

Creature Conversion Compendium



4E to 3.5 Monster Conversions

Pen & Paper
PRODUCTIONS

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Fungus, Deathcap	CR 2
Imp, Grinning	CR 2
Infernal Armor	CR 2
Spider, Deathjump	CR 2
Demon, Gnaw	CR 3
Demon, Runespiral	CR 3
Firebat	CR 3
Minotaur Thug	CR 3
Skeleton, Blazing	CR 3
Bugbear Strangler	CR 4
Bugbear Warrior	CR 4
Hellwasp	CR 4
Wight, Deathlock	CR 4
Zombie, Chillborn	CR 4
Bugbear Lancebreaker	CR 5
Bulette, Juvenile	CR 5
Foulspawn Grue	CR 5
Scarecrow Stalker	CR 5
Bugbear Headreaver	CR 6
Degenerate Cultist of Orcus	CR 6
Hag, Howling	CR 6
Hoard Scarab Larva Swarm	CR 6
Adamantine Dragon, Very Young	CR 7
Scythejaw	CR 7
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Aboleth Overseer	CR 16
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CREDITS:

Creatures Statted By:

Gene Hostetler

Cover Art By:

James Hostetler

Based On Original Creations By:

Wizards of the Coast

Special Thanks:

Mairkurion {tm} and Pax Veritas

Declaration of Open Game Content:

All materials found on the pages starting after this one and to the end of the document are hereby declared open game content.

Note On Monster Ability DCs:

Most of the monsters located herein have had their ability DCs tweaked and eyeballed. Normally the formula for calculating a save DC for an ability is thus:

$$10 + \frac{1}{2} \text{ monster's hit dice} + \text{ability score modifier}$$

My DCs don't always match the above formula. I've done this because if I were to follow the formula, some monsters would become much more powerful than I intended them to be (the earth titan is a good example of this). I apologize ahead of time for any inconvenience this may cause.

Preface:

Welcome to the Creature Conversion Compendium, this version (version 9; the first three versions were posted as the 4E to 3.5 Bestiary) boasts a total of fifty monsters with which to challenge your players.

As an added bonus, almost all of these monsters are based upon the current D&D miniatures line, so there is a physical miniature of almost every monster in this book (the only exceptions are the three aboleth, of which there is only one aboleth miniature currently put out by Wizards of the Coast).

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Aboleth Lasher

CR 12

LE Large Aberration (Aquatic)

Initiative: +3; **Senses:** Darkvision 60 ft.

Defense

AC: 27, **Flat-Footed:** 24, **Touch:** 12

(+3 dexterity, +15 natural, -1 size)

HP: 184 (16d8+112)

DR: 10/bludgeoning

Fort: +12, **Ref:** +8, **Will:** +14

SR: None

Resistances: None

Immunities: Mind-affecting effects

Defensive Abilities: None

Offense

Base Attack +12; **Grapple** +26; **Space/Reach** 10 ft. / 10 ft.

Speed: 10 ft., Swim 60 ft.

Melee: 8 Tentacles +21 (2d8+10 plus slime 19-20/x2; 15 ft. reach)

Special Abilities: Combat Advantage, Slime

Tactics

During Combat: During combat, an aboleth lasher rushes forward and attempts to attack as many opponents at once as possible in an attempt to affect them with its slime. If there are aboleth of any other breed nearby, however, an aboleth lasher will defer to them for orders.

Morale: If fought on their own, aboleth lashers flee from combat if reduced to half their total hit points. If in the presence of any other breed of aboleth, however, the aboleth lasher has no qualms about fighting to the death if ordered to do so.

Statistics

STR 30 (+10)

DEX 16 (+3)

CON 24 (+7)

INT 17 (+3)

WIS 19 (+4)

CHA 19 (+4)

Armor Check Penalty: -0 (-0 armor, -0 shield)

Feats: Ability Focus (Slime), Combat Expertise, Improved Critical (Tentacles), Improved Disarm, Improved Natural Attack (Tentacles), Power Attack

Skills: Concentration +26 (+19 ranks, +7 con), Intimidate +23 (+19 ranks, +4 cha), Knowledge (any one) +22 (+19 ranks, +3 int), Listen +23 (+19 ranks, +4 wis), Spot +23 (+19 ranks, +4 wis), Swim +18 (+8 racial, +10 str)

Languages: Aboleth, Aquan, Common, Undercommon

SQ: Mucus Cloud

Combat Gear: None

Other Gear: None

Ecology

Environment: Underground

Organization: Solitary, brood (1d4 aboleth lashers and 2d4 aboleth), or slaver brood (2d4 aboleth lashers, 3d6 aboleth, and 6d8 skum)

Treasure: Double Standard

Special Abilities

Combat Advantage (Ex): Any time a foe draws an attack of opportunity from an aboleth lasher, the aboleth lasher may make two attacks against that foe instead of one (this still counts as only one attack of opportunity).

Mucus Cloud (Ex): An aboleth lasher underwater 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 21 fortitude save or lose the ability to breathe air for the next 3 hours. An affected creature suffocates in 2d6 minutes if removed from the water. Renewed contact with the mucus cloud and failing another fortitude save continues the effect for another 3 hours. The save DC is constitution based.

Slime (Ex): A blow from an aboleth lasher's tentacle can cause a terrible affliction. A creature hit by a tentacle must succeed on a DC 23 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 1d2 points of damage every 10 minutes. The slime reduces the creature's natural armor bonus by 1 (but never to less than 0). 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. The save DC is constitution based. The save DC of this ability is increased by 2 due to the aboleth lasher possessing the ability focus (slime) feat.

Skills: An aboleth lasher 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 horror before you looks something like a mutated catfish mixed with an octopus. Eight wickedly barbed tentacles whip around before it and its many eyes stare at you with murderous intent.

While smaller than a standard aboleth, lashers are much more dangerous. While most members of the aboleth race shun combat, lashers revel in it. Their combat focus comes at a price however; lashers are unable to enslave creatures in the same way that normal aboleth can and they do not possess their races natural psionic powers, they have developed an immunity to mind affecting effects to compensate for this supposed weakness.

Aboleth lashers look like ordinary aboleth but with one exception; instead of only having four tentacles that are capable of causing harm, a lasher has eight; they are wickedly barbed so as to cause more damage to other living things and much longer than a typical aboleth's tentacles. Years of battle have granted aboleth lashers an exceptionally resilient hide that is somewhat difficult to pierce or cut.

Aboleth lashers speak their own language along with aquan, common, and undercommon.

Lore

A successful knowledge (dungeoneering) check will reveal the following information about an aboleth lasher:

- DC 26 This is an aboleth lasher, a warrior-caste among the aboleth species. It is a capable opponent in melee combat. This reveals all aberration traits.
- DC 31 Aboleth lashers have incredibly resilient hides, but bludgeoning weapons are capable of causing harm to them without much trouble.
- DC 36 Aboleth lashers have surprising reach with their tentacles and are adept at taking advantage of opponents who leave themselves open to attacks.

Aboleth Overseer

CR 16

LE Large Aberration (Aquatic)

Initiative: +8; **Senses:** Darkvision 60 ft.

Defense

AC: 36, **Flat-Footed:** 32, **Touch:** 13

(+4 DEX, +23 natural, -1 size)

HP: 350 (28d8+224)

DR: None

Fort: +17, **Ref:** +13, **Will:** +16

SR: None

Resistances: None

Immunities: None

Defensive Abilities: Mucus Haze

Offense

Base Attack +21; **Grapple** +37; **Space/Reach** 10 ft. / 10 ft.

Speed: 30 ft.

Melee: 2 +3 Tentacle Lances +36 (2d8+15 19-20/x3) and 2 Tentacles +32 (1d6+12 plus Slime)

Psionics (CL 16th – Charisma-based)

At Will – *Hypnotic Pattern* (DC 16), *Illusionary Wall* (DC 18), *Invisibility*, *Mirage Arcane* (DC 19), *Persistent Image* (DC 18), *Programmed Image* (DC 20), *Project Image* (DC 21), *Veil* (DC 19)

Special Abilities: Enslave, Psionics, Psychic Slime, Slime

Tactics

During Combat: During combat an aboleth overseer approaches the nearest opponent and assails them with its tentacle lances. If an aboleth overseer knows a battle is coming, it will cast *invisibility* upon itself to better mask its presence until an appropriate time to reveal itself arises.

Morale: Aboleth overseers are haughty to an extreme, they always believe victory to be within their grasp and, as such, never retreat from combat.

Statistics

STR 34 (+12)

DEX 18 (+4)

CON 27 (+8)

INT 21 (+5)

WIS 15 (+2)

CHA 19 (+4)

Armor Check Penalty: -0

Feats: Ability Focus (Psychic Slime), 9, 12, 15, 18, 21, 24, Exotic Weapon Proficiency (Tentacle Lance)^B, Improved Initiative, Power Attack, Weapon Focus (Tentacle Lance)

Skills: Bluff +35 (+31 ranks, +4 cha), Diplomacy +35 (+31 ranks, +4 cha), Intimidate +35 (+31 ranks, +4 cha), Knowledge (any two) +36 (+31 ranks, +5 int), Sense Motive 33 (+31 ranks, +2 wis), Use Magic Device +35 (+31 ranks, +4 cha)

Languages: Aboleth, Auran, Common, Undercommon, and two others

SQ: Mucus Cloud, Telepathic

Combat Gear: 2 +3 Tentacle Lances

Other Gear: None

Ecology

Environment: Underground

Organization: Solitary or slave troupe (1 aboleth overseer, 2d4 aboleth lashers, and 10d6 skum)

Treasure: Double Standard

Special Abilities

Enslave (Su): Three times per day, an aboleth overseer can attempt to enslave any one living creature within 30 feet. The target must succeed on a DC 20 will save or be affected as though by a *dominate person* spell (caster level 16th). An enslaved creature obeys the aboleth's telepathic commands until freed by *remove curse*, and can attempt a new will save every 24 hours to break free. The control is also broken if the aboleth dies or travels more than 1 mile from its slave. The DC is charisma based.

Mucus Cloud (Ex): An aboleth overseer underwater 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 22 fortitude save or lose the ability to breathe air for the next 3 hours. An affected creature suffocates in 2d6 minutes if removed from the water. Renewed contact with the mucus cloud and failing another fortitude save continues the effect for another 3 hours. The save DC is constitution based.

Mucus Haze (Ex): An aboleth overseer exudes a cloud of mucus that makes movement very difficult for non-aboleth, as such, all terrain within 30 feet of an aboleth overseer is treated as rough terrain. Aboleth

of any kind are not effected by this ability. Unlike a mucus cloud, the mucus haze ability works normally above water.

Psychic Slime (Su): As a standard action, an aboleth overseer may cause a burst of psionically empowered slime to erupt from the air to hinder his foes. All creatures within a 10 foot by 10 foot area must succeed on a DC 24 will save or take 2d8 points of damage and dazed for 1 round. The aboleth overseer may use this ability at any location that it can see. The save DC is charisma based. The save DC of this ability is increased by 2 due to the aboleth overseer possessing the ability focus (psychic slime) feat.

Slime (Ex): A blow from an aboleth overseer's tentacle can cause a terrible affliction. A creature hit by a tentacle must succeed on a DC 22 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 1d2 points of damage every 10 minutes. The slime reduces the creature's natural armor bonus by 1 (but never to less than 0). 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. The save DC is constitution based.

Telepathic (Su): Aboleth overseers are naturally telepathic; this allows them to effortlessly (and generally undetectably) read the minds of any living creatures within 300 feet of them. Due to this ability, aboleth overseers are nearly impossible to surprise. An aboleth overseer doesn't need to see the creature whose mind it is reading; just being within 300 feet of it allows the aboleth overseer to know exactly where (negating concealment of any kind) it is and what it is thinking.

The creature you face is like nothing of this world. Its body is shaped like a mix between a fish and some tentacled beast; tipping two of its four tentacles are wicked lances.

Aboleth overseers are the rulers of aboleth society. While there are certainly more powerful breeds of aboleth, the overseer is the only member of the species capable of reining them in and placing them under its control.

Unlike most aboleth, the aboleth overseer doesn't mind wading into battle; they have actually developed a special weapon known as the tentacle lance so that they may better face their foes.

Aboleth overseers speak all languages common of their race as well as common and several other dialects that are unique from one overseer to the next. They are also gifted with the boon that is telepathy.

Lore

A successful knowledge (dungeoneering) check will reveal the following information about an aboleth overseer:

- DC 38 This is an aboleth overseer, a ruler among its kind. Aboleth overseers are dangerous opponents who possess a wide array of telepathic powers. This reveals all aberration traits.
- DC 43 Aboleth overseers are capable of exuding a thick haze that has similar properties to their mucus; they also possess the ability to hurl globs of their mucus at enemies.
- DC 48 Aboleth overseers are powerful psionics and are capable of reading the minds of all nearby creatures with no effort on their part.

New Weapon: Tentacle Lance

A tentacle lance fits securely over a tentacle and allows creatures to make swift stabbing motions that deal piercing damage. Creatures without tentacles cannot make use of a tentacle lance; creatures with tentacles may wield a tentacle lance, doing so replaces a tentacle attack.

Type: Exotic one-tentacle

Cost: 250 gold pieces

Damage (S/M/L): 1d8 / 1d10 / 2d8

Critical Threat/Multiplier: 19-20/x3

Range: Melee

Damage Type: Piercing

Aboleth Slime Mage

CR 12

LE Large Aberration (Aquatic)

Initiative: +9; **Senses:** Darkvision 60 ft.

Defense

AC: 26, **Flat-Footed:** 21, **Touch:** 16

(+2 deflection, +5 dexterity, +10 natural, -1 size)

HP: 105 (14d8+42)

DR: None

Fort: +7, **Ref:** +9, **Will:** +12

SR: None

Resistances: None

Immunities: None

Defensive Abilities: None

Offense

Base Attack +10; **Grapple** +16; **Space/Reach** 10 ft. / 10 ft.

Speed: 10 ft., swim 60 ft.

Melee: 2 Tentacles +11 (1d6+2 plus slime)

Ranged: Slime Orb +14 touch (2d8 acid plus Slime; 60 ft. range inc.)

Spells Known (Sorcerer; CL 7th)

3rd (6/day) – *Dispel Magic, Stinking Cloud*

2nd (9/day) – *Acid Arrow, Blindness/Deafness, Touch of Idiocy*

1st (9/day) – *Color Spray, Mage Armor, Magic Missile, Shield, Sleep*

0 (6/day) – *Detect Poison, Daze, Detect Magic, Ghost Sound, Light, Mage Hand, Prestidigitation*

Special Abilities: Enslave, Slime, Slime Burst, Spells

Tactics

During Combat: During battle, aboleth slime mages prefer to reside in the background peppering their foes with the various offensive spells that they are privy to. If faced with weak opponents, an aboleth slime mage will instead hurl damaging slime orbs at its foes. An aboleth slime mage who is surrounded by enemies quickly employs its slime burst ability. Aboleth slime mages who are aware of a coming battle cast *mage armor* upon themselves (giving them a +4 armor bonus to armor class).

Morale: For their power, aboleth slime mages are a cowardly lot; they retreat from combat if reduced to fewer than half their maximum hit points.

Statistics

STR 14 (+2)

DEX 20 (+5)

CON 17 (+3)

INT 15 (+2)

WIS 17 (+3)

CHA 31 (+10)

Armor Check Penalty: -0

Feats: Ability Focus (Slime), Combat Casting, Improved Initiative, Silent Spell, Still Spell

Skills: Concentration +24 (+17 ranks, +3 con, +4 feat), Knowledge (any two) +19 (+17 ranks, +2 int), Spellcraft +19 (+17 ranks, +2 int), Swim +10 (+8 race, +2 str)

Languages: Aboleth, Aquan, Undercommon

SQ: Mucus Cloud

Combat Gear: None

Other Gear: Tentacle ring of protection +2

Ecology

Environment: Underground

Organization: Solitary or brood guard (1 aboleth slime mage and 2d4 aboleth lashers)

Treasure: Double Standard

Special Abilities

Enslave (Su): Three times per day, an aboleth slime mage can attempt to enslave any one living creature within 30 feet. The target must succeed on a DC 26 will save or be affected as though by a *dominate person* spell (caster level 16th). An enslaved creature obeys the aboleth's telepathic commands until freed by *remove curse*, and can attempt a new will save every 24 hours to break free. The control is also broken if the aboleth dies or travels more than 1 mile from its slave. The DC is charisma based.

Mucus Cloud (Ex): An aboleth slime mage underwater 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 17 fortitude save or lose the ability to breathe air for the next 3 hours. An affected creature suffocates in 2d6 minutes if removed from the water. Renewed contact with the mucus cloud and failing another fortitude save continues the effect for another 3 hours. The save DC is constitution based.

Slime (Ex): A blow from an aboleth slime mage's tentacle or slime orb can cause a terrible affliction. A creature hit by a tentacle or slime orb 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 1d2 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. The save DC of this ability is increased by 2 due to the aboleth slime mage possessing the ability focus (slime) feat.

Slime Burst (Ex): As a standard action an aboleth slime mage may expel a large amount of slime very quickly in a defensive maneuver. All creatures within 20 feet of the aboleth slime mage succeed on a DC 18 reflex save or be treated as if they were under the effect of a *slow* spell for 1 minute. This ability is usable once every 1d4+1 rounds.

Skills: An aboleth slime mage 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.

Spells: An aboleth slime mage casts spells as a sorcerer of a level equal to half its hit-dice.

The tentacled monstrosity before you looks something like a catfish mixed with some species of octopi, two tentacles lash out in your direction and eldritch energy seems to course along the thing's body.

Sporting a smaller body, frailer overall form, and fewer tentacles than a standard aboleth, many would assume that the aboleth slime mage is a member of a weaker breed. All who have assumed that are now either dead or slaves. While it is true that the aboleth slime mage is all together smaller and weaker than a typical member of its species, it more than makes up for this with its ability to cast spells and hurl globs of acidic slime at its foes.

Aboleth slime mages possess the ability to cast a number of spells as if they were a sorcerer of a level equal to half their hit-dice. They typically lean towards debilitating spells such as *ray of exhaustion* and *stinking cloud* but they also usually have at least two offensive spells prepared should the need arise (generally *magic missile* and *acid arrow*).

Like all members of their species, aboleth slime mages speak their own language along with Aquan and Undercommon.

Lore

A successful knowledge (dungeoneering) check will reveal the following information about an aboleth slime mage:

DC 24 This is an aboleth slime mage, a powerful arcanist and a rarity among its kind. This reveals all aberration traits.

DC 29 Aboleth slime mages are capable of causing bursts of slime to erupt from their forms; this is a unique ability among aboleth.

DC 34 Aboleth slime mages are powerful spellcasters and their spellcasting methodology is similar to that of a sorcerer. Typically known spells are debilitating in nature.

Angel of Retribution

CR 15

LN Large Outsider (Angel, Extraplanar)

Initiative: +8; **Senses:** Darkvision 60 ft., Low-light Vision

Defense

AC: 30, **Flat-Footed:** 26, **Touch:** 13

(+7 armor, +4 dexterity, +9 natural, +1 shield, -1 size)

HP: 157 (15d8+90) **DR:** 10/evil

Fort: +15, **Ref:** +13, **Will:** +11 **SR:** 30

Resistances: Electricity 10 and Fire 10

Immunities: Acid, Cold, Fear, and Petrification

Defensive Abilities: Angelic Presence, Regeneration 10

Offense

Base Attack +15; **Grapple** +24; **Space/Reach** 10 ft. / 10 ft.

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

Melee: Long Shard Sword +21/+16/+11 (1d8+6 plus Icy Vengeance 17-20/x2) or Long Shard Sword +19/+14/+9 (1d8+6 plus Icy Vengeance 17-20/x2) and Short Shard Sword +19/+14 (1d6+3 plus Icy Vengeance 17-20/x2)

Spell-like Abilities (CL 15th – Charisma-based)

At Will – *Dispel Magic*, *Greater Teleport*

3/day – *Waves of Fatigue*

1/day – *Waves of Exhaustion*

Special Abilities: Mark of Retribution, Mobile Melee Attack, Spell-Like Abilities, Storm of Blades

Tactics

During Combat: During combat, an angel of retribution immediately marks his target and moves to attack him in melee. Should an angel of retribution be faced with a group of enemies it will typically mark its target and then use its storm of blades ability. An angel of retribution fights until its target is slain; after its target is rendered dead, the angel of retribution quickly *greater teleports* away.

Morale: An angel of retribution never flees from single combat with its quarry. If faced with overwhelming odds (typically ten to one, by the angel's standards) an angel of retribution will *greater teleport* away and determine a better time to strike.

Statistics

STR 20 (+5)

DEX 18 (+4)

CON 23 (+6)

INT 12 (+1)

WIS 15 (+2)

CHA 16 (+3)

Armor Check Penalty: -0 (-0 armor, -0 shield)

Feats: Improved Initiative, Improved Two-Weapon Fighting, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (Long Shard Sword), Weapon Focus (Short Shard Sword)

Skills: Concentration +24 (18 ranks, +6 con), Intimidate +21 (18 ranks, +3 cha), Knowledge (any 3) +19 (18 ranks, +1 int), Listen +20 (18 ranks, +2 wis), Sense Motive +20 (18 ranks, +2 wis), Spot +20 (18 ranks, +2 wis), Use Magic Device +21 (18 ranks, +3 cha)

Languages: Celestial, Common, *Tongues*

SQ: Outsider Traits

Combat Gear: None

Other Gear: Angelic Raiment (+2 mithral breastplate), Long Shard Sword (+1 Keen Longsword), Short Shard Sword (+1 Keen Shortsword)

Ecology

Environment: Any

Organization: Solitary, pair

Treasure: None (other than gear noted above)

Special Abilities

Angelic Presence (Su): Even the most vile of beings find it difficult to attack a creature as pure as an angel. Any creature attacking an angel of retribution suffers a -2 penalty to its attack rolls unless the angel is reduced to at least half of its maximum hit points (78 on average).

Icy Vengeance (Su): Those marked by an angel of retribution are subject to the deadly cold that emanates from the angels' shard swords. If an angel of vengeance strikes a target that it has marked with its mark of retribution, that creature takes an additional 2d6 points of cold damage (no save). Unlike normal cold damage, this cold is divine-based, and as such, bypasses any cold resistance short of immunity.

Mark of Retribution (Su): Creatures marked by an angel of retribution as its target seldom have long to live. Once per round as a free action, an angel of retribution may make a ranged touch attack (the angel has a +18 on the roll) against a single foe within its sight. If this attack is successful, that target immediately takes 2d6 points of cold

damage and becomes marked (see Icy Vengeance) by the angel of retribution.

An angel of retribution may only have a single creature marked at any one time. If it marks a second creature, its previous mark fades. If an angel of retribution is slain, its mark fades from any creature it happens to be placed upon.

Mobile Melee Attack (Ex): Angels of retribution are warriors of legendary skill; few mortals can hope to best them in melee combat. An angel of retribution may move up to half its normal move speed and still make a full attack.

Regeneration: An angel of retribution takes damage from evil-aligned weapons and from spells and effects with the evil descriptor.

Storm of Blades (Su): While an angel of retribution is capable of rudimentary flight with its wings, they are in reality a most deadly weapon. As a standard action, the angel of retribution can cause its metallic wings to explode outwards in a large nova of life-ending blades. All creatures within 30 feet of the angel of retribution must succeed on a reflex save (DC 23) or take 6d8 points of slashing damage. A successful save halves the damage. Creatures marked by an angel of retribution automatically fail this saving throw.

After using this ability the angel of retribution loses its fly speed for 1d4-1 (minimum 1) rounds as its metallic wings quickly reform. While its wings are reforming an angel of retribution may not use this ability.

The save DC of this ability is constitution-based.

The being before you looks to have been born of wrath and battle. Where flesh would be on a mortal being is only a silvery ice-like material whose origins you can only guess at. Two glassy wings spread from the thing's back and they look to have been honed to a deadly sharpness.

In its hands this being carries a pair of blades that look to have been crafted from magically hardened ice and it wears a breastplate of luminous metal and of craftsmanship that surpasses anything a mortal could ever hope to achieve.

There are some things that even angels are loath to do, execution tends to often be one of these things. There is, however, a small sect of the Angelic Host that sees the necessity in removing great menaces from existence before they can be allowed to reach their full potential. This sect is simply known as the Order of Retribution.

Angels of retribution shed the fair forms that most angels reside within and take to honing themselves into the heavens' ultimate killing machines. A being sentenced to be 'judged' by an angel of retribution is typically found dead within a fortnight, its body caked in horrible wounds that seem to have been caused by a wicked blade.

When an angel of retribution is tasked with the judgement of a being it immediately sets out and does not rest until that being lies dead at its feet. Angels of retribution always appear before their quarry and slowly intone the horrible crimes that the being has been charged with. After intoning the list of crimes, the angel of retribution offers its quarry the mercy of a swift and painless death - a coup de grace. Should the victim refuse (as is often the case) the angel immediately attacks with the full extent of its abilities, it shows no mercy to one who has denied its offer of mercy.

Lore

A successful knowledge (the planes) check will reveal the following information about an angel of retribution:

DC 25 This is an angel of retribution, a member of a sect of angels who serve the Angelic Host as elite executioners. This reveals all outsider traits.

DC 30 Angels of retribution are capable of marking a given target. Should an angel of retribution then strike that target, their body is wracked with heavenly frost.

DC 35 Angels of retribution can cause their majestic wings to explode outward, flaying the flesh from the bodies of their foes.

Archon Rumbler, Earth

CR 12

CE Medium Outsider (Chaotic, Dark Archon, Evil, Extraplanar)

Initiative: +5; **Senses:** Darkvision 60 ft., Low-light vision, Tremorsense 60 ft.

Defense

AC: 30, **Flat-Footed:** 29, **Touch:** 11

(+1 dexterity, +19 natural)

HP: 129 (12d8+60 plus 15)

DR: 10/good

Fort: +13*, **Ref:** +9, **Will:** +10

SR: 24

* +4 racial bonus on saves vs. poison

Resistances: None

Immunities: Electricity, Petrification

Defensive Abilities: Defensive Advantage

Offense

Base Attack Bonus: +12; **Grapple:** +20; **Space/Reach:** 5 ft. / 5 ft.

Speed: 30 ft., burrow 20 ft.

Melee: +1 Rockmaul +22/+17/+12 (1d12+13 20/x3)

Special Abilities: Avalanche Strike, Teleport, Thundering Might

Tactics

During Combat: During battle, earth archon rumbles prefer to get into the thick of any melee and cause as much havoc as possible. When able, an earth archon rumbler will allow itself to be surrounded by as many foes as possible so that it might employ its avalanche strike ability while gaining the benefits of its thundering might ability as well.

If faced with enemies who rely on ranged attacks to keep opponents at bay, an earth archon rumbler will burrow underground and emerge amidst its foes in an attempt to sow confusion while dealing death with its rockmaul.

Morale: Earth archon rumpblers, while proud, are not suicidal and will flee from combat with its teleportation abilities if reduced to 30 or fewer hit points.

Statistics

STR 26 (+8)

DEX 12 (+1)

CON 20 (+5)

INT 10 (+0)

WIS 14 (+2)

CHA 10 (+0)

Armor Check Penalty: -0 (-0 armor, -0 shield)

Feats: Ability Focus (Avalanche Strike), Great Toughness, Improved Initiative, Power Attack, Weapon Focus (Rockmaul)

Skills: Appraise +15 (15 ranks), Knowledge (any three) +15 (15 ranks), Listen +17 (15 ranks, +2 Wis), Search +15 (15 ranks), Sense Motive +17 (15 ranks, +2 Wis), Spot +17 (15 ranks, +2 Wis)

Languages: Common, Terran, *Tongues*

SQ: Aura of Menace, Dark Archon Traits, Magic Circle against Good, Outsider Traits, Stable Footing

Combat Gear: None

Other Gear: +1 rockmaul

Ecology

Environment: Any

Organization: Solitary, pair, gang (3-12)

Treasure: Double Standard

Special Abilities

Aura of Menace (Su): A depraved aura surrounds dark archons at all times. Any hostile creature within a 20-foot radius of a dark archon must succeed on a will save to resist its effects. The save DC varies with the type of dark 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 granted the aura. A creature that has resisted or broken the effect cannot be affected again by the same dark archon's aura for 24 hours.

