the guardian race and shares common characteristics with other guardians.

**Incorporeal**: The creature is completely intangible on the Material Plane and can pass through solid objects.

**Lawful**: The creature (usually an outsider) possesses an innate bond to the lawful-aligned Outer Planes, which determines how it is affected by certain spells.

**Native**: Despite its outsider type, the creature is actually a native of the Material Plane.

**Reptilian**: The creature is a humanoid with reptile-like characteristics.

**Shapechanger**: The creature possesses an innate ability to change shape or assume an alternate form.

**Swarm**: The creature is actually a swarm of hundreds or thousands of very small creatures.

**Tanalri**: The creature is a demon that belongs to the tanalri race and shares common characteristics with other tanalri.

**Water**: The creature (usually an elemental or outsider) possesses an innate bond to the Elemental Plane of Water.

**HIT DICE**

This entry in a statistics block provides the number and size (number of sides) of Hit Dice and any bonus hit points. The size of the dice is derived from the creature's type. The number of bonus hit points is a function of the creature's Hit Dice and Constitution score.

A parenthetical listing of the creature's average hit points follows the Hit Dice listing. To calculate a creature's average hit points, take the average value of each Hit Die, apply the creature's Constitution modifier (a creature always has at least 1 hit point per Hit Die), multiply by the number of Hit Dice, and round down.

**Average Hit Die Values**

<table>
<thead>
<tr>
<th>Die Size</th>
<th>Average</th>
</tr>
</thead>
<tbody>
<tr>
<td>d4</td>
<td>2.5</td>
</tr>
<tr>
<td>d6</td>
<td>3.5</td>
</tr>
<tr>
<td>d8</td>
<td>4.5</td>
</tr>
<tr>
<td>d10</td>
<td>5.5</td>
</tr>
<tr>
<td>d12</td>
<td>6.5</td>
</tr>
</tbody>
</table>

**Hit Dice and Target CR**: In general, a creature's Hit Dice should be equal to or greater than the target CR you've set for the creature, but not more than three times the target CR. For example, if you are designing a CR 5 monster, you should probably assign at least 5 Hit Dice, but not more than 15 Hit Dice. If your monster has too few Hit Dice for its Challenge Rating, it won't have staying power comparable to other monsters of that CR. If your monster has too many Hit Dice, not only will it have more hit points than a creature of that CR should have, but it will also have a better attack bonus and saving throws than
expected, because those numbers are determined by the creature's Hit Dice.

Obviously, many monsters break this rule, usually by falling 1 or 2 Hit Dice short of their CR. That's okay, provided that the monster has special attacks or qualities that make it a suitable challenge at its CR.

**ABILITY SCORES**

In this entry, a creature's ability scores are presented in this order: Str, Dex, Con, Int, Wis, Cha.

**Assigning Abilities:** Physical abilities (Strength, Dexterity, and Constitution) are largely a function of a creature's type and size, as shown on Table 5-1. In general, the bigger a creature gets, the higher its Strength and Constitution scores and the lower its Dexterity. Exceptions abound.

The remaining abilities (Intelligence, Wisdom, and Charisma) are seldom related to size. You'll need to assign values to these abilities to match your concept.

**Intelligence:** Reflects how well the creature learns and reasons. In most cases, it affects how many skills and feats the creature has.

**Wisdom:** Reflects the creature's level of perception and strength of will. A creature can have a very low Intelligence score and still be very wise. A Wisdom score of 3 or lower indicates a creature that is barely sentient. A score of 4 to 6 represents Wisdom equivalent to that of an unusually foolhardy or unpredictable human. A score of 16 to 18 reflects acute senses and unusual guile. A score of 20 or higher represents superhuman intellect.

**Charisma:** Reflects the creature's sense of self and ability to influence other creatures for good or for ill (a particularly scary creature often has a high Charisma score). A creature can have a very low Intelligence score and still be very charismatic. A Charisma score of 3 or lower indicates a creature that is barely sentient. A score of 4 to 6 represents Charisma equivalent to that of a strikingly sullen, crass, or retreating human. A score of 16 to 18 reflects an unusually strong presence and force of personality. A score of 20 or higher represents superhuman charisma.

**Nonabilities:** Some creatures lack one or more ability scores.

In most cases, a nonability is an advantage for the creature. Note that all creatures must have both a Wisdom score and a Charisma score. Anything that lacks Wisdom or Charisma is an object, not a creature (though it may be alive, such as a tree or a sponge).

**INITIATIVE**

This entry gives the creature's modifier to initiative rolls. The bonus is most commonly derived from the creature's Dexterity modifier and the Improved Initiative feat (if the creature has it).

**SPEED**

This entry gives the creature's base land speed in feet per move action. All speeds must be evenly divisible by 5 feet. Most creatures have base land speeds of between 20 and 40 feet. Larger creatures and quadrupeds tend to be faster, and predators or creatures noted for their fast movement could have a speed of up to 60 to 80 feet. Compare the speeds of monsters similar to your monster concept to pick a suitable value. See Table 5-2 for some guidelines and suggestions.

If the creature has other modes of movement, list all that apply after the base land speed in alphabetical order. If the creature wears armor that reduces its speed, it's helpful to give its reduced movement rate in a parenthetical note following the base land speed.

**ARMOR CLASS**

All creatures start with a base Armor Class of 10, which is modified by the creature's size, Dexterity, armor (including natural armor), and shield. Some creatures, such as incorporeal monsters, may also have a deflection bonus to their Armor Class.

Consider the creature's anatomy and overall toughness when you choose an Armor Class for your monster. The table below shows some typical values for natural armor.

**Touch Armor Class:** To figure your monster's Armor Class against touch attacks, add only its size modifier, Dexterity modifier, and deflection bonus (if any) to its base AC of 10.

**Flat-Footed Armor Class:** To figure your monster's Armor Class when it is caught flat-footed, include all the normal elements except the creature's Dexterity bonus.

Don't forget to include the creature's size modifier in your final Armor Class calculation. If the creature wears armor, its natural armor bonus stacks with the bonus provided by its armor. For example, a centaur is a Large creature with a Dexterity score of 14 (+2 bonus to AC) and a natural armor. If the centaur carries a heavy shield and wears a chain shirt, its Armor Class is 19 (+1 size, +2 Dex, +2 natural, +2 heavy shield, +4 chain shirt).

**Armor Class and Target CR:** Too high an Armor Class may make your monster unbeatable at the Challenge Rating you're aiming for. Too low, and the monster won't be a challenge at all. A good rule of thumb is to arrange the components of a creature's AC to arrive at a total Armor Class equal to 13 + target CR. For example, if you'd like your monster to be about CR 8, you should aim for AC 21. Naturally, you can choose to make a monster somewhat more soft-skinned if it has other defenses (damage reduction, for example), or you might choose to make your monster an unusually tough target for its CR by giving it "extra" armor.

**Table 5-2: Typical Speeds**

<table>
<thead>
<tr>
<th>Type</th>
<th>Slow</th>
<th>Normal</th>
<th>Fast</th>
<th>Example Creature</th>
</tr>
</thead>
<tbody>
<tr>
<td>Tiny or Small biped</td>
<td>5 ft</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Medium biped</td>
<td>20 ft</td>
<td>30 ft</td>
<td>40 ft</td>
<td>Halfing (20 ft)</td>
</tr>
<tr>
<td>Large or Huge biped</td>
<td>30 ft</td>
<td>40 ft</td>
<td>50 ft</td>
<td>Ogre (40 ft)</td>
</tr>
<tr>
<td>Tiny quadruped</td>
<td>15 ft</td>
<td>20 ft</td>
<td>30 ft</td>
<td>Cat (30 ft)</td>
</tr>
<tr>
<td>Small quadruped</td>
<td>10 ft</td>
<td>20 ft</td>
<td>30 ft</td>
<td>Dog (10 ft)</td>
</tr>
<tr>
<td>Medium quadruped</td>
<td>25 ft</td>
<td>40 ft</td>
<td>50 ft</td>
<td>Wolf (50 ft)</td>
</tr>
<tr>
<td>Large or Huge quadruped</td>
<td>30 ft</td>
<td>50 ft</td>
<td>60 ft</td>
<td>Unicorn (60 ft)</td>
</tr>
<tr>
<td>Tiny or Small flier</td>
<td>40 ft</td>
<td>50 ft</td>
<td>60 ft</td>
<td>Raven (40 ft)</td>
</tr>
<tr>
<td>Medium flier</td>
<td>60 ft</td>
<td>70 ft</td>
<td>90 ft</td>
<td>Gargoyle (60 ft)</td>
</tr>
<tr>
<td>Large or Huge flier</td>
<td>60 ft</td>
<td>80 ft</td>
<td>120 ft</td>
<td>Griffin (80 ft)</td>
</tr>
<tr>
<td>Swimmer</td>
<td>40 ft</td>
<td>60 ft</td>
<td>80 ft</td>
<td>Water naga (50 ft)</td>
</tr>
</tbody>
</table>

**Table 5-3: Typical Natural Armor Values**

<table>
<thead>
<tr>
<th>Type</th>
<th>Bonus</th>
<th>Example Creature</th>
</tr>
</thead>
<tbody>
<tr>
<td>Normal skin</td>
<td>+0</td>
<td>Human</td>
</tr>
<tr>
<td>Thick skin or fur</td>
<td>+1 to +3</td>
<td>Baboon (+1)</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Black bear (+2)</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Shark (+3)</td>
</tr>
<tr>
<td>Tough hide</td>
<td>+4 to +7</td>
<td>Crocodile (+4)</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Polar bear (+5)</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Boar (+6)</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Rhinoceros (+7)</td>
</tr>
<tr>
<td>Scales</td>
<td>+5 to +10 or more</td>
<td>Dragon (varies)</td>
</tr>
<tr>
<td>Esoskeleton</td>
<td>+2 to +11 or more</td>
<td>Giant bee (+2)</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Chusa (+10)</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Remorhaz (+11)</td>
</tr>
<tr>
<td>Shell or carapace</td>
<td>+10 to +12 or more</td>
<td>Juvenile tojanida (+10)</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Baulete (+12)</td>
</tr>
<tr>
<td>Very tough hide</td>
<td>+8 to +15 or more</td>
<td>Otyugh (+8)</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Krakken (+14)</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Ravid (+15)</td>
</tr>
</tbody>
</table>
ATTACK

Decide what attack forms the creature uses in melee and ranged combat and determine the monster's attack bonus with each attack. The attacks you might decide to give a creature include:

- Melee weapon (possibly multiple melee weapons)
- Ranged weapon
- Bite
- Claw or tentacle
- Slam
- Core
- Touch attack

**Attack Bonus:** A creature's attack bonus consists of the following components: base attack bonus (as determined by the creature's type and Hit Dice), size modifier, and Strength modifier for melee attacks or Dexterity modifier for ranged attacks. You may select feats or equipment for the monster that alter the creature's attack bonus with a particular weapon; for example, if you give the monster a +2 longsword, you will increase its attack bonus with that weapon by 2 points. Similarly, Weapon Focus or Weapon Finesse might alter the creature's attack bonus.

The attack entry in a statistics block gives the attack and damage bonus for each of the monster's attacks, if the monster decides to use a standard action to make a single attack. You do not need to account for secondary weapons or multiple attacks with the same weapon when you describe the monster's individual attack options here—any weapon the monster uses to make a single attack as a standard action gets the monster's full attack bonus and damage bonus for Strength.

**Damage:** Assign damage values to each of the creature's natural attacks. The base damage value depends on the creature's size and the type of attack, as shown on Table 5-1.