Avalanche Strike (Ex): An earth archon rumbler is capable of striking a blow with the force of an avalanche behind it. As a full round action, the earth archon rumbler may make a single melee attack with a rockmaul that, if successful, deals 10 additional points of damage and forces the target to succeed on a fortitude save (DC 23) or be stunned for 1d4 rounds.

An earth archon rumbler may employ this ability once every 1d4 rounds. The save DC is Constitution-based.

Defensive Advantage (Ex): An earth archon rumbler's form is ever-shifting and foes who try to flank the beast find this incredibly confusing. Earth archon rumpblers cannot be flanked.

Magic Circle against Good (Su): A *magic circle against good* effects always surrounds a dark archon (caster level equals the archon's hit

dice). (The defensive benefits from the circle are not included in an archon's statistics block.)

Stable Footing (Ex): An earth archon rumbler ignores any rough terrain unless it is caused by some form of water (this includes ice).

Teleport (Su): Dark 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.

Thundering Might (Ex): When surrounded by foes an earth archon rumbler becomes an engine of destruction. When two or more foes are adjacent to an earth archon rumbler, it gains a +1 bonus to attack rolls and a +3 bonus to damage rolls for each foe adjacent to it.

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

A large rock-skinned humanoid stands before you; in its hands it carries a massive hammer whose head appears to be fashioned from solid stone.

Earth archons are typically peaceful beings that reside upon the elemental plane of earth. However, some earth archons garner a taste for sowing chaos in other realms; these earth archons are known by their fellows as rumpblers, named after the rumble of a coming earthquake.

While earth archons normally rarely leave their home plane, earth archon rumpblers often seek ways to travel to the material plane so that they might sow chaos and discord among the frailer races. Amongst the earth archon rumpblers there are three of greater power than their brethren, these three are known as the lords of stone and their might is so great that they have single-handedly leveled the cities of their foes.

Lore

A successful knowledge (the planes) check will reveal the following information about an earth archon rumbler:

DC 22 This is an earth archon rumbler, a powerful outsider with a great affinity for the stone. This reveals all outsider traits.

DC 27 Earth archon rumpblers are deadly melee combatants, they are capable of striking blows of such force that they are capable of stunning their foes.

DC 32 Earth archons possess great skill in combating multiple opponents, often turning their foes' attacks to their advantage and striking deadly blows with their hammers.

New Weapon: Rockmaul

Rockmauls are massive hammers that were originally designed by the dwarves to aid in smashing large rocks that interfered with their mining or construction projects. As with most objects, a variant of the original digging implement was modified to be a deadly weapon in combat; the rockmauls used today feature long wooden hafts topped with a head made of solid stone.

Type: Martial Two-Handed

Cost: 85 gold pieces

Damage (S/M/L): 1d10 / 1d12 / 3d6

Critical Threat/Multiplier: 20/x3

Range: Melee

Damage Type: Bludgeoning

Weight: 16 pounds

Feat Notes

Great Toughness: Grants a creature 3 hit points plus 1 additional hit point per hit die possessed.

First appeared on the bugbear lancebreaker and full details on the feat can be found with that monster's stat block.

Subtype Notes

Dark Archon: Grants aura of menace, a bonus on saves vs. poison, dark vision, immunities to electricity and petrification, low-light vision, teleportation, *tongues*,

First appeared on the ice archon and full details on the subtype can be found with that monster's stat block.

Archon, Ice

CR 15

CE Medium Outsider (Chaotic, Cold, Dark Archon, Evil, Extraplanar)
Initiative: +11; **Senses:** Darkvision 60 ft., Low-light Vision

Defense

AC: 35, **Flat-Footed:** 34, **Touch:** 11
(+11 armor, +1 dexterity, +13 natural)
HP: 136 (16d8+64) **DR:** 10/good
Fort: +14*, **Ref:** +17, **Will:** +14 **SR:** 28
*+4 racial bonus on saves vs. poison

Resistances: None

Immunities: Cold, Electricity, Petrification

Defensive Abilities: Icy Ground

Offense

Base Attack +16; **Grapple** +25; **Space/Reach** 5 ft. / 5 ft.
Speed: 30 ft.
Melee: +2 Warhammer +28/+23/+18/+13 (1d8+13 plus Ice Hammer 19-20/x3)
Ranged: Ice Javelin +23 (1d6+9)
Special Abilities: Ice Hammer, Ice Javelin, Icy Wallow, Relentless Strike

Tactics

During Combat: During combat an ice archon trusts its melee prowess to win the day; it leaps at foes and attempts to crush them under the heavy blows of its warhammer. It trusts its armor and natural resilience to avail it all the protection that it will need. Ice archons disdain using their teleport ability except in the most trying of times (such as when they are about to die).

Morale: Ice archons never flee from combat unless confronted with obviously powerful opponents who favor fire magic or wield powerfully enchanted fire-based weapons.

Statistics

STR 28 (+9) **DEX** 24 (+7) **CON** 19 (+4)
INT 12 (+1) **WIS** 18 (+4) **CHA** 13 (+1)

Armor Check Penalty: -5 (-5 armor, -0 shield)

Feats: Ability Focus (Aura of Menace), Combat Reflexes, Improved Critical (Warhammer), Improved Initiative, Power Attack, Weapon Focus (Warhammer)

Skills: Concentration +23 (+19 ranks, +4 con), Intimidate +20 (+19 ranks, +1 cha), Knowledge (any three) +20 (+19 ranks, +1 int), Listen +23 (+19 ranks, +4 wis), Search +20 (+19 ranks, +1 int), Spot +23 (+19 ranks, +4 wis), Use Magic Device +20 (+19 ranks, +1 cha)

Languages: Aquan, Common, *Tongues*

SQ: Aura of Menace, Dark Archon Traits, Fire Vulnerability, Magic Circle against Good, Outsider Traits, Teleport, Tongues

Combat Gear: None

Other Gear: +3 Full-plate, +2 warhammer

Ecology

Environment: Any area that is routinely below freezing

Organization: Solitary, pair

Treasure: Double standard

Special Abilities

Aura of Menace (Su): Any hostile creature within a 20-foot radius of an ice archon must succeed on a DC 21 will save or take -2 penalty on attacks, AC, and saving throws for 24 hours or until they successfully hit the ice archon that granted the penalty. A creature that has resisted or broken the effect cannot be affected again by the same ice archon's aura for 24 hours. The save DC of this ability is increased by +2 due to the ice archon possessing the ability focus (aura of menace) feat.

Fire Vulnerability: An ice archon 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.

Ice Hammer (Ex): In the hands of an ice archon, the warhammer is a tool of great destruction. Whenever the ice archon strikes an enemy with a warhammer that creature takes 3d6 points of cold damage (no save).

Ice Javelin (Ex): As a free action, the ice archon can form javelins formed from solid ice (treat as normal javelins). These are typically thrown. An ice archon may make use of this ability once per round and any javelins thrown dissolve into nothingness one hour after creation.

Icy Ground (Ex): All terrain within 10 feet of an ice archon is treated as rough terrain. Creatures with the cold subtype are immune to the effects of this ability.

Icy Wallow (Ex): The ice archon is skilled at attacking foes who are hindered by its icy ground ability. The ice archon gains a +4 bonus to attack rolls against foes that have their movement hindered by its icy ground ability.

Relentless Strike (Ex): As a standard action the ice archon may make a power attack for up to half his base attack bonus and ignore the usual penalty to attack rolls (ex. If an ice archon were to power attack for 8 using this ability he would deal +8 points of damage (or +16 points of damage if using a weapon two-handed) but ignore the normal -8 penalty to attack rolls). This ability is usable once every 1d4 rounds.

A wave of overwhelming cold blasts you as the creature before you reveals itself. It looks vaguely human in shape but its flesh appears to be composed of dark blue ice, in its frozen grasp it carries a heavy, frost-covered hammer and it is clad in wicked plate armor. As its gaze finally meets yours, a feeling of utter hopelessness and menace assails your body.

Ice archons are harbingers of freezing death; they revel in sucking the warmth from their surrounding and leaving only frozen corpses in their wake. Granted sentence by dark gods and the will to fight by being ordained by foul blood-oaths, the ice archon is a calculated killing machine.

An ice archon looks roughly like a male human who stands almost seven feet tall; where a man would be crafted of flesh and bone an ice archon is formed by the very ice itself. For creatures as large as they are, ice archons weigh very little, sitting at just over two-hundred pounds.

Lore

A successful knowledge (the planes) check will reveal the following information about an ice archon:

- DC 26 This is an ice archon, a rare type of dark archon. This reveals all outsider traits.
- DC 31 Ice archons, as their name would imply, are beings created of solid ice, as such, they are vulnerable to fire. This reveals all dark archon traits.
- DC 36 Ice archons are capable of hurling javelins made of ice, empowering their hammers with the greatest powers of cold, and causing nearby foes great troubles should they have the hubris to challenge an ice archon in melee combat.

New Subtype: Dark Archon

Dark archons are the opposite of normal archons; whereas archons are paragons of good and law, dark archons revel in chaos and evil.

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

Darkvision out to 60 feet and low-light vision. Immunity to electricity and petrification.

+4 racial bonus on saves against poison.

Aura of Menace (Su): A depraved aura surrounds dark archons at all times. Any hostile creature within a 20-foot radius of a dark archon must succeed on a will save to resist its effects. The save DC varies with the type of dark 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 granted the aura. A creature that has resisted or broken the effect cannot be affected again by the same dark archon's aura for 24 hours.

Magic Circle against Good (Su): A *magic circle against good* effects always surrounds a dark 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): Dark 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 dark archons can speak with any creature that has a language, as though using a *tongues* spell (caster level 14th). This ability is always active.

Bat, Shadowhunter

CR 1

N Medium Animal

Initiative: +4; **Senses:** Darkvision 60 ft., Low-light vision

Defense

AC: 16, **Flat-Footed:** 12, **Touch:** 14

(+4 dexterity, +2 natural)

HP: 13 (2d8+4)

DR: None

Fort: +5, **Ref:** +7, **Will:** +1

SR: None

Resistances: None

Immunities: None

Defensive Abilities: None

Offense

Base Attack +1; **Grapple** +2; **Space/Reach** 5 ft. / 5 ft.

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

Melee: Tail Slash +5 (1d6+1)

Special Abilities: None

Tactics

During Combat: In battle, shadowhunter bats typically perform flyby attacks, quickly attacking and then fleeing back into the shadows to hide from their quarry.

Morale: A shadowhunter bat typically flees from combat if it takes more than 5 points of damage, though some strains shadowhunter bats have been known to fight to the death.

Statistics

STR 13 (+1)

DEX 18 (+4)

CON 14 (+2)

INT 2 (-4)

WIS 13 (+1)

CHA 11 (+0)

Armor Check Penalty: -0 (-0 armor, -0 shield)

Feats: Flyby Attack^B, Weapon Finesse

Skills: Hide +9 (+5 ranks, +4 dex)

Languages: None

SQ: Dark Assassin

Combat Gear: None

Other Gear: None

Ecology

Environment: Underground

Organization: Solitary, pair, colony (5 - 50)

Treasure: None

Special Abilities

Dark Assassin (Ex): When fighting in dim light or darkness, a shadowhunter bat gains a +2 bonus to attack and damage rolls.

A large bat, nearly the size of a grown man, flits from shadow to shadow. A long whip-like tail trails behind it.

Shadowhunter bats are bred by various races (notably the drow) as either sentries or cheap assassins. Unlike most bats, shadowhunter bats are carnivorous and will go to great lengths to dine on the flesh of halflings and elves.

While they show no great intelligence, a properly trained shadowhunter bat is capable of understanding orders (typically no more than a sentence or two) given in undercommon. Training a bat in this way requires several months of time and costs roughly three-hundred gold pieces.

Lore

A successful knowledge (nature) check will reveal the following information about a shadowhunter bat:

DC 12 This is a shadowhunter bat, a rare type of subterranean bat that is used by the drow as cheap and easily replicable sentries. This reveals all animal traits.

DC 17 Shadowhunter bats are trained from birth to fight against opponents in the darkness and they gain advantages when fighting in such conditions.

Blood Scarab

CR 2

N Medium Vermin

Initiative: +2; **Senses:** Darkvision 60 ft.

Defense

AC: 16, **Flat-Footed:** 14, **Touch:** 12

(+2 dexterity, +4 natural)

HP: 22 (4d8 + 4)

DR: None

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

SR: None

Resistances: None

Immunities: None

Defensive Abilities: None

Offense

Base Attack Bonus: +3; **Grapple:** +6; **Space/Reach:** 5 ft. / 5 ft.

Speed: 20 ft., burrow 30 ft.

Melee: Bite +6 (1d6+4)

Special Abilities: Blood Drain, Feeder

Tactics

During Combat: During battle, blood scarabs typically surround a single target and quickly reduce it to a gore-stained husk with their blood drain ability. If encountered alone, a blood scarab will attack a foe who is wearing the least amount of armor.

Morale: Blood scarabs have little in the way of a sense of self preservation, they attack relentlessly until killed.

Statistics

STR 16 (+3)

DEX 14 (+2)

CON 12 (+1)

INT --- (+---)

WIS 10 (+0)

CHA 10 (+0)

Armor Check Penalty: -0 (-0 armor, -0 shield)

Feats: None

Skills: None

Languages: None

SQ: Vermin Traits

Combat Gear: None

Other Gear: None

Ecology

Environment: Any desert

Organization: Pair, trio, pack (4 – 16), swarm (10 – 100)

Treasure: None

Special Abilities

Blood Drain (Ex): As a full round action, the blood scarab may make a single attack that, if successful deals 1 point of Constitution damage in addition to normal damage to its target. The blood scarab heals 5 hit points for every point of Constitution damage it deals in this way.

The blood scarab may only employ this ability once every 1d4 rounds. Constitution damage dealt by this ability is not multiplied on a critical hit.

Feeder (Ex): Against any foe that it has dealt Constitution damage to via its blood drain ability, the blood scarab gains a +1 bonus to attack rolls and deals +3 points of damage on each successful attack.

A massive beetle the size of a large dog scurries around before you; its chitin is a deep russet in color and looks to be spattered with blood. A strong scent reminiscent of blood assaults your nostrils.

Amongst most desert tribes, the scarab is a being of light and life, not so with the blood scarab. Initially created by some dark god, these foul things have become the stuff of terrifying legend; swarms of the beasts are known to drain a man dry within moments and their approach is often met with heralds of doom.

Blood scarabs look like scarab beetles that are nearly the size of larger dogs; their shells are russet in color and feature bright red streaks along their length that is reminiscent of spattered blood. Most creatures smell blood scarabs before they see them; when a blood scarab is preparing to attack it exudes a pheromone that reeks of blood and draws any nearby blood scarabs to attack its target.

Lore

A successful knowledge (nature) check will reveal the following information about a blood scarab:

- DC 14 The large beetle before you is known as a blood scarab, a strange species of the normally docile scarab that has developed a fiendish taste for blood. This reveals all vermin traits.
- DC 19 Blood scarabs are capable of quickly draining the blood of their foes; when doing so, the blood scarab redoubles its attacks becoming a truly fearsome opponent.

Bugbear Headreaver

CR 6

Male Bugbear Fighter 4
CE Medium Humanoid (Goblinoid)
Initiative: +4; **Senses:** Darkvision 60 ft., Scent

Defense

AC: 20, **Flat-Footed:** 20, **Touch:** 10
(+7 armor, +3 natural)
HP: 61 (3d8+9 plus 4d10+12) **DR:** None
Fort: +8, **Ref:** +4, **Will:** +4 **SR:** None
Resistances: None
Immunities: None
Defensive Abilities: None

Offense

Base Attack +6; **Grapple** +10; **Space/Reach** 5 ft. / 5 ft.
Speed: 20 ft. (30 ft. out of half-plate)
Melee: Masterwork Greataxe +12 (1d12+8 20/x3)
Special Abilities: Predatory Eye, Reaver's Prize

Tactics

During Combat: During combat, a bugbear headreaver charges towards the nearest foe and continues attacking that foe unless presented with an adjacent foe who is obviously weaker. A bugbear headreaver will move to flank with its allies if given the chance.

Morale: Bugbear headreavers lust for battle and are more than happy to die in any bloody conflict. Bugbear headreavers never flee from combat.

Statistics

STR 18 (+4) **DEX** 11 (+0) **CON** 16 (+3)
INT 10 (+0) **WIS** 11 (+0) **CHA** 12 (+1)

Armor Check Penalty: -7 (-7 armor, -0 shield)

Feats: Cleave, Improved Initiative, Iron Will, Power Attack, Weapon Focus (Greataxe), Weapon Specialization (Greataxe)

Skills: Intimidate +11 (+10 ranks, +1 cha), Move Silently +7 (+10 ranks, +4 racial, -7 armor)

Languages: Common, Goblin

SQ: None

Combat Gear: None

Other Gear: Masterwork greataxe, half-plate

Ecology

Environment: Temperate Mountains

Organization: Solitary, band (2d6+4)

Treasure: Standard

Special Abilities

Predatory Eye (Ex): As a standard action, a bugbear headreaver may make an attack against an opponent he flanks. If this attack hits it deals an additional 1d6 points of damage. The bugbear warrior must wait 1 round between uses of this ability.

Reaver's Prize (Ex): Whenever the bugbear headreaver drops a foe (typically by dropping it to less than 0 hit points), the bugbear headreaver deals 1d6 points of additional damage (no save) and gains an additional standard action for the round.

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

A heavily armored bugbear marches towards you, it carries a large gleaming axe that is spattered with what you assume is dried blood. In one of its hands the beast carries a severed head, and several more hang from its belt.

Every race needs its executioners, even the brutal bugbears. While most bugbears have no compunctions about killing should the need arise (or should they be taken by boredom), the bugbear headreaver goes out of its way to hunt and kill any creature it believes to be lesser than itself. After killing foes, the headreaver then typically removes its head and carries it until it rots away.

Like most bugbears, the headreaver speaks common and goblin so that it may better converse with its foes before it slaughters them.

Lore

A successful knowledge (local) check will reveal the following information about a bugbear headreaver:

- DC 17 This is a bugbear headreaver; they are known to keep grizzly trophies from those they defeat in battle. This reveals all humanoid traits.
- DC 22 Bugbear headreavers are trained to butcher their foes even after they have incapacitated them; doing so actually seems to empower the headreaver.

Bugbear Lancebreaker

CR 5

Male Bugbear Fighter 3

CE Medium Humanoid (Goblinoid)

Initiative: +5; **Senses:** Darkvision 60 ft., Scent

Defense

AC: 22, **Flat-Footed:** 21, **Touch:** 11

(+4 armor, +1 dexterity, +3 natural, +4 shield)

HP: 65 (3d8+6 plus 3d10+6 plus 9)

DR: None

Fort: +6, **Ref:** +5, **Will:** +2

SR: None

Resistances: None

Immunities: None

Defensive Abilities: Lancebreaker, Solid Footing

Offense

Base Attack +5; **Grapple** +9; **Space/Reach** 5 ft. / 5 ft.

Speed: 30 ft.

Melee: Masterwork Warhammer +8 (1d8+4 20/x3)

Special Abilities: Bar the Way, Predatory Eye

Tactics

During Combat: If faced with mounted opponents a bugbear lancebreaker will immediately charge forth and attempt to slay that foe. If faced with multiple quick moving foes, a lancebreaker will trust to its armor to protect it while it employs its bar the way ability to keep opponents from moving around. A bugbear lancebreaker will move to flank with an ally should the opportunity present itself.

Morale: X never flees from combat.

Statistics

STR 18 (+4) **DEX** 12 (+1) **CON** 15 (+2)

INT 8 (-1) **WIS** 10 (+0) **CHA** 9 (-1)

Armor Check Penalty: -12 (-2 armor, -10 shield)

Feats: Blind-Fight, Great Toughness, Improved Initiative, Power Attack, Weapon Focus (Warhammer)

Skills: Move Silently -8 (+4 racial, -2 armor, -10 shield), Use Rope +10 (+9 ranks, +1 dex)

Languages: Common, Goblin

SQ: None

Combat Gear: None

Other Gear: Chainshirt, tower shield, masterwork warhammer

Ecology

Environment: Temperate Mountains

Organization: Solitary, Pair, Band (3d4 bugbear lancebreakers plus 200% noncombatants)

Treasure: Standard

Special Abilities

Bar the Way (Ex): Whenever a bugbear lancebreaker hits an opponent with an attack of opportunity, that opponent's movement is halted and it may move again during its turn.

Lancebreaker (Ex): A bugbear lancebreaker gains a +2 bonus to armor class and a +2 bonus to attack rolls against mounted opponents.

Predatory Eye (Ex): As a standard action, a bugbear lancebreaker may make an attack against an opponent he flanks. If this attack hits it deals an additional 1d6 points of damage. The bugbear warrior must wait 1 round between uses of this ability.

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

Solid Footing (Ex): A bugbear lancebreaker gains a +4 bonus to ability checks made to resist being bull rushed or tripped when standing on solid ground.

The heavily muscled bugbear before you carries a shield almost larger than it is; it stands with a stance that looks borne of one who has been well trained in battlefield combat.

Bugbear lancebreakers are specially trained to combat those who fight upon a mount and, by their own opinion, they're incredibly good at it. While some bugbears are adept at combating foes of all types, very few specialize in one type of foe, even fewer specialize in combating foes riding on creatures that are often large enough to trample a typical bugbear; lancebreakers, however, take it in stride; endlessly drilling various maneuvers that allow them to better combat those riding mounts and most even learn a few tricks that enable them to fight foes on foot as well.

While lancebreakers aren't particularly bright they still speak their own language as well as the common tongue.

Lore

A successful knowledge (local) check will reveal the following information about a bugbear lancebreaker:

DC 16 This is a bugbear lancebreaker, a highly trained member of the bugbear race that is particularly skilled at combating mounted opposition. This reveals all goblinoid traits.

DC 21 Bugbear lancebreakers receive special training in the ways of combating those fighting from atop a mount and are capable of stopping moving enemies in their tracks.

DC 26 Bugbear lancebreakers, like most trained bugbears, are skilled at killing enemies who are unable to give the lancebreaker their full attention.

New Feat: Great Toughness

Your ability to shrug off the punishment levied upon you by your foes draws stares and is the stuff of tavern tales.

Prerequisite: Base Fortitude Save +1

Benefit: You gain 3 hit points plus 1 additional hit point per hit die you possess.

Bugbear Strangler

CR 4

Male Bugbear Rogue 2

CE Medium Humanoid (Goblinoid)

Initiative: +3; **Senses:** Darkvision 60 ft., Scent

Defense

AC: 20, **Flat-Footed:** 17, **Touch:** 13

(+4 armor, +3 dexterity, +3 natural)

HP: 32 (3d8+6 plus 2d6+4)

DR: None

Fort: +3, **Ref:** +10, **Will:** +1

SR: None

Resistances: None

Immunities: None

Defensive Abilities: Evasion, Trap Sense +1

Offense

Base Attack +3; **Grapple** +8; **Space/Reach** 5 ft. / 5 ft.

Speed: 30 ft.

Melee: Garrote +7 (1d4+1 plus strangle 20/x4) or Dagger +6 (1d4+1 19-20/x2)

Ranged: Dagger +6 (1d4+1 19-20/x2)

Special Abilities: Predatory Eye, Sneak Attack +1d6, Strangle

Tactics

During Combat: During combat, a bugbear strangler skulks around trying to position itself so that it may employ its sneak attack ability.

Should its strangle ability daze an opponent, the bugbear strangler typically begins a grapple at its next opportunity.

Morale: Bugbear stranglers are quite cowardly, if reduced to half their total hit points or fewer they will flee.

Statistics

STR 12 (+1)

DEX 17 (+3)

CON 14 (+2)

INT 10 (+0)

WIS 7 (-2)

CHA 9 (-1)

Armor Check Penalty: -2 (-2 armor)

Feats: Improved Grapple^B, Iron Will, Weapon Finesse

Skills: Bluff +7 (+8 ranks, -1 cha), Escape Artist +9 (+8 ranks, +3 dex, -2 armor), Hide +9 (+8 ranks, +3 dex, -2 armor), Listen +6 (+8 ranks, -2 wis), Move Silently +13 (+8 ranks, +3 dex, +4 racial, -2 armor), Spot +6 (+8 ranks, -2 wis), Tumble +9 (+8 ranks, +3 dex, -2 armor), Use Rope +11 (+8 ranks, +3 dex)

Languages: Common, Goblin

SQ: Trapfinding

Combat Gear: None

Other Gear: Chain shirt, masterwork garrote and 3 daggers

Ecology

Environment: Temperate Mountains

Organization: Solitary, pair, or assassin band (1d4+1 bugbear stranglers and 2d4 bugbear warriors)

Treasure: Standard

Special Abilities

Body Shield (Ex): If a bugbear strangler is attacked in melee he may choose to cause an adjacent dazed creature to take any inflicted damage instead of himself. Using this ability is an immediate action.

Evasion (Ex): If you make a successful reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can only be used if you are wearing light armor or no armor. You do not gain the benefit of evasion if you are helpless.

Predatory Eye (Ex): As a standard action, a bugbear warrior may make an attack against an opponent he flanks. If this attack hits it deals an additional 1d6 points of damage. The bugbear warrior must wait 1 round between uses of this ability.

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

Sneak Attack +1d6: Your attacks deal extra damage any time her target would be denied a dexterity bonus to AC, or when the rogue flanks her target. Ranged attacks can count as sneak attacks only if the target is within 30 feet.

Strangle (Ex): Any time a bugbear strangler deals damage with his garrote his opponent must succeed on a DC 16 reflex save or become dazed and take 1d6 points of damage. In addition, the bugbear strangler may choose to convert any non-lethal damage dealt with a garrote into lethal slashing damage. The save DC is dexterity based.

Trapfinding: You can use the search skill to locate traps when the task has a DC higher than 20. You may also use disable device to disarm

magical traps. If you beat a trap's disable device DC by 10 or more you (and your party) may bypass the trap without disarming it.

Trap Sense +1 (Ex): You gain a +1 bonus to reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

The bugbear standing before you wears dark clothing and carries a garrote, his eyes carry the hardness of a trained killer.

Bugbear stranglers take pride in their race's penchant for stealth and are more than happy staying in the background of a battle and only striking when absolutely necessary. Unlike most bugbears, the strangler has perfected his skill at remaining undetected and prides himself on his ability to get behind a target and render them lifeless without trouble.

Like most members of their species, bugbear stranglers speak their own language and common. Bugbear stranglers with high intelligence also typically speak giant.

Lore

A successful knowledge (local) check will reveal the following information about a bugbear strangler:

DC 15 This is a bugbear strangler, a member of the bugbear species that has been trained to silently kill its foes when they aren't paying attention. This reveals all goblinoid traits.

DC 20 Bugbear stranglers have been taught to kill using the garrote, a weapon of strangulation. It is unwise to allow oneself to be caught unaware by a bugbear strangler.

DC 25 Bugbear stranglers are capable of using opponents that they are strangling as living shields.

New Weapon: Garrote

The garrote is a simple piece of thick twine or wire wrapped around two handles that allow the wielder a good grip upon a target that they wish to strangle. Garrotes may be used in conjunction with the weapon finesse feat.

Type: Simple Two-Handed

Cost: 3 gold pieces

Damage (S/M/L): 1d3 / 1d4 / 1d6

Critical Threat/Multiplier: 20/x4

Range: Melee

Damage Type: Slashing; all damage dealt by a garrote is treated as non-lethal damage.

Special: A garrote may be applied during a grapple as an attack action. During a grapple, a garrote is treated as a light weapon and all successful attacks made with it are treated as critical hits.

Bugbear Warrior

CR 4

Male Bugbear Fighter 2

CE Medium Humanoid (Goblinoid)

Initiative: +1; **Senses:** Darkvision 60 ft., Scent

Defense

AC: 20, **Flat-Footed:** 19, **Touch:** 11

(+4 armor, +1 DEX, +3 natural, +2 shield)

HP: 38 (3d8+6 plus 2d10+4)

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

DR: None

SR: None

Resistances: None

Immunities: None

Defensive Abilities: None

Offense

Base Attack +4; **Grapple** +8; **Space/Reach** 5 ft. / 5 ft.

Speed: 30 ft.

Melee: Masterwork Morningstar +10 (1d8+6)

Ranged: Javelin +6 (1d6+4)

Special Abilities: Predatory Eye, Skullthumper

Tactics

During Combat: During battle, bugbear warriors charge forth with reckless abandon while screaming insults at their foes in an attempt to demoralize them. Bugbear warriors move to flank with allies if the situation presents itself.

Morale: Unless under the command of a more powerful creature, bugbear warriors flee from combat if reduced to 10 or fewer hit points.

Statistics

STR 18 (+4) **DEX** 12 (+1) **CON** 15 (+2)

INT 10 (+0) **WIS** 10 (+0) **CHA** 9 (-1)

Armor Check Penalty: -4 (-2 armor, -2 shield)

Feats: Power Attack, Weapon Focus (Javelin), Weapon Focus (Morningstar), Weapon Specialization (Morningstar)

Skills: Climb +4 (+4 ranks, +4 str, -2 armor, -2 shield), Intimidate +7 (+8 ranks, -1 cha), Move Silently +5 (+4 ranks, +1 dex, +4 racial, -2 armor, -2 shield)

Languages: Common, Goblin

SQ: None

Combat Gear: None

Other Gear: Chain shirt, heavy wooden shield, masterwork morningstar and 3d4 javelins

Ecology

Environment: Temperate Mountains

Organization: Solitary, band (1d10+10 plus 150% noncombatants)

Treasure: Standard

Special Abilities

Predatory Eye (Ex): As a standard action, a bugbear warrior may make an attack against an opponent he flanks. If this attack hits it deals an additional 1d6 points of damage. The bugbear warrior must wait 1 round between uses of this ability.

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

Skullthumper (Ex): As a standard action a bugbear warrior may make a single melee attack in an attempt bash an opponent upon the head. This causes normal weapon damage and forces a DC 15 fortitude save to resist becoming dazed for 1 round. A bugbear warrior must be wielding a weapon that deals bludgeoning damage to make use of this ability. The bugbear warrior must wait 2 rounds between uses of this ability.

The bugbear before you carries a morningstar and, upon seeing you, charges in your direction screaming obscenities and wailing loudly.

While most members of the bugbear species prefer to stay in the shadows and strike from hiding, some relish cracking heads as much as any orc. The bugbear warrior is a breed apart; unlike most bugbears they disdain hiding from foes and do their best to be in the center of any conflict.

While they are definitely not shining examples of intelligence, bugbear warriors speak both common and the language of goblins, typically so that they might better insult their foes during battle.

Lore

A successful knowledge (local) check will reveal the following information about a bugbear warrior:

DC 15 This is a bugbear warrior, a well-trained foot soldier amongst the bugbear race. This reveals all goblinoid traits.

DC 20 Bugbear warriors have been trained in the use of bludgeoning weapons and are capable dazing opponents that they are able to strike with them.

Bulette, Juvenile

CR 5

N Large Magical Beast

Initiative: +1; **Senses:** Darkvision 60 ft., Low-light Vision, Scent, Tremorsense 60 ft.

Defense

AC: 21, **Flat-Footed:** 20, **Touch:** 10

(+1 DEX, +11 natural, -1 size)

HP: 57 (6d10+24)

DR: None

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

SR: None

Resistances: None

Immunities: None

Defensive Abilities: None

Offense

Base Attack +6; **Grapple** +17; **Space/Reach** 10 ft. / 5 ft.

Speed: 30 ft., burrow 30 ft.

Melee: Bite +13 (2d6+7) and 2 Claws +7 (1d10+3)

Special Abilities: Earth Furrow, Overbearing Assault

Tactics

During Combat: In combat, juvenile bulette typically remain underground until their prey walks overhead, once in the proper position, the juvenile bulette then bursts forth from the earth in an attempt to knock as many of its foes prone as possible.

Morale: Juvenile bulette are as fiercely territorial as any bulette. A juvenile bulette defending its territory never flees from combat.

Statistics

STR 25 (+7)

DEX 13 (+1)

CON 18 (+4)

INT 2 (-4)

WIS 11 (+0)

CHA 6 (-2)

Armor Check Penalty: -0 (-0 armor, -0 shield)

Feats: Iron Will, Power Attack, Weapon Focus (Bite)

Skills: Listen +9 (+9 ranks, +0 wis)

Languages: None

SQ: None

Combat Gear: None

Other Gear: None

Ecology

Environment: Temperate Hills

Organization: Solitary or brood (1-2 bulette and 1 juvenile bulette)

Treasure: None

Special Abilities

Earth Furrow (Ex): As part of a move action, a juvenile bulette can burst forth from the ground and knock nearby enemies prone. When emerging from the ground after burrowing, any enemies within 10 feet of the juvenile bulette must succeed on a DC 16 fortitude save or be knocked prone. The save DC is constitution based.

Overbearing Assault (Ex): When attacking a prone creature, a juvenile bulette gains a +4 bonus to attack and damage rolls.

The ground shakes and rolls and then bursts open to reveal a terrible, armor-plated, bullet-shaped creature with a large snapping maw and short, powerful legs.

While most bulette are foul-tempered, juvenile bulettes are even more so, going out of their way to attack any creature that they perceive as encroaching upon their territory. Physically, juvenile bulette resemble their huge parents in all ways except size; however, they do possess several unique abilities that their larger parents do not – though they lack the jumping abilities of larger members of their species.

Lore

A successful knowledge (arcana) check will reveal the following information about a juvenile bulette:

DC 16 This is a juvenile bulette, a particularly rare specimen amongst its species. This reveals all magical beast traits.

DC 21 A juvenile bulette lacks the jumping abilities that a typical bulette possesses, but makes up for it with their superior burrowing abilities. Should a juvenile bulette erupt forth from the ground near prey, it can knock that prey prone.

DC 26 Juvenile bulettes are especially adept at attacking and killing prey that has been knocked prone.

Corruption Corpse

CR 2

NE Medium Undead

Initiative: +1; **Senses:** Darkvision 60 ft.

Defense

AC: 16, **Flat-Footed:** 15, **Touch:** 11

(+1 dexterity, +5 natural.)

HP: 26 (4d12)

DR: 5/Slashing

Fort: +1, **Ref:** +2, **Will:** +5

SR: None

Resistances: Turn Resistance +1

Immunities: Death effects, disease, mind-affecting effects, paralysis, poison, *sleep* effects, and stunning

Defensive Abilities: None

Offense

Base Attack +2; **Grapple** +5; **Space/Reach** 5 ft. / 5 ft.

Speed: 20 ft.

Melee: 2 Slams +5 (1d6+3)

Special Abilities: Death Burst, Mote of Corruption

Tactics

During Combat: Unless already engaged in melee combat, a corruption corpse has a roughly fifty-fifty chance to charge forth or hurl a mote of corruption at a nearby foe. A corruption corpse with 10 or fewer hit points will never throw a mote of corruption and will instead charge forth into combat so that when it is killed it will affect nearby enemies with its death burst ability.

Morale: As mindless undead, corruption corpses never flee from combat.

Statistics

STR 16 (+3)

DEX 13 (+1)

CON --- (+---)

INT --- (+---)

WIS 12 (+1)

CHA 4 (-3)

Armor Check Penalty: -0 (-0 armor, -0 shield)

Feats: None

Skills: None

Languages: None

SQ: Rapid Decay, Undead Traits

Combat Gear: None

Other Gear: None

Ecology

Environment: Any

Organization: Solitary, pair, gang (2-8)

Treasure: None

Special Abilities

Death Burst (Ex): When a corruption corpse is slain, all of its build up negative energy releases in a burst of terrifying power. All creatures within 30 feet of a slain corruption corpse take 1d6 points of negative energy damage (no save) and must succeed on a DC 12 fortitude save or take a -2 penalty to their wisdom score for 1 hour.

Mote of Corruption (Ex): The corruption corpse tears a piece of its foul form from its body and throws it at its opponent. A corruption corpse must make a successful ranged touch attack, and any creature hit by a mote of corruption takes 1d8 points of negative energy damage and must succeed on a DC 12 fortitude save or become fatigued. A mote of corruption has a range increment of 40 feet.

Rapid Decay (Ex): Any round in which a corruption corpse takes both a move and a standard action, it takes 1d4-1 (minimum 1) points of damage. This damage ignores the corruption corpses' damage reduction.

A heavily decayed corpse shambles towards you, dark energy crackles around its form.

Corruption corpses are the failed experiments of powerful necromancers. Unable to control the massive amounts of negative energy that composes themselves, corruption corpses are in a state of constant (and rapid) decay.

Lore

A successful knowledge (religion) check will reveal the following information about a corruption corpse:

DC 14 This is a corruption corpse, the failed experiment of a powerful necromancer. This reveals all undead traits.

DC 19 Corruption corpses are capable of hurling chunks of their own form at enemies, these motes of corruption are capable of causing fatigue.

DC 24 Corruption corpses have a nasty habit of exploding in bursts of negative energy upon death.

Deathpriest of Orcus

CR 15

Male Human Cleric 10/Blackguard 4
CE Medium Humanoid (Human)

Initiative: +6; **Senses:** None

Defense

AC: 29, **Flat-Footed:** 28, **Touch:** 12

(+11 armor, +1 deflection, +1 dexterity, +6 natural)

HP: 84 (9 plus 9d8+9 plus 4d10+4) **DR:** None

Fort: +17, **Ref:** +11, **Will:** +19 **SR:** None

Resistances: Negative Energy 10

Immunities: None

Defensive Abilities: Bulwark of Orcus

Offense

Base Attack +11; **Grapple** +15; **Space/Reach** 5 ft. / 5 ft.

Speed: 20 ft. (30 ft. base)

Melee: +1 Vicious Heavy Mace +17/+12/+7 (1d8+5 plus 2d6 and wielder takes 1d6 damage)

Spells Prepared (Cleric; CL 10th – Domains: Death and Evil)

5th (3 + D) – *Righteous Might, Slay Living (D), Unhallow, True Seeing*

4th (4 + D) – *Death Ward (D), Dimensional Anchor, Divine Power (2), Magic Weapon, greater*

3rd (4 + D) – *Bestow Curse, Dispel Magic (2), Magic Circle Against Good (D), Wind Wall*

2nd (6 + D) – *Align Weapon (2), Desecrate (D), Silence, Sound Burst (2), Undetectable Alignment*

1st (6 + D) – *Bless, Divine Favor (3), Entropic Shield (2), Protection from Good (D)*

0 (6) – *Detect Magic, Detect Poison (3), Light, Purify Food and Drink, Read Magic*

Spells Prepared (Blackguard; CL 4th)

2nd (3) – *Bull's Strength, Death Knell (2)*

1st (3) – *Corrupt Weapon, Inflict Light Wounds (2)*

Special Abilities: Aura of Despair, Censer Whirl, Command Undead, Deny the Heretic, Domain Powers, Rebuke Undead 8/day, Smite Good 1/day, Sneak Attack +1d6, Spell-like Abilities, Visage of Orcus

Tactics

During Combat: In battle, deathpriests of Orcus typically empower themselves as best they are able before wading into melee with their comrades. Should a foe appear to be weak of fortitude, a deathpriest will think nothing of striking him with a visage of Orcus.

Morale: Deathpriests never flee from battle, for they know that Orcus will grant them even more power should they fall in battle in his name.

Statistics

STR 19 (+4) **DEX** 14 (+2) **CON** 12 (+1)

INT 12 (+1) **WIS** 22 (+6) **CHA** 20 (+5)

Armor Check Penalty: -6 (-6 armor, -0 shield)

Feats: Cleave, Improved Initiative, Improved Sunder, Improved Turning, Power Attack, Weapon Focus (Heavy Mace)

Skills: Concentration +5 (+14 ranks, +1 con), Hide +3 (+7 ranks, +2 dex, -6 armor), Knowledge (Religion) +15 (+14 ranks, +1 int)

Languages: Abyssal, Common

SQ: Aura of Evil, Dark Blessing

Combat Gear: Potion of Barkskin +2

Other Gear: Cloak of charisma +4, gauntlets of ogre power +2, periapt of wisdom +2, +3 full-plate, +1 vicious heavy mace, unholy censer, 35 gold pieces

Ecology

Environment: Any

Organization: Solitary, pair, small cell (1 deathpriest and 2-12 degenerate cultists), large cell (1-4 deathpriests and 10-100 degenerate cultists), cult (1d10 deathpriests and 30-300 degenerate cultists).

Treasure: See gear

Special Abilities

Aura of Despair (Su): A blackguard 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): The power of a blackguard's aura of evil is equal to his class level plus his cleric level, if any.

Bulwark of Orcus (Su): All allies within 10 feet of the deathpriest of Orcus gain a +2 bonus to their armor class and saving throws.

Censer Whirl (Ex): As a full round action, a deathpriest may spin his censer, spraying adjacent enemies with unholy waters blessed by Orcus himself. All enemies adjacent to the deathpriest must succeed on DC 18 reflex saves or take 2d8 points of negative energy damage plus an additional 1d8 points of negative energy damage per round for 1 minute. This ability is usable once per encounter.

Command Undead (Su): A blackguard gains the supernatural ability to command and rebuke undead. He commands undead as would a cleric of two levels lower.

Dark Blessing (Su): A blackguard adds his charisma modifier (if positive) to all saving throws.

Domain Powers: The deathpriest gains the following abilities by way of his clerical domains.

Death (Su): You may use a death touch once per day. You must succeed on a melee touch attack against a living creature. When you touch, roll 1d6 per cleric level you possess. If the total at least equals the creature's current hit points, it dies (no save). This is a death effect.

Evil: You cast evil spells at +1 caster level.

Deny the Heretic (Su): A deathpriest of Orcus may assail a foe with unholy scripture, foiling his attack. When an ally within 50 feet of the deathpriest is attack, he may, as an immediate action, nullify all attacks made against that ally with melee and ranged weapons for 1 round. This ability is usable once per day.

Orcus-Touched (Ex): The flesh of a deathpriest of Orcus has been touched by the lord of undeath himself, granting it hardness akin to that of solidly made armor; in addition, deathpriest of Orcus benefit from a resistance to negative energy.

Poison Use: Blackguards never risk poisoning themselves when applying poison to a blade.

Smite Good (Su): Once a day, a blackguard may attempt to smite good with one normal melee attack.

He adds his charisma modifier (if positive) to his attack roll and deals 1 extra point of damage per class level. If a blackguard accidentally smites a creature that is not good, the smite has no effect but is still used up for that day.

Spell-like Abilities (Sp): Will – *detect good*. Caster level 14.

Visage of Orcus (Su): As a full round action, the deathpriest may call upon Orcus to smite his enemies. The deathpriest of Orcus makes a ranged touch attack against a foe within 100 feet, if successful, the foe takes 2d10+14 cold damage and must succeed on a DC 22 fortitude save or be paralyzed for 2d4 rounds. Each round a creature is paralyzed by this ability it must succeed on a DC 18 will save or take 1d6 points of wisdom damage. This ability is usable once per day; it is usable again should its target be killed while paralyzed.

A heavily armored warrior stands before you, pieces of bone are attached to his armor and he carries a mace whose head is shaped like a skull. At his side hangs a censor with some form of foul liquid sloshing around inside of it. The man lets out a bellow and you can feel that the forces of the abyss themselves grant him their aid.

Orcus' deathpriests are his most powerful living agents, where they go, the forces of death are sure to follow in one way or another. Members of the cult of Orcus look upon deathpriests as gods of death, and are willing to lay down their lives in their defense, should the need arise.

Deathpriests of Orcus typically have a small group (typically around 30 hit-dice worth of 1-6 hit die skeletons, zombies, or in some cases, sentient undead) of undead with them at all times. They often refer to these minions as their 'family,' much to their follower's unease.

Lore

A successful knowledge (local) check will reveal the following information about a deathpriest of Orcus:

DC 24 This is a deathpriest of Orcus, one of the demon lord of undeath's highest ranking generals among his forces.

DC 29 Deathpriests of Orcus are powerful spellcasters in their own right, but are capable of augmenting their frightening powers with those of Orcus himself.

DC 34 A deathpriest of Orcus is capable of causing foes to be paralyzed as visions of Orcus blur their vision and slowly drive them mad.

Deathrattle Viper

CR 2

N Medium Animal

Initiative: +7; **Senses:** Low-light Vision

Defense

AC: 16, **Flat-Footed:** 13, **Touch:** 13

(+3 dexterity, +3 natural)

HP: 32 (5d8+10)

DR: None

Fort: +6, **Ref:** +7, **Will:** +0

SR: None

Resistances: None

Immunities: None

Defensive Abilities: None

Offense

Base Attack Bonus: +3; **Grapple:** +4; **Space/Reach:** 5 ft. / 5 ft.

Speed: 30 ft.

Melee: Bite +4 (1d4+1 plus Poison)

Special Abilities: Deathrattle, Poison, Sudden Strike

Tactics

During Combat: During battle a deathrattle viper attempts to bite and poison as many foes as possible before attempting to once again flee into the underbrush and wait for its poison to do its work. If cornered and with no hope of escape, a deathrattle viper fights to the death.

Morale: Deathrattle vipers know to flee from foes who are obviously superior to them, they also flee from anything that appears immune to their venom. If reduced to 10 or fewer hit points, a deathrattle viper attempts to flee from combat.

Statistics

STR 12 (+1)

DEX 16 (+3)

CON 14 (+2)

INT 2 (-4)

WIS 9 (-1)

CHA 11 (+0)

Armor Check Penalty: -0 (-0 armor, -0 shield)

Feats: Improved Initiative, Ability Focus (Poison)

Skills: Hide +11 (4 ranks, +3 Dex, +4 racial), Move Silently +11 (4 ranks, +3 Dex, +4 racial)

Languages: None

SQ: None

Combat Gear: None

Other Gear: None

Ecology

Environment: Any jungle or other constantly humid locale

Organization: Solitary

Treasure: None

Special Abilities

Deathrattle (Ex): The rattle of a deathrattle viper is a capable of inducing fear into the hearts of even the stoutest of warriors. As a free action, the deathrattle viper may rattle its tail unnerving nearby foes; all enemies within 30 feet of the deathrattle viper must succeed on a will save (DC 12) or become shaken for 1d4+1 rounds. If a creature fails its save by 5 or more points, it is instead panicked for 1d4+1 minutes.

The save DC is Charisma-based.

Poison: Injury, Fortitude DC 16, initial and secondary damage 1d4 Con and target is treated as if under the effects of a *slow* spell.

The save DC is Constitution-based. The save DC of this ability is increased by +2 due to the deathrattle viper possessing the Ability Focus (Poison) feat.

Sudden Strike (Ex): The attacks of a deathrattle viper that has not been spotted by its prey are often quick and incredibly lethal. The deathrattle viper gains a +2 bonus on attack rolls made against opponents who are denied their Dexterity bonus to armor class.

Skills: The scales of a deathrattle viper shift in hue to match the surroundings, this grants the deathrattle viper a +4 racial bonus to hide and move silently skill checks made in any area it has resided in for more than 24-hours.

The massive snake before you has scales matching the color of its environment and its eyes seem to possess an almost unearthly yellow glow to them. A rattler tips the thing's tail.

Amongst the deep jungles of the world there are many things that can kill you; feral tribesman, hunting cats the size of horses, and spiders the size of buildings are all very real threats. Amongst all these dangers, however, only one gives warning before killing: the deathrattle viper.

The rattle of a deathrattler has been known to stop even the most fearless of hunters in their tracks and is capable of causing lesser men to flee in abject terror.

Deathrattle vipers are a legend amongst tribes that live within the jungles that the vile snakes call home. A popular legend states that a single deathrattle viper produces enough venom in its lifetime to kill every living creature on the material plane several times over. Whether this legend is founded in reality or not is subject to speculation by sages.

Deathrattler poison is popular amongst assassins who favor melee combat as a means to an end. Typically they'll challenge their mark to a duel only to strike with an envenomed blade that makes their kill all the easier. A single dose of deathrattle viper poison sells for roughly 1,500 gold pieces on the black market. Milking a single doeses worth of a deathrattle viper's poison requires a DC 25 survival check and a live specimen; a single viper can be milked for 1d4 doses of poison per day.

Lore

A successful knowledge (nature) check will reveal the following information about a deathrattle viper:

DC 15 This is a deathrattle viper, a deadly snake known far and wide for the potency of its vemon and the fear-inducing properties of its rattle. This reveals all animal traits.

DC 20 Deathrattle vipers are masters of attacking from hiding; foes surprised by them often unintentionally leave themselves open to devastating attacks.

DC 25 A deathrattler's poison not only attacks a victim's constitution, but also causes a hallucinogen that causes those poisoned to believe they are moving faster than those nearby when, in reality, they are moving much slower.

Degenerate Cultist of Orcus

CR 6

Male Human Fighter 5
CE Medium Humanoid (Human)
Initiative: +8; **Senses:** None

Defense

AC: 20, **Flat-Footed:** 16, **Touch:** 14
(+4 dexterity, +6 natural)
HP: 47 (13 plus 4d10+12) **DR:** None
Fort: +7, **Ref:** +5, **Will:** +4 **SR:** None
Resistances: Negative Energy 10
Immunities: None
Defensive Abilities: None

Offense

Base Attack +5; **Grapple** +9; **Space/Reach** 5 ft. / 5 ft.
Speed: 30 ft.
Melee: Masterwork Heavy Mace +11 (1d8+8)
Special Abilities: Crushing Smite, Demonic Battle Cry, Desperation of the Abyss

Tactics

During Combat: In battle, degenerate cultists wade into melee without concern for their own safety, only ever wanting to sate their bloodlust. A degenerate cultist possesses the knowledge of his abilities and how to apply them best in any given situation; targets of crushing smites are always those near death and if a cultist is ever surrounded he immediately lets loose a demonic battle cry.

Morale: Degenerate cultists are mindless in their battle fury and never flee from combat.

Statistics

STR 19 (+4) **DEX** 18 (+4) **CON** 17 (+3)
INT 9 (-1) **WIS** 12 (+1) **CHA** 10 (+0)

Armor Check Penalty: -0 (-0 armor, -0 shield)

Feats: Cleave, Improved Initiative, Iron Will, Power Attack, Weapon Focus (Heavy Mace), Weapon Specialization (Heavy Mace)

Skills: Climb +8 (+4 ranks, +4 str), Spot +5 (+4 ranks, +1 wis)

Languages: Common

SQ: Orcus-Touched

Combat Gear: None

Other Gear: Masterwork heavy mace, tattered clothing

Ecology

Environment: Any

Organization: Solitary, pair, small cell (2-12), large cell (10-100), cult (30-300)

Treasure: Standard

Special Abilities

Crushing Smite (Su): As a full round action, a degenerate cultist of Orcus may call upon his foul sovereign to grant him the power to strike down a foe. The degenerate cultist of Orcus makes a melee attack that, if successful, deals an additional 2d6 points of negative energy damage. This ability is usable once per minute.

Demonic Battle Cry (Su): As a full-round action, a degenerate cultist of Orcus is able to bellow forth a cry denouncing his foes and condemning them to undeath. All enemies within 10 feet of the degenerate cultist of Orcus take 1d6 points of negative energy damage and must succeed on a DC 13 will save or become dazed for 1d4 rounds. This ability is usable once per day.

Desperation of the Abyss (Ex): When a degenerate cultist of Orcus is reduced to at least half of his maximum hit points, he may make an additional melee attack at his full base attack bonus. This melee attack must be made as part of a full round action.

Orcus-Touched (Ex): The flesh of a degenerate cultist of Orcus has been touched by the lord of undeath himself, granting it hardness akin to that of solidly made armor; in addition, degenerate cultists of Orcus benefit from a resistance to negative energy.

A wild-eyed, barely-clothed, man stands before you brandishing a mace. Tattooed on his chest is the picture of some form of goat-like creature. The man eyes you madly before charging at your position.

Cults of all types need fodder, the cults of Orcus are no different save for the training that they provide for their expendables. Unlike normal

cultists, even the most rough-shod of Orcus' minions are capably trained in battle and most even spent portions of their lives as mercenaries or even guards for noblemen.

Once adopted into Orcus' cults, they are changed; undergoing horrible rituals to bring forth the madness inherent in any sentient being and gifted unholy prowess. All of this comes at a cost, of course, most degenerate cultists are little more than gibbering madmen that recognize their superiors and follow orders well. Some, however, retain their sanity and rise through the ranks of Orcus' chosen to hold prominent positions within his cult.

Lore

A successful knowledge (local) check will reveal the following information about a degenerate cultist of Orcus:

- DC 15 This is a degenerate cultist of Orcus, a madman that has been gifted by the lord of undeath with impressive combat prowess.
- DC 20 In battle, degenerate cultists of Orcus are capable of smiting their foes; they typically use this attack on enemies who appear to be near death. They are also capable of unleashing a howl that can give even the greatest of warriors pause.
- DC 25 When near death, a degenerate cultist of Orcus becomes a dangerous foe, they seem to be granted even greater prowess as they hover near death's door.

Demon, Gnow

CR 3

CE Small Outsider (Chaotic, Evil, Extraplanar)

Initiative: +4; **Senses:** Darkvision 60 ft., Telepathy 100 ft.

Defense

AC: 20, **Flat-Footed:** 20, **Touch:** 11

(+9 natural, +1 size)

HP: 38 (4d8+20)

DR: 5/cold iron or good

Fort: +9, **Ref:** +2, **Will:** +5

SR: None

Resistances: Acid 10, cold 10, fire 10

Immunities: Electricity, poison

Defensive Abilities: None

Offense

Base Attack +4; **Grapple** +4; **Space/Reach** 5 ft. / 5 ft.

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

Melee: Bite +9 (1d6+4 plus Devouring Bite)

Special Abilities: Ankle Biter, Devouring Bite, Hungry Teleport

Tactics

During Combat: Gnow demons prefer to attack in packs and often focus their hunger on one foe at a time, quickly surrounding him and tearing him apart. If faced with multiple foes, a group of gnow demons will position themselves so that as many foes as possible are within the range of their ankle biter ability.

Morale: Gnow demons are cowardly creatures that typically flee from battle if reduced to 10 or fewer hit points. A starving gnow demon never flees from battle.

Statistics

STR 18 (+4) **DEX** 11 (+0) **CON** 21 (+5)

INT 9 (-1) **WIS** 12 (+1) **CHA** 9 (-1)

Armor Check Penalty: -0 (-0 armor, -0 shield)

Feats: Improved Initiative, Improved Natural Attack (Bite)

Skills: Balance +7 (+7 ranks), Climb +11 (+7 ranks, +4 str), Hide +11 (+7 ranks, +4 size), Intimidate +6 (+7 ranks, -1 cha), Jump +11 (+7 ranks, +4 str), Move Silently +5, Swim +11 (+7 ranks, +4 str)

Languages: Abyssal

SQ: Outsider Traits

Combat Gear: None

Other Gear: None

Ecology

Environment: A chaotic-aligned evil plane

Organization: Solitary, pair, horde (4d10)

Treasure: None

Special Abilities

Ankle Biter (Ex): Any creature beginning its turn adjacent to a gnow demon must make a DC 14 reflex save or have its movement speed halved as the gnow demon rips into its ankles with its razor sharp teeth. Creatures wearing heavy armor or creatures with a natural armor bonus greater than +6 are immune to this ability. The DC of this ability is increased by 2 due to the gnow demon possessing the ability focus (ankle biter) feat. The save DC of this ability is dexterity based.

Devouring Bite (Ex): Whenever a gnow demon hits with a bite attack it tears chunks of flesh off of its foe. Creatures struck take 1 point of ongoing bleed damage every time they are bitten, this bleeding damage stacks with itself (ex. A creature bitten three times takes 3 points of bleed damage per round). The bleeding can be stopped by applying a *cure* spell of any kind or with a DC 15 heal check.

Hungry Teleport (Su): As a move action a gnow demon may teleport up to 60 ft. in the direction of a creature that is injured. This ability is usable once every two rounds.

Telepathy (Su): Gnow demons are capable of communicating telepathically with any creature that speaks abyssal.

A small obese humanoid sits before you; its face is covered almost in its entirety by a massive maw that is filled with razor sharp teeth. Two small wings sprout from the beast's back.

Gnow demons are the waste disposal units of the hells. While most demons will not touch certain things (rocks, for example) a gnow demon will eat almost anything presented to it (and even some things that aren't) assuming it is hungry enough. Gnow demons are only slightly higher on the hierarchy of the hells than a dretch, however they go to

great pains to lord their power over what few lesser demons they encounter.