Particularly tough or weak creatures might have higher or lower damage values. In general, you can vary the power of a monster's attacks by moving up or down one or two lines on the table. For example, a Medium monster's bite usually has a damage value of 1d6, but it could be as little as 1d3 or as much as 2d6. Use the 1d3 value for a creature with a very small or weak mouth, or the 2d6 value to represent a creature with a large or very powerful mouth.

**Natural Weapons:** A creature's attack gets the creature's full damage bonus from Strength, or 1-1/2 times the Strength bonus if it is the creature's sole natural weapon.

If any of the creature's attacks also have some special effect other than damage (poison, disease, energy drain, paralysis, and so forth), note it after the attack's hit point damage—for example, sting (1d6 plus poison).

**Critical Hits:** Unless you decide otherwise, a creature's natural attack threatens a critical hit on a roll of natural 20 and deals double damage if a critical hit is confirmed. Very few monsters have better than normal threat ranges or critical multipliers with their natural weapons.

**Weapon-Using Creatures:** Creatures that use weapons follow all the rules that characters do; two-handed weapons gain 1-1/2 times the creature's Strength bonus on damage rolls.

**Attack Bonus and Target CR:** Much like Armor Class, a monster's attack bonus may make it unplayable at the Challenge Rating you intend. A monster without a high enough attack bonus poses no threat to the PCs, and a monster with too high an attack bonus never misses.

As a guideline, arrange the components of a monster's attack bonus so that its attack bonus with its primary weapon is equal to (target: CR x 1.5) + 2. For example, if you are building a CR 5 monster, an appropriate attack bonus would be (5 x 1.5) + 2, or 9.5, which comes out to an attack bonus of +9 or +10. This guideline works best for monsters with few special attacks; if you expect your monster will rely on special attacks rather than pure melee ability, a better guideline would be an attack bonus equal to (target CR x 1.5) – 1. A CR 5 monster of this sort would have an attack bonus of +6 or +7.

Manipulating your monster's attack bonus to fit the CR you have in mind is not quite as easy as manipulating Armor Class. You can change the creature's Hit Dice, since base attack bonus is derived from Hit Dice, but doing this will change several other characteristics. The best way to fine-tune your monster at this step is to change its Strength score (or Dexterity, for ranged attacks), but watch out for creating ability scores that seem unusually low or high for a creature of the given size and type.

**FULL ATTACK**

In this step, you'll determine the monster's attack routine when it uses a full-round action to make a full attack. This is based on the individual attacks the monster has available to it (see Attack, above), but you need to account for the difference between primary and secondary attacks.

**Natural Weapons:** In general, a creature attacks once with each natural weapon it has. For most monsters, that will be two claws and a bite (or the other way around). Decide which of the monster's natural weapons is its primary weapon. A monster may have two or more primary weapons if it has two or more of the same natural attack—for example, a treant attacks with two slams, one for each limb, and both are primary natural weapons.

Primary weapons use a creature's full attack bonus, no matter how many primary weapons it has. The monster applies its full Strength bonus on damage rolls with its primary natural weapons, or 1-1/2 times its Strength bonus if the monster has only one primary natural weapon (for example, a wolf's bite).

All other natural weapons are secondary attacks. Reduce the creature's attack bonus by 5 for all such attacks, no matter how many there are. Creatures with the Multitarget feat take only a -2 penalty on secondary attacks. A monster applies 1/2 its Strength bonus on damage rolls with its secondary natural weapons.

**Manufactured Weapons:** Creatures that use weapons follow all the rules that characters do, including multiple attacks with the same weapon and penalties for using two weapons at once.

**Natural and Manufactured Weapons:** If a creature has both a manufactured weapon and a natural weapon, it usually uses its manufactured weapon as its primary attack (and receives multiple attacks with that weapon, if its base attack bonus is +6 or higher), and uses its natural weapons as secondary attacks (−5 penalty on attack rolls, and 1/2 Strength bonus on damage rolls). While a humanoid fighting with two weapons takes a -2 penalty (or worse) on its primary attack, a monster fighting with a hand-held weapon and a natural weapon at the same times does not take this penalty—the natural weapon is a secondary attack, and that's all.

**SPECIAL ATTACKS**

Decide what special attacks (if any) your monster has. A special attack is anything the creature uses offensively to harm or hinder another creature. Common special attacks include:

- Ability damage (temporary)
- Ability drain (permanent)
- Breath weapon
- Change shape
- Constrict
- Cursed wound
- Disease
- Energy drain (negative levels)
- Fear
- Gaze
- Improved grab
- Paralysis
- Poison
special attacks. Possible uses Mental or perception effects (except charms and compulsions; seeCharisma).

Charisma: Use Charisma for anything pitting the creature's will against an opponent: gaze attacks, charms, compulsions, or energy drain. The creature's Charisma modifier affects the save DC for any spell-like abilities it has (no matter what form they take).

Also use Charisma for any DC that normally would be based on an ability score the creature does not have. For example, undead creatures have no Constitution score, so any poison attacks they have would use Charisma to determine the save DC.

SPECIAL QUALITIES

A special quality is any ability a creature can use to protect itself. The Special Qualities entry also is the catch-all for anything the creature might do or have that does not logically belong somewhere else. Common special qualities include:

- Blind sense
- Blindsight
- Damage reduction
- Fast healing
- Frightful presence
- Immunity to energy or a certain attack form
- Regeneration
- Resistance to energy
- Scent
- Spell immunity
- Spell resistance
- Subtype features (for example, cold subtype)
- Tremorsense
- Turn resistance
- Type traits (for example, construct traits)

These abilities are described in Chapter 7: Glossary. A number of monsters have less common special qualities that are not listed here. As with special attacks, limit the number of special qualities you give a monster, because you'll have an easier time running the monster in play.

SAVING THROWS

Determine the creature's saving throw bonuses. The creature's base saving throw bonuses depend on its type and Hit Dice. Include all adjustments that apply to each save, provided they apply all the time (such as ability score modifiers and racial bonuses). Conditional saving throw bonuses should not be noted in the creature's Special Qualities entry and explained in the creature's description.

Saving Throws and Target CR: In general, a creature's good saving throw bonus should be around (target CR x 1.5), while its resistance lower. For each point of difference, you'll change the chance of successfully overcoming spell resistance by 5%. For example, a 12th-level caster has a 45% chance to overcome spell resistance 24, and no chance to overcome spell resistance 33.

Damage Reduction: Assigning a damage reduction value can be tricky. Setting the value too high can make a creature virtually immune to physical attacks. On the other hand, most player characters carry some magic weapons, so setting the value too low can result in an ineffective ability.

<table>
<thead>
<tr>
<th>Target CR</th>
<th>Damage Reduction</th>
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</thead>
<tbody>
<tr>
<td>0-2</td>
<td>None</td>
</tr>
<tr>
<td>3-5</td>
<td>5</td>
</tr>
<tr>
<td>6-13</td>
<td>10</td>
</tr>
<tr>
<td>14-20</td>
<td>15</td>
</tr>
</tbody>
</table>

Remember, even if player characters can hurt the monster, lesser creatures in the game world often cannot hurt the creature, nor can the player character's cohorts or any creatures they summon.

BEHIND THE CURTAIN:

SPELL RESISTANCE AND DAMAGE REDUCTION

Too much spell resistance or damage reduction can make a monster virtually unbeatable at the Challenge Rating you're aiming for. Too little, and the monster might as well not have any at all, since any character will have the caster level or magic weaponry necessary to penetrate the creature's defense.

Spell Resistance: If you choose to give your monster this ability, you'll probably want to set the resistance number equal to the creature's CR + 11. This means that a character of a level equal to the creature's will have a 50% chance to overcome the monster's spell resistance (after using the Spell Penetration feat, for example). A 12th-level character has a 50% chance to overcome spell resistance 23, so 23 is a good spell resistance number for a CR 12 creature.

You may need to adjust a creature's spell resistance number after you finally settle on a CR for the creature.

If you want a highly magic-resistant creature, set the monster's spell resistance higher than CR + 11. For lesser resistance, set the spell resistance lower. For each point of difference, you'll change the chance of successfully overcoming spell resistance by 5%. For example, a 12th-level caster has a 45% chance to overcome spell resistance 24, and no chance to overcome spell resistance 33.

Damage Reduction: Assigning a damage reduction value can be tricky. Setting the value too high can make a creature virtually immune to physical attacks. On the other hand, most player characters carry some magic weapons, so setting the value too low can result in an ineffective ability.

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Remember, even if player characters can hurt the monster, lesser creatures in the game world often cannot hurt the creature, nor can the player character's cohorts or any creatures they summon.
poor saving throws should be roughly equal to its target CR. For example, if you are designing a CR 6 monster, a good save bonus of +9 and a poor save bonus of +6 should give the monster a decent chance to save against the player characters' attacks without making their attacks ineffective.

The easiest way to manipulate a creature's save bonuses is to assign a feat that increases a save bonus (for example, Iron Will), if you don't want to give the monster the feat, but you still want to increase the save bonus, then you need to adjust the ability score from which the save bonus is derived.

**SKILLS**

Assign whatever skills you think the creature ought to have. The number of skill points a creature has depends on its type. Hit Dice, and Intelligence; see Table 5-4. Assume that any skill you choose for the creature is a class skill, and each rank costs 1 skill point. The maximum rank for any skill is the creature's Hit Dice + 3. A creature with less than 1 Hit Die is treated as having 1 Hit Die for the purpose of determining skill points and maximum skill rank.

**Table 5-4: Skill Points by Monster Type**

<table>
<thead>
<tr>
<th>Type</th>
<th>Skill Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>Aberration</td>
<td>(2 + Int modifier, minimum 1) × (HD +3)</td>
</tr>
<tr>
<td>Animal</td>
<td>(2 + Int modifier, minimum 1) × (HD +3)</td>
</tr>
<tr>
<td>Construct†</td>
<td>(2 + Int modifier, minimum 1) × (HD +3)</td>
</tr>
<tr>
<td>Dragon</td>
<td>(6 + Int modifier, minimum 1) × (HD +3)</td>
</tr>
<tr>
<td>Elemental</td>
<td>(2 + Int modifier, minimum 1) × (HD +3)</td>
</tr>
<tr>
<td>Fey</td>
<td>(6 + Int modifier, minimum 1) × (HD +3)</td>
</tr>
<tr>
<td>Giant</td>
<td>(2 + Int modifier, minimum 1) × (HD +3)</td>
</tr>
<tr>
<td>Humanoid**</td>
<td>(2 + Int modifier, minimum 1) × (HD +3)</td>
</tr>
<tr>
<td>Magical beast</td>
<td>(2 + Int modifier, minimum 1) × (HD +3)</td>
</tr>
<tr>
<td>Monstrous humanoid</td>
<td>(2 + Int modifier, minimum 1) × (HD +3)</td>
</tr>
<tr>
<td>Ooze°</td>
<td>(2 + Int modifier, minimum 1) × (HD +3)</td>
</tr>
<tr>
<td>Outsider</td>
<td>(5 + Int modifier, minimum 1) × (HD +3)</td>
</tr>
<tr>
<td>Plant°</td>
<td>(2 + Int modifier, minimum 1) × (HD +3)</td>
</tr>
<tr>
<td>Undead**</td>
<td>(4 + Int modifier, minimum 1) × (HD +3)</td>
</tr>
<tr>
<td>Vermillion°</td>
<td>(2 + Int modifier, minimum 1) × (HD +3)</td>
</tr>
</tbody>
</table>

* Mindless creatures receive no skill points or feats.
** Or by character class.

It is important to consider your concept when assigning skills. Creatures that live by hunting need Hide, Spot, and Listen, and probably Move Silently. Creatures that use spells or spell-like abilities need Concentration and probably Spellcraft. Creatures that do not have a climb or swim speed may benefit from Climb or Swim. Skills such as Balance and Escape Artist can be useful for almost any creature.