Gnow demons stand just a little over three feet tall but weight nearly two-hundred pounds. Their rotund bodies are supported by two stubby legs that allow them to slowly amble around and a pair of wings sprout from their backs that give them some rudimentary ability to fly.

Gnow demons speak and understand abyssal but they rarely do so for any other reason than to beg for food from passing demons or to insult those that are weaker than themselves.

Lore

A successful knowledge (the planes) check will reveal the following information about a gnow demon:

DC 14 This is a gnow demon, a minor fiend that is used for garbage disposal in the hells. This reveals all outsider traits.

DC 19 Gnow demons are capable of slowing adjacent foes by biting into their ankles, though wearing a sufficient amount of armor renders this ability ineffectual.

DC 24 Gnow demons are capable of short-range teleportation so long as their destination resides nearby a creature who is injured. In addition, a gnow demon's bite causes large amounts of bleeding in its prey.

Demon, Runespiral

CR 3

CE Small Outsider (Chaotic, Evil, Extraplanar)

Initiative: +8; **Senses:** Darkvision 60 ft.

Defense

AC: 20, **Flat-Footed:** 16, **Touch:** 15

(+4 dexterity, +5 natural, +1 size)

HP: 26 (4d8+8)

DR: 5/Cold Iron or Good

Fort: +6, **Ref:** +8, **Will:** +7

SR: 15

Resistances: None

Immunities: None

Defensive Abilities: Defensive Mobility, Variable Resistance

Offense

Base Attack +4; **Grapple** +1; **Space/Reach** 5 ft. / 5 ft.

Speed: 30 ft.

Melee: Bite +5 (1d6+1)

Special Abilities: Arcane Arc, Lightning Speed

Tactics

During Combat: Runespiral demons charge as often as possible in combat, using their arcane arc ability to its utmost effect while trusting in their defensive mobility ability to protect them from foes who capitalize upon their mobility.

Morale: Runespiral demons are very cowardly and will flee from combat if reduced to 15 or fewer hit points.

Statistics

STR 13 (+1)

DEX 19 (+4)

CON 15 (+2)

INT 3 (-4)

WIS 16 (+3)

CHA 12 (+1)

Armor Check Penalty: -0 (-0 armor, -0 shield)

Feats: Ability Focus (Arcane Arc), Improved Initiative

Skills: Hide +15 (+7 ranks, +4 dex, +4 size), Listen +10 (+7 ranks, +3 wis), Move Silently +11 (+7 ranks, +4 dex), Spot +10 (+7 ranks, +3 wis)

Languages: None

SQ: Outsider Traits

Combat Gear: None

Other Gear: None

Ecology

Environment: A chaotic-aligned evil plane

Organization: Solitary, pair, swarm (5-20)

Treasure: None

Special Abilities

Arcane Arc (Su): Runespiral demons generate large amounts of arcane energy when they charge, this energy tends to cause backlash to enemies who see fit to attack the charging runespiral demon. Whenever an opponent makes an attack of opportunity against a charging runespiral demon, that opponent must succeed on a DC 15 reflex save or take 1d8 points of electricity damage. The save DC is charisma based. The save DC of this ability has been increased by +2 due to the runespiral demon possessing the ability focus (arcane arc) feat.

Defensive Mobility (Ex): A runespiral demon is adept at dodging the attacks of people as it rushes past them. A runespiral demon gets a +2 bonus to its armor class against attacks of opportunity.

Lightning Speed (Ex): Runespiral demons grow faster and more powerful as they inflict damage to opposition. Each time a runespiral demon successful deals damage to a living creature, it gains a +5 foot bonus to its move speed and a +2 circumstances bonus to any attack rolls it makes for the next minute.

Variable Resistance (Ex): Any time a runespiral demon takes damage from a magical source, it gains resistance 10 against that source of damage (ex. A runespiral demon targeted with an acid splash takes normal damage but after the attack is resolved the runespiral demon gains acid resistance 10. This resistance lasts for 1 hour and there is no limit to the number of resistances a runespiral demon can gain from this ability.

A large beetle roughly the size of a small dog scuttles around before you. Its hide is caked in filth and detritus, but under the layer of muck and grime you can see subtly pulsing magical runes.

A runespiral demon is a large beetle that is the size of a small dog. While seemingly harmless, a runespiral demon left to its own devices is

capable of causing great harm to its surrounding and anyone who may dwell within them.

In the lower planes, runespiral demons are typically relegated to no particular duty as most demons don't have the time or the care to order them to do their bidding.

Runespiral demons cannot speak, though they are capable of understanding directions in any language so long as it is given to them telepathically.

Lore

A successful knowledge (the planes) check will reveal the following information about a runespiral demon:

DC 14 This is a runespiral demon, a planar beetle that is capable of being surprisingly dangerous in the right conditions. This reveals all outsider traits.

DC 19 Runespiral demons are capable of causing large buildups of electricity as they rush around the battlefield.

DC 24 Runespiral demons become more and more dangerous as they cause harm to their enemies and they possess a unique ability that allows them to adapt to specific damage types.

Devil, Soulrider

CR 8

LE Medium Outsider (Lawful, Evil, Extraplanar)

Initiative: +6; **Senses:** Darkvision 60 ft., Low-Light Vision

Defense

AC: 26, **Flat-Footed:** 24, **Touch:** 12

(+6 armor, +2 dexterity, +8 natural)

HP: 66 (12d8+12)

DR: 5/silver or good

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

SR: 20

Resistances: Acid 10, Cold 10, Fire 10, Negative Energy 10

Immunities: Poison

Defensive Abilities: None

Offense

Base Attack +12; **Grapple** +14; **Space/Reach** 5 ft. / 5 ft.

Speed: 40 ft.

Melee: masterwork longsword +19/+14/+9 (1d8+3 plus Hellfire 17-20/x2)

Special Abilities: Acid Flame Burst, Arcane Sacrifice, Black Chill Blast, Hellfire, Insightful Swordsmanship

Tactics

During Combat: Should a soulrider devil enter battle, they often open up with their acid flame burst ability, followed by a spirited charge into battle. If a soulrider devil becomes overwhelmed, it will breathe forth its black chill blast. Once their abilities are expended a soulrider devil has no qualms about sacrificing its life force to power more magical assaults. Should a soulrider devil face a non-spellcasting foe in one-on-one combat, they will resort to their impressive skill with the blade to win the day.

Morale: While impressive swordsmen, soulrider devils despise combat and flee if reduced to 30 hit points or less.

Statistics

STR 15 (+2)

DEX 14 (+2)

CON 12 (+1)

INT 22 (+6)

WIS 15 (+2)

CHA 17 (+3)

Armor Check Penalty: -3 (-3 armor, -0 shield)

Feats: Ability Focus (Black Chill Blast), Improved Critical

(Longsword), Improved Initiative, Improved Natural Armor (x2)

Skills: Bluff +18 (+15 ranks, +3 cha), Diplomacy +18 (+15 ranks, +3 cha), Disguise +18 (+15 ranks, +3 cha), Forgery +21 (+15 ranks, +6 int), Gather Information +18 (+15 ranks, +3 cha), Intimidate +18 (+15 ranks, +3 cha), Knowledge (any three) +21 (+15 ranks, +6 int), Listen +17 (+15 ranks, +2 wis), Search +21 (+15 ranks, +6 int), Spot +17 (+15 ranks, +2 wis), Tumble +14 (+15 ranks, +2 dex, -3 armor), Use Magic Device +18 (+15 ranks, +3 cha)

Languages: Infernal

SQ: Outsider Traits, Regeneration 2

Combat Gear: None

Other Gear: Masterwork longsword, +1 breastplate

Ecology

Environment: A lawful-aligned evil plane

Organization: Solitary, pair, or gang (4-16)

Treasure: Standard

Special Abilities

Acid Flame Burst (Su): A soulrider devil is capable of causing an explosion of acid and flame to erupt from the earth. Choose a 10 foot square within 300 feet of the soulrider devil, all targets within that square must succeed on DC 18 a reflex save or suffer 2d10 points of fire damage and 1d10 points of acid damage. Creatures who fail the saving throw suffer an additional 1d10 points of acid damage at the beginning of their next turn. This ability is usable once per day unless the soulrider devil uses its arcane sacrifice ability to allow an additional use.

Arcane Sacrifice (Ex): A soulrider devil may sacrifice a part of its very being to fuel its evil powers. As a standard action, a soulrider devil may sacrifice 10 hit points, upon doing so, the soulrider gains an additional daily use of either its acid flame burst or black chill blast ability. If a soulrider devil hasn't expended a use of the aforementioned abilities, this ability fails.

Black Chill Blast (Su): The soulrider devil is capable of breathing forth an icy blast of negative energy. As a standard action, the soulrider devil emits a 30 ft. cone of deadly energies, all creatures caught within must succeed on a DC 20 reflex save or suffer 2d6 points of negative energy damage and 3d6 points of cold damage; if a creature succeeds on its saving throw, it still suffers 1d6 points of negative energy damage.

This ability is usable once per day unless the soulrider devil uses its arcane sacrifice ability to allow an additional use.

Hellfire (Su): A soulrider devil is capable of empowering any weapon it carries with hellfire. Any creature struck by a weapon carried by a soulrider devil suffers 2d4 points of additional damage, half of this damage is fire damage and the other half is pure evil energy that cannot be resisted in any way. In addition to the damage, any creature struck by hellfire must succeed on a DC 16 will save or suffer 1 point of charisma damage.

Insightful Swordsmanship (Ex): A soulrider devil adds its intelligence modifier to melee attacks instead of its strength modifier.

A roughly human-sized being stands before you, it wears armor crafted by some foul and pitted black metal and it carries a sword that is sheathed in black flames.

When a mortal who has sold its soul finally sheds its life, a soulrider devil is there waiting to lead its soul to the suffering that will be the soul's afterlife. While most devils are content buying and selling souls from unsuspecting mortals, the soulrider devil actively seeks out potential 'customers' and dupes them into giving their souls away.

Unlike most devils, a soulrider devil does not have a large repertoire of abilities to fall back on, they have developed several useful defense mechanisms over their existences, but they seek to avoid combat at any cost.

Soulrider devils only speak Infernal, they feel they are above any other lesser tongue.

Lore

A successful knowledge (the planes) check will reveal the following information about a soulrider devil:

- DC 22 This is a soulrider devil, they escort the souls of the damned to their appointed place in the underworld.
- DC 27 A soulrider devil is capable of sheathing any weapon it wields in hellfire, a fel flame that burns not only the flesh, but also the soul.
- DC 32 Soulrider devils are capable of causing explosions of fiery acid and they are able to breathe forth goutts of icy darkness to slay their foes. In addition to these impressive abilities, they are master swordsmen.

Table - Adamantine Dragons by Age

Age	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	Base Attack / Grapple	Attack	Fort/Ref/Will Saves	Breath Weapon (DC)	Frightful Presence DC
Wyrmling	M	5d12+15 (47)	18	10	16	12	10	10	+5/+9	+9	+7/+4/+4	3d10 (15)	---
Very Young	L	8d12+32 (84)	22	10	18	13	11	10	+8/+18	+14	+10/+6/+6	5d10 (18)	---
Young	L	12d12+60 (138)	26	12	20	14	12	11	+12/+24	+20	+13/+9/+9	7d10 (21)	---
Juvenile	L	16d12+96 (200)	30	12	22	15	13	11	+16/+30	+26	+16/+11/+11	9d10 (24)	---
Young Adult	H	20d12+140 (270)	34	14	24	16	14	12	+20/+40	+32	+19/+14/+14	12d10 (27)	21
Adult	H	24d12+192 (348)	38	14	26	17	15	12	+24/+46	+38	+22/+16/+16	15d10 (30)	23
Mature Adult	H	28d12+252 (434)	42	16	28	18	16	13	+28/+52	+44	+25/+19/+19	17d10 (33)	25
Old	G	32d12+320 (528)	46	16	30	20	18	13	+32/+62	+50	+28/+21/+22	19d10 (36)	27
Very Old	G	36d12+396 (630)	50	18	32	22	20	14	+36/+68	+56	+31/+24/+25	21d10 (39)	30
Ancient	G	40d12+480 (740)	54	18	34	24	22	14	+40/+74	+62	+34/+26/+28	23d10 (42)	32
Wyrmling	C	44d12+572 (858)	58	20	36	26	24	15	+44/+84	+68	+37/+29/+31	25d10 (45)	34
Great Wyrmling	C	50d12+700 (1025)	62	20	38	28	26	15	+50/+92	+76	+41/+32/+35	27d10 (49)	37

breath weapon deals an additional 2d10 points of damage.

Dragons, Adamantine

Type: Dragon

Environment: Any underground

Organization: Solitary

Challenge Rating: Wyrmling 5; Very Young 7; Young 10; Juvenile 12; Young Adult 14; Adult 16; Mature Adult 18; Old 20; Very Old 22; Ancient 24; Wyrmling 26; Great Wyrmling 29

Treasure: Triple standard

Alignment: Always lawful evil

The dragon before you has a large almost bird-like head; running from the crown of its brow to the tip of its tail is a series of wicked spikes. The beast's jet-black hide has a slight metallic sheen.

Adamantine dragons are one of the most powerful and evil species of all the dragons; their might rivals that of the strongest of gold dragon, and their guile and cunning surpasses that of even the most clever of evil dragons.

To the untrained eye, an adamantine dragon looks similar to a black dragon except in that its scales have a faint metallic sheen to them. Unlike black dragons, however, adamantine dragons prefer to lair in caverns deep underground. While the hides of most dragons are capable of protection against spells, the adamantine dragon's hide is exceptionally capable at this task; in addition, as the dragon ages, its hide hardens to the point of turning away even the sharpest of blades with ease. Unlike most dragons, adamantine dragons are fairly poor magic-users; only the most ancient of dragons are capable of wielding powerful magics.

While adamantine dragons are wholly evil, they also each follow an incredibly rigid form of draconic law that most mortals can only barely comprehend. They often make contact with nearby drow or deurgar settlements and exact hefty tolls for mutual protection and the occasional raid.

While adamantine dragons are often capable of speaking a good number of languages, they often do not; viewing any language other than draconic beneath them.

Special Abilities

Bloodied Breath (Ex): When in great danger, an adamantine dragon becomes an incredibly dangerous foe. Whenever the adamantine dragon's hit points are lower than half its maximum, it can use its breath weapon every 1d2 rounds instead of every 1d4 rounds. In addition, its

Breath Weapon (Su): An adamantine dragon has a single type of breath weapon; a cone of deafening sonic energy. Enemies who fail the saving throw against an adamantine dragon's breath weapon are also deafened for 1 minute.

Deep Prowess (Su): Adamantine dragons become more powerful the deeper they are able to lair underground. For every 200 feet below the surface an adamantine dragon is found, it gains a +1 bonus to attack rolls, damage rolls, and all saving throws.

Draconic Fury (Ex): Older adamantine dragons are capable of making blindingly fast attacks against foe that surround them. As a full-round action, the adamantine dragon may make a single claw attack against each opponent it threatens.

Fortification (Ex): As an adamantine dragon ages, its hide becomes more and more resilient against attacks and the beast becomes more difficult to critically injure. Whenever an adamantine dragon sustains a critical hit, it has the listed percentile chance to completely negate the critical hit and any additional effects it would have had.

Painful Resonance (Su): Senior adamantine dragons are capable of projecting an aura that causes excruciating pain in living creatures. All creatures within 60 feet of the adamantine dragon must succeed on a fortitude saving throw (DC 10 + 2 per age category of the dragon + the dragon's charisma modifier) at the beginning of their turns or suffer 2d6 points of damage and become dazed for 1 round.

Lore

A successful knowledge (arcana) check will reveal the following information about an adamantine dragon:

DC 30 This beast is an adamantine dragon, a very rare, powerful, and wholly evil breed of metallic dragon. Adamantine dragons possess a breath weapon that releases a pulse of deafening sonic energy. This reveals all dragon traits.

DC 35 The hide of adamantine dragons is capable of turning away even the most expertly wielded of blades with ease. Likewise, as they age, an adamantine dragon's hide hardens to the point of making it impervious to attacks that would cripple a lesser foe.

DC 40 Some of the oldest adamantine dragons are capable of emanating an aura of sonic energy that sets up incredibly painful vibrations within the bodies of their foes.

Table - Adamantine Dragon Abilities by Age

Age	Speed	Initiative	AC	Special Abilities	Caster Level	SR
Wyrmling	60 ft., burrow 30 ft., fly 200 ft. (poor)	+0	20 (+10 natural); flat-footed 20; touch 10	Deep Prowess	---	---
Very Young	60 ft., burrow 30 ft., fly 200 ft. (poor)	+0	21 (+12 natural, -1 size); flat-footed 21; touch 9	DR 5/--	---	23
Young	60 ft., burrow 40 ft., fly 200 ft. (poor)	+1	24 (+14 natural, +1 dexterity, -1 size); flat-footed 23; touch 10	Bloodied Breath	---	27
Juvenile	60 ft., burrow 40 ft., fly 200 ft. (poor)	+1	26 (+16 natural, +1 dexterity, -1 size); flat-footed 25; touch 10	Fortification 25%	1st	31
Young Adult	60 ft., burrow 50 ft., fly 200 ft. (poor)	+2	28 (+18 natural, +2 dexterity, -2 size); flat-footed 26; touch 10	DR 10/--	1st	35
Adult	60 ft., burrow 50 ft., fly 200 ft. (poor)	+2	30 (+20 natural, +2 dexterity, -2 size); flat-footed 28; touch 10	Draconic Fury	3rd	39
Mature Adult	60 ft., burrow 60 ft., fly 200 ft. (poor)	+3	34 (+23 natural, +3 dexterity, -2 size); flat-footed 31; touch 11	Fortification 50%	3rd	43
Old	60 ft., burrow 60 ft., fly 300 ft. (poor)	+3	35 (+26 natural, +3 dexterity, -4 size); flat-footed 31; touch 9	DR 15/--	5th	47
Very Old	60 ft., burrow 70 ft., fly 300 ft. (poor)	+4	39 (+29 natural, +4 dexterity, -4 size); flat-footed 35; touch 10	Painful Resonance	5th	51
Ancient	60 ft., burrow 70 ft., fly 300 ft. (poor)	+4	42 (+32 natural, +4 dexterity, -4 size); flat-footed 38; touch 10	Fortification 75%	7th	55
Wyrmling	60 ft., burrow 80 ft., fly 300 ft. (poor)	+5	42 (+35 natural, +5 dexterity, -8 size); flat-footed 37; touch 7	DR 20/--	7th	59
Great Wyrmling	60 ft., burrow 80 ft., fly 300 ft. (poor)	+5	47 (+40 natural, +5 dexterity, -8 size); flat-footed 42; touch 7	Fortification 100%	9th	65

Very Young Adamantine Dragon CR 7

LE Large Dragon

Initiative: +4; **Senses:** Blindsight 60 ft., Darkvision 60 ft., Low-light Vision

Defense

AC: 21, **Flat-Footed:** 21, **Touch:** 9

(+12 natural, -1 size)

HP: 84 (8d12 + 32) **DR:** 5/--

Fort: +10, **Ref:** +6, **Will:** +6 **SR:** 23

Resistances: None

Immunities: Paralysis and *sleep* effects

Defensive Abilities: None

Offense

Base Attack Bonus: +8; **Grapple:** +18; **Space/Reach:** 10 ft. / 5 ft.

Speed: 60 ft., burrow 30 ft., fly 200 ft. (poor)

Melee: Bite +14 (2d6+6; 10 ft. reach) and 2 Claws +12 (1d8+3) and 2

Wings +12 (1d6+3) and Tail Slap +12 (1d8+9)

Special Abilities: Breath Weapon (5d10; DC 18; 40 ft. cone)

Tactics

During Combat: During battle a very young adamantine dragon rushes into melee combat and, at the first chance it gets, unleashes its breath weapon. On subsequent rounds it attempts to attack as many times as it is able to before once again employing its breath weapon.

Morale: A very young adamantine dragon will flee from combat if reduced to fewer than 30 hit points or if faced with powerful magic users.

Statistics

STR 22 (+6) **DEX** 10 (+0) **CON** 18 (+4)

INT 13 (+1) **WIS** 11 (+0) **CHA** 10 (+0)

Armor Check Penalty: -0 (-0 armor, -0 shield)

Feats: Improved Initiative, Multiattack, Power Attack

Skills: Bluff +11 (11 ranks), Intimidate +11 (11 ranks), Knowledge (arcana) +12 (11 ranks, +1 Int), Listen +11 (11 ranks), Search +12 (11 ranks, +1 Int), Sense Motive +11 (11 ranks), Spot +11 (11 ranks)

Languages: Common, Draconic, Undercommon

SQ: Deep Prowess

Combat Gear: None

Other Gear: None

Special Abilities

Breath Weapon (Su): An adamantine dragon has a single type of breath weapon; a cone of deafening sonic energy. Enemies who fail the saving throw against an adamantine dragon's breath weapon are also deafened for 1 minute.

Deep Prowess (Su): Adamantine dragons become more powerful the deeper they are able to lair underground. For every 200 feet below the surface an adamantine dragon is found, it gains a +1 bonus to attack rolls, damage rolls, and all saving throws.

Young Adamantine Dragon CR 10

LE Large Dragon

Initiative: +5; **Senses:** Blindsight 60 ft., Darkvision 60 ft., Low-light Vision

Defense

AC: 24, **Flat-Footed:** 23, **Touch:** 10

(+1 dexterity, +14 natural, -1 size)

HP: 138 (12d12 + 60) **DR:** 5/--

Fort: +13, **Ref:** +9, **Will:** +9 **SR:** 27

Resistances: None

Immunities: Paralysis and *sleep* effects

Defensive Abilities: None

Offense

Base Attack Bonus: +12; **Grapple:** +24; **Space/Reach:** 10 ft. / 5 ft.

Speed: 60 ft., burrow 40 ft., fly 200 ft. (poor)

Melee: Bite +20 (3d6+8; 10 ft. reach) and 2 Claws +18 (1d8+4) and 2

Wings +18 (1d6+4) and Tail Slap +18 (1d8+12)

Special Abilities: Bloodied Breath, Breath Weapon (7d10; DC 21; 40 ft. cone)

Tactics

During Combat: During combat a young adamantine dragon will typically fly over its opponents and pepper them with its breath weapon until they look suitably damaged. Once its foes are weakened by its breath weapon, the young adamantine dragon wades into melee.

Morale: A young adamantine dragon will flee from combat if reduced to fewer than 50 hit points or if its opponents appear immune to its breath weapon.

Statistics

STR 26 (+8) **DEX** 12 (+1) **CON** 20 (+5)

INT 14 (+2) **WIS** 12 (+1) **CHA** 11 (+0)

Armor Check Penalty: -0 (-0 armor, -0 shield)

Feats: Improved Initiative, Improved Natural Attack (Bite), Multiattack, Power Attack

Skills: Bluff +15 (15 ranks), Intimidate +15 (15 ranks), Knowledge (arcana) +17 (15 ranks, +2 Int), Knowledge (dungeoneering) +17 (15 ranks, +2 Int), Listen +16 (15 ranks, +1 Wis), Search +17 (15 ranks, +2 Int), Sense Motive +16 (15 ranks, +1 Wis), Spot +16 (15 ranks, +1 Wis)

Languages: Common, Draconic, Dwarven, Undercommon

SQ: Deep Prowess

Combat Gear: None

Other Gear: None

Special Abilities

Breath Weapon (Su): An adamantine dragon has a single type of breath weapon; a cone of deafening sonic energy. Enemies who fail the saving throw against an adamantine dragon's breath weapon are also deafened for 1 minute.

Deep Prowess (Su): Adamantine dragons become more powerful the deeper they are able to lair underground. For every 200 feet below the surface an adamantine dragon is found, it gains a +1 bonus to attack rolls, damage rolls, and all saving throws.

Special Thanks to Mairkurion {TM} for providing much needed materials for these conversions.

Table - Brown Dragons by Age

Age	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	Base Attack / Grapple	Attack	Fort/Ref/Will Saves	Breath Weapon (DC)	Frightful Presence DC
Wyrmling	S	6d12+6 (60)	14	10	12	8	12	6	+6/+4	+9	+6/+5/+6	2d8 (14)	---
Very Young	M	9d12+18 (99)	16	10	14	8	12	6	+9/+12	+12	+8/+6/+7	4d8 (16)	---
Young	M	12d12+24 (132)	18	10	14	10	14	8	+12/+16	+16	+10/+8/+10	6d8 (18)	---
Juvenile	M	15d12+45 (180)	20	10	16	12	16	10	+15/+20	+20	+12/+9/+12	8d8 (20)	---
Young Adult	L	18d12+72 (234)	22	10	18	12	16	11	+18/+28	+23	+15/+11/+14	10d8 (23)	19
Adult	L	21d12+105 (294)	26	10	20	14	18	12	+21/+33	+28	+17/+12/+16	12d8 (25)	21
Mature Adult	L	24d12+120 (336)	28	10	20	14	18	12	+24/+37	+32	+19/+14/+18	14d8 (27)	23
Old	H	27d12+162 (405)	30	10	22	16	20	14	+27/+45	+35	+21/+15/+20	16d8 (29)	25
Very Old	H	30d12+180 (450)	32	10	22	16	20	14	+30/+49	+39	+23/+17/+22	18d8 (31)	27
Ancient	H	33d12+231 (528)	34	10	24	18	2	16	+33/+53	+43	+25/+18/+14	20d8 (33)	29
Wyrm	G	36d12+288 (612)	36	10	26	18	22	16	+36/+61	+45	+28/+20/+26	22d8 (36)	31
Great Wyrm	G	39d12+312 (663)	40	10	26	20	24	18	+39/+66	+50	+29/+21/+28	24d8 (37)	33

Dragons, Brown

Type: Dragon

Environment: Temperate forests

Organization: Solitary

Challenge Rating: Wyrmling 4; Very Young 5; Young 6; Juvenile 9; Young Adult 12; Adult 14; Mature Adult 17; Old 19; Very Old 20; Ancient 22; Wyrm 23; Great Wyrm 24

Treasure: Triple standard

Alignment: Always chaotic evil

The dragon before you has coloration that reminds you of dead leaves, it reeks of decaying foliage. The dragon's large serpentine body is dominated by a pair of frills that run down the beast's sides from its head to the tip of its tail. Its massive wings likewise dominate its form and the terror's wedge-shaped head is obviously meant to facilitate burrowing or digging through the earth.

Brown dragons, once a desert dwelling species have since moved to the lush forests of the world. There, they have made bitter enemies with the green dragons who typically reside in the larger forests; while a green dragon blends in with the lush landscape of a forest, brown dragons prefer to defile the land and reduce all the trees and foliage to a brown conglomerate of desiccated vegetation.

Like most evil dragons, a brown dragon believes itself superior in every way to every other creature in existence, including other dragons. This has led to very little in the way of friendship for the brown dragons; they typically do not allow followers as they are more often than not content to simply slaughter any living thing they see. A brown dragon derives sustenance from dead and decaying plant matter, which its breath weapon is more than capable of providing.

Green dragons and sylvan creatures (such as satyrs, treants, and the like) are a brown dragon's primary targets after first moving into any area and most brown dragons eventually learn the sylvan language to better torment the beings that reside within forests.

Special Abilities

Breath Weapon (Su): A brown dragon has a single type of breath weapon; a cone of gas that evaporates moisture from the body of each subject living creature. This attack is especially devastating to plants and plant creatures, which take double damage regardless of whether or not they successfully save against the ability.

Skills: Brown dragons gain a +12 racial bonus to hide checks made to hide in dead vegetation or any environment of a similar coloration.

Spell-like Abilities: 3/day – *Obscuring Mist* (Very Young and older); 2/day – *Fog Cloud* (Young Adult and older); 1/day – *Solid Fog* (Very Old and older)

Lore

A successful knowledge (arcana) check will reveal the following information about a brown dragon dragon:

- DC 25 This is a brown dragon; a species of dragon that once resided primarily in deserts but has since then relocated to instead reside in forests. This reveals all dragon traits.
- DC 30 Older brown dragons are capable of creating clouds of mist and fog that can hinder their foes. The breath weapon of a brown dragon is a deadly cone of gas that evaporates the moisture in its target's body; it is incredibly deadly to plants and plant-like creatures.
- DC 35 Above all else, brown dragons loath green dragons as well as sylvan creatures and will often attack them irregardless of personal safety.

Table – Brown Dragon Abilities by Age

Age	Speed	Initiative	AC	Special Abilities	Caster Level	SR
Wyrmling	40 ft., burrow 60 ft., fly 100 ft. (poor)	+0	15 (+4 natural, +1 size); flat-footed 15; touch 11	Tremorsense 120 ft.	---	---
Very Young	40 ft., burrow 60 ft., fly 100 ft. (poor)	+0	18 (+8 natural); flat-footed 18; touch 10	<i>Obscuring Mist</i>	---	---
Young	40 ft., burrow 70 ft., fly 100 ft. (poor)	+0	22 (+12 natural); flat-footed 22; touch 10	---	---	---
Juvenile	40 ft., burrow 70 ft., fly 100 ft. (poor)	+0	26 (+16 natural); flat-footed 26; touch 10	DR 5/magic	---	18
Young Adult	40 ft., burrow 80 ft., fly 100 ft. (poor)	+0	29 (+20 natural, -1 size); flat-footed 29; touch 9	<i>Fog Cloud</i>	1st	20
Adult	40 ft., burrow 80 ft., fly 100 ft. (poor)	+0	32 (+23 natural, -1 size); flat-footed 32; touch 9	DR 10/magic	3rd	21
Mature Adult	40 ft., burrow 90 ft., fly 100 ft. (poor)	+0	35 (+26 natural, -1 size); flat-footed 35; touch 9	---	5th	23
Old	40 ft., burrow 90 ft., fly 100 ft. (poor)	+0	37 (+29 natural, -2 size); flat-footed 37; touch 8	DR 15/magic	7th	24
Very Old	40 ft., burrow 100 ft., fly 200 ft. (poor)	+0	40 (+32 natural, -2 size); flat-footed 40; touch 8	<i>Solid Fog</i>	9th	26
Ancient	40 ft., burrow 100 ft., fly 200 ft. (poor)	+0	43 (+35 natural, -2 size); flat-footed 43; touch 8	DR 20/magic	11th	27
Wyrm	40 ft., burrow 110 ft., fly 200 ft. (poor)	+0	44 (+38 natural, -4 size); flat-footed 44; touch 6	---	13th	29
Great Wyrm	40 ft., burrow 120 ft., fly 200 ft. (poor)	+0	46 (+40 natural, -4 size); flat-footed 46; touch 6	DR 25/magic	15th	30

Young Adult Brown Dragon CR 12

CE Large Dragon

Initiative: +4; **Senses:** Blindsight 60 ft., Darkvision 60 ft., Low-light Vision

Defense

AC: 30, **Flat-Footed:** 30, **Touch:** 10

(+21 natural, -1 size)

HP: 234 (18d12+72) **DR:** 5/magic

Fort: +15, **Ref:** +11, **Will:** +14 **SR:** 20

Resistances: None

Immunities: Paralysis and *sleep* effects

Defensive Abilities: None

Offense

Base Attack Bonus: +18; **Grapple:** +28; **Space/Reach:** 10 ft. / 5 ft.

Speed: 40 ft., burrow 80 ft., fly 100 ft. (poor)

Melee: Bite +23 (3d6+6 19-20/x2; 10 ft. reach) and 2 Claws +21 (1d8+3) and 2 Wings +21 (1d6+3) and Tail Slap +21 (1d8+9)

Spells Prepared (Sorcerer; CL 1st)

1st (3/day) – *Mage Armor, Shield*

0 (5/day) – *Dancing Lights, Detect Magic, Detect Poison, Read Magic*

Spell-like Abilities (CL 5th – Cha-based)

3/day – *Obscuring Mist*

2/day – *Fog Cloud*

Special Abilities: Breath Weapon (10d8; DC 23; 40 ft. cone), Frightful Presence (150 ft.; DC 19)

Tactics

During Combat: In combat a young adult brown dragon typically rushes into melee range to ravage its opposition, it will typically lead in with a breath weapon to soften up its opposition.

A young adult brown dragon who knows combat is coming will typically cast its *mage armor* and *shield* spells upon itself to garner additional protection (granting it a +4 armor bonus and a +4 shield bonus to armor class).

Morale: A brown dragon flees from combat if he is reduced to twenty percent of its health or less (46 hit points in this case). If a brown dragon is fighting a blue dragon it never flees from combat.

Statistics

STR 22 (+6) **DEX** 10 (+0) **CON** 18 (+4)

INT 12 (+1) **WIS** 16 (+3) **CHA** 11 (+0)

Armor Check Penalty: -0 (-0 armor, -0 shield)

Feats: Awesome Blow, Improved Critical (Bite), Improved Initiative, Improved Natural Armor, Improved Natural Attack (Bite), Multiattack, Power Attack

Skills: Concentration +25 (21 ranks, +4 Con), Listen +24 (21 ranks, +3 Wis), Search +22 (21 ranks, +1 Int), Sense Motive +24 (21 ranks, +3 Wis), Spellcraft +22 (21 ranks, +1 Int), Spot +24 (21 ranks, +3 Wis), Use Magic Device +21 (21 ranks)

Languages: Common, Draconic

SQ: None

Combat Gear: None

Other Gear: None

Special Abilities

Breath Weapon (Su): A brown dragon has a single type of breath weapon; a cone of gas that evaporates moisture from the body of each subject living creature. This attack is especially devastating to plants and plant creatures, which take double damage regardless of whether or not they successful save against the ability.

Skills: Brown dragons gain a +12 racial bonus to hide checks made to hide in dead vegetation or any environment of a similar coloration.

Mature Adult Brown Dragon CR 17

CE Large Dragon

Initiative: +4; **Senses:** Blindsight 60 ft., Darkvision 60 ft., Low-light Vision

Defense

AC: 35, **Flat-Footed:** 35, **Touch:** 9

(+26 natural, -1 size)

HP: 336 (24d12+120) **DR:** 10/magic

Fort: +19, **Ref:** +14, **Will:** +18 **SR:** 21

Resistances: None

Immunities: Paralysis and *sleep* effects

Defensive Abilities: None

Offense

Base Attack Bonus: +24; **Grapple:** +37; **Space/Reach:** 10 ft. / 5 ft.

Speed: 40 ft., burrow 90 ft., fly 100 ft. (poor)

Melee: Bite +32 (3d6+9 19-20/x2; 10 ft. reach) and 2 Claws +32 (1d8+4) and 2 Wings +32 (1d6+4) and Tail Slap +32 (1d8+13)

Spells Prepared (Sorcerer; CL 5th)

2nd (4/day) – *Blur, Mirror Image*

1st (7/day) – *Identify, Mage Armor, Ray of Enfeeblement, Shield*

0 (6/day) – *Dancing Lights, Detect Magic, Detect Poison, Ghost Sound, Message, Read Magic*

Spell-like Abilities (CL 7th – Cha-based)

3/day – *Obscuring Mist*

2/day – *Solid Fog*

Special Abilities: Breath Weapon (14d8; DC 27; 40 ft. cone), Frightful Presence (210 ft.; DC 25)

Tactics

During Combat: In combat a mature adult brown dragon prefers to fly over its opponents and subdue them with the effects of its withering breath weapon. After two or three fly-by-attacks it will typically land and slaughter whatever opposition remains.

A mature adult brown dragon who knows combat is coming will typically cast its *blur*, *mage armor*, *mirror image*, and *shield* spells upon itself to garner additional protection (granting it a +4 armor bonus and a +4 shield bonus to armor class, a 20% miss chance on all attacks made against it, and the protective effects of the *mirror image* spell).

Morale: A brown dragon flees from combat if he is reduced to twenty percent of its health or less (67 hit points in this case). If a brown dragon is fighting a blue dragon it never flees from combat.

Statistics

STR 28 (+9) **DEX** 10 (+0) **CON** 20 (+5)

INT 14 (+2) **WIS** 18 (+4) **CHA** 12 (+1)

Armor Check Penalty: -0 (-0 armor, -0 shield)

Feats: Ability Focus (Frightful Presence), Awesome Blow, Combat Expertise, Improved Critical (Bite), Improved Initiative, Improved

Multiattack, Improved Natural Attack (Bite), Multiattack, Power Attack

Skills: Concentration +32 (27 ranks, +5 Con), Knowledge (arcane) +29 (27 ranks, +2 Int), Listen +31 (27 ranks, +4 Wis), Search +29 (27 ranks, +2 Int), Sense Motive +31 (27 ranks, +4 Wis), Spellcraft +29 (27 ranks, +2 Int), Spot +31 (27 ranks, +4 Wis), Use Magic Device +28 (27 ranks, +1 Cha)

Languages: Common, Draconic, Sylvan

SQ: None

Combat Gear: None

Other Gear: None

Special Abilities

Breath Weapon (Su): A brown dragon has a single type of breath weapon; a cone of gas that evaporates moisture from the body of each subject living creature. This attack is especially devastating to plants and plant creatures, which take double damage regardless of whether or not they successful save against the ability.

Skills: Brown dragons gain a +12 racial bonus to hide checks made to hide in dead vegetation or any environment of a similar coloration.

Special Thanks to Mairkurion {TM} and Pax Veritas for providing suggestions on how to better incorporate these dragons into a setting.

Drake, Bloodseeker

CR 2

N Medium Dragon

Initiative: +1; **Senses:** Darkvision 60 ft., low-light vision, scent

Defense

AC: 16, **Flat-Footed:** 15, **Touch:** 11

(+1 dexterity, +5 natural)

HP: 28 (3d12+9)

DR: None

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

SR: None

Resistances: None

Immunities: Dragon immunities

Defensive Abilities: None

Offense

Base Attack +3; **Grapple** +5; **Space/Reach** 5 ft. / 5 ft.

Speed: 30 ft.

Melee: Bite +6 (1d8+3)

Special Abilities: Awareness, Bloodseeker

Tactics

During Combat: In combat, one drake typically charges forth and attempts to draw blood so that its companions might employ their bloodseeker ability and join it in battle. Bloodseeker drakes often employ flanking tactics when in combat.

Morale: Bloodseeker drakes fight without fear so long as they outnumber their opposition. If reduced to fewer in number than their foes, a drake will flee if reduced to 10 or fewer hit points.

Statistics

STR 14 (+2)

DEX 12 (+1)

CON 16 (+3)

INT 5 (-3)

WIS 11 (+0)

CHA 10 (+0)

Armor Check Penalty: -0 (-0 armor, -0 shield)

Feats: Combat Reflexes, Weapon Focus (Bite)

Skills: Hide +7 (6 ranks, +1 dex), Listen +6 (6 ranks), Spot +6 (6 ranks)

Languages: None

SQ: None

Combat Gear: None

Other Gear: None

Ecology

Environment: Any Forests or Mountains

Organization: Solitary, pair, hunting party (2-8), pack (4-20)

Treasure: None

Special Abilities

Awareness (Ex): Bloodseeker drakes are incredibly adept at catching fleeing foes in their waiting maws. A bloodseeker drake makes attacks of opportunity against opponents making five-foot steps as if they were moving normally.

Bloodseeker (Ex): A bloodseeker drake is capable of entering a feeding frenzy that grants it great speed. Whenever a creature takes damage within 60 feet of a bloodseeker drake, the bloodseeker drake may immediately make a charge attack at that creature.

A bloodseeker drake who makes use of this ability gains a +4 enhancement bonus to its strength score for 1 minute (this grants the bloodseeker drake a +2 bonus to its attack rolls with its bite attack and a +3 bonus to its damage rolls with its bite attack). After 1 minute passes, the bloodseeker drake is fatigued for 10 minutes.

This ability is only usable once in any given encounter.

A two-legged saurian the size of a man stands before you; its red hued scales match the dried blood that cakes its maw.

Bloodseeker drakes are the result of a red dragon having mated with either a tyrannosaurus or a megaraptor. The result is a much smaller beast that is much more content hiding in the brush than rampaging through the local terrain. Bloodseeker drakes tend to lair in areas that feature heavy undergrowth or rocky outcroppings which they can use to hide themselves from prey.

Bloodseeker drakes lack the primary features of their parents, but make up for it with sheer ferocity in combat. Bloodseeker drakes rarely travel alone; when encountered without companions, a bloodseeker drake is often assumed to have been chased from its pack. While this is most often the case, some packs use a single drake to lure in large predators only to leap out from the nearby surroundings to aid their comrade.

Lore

A successful knowledge (arcana) check will reveal the following information about a bloodseeker drake:

DC 13 This is a bloodseeker drake, a distant relative to both dinosaurs and dragons. This reveals all dragon traits.

DC 18 Bloodseeker drakes enter a frenzy when creatures near them shed blood.

DC 23 Bloodseeker drakes are capable of deftly attacking creatures who take great care in moving away from them.

Earth Titan

CR 14

CE Huge Elemental (Earth, Extraplanar)

Initiative: +3; **Senses:** Darkvision 120 ft., Tremorsense 60 ft.

Defense

AC: 32, **Flat-Footed:** 32, **Touch:** 7

(-1 dexterity, +25 natural, -2 size)

HP: 405 (30d8+270)

DR: 15/adamantine and magical

Fort: +24, **Ref:** +11, **Will:** +11

SR: None

Resistances: None

Immunities: Ability Damage, Ability Drain, Critical Hits, Death Effects, Disease, Energy Drain, Exhaustion, Fatigue, Nonlethal Damage, Paralysis, Petrification, Poison, Sleep, Stunning

Defensive Abilities: None

Offense

Base Attack +22; **Grapple** +44; **Space/Reach** 15 ft. / 15 ft.

Speed: 30 ft.

Melee: 2 Slams +34 (2d12+14 plus Dazing Blow 19-20/x2)

Ranged: Huge Rock +20 (2d10+14 plus Dazing Blow 19-20/x2)

Special Abilities: Double Attack, Earth Mastery, Earth Shock, Push

Tactics

During Combat: Earth titans are fairly simple in their tactics; they typically rush forward and pummel any creatures within reach. If faced with flying opponents or foes attacking at range, an earth titan will pull a large rock from its form and hurl it at its foes. A surrounded earth titan will employ its earth shock ability until at least half of its assailants are stunned.

Morale: An earth titan will flee from combat if reduced to fewer than 100 hit points.

Statistics

STR 39 (+14)

DEX 8 (-1)

CON 28 (+7)

INT 11 (+0)

WIS 12 (+1)

CHA 13 (+1)

Armor Check Penalty: -0

Feats: Awesome Blow^B, Blind-Fight, Cleave, Great Cleave, Improved Critical (Rock), Improved Critical (Slam), Improved Initiative, Improved Overrun, Improved Sunder, Lightning Reflexes, Power Attack, Weapon Focus (Rock)

Skills: Listen +34 (+33 ranks, +1 wis), Spot +34 (+33 ranks, +1 wis)

Languages: Giant, Terran

SQ: Earth Glide

Combat Gear: None

Other Gear: 2d4 huge rocks

Ecology

Environment: Deserts, Elemental Plane of Earth, Mountains

Organization: Solitary, or clan (1 earth titan and 2d6+3 stone giants)

Treasure: None

Special Abilities

Dazing Blow (Ex): Any creature stuck by a blow that the earth titan is able to put his strength behind (ex. any attack in which the earth titan adds its STR modifier to damage) must succeed on a DC 18 fortitude save or be dazed for 1 round.

Double Attack (Ex): As a standard action the earth titan may make both of his slam attacks instead of just one. This ability is usable once every 1d4+1 rounds.

Earth Glide (Ex): An earth titan 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 titan flings the titan back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 fortitude save.

Earth Mastery (Ex): An earth titan gains a +1 bonus to attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the earth titan takes a -4 penalty on attack and damage rolls. (These modifiers are not included in the stat block above.)

Earth Shock (Ex): As a standard action, the earth titan can cause the very earth around it to assail its foes. All creatures within 20 feet of the earth titan take 2d10 points of damage and must succeed on a DC 22 fortitude save or be stunned for 1 round as the earth itself batters them into submission.

Push (Ex): An earth titan can start a bull rush maneuver without provoking an attack of opportunity. The combat modifiers given in earth mastery, above, also apply to the earth titan's opposed strength checks.

Before you stands an immense being seemingly made of solid stone; it carries its massive bulk with a pride borne of either centuries of life or never having been defeated in battle.

Earth titans are created by stone giants using an incredibly rare and time consuming ritual; once this ritual is completed the stone giant subject is wholly consumed by the earth and in his place an earth titan slowly grows over a year and a day. In life an earth titan was an exceptional stone giant (typically a particularly loved clan chieftain) that felt it deserved something beyond its current mortal coil. In battle, earth titans shun most conventional weapons instead relying on their massive size and strength to bring foes down; they are not averse to throwing massive rocks at likely targets, however. Earth titans look like something of a mix between a huge stone giant and an earth elemental; they stand roughly forty feet tall and weigh roughly fifty-thousand pounds.

Earth titans typically, but not always, lead a clan of stone giants though there is more than one tale of an earth titan who grew so haughty that his clan abandoned him to his own devices. Earth titans are typically encountered in mountainous regions, though they have also been battled in deserts. On several occasions earth titans have been encountered on the Plane of Earth, though no scholar could formulate as to what brought them there.

Earth titans typically speak giant, though their newborn elemental ancestry allows them to speak terran; earth giants with intelligence scores greater than 11 typically speak common as well.

Lore

A successful knowledge (the planes) check will reveal the following information about an earth titan:

- DC 40 This is an earth titan, an extremely rare creature that is created during obscure rituals committed amongst the stone giants. Among stone giants, they are typically elevated to the role of clan chieftain. This reveals all elemental traits.
- DC 45 Earth titans are capable of dazing foes that they strike in melee and they are also capable of gliding through earth and stone as if it were water to a fish.
- DC 50 Earth titans possess a mastery over the ground that grants them power so long as they are in contact with earth or stone; they are also capable of causing the earth itself to attack their foes.

Fire Titan

CR 20

LE Huge Giant (Fire)

Initiative: +4; **Senses:** Low-light Vision

Defense

AC: 38, **Flat-Footed:** 38, **Touch:** 10

(+8 armor, +2 deflection, +20 natural, -2 size)

HP: 432 (32d8+288)

DR: 3/-

Fort: +32, **Ref:** +15, **Will:** +19

SR: None

Resistances: Cold 30

Immunities: Ability Damage, Ability Drain, Critical Hits, Death Effects, Disease, Energy Drain, Exhaustion, Fatigue, Fire, Nonlethal Damage, Paralysis, Petrification, Poison, Sleep, Stunning

Defensive Abilities: None

Offense

Base Attack Bonus: +24; **Grapple:** +49; **Space/Reach:** 15 ft. / 15 ft.

Speed: 60 ft.

Melee: +3 Huge Flaming Burst Greatsword +43/+38/+33/+28 (4d6+28 plus 1d6 fire 17-20/x2 plus 1d10 fire) or +3 Huge Flaming Burst Greatsword +30/+25/+20/+15 (4d6+54 plus 1d6 fire 17-20/x2 plus 1d10 fire; power attacking for 13 points)

Special Abilities: Aura of Incineration, Big Swing, Burning Wave, Eyes On Me, Hurl Lava

Tactics

During Combat: In combat, a fire titan rushes forth to reduce his foes to mounds of gore with devastatingly powerful melee attacks. When facing any non-heavily armored foe a fire titan will power attack for 13 points to increase his damage output dramatically. If assaulted at range a fire titan has no qualms about hurling globs of molten lava at his foes to soften them up before melee combat is joined.

Morale: Fire titans are supremely sure of themselves in battle; unless faced with creatures that they are incapable of reaching with their attacks, a fire titan never flees from combat.

Statistics

STR 44 (+17)

DEX 10 (+0)

CON 28 (+9)

INT 10 (+0)

WIS 18 (+4)

CHA 11 (+0)

Armor Check Penalty: -0 (-0 armor, -0 shield)

Feats: Ability Focus (Aura of Incineration), Awesome Blow, Blind Fighting, Cleave, Great Cleave, Improved Critical (Greatsword), Improved Initiative, Improved Sunder, Power Attack, Quick Draw, Weapon Focus (Greatsword)

Skills: Sense Motive +39 (35 ranks, +4 wis), Spot +39 (35 ranks, +4 wis)

Languages: Common, Giant, Ignan

SQ: Cold Vulnerability

Combat Gear: None

Other Gear: Bracers of armor +8, +3 huge flaming burst greatsword, ring of protection +2, girdle of the fire lord

Ecology

Environment: Elemental Plane of Fire, Warm Mountains

Organization: Solitary

Treasure: Double Standard

Special Abilities

Aura of Incineration (Ex): The fire titan's form emits deadly levels of heat at all times. At the beginning of their turns, any living creature within 30 feet of the fire titan must succeed on a fortitude save (DC 28) or take 2d10 points of damage and become fatigued.

This ability causes combustibles (such as wood) near the titan to erupt into flames.

The fire titan can suppress this ability for 1 round as a free action.

The save DC of this ability has been increased by +2 due to the fire titan possessing the ability focus (aura of incineration) feat.

Big Swing (Ex): Whenever the fire titan strikes a foe with a melee attack, it may make an additional attack against a foe adjacent to the struck foe as a free action.

A fire titan may only benefit from this ability once per round.

Burning Wave (Su): As a move action, the fire titan can belch forth a cone of flesh-melting flames. All creatures within a 60 foot cone must succeed on reflex saves (DC 35) or suffer 5d8 points of fire damage.

A fire titan may employ this ability once every 2 rounds.

The save DC of this ability is constitution-based.

Cold Vulnerability: A fire titan takes half again as much (+50%) damage as normal from cold, regardless of whether a saving throw is allowed, or if the save is a success or failure.

Eyes On Me (Ex): Any creature within the fire titan's threatened squares who makes a 5 foot step or attacks a creature that isn't the fire titan draws an attack of opportunity from the fire titan. Unlike normal attacks of opportunity, these do not count towards the fire titan's maximum number of attacks of opportunities made in a round.

Hurl Lava (Ex): A fire titan's form is made of magically regenerating magma, as such; it can hurl chunks of itself to sear its foes to the bone. As a standard action, the fire titan may make a ranged attack roll (range increment of 120 feet) that, if successful, deals 2d10 points of bludgeoning damage and 3d10 points of fire damage to the struck target.

A target struck by the fire titan's lava takes an additional 3d10 points of damage on successive rounds until either the lava cools naturally (natural cooling takes roughly 10 minutes) or the target is struck by a cold-based attack that deals at least 20 points of damage. Full submersion in water causes lava to instantly cool but releases deadly steam that deals 2d10 points of damage to all creatures within 5 feet.

A humanoid of epic proportions stands before you. Its skin resembles hardened obsidian and you can see magma pulsing underneath the surface. The thing's hair is a sea of flames and it sports a long fiery beard.

In its hands the behemoth carries a massive sword seemingly composed entirely of flames. Around its waist it wears an ornate golden girdle, and a pair of equally ornate bracers adorns the things' arms.

Centuries before the fire giants existed there were the fire titans; mythological creatures of utterly terrifying prowess. So powerful were the fire titans of the past, that they created the fire giants in their image; sadly, to the fire titans, their creations were failures. For, while fire giants were indeed beings that revered and reveled in flames, they were not like their masters in that their forms were of flesh and bone.

Instead of admitting to their creations that they were indeed their creators, they instead installed themselves as gods among the fire giants. Among their creations, fire titans are treated with the utmost respect and in most cases, fear. Should a fire titan give word to do something, that task is done, regardless of whatever losses would be taken.

As a rule, fire titans avoid combat, preferring to have lesser beings take part in something that they feel is beneath them. The one exception to this, however, is white dragons. A fire titan will personally see to it that any known white dragon is hunted down and brutally killed.

Lore

A successful knowledge (nature) or knowledge (the planes) check will reveal the following information about a fire titan:

DC 42 This monstrous beast is known as a fire titan; a creature revered with almost godlike status among the fire giants. This reveals all giant traits.

DC 47 Fire titan's boast a vast array of deadly fire-based abilities; from being able to spray forth a cone of deadly flames to being able to hurl chunks of their own lava-like forms.

DC 52 Fire titan's are capable of rapidly regenerating even the most hideous of wounds; cold damage seems to linger, however.

New Magical Item: Girdle of the Fire Lord

Aura: Strong; **CL:** 15th

Slot: Waist; **Price:** 43,000 gp; **Weight:** 10 lbs.

Description

The *girdle of the fire lord* is an ornate (and quite heavy) belt made of heavily enchanted gold. Its design is made to look like flames encasing its wearer's waist.

Any creature wearing the girdle of the fire lord gains a +5 resistance bonus to all saving throws and enjoys cold resistance of 30. In addition, when wearing the belt, its wearer is immune to mundane fire of all kinds (from that of a candle to that of the largest bonfire).

Construction

Requirements: Craft wondrous item, *resistance*, *resist energy*, caster level 15th.

Firebat

CR 3

N Medium Elemental (Fire)

Initiative: +8; **Senses:** Darkvision 60 ft.

Defense

AC: 17, **Flat-Footed:** 13, **Touch:** 14

(+4 dexterity

, +3 natural)

HP: 16 (3d8+3)

DR: None

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

SR: None

Resistances: None

Immunities: Critical hits, fire, flanking, paralysis, poison, *sleep* effects, stunning

Defensive Abilities: Molten Form

Offense

Base Attack +2; **Grapple** +0; **Space/Reach** 5 ft. / 5 ft.

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

Melee: Fiery Touch +6 touch (1d6 fire)

Special Abilities: Consuming Flames, Fiery Swoop

Tactics

During Combat: In combat, firebats attack the nearest living creature, attempting to reduce their physical form to ash. Should opponents mass in a group, a firebat will execute its fiery swoop attack.

Morale: Firebats are fairly simple-minded beasts and attack a foe mindlessly until either their foe is slain or the firebat is destroyed.

Statistics

STR 6 (-2)

DEX 19 (+4)

CON 12 (+1)

INT 2 (-4)

WIS 12 (+1)

CHA 7 (-2)

Armor Check Penalty: -0 (-0 armor, -0 shield)

Feats: Improved Initiative, Weapon Finesse

Skills: Spot +7 (+6 ranks, +1 wis)

Languages: None

SQ: Elemental Traits, Vulnerability to Cold

Combat Gear: None

Other Gear: None

Ecology

Environment: Elemental Plane of Earth, Elemental Plane of Fire

Organization: Solitary, pair, wing (4-16)

Treasure: None

Special Abilities

Fiery Swoop (Ex): A firebat may make a swift charge through the ranks of its enemies, leaving fiery ruin in its wake. As a full round action, a flying firebat may charge 80 feet in a straight line, this charge may move through squares occupied by enemies and it does not draw attacks of opportunity. Any enemy whose square the firebat charges through must succeed on a DC 15 reflex save or take 2d6 points of fire damage.

This ability is usable once per minute.

Molten Form (Ex): A firebat's molten core causes fiery suffering to those who dare strike it. Any enemy who hits a firebat with a non-reach melee weapon suffers 1d4 points of fire damage (no save). If a firebat takes more than half its hit points in cold damage at any one time, this ability ceases functioning for 1d4+1 rounds.

Vulnerability to Fire: A firebat 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.

A large flaming bat flies before you; this immediately strikes you as out of place, until you notice that the thing's physical form is that of molten rock, instead of flesh and bone.

Firebats are elemental beasts composed of the base elements of the elemental planes of earth and fire; their physical form is that of a vaguely shaped bat that appears to be composed of magma which is constantly wreathed in flames.

On non-material planes, firebats are often thought of nothing more than mere nuisances, though on the material plane they become far more dangerous; partly due to their fiery nature and partly due to the general populace's inability to effectively combat them. When encountered on the material plane, firebats are often found at the locations of large scale

fires and there are also reports of them being encountered at the bases of recently erupted volcanoes.

While firebats are incapable of speech, they understand ignan and they are a favorite pet among the efreet.

Lore

A successful knowledge (the planes) check will reveal the following information about a firebat:

DC 13 This creature is a firebat, a pseudo-elemental that is a mixture of earth and fire. This reveals all elemental traits.

DC 18 In battle, those striking a firebat in melee often find themselves the victims of horrible burns.

DC 23 A firebat is capable of launching a deadly charge attack that burns all enemies in its path.