A creature's final skill modifier consists of skill ranks + ability modifier + size modifier (for Hide) + movement mode modifier (for Climb, Jump, or Swim) + racial bonuses (if any) + synergy bonuses (if any) + armor check modifier (if any). You may decide to purchase feats that change the creature's skill modifiers too.

**Conditional Bonuses:** If the creature has conditional ability adjustments, do not apply them in the Skills Entry. Instead, mark the skill modifier with an asterisk and note the conditional modifier in the creature's description.

**Racial Skill Bonuses:** Often a creature will need a better skill modifier than its abilities and skill points allow. In such cases, it's a good idea to assign a racial bonus (which is effective all the time), or a specific circumstance bonus. For example, most big cats get bonuses on Hide and Move Silently checks, and even larger creatures bonuses on Hide and Move Silently checks when they're in the right terrain. They'll have a hard time surviving as predators without them.

**FEATS**

All monsters have a number of feats equal to 1 + (1 per 3 HD). Monsters must meet the prerequisites for feats, just as characters must. If your creature concept begs for a feat for which the creature does not qualify, consider altering the creature so that it qualifies for the feat, or assign the feat as a bonus feat. (It is acceptable for a creature to have a bonus feat for which it does not meet the prerequisites.)

Assign feats with your creature concept in mind, just as you did for skills. For example, spellcasting creatures can benefit from Combat Casting. Creatures that depend on their senses to locate prey or alert them to danger can benefit from Alertness. Creatures that attack from ambush can use Improved Initiative. Any creature can benefit from the feats that improve saving throws (Great Fortitude, Lightning Reflexes, and Iron Will).

Weak creatures can often benefit from Weapon Finesse, which allows a creature to use its Dexterity bonus on melee attacks (very useful for Small, Tiny, and Diminutive creatures). Likewise, very big or strong creatures benefit from Power Attack, which allows them to convert points from their attack bonus into extra damage.

**SPACE/REACH**

This entry describes how much space the creature takes up on the battle grid and needs to fight effectively, as well as how close it has to be to an opponent to threaten that opponent. A creature's Space/Reach entry depends on its size, as shown on Table 7-1: Creature Sizes (page 315). A creature's space is always a square area, no matter what the creature's shape or anatomy is like. For example, an ogre and a horse have the same space figure (10 feet), because they're both Large creatures.

Tall creatures (bipedal, usually) have a longer reach than long creatures. For example, a horse has a reach of 5 feet, but an ogre has a reach of 10 feet because it is taller.

Some creatures have exceptional reach due to a particular weapon, choice, or a quirk of anatomy. It's all right to assign a special reach figure that applies to a particular attack (such as the roper's strands).

**ENVIRONMENT**

Consider where the creature lives and choose a preferred climate (warm, temperate, or cold) and terrain (plains, hills, forest, marsh, mountains, or desert). Your monster is not restricted to that combination of climate and terrain, but it's the setting the monster is most likely to be encountered in.

Creatures that have no place in the natural environment (particularly constructs and undead) usually have an entry of 'Any.' Extraplanar outsiders should be assigned a plane of origin.

**TREASURE**

Most creatures will have no treasure (None) or standard treasure. Very intelligent creatures might have double or triple treasure. Some creatures may collect only certain types of treasure. See Table 3-5, page 52 of the Dungeon Master's Guide.

**ALIGNMENT**

What alignment does your monster have? Choose lawful, neutral, or chaotic, followed by good, neutral, or evil. All alignments have a qualifier always, usually, or often. See page 305 for details.

**SKILLS THE QUICK WAY**

Instead of fretting about each skill point, an easy way to assign skills to a monster is to simply buy a number of skills, all at the creature's maximum ranks. The number of individual skills a creature can choose this way is equal to its Intelligence modifier plus the base number of skill points a creature of its type receives per HD. For example, undead have skill points equal to (4 + Int modifier) at each HD, so an undead creature with an Intelligence score of 15 (Int modifier +2) could simply select six skills at maximum rank.
ADVANCEMENT

This entry provides a measure of how tough the creature can get if you decide to increase its Hit Dice. In general, a creature should be able to have up to three times its original Hit Dice (that is, a 3 HD creature should be able to advance up to 9 HD).

Most creatures will get larger if you add a lot of Hit Dice, so you should pick a break point at which the creature’s size changes. For example, the Advancement entry for a Large plant creature with 3 Hit Dice might read: 4–5 HD (Large); 6–9 HD (Huge). See Table 5-1 for guidelines on size and Hit Dice.

Some monster types don’t have obvious break points between size categories. In these cases, you probably want to set the break point between sizes at 1/2 the maximum Hit Dice to be added. For example, a Large aberration with 4 HD could advance to 12 HD. Since you’re adding up to 8 Hit Dice, the creature’s Advancement entry might read: 5–8 HD (Large); 9–12 (Huge).

CHALLENGE RATING

This shows what level of party for which the creature would make a good encounter of moderate difficulty. A party of four fresh characters (full hit points, full spells, and an assortment of equipment appropriate to their levels) should be able to win the encounter with some damage, but no casualties, even if given reasonable luck. This victory should consume no more than 20% of the party’s resources (hit points, spells, and consumable magic items).

Assigning an appropriate Challenge Rating can be difficult. The two basic tools for determining CR are comparing and playtesting.

Comparing CR

The simplest and quickest way to estimate your monster’s Challenge Rating is to compare it to similar monsters in an appropriate CR range. Begin with the target CR you used in constructing your monster. Use the list of Monsters by Challenge Rating (see page 316) to compile a list of monsters whose CRs match your monster’s CR, plus or minus 1. For example, if your target CR of 7, you should closely examine monsters of CR 6, 7, and 8.

To narrow your list, look for monsters with similar types or similar methods (bruisers, spell-like ability users, spell attack users, and so on). Once you’ve reduced your list of comparable monsters to a manageable number, see how your monster compares to the others, using the following checklist:

— Does your monster have more or less Hit Dice?
— Does your monster have a better or worse Armor Class?
— Does your monster have a higher or lower attack bonus?
— Does your monster deal more or less damage?
— Does your monster have more deadly special attacks?
— Does your monster have spell-like abilities whose highest spell level is lower or higher than the spell-like abilities of comparable monsters?
— Does your monster have special defenses the other monsters don’t have?

If your monster is clearly superior to most of the comparable monsters, your target CR is probably too low. Try adjusting the CR up by 1 or 2, then find a new list of monsters that should be comparable at the new CR and see how your monster stacks up. If your monster is clearly not as tough as most of the comparable monsters, reduce your CR by 1 or 2 and find a new list of comparable monsters to check your monster against.

Playtesting CR

The best way to set a monster’s CR is to see how it handles in play. This can be time-consuming, but it probably gives you the best information about how challenging your monster is.

To playtest a monster’s CR, use the following procedure:

1. Create a “playtest party” consisting of four characters whose level equals your monster’s target CR + 2. Each character should be built using the standard ability score array and equipment for a PC of their level. Include a fighter, rogue, cleric, and wizard if possible. You can use copies of your players’ characters for this, but if your PCs are unusual, your results will be skewed.

2. Create a representative encounter for the monster that uses two of the creatures (two monsters of CR X = an appropriate encounter for four PCs of level X+2). For simple monsters, a room and a door should suffice, but if your monster is built to ambush parties or make good use of a particular terrain, you should probably check the monster in the sort of environment you expect to use when you employ the monster in a real game session.

3. Allow the PCs to begin the encounter with spells or effects whose duration is measured at 10 minutes per level or longer in effect.

4. Assign all combatants an initiative roll of 10, modified by their normal initiative modifiers (for playtests, you want everyone to take 10 on their initiative roll).

5. Run the encounter several times and try different tactics and setups for the monsters.

If your proposed CR is appropriate, the PCs should be able to win the encounter with some damage, given reasonable luck. This victory should consume no more than 20% of the party’s resources (hit points, spells, and consumable magic items). In the case of high-CHR monsters, try CRs of 11 or more; in occasional cases, CRs of 10 or less might work, but an occasional PC death is not out of line with the monster’s CR, since parties of that level can usually bring dead characters back to life pretty easily.

If your monster seems too dangerous, try the encounter again with a single monster; this lets you see how the monster looks as a solitary combatant whose CR is equal to the party’s level. If the party handles the monster with no trouble, try increasing the number of monsters to three or four (which would effectively lower the monster’s CR by 1 or 2). You may need to adjust the party’s level and try the monster again at a new CR.

Monster Function and Challenge Rating

A quick and dirty way to double-check your CR assignment is to compare your monster’s Hit Dice against its CR. Depending on their function, monsters need a high number of Hit Dice for their CR, a low amount of Hit Dice for their CR, or an average amount.

Evaluate your monster and decide what its basic function is: battler, ambusher, magic user, special attack user, or multiple threat.

Battler: The monster uses sheer combat skill to threaten the party and has few special abilities. Examples: dire animal (any), giant (any), gray goblin, mind flayer, nymphet, shambler, wood warg. A battler’s CR should be from 1/3 its HD to 2/3 its HD.

Ambusher: The monster depends on stealth or surprise attacks to threaten the party. Examples: assassin vine, choker, dco, mimic, phase spider, roper. An ambusher’s CR should be from 1/2 its HD to its HD.

Magic User: The monster’s best attacks are its spells or spell-like abilities. Examples: aboleth, lamia, lillend, mind flayer, nymph. A magic user’s CR should be from about its HD to its HD +2, provided the spells it can employ would be appropriate for a spellcasting character whose level is about the same as the monster’s Hit Dice. (If they’re less than expected, your monster is probably better described as an ambusher or battler.)

Special Attack User: The monster is dangerous because of a special attack it can employ. Examples: basilisk, dragon (any), harpy, medusa, wraith, vampire. A special attack user’s CR should be from 2/3 its HD to its HD.

Multiple Threat: The monster combines two or more of the previous functions. For example, many demons and devils combine battler and magic user functions, while a mind flayer combines magic user and special attack user functions. Dragons with significant spellcasting ability frequently combine battler, magic user, and special attack user functions. A multiple threat’s CR should be from about 1/4 its HD to its HD +2.
CHAPTER 6: MONSTER SKILLS AND FEATS

This chapter provides descriptions of one skill, Control Shape, and a number of feats that are typically used only by monsters.

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 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.

Involuntary Change Control Shape DC
Resist involuntary change 25

On a failed check, the character must remain in animal form until the next day, 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 (Volatile 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.

Volatile 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 (Volatile 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 day, 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, page 178).

ABILITY FOCUS (GENERAL)

Choose one of the creature's special attacks. This attack becomes more potent than normal.

Prerequisite: Special attack.

Benefit: Add +2 to the DC for all saving throws against the special attack on which the creature focuses.

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

AWESOME BLOW (GENERAL, FIGHTER)

The creature can choose to deliver blows that send its smaller opponents flying like bowling pins.

Prerequisites: Str 25, Power Attack, Improved Bull Rush, size Large or larger.

Benefit: As a standard action, the creature may choose to subtract 4 from its melee attack roll and deliver an awesome blow. If the creature hits a corporeal opponent smaller than itself with an awesome blow, the opponent must succeed on a Reflex save (DC = damage dealt) or be knocked flying 10 feet in a direction of the attacking creature's choice and fall prone. The attacking creature can only push the opponent in a straight line, and the opponent can't move closer to the attacking creature than the square it started in. If an obstacle prevents the completion of the opponent's move, the opponent and the obstacle each take 1d6 points of damage, and the opponent stops in the space adjacent to the obstacle.