Foulspawn Grue

CR 5

LE Medium Aberration

Initiative: +6; **Senses:** Darkvision 60 ft., Low-light Vision

Defense

AC: 20, **Flat-Footed:** 18, **Touch:** 12

(+2 dexterity, +8 natural)

HP: 60 (8d8+24)

DR: None

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

SR: None

Resistances: None

Immunities: Mind-affecting effects

Defensive Abilities: None

Offense

Base Attack Bonus: +6; **Grapple:** +7; **Space/Reach:** 5 ft. / 5 ft.

Speed: 20 ft.

Melee: 2 Claws +8 (1d6+1 plus Hold of the Shadows)

Special Abilities: Dimensional Leap, Whispers of Madness

Tactics

During Combat: Against a single target, a foulspawn grue will typically teleport into melee range, unleash a flurry of claw attacks followed by its *whispers of madness* ability and then quickly teleport away. Should its target appear stunned, the grue will teleport back into melee range and slaughter its target.

Against groups, a foulspawn grue will typically employ its *whispers of madness* ability to incapacitate the most heavily armed foe (typically someone wearing heavy armor and carrying a large weapon) before moving in for combat. It should be noted, that it is rare for a single foulspawn grue to attack a party of adventurers as the creatures typically hunt in packs.

Morale: Foulspawn grues are cowardly creatures and will flee from combat should they be reduced to 15 or fewer hit points. Foulspawn grues lead by foulspawn hulks or foulspawn seers fight to the death.

Statistics

STR 12 (+1)

DEX 14 (+2)

CON 16 (+3)

INT 11 (+0)

WIS 7 (-2)

CHA 14 (+2)

Armor Check Penalty: -0 (-0 armor, -0 shield)

Feats: Improved Initiative, Improved Natural Armor, Weapon Focus (Claws)

Skills: Hide +13 (11 ranks, +2 Dex), Move Silently +13 (11 ranks, +2 Dex)

Languages: Foulspawn

SQ: Light Sensitivity

Combat Gear: None

Other Gear: Tattered clothing

Ecology

Environment: Any underground

Organization: Solitary, pair, cell (4-16)

Treasure: Standard

Special Abilities

Dimensional Leap (Su): The foulspawn grue is capable of short-range teleportation and often employs it to ambush enemies. As a move action, the foulspawn grue may teleport up to 20 feet. The foulspawn grue must have both line of sight and line of effect to the area that it is teleporting to. Teleporting in this way does not provoke attacks of opportunity.

Hold of the Shadows (Su): Whenever a foulspawn grue strikes a foe the very shadows leap forward to hinder its movement and whisper dark secrets into its mind. Any creature struck by a foulspawn grue's claw attack must succeed on a reflex save (DC 16) or be treated as if under the effects of a *slow* spell for 1d4 minutes.

The save DC is Charisma-based.

Light Sensitivity (Ex): Foulspawn are dazzled when in bright sunlight or within the radius of a *daylight* spell.

Whispers of Madness (Su): A foulspawn grue is capable of touching the minds of those nearby, inducing a gibbering madness in them. As a standard action, the foulspawn grue may target a single foe it can see within 60 feet; the target must succeed on a will save (DC 16) or become dazed for 1d4 rounds. Creatures affected by the foulspawn grue's *hold of the shadows* ability suffer a -2 penalty to the saving throw and instead begin babbling incoherently and are knocked prone and stunned for 1d4+1 rounds should they fail their saving throw.

The foulspawn grue may employ this ability once every 1d6 rounds. This is a mind-affecting ability. The save DC is Charisma-based.

The pale-skinned humanoid standing before you wears tattered clothes that are caked in various forms of filth. The thing's arms end in wicked-looking claws that look to be caked with dried blood. Upon noticing you, the creature grins wickedly revealing rows upon rows of jagged teeth that resemble those of a shark.

The foulspawn are a race of depraved and psychotic monstrosities from beyond the material plane. Where they come from or what their purpose is, no one knows, the only thing known for sure about their race as a whole is that they have no compunctions about slaughtering anything they come across.

Foulspawn are typically encountered deep underground on the material plane. Their eyes are not properly suited to daylight and so they often go out of their way to settle in areas far from the sun.

The foulspawn grue is one of the lowliest members of the foulspawn race, nothing more than assassins and ambushers in the dark, they nonetheless have their place. When encountered en masse, a group of foulspawn grues can quickly and decisively kill or debilitate their foes to better pave the way for the less discreet movements of the foulspawn hulks or the various schemes of the foulspawn seers.

Foulspawn of all types speak their own language and those possessing an intelligence of 12 or higher typically also speak common.

Lore

A successful knowledge (dungeoneering) check will reveal the following information about a foulspawn grue:

DC 18 This is a foulspawn grue, a skilled assassin capable of teleporting short distances at will. This reveals all aberration traits.

DC 23 The claws of a foulspawn grue cause the very shadows to leap forth and hinder those struck by the grue. The eyes of foulspawn grues are poorly developed in regards to handling bright light.

DC 28 A foulspawn grue is capable of invading the minds of those nearby and causing them to collapse into gibbering heaps.

Foulspawn Hulk

CR 9

LE Large Aberration

Initiative: +3; **Senses:** Darkvision 60 ft., Low-light Vision

Defense

AC: 21, **Flat-Footed:** 21, **Touch:** 8

(-1 dexterity, +13 natural, -1 size)

HP: 155 (16d8+64 plus 19)

DR: 5/magic

Fort: +9, **Ref:** +4, **Will:** +7

SR: None

Resistances: None

Immunities: Fear, mind-affecting effects

Defensive Abilities: None

Offense

Base Attack Bonus: +12; **Grapple:** +20; **Space/Reach:** 10 ft. / 10 ft.

Speed: 40 ft.

Melee: Slam +15 (3d6+22; power attacking for 5)

Special Abilities: Bloodrage, Run Amok

Tactics

During Combat: During battle, foulspawn hulks favor charging forth and striking at as many opponents as possible before focusing on beating a single foe into pulp.

Morale: Foulspawn hulks do not fear death and will only flee from combat if commanded to by a foulspawn seer or other high-ranking member of foulspawn society.

Statistics

STR 26 (+8)

DEX 9 (-1)

CON 18 (+4)

INT 8 (-1)

WIS 5 (-3)

CHA 11 (+0)

Armor Check Penalty: -0 (-0 armor, -0 shield)

Feats: Cleave, Great Toughness, Improved Initiative, Improved Natural Attack (Slam), Power Attack, Weapon Focus (Slam)

Skills: Intimidate +19 (19 ranks)

Languages: Foulspawn

SQ: Light Sensitivity

Combat Gear: None

Other Gear: None

Ecology

Environment: Any underground

Organization: Solitary, pair, squad (6-12)

Treasure: None

Special Abilities

Bloodrage (Ex): Whenever a foulspawn hulk is reduced to half its total hit points (68 in this case) or less, it enters a savage fury. When in a bloodrage, the foulspawn hulk gains a +5 bonus to all damage rolls it makes with melee attacks. The bloodrage lasts until the foulspawn hulk is either killed or healed.

Light Sensitivity (Ex): Foulspawn are dazzled when in bright sunlight or within the radius of a *daylight* spell.

Run Amok (Ex): Whenever a foulspawn hulk makes a charge attack, it may make a single additional attack against any opponent who it threatens at the end of that charge. Attacks made against additional targets beyond the initially charged creature do not gain the usual +2 bonus to attack rolls granted by a charge attack.

A large, heavily-muscled creature stands before you. Its deep purple flesh is marked with rivulets of brighter purple that pulse with some form of fell energy.

The foulspawn are a race of depraved and psychotic monstrosities from beyond the material plane. Where they come from or what their purpose is, no one knows, the only thing known for sure about their race as a whole is that they have no compunctions about slaughtering anything they come across.

Foulspawn are typically encountered deep underground on the material plane. Their eyes are not properly suited to daylight and so they often go out of their way to settle in areas far from the sun.

Foulspawn hulks are often used by foulspawn seers and other high-ranking members of foulspawn society as elite bodyguards and strongmen. To their credit, the foulspawn hulks seem to enjoy being told what to do by their betters and excel at the gruntwork that is typically expected of them.

Foulspawn of all types speak their own language and those possessing an intelligence of 12 or higher typically also speak common.

Lore

A successful knowledge (dungeoneering) check will reveal the following information about a foulspawn hulk:

DC 26 This is a foulspawn hulk, a powerful melee combatant capable of causing massive amounts of damage if given the chance. This reveals all aberration traits.

DC 31 Foulspawn hulks who near death become incredibly dangerous opponents as they are taken by an inborn racial fury.

DC 36 Foulspawn hulks are sensitive to bright lights and their charge attacks allow them to make sweeping blows against multiple opponents.

Feat Notes

Great Toughness: Grants a creature 3 hit points plus 1 additional hit point per hit die possessed.

First appeared on the bugbear lancebreaker and full details on the feat can be found with that monster's stat block.

Fungus, Deathcap

CR 2

M Medium Plant

Initiative: -5; **Senses:** Blindsight 15 ft., Tremorsense 60 ft.

Defense

AC: 8, **Flat-Footed:** 8, **Touch:** 5

(-5 dexterity, +3 natural)

HP: 19 (3d8+6)

DR: None

Fort: +5, **Ref:** -5, **Will:** +1

SR: None

Resistances: None

Immunities: Plant immunities

Defensive Abilities: None

Offense

Base Attack +2; **Grapple** -3; **Space/Reach** 5 ft. / 0 ft.

Speed: 0 ft. (5 ft. an hour)

Melee: None

Special Abilities: Cloud of Spores, Death Burst

Tactics

During Combat: Should a likely source of food approach a deathcap, it will begin emitting clouds of spores to kill the creature.

Morale: Deathcaps are incapable of fleeing from combat.

Statistics

STR --- (+---)

DEX --- (+---)

CON 14 (+2)

INT --- (+---)

WIS 11 (+0)

CHA 1 (-5)

Armor Check Penalty: -0 (-0 armor, -0 shield)

Feats: None

Skills: None

Languages: None

SQ: Plant traits

Combat Gear: None

Other Gear: None

Ecology

Environment: Any subterranean

Organization: Solitary, pair, patch (4 – 16), garden (8 – 40)

Treasure: None

Special Abilities

Cloud of Spores (Ex): As a standard action, a deathcap may release a puff of acidic spores. All creatures within 15 feet of a deathcap who releases these spores takes 1d6 points of damage (reflex save DC 13 halves the damage).

The acid released by this attack does not affect plant matter.

Death Burst (Ex): When a deathcap is killed, it releases a particularly volatile batch of spores. All creatures within 30 feet of a slain deathcap must succeed on DC 14 fortitude save or be affected by the deathcap's poison (see below).

In addition, the spores released are incredibly flammable, any creature bringing a fire of any sort into the initial area of effect ignites the spores causing an explosion dealing 2d6 points of fire damage to all creatures that are also within the area of effect (as successful DC 13 reflex save halves the fire damage). The spores remain flammable for 1 hour after the deathcap's death.

Poison: Contact, Fortitude DC 13, initial damage 1d6 STR, secondary damage causes the target to become exhausted until the poison is cured. The save DC is constitution based.

A large mushroom sits before you; it features a long grimy-looking stalk and its red cap is covered in white spots.

Deathcaps are a species of hostile fungus that is indigenous to almost any large subterranean realm. They are often cultivated by dark elves and grimlocks as an early defense mechanic (the resulting explosions from slain deathcaps often serve as an advanced warning system, as well).

Deathcaps are typically content to sit in a hall and await their food to come to them though if a creature approaches within 15 feet they have no qualms about releasing their cloud of acidic spores in an attempt to obtain an easy meal.

If raised from a young age, a deathcap can be trained to not attack certain beings; dark elves often have large groups of slaves dedicated to training deathcaps. This training often requires just a few weeks, as deathcaps mature quickly. Tame deathcaps are often taught to remain

stationary unless otherwise made to move (a feat that takes a very long time to accomplish).

Lore

A successful knowledge (nature) check will reveal the following information about a deathcap:

DC 13 This seemingly innocuous mushroom is, in reality, a deathcap. A particularly dangerous form of subterranean fungus. This reveals all plant traits.

DC 18 Deathcaps release a cloud of acidic spores should they detect any living creatures near them; surprisingly this acid is harmless to plant matter.

DC 23 When killed, deathcaps release a cloud of poisonous spores. One little known fact about these spores is that if they come into contact with fire of any sort, they tend to explode. The spores typically remain flammable for an hour after the deathcap's death.

Golem, Chain

CR 16

NE Huge Construct

Initiative: +0; **Senses:** Darkvision 60 ft., Low-light Vision, *True Seeing*

Defense

AC: 45, **Flat-Footed:** 45, **Touch:** 8

(+37 natural, -2 size)

HP: 205 (30d10+40)

DR: 15/adamantine and good

Fort: +10, **Ref:** +10, **Will:** +10

SR: None

Resistances: None

Immunities: Construct immunities

Defensive Abilities: Entangling Chains, Immunity to Magic

Offense

Base Attack +22; **Grapple** +48; **Space/Reach** 15 ft. / 15 ft.

Speed: 30 ft.

Melee: 2 Chain Slams +38 (3d6+18 plus Chain Bind)

Special Abilities: Chain Bind, Chain Burst

Tactics

During Combat: During combat a chain golem charges towards its nearest target while trusting its chain bund and entangling chains abilities to keep most targets at bay. Should a chain golem become surrounded it will employ its chain burst ability.

Morale: Chain golems are mindless in their given mission and fight without fear of death; they never flee from combat.

Statistics

STR 46 (+18)

DEX 11 (+0)

CON --- (+---

INT --- (+---

WIS 11 (+0)

CHA 1 (-5)

Armor Check Penalty: -0 (-0 armor, -0 shield)

Feats: None

Skills: None

Languages: None

SQ: Construct Traits, Stable Footing

Combat Gear: None

Other Gear: None

Ecology

Environment: Any

Organization: Solitary or pair

Treasure: None

Special Abilities

Chain Bind (Ex): Any creature struck by a chain golem's slam attack must succeed on a DC 22 reflex save or be held immobile (treat as being stunned) by the chain golem's chains for 1 round.

Chain Burst (Ex): As a full-round action a chain golem may cause the chains that compose its form to snake out and attack all nearby enemies. All enemies within 30 feet of the chain golem must succeed on a DC 28 reflex save or take 3d6+18 points of damage and be held immobile (treat as being stunned) by the chain golem's chains for 1 round. This ability is usable once per minute.

Entangling Chains (Ex): All terrain within 15 feet of the chain golem is treated as rough terrain. In addition, any hostile creature moving through rough terrain generated by a chain golem must succeed on a DC 28 reflex save or have its movement halted for that turn as chains wrap around its legs and hold it in place. A creature only has to make this save once per round.

Immunity to Magic (Ex): A chain 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 slows the chain golem (as the *slow* spell) for 1 round, with no saving throw.

A magical effect that deals cold damage breaks any *slow* effect on the golem and heals 2 points of damage for each 1 point 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.

A chain golem is affected normally by rust-based attacks, such as that of a rust monster or *rusting grasp* spell.

Stable Footing (Ex): A chain golem moves normally in rough terrain of any sort.

True Seeing (Sp): An unintended side effect of the chain golem's creation is that it is somehow imbued with the ability to see through magical disguises of almost any type. A chain golem is under the effects of a *true seeing* spell (caster level 16) at all times, this effect cannot be

dispelled in any way and ignores the golem's immunity to magic ability. If this ability is somehow dispelled (such as by a god's intervention) it returns 24-hours later.

A towering humanoid seeming composed entirely of chains stands before you, two bright red orbs of energy sit in the center of what appears to be the beast's head.

Chain golems are created by binding a powerful chain devil's spirit to a huge mass of chains. Typically they rebel moments after creation and go on mindless killing sprees only to eventually be stopped by powerful adventurers. It is a rare gift that allows a chain golem's creator to actually assume control of the beast. One common property between all chain golems is their innate true sight ability, there is not a being alive who is able to explain from whence this ability comes, but it is a welcome addition to the already deadly creature's arsenal.

Chain golems are fairly rare due to no single being having the entirety of the knowledge required to create one. Every century or so a powerful spellcaster gathers together all the necessary information and manages to create a chain golem for himself, though doing so is almost always the result of many decades of hard work and research.

Chain golems can understand and comprehend complex orders given in abyssal. While they are mindless, a chain golem is capable of compromising its orders if doing so is necessary to completing them.

Lore

A successful knowledge (arcana) check will reveal the following information about a chain golem:

- DC 40 This is a chain golem, a rare type of very powerful construct that is made by binding a chain devil's spirit to a massive mass of chains. This reveals all construct traits.
- DC 45 Chain golems project a large area of tangling chains around themselves that slows enemies; likewise any enemy stuck by a chain golems risks being held immobile.
- DC 50 Chain golems, while inherently immune to such magics, are capable of seeing as though under the effects of a *true seeing* spell. This makes tricking them via illusion magic almost impossible. Chain golems also possess the ability to create a chain burst that can strike all nearby enemies and is also able to hold them immobile.

A special thanks to Pax Veritas for providing the official statistics for this creature without which this write-up would have been impossible.

Web Golem

CR 9

N Large Construct

Initiative: +4; **Senses:** Darkvision 60 ft., Low-Light Vision

Defense

AC: 27, **Flat-Footed:** 27, **Touch:** 9

(+18 natural, -1 size)

HP: 118 (16d10+30)

DR: 10/adamantine and good

Fort: +5, **Ref:** +5, **Will:** +5

SR: None

Resistances: None

Immunities: Construct Immunities

Defensive Abilities: Adhesive Form, Immunity to Magic, Swarming Wounds

Offense

Base Attack +12; **Grapple** +24; **Space/Reach** 10 ft. / 10 ft.

Speed: 30 ft.

Melee: 2 Stinging Claws +19 (2d10+12 plus Acidic Webbing) and Bite +19 (1d8+8 plus Poison)

Special Abilities: Inexorable, Terrifying Visage, Web Spray

Tactics

During Combat: In combat a web golem charges forth heedless to danger and seeks to brutalize as many creatures as possible whilst coating them in acid-laced webbing.

Morale: As mindless constructs, web golems do not fear death; they never flee from combat.

Statistics

STR 26 (+8)

DEX 11 (+0)

CON --- (----)

INT --- (----)

WIS 10 (+0)

CHA 1 (-5)

Armor Check Penalty: -0 (-0 armor, -0 shield)

Feats: Improved Initiative^B

Skills: None

Languages: None

SQ: Construct Traits, Fire Vulnerability, Ponderous, Spider Climb, Vermin Touched

Combat Gear: None

Other Gear: None

Ecology

Environment: Any (Common in Dark Elf Cities)

Organization: Solitary, pair, brood (4-12)

Treasure: None

Special Abilities

Acidic Webbing (Ex): A web golem's webs are magically enhanced to dissolve the flesh of non-arachnids. When striking a creature that is not an arachnid of some sort, a web golem's claw attacks deal an additional 2d6 points of acid damage (no save) and must succeed on a DC 18 reflex save or become entrapped as if by a *web* spell.

Adhesive Form (Ex): A web golem's form is naturally sticky; creatures striking it must succeed on a DC 22 reflex save or have their weapon stick to the web golem and be pulled from their grasp. Creatures using natural weapons are automatically grappled by the golem should they fail their save. Pulling a stuck weapon or limb loose from the golem requires a DC 22 strength check. The save DC and check DC are strength-based.

Fire Vulnerability: A web golem 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.

Immunity to Magic (Ex): A web golem is immune to any spell or spell-like ability that allows spell resistance. In addition, web golems are not hindered by *web* spells.

Inexorable (Ex): A web golem's large size allows it to easily move through groups of opponents. A web golem may move through an opponent's square. Squares occupied by opponents are treated as rough terrain. The web golem draws attacks of opportunity as normal while moving through squares occupied by enemies.

Poison: Injury, Fortitude DC 18, initial damage 2d4 STR and 2d4 DEX, secondary paralysis until the poison is cured. The save DC is constitution based.

Ponderous (Ex): Due to their generally slow-moving nature, web golems cannot make 5 foot steps.

Skills: Web golems gain a +20 racial bonus to hide checks made to hide in an environment that features prominent webs.

Spider Climb (Su): A web golem is constantly under the effects of a *spider climb* spell (caster level 9). Should this effect be dispelled, it returns 1 round later.

Swarming Wounds (Ex): A web golem's interior is house to thousands upon thousands of spiders, when a web golem is wounded, these swarms tend to escape. Whenever a web golem is wounded by a piercing or slashing weapon, a single spider swarm (Monster Manual 239 – 240) spills forth into an adjacent square. This swarm is an ally to the web golem and fights to protect it.

Terrifying Visage (Ex): Any creature looking at a web golem must succeed on a DC 16 will save or be shaken. A successful save makes the creature immune to this ability for 24-hours.

Vermin Touched (Ex): A web golem's strong ties to arachnids can be used against it by wily adventurers. A web golem is treated as a creature of the vermin type in relation to effects that have greater effect on creatures of the vermin type.

Web Spray (Ex): A web golem is capable of spraying forth a cone of sticky webbing to entrap its opponents. As a standard action, the golem may belch forth a 20 foot long cone of webbing. Creatures within the area of effect must succeed on a DC 22 reflex save or become entrapped as if by a *web* spell. While entangled by these webs, the creature is slowly dissolved by the acidic properties of a web golem's webbing, taking 2d6 points of acid damage per round.

A web golem may use this ability three times per day.

A mass of webbing lurches towards you; it stands several feet taller than a human and has a disturbingly spider-like countenance.

Dark elves are always looking towards new ways to incorporate spiders into everything they do. Their most recent creation is the web golem, a terrifying guardian that feels no fear, shows no mercy, and is utterly terrifying to behold in battle.

Originally thought to only be useful as stationary guardians, the dark elves have taken to using web golems as effective shock troops in battles where the enemy is unused to an enemy who is capable of bowling through his allies and spraying flesh-melting webbing upon everything nearby.

Some web golems are used to guard spider nests; these web golems are often 'programmed' to remain in hiding amongst the spiders' webs until the time is right to strike.

A web golem is utterly obedient to its creator; nothing short of deific intervention can force a web golem to attack its master. A web golem understands any orders given to it by its creator, regardless of language.

Construction:

A web golem's body is crafted using nearly one-thousand pounds of spider silk bound with the spirit of an insane earth elemental. The mass of spider silk required for this creation typically ranges in cost from 5,000 to 10,000 gold pieces. Properly binding the spirit to the spider silk requires a DC 28 spellcraft check.

CL 13th; Craft Construct, *acid fog*, *summon swarm*, *web*, caster must be at least 13th level; Price 15,000 gp; Cost 7,500 gp + 525 xp.

Lore

A successful knowledge (arcana) check will reveal the following information about a web golem:

- | | |
|-------|--|
| DC 26 | This creature is a web golem, a creation of the drow made only to sow terror in their enemies. Web golems are known to wade through enemies with ease. This reveals all construct traits. |
| DC 31 | If struck with piercing or slashing weapons, web golems are known to spill forth swarms of man-eating spiders. Weapons striking a web golem tend to become quickly stuck. |
| DC 36 | Web golems are deadly in melee combat; their strikes coat their foes with acidic webbing that quickly reduces even the most powerful of warriors to a puddle of gore. Web golems are also capable of belching forth a stream of similar webbing. |

Hag, Howling

CR 6

NE Medium Monstrous Humanoid

Initiative: +8; **Senses:** Darkvision 60 ft.

Defense

AC: 22, **Flat-Footed:** 18, **Touch:** 14

(+4 dexterity, +8 natural)

HP: 51 (6d8+24)

DR: None

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

SR: None

Resistances: Electricity 10

Immunities: None

Defensive Abilities: Baleful Whispers

Offense

Base Attack +6; **Grapple** +10; **Space/Reach** 5 ft. / 5 ft.

Speed: 30 ft.

Melee: Masterwork Quarterstaff +11/+6 (1d6+6)

Special Abilities: Change Shape, Fey Step, Howl, Shriek of Pain

Tactics

During Combat: Howling hags typically open combat by using their howl ability to damage and deafen as many opponents as possible. Afterwards, they wade into melee with their trust staves, attempting to crush their foes using their brute strength while trusting in their baleful whispers to debilitate any still-hearing foes. Should battle go sour, a howling hag has no compunctions about utilizing its fey step ability to assist in its escape.

Morale: For their terrible strength, howling hags value their life over any meal. A howling hag will flee from combat if reduced to 15 or fewer hit points.

Statistics

STR 18 (+4)

DEX 18 (+4)

CON 19 (+4)

INT 12 (+1)

WIS 15 (+2)

CHA 16 (+3)

Armor Check Penalty: -0 (-0 armor, -0 shield)

Feats: Ability Focus (Howl), Ability Focus (Shriek of Pain), Improved Initiative

Skills: Bluff +12 (+9 ranks, +3 cha), Intimidate +12 (+9 ranks, +3 cha), Sense Motive +11 (+9 ranks, +2 wis)

Languages: Common, Sylvan

SQ: None

Combat Gear: None

Other Gear: Masterwork quarterstaff

Ecology

Environment: Marshes and swamps

Organization: Solitary, pair, coven (4-16)

Treasure: Standard

Special Abilities

Baleful Whispers (Su): A howling hag is constantly muttering insanely to itself, this has a tendency to demoralize and weaken the mental faculties of nearby creatures. Any creature that ends its turn within 5 feet of a howling hag must succeed on a DC 16 will save or become shaken for 1 minute. Any shaken creature that ends its turn within 5 feet of a howling hag must succeed on a DC 16 will save or take 1d4 points of charisma damage. Once a creature has successfully saved against this ability, it is immune to it for 24-hours; likewise, creatures who are deaf are not affected by this ability.. The save DC is charisma-based.

Change Shape (Su): Howling hags are capable of magically disguising themselves. A howling hag may, as a full round action, disguise itself as an old crone of any medium-sized humanoid race. This ability functions as a *disguise self* spell cast by a caster of level equal to the howling hag's hit dice. This ability is usable at-will.

Fey Step (Su): Howling hags have some small ability to teleport. As a move action, howling hags can teleport up to 50 feet to any destination they can see. This ability is usable once per day.

Howl (Ex): A howling hag may unleash a deafening howl upon its enemies. As a full round action, all enemies within 30 feet of the howling hag take 1d6 points of sonic damage and must succeed on a DC 18 fortitude save or become deafened. The save DC is charisma-based. The save DC is increased by +2 due to the howling hag possessing the ability focus (howl) feat. This ability is usable once every 1d6 rounds.

Shriek of Pain (Ex): A wounded howling hag can unleash a terrible wail that is capable of knocking foes back and damaging them. As a standard action, all enemies within 30 feet of the howling hag take 3d6

points of sonic damage and must succeed on a DC 18 fortitude save or be thrown back 10 feet and knocked prone. The save DC is charisma-based. The save DC is increased by +2 due to the howling hag possessing the ability focus (howl) feat. This ability is usable once per day and only if the howling hag is at or below half its maximum hit points.

A bent old crone stands before you leaning heavily upon a finely crafted staff. As you approach, she lets out a terrible howl and the illusion that was masking her true form melts away. Before you is a lanky wart-covered humanoid that resembles a tall, gray-skinned old woman; she looks at you once more –hate and anger filling her eyes– before letting out one final howl and charging at you.

Howling hags are some of the weakest members of the hag species; that is not to say that they are weak, however, as most howling hags are stronger than several men and they wield their staves with deadly accuracy. Like most hags, howling hags rely upon their magic to mask their true forms, only striking when the time is right and their prey appears weak or distracted.

Howling hags almost never charge recklessly into combat, they are much happier using their change shape ability to lull their foes into a sense of false security, lying and bending truths to appear as innocent old women. Once combat begins, however, a howling hag is a terrifying opponent.

Howling hags speak common and sylvan, though they rarely speak at length about anything of importance.

Lore

A successful knowledge (nature) check will reveal the following information about a howling hag:

DC 16 This is a howling hag, one of the more pathetic members of its species; it is still a formidable foe, however. This reveals all monstrous humanoid traits.

DC 21 Howling hags are capable of changing shape to resemble that of a feeble old woman. Howling hags are constantly muttering madly to themselves and this has been known to weaken the resolve of many adventurers.

DC 26 A sufficiently wounded howling hag is capable of unleashing a horrible wail that is capable of sending its foes flying.

Hellwasp

CR 4

CE Medium Outsider (Chaotic, Evil, Extraplanar)

Initiative: +3; **Senses:** Darkvision 60 ft.