CRAFT CONSTRUCT [ITEM CREATION]

The creature can create golems and other magic automatons that obey its orders.

Prerequisites: Craft Magic Arms and Armor, Craft Wondrous Item.

Benefit: A creature with this feat can create any construct whose prerequisites it meets. Enchanting a construct takes one day for each 1,000 gp in its market price. To enchant a construct, a spellcaster must spend 1/25 the item's price in XP and use up raw materials costing half of this price (see the Golem, Homunculus, and Shield Guardian feats for details). A creature with this feat can repair constructs that have taken damage. In one day of work, the creature can repair up to 20 points of damage by expending 50 gp per point of damage repaired.

A newly created construct has average hit points for its Hit Dice.

EMPLOY SPELL-LIKE ABILITY (GENERAL)

The creature can use a spell-like ability with greater effect than normal.

Prerequisite: Spell-like ability atcaster level 6th or higher.

Benefit: Choose one of the creature's spell-like abilities, subject to the restrictions below. The creature can use that ability as an empowered spell-like ability three times per day (or twice, if the ability is normally usable only once or twice per day).

When a creature uses an empowered spell-like ability, all variable, numeric effects of the spell-like ability are increased by one-half. An empowered spell-like ability does half again as much damage as normal, counts half again as many hit points, affects half again as many targets, and so on as appropriate. For example, a night Hag's empowered magic missile deals 1-1/2 times normal damage (roll 1d4+1 and multiply the result by 1-1/2 for each missile). Saving throws and opposed rolls (such as the one made when a character casts dispel magic) are not affected. Spell-like abilities without random variables are not affected.

The creature can only select a spell-like ability duplicating a spell with a level less than or equal to half its caster level (round down) - 2. For a summary, see the table in the description of the Quicken Spell-Like Ability feat. For example, a creature that uses its spell-like abilities at a 13th-level caster can only empower spell-like abilities duplicating spells of 4th level or lower.

Special: This feat can be taken multiple times. Each time it is taken, the creature can apply it to a different one of its spell-like abilities.

FLYBY ATTACK (GENERAL)

The creature can attack on the wing.

Prerequisite: Fly speed.

Benefit: When flying, the creature can take a move action (including a dive) and another standard action at any point during the move. The creature cannot take a second move action during a round when it makes a flyby attack.

Normal: Without this feat, the creature takes a standard action either before or after its move.
HOVER [GENERAL]
The creature can come to a halt in midair.

Prerequisite: Fly speed.

Benefit: When flying, the creature can halt its forward motion and hover in place at a move action. It can then fly in any direc-
tion, including straight down or straight up, at half speed, regard-
less of its maneuverability.

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

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

Those caught in the cloud must succeed on a Concentration
check (DC = 10 + 1/2 creature's HD) to cast a spell.

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

IMPROVED NATURAL ARMOR [GENERAL]
The creature's natural armor is thicker and harder than that of
other creatures of its kind.

Prerequisite: Natural armor, Con 13.

Benefit: The creature's natural armor bonus increases by 1.

Special: A creature can gain this feat multiple times. Each time
the creature takes the feat, its natural armor bonus increases by
another point.

IMPROVED NATURAL ATTACK [GENERAL]
The creature's natural attacks are more dangerous than its size and
type would otherwise dictate.

Prerequisite: Natural weapon, base attack bonus +4.

Benefit: Choose one of the creature's natural attack forms. The
damage for this natural weapon increases by one step, as if the
creature's size had increased by one category: 1d2, 1d4, 1d5, 1d6,
1d8, 2d8, 3d8, 5d8, 8d8. A weapon or attack that deals
10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8,
5d8, 8d8.

MULTIATTACK [GENERAL]
The creature is adept at using all its natural weapons at once.

Prerequisite: Three or more natural attacks.

Benefit: The creature's secondary attacks with natural weapons
take only a -2 penalty.

Normal: Without this feat, the creature's secondary attacks with
natural weapons take a -5 penalty.

MULTIWEAPON FIGHTING [GENERAL]
A creature with three or more hands can fight with a weapon in
each hand. The creature can make one extra attack each round
with each extra weapon.

Prerequisites: Dex 13, three or more hands.

Benefit: Penalties for fighting with multiple weapons are reduced
by 1 with the primary hand and reduced by 6 with off hands.

Normal: A creature without this feat takes a -6 penalty on attacks
made with its primary hand, and a -16 penalty on attacks
made with its off hands. (It has one primary hand, and all the
others are off hands.) See Two-Weapon Fighting, page 160 of the
Player's Handbook.

Special: This feat replaces the Two-Weapon Fighting feat for
creatures with more than two arms.

QUICKEN SPELL-LIKE ABILITY [GENERAL]
The creature can employ a spell-like ability with a moment's thought.

Prerequisite: Spell-like ability at caster level 10th or higher.

Benefit: Choose one of the creature's spell-like abilities, subject
to the restrictions described below. The creature can use that abili-
ty as a quickened spell-like ability three times per day (or, if the
ability is normally usable only once or twice per day).

Using a quickened spell-like ability is a free action that does not
involve an attack of opportunity. The creature can perform
another action—including the use of another spell-like ability—in
the same round that it uses a quickened spell-like ability. The cre-
ture may use only one quickened spell-like ability per round.

The creature can only select a spell-like ability duplicating a
spell with a level less than or equal to half its caster level (round
down) - 4. For a summary, see the table below. For example, a crea-
ture that uses its spell-like abilities as a 15th-level caster can only
quicken spell-like abilities duplicating spells of 3rd level or lower.
In addition, a spell-like ability that duplicates a spell with a casting
time greater than 1 full round cannot be quickened.

Normal: Normally the use of a spell-like ability requires a stand-
ard action and provokes an attack of opportunity unless noted
otherwise.

Special: This feat can be taken multiple times. Each time it is
taken, the creature can apply it to a different one of its spell-like
abilities.

<table>
<thead>
<tr>
<th>Spell Level</th>
<th>Empower Level to</th>
<th>Quicken Level to</th>
</tr>
</thead>
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<td>8th</td>
</tr>
<tr>
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<td>9th</td>
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</tr>
</tbody>
</table>

SNATCH [GENERAL]
The creature can grab opponents much smaller than itself and hold
them in its mouth or claw.

Prerequisite: Size Huge or larger.

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

The creature can drop a creature it has snatched as a free action
or use a standard action to fling it aside. A flung creature travels
1d8 x 10 feet, and takes 1d6 points of damage per 10 feet traveled.
If the creature flings a snatched opponent while flying, the oppo-
nent takes this amount of falling damage, whichever is greater.

WINGOVER [GENERAL]
The creature can change direction quickly while flying.

Prerequisite: Fly speed.

Benefit: A flying creature with this feat can change direction
quickly once each round as a free action. This feat allows it to turn
up to 180 degrees regardless of its maneuverability, in addition to
any other turns it is normally allowed. A creature cannot gain alti-
itude during a round when it executes a wingover, but it can dive.
The change of direction consumes 10 feet of flying movement.
CHAPTER 7: GLOSSARY

This chapter provides definitions and descriptions of monster characteristics. If you come across a term earlier in this book that you're not familiar with, this is the place to find out more.

**Aberration Type:** An aberration has a bizarre anatomy, strange abilities, an alien mindset, or any combination of the three.
- Features: An aberration has the following features.
  - 18 Hit Dice.
  - Base attack bonus equal to 3/4 total Hit Dice (as cleric).
  - Good Will saves.
  - Skill points equal to \((2 + 	ext{Int} 	ext{ modifier}) \cdot \text{minimum} \cdot 1\) per Hit Die, with quadruple skill points for the first Hit Die.
- Traits: An aberration possesses the following traits (unless otherwise noted in a creature's entry).
  - Darkvision out to 60 feet.
  - 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.

**Ability Score Loss (Su):** Some attacks reduce the opponent's score in one or more abilities. This loss can be temporary (ability damage) or permanent (ability drain).
- Ability Damage: This attack damages an opponent's ability score. The creature's descriptive text gives the ability and the amount of damage. If an attack that causes ability damage scores a critical hit, it deals twice the indicated amount of damage (if the damage is expressed as a die range, roll two dice). Ability damage returns at the rate of 1 point per day for each affected ability.
- Ability Drain: This effect permanently reduces a living opponent's ability score when the creature hits with a melee attack. The creature's descriptive text gives the ability and the amount drained. If an attack that causes ability drain scores a critical hit, it drains twice the indicated amount (if the damage is expressed as a die range, roll two dice). Unless otherwise specified in the creature's description, a draining creature gains 5 temporary hit points from a critical hit on a die roll of 10 on a critical hit; otherwise, it drains an ability score no matter how many points it drains. Temporary hit points gained in this fashion last for a maximum of 1 hour.
- Some ability drain attacks allow for 1不定times save (DC 10 + 1/2 draining creature racial HD + draining creature's Cha modifier; the exact DC is given in the creature's descriptive text). If no saving throw is mentioned, none is allowed.

**Alternate Form (Su):** A creature with this special quality has the ability to assume one or more specific alternate forms. This ability works much like the polymorph spell, except that the creature is limited to the forms specified, and does not regain any hit points for changing its form. Assuming an alternate form results in the following changes to the creature:
- The creature retains the type and subtype of its original form.
- It gains the size of its new form.
- The creature loses the natural weapons, natural armor, movement modes, and extraordinary special attacks of its original form.
- The creature gains the natural weapons, natural armor, movement modes, and extraordinary special attacks of its new form.
- It gains any special qualities of its new form.
- It does not gain any special qualities of its new form.
- The creature retains the spell-like abilities and supernatural attacks of its old form (except for breath weapons and gaseous attacks). It does not gain the spell-like abilities or supernatural attacks of its new form.
- The creature maintains its physical ability scores (Str, Dex, Con.) of its new form. It retains the mental ability scores (Int, Wis, Cha.) of its original form.
- The creature retains its hit points and saves bonuses, although its save modifiers may change due to a change in ability scores.
- The creature retains any spellcasting ability it had in its original form, although it must be able to speak intelligibly to cast spells with verbal components and it must have humanoid hands to cast spells with somatic components.
- The creature is effectively camouflaged as a creature of its new form, and it gains a +10 bonus on Disguise checks if it uses this ability to create a disguise.

**Air Subtype:** 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 (see the section on Movement, page 311).

**Alignment:** This line in a monster entry gives the alignment that the creature is most likely to have. Every entry includes a qualifier that indicates how broadly that alignment applies to all monsters of that kind.
- Always: The creature is born with the indicated alignment. The creature may have a hereditary predisposition to the alignment or come from a plane that predetermines it. It is possible for individuals to change alignment, but such individuals are either unique or rare exceptions.
- Usually: The majority (more than 50%) of these creatures have the given alignment. This may be due to strong cultural influences, or it may be a legacy of the creatures' origin. For example, most elves inherited their chaotic good alignment from their creator, the deity Corellon Larethian.
- Often: The creature tends toward the given alignment, either by nature or nurture, but not strongly. A plurality (40–50%) of individuals have the given alignment, but exceptions are common.

**Angel Subtype:** Angels are a race of celestials, or good outsiders, native to the good-aligned Outer Planes. In the D&D cosmology, these planes are the Seven Mounting Heavens of Celestia, the Twin Paradise of Bytopia, the Olympian Glades of Arboros, the Blessed Fields of Elysium, and the Wilderness of the Beastlands.
- Traits: An angel possesses the following traits (unless otherwise noted in a creature's entry).
  - Darkvision out to 60 feet 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 evil effect and a lesser glebe of invulnerability both with a radius of 20 feet (caster level equals angels 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 angels' Hit Dice). This ability is always active.