Defense

AC: 18, **Flat-Footed:** 15, **Touch:** 13

(+3 dexterity, +5 natural)

HP: 37 (5d8+15)

DR: 5/magic

Fort: +7, **Ref:** +4, **Will:** +3

SR: 15

Resistances: Acid 10, Cold 10, Electricity 10, and Fire 10

Immunities: Poison

Defensive Abilities: Drone

Offense

Base Attack +3; **Grapple** +9; **Space/Reach** 5 ft. / 5 ft.

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

Melee: Sting +10 (1d3+9 plus poison) and Bite +4 (1d6+3)

Special Abilities: Smite Good, Spell-Like Abilities

Tactics

During Combat: In battle, hellwasps typically begin by activating their *detect good* ability followed by a smite against the frailest-looking good creature that they can see. Following this, they back off and drop an *unholy blight* spell upon the creature that they just smote. Any creatures still standing after the *unholy blight* are then attacked in melee by the hellwasp as it attempts to sting as many creatures as possible.

Morale: Should a hellwasp be reduced to 10 or fewer hit points, it will cast a *darkness* spell in its general vicinity and fly away to recuperate.

Statistics

STR 22 (+6)

DEX 16 (+3)

CON 16 (+3)

INT 4 (-3)

WIS 13 (+1)

CHA 13 (+1)

Armor Check Penalty: -0 (-0 armor, -0 shield)

Feats: Ability Focus (Drone), Weapon Focus (Sting)

Skills: Climb +14 (+8 ranks, +6 str), Hide +11(+8 ranks, +3 dex),

Listen +9 (+8 ranks, +1 wis), Spot +17 (+8 ranks, +8 racial, +1 wis),

Survival +9 (+9 ranks, +1 wis)

Languages: None

SQ: None

Combat Gear: None

Other Gear: None

Ecology

Environment: Abyssal planes

Organization: Solitary, pair, swarm (4-12), or hive (30-300)

Treasure: None

Special Abilities

Drone (Ex): The hellwasp constantly emits a low pitched hum with its wings, this hum is incredibly distracting. All creatures within 10 feet of a hellwasp must succeed on a DC 13 will save or be unable to make attacks of opportunity for one round; this save must be made every round. The save DC is charisma-based. The save DC is improved by +2 due to the hellwasp possessing the ability focus (drone) feat.

Poison: Injury, Fortitude DC 15, initial and secondary damage 1d4+1 con. The save DC is constitution-based.

Skills: Hellwasps gain a +8 racial bonus to spot checks and a +4 racial bonus on survival checks made to orient themselves.

Smite Good (Su): Once per day, a hellwasp can make a normal melee attack to deal extra damage equal to its hit dice (maximum of +20) against a good foe.

Spell-Like Abilities (Sp): Will – *Detect Good*; 3/day – *Darkness*; 1/day – *Desecrate*, *Unholy Blight*. Save DC = 11 + spell level; caster level 5.

A gigantic wasp the size of a large man hums around in the distance; it catches sight of you and immediately charges in your direction! Only then do you notice the black venom dripping from its wickedly barbed stinger and the large jagged mandibles that decorate its head.

Hellwasps, as their name implies, are large wasps bred by demons in the abyss. Their primary objective in their short lives is scouting out enemy positions and reporting back with any unusual finds, though they are more than capable of defending themselves should the need arise.

Unlike most outsiders, hellwasps can neither speak nor communicate telepathically; though they do understand orders given in abyssal or infernal.

Lore

A successful knowledge (the planes) check will reveal the following information about a hellwasp:

DC 15 This is a hellwasp, a large insect that has been warped by fell powers and now serves the abyss. This reveals all outsider traits.

DC 20 Hellwasps are capable of detecting the innate goodness of some creatures and they have the ability to call up fields of darkness to better mask their attacks.

DC 25 Hellwasps emit a constant drone that is incredibly distracting to opponents attempting to attack them.

Hoard Scarab Larva Swarm

CR 6

N Diminutive Vermin (Swarm)

Initiative: +4; **Senses:** Darkvision 60 ft., Tremorsense 30 ft.

Defense

AC: 20, **Flat-Footed:** 16, **Touch:** 16

(+4 dexterity, +2 natural, +4 size)

HP: 66 (12d8+12)

DR: None

Fort: +9, **Ref:** +8, **Will:** +5

SR: None

Resistances: None

Immunities: Critical hits, flanking, mind-affecting effects, weapon damage

Defensive Abilities: None

Offense

Base Attack Bonus: +9; **Grapple:** -3; **Space/Reach:** 10 ft. / 0 ft.

Speed: 30 ft., climb 20 ft.

Melee: Swarm (3d6)

Special Abilities: Distraction, Glittering Prizes

Tactics

During Combat: In combat a hoard scarab larva swarm typically moves as quickly as possible towards the nearest warm body that they can find. Once they have attacked a target, they go out of their way (even to the point of risking death) to attack that same target round after round.

Morale: Once they have found something to devour, hoard scarab larva swarms never flee from combat.

Statistics

STR 3 (-4) **DEX** 19 (+4) **CON** 12 (+1)

INT --- (+---) **WIS** 13 (+1) **CHA** 4 (-3)

Armor Check Penalty: -0 (-0 armor, -0 shield)

Feats: None

Skills: Climb +12 (+4 Dex, +8 race), Listen +9 (+1 Wis, +8 race), Spot +9 (+1 Wis, +8 race)

Languages: None

SQ: Swarm Traits, Vermin Traits

Combat Gear: None

Other Gear: None

Ecology

Environment: Deserts, Underground

Organization: Solitary, Hoard (2 – 8 swarms)

Treasure: None

Special Abilities

Distraction (Ex): Any living creature that begins its turn with a hoard scarab larva swarm in its space must succeed on a DC 17 Fortitude save or be nauseated for 1 round.

The save DC is Constitution-based.

Glittering Prizes (Ex): Hoard scarabs in larval form look so much like gold pieces that most creatures have trouble noticing that they are living, and vicious predators. Noticing that swarms of hoard scarab larva are actually living creatures requires a DC 25 spot check or a DC 15 appraise check.

Skills: Larval swarms of hoard scarabs gain a +8 racial bonus to listen and spot checks.

In addition, Hoard scarab larva swarms gain a +8 racial bonus to climb checks and they use their Dexterity modifier instead of their Strength modifier for Climb checks. Hoard scarab larva swarms can always choose to take 10 on climb checks, even if rushed or threatened.

A large pile of shimmering gold coins lies before you.

Once fully grown, a hoard scarab is roughly the size of an ogre's fist; more than capable of quickly slaying and devouring smaller animals such as cats, dogs, and the occasional small child.

When in larval form, however, they are much smaller; roughly the size of a gold piece. This shape, size, and coloration make the larval form of an already dangerous predator even more deadly to those unaware of the threat posed by a randomly placed pile of coins.

Hoard scarabs in larval form are nocturnal creatures, as such, if found during the day and stashed away in an adventurer's pack, they can spring a rather nasty surprise upon their owner once the sun sets. Often, a swarm of hoard scarab larvae will bury themselves an inch or two

beneath the sand of a desert while the sun rages above them, woe to he who mistakes this swarm of flesh-eaters for a hidden cache of coins.

Lore

A successful knowledge (nature) check will reveal the following information about a hoard scarab larva swarm:

DC 22 This is a swarm of hoard scarab larvae; these small creatures are nocturnal, carnivorous, and often attract prey with their distinctive coloration and appearance. This result reveals all swarm and vermin traits.

Imp, Grinning

CR 2

LE Small Outsider (Evil, Extraplanar, Lawful)

Initiative: +8; **Senses:** Darkvision 60 ft.

Defense

AC: 17, **Flat-Footed:** 13, **Touch:** 15

(+4 dexterity, +2 natural, +1 size)

HP: 16 (3d8+3)

DR: 5/good or silver

Fort: +4, **Ref:** +7, **Will:** +5

SR: None

Resistances: Fire 5

Immunities: Poison

Defensive Abilities: Vanish

Offense

Base Attack +3; **Grapple** +0; **Space/Reach** 5 ft. / 5 ft.

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

Melee: Bite +7 (1d3+1) or Tail Sting +6 (1d4+1 plus poison)

Special Abilities: Poison

Tactics

During Combat: In combat, grinning imps try to swarm a foe if possible; if now, they attempt to flank their enemies as best their tiny forms allow, often using their vanish ability to safely move past guarded areas with ease.

Morale: Grinning imps are incredibly cowardly creatures and flee from combat if reduced to fewer than 10 hit points.

Statistics

STR 12 (+1)

DEX 18 (+4)

CON 12 (+1)

INT 14 (+2)

WIS 14 (+2)

CHA 16 (+3)

Armor Check Penalty: -0 (-0 armor, -0 shield)

Feats: Improved Initiative, Weapon Focus (Bite)

Skills: Balance +10 (6 ranks, +4 dex), Bluff +9 (6 ranks, +3 cha), Climb +7 (6 ranks, +1 str), Escape Artist +10 (6 ranks, +4 dex), Hide +14 (6 ranks, +4 size, +4 dex), Listen +8 (6 ranks, +2 wis), Move Silently +10 (6 ranks, +4 dex), Search +8 (6 ranks, +2 int), Spot +8 (6 ranks, +2 wis), Tumble +10 (6 ranks, +4 dex)

Languages: Infernal

SQ: Outsider Traits

Combat Gear: None

Other Gear: None

Ecology

Environment: A lawful-aligned evil plane

Organization: Solitary, pair, swarm (3-12), or brood (2-24)

Treasure: None

Special Abilities

Poison (Ex): Injury; fortitude DC 12, initial damage 1d4 con, secondary damage 2d4 con. The save DC is constitution-based.

Vanish (Su): As a standard action, the grinning imp may render itself temporarily invisible. The grinning imp is treated as if under the effects of an *invisibility* spell with a caster level of 3. Unlike a normal *invisibility* spell this ability only lasts until the end of the grinning imp's next turn.

A small red-skinned winged creature with a very large head sits ahead of you. Upon seeing you it begins gibbering loudly and it opens its over-large maw only to reveal rows upon rows of likely razor sharp teeth; its tail flicks around behind it, revealing a wickedly barbed stinger.

The story behind the grinning imp's existence is an odd one; typically when the weakest of souls are finally dragged screaming into the hells they take one of two forms, either that of the lemure, or that of a soul worm – a 'resource' of sorts used by greater devils. After a brief stint in the form of a lemure, powerful evil souls slowly ascend in ranks and shift forms into more powerful forms of devils; most often, the form taken after the lemure is that of the imp.

Several species of imps are known to exist, the grinning imp is one of such species; where a typical imp relies upon its stinger to do battle, the grinning imp is blessed (if one can be blessed as a devil) with a large maw filled with small dagger-like teeth that it uses to bite and tear at foes. In addition, grinning imps have the ability to vanish from sight for small periods of time.

The stingers of grinning imps carry deadly venom, though even master poisoners have found no way to successfully harvest it for their own use.

Grinning imps speak Infernal and are subservient to greater devils of almost all sorts.

Lore

A successful knowledge (the planes) check will reveal the following information about a grinning imp:

DC 13 This small creature is a grinning imp, one of the weakest of all devils; they prefer swarming their opponents, beating them down under sheer force of numbers. This reveals all outsider traits.

DC 18 Grinning imps carry a deadly toxin in their tails that is capable of swiftly killing those of lesser constitution.

DC 23 A grinning imp can render itself temporarily invisible; while annoying, this ability has a very short duration and the imps often use it to flee from dangerous combat.

Infernal Armor

CR 2

NE Medium Construct

Initiative: +2; **Senses:** Darkvision 60 ft., low-light vision

Defense

AC: 15, **Flat-Footed:** 13, **Touch:** 12

(+2 dexterity, +1 natural, +2 shield)

HP: 31 (2d10)

DR: None

Fort: +0, **Ref:** +2, **Will:** +1

SR: None

Resistances: None

Immunities: Construct immunities

Defensive Abilities: None

Offense

Base Attack +1; **Grapple** +2; **Space/Reach** 5 ft. / 5 ft.

Speed: 25 ft.

Melee: Short Sword +3 (1d6+2 19-20/x2)

Special Abilities: Gambit, Opening Move, Sacrificial Lamb

Tactics

During Combat: In combat, a suit of animated armor typically charges the first foe it sees and on the following round executes a gambit attack; it will continue attacking the same foe until that foe is rendered dead.

Morale: As a mindless construct, infernal armor does not fear death; a suit of infernal armor never flees from combat.

Statistics

STR 15 (+2)

DEX 14 (+2)

CON --- (+---)

INT --- (+---

WIS 12 (+1)

CHA 1 (-5)

Armor Check Penalty: -0 (-0 armor, -0 shield)

Feats: None

Skills: None

Languages: None

SQ: Construct traits

Combat Gear: None

Other Gear: Short sword, large steel shield

Note: If its 'body' salvaged and repaired, a suit of infernal armor can be crafted into a suit of half-plate armor; doing so requires roughly 200 gold pieces worth of materials.

Ecology

Environment: Any

Organization: Solitary, pair, set (8 or 16)

Treasure: None

Special Abilities

Gambit (Ex): A suit of infernal armor is capable of making a devastating attack at risk to its own well-being. As a standard action, a suit of infernal armor may make a single attack that, if successful, deals an additional 1d6+2 points of damage; when a suit of infernal armor uses this ability, it draws attacks of opportunity from all hostile creatures that threaten it.

Opening Move (Ex): When battle occurs a suit of infernal armor gains a temporary boost to its movement speed. On its first turn during any combat, a suit of infernal armor has its movement speed doubled.

Sacrificial Lamb (Su): When killed, a suit of infernal armor releases healing energies; all adjacent friendly creatures heal 1d8+1 points of damage as if effected by a *cure light wounds* spell cast by a 1st level cleric if any undead creatures are caught within the area of effect they take no damage from this ability.

A crude suit of dull-iron plate armor ambles towards you it carries a sword in one hand and a heavy shield in the other.

Suits of infernal armor are typically crafted on the lower planes to serve as shock troops for legions of demons and devils; their relatively low creation cost and decent survivability ensure their almost constant use. In recent times, evil priests on the material plane have taken to crafting the suits and using them as mindless bodyguards.

When encountered on a non-material plane, a suit of infernal armor has the evil subtype.

Construction:

A suit of infernal armor's body is crafted using a simple non-magical suit of full-plate armor that is then bound to the spirit of a demon or devil using a mixture of rare tinctures and admixtures costing at least

1,000 gold pieces. Properly binding the spirit requires a DC 20 spellcraft check.

CL 11th; Craft Construct, *animate object*, *cure light wounds*, caster must be at least 11th level; Price 5,000 gp; Cost 2,500 gp + 175 xp.

Lore

A successful knowledge (arcana) or knowledge (the planes) check will reveal the following information about a suit of infernal armor.

DC 12 This is a suit of infernal armor, a magically animated suit of armor that is bound to the spirit of a creature from the lower planes. This reveals all construct traits.

DC 17 Suits of infernal armor have a burst of vigor at the start of battles that allows them to move much more quickly than is normal.

DC 22 If slain in battle, infernal armor explodes in a blast of restorative energy that is programmed to heal its allies.

Iron Dragon Prowler

CR 13

LE Large Dragon

Initiative: +5; **Senses:** Darkvision 60 ft., Low-light Vision

Defense

AC: 29, **Flat-Footed:** 24, **Touch:** 14

(+5 dexterity, +15 natural, -1 size)

HP: 168 (16d12+64)

DR: None

Fort: +14, **Ref:** +15, **Will:** +14

SR: None

Resistances: None

Immunities: Electricity, fire, paralysis, *sleep*

Defensive Abilities: None

Offense

Base Attack +16; **Grapple** +28; **Space/Reach** 10 ft. / 5 ft.

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

Melee: Bite +23 (2d6+12; 10 ft. reach) and 2 Claws +23 (1d8+4), and 2

Wings +23 (1d6+4), and Tail Slap +23 (1d8+4)

Spells Known (Sorcerer; CL 3rd)

1st (6/day) – *Expeditious Retreat, Mage Armor, Shield*

0 (6/day) – *Dancing Lights, Detect Magic, Mage Hand, Open/Close, Read Magic*

Spell-Like Abilities (CL 3rd; Save DCs are charisma-based)

3/day – *Heat Metal* (DC 16)

2/day – *Stone Shape* (DC 19)

Special Abilities: Alternate Form, Breath Weapon, Double Attack, Lightning Field, Speed Surge

Tactics

During Combat: During combat an iron dragon prowler will fly by its opponents and wear them down with its breath weapon; once several opponents have been dropped, it will then engage in melee combat with the few survivors. Iron dragon prowlers are surprisingly intelligent and know to focus on magic-users before other, more heavily armed characters.

If given time to prepare for a battle, an iron dragon prowler will cast its *mage armor* spell (increasing its armor class from 29 to 33 and its flat-footed armor class from 24 to 28), it will cast its *shield* spell only if opponents have a particularly easy time hitting it or it is being targeted with *magic missile* spells.

Morale: For all their might, iron dragon prowlers are far from stupid and are more than willing to flee from battle should they become severely wounded (reduced to 40 or fewer hit points).

Statistics

STR 26 (+8)

DEX 20 (+5)

CON 19 (+4)

INT 18 (+4)

WIS 19 (+4)

CHA 18 (+4)

Armor Check Penalty: -0 (-0 armor, -0 shield)

Feats: Ability Focus (Lightning Field), Combat Expertise, Combat Reflexes, Improved Multiattack, Multiattack, Power Attack

Skills: Bluff +23 (19 ranks, +4 cha), Diplomacy +23 (19 ranks, +4 cha), Disguise +23 (19 ranks, +4 cha), Hide +20 (19 ranks, +5 dex, -4 size), Intimidate +23 (19 ranks, +4 dex), Knowledge (Nobility and Royalty) +23 (19 ranks, +3 int) Move Silently +24 (19 ranks, +5 dex), Tumble +24 (19 ranks, +5 dex), Use Magical Device +23 (19 ranks, +4 cha)

Languages: Common, Draconic, Dwarvish, Elven, Terran

SQ: None

Combat Gear: None

Other Gear: None

Ecology

Environment: Any subterranean, Elemental Plane of Earth

Organization: Solitary

Treasure: Triple standard

Special Abilities

Alternate Form (Su): An iron dragon prowler can assume any animal or humanoid form of medium size or smaller as a standard action three times per day. The dragon can remain in its animal or humanoid form until it chooses to assume a new one or return to its natural form.

Bloodied Breath (Ex): When in great danger, the iron dragon prowler becomes an even more deadly foe. Whenever the iron dragon prowler's hit points are lower than half its maximum (84 if using the above hit point total), it can use its breath weapon every 1d2 rounds instead of every 1d4 rounds. In addition, its damaging breath weapon deals 10d10 points of damage instead of 8d10 points of damage.

Breath Weapon (Su): As a standard action, iron dragon prowlers may belch forth one of two different forms of breath weapon. The first form is a cone of fire and lightning that is 60 feet long, anything caught in the cone takes 8d10 points of damage (half of the damage dealt is electricity damage and the other half is fire damage); a successful reflex save (DC 22) halves the damage.

The second form of the breath weapon is that of a 60 foot long cone of sleeping gas. All creatures caught within the area of effect must succeed on a will save (DC 22) or fall asleep for 1d6+4 rounds.

An iron dragon prowler may unleash its breath weapon once every 1d4 rounds.

The save DC of the iron dragon prowler's breath weapon is constitution-based.

Double Attack (Ex): An iron dragon prowler may attack with both of its claws as a standard attack action.

Lightning Field (Ex): An iron dragon is constantly surrounded by a dangerous field of arcing lightning. All living creatures beginning their turn within 60 feet of the iron dragon must succeed on a DC 24 reflex save or suffer 5d6 points of electricity damage. Creatures wearing large amounts of metal (such as most forms of medium and heavy armor) suffer a -4 penalty to this saving throw.

An iron dragon prowler may suppress this ability as a free action.

Speed Surge (Ex): As a free action, an iron dragon prowler instill in itself a great burst of speed, using this ability triples the iron dragon prowler's land speed and burrow speed for one round.

The iron dragon prowler must wait three rounds between uses of this ability.

A sleek dark-scaled draconic beast stands before you; its wedge shaped head is home to a pair of gleaming eyes that seem to be detecting any hint of weakness you may present. This beast's maw is filled with teeth that look to be the length of a dagger and its claws look to be more than able to tear a man apart.

The air around this creature dances with arcs of electricity and from its maw emits a low rumble that sounds like distant thunder.

The iron dragon race as a whole seeks domination of everything; to make themselves the rulers of the world. Every successful ruling caste needs someone who is capable of infiltrating the ranks of the 'lower class.' To the iron dragons, the prowlers are the answer to this conundrum. Trained specifically in infiltration techniques and skullduggery, an iron dragon prowler can be a truly deadly adversary pr the silent word behind the rise and fall of an empire.

When in humanoid form, iron dragon prowlers typically take the form of pale skinned elves or humans with dark greased-back hair topped by a wiry body that hides a surprising amount of strength. Should a fight erupt they have no qualms about immediately assuming their draconic form and butchering all witnesses who might speak of their true identity.

Iron dragon prowlers prefer to avoid combat if possible, but should battle break out, they are more than capable of defending themselves with devastating efficiency.

Iron dragon prowlers speak several languages but rarely allow themselves to speak anything other than draconic when in their true form. When in humanoid form, they will speak whatever language is fitting to their currently assumed race (or common if they don't speak their assumed form's racial language).

Lore

A successful knowledge (arcana) check will reveal the following information about an iron dragon prowler:

DC 26 The creature before you is an iron dragon prowler; a member of the iron dragon species that seeks to infiltrate society and rise to a place of authority. This reveals all dragon traits.

DC 31 Iron dragon prowlers, like all iron dragons, are able shape shifters; in addition, they are capable of breathing a cone of both fire and lightning. They also possess a sleeping-gas breath weapon.

DC 36 Creatures that approach an iron dragon prowler are often quickly electrocuted by a lightning field that the creatures seem to naturally generate. Additionally, iron dragon prowlers are capable of surprising bursts of speed that are often used to catch fleeing prey.

Minotaur Battle Shaman

CR 10

Male Minotaur Cleric 7

CE Medium Monstrous Humanoid

Initiative: +5; **Senses:** Darkvision 60 ft.

Defense

AC: 27, **Flat-Footed:** 26, **Touch:** 11

(+4 armor, +1 dexterity, +12 natural)

HP: 113 (6d8+18 plus 7d8+21 plus 16) **DR:** None

Fort: +10, **Ref:** +10, **Will:** +12 **SR:** None

Resistances: None

Immunities: None

Defensive Abilities: Tribal Leader

Offense

Base Attack Bonus: +11; **Grapple:** +16; **Space/Reach:** 5 ft. / 5 ft.

Speed: 30 ft.

Melee: Slam +17 (1d6+5)

Spells Prepared (Cleric; CL 7th – Domains: Destruction and Strength)

4th (1+1/day) – *Divine Power* (1), *Spell Immunity* (D)

3rd (2+1/day) – *Dispel Magic* (1), *Magic Vestments* (D), *Prayer* (1)

2nd (4+1/day) – *Aid* (2), *Bull's Strength* (D), *Silence* (1), *Spiritual Weapon* (1)

1st (5+1/day) – *Bless* (1), *Cure Light Wounds* (2), *Divine Favor* (1), *Enlarge Person* (D), *Shield of Faith* (1)

0 (6/day) – *Cure Minor Wounds* (3), *Detect Magic* (1), *Guidance* (2)

Special Abilities: Barbaric Order, Domains (Destruction and Strength), Natural Cunning, Rimefire Spirit

Tactics

During Combat: During combat, a minotaur battle shaman does its best to bolster its allies with defensive magic while at the same time hindering its enemies with its more offense-oriented abilities. A battle shaman, true to its name, has no qualms about wading into melee combat after properly imbuing itself with magical prowess (typically *Divine Power*, and *Shield of Faith*).

If faced with enemy spellcasters, a battle shaman has no qualms with casting a *silence* spell upon an object (or one of its minotaur companions, if any are present) to befuddle its opposition.

Morale: Minotaur battle shamans are incredibly proud creatures and typically do not flee from combat unless utterly overwhelmed by superior forces.

Statistics

STR 20 (+5)

DEX 12 (+1)

CON 16 (+3)

INT 7 (-2)

WIS 14 (+2)

CHA 8 (-1)

Armor Check Penalty: -0 (-0 armor, -0 shield)

Feats: Ability Focus (Rimefire Spirit), Great Toughness, Improved Initiative, Lightning Reflexes, Weapon Focus (Slam)

Skills: Concentration +19 (16 ranks, +3 Con)

Languages: Giant

SQ: None

Combat Gear: None

Other Gear: +1 Studded leather, amulet of natural armor +1

Ecology

Environment: Underground

Organization: Solitary, pack (1 minotaur battle shaman and 2-12 assorted minotaurs), following (1-3 minotaur battle shamans and 5-30 assorted minotaurs)

Treasure: Standard

Special Abilities

Barbaric Order (Ex): A minotaur battle shaman is capable of instilling a nearby ally with an instantaneous flash of bloodlust. As a standard action, the minotaur battle shaman may grant a single ally within 30 feet the ability to make a single melee attack as an immediate action. The minotaur battle shaman may employ this ability once per minute.

Domain Powers: The minotaur battle shaman gains the following abilities by way of his clerical domains.

Destruction (Su): You gain the power to make a single melee attack with a +4 bonus on attack rolls and a bonus on damage rolls equal to your cleric level (if you hit). You must declare the smite before making the attack. This ability is usable once per day.

Strength (Su): You can perform a feat of great strength. You gain an enhancement bonus to Strength equal to your cleric level. Activating the power is a free action, the power lasts 1 round, and it is usable once per day.

Natural Cunning (Ex): Although minotaur battle shamans 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.

Rimefire Spirit (Su): Minotaur battle shamans are capable of calling upon fire and ice spirits to defeat their foes. As a standard action the minotaur battle shaman may target a single foe within 60 feet that he can see. The targeted foe suffers 2d6 points of fire damage, 2d6 points of cold damage, and must succeed on a DC 21 fortitude save or be entangled for 1d4+1 rounds.

A minotaur battle shaman may employ this ability once every 2d4 rounds. The save DC is Constitution-based.

Skills: Minotaurs have a +4 racial bonus on Search, Spot, and Listen checks.

Tribal Leader (Ex): Any minotaurs allied with a battle shaman are willing to give their lives to save him. Any time a minotaur battle shaman is struck by a melee or ranged attack from a manufactured weapon, the battle shaman may, as an immediate action, have an adjacent minotaur ally sustain the damage instead.

The minotaur standing before you has much smaller horns and a smaller stature than a typical member of its race. The beast does, however, possess two heavily muscled arms that look to be capable of smashing a man to a bloody pulp in an instant..

The creature carries itself with a proud bearing and the leathers that adorn its body are well-made and are decorated with bits of bone that appear to have been carefully harvested from many different creatures.

Amongst the minotaur race brutality and physical strength are widely regarded as the most important quality of any individual. Some minotaurs, however, break this mold by showing great spiritual power that allows them to best even their physical superiors.

Amongst a clan, a minotaur battle shaman is typically held in high regard by all, even the most brash of minotaur chieftains heeds the words spoken by a battle shaman and few will go against the will of a battle shaman who has proven himself in physical combat time and time again.

Lore

A successful knowledge (nature) check will reveal the following information about a minotaur battle shaman:

DC 23 This is a minotaur battle shaman, a smaller, but much more dangerous creature than a typical minotaur. Their small stature removes the danger of a gore attack, but their powerfully muscled arms are capable of punching holes through heavy armor. This reveals all monstrous humanoid traits.

DC 27 In addition to being competent divine spellcasters, minotaur battle shamans are also capable of conjuring forth spirits of fire and ice to hinder and damage their opponents.

DC 33 Minotaurs fighting under the command of a battle shaman are dangerous foes. The battle shaman can command them to make attacks with but a moment's notice, and with but a word a minotaur would give its life for the shaman.

Feat Notes

Great Toughness: Grants a creature 3 hit points plus 1 additional hit point per hit die possessed.

First appeared on the bugbear lancebreaker and full details on the feat can be found with that monster's stat block.