**Animal Type:** 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).
Aquatic Subtype: These creatures always have swim speeds and 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 Subtype: Archons are a race of celestials, or good outsiders, native to the Seven Mounting Heavens of Celestia. Traits: An archon possesses the following traits (unless otherwise noted in a creature's entry). -Darkvision out to 60 feet and low-light vision. -Aura of Menace (Su): A righteous aura surrounds archons that fight or get angry. Any hostile creature within a 20-foot radius of an archon must succeed on a Will save to resist its effects. The save DC varies with the type of archon, is Charisma-based, and includes a +2 racial bonus. Those who fail take a -2 penalty on attacks, AC, and saves for 24 hours or until they successfully hit the archon that generated the aura. A creature that has resisted or broken the effect cannot be affected again by the same archon's aura for 24 hours. -Immunity to electricity and petrification. -+4 racial bonus on saves against poison. -Magic Circle against Evil (Su): A magic circle against 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. - Tongue (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 Subtype: 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. For example, a wizard's raven familiar is a magical beast (augmented animal). A creature with the augmented subtype usually has the traits of its original type, but the features of its original type. For example, a wizard's raven familiar has an animal's features and the traits of a magical beast.

Baatuzu Subtype: Many devils belong to the race of evil outsiders known as the baatuzu. Traits: A baatuzu possesses 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): All baatuzu can see perfectly in darkness of any kind, even that created by a deeper darkness spell. -Summon (Sp): Baatuzu share the ability to summon others of their kind (the success chance and type of baatuzu summoned are noted in each monster description). -Telepathy

Blindsight (Ex): Using nonvisual senses, such as acute smell or hearing, a creature with blindsight notices things it cannot see. The creature usually does not need to make Spot or Listen checks to pinpoint the location of a creature within range of its blindsight ability, provided that it has line of effect to that creature. Any opponent the creature cannot see still has total concealment against the creature with blindsight, and the creature still has the normal miss chance when attacking foes that have concealment. Visibility still affects the movement of a creature with blindsight. A creature with blindsight is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

Blindsight (Ex): This ability is similar to blindsight, but is far more discerning. Using nonvisual senses, such as sensitivity to vibrations, keen smell, acute hearing, or echolocation, a creature with blindsight maneuvers and fights as well as a sighted creature. Invisibility, darkness, and most kinds of concealment are irrelevant, though the creature must have line of effect to a creature or object to discern that creature or object. The ability's range is specified in the creature's descriptive text. The creature usually does not need to make Spot or Listen checks to notice creatures within range of its blindsight ability. Unless noted otherwise, blindsight is continuous, and the creature need do nothing to use it. Some forms of blindsight, however, must be triggered as a free action. If so, this is noted in the creature's description. If a creature must trigger its blindsight ability, the creature gains the benefits of blindsight only during its turn.

Breath Weapon (Su): A breath weapon attack usually deals damage and is often based on some type of energy (such as fire). Such breath weapons allow a Reflex save for half damage (DC 19 + 1/2 breathing creature's racial HD + breathing creature's Con modifier; the exact DC is given in the creature's descriptive text). A creature is immune to its own breath weapon unless otherwise noted. Some breath weapons allow a Fortitude save or a Will save instead of a Reflex save.

Change Shape (Su): A creature with this special quality has the ability to assume the appearance of a specific creature or type of creature (usually a humanoid), but retains most of its own physical qualities. A creature cannot change shape to a form more than one size category smaller or larger than its original form. Changing shape results in the following changes to the creature: -The creature retains the type and subtype of its original form. -It gains the size of its new form. -The creature loses the natural weapons, movement modes, and extraordinary special attacks of its original form. -The creature gains the natural weapons, movement modes, and extraordinary special attacks of its new form. -The creature retains all other special attacks and qualities of its original form, except for breath weapons and gaze attacks. -The creature retains the ability scores of its original form. -The creature retains its hit points and saves. -The creature retains any spellcasting ability it had in its original form, although it must be able to speak intelligibly to cast spells with verbal components and it must have humanoid hands to cast spells with somatic components. -The creature is effectively camouflaged as a creature of its
new form, and gains a +10 bonus on Disguise checks if it uses this ability to create a disguise.

**Chaotic Subtype:** 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 actual 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).

**Class Skills:** Any skill in which a monster has acquired at least one rank or in which the creature has a racial bonus is considered a class skill for that kind of creature. Some monsters, such as the true dragons, have their class skills explicitly listed. Other monsters’ class skills can be determined from their statistics blocks.

Creatures with a Swim speed always have Swim as a class skill. Creatures with a Climb speed always have Climb as a class skill. Skills listed in an entry merely because of synergy with another skill are not class skills. For example, a manilis’s class skills are Bluff, Concentration, Diplomacy, Hide, Intimidate, Listen, Move Silently, Search, Sense Motive, Spellcraft, Spot, and Use Magic Device. Even though Disguise and Survival are mentioned in the creature’s statistics block, their presence is exclusively due to the synergy benefit gained by Bluff and Search.

**Cold Subtype:** 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.

**Constrict (Ex):** A creature with this special attack can crush an opponent, dealing bludgeoning damage, after making a successful grapple check. The amount of damage is given in the creature’s entry. If the creature also has the improved grab ability (see page 310), it deals constriction damage in addition to damage dealt by the weapon used to grab.

**Construct Type:** 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 1) per Hit Die, with quadruple skill points for the first Hit Die, 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.
- No low-light vision.
- Darkvision out to 60 feet.
- 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 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 (see page 103). 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 (see page 145 of the Player’s Handbook). 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.

**Construct Type**

<table>
<thead>
<tr>
<th>Construct Size</th>
<th>Bonus</th>
<th>Construct Size</th>
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<tr>
<td>Medium</td>
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</table>

- 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.

**Damage Reduction (Ex or Su):** A creature with this special quality ignores damage from most weapons and natural attacks. Wounds heal immediately, or the weapon bounces off harmlessly (in either case, the opponent knows the attack was ineffective). The creature takes normal damage from energy attacks (even non-magical ones), spells, spell-like abilities, and supernatural abilities. A certain kind of weapon can sometimes damage the creature normally, as noted below.

The entry indicates the amount of damage ignored (usually 5 to 15 points) and the type of weapon that negates the ability. For example, the werewolf’s entry reads ‘damage reduction 10/silver’. Each time a foe hits a werewolf with a weapon, the damage dealt by that attack is reduced by 10 points (to a minimum of 0). However, a silvered weapon deals full damage.

Some monsters are vulnerable to piercing, bludgeoning, or slashing damage. For example, skeletons have damage reduction 5/bludgeoning. When hit with slashing or piercing weapons, the damage dealt by each attack is reduced by 1 points, but bludgeoning weapons deal full damage.

Some monsters are vulnerable to certain materials, such as alchemical silver, adamantine, or cold-forged iron. Attacks from weapons that are not made of the correct material have their damage reduced, even if the weapon has an enhancement bonus. For example, the werewolf’s damage reduction 10/silver, the iron golem’s damage reduction 15/adamantine, and the nymph’s damage reduction 10/cold iron.

Some monsters are vulnerable to magic weapons. Any weapon with at least a +1 magical enhancement bonus on attack and damage rolls overcomes the damage reduction of these monsters. Such creatures’ natural weapons (but not their attacks with weapons) are treated as magic weapons for the purpose of overcoming damage reduction. For example, the gargoyle has damage reduction 10/magic and can strike as a magic weapon for the purpose of overcoming damage reduction.

A few very powerful monsters, such as the solar and the tarrasque, are vulnerable only to epic weapons; that is, magic weapons with at least a +6 enhancement bonus. Such creatures’ natural weapons are also treated as epic weapons for the purpose of overcoming damage reduction.

Some monsters are vulnerable to chaotic, evil, good, or lawful-aligned weapons. When a cleric casts an alignment weapon, affected weapons might gain one or more of these properties, and certain magic weapons have these properties as well. For example, many tanar’ri demons and baatezu devils have damage reduction 10/good, while...
many celestials have damage reduction 10/evil. A creature with an alignment subtype (chaotic, evil, good, or lawful) can overcome this type of damage reduction with its natural weapons and weapons it wields as if the weapons or natural weapons had an alignment (or alignments) that match the subtype(s) of the creature. A bearded devil, for instance, has the evil and lawful subtypes, and thus can overcome damage reduction as if its weapons and natural weapons were evil-aligned and lawful-aligned.

When a damage reduction entry has a dash (–) after the slash, no weapon negates the damage reduction.

A few creatures are harmed by more than one kind of weapon. The babaul demon, for example, has damage reduction 10/cold iron or good. Either kind of weapon—cold iron or good—overcomes its damage reduction.

A few other creatures require combinations of different types of attacks to overcome their damage reduction. The ghael dradin has damage reduction 10/evil and cold iron, meaning that a weapon must be made of cold-iron and be evil-aligned in order to overcome the dradin's damage reduction. A lich has damage reduction 15/brule and magic, meaning that only bludgeoning weapons with at least a +1 enhancement bonus deal full damage to it. A weapon that falls into one category but not the other is of no help in overcoming the creature's damage reduction—a magic sword or a nonmagical weapon is no better at harming a lich than any other weapon.

**Dragon Type:** A dragon is a reptile-like 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 1) per Hit Die, with quadruple skill points for the first Hit Die.

- Traits: A dragon possesses the following traits (unless otherwise noted in the description of a particular kind):
  - Darkvision out to 60 feet and low-light vision.
  - Immunity to magic sleep effects and paralyzing 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.

**Earth Subtype:** 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.

**Effective Character Level (ECL):** This number represents a creature's overall power relative to that of a character from the Player's Handbook. A creature with an ECL of 10 is roughly equivalent to a 10th-level character. A creature's ECL is the sum of its Hit Dice (including class levels) and level adjustments. For instance, a minotaur has 6 HD and a +2 level adjustment. It is the equivalent of an 8th-level character.

**Eladrin Subtype:** Eladrins are a race of celestials, or good outsiders, native to the Otherlynn Glades of Arborea.

- Traits: An eladrin possesses the following traits (unless otherwise noted in a creature's entry):
  - Darkvision out to 60 feet and low-light vision.
  - Immunity to electricity and petrification.
  - Resistance to cold 10 and fire 10.
  - Tongues (Su): All eladrins can speak with any creature that has a language, as though using a tongues spell (caster level 14th). This ability is always active.

**Elemental Type:** 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 1) per Hit Die, with quadruple skill points for the first Hit Die.

- Traits: An elemental possesses the following traits (unless otherwise noted in a creature's entry):
  - Darkvision out to 60 feet.
  - 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, its soul is set loose. Spells that restore souls to their bodies, such as raise dead, reincarnate, and resurrection, do not 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 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. Elemental natures are not proficient with armor. Elementals are proficient with shields if they are proficient with any form of armor.

  - Elemental types do not eat, sleep, or breathe.

**Energy Drain (Su):** This attack saps a living opponent's vital energy and happens automatically when a melee or ranged attack hits. Each successful energy drain restores one or more negative levels (the creature's description specifies how many). If an opponent that includes an energy drain scores a critical hit, it drains twice the given amount. Unless otherwise specified in the creature's description, a draining creature gains temporary hit points (10 on a critical hit) for each negative level it bestows on an opponent. These temporary hit points last for a maximum of 1 hour.

An affected opponent takes a –1 penalty on all skill checks and ability checks, attack rolls, and saving throws, and loses one effective level or Hit Die (whichever level is used in a die roll or calculation) for each negative level. A spellcaster loses one spell slot of the highest level of spells she can cast and (if applicable) one prepared spell of that level; this loss persists until the negative level is removed.

Negative levels remain until 24 hours have passed or until they are removed with a spell, such as restoration. If a negative level is not removed before 24 hours have passed, the affected creature must attempt a Fortitude save (DC 10 + 1/2 draining creature's racial HD + draining creature's Cha modifier; the exact DC is given in the creature's descriptive text). On a success, the negative level goes away with no harm to the creature. On a failure, the negative level goes away, but the creature's level is also reduced by one. A separate saving throw is required for each negative level.

**Environment:** This entry in a statistics block describes the type of climate and terrain where the creature is typically found. This is a preference, but it is not exclusionary. Note that these environments can also exist in portions of dungeons due to magical effects or other supernatural interference, or as features in dungeons or other environment areas. Chapter 4 of the Dungeon Master's Guide has details on climate and terrain types.

**Evil Subtype:** 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 wielded were evil-aligned (see Damage Reduc-
tion, above).

Extraplanar Subtype: A subtype applied to any creature when
it is on a plane other than its native plane. A creature that travels
between planes may gain or lose this subtype as it goes from plane to
plane. This book assumes 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. These
home planes are taken from the Great Wheel cosmology of the
D&D game (see Chapter 5 of the Dungeon Master's Guide). If your
campaign uses a different cosmology, you will need to assign dif-
f erent home planes to extraplanar creatures.

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 non-planar plane; the transitive planes in the D&D cosmology
are the Astral Plane, the Ethereal Plane, and the Plane of Shadow.

Fast Healing (Ex): A creature with the fast healing special
quality regains hit points at an exceptionally fast rate, usually 1 or
more hit points per round, as given in the creature's entry (for
example, a vampire has fast healing 5). Except where noted here,
fast healing is just like natural healing (see page 146 of the Player's
Handbook). Fast healing does not restore hit points lost from starva-
tion, thirst, or suffocation, and it does not allow a creature to
regrow lost body parts. Unless otherwise stated, it does not allow
lost body parts to be reattached.

Favored Class: A monster that takes levels in a class (or more
than one class) has a favored class, just as player characters do. In
addition, a monster's racial Hit Dice also count as a favored class,
effect. If the monster becomes a multiclass character, neither its
favored class nor its racial Hit Dice count when determining
whether the creature takes an experience point penalty.

Fear (Su) or (Sp): Fear attacks can have various effects.
Fear Aura (Su): The use of this ability is a free action. The action
can freeze an opponent (such as a mummy's despair) or function
like the fear spell (for example, the aura of a lich). Other effects
are possible. A fear aura is an area effect. The descriptive text gives
the size and kind of area.

Fear Cones (Sp) and Rays (Su): These effects usually work like the
fear spell.

If a fear effect allows a saving throw, it is a Will save (DC 10 +
1/2 creature's racial HD + creature's Cha modifier; the exact DC
is given in the creature's descriptive text). All fear attacks
are mind-affecting fear effects.

 Fey Type: A fey is a creature with supernatural abilities and con-
nexions 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 1) per Hit
    Die, with quadruple skill points for the first Hit Die.
  - 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 men-
tioned 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.
  - If 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.

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

Flight (Ex or Su): A creature with this ability can cease or
resume flight as a free action. It the ability is supernatural, it
does not become ineffective in an antimagic field, and the creature
loses its ability to fly as soon as the antimagic effect persists.

Frightful Presence (Ex): This special quality makes a creature's
very presence unsettling to foes. It takes effect automatically
when the creature performs some sort of dramatic action (such
as charging, attacking, or snarling). Opponents within range who
witness the action may become frightened or shaken.

Actions required to trigger the ability are given in the crea-
ture's descriptive text. The range is usually 30 feet, and the dura-
tion is usually 5d6 rounds.

This ability affects only opponents with fewer Hit Dice or levels
than the creature has. An affected opponent can resist the effects
with a successful Will save (DC 10 + 1/2 frightful creature's racial
HD + frightful creature's Cha modifier; the exact DC is given in
the creature's descriptive text). An opponent that succeeds on the
saving throw is immune to that creature's frightful presence
for 24 hours. Frightful presence is a mind-affecting fear effect.

Gaze (Su): A gaze special attack takes effect when opponents
look at the creature's eyes. The attack can have almost any sort of
effect: petrification, death, charm, and so on. The typical range is
30 feet, but check the creature's entry for details.

The type of saving throw for a gaze attack varies, but it is usually a
Will or Fortitude save (DC 10 + 1/2 gazers racial HD +
gazer creature's Cha modifier; the exact DC is given in the creature's
descriptive text). A successful saving throw negates the effect. A mo-
ster's gaze attack is described in abbreviated form in its description.

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

Averting Eyes: The opponent avoids looking at the creature's face,
instead looking at its body, watching its shadow, tracking it in a
reflective surface, and so on. Each round, the opponent has a 50% chance
to not need to make a saving throw against the gaze attack.

The creature with the gaze attack, however, gains concealment
against that opponent.

Wearing a Blindfold: The opponent cannot see the creature at all
(only possible to achieve by turning one's back on the creature or
shutting one's eyes). The creature with the gaze attack gains total
concealment against the opponent.

A creature with a gaze attack can actively gaze as an attack
action by choosing a target within range. That target must
attempt a saving throw but can try to avoid this as described above.
Thus, it is possible for an opponent to save against a creature's gaze
attack twice during the same round, once before the opponent's action
and once during the creature's turn.
Gaze attacks can affect ethereal opponents. A creature is immune to gaze attacks of others of its kind unless otherwise noted. Allies of a creature with a gaze attack might be affected. All the creature's allies are considered to be averting their eyes from the creature with the gaze attack, and have a 50% chance to not need to make a saving throw against the gaze attack each round. The creature also can see its eyes, thus negating its gaze ability.

**Giant Type:** 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 1) per Hit Die, with quadruple skill points for the first Hit Die.

**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.

**Goblinoid Subtype:** Goblinoids are stealthy humanoids who live by hunting and raiding and who all speak Goblin.

**Good Subtype:** 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).

**Guardian Subtype:** Guardians are a race of celestials, or good outsiders, native to the Blessed Fields of Elysium.

**Traits:** A guardian possesses the following traits (unless otherwise noted in a creature's entry).
- Darkvision out to 60 feet and low-light vision.
- Immunity to electricity and petrifaction.
- Resistance to cold 10 and sonic 10.
- Lay on Hands (Su): As the paladin class feature, except that each day, a guardian can heal an amount of damage equal to its full normal hit points.
- +4 racial bonus on saves against poison.
- Speak with Animals (Su): This ability works like speak with animals (caster level 8th) but is a free action and does not require sound.

**Humanoid Type:** 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, such as elf, goblinoid, or reptilian.

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 (for example, gnolls and bugbears) 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 Die, 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 1) per Hit Die, with quadruple skill points for the first Hit Die, 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.

**Improved Grab (Ex):** If a creature with this special attack hits with a melee weapon (usually a claw or bite attack), it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity (see Grapple, page 155 of the Player's Handbook). No initial touch attack is required.

Unless otherwise noted, improved grab works only against opponents at least one size category smaller than the creature. The creature has the option to conduct the grapple normally, or simply use the part of its body it used in the improved grab to hold the opponent. If it chooses to do the latter, it takes a –20 penalty on grapple checks, but is not considered grappled itself; the creature does not lose its Dexterity bonus to AC, still threatens an area, and can use its remaining attacks against other opponents.

A successful hold does not deal any extra damage unless the creature also has the constrict special attack. If the creature does not constrict, each successful grapple check it makes during successive rounds automatically deals the damage indicated for the attack that established the hold. Otherwise, it deals constrictive damage as well (the amount is given in the creature's descriptive text).

When a creature gets a hold after an improved grab attack, it pulls the opponent into its space. This act does not provoke attacks of opportunity. It can even move (possibly carrying away the opponent), provided it can drag the opponent's weight.

**Incorporeal Subtype:** 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. Nonverbal 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 recovers damage reduction as if its natural weapons and any weapons it wields were lawful-aligned (see Damage Reduction, above).

Level Adjustment: Certain monsters can use as the basis for interesting, viable player characters. These creatures have a level adjustment entry which is a number that is added to the creature's total Hit Dice to arrive at its effective character level. A creature with multiple special abilities is more powerful as a player character than its Hit Dice alone would indicate. For example, a drow elf has spell resistance, bonuses to its ability scores, and spell-like abilities. Its level adjustment of +2 indicates that a 1st-level drow wizard is the equivalent of a 3rd-level character.

Some creatures' level adjustment entries include the word "(cohort)." Although these creatures may be problematic as PCs, they make good companions for a character who has taken the Leadership feat. Some other creatures aren't intended for use as PCs or cohorts but can become companions through the use of the Improved Familiar feat. In these cases, the level adjustment entry is a dash followed by the words "(Improved Familiar)."

Level adjustment is not the same thing as an adjustment to a creature's Challenge Rating because of some special qualities it possesses. Challenge Rating reflects how difficult an opponent is to fight in a limited number of encounters. Level adjustment shows how powerful a creature is as a player character or cohort in campaign play. For instance, a drow receives +1 to its Challenge Rating to account for its special abilities, indicating that it's tougher in a fight than its Hit Dice would suggest, but its level adjustment is +2 to balance its abilities over long-term play.

Low-Light Vision (Ex): A creature with low-light vision can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of shadowy illumination. It retains the ability to distinguish color and detail under these conditions.

Magical Beast Type: 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 1) per Hit Die, with quadruple skill points for the first Hit Die.

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

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

Manufactured Weapons: Some monsters employ manufactured weapons when they attack. Creatures that use swords, bows, spears, and the like follow the same rules as characters, including those for additional attacks from a high base attack bonus and two-weapon fighting penalties. This category also includes "found items," such as rocks and logs, that a creature wields in combat—in essence, any weapon that is not intrinsic to the creature.

Some creatures combine attacks with natural and manufactured weapons when they make a full attack. When they do so, the manufactured weapon attack is considered the primary attack unless the creature's description indicates otherwise (using the manufactured weapon consumes most of the creature's attention), and any natural weapons the creature also uses are considered secondary natural attacks. These secondary attacks do not interfere with the primary attack as attacking with an off-hand weapon does, but they take the usual -5 penalty (or -2 with the Multitack feat) for such attacks, even if the natural weapon used is normally the creature's primary natural weapon.

Monstrous Humanoid Type: 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 1) per Hit Die, with quadruple skill points for the first Hit Die.

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

- Darkvision out to 60 feet.
- 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.

Movement Modes: Creatures may have modes of movement other than walking and running. These are natural, not magical, unless specifically noted in a monster description.

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

Climb: A creature with a climb speed has a +8 racial bonus on all Climb checks. The creature must make a Climb check to climb any
wall or slope with a DC of more than 0, but it always can choose to take 10 (see Checks without Rolls, page 65 of the Player's Handbook), even if rushed or threatened while climbing. The creature climbs at the given speed while climbing. If it chooses an accelerated climb (see the Climb skill, page 69 of the Player's Handbook), it moves at double the given climb speed (or its base land speed, whichever is lower) and makes a single Climb check at a -5 penalty. Creatures cannot run while climbing. A creature retains its Dexterity bonus to Armor Class (if any) while climbing, and opponents get no special bonus on their attacks against a climbing creature.

Fly: A creature with a fly speed can move through the air at the indicated speed if carrying no more than a light load; see Carrying Capacity, page 161 of the Player's Handbook. (Note that medium armor does not necessarily constitute a medium load.) All fly speeds include a parenthetical note indicating maneuverability, as follows:

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

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

-Average: The creature can fly as adroitly as a small bird.

-Poor: The creature flies as well as a large bird.

-Clumsy: The creature can barely maneuver at all.

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

For more information, see Tactical Aerial Movement, page 20 of the Dungeon Master's Guide.

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

Native Subtype: 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.

Natural Weapons: Natural weapons are weapons that are physically a part of a creature. A creature making a melee attack with a natural weapon is considered armed and does not provoke attacks of opportunity. Likewise, it threatens any space it can reach.

Creatures do not receive additional attacks from a high base attack bonus when using natural weapons. The number of attacks a creature can make with its natural weapons depends on the type of the attack—generally, a creature can make one bite attack, one claw attack per claw or tentacle, one gore attack, one sting attack, or one slam attack (although large creatures with arms or amlimite limbs can make a slam attack with each arm). Refer to the individual monster descriptions.

Unless otherwise noted, a natural weapon threatens a critical hit on a natural attack roll of 20.

When a creature has more than one natural weapon, one of them (or sometimes a pair or set of them) is the primary weapon. All the creature's remaining natural weapons are secondary.

The primary weapon is given in the creature's Attack entry, and the secondary weapon or weapons is given first in the creature's Full Attack entry. A creature's primary natural weapon is its most effective natural attack, usually by virtue of the creature's physiology, training, or innate talent with the weapon. An attack with a pri-

macy natural weapon uses the creature's full attack bonus. Attacks with secondary natural weapons are less effective and are made with a -5 penalty on the attack roll, no matter how many there are.

Creatures with the Multiattack feat take only a -5 penalty on secondary attacks. This penalty applies even when the creature makes a single attack with the secondary weapon as part of the attack action or as an attack of opportunity.

Natural weapons have types just as other weapons do. The most common are summarized below.

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

Claw or Talon: The creature rips with a sharp appendage, dealing piercing and slashing damage.

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

Slap or Slam: The creature batter opps opponents with an appendage, dealing bludgeoning damage.

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

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

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. Other effects of nonabilities are detailed below.

Strength: Any creature that can physically manipulate other objects has at least 1 point of Strength.

A creature with no Strength score can't exert force, usually because it has no physical body (a spectre, for example) or because it doesn't move (a shrieker). The creature automatically fails Strength checks. If the creature can attack, it applies its Dexterity modifier to its base attack bonus instead of a Strength modifier.

Dexterity: Any creature that can move has at least 1 point of Dexterity.

A creature with no Dexterity score can't move (a shrieker, for example). If it can perform actions (such as casting spells), it applies its Intelligence modifier to initiative checks instead of a Dexterity modifier. The creature automatically fails Reflex saves and Dexterity checks.

Constitution: Any living creature has at least 1 point of Constitution.

A creature with no Constitution has no body (a spectre, for example), or no metabolism (a golem). It is immune to any effect that requires a Fortitude save unless the effect works on objects or is harmless. For example, a zombie is unaffected by any type of poison but is susceptible to a disintegrate spell. The creature is also immune to ability damage, ability drain, and energy drain, and automatically fails Constitution checks. A creature with no Constitution cannot tire and thus can run indefinitely without tiring (unless the creature's description says it cannot run).

Intelligence: Any creature that can think, learn, or remember has at least 1 point of intelligence.

A creature with no Intelligence score is mindless, an automaton operating on simple instincts or programmed instructions. It has immunity to mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects) and automatically fails Intelligence checks.

Mindless creatures do not gain feats or skills, although they may have bonus feats or racial skill bonuses.

Wisdom: Any creature that can perceive its environment in any fashion has at least 1 point of Wisdom.

Anything with no Wisdom score is an object, not a creature. Anything without a Wisdom score also has no Charisma score.

Charisma: Any creature capable of telling the difference between itself and things that are not itself has at least 1 point of Charisma.
Anyhing with no Charisma score is an object, not a creature. Anything without a Charisma score also has no Wisdom score.

**Ooze Type:** 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 1/4 total Hit Dice (as cleric).
  - No good saving throws.
  - Skill points equal to (2 + Int modifier, minimum 1) per Hit Die, with quadruple skill points for the first Hit Die, 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, paralyse, 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 * 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 Type:** 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 1) per Hit Die, with quadruple skill points for the first Hit Die.

- **Traits:** An outsider possesses the following traits (unless otherwise noted in a creature’s entry).
  - Darkvision out to 60 feet.
  - 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, its 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 (see page 312) 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.

**Paralysis (Ex or Su):** This special attack renders the victim immobile. Paralyzed creatures cannot move, speak, or take any physical actions. The creature is rooted to the spot, frozen and helpless. Paralysis works on the body, and a character can usually resist it with a Fortitude saving throw (the DC is given in the creature’s description). Unlike hold person and similar effects, a paralysis effect does not allow a new save each round. A winged creature flying in the air at the time that it is paralyzed cannot flap its wings and falls. A swimmer can’t swim and may drown.

**Plant Type:** This type comprises vegetable creatures. Note that regular plants, such as one finds growing in gardens and fields, lack Wisdom and Charisma scores (see Nonsentience, above), 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 1/4 total Hit Dice (as cleric).
  - Good Fortitude saves.
  - Skill points equal to (2 + Int modifier, minimum 1) per Hit Die, with quadruple skill points for the first Hit Die, 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, paralyse, 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.

**Poison (Ex):** Poison attacks deal initial damage, such as ability damage, to one creature (see page 305) or some other effect, to the opponent or an affected creature (see page 305). Unless otherwise noted, another saving throw is required to avoid secondary damage. A creature’s descriptive text provides the details.

- A creature with a poison attack is immune to all poison’s effects and the poison of others of its kind.

The Fortitude save DC is based on the poison attack’s racial HD + poison creature’s Con modifier (the exact method of calculation is given in the creature’s descriptive text). A successful saving throw negates the damage.

**Pounce (Ex):** When a creature attempts to use this special attack, it can follow with a full attack—including take attacks if the creature also has the rake ability.

**Powerful Charge (Ex):** When a creature attempts this special attack, it gains extra damage in addition to the normal benefits and hazards of a charge. The amount of damage from the attack is given in the creature’s descriptive text.

**Psionics (Sp):** These are spell-like abilities that a creature generates with the power of its mind. Psionic abilities are usually usable at will.

**Racial Hit Dice:** The Hit Dice a creature has is based on the creature’s racial HD + poison creature’s Con modifier (the exact method of calculation is given in the creature’s descriptive text). A successful saving throw negates the damage.

**Rake (Ex):** A creature with this special attack gains extra natural attacks when it grapples its foe. Normally, a monster can attack with only one of its natural weapons while grappling, but a monster with the rake ability usually gains two additional claw attacks.
that it can use only against a grappled foe. Rake attacks are not subject to the usual -4 penalty for attacking with a natural weapon in a grapple.

A monster with the rake ability must begin its turn grappling to use its rake—it can’t begin a grapple and rake in the same turn.

Ray (Su or Sp): This form of special attack works like a ranged attack (see Aiming a Spell, page 175 of the Player’s Handbook). Hitting with a ray attack requires a successful ranged touch attack roll, ignoring armor, natural armor, and shield and using the creature’s ranged attack bonus. Ray attacks have no range increment. The creature’s descriptive text specifies the maximum range, effects, and any applicable saving throw.

Regeneration (Ex): A creature with this ability is difficult to kill. Damage dealt to the creature is treated as nonlethal damage. The creature automatically heals nonlethal damage at a fixed rate per round, as given in the entry (for example, a troll has regeneration 5). Certain attack forms, typically fire and acid, deal lethal damage to the creature, which doesn’t go away. The creature’s descriptive text describes the details.

A regenerating creature that has been rendered unconscious through nonlethal damage can be killed with a coup de grace (see page 153 of the Player’s Handbook). The attack cannot be of a type that automatically converts to nonlethal damage.

Attack forms that don’t deal hit point damage (for example, most poisons and disintegration) ignore regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation.

Regenerating creatures can regrow lost portions of their bodies and can reattach severed limbs or body parts, details are in the creature’s descriptive text. Severed parts that are not reattached wither and die normally.

A creature must have a Constitution score to have the regeneration ability.

Reptilian Subtype: These creatures are scaly and usually cold-blooded. The reptilian subtype is only used to describe a set of humanoid races, not all animals and monsters that are true reptiles.

Resistance to Energy (Ex): A creature with this special quality ignores some damage of the indicated type each time it takes damage of that kind (commonly acid, cold, fire, or electricity). The entry indicates the amount and type of damage ignored. For example, a lillend has resistance to fire 10, so it ignores the first 10 points of fire damage dealt to it anytime it takes fire damage.

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

The creature can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet. If downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglobite stench, can be detected at triple normal range.

When a creature detects a scent, the exact location of the source is not revealed—only its presence somewhere within range. The creature can take a move action to note the direction of the scent. Whenever the creature comes within 5 feet of the scent, the creature pinpoints the source’s location.

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

Shapechanger Subtype: 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.

Size: The nine size categories are (in ascending order) Fine, Diminutive, Tiny, Small, Medium, Large, Huge, Gargantuan, and Colossal. A creature’s size provides a modifier to its Armor Class and attack bonus, a modifier on grapple checks it attempts, and a modifier on Hide checks. Table 7–1: Creature Sizes provides a summary of the attributes that apply to each size category.

Sonic Attacks (Su): Unless otherwise noted, a sonic attack follows the rules for spreads (see Aiming a Spell, page 175 of the Player’s Handbook). The range of the spread is measured from the creature using the sonic attack. Once a sonic attack has taken effect, deafening the subject or stopping its ears does not end the effect. Stopping one’s ears ahead of time allows opponents to avoid having to make saving throws against mind-affecting sonic attacks, but not other kinds of sonic attacks (such as those that

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**Table 7–1: Creature Sizes**

<table>
<thead>
<tr>
<th>Size Category</th>
<th>AC/Attack Modifier</th>
<th>Grapple Modifier</th>
<th>Hide Modifier</th>
<th>Dimension</th>
<th>Weight*</th>
<th>Space (in squares)</th>
<th>Reach (Tall) (in squares)</th>
<th>Reach (Long) (in squares)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fine</td>
<td>+8</td>
<td>−16</td>
<td>+16</td>
<td>6 in. or less</td>
<td>1/8 lb. or less</td>
<td>1/2 ft. (1/100)</td>
<td>0 ft. (0)</td>
<td>—</td>
</tr>
<tr>
<td>Diminutive</td>
<td>+4</td>
<td>−12</td>
<td>+12</td>
<td>6 in. − 1 ft</td>
<td>1/8 lb. − 1 lb</td>
<td>1 ft. (1/25)</td>
<td>0 ft. (0)</td>
<td>—</td>
</tr>
<tr>
<td>Tiny</td>
<td>+2</td>
<td>−8</td>
<td>+8</td>
<td>1 ft. − 2 ft</td>
<td>1 − 8 lb.</td>
<td>2/3 ft. (1/4)</td>
<td>0 ft. (0)</td>
<td>—</td>
</tr>
<tr>
<td>Small</td>
<td>+1</td>
<td>−4</td>
<td>+4</td>
<td>2 ft. − 4 ft</td>
<td>8 − 60 lb.</td>
<td>5 ft. (1)</td>
<td>1 ft. (1)</td>
<td>—</td>
</tr>
<tr>
<td>Medium</td>
<td>0</td>
<td>+0</td>
<td>+0</td>
<td>4 ft. − 6 ft</td>
<td>60 − 500 lb.</td>
<td>5 ft. (1)</td>
<td>5 ft. (1)</td>
<td>5 ft. (1)</td>
</tr>
<tr>
<td>Large</td>
<td>−1</td>
<td>+4</td>
<td>−4</td>
<td>8 ft. − 16 ft</td>
<td>500 − 4,000 lb</td>
<td>10 ft. (2)</td>
<td>10 ft. (2)</td>
<td>5 ft. (1)</td>
</tr>
<tr>
<td>Huge</td>
<td>−2</td>
<td>+8</td>
<td>−8</td>
<td>16 ft. − 32 ft</td>
<td>2 − 16 tons</td>
<td>15 ft. (3)</td>
<td>15 ft. (1)</td>
<td>10 ft. (2)</td>
</tr>
<tr>
<td>Gargantuan</td>
<td>−4</td>
<td>+16</td>
<td>−12</td>
<td>32 ft. − 64 ft</td>
<td>16 − 125 tons</td>
<td>20 ft. (4)</td>
<td>20 ft. (4)</td>
<td>15 ft. (3)</td>
</tr>
<tr>
<td>Colossal</td>
<td>−8</td>
<td>+16</td>
<td>−16</td>
<td>64 ft. or more</td>
<td>125 tons or more</td>
<td>30 ft. (6×5)</td>
<td>30 ft. (6×6)</td>
<td>20 ft. (4)</td>
</tr>
</tbody>
</table>

* Biped’s height, quadruped’s body length (nose to base of tail).

** Assumes that the creature is roughly as dense as a regular animal. A creature made of stone will weigh considerably more. A gaseous creature will weigh much less.
deal damage). Stopping one's ears is a full-round action and requires wax or other soundproof material to stuff into the ears.

**Special Abilities:** A special ability is either extraordinary (Ex), spell-like (Sp), or supernatural (Su).

- **Extraordinary:** Extraordinary abilities are nonmagical, don't become ineffective in an antimagic field, and are not subject to any effect that disrupts magic. Using an extraordinary ability is a free action unless otherwise noted.

- **Spell-Like:** Spell-like abilities are magical and work just like spells (though they are not spells and so have no verbal, somatic, material, focus, or XP components). They go away in an antimagic field and are subject to spell resistance if the spell the ability resembles or duplicates would be subject to spell resistance.

A spell-like ability usually has a limit on how often it can be used. A spell-like ability that can be used at will has no use limit. Using a spell-like ability is a standard action unless noted otherwise, and doing so while threatened provokes attacks of opportunity. It is possible to make a Concentration check to use a spell-like ability defensively and avoid provoking an attack of opportunity just as when casting a spell. A spell-like ability can be disrupted just as a spell can be. Spell-like abilities cannot be used to counterspell, nor can they be counterspelled.

For creatures with spell-like abilities, a designated caster level defines how difficult it is to dispel their spell-like effects and to define any level-dependent variables (such as range and duration) the abilities might have. The creature's caster level never affects which spell-like abilities the creature has; sometimes the given caster level is lower than the level a spellcasting character would need to cast the spell of the same name. If no caster level is specified, the caster level is equal to the creature's Hit Dice.

The saving throw (if any) against a spell-like ability is 10 + the level of the spell the ability resembles or duplicates + the creature's Cha modifier.

Some spell-like abilities duplicate spells that work differently when cast by characters of different classes—for example, true seeing. A monster's spell-like abilities are presumed to be the sorcerer/wizard versions. If the spell in question is not a sorcerer/wizard spell, then default to cleric, druid, bard, paladin, and ranger, in that order.

- **Supernatural:** Supernatural abilities are magical and go away in an antimagic field but are not subject to spell resistance. Supernatural abilities cannot be dispelled. Using a supernatural ability is a standard action unless noted otherwise. Supernatural abilities may have a use limit or be usable at will, just like spell-like abilities. However, supernatural abilities do not provoke attacks of opportunity and never require Concentration checks. Unless otherwise noted, a supernatural ability has an effective caster level equal to the creature's Hit Dice.

The saving throw (if any) against a supernatural ability is 10 + 1/2 the creature's HD + the creature's Cha modifier (usually Charisma).

**Spell Immunity (Ex):** A creature with spell immunity avoids the effects of spells and spell-like abilities that directly affect it. This works exactly like spell resistance, except that it cannot be overcome. Sometimes spell immunity is conditional or applies only to spells of a certain kind or level. Spells that do not allow spell resistance are not affected by spell immunity.

**Spell Resistance (Ex):** A creature with spell resistance can avoid the effects of spells and spell-like abilities that directly affect it. To determine if a spell or spell-like ability works against a creature with spell resistance, the caster must make a caster level check (10 + caster level). If the result equals or exceeds the creature's spell resistance, the spell works normally, although the creature is still allowed a saving throw.

**Spells:** Sometimes a creature can cast arcane or divine spells, just as a member of a spellcasting class can (and can activate magic items accordingly). Such creatures are subject to the same spellcasting rules that characters are, except as follows:

A spellcasting creature that lacks hands or arms can provide any somatic component a spell might require by moving its body. Such a creature also does not need material components for its spells. The creature can cast the spell by either touching the required component (but not if the component is in another creature's possession) or having the required component on its person. Sometimes spellcasting creatures utilize the Eschew Materials feat to avoid fusing with nonspecific components.

A spellcasting creature is not actually a member of a class unless its entry says so, and it does not gain any class abilities. For example, a creature that casts arcane spells as a sorcerer cannot acquire a familiar. A creature with access to cleric spells must prepare them in the normal manner and receives domain spells if noted, but it does not receive domain granted powers unless it has at least one level in the cleric class.

**Summon (Sp):** A creature with the summon ability can summon specific other creatures of its kind as though casting a summon monster spell, but it usually has only a limited chance of success (as specified in the creature's entry). Roll a 100% chance roll; if the roll is not a hit, the creature answers the summons. Summoned creatures automatically return when they reach the summoning threshold. A creature that has just been summoned cannot use its own summon ability for 1 hour.

Most creatures with the ability to summon do not use it lightly, since it leaves them beholden to the summoned creature. In general, they use it only when necessary to save their own lives.

An appropriate spell level is given for each summoning ability for purposes of Concentration checks and attempts to dispel the summoned creature. As stated on page 17 of the Dungeon Master's Guide, no experience points are awarded for summoned monsters.

**Swallow Whole (Ex):** If a creature with this special attack begins its turn with an opponent held in its mouth (see Improved Grab, page 310), it can attempt a new grapple check (as though attempting to pin the opponent). If it succeeds, it swallows its prey, and the opponent takes bite damage. Unless otherwise noted, the opponent can be up to one size category smaller than the swallowing creature.

Being swallowed has various consequences, depending on the creature doing the swallowing. A swallowed creature is considered to be grappled, while the creature doing the swallowing is not. A swallowed creature can try to cut its way free with any light slashing or piercing weapon (the amount of cutting damage required to get free is noted in the creature description), or it can just try to escape the grapple. The Armor Class of the interior of a creature that swallows whole is normally 10 + 1/2 its natural armor bonus, with no modifiers for size or Dexterity. If the swallowed creature escapes the grapple, success puts it back in the attacker's mouth, where it may be bitten or swallowed again.

**Swarm Subtype:** 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 below. 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); 16 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.
A swarm can move through cracks or holes large enough for its component creatures. A swarm of Tiny creatures consists of 300 nonlying creatures or 1,000 flying creatures. A swarm of Diminutive creatures consists of 1,500 nonlying creatures or 5,000 flying creatures. A swarm of Fine creatures consists of 10,000 creatures, whether they are flying or not. Swarms of nonlying 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 crowd over each other and their prey when moving or attacking. Larger swarms are represented by multiples of single swarms. (A swarm of 15,000 centipedes is ten centipede swarms, each swarm occupying a 10-foot square.) 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 discernible 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 (see Winds, page 95 of the Dungeon Master’s Guide). For example, a swarm of locusts (a swarm of Diminutive creatures) can be blown away by a severe wind. Wind effects deal 1d6 points of nonlethal damage to a swarm per spell level (or Hit Dice of the originating creature, in the case of effects such as an air elemental’s whirlwind). A swarm rendered unconscious by means of nonlethal damage becomes disorganized and dispersed, and does not recover until its hit points exceed its nonlethal damage.

Swarm Attacks: 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>
<thead>
<tr>
<th>Swarm HD</th>
<th>Swarm Base Damage</th>
</tr>
</thead>
<tbody>
<tr>
<td>1–5</td>
<td>1d6</td>
</tr>
<tr>
<td>6–10</td>
<td>2d6</td>
</tr>
<tr>
<td>11–15</td>
<td>3d6</td>
</tr>
<tr>
<td>16–20</td>
<td>4d6</td>
</tr>
<tr>
<td>21 or more</td>
<td>5d6</td>
</tr>
</tbody>
</table>

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

Tanar’ri Subtype: Many demons belong to the race of evil outsiders known as the tanar’ri.

Traits: A tanar’ri possesses 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): Tanar’ri share the ability to summon others of their kind (the success chance and type of tanar’ri summoned are noted in each monster description).
- Telepathy.

Telepathy (Su): A creature with this ability can communicate telepathically with any other creature within a certain range (specified in the creature’s entry, usually 100 feet) that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Some creatures (such as the pseudodragon) have a limited form of telepathy, while others (such as the formian queen) have a more powerful form of the ability.

Trample (Ex): As a full-round action, a creature with this special attack can move up to twice its speed and literally run over any opponents at least one size category smaller than itself. The creature merely has to move over the opponents in its path; any creature whose space is completely covered by the trampling creature’s space is subject to the trample attack.

If a target’s space is larger than 5 feet, it is only considered trampled if the trampling creature moves over all the squares it occupies. If the trampling creature moves over only some of a target’s space, the target can make an attack of opportunity against the trampling creature at a –4 penalty. A trampling creature that accidentally ends its movement in an illegal space returns to the last legal position it occupied, or the closest legal position, if there’s a legal position that’s closer.

A trample attack deals bludgeoning damage (the creature’s slam damage + 1d4 damage + 1-1/2 times its Str modifier). The creature’s descriptive text gives the exact amount.

Trampled opponents can attempt attacks of opportunity, but these take a –4 penalty. If they do not make attacks of opportunity, trampled opponents can attempt Reflex saves to take half damage. The save DC against a creature’s trample attack is 10 + 1/2 creature’s HD + creature’s Str modifier (the exact DC is given in the creature’s descriptive text). A trampling creature can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.

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

Treasure: This entry in a monster description describes how
A creature with this special quality (usually an undead) is less easily affected by clerics or paladins (see Turn or Rebuke Undead, page 152 of the Player's Handbook). When resolving a turn, rebuke, command, or bolster attempt, add the indicated number to the creature's Hit Dice total. For example, a shadow has 3 Hit Dice and +2 turn resistance. Attempts to turn, rebuke, command, or bolster treat the shadow as though it had 5 Hit Dice, though it is a HD creature for any other purpose.

**Undead Type:** Undead are once-living creatures animated by spiritual or supernatural forces. Styles: An undead creature has the following features.

- **10-12 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 1) per Hit Dice, with quadruple skill points for the first Hit Die, 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 feet.**
- **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 true seeing and reroll out of critical hits and quadruple skill points.**
- **An undead can be undetectable by true seeing and reroll out of critical hits and quadruple skill points.**
- **An undead can be undetectable by true seeing and reroll out of critical hits and quadruple skill points.**
- **An undead can be undetectable by true seeing and reroll out of critical hits and quadruple skill points.**
- **A 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.**

**Vermien Type:** This type includes insects, arachnids, other arthropods, worms, and similar invertebrates.

**Features:** Vermien 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 1) per Hit Die, with quadruple skill points for the first Hit Die, if the vermin has an Intelligence score. However, most vermin are mindless and gain no skill points or feats.**

**Traits:** Vermien 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 feet.**
- **Proficient with their natural weapons only.**
- **Proficient with no armor.**
- **Vermien breathe, eat, and sleep.**

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

**Water Subtype:** 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.
## MONSTERS RANKED BY CHALLENGE RATINGS

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