Minotaur Thug

CR 3

CE Medium Monstrous Humanoid

Initiative: +5; **Senses:** Darkvision 60 ft., Scent

Defense

AC: 17, **Flat-Footed:** 16, **Touch:** 11

(+3 armor, +1 dexterity, +3 natural)

HP: 27 (4d8+9)

DR: None

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

SR: None

Resistances: None

Immunities: None

Defensive Abilities: None

Offense

Base Attack Bonus: +4; **Grapple:** +8; **Space/Reach:** 5 ft. / 5 ft.

Speed: 30 ft.

Melee: Cutlass +8 (1d6+6 18-20/x2; two-handed) or Gore +8 (1d6+4) or

Cutlass +8 (1d6+6 18-20/x2; two-handed) and Gore +3 (1d6+4)

Special Abilities: Powerful Charge

Tactics

During Combat: A minotaur thug typically opens combat by charging forth and employing its powerful charge ability. Following that it will attempt to attack those wearing the least amount of armor, only attacking heavily armored opponents if no other options present themselves.

Morale: Minotaur thugs are a cowardly lot and flee from combat if reduced to less than half their total hit points (13 hit points in this case); the exception to this rule is if they are lead by a full-blooded minotaur – if this is the case then the minotaur thugs only flee if commanded to do so.

Statistics

STR 18 (+4)

DEX 12 (+1)

CON 16 (+3)

INT 7 (-2)

WIS 10 (+0)

CHA 8 (-1)

Armor Check Penalty: -1 (-1 armor, -0 shield)

Feats: Improved Initiative, Power Attack

Skills: Listen +7 (3 ranks, +0 Wis, +4 racial), Search +4 (2 ranks, -2 Int, +4 racial), Spot +6 (2 ranks, +0 Wis, +4 racial)

Languages: Giant

SQ: Natural Cunning

Combat Gear: None

Other Gear: Studded leather armor, cutlass (use scimitar stats)

Ecology

Environment: Underground

Organization: Solitary, pair, or crew (10 – 40)

Treasure: Standard

Special Abilities

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 +8 attack bonus that deals 2d6+6 points of damage.

Natural Cunning (Ex): Although minotaurs are not especially intelligent, they possess innate cunning and logical ability. This gives them immunity to *maze* spells, prevents them from ever becoming lost, and enables them to track enemies. Further, they are never caught flat-footed.

Skills: Minotaurs have a +4 racial bonus on Search, Spot, and Listen checks.

A man-sized humanoid stands before you; while its body looks like that of a heavily muscled and very hair man, its head is that of a bull, complete with two large horns. The beast carries a cutlass at its side.

When minotaurs give birth there is almost always at least one runt in the litter; while in most species, the runts are often quickly killed or driven off, minotaurs use them. These runts are typically given a small amount of combat training and are used as servants by their larger brethren. Some of these runts manage to escape their servitude and form roving bandit gangs.

Minotaur thugs typically stand seven to eight feet tall and often weigh upwards of three-hundred pounds. Their bodies are covered in a shaggy brown- or copper-colored coat of fur.

Minotaur thugs speak Giant, though most are barely capable of stringing together a coherent sentence.

Lore

A successful knowledge (nature) check will reveal the following information about a minotaur:

DC 14 This creature resembles a minotaur, though it is much smaller in stature. You expect it is a runt. This reveals all monstrous humanoid traits.

DC 19 Minotaurs are capable of deadly charge attacks; you assume that this runt is no different.

Rakshasa Assassin

CR 14

Male Rakshasa Assassin 5

LE Medium Outsider (Native)

Initiative: +5; **Senses:** Darkvision 60 ft.

Defense

AC: 31, **Flat-Footed:** 26, **Touch:** 15

(+7 armor, +5 dexterity, +9 natural)

HP: 99 (10 plus 4d6+16 plus 7d8+28)

DR: 15/good and piercing

Fort: +11, **Ref:** +15, **Will:** +8

SR: 32

Resistances: None

Immunities: None

Defensive Abilities: +2 on saves against poison, Improved Uncanny Dodge, Shadow Form

Offense

Base Attack Bonus: +10; **Grapple:** +11; **Space/Reach:** 5 ft. / 5 ft.

Speed: 30 ft.

Melee: +2 Shortsword +18/+13 (1d6+3 17-20/x2), or +2 Shortsword +16/+11 (1d6+3 17-20/x2) and +2 Shortsword +16/+11 (1d6+2 17-20/x2), or Bite +11 (1d6+1) or 2 Claws +11 (1d4+1)

Ranged: +1 Longbow +16/+11 (1d8+1 20/x3; 100 ft.)

Spells Prepared (Assassin; CL 5th)

3rd (1/day) – *Deeper Darkness, Nondetection*

2nd (3/day) – *Invisibility, Spider Climb, Undetectable Alignment*

1st (4/day) – *Feather Fall, Jump, Obscuring Mist, True Strike*

Spells Known (Sorcerer; CL 7th)

3rd (6/day) – *Fly, Haste*

2nd (8/day) – *Bear's Endurance, Blur, Knock*

1st (8/day) – *Comprehend Languages, Expeditious Retreat, Identify, Ray of Enfeeblement, Shield*

0 (6/day) – *Dancing Lights, Detect Magic, Detect Poison, Ghost Sound, Open/Close, Prestidigitation, Read Magic*

Special Abilities: Change Shape, Death Attack, Detect Thoughts, Phantom Distraction, Poison Use, Sneak Attack +3d6, Spells

Tactics

During Combat: Rakshasa assassins are content to wait for their foes to let their guards down before attacking, often employing their death attack as a means to open combat. Given time to prepare, a rakshasa assassin empowers itself with the *fly*, *haste*, *bears endurance*, *blur*, and *invisibility* spells. If attacked when unprepared a rakshasa assassin typically casts *invisibility* upon itself and flees the scene. A rakshasa assassin never casts his spells when engaged in melee combat. Rakshasa assassins typically coat their weapons in lethal poisons.

Morale: Rakshasa assassins realize they are not heavy melee combatants and flee from combat if reduced to 25 or fewer hit points or faced with foes that possess obviously superior abilities to their own.

Statistics

STR 12 (+1)

DEX 20 (+5)

CON 18 (+4)

INT 18 (+4)

WIS 12 (+1)

CHA 22 (+6)

Armor Check Penalty: -0 (-0 armor, -0 shield)

Feats: Improved Critical (shortsword), Improved Two-weapon Fighting,

Two-weapon Fighting, Weapon Finesse, Weapon Focus (shortsword)

Skills: Bluff +20 (10 ranks, +6 cha, +4 race), Disable Device +19 (15 ranks, +4 int), Disguise +20 (10 ranks, +6 cha, +4 race), Hide +20 (15 ranks, +5 dex), Listen +11 (10 ranks, +1 wis), Move Silently +20 (15 ranks, +5 dex), Open Lock +20 (15 ranks, +5 dex), Search +19 (15 ranks, +4 int), Sense Motive +16 (15 ranks, +1 wis), Spot +11 (10 ranks, +1 wis), Tumble +20 (15 ranks, +5 dex), Use Magic Device +21 (15 ranks, +6 cha)

Languages: Abyssal, Common, Draconic, Infernal, and 2 others

SQ: None

Combat Gear: None

Other Gear: +3 mithral chain shirt, 2 +2 short swords, +1 longbow, gloves of dexterity +2, cloak of resistance +1, masterwork thieves' tools, 20 arrows

Ecology

Environment: Warm Marshes

Organization: Solitary, pair, or cell (3-6)

Treasure: Standard coins; double goods; standard items

Special Abilities

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 claw and bite attacks (though 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.

Death Attack: If an assassin studies his victim for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack has the additional effect of possibly either paralyzing or killing the victim (assassin's choice). While studying the victim, the assassin can undertake other actions so long as his attention stays focused on the target and the target does not detect the assassin or recognize the assassin as an enemy. If the victim of such an attack fails a fortitude save (DC 19) against the kill effect, she dies. If the saving throw fails against the paralysis effect, the victim is rendered helpless and unable to act for 1d6 rounds plus 1 round per level of the assassin. If the victim's saving throw succeeds, the attack is just a normal sneak attack. Once the assassin has completed the 3 rounds of study, he must make the death attack within the next 3 rounds.

If a death attack is attempted and fails (the victim makes her save) or if the assassin does not launch the attack within 3 rounds of completing the study, 3 new rounds of study are required before he can attempt another death attack.

Detect Thoughts (Su): A rakshasa can continuously use *detect thoughts* as the spell (caster level 15th; will save DC 22 negates). It can suppress or resume this ability as a free action. The save DC is charisma-based.

Improved Uncanny Dodge (Ex): An assassin can no longer be flanked, since he can react to opponents on opposite sides of him as easily as he can react to a single attacker. This defense denies rogues the ability to use flank attacks to sneak attack the assassin. The exception to this defense is that a rogue at least four levels higher than the assassin can flank him (and thus sneak attack him).

Phantom Distraction (Su): By conjuring forth semi-real illusions, the rakshasa assassin can cause his foes to believe they are being assailed by attackers when in reality they aren't. All creatures adjacent to the rakshasa assassin must succeed on a will save (DC 22) or be dazed for 1 round. The rakshasa assassin must wait 5 rounds between uses of this ability.

Poison Use: Assassins are trained in the use of poison and never risk accidentally poisoning themselves when applying poison to weapons.

Shadow Form (Su): Rakshasa assassins lace all of their movements with shadow magic, making them very difficult to hit at times. Attacks of opportunity made against a rakshasa assassin have a 50% miss chance.

Skills: A rakshasa has a +4 racial bonus on bluff and disguise checks. When using its shape change ability, 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.

A lean black-furred humanoid stands before you. Its head resembles that of a panther and upon inspection its hands are opposite of what is normal for a humanoid, with its fingers bending back towards the back of its hand instead of inward towards its palms..

This thing's torso is covered by gleaming mail armor and its body is wrapped in a black cloak. In each hand it carries a wicked-looking shortsword.

The rakshasa race as a whole is based around deception and guile, however, while most rakshasa are more than happy to use their innate abilities to mask their presences and gain an upper hand in political or regional standings, some take to using their natural-born talents to an even more nefarious line of work; that of the assassin.

Amongst the ranks of cutthroats and hired killers, few are more effective than a rakshasa assassin, and they know it. Hiring a rakshasa assassin is often incredibly difficult as the beasts typically work through intermediaries as opposed to meeting face-to-face with their would-be contractor. Once hired, however, a rakshasa assassin stalks its target with ruthless efficiency and doesn't give up until its target is dead or the rakshasa finds the target to be impossible to kill. A rakshasa assassin who fails to kill his target will typically repay his contractor half of the initial fee and include all of the information that he has found out about his failed mark.

Lore

A successful knowledge (the planes) check will reveal the following information about a rakshasa assassin:

DC 22 This is a rakshasa assassin, a trained killer of the rakshasa race. They are known to be incredibly lethal combatants. This reveals all outsider traits.

DC 27 Rakshasa assassins possess the ability to mask their movements with shadowy magic; this leads to them being incredibly difficult to hit with weapons when they are on the move.

DC 32 A rakshasa assassin can cause nearby enemies to believe they are being assailed from all angles, when in fact, they are not.

Remorhaz

CR 9

N Huge Magical Beast

Initiative: +6; **Senses:** Darkvision 60 ft., Low-light Vision, Tremorsense 60 ft.

Defense

AC: 26, **Flat-Footed:** 24, **Touch:** 10

(+2 dexterity, +16 natural, -2 size)

HP: 150 (12d10+72)

DR: None

Fort: +14, **Ref:** +10, **Will:** +5

SR: None

Resistances: Cold 10

Immunities: Fire

Defensive Abilities: Heat

Offense

Base Attack Bonus: +12; **Grapple:** +29; **Space/Reach:** 15 ft. / 10 ft.

Speed: 30 ft., burrow 20 ft.

Melee: Bite +20 (2d8+13)

Ranged: Blistering Mucus +14 (2d6 fire; 30 ft. range increment)

Special Abilities: Immolating Carapace, Improved Grab, Swallow Whole

Tactics

During Combat: Remorhazes typically prefer to wait under a layer of snow or sand for prey to pass overhead before burrowing out and surprising them.

When combat begins, a remorhaz typically rushes into melee so that it might employ its immolating carapace ability. If a remorhaz is unable to enter melee combat it will not hesitate to launch globs of blisteringly hot mucus at its foes. In melee a remorhaz typically power attacks for 5 points (reducing its bite attack to a +15 to hit but increasing its damage to 2d8+23) and continues to do so until it notices that it is having trouble harming its opposition.

Morale: Remorhazes are brutal hunters and once they have found prey they never flee from combat.

Statistics

STR 28 (+9)

DEX 14 (+2)

CON 22 (+6)

INT 5 (-3)

WIS 13 (+1)

CHA 11 (+0)

Armor Check Penalty: -0 (-0 armor, -0 shield)

Feats: Ability Focus (Heat), Awesome Blow, Improved Initiative, Power Attack, Weapon Focus (Bite)

Skills: Listen +11 (6 ranks, +1 Wis, +4 racial), Spot +10 (9 ranks, +1 Wis)

Languages: None

SQ: None

Combat Gear: None

Other Gear: None

Ecology

Environment: Cold desert

Organization: Solitary

Treasure: None

Special Abilities

Immolating Carapace: Remorhazes are capable of radiating intense fields of withering heat that has been known to kill even the mightiest of warriors. As a standard action, the remorhaz can blast forth a wave of withering heat; all creatures within 30 feet of the remorhaz suffer 3d6 points of fire damage and must succeed on a fortitude save (DC 22) or be fatigued.

After using this ability, a remorhaz must wait 2d4 rounds before using it again.

The save DC is Constitution-based.

Improved Grab (Ex): To use this ability, a remorhaz must hit an opponent least one size category smaller than itself with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can attempt to swallow the opponent the following round.

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 24 Fortitude save to avoid destruction.

The save DC is Constitution-based.

The save DC of this ability is increased by 2 due to the remorhaz possessing the ability focus (heat) feat.

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.

Skills: Remorhazes have a +4 racial bonus on Listen checks.

The massive creature before you somewhat resembles a millipede in general shape; that is where the resemblance ends, however. This beast has a large wicked pair of mandibles decorating what you assume to be its head; a pair of large segmented eyes stares at you as the thing rears up to its full height, well over ten feet tall. A pair of large frills erupt from the sides of its body and the whole thing seems to take on an unearthly red glow as a wave of great heat slams into you.

Remorhazes are a massive desert dwelling monstrosities that are known for their ill-temper as well as their ferocity in battle. Remorhazes typically do not hunt so much as they wait; a remorhaz is more than content burrowing ten feet below the surface and waiting, sometimes for weeks at a time, for prey to approach within killing distance.

Amongst desert dwelling tribes, the remorhazes are a legendary and terrific creature that is often regarded with equal measures of respect and stark terror. More than one tribe has been known to offer yearly (or in some cases, weekly) sacrificial tributes to the foul beasts.

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.

Lore

A successful knowledge (arcana) check will reveal the following information about a remorhaz:

- | | |
|-------|--|
| DC 22 | This monstrosity is a remorhaz, a large beast that typically ambushes its prey before ripping it apart. This reveals all magical beast traits. |
| DC 27 | If engaged at range, a remorhaz is capable of vomiting forth gouts of mucus that are capable of searing the flesh of its foes. Remorhazes are also capable of unleashing waves of heat to immolate their foes. |
| DC 32 | The body of a remorhaz is incredibly hot; weapons striking the beast often shatter upon contact with the terrific heat. |

Scarecrow Stalker

CR 5

N Medium Construct

Initiative: +4; **Senses:** Darkvision 60 ft., Low-light Vision

Defense

AC: 21, **Flat-Footed:** 17, **Touch:** 14

(+4 dexterity, +7 natural)

HP: 53 (6d10 + 20)

DR: 5/ good

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

SR: None

Resistances: None

Immunities: Construct Immunities

Defensive Abilities: None

Offense

Base Attack Bonus: +5; **Grapple:** +10; **Space/Reach:** 5 ft. / 5 ft.

Speed: 30 ft.

Melee: 2 Razor Claws +10 (1d6+5)

Special Abilities: Frightening Gaze, Stalker, Restuff

Tactics

During Combat: In combat a scarecrow stalker will typically throw itself into melee and attempt to cut down any enemies who separate themselves from their allies. If ordered to focus attacks on a single creature by its master, a scarecrow stalker does so.

If ordered to hunt and kill someone, a scarecrow stalker will follow its target as stealthily as possible until it is capable of attacking while his target is alone.

Morale: Lacking any sense of self-preservation, scarecrow stalkers never flee from combat unless ordered to by their creator.

Statistics

STR 20 (+5)

DEX 18 (+4)

CON --- (+---)

INT --- (+---)

WIS 11 (+0)

CHA 1 (-5)

Armor Check Penalty: -0 (-0 armor, -0 shield)

Feats: Improved Initiative^B

Skills: Hide +4 (+4 Dex), Move Silently +4 (+4 Dex)

Languages: None

SQ: Fire Vulnerability

Combat Gear: None

Other Gear: None

Ecology

Environment: Any

Organization: Solitary or crew (4 – 16)

Treasure: None

Special Abilities

Fire Vulnerability: A scarecrow stalker 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.

Frightening Gaze (Su): Any creature facing a scarecrow stalker in battle must succeed on a will save (DC 13) at the beginning of each turn to avoid becoming shaken by the stalker's unsettling gaze.

Creatures averting their eyes have a 50% chance of not having to make the saving throw in any give round, but the scarecrow stalker gains concealment against their attacks. If an opponent shuts his eyes or turns his back to the stalker he doesn't have to make a save on his turn, but the scarecrow stalker gains total concealment relative to that opponent.

Skills: If ordered to hunt down and kill a target, scarecrow stalkers gain a +10 bonus to their hide and move silently checks.

Stalker (Ex): When a scarecrow stalker attacks a creature that has no adjacent allies, the scarecrow stalker gains a +1 bonus to its attack rolls a +3 bonus to damage rolls.

Restuff (Ex): The magic enchanting a scarecrow stalker allows the beast to almost constantly repair its own wounds. As a swift action, the scarecrow stalker may heal itself for 2d4 points of damage.

A scarecrow stalker may not use this ability two rounds in a row.

A humanoid aimlessly shambles around before you. Its body is clad in tattered and filth rags and it appears to be wearing a grotesque mask that appears to be a long-rotten pumpkin. The thing's hands end in wicked claws that look to be razor sharp.

Scarecrow stalkers are crafted by evil fey to serve as brutal killers and rudimentary bodyguards. Unlike most golems who are capable of following fairly complex orders, scarecrow stalkers are only able to

understand the most basic of commands, an order like 'stay here and attack anyone who isn't me' would be understood by the golem, but the more complex 'patrol this road and attack anyone who isn't me or the crown prince' would be ignored by the beast.

While complex orders are beyond them, scarecrow stalkers excel in single-target murders, if shown a picture and given the order to kill, a scarecrow stalker will immediately set out and hunt down the creature it was shown without rest.

Lore

A successful knowledge (arcana) check will reveal the following information about a scarecrow stalker:

DC 16 This terrifying creature is a scarecrow stalker, a type of golem crafted by the fey to use as assassins or bodyguards. This reveals all construct traits.

DC 21 Scarecrow stalkers are capable of quickly cutting down an opponent who is separated from his allies; they are also capable of quickly repairing their wounds should they find time to do so.

DC 26 The gaze of a scarecrow stalker can chill to the bone even the most battle hardened of warriors.

Scythejaw

CR 7

N Medium Construct

Initiative: +1; **Senses:** Blind, Blindsight 120 ft., Tremorsense 60 ft.

Defense

AC: 21, **Flat-Footed:** 20, **Touch:** 11

(+1 dexterity, +10 natural)

HP: 75 (12d10+20)

DR: 10/adamantine

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

SR: None

Resistances: None

Immunities: Construct immunities

Defensive Abilities: Nonmagical Aura

Offense

Base Attack +8; **Grapple** +14; **Space/Reach** 5 ft. / 5 ft.

Speed: 20 ft.

Melee: Bite +14 (2d6+9)

Special Abilities: Clampdown, Opportune Trap

Tactics

During Combat: Typically a scythejaw will wait for an opponent to approach within biting range before making an attack of any sort and often wait for a creature to begin 'disarming' them before attacking. Once combat has begun, scythejaws are relentless in their pursuit of a 'meal' and will often use their clampdown ability on one foe while their allies slay the enemy while he is held helpless.

Morale: As mindless constructs, scythejaws do not fear death; they never flee from combat.

Statistics

STR 22 (+6)

DEX 12 (+1)

CON --- (+---)

INT --- (+---)

WIS 10 (+0)

CHA 1 (-5)

Armor Check Penalty: -0 (-0 armor, -0 shield)

Feats: None

Skills: None

Languages: None

SQ: Construct traits

Combat Gear: None

Other Gear: None

Ecology

Environment: Any

Organization: Solitary, pair, trio, or field (4-24 scythejaws)

Treasure: Standard

Special Abilities

Clampdown (Ex): Whenever an enemy misses the scythejaw with a non-reach melee attack, the scythejaw may make an attack against that enemy. If successful, the enemy must then succeed on a reflex save (DC 16) or take 2d6+9 points of damage and become immobilized as the scythejaw clamps down onto the enemy and holds them in place.

On subsequent rounds the scythejaw must take a full-round action to remain clamped upon an enemy (this full-round action does not draw attacks of opportunity). If a scythejaw chooses to remain clamped to an enemy it automatically hits with its bite attack and deals an additional 2d6+9 points of damage and continues to hold the enemy in place.

An enemy may attempt to pry a clamped down scythejaw off by making an opposed strength check against the scythejaw during his turn. If successful, the enemy pries the scythejaw off of himself and throws it into an adjacent square.

A scythejaw may only clamp down on a single enemy at a time and if a scythejaw is already clamped down on an enemy it may not use this ability. Releasing a clamped enemy is a move action that doesn't draw attacks of opportunity.

Nonmagical Aura (Ex): When viewed through spells that detect magical auras (such as *detect magic*), a scythejaw appears to be nonmagical, as if under the effects of a *magic aura* spell.

Opportune Trap (Ex): A scythejaw gains a +2 bonus to attack rolls against opponents who are flat-footed (typically those who think the scythejaw is a trap and attempt to disarm it).

Before you sits a wicked-looking device; it resembles a large bear trap with wickedly hooked teeth.

While some devious wizards brag about their ability to create living spells, another sect is content with creating living traps. The scythejaw is the early result of one of their many experiments.

To most observers, a scythejaw looks like a very large (roughly three feet in diameter) bear trap that has a particularly vicious set of jaws installed on it. In truth, however, it is a 'living' creature. When created, a scythejaw is often set at a specific location and given specific orders of who to attack and who to allow passage, to all others, however the creature becomes a deadly obstacle.

Scythejaws do not go out of their way to collect treasure; their lairs are often littered with the remains of creatures they have killed, however. Unlike most constructs who are more than content to simply batter something living until it no longer moves, scythejaws are a bit more devious in that they enjoy 'chewing' on captured and killed prey.

Scythejaws speak no languages, but they obey the orders of their creators to the letter.

Construction:

The construction of a scythejaw requires a massive bear trap and a large deal of patience on the part of the creator. In addition, a small number of magical tinctures are also required. Typically the purchase of the trap and the tinctures costs roughly 5,000 gold pieces. Properly instilling the scythejaw with sentence requires a DC 28 spellcraft check and requires 120 hours of careful programming over a week's time (the time need not be consecutive, but it must all occur within the span of a single week).

CL 11h; Craft Construct, *animate object*, *magic auras*, caster must be at least 11th level; Price 10,000 gp; Cost 5,000 gp + 350 xp.

Lore

A successful knowledge (arcana) check will reveal the following information about a scythejaw:

DC 22 This is a scythejaw, a magically animated trap that is constructed by a devious sect of wizards. This reveals all construct traits.

DC 27 Scythejaws are capable of clamping down and dealing devastating damage to an opponent who misses them with an attack at melee range.

DC 32 Scythejaws are under a constant magical effect that makes them appear nonmagical when viewed with spells used to detect magical auras.

Shade Knight

CR 8

Male Shade Knight Fighter 4
LE Medium Undead

Initiative: +6; **Senses:** Darkvision 60 ft.

Defense

AC: 26, **Flat-Footed:** 24, **Touch:** 12

(+9 armor, +2 dexterity, +5 natural)

HP: 106 (14 plus 8d12+32 plus 3d10+12) **DR:** None

Fort: +10, **Ref:** +5, **Will:** +7 **SR:** None

Resistances: None

Immunities: Undead Immunities

Defensive Abilities: None

Offense

Base Attack Bonus: +8; **Grapple:** +14; **Space/Reach:** 5 ft. / 5 ft.

Speed: 30 ft.

Melee: Masterwork Greatsword +16/+11 (2d6+9 plus Shadow Blade 17-20/x2)

Special Abilities: Master of Tactics, Shadow Blow, Shadowy Form, Terrifying Charge, Unholy Reinvigoration

Tactics

During Combat: Shade knights are intelligent creatures and almost every one is also an expert tactician. A shade knight rarely charges blindly into combat (and only ever does so when facing a paladin) and will work with its allies to maximize its combat effectiveness with flanking. A shade knight only ever power attacks if it has a very easy time striking its foes (ex. The shade knight hits on a 5 or higher on a d20 roll) in which case it power attacks for 5 points (granting it a +10 bonus to damage rolls with its greatsword).

A shade knight will employ its shadow blow only against heavily armored opponents and will always seek to employ it at least once in a combat if faced with an opposing paladin.

If a shade knight is fought in an area of natural sunlight or an area bathed in the effects of a *daylight* spell, it will seek to maneuver out of the area of effect as soon as possible so that it might engage its foes in a situation that is more tactically advantageous to itself.

Morale: While shade knights do not know fear, they are not suicidal creatures and will flee if reduced to one-quarter of their maximum hit points or less (28 hit points in this case).

Statistics

STR 22 (+6) **DEX** 14 (+2) **CON** 0 (+---)

INT 13 (+1) **WIS** 10 (+0) **CHA** 18 (+4)

Armor Check Penalty: -5 (-5 armor, -0 shield)

Feats: Combat Reflexes, Improved Critical (Shadowblade), Improved Initiative, Power Attack, Quick Draw, Unholy Endurance, Weapon Focus (Shadowblade), Weapon Specialization (Shadowblade)

Skills: Intimidate +19 (15 ranks, +4 Cha), Knowledge (nobility and royalty) +12 (11 ranks, +1 Int), Handle Animal +19 (15 ranks, +4 Cha), Ride +12 (15 ranks, +2 Dex, -5 armor), Sense Motive +11 (11 ranks)

Languages: Common and any one other

SQ: Undead Traits

Combat Gear: None

Other Gear: +1 Full-plate, masterwork greatsword

Ecology

Environment: Any

Organization: Solitary, pair, squad (4-16), troop (10-40)

Treasure: Standard

Special Abilities

Master of Tactics (Ex): A shade knight is capable of instructing its allies to better strike their foes. Whenever an ally within 60 feet of the shade knight threatens a critical hit, it gains a +4 bonus to its confirmation roll.

Shadow Blade (Su): Whenever a shade knight strikes a particularly gruesome blow, its foe is assaulted by the shadows themselves. Whenever the shade knight confirms a critical hit, its target immediately suffers 2d6 points of negative energy damage. Every round thereafter the foe suffers an additional 1d6 points of negative energy damage. To negate the effect of this ability the target must be immersed in natural sunlight or the effects of a *daylight* spell.

Shadow Blow (Su): As a full round action, the shade knight may make a single melee touch attack that, if successful, deals normal weapon damage and an additional 4d6 points of negative energy

damage. A shade knight cannot employ the power attack feat while attacking in this way.

The shade knight may employ this ability once per day.

Shadowy Form (Su): The form of a shade knight is constantly cloaked in moving shadows that disguise its positioning and give it the illusion of incorporeality. The shade knight is always considered to have concealment against any foe threatening it, the only way to negate this concealment is to battle the shade knight while in an area covered in natural sunlight or under the affect of a *daylight* spell.

Terrifying Charge (Ex): Whenever the shade knight makes a charge attack, all enemies within 30 feet of its target must succeed on a DC 22 will save or be shaken for 1d4 rounds; its target must also succeed on this will save or be shaken. Creatures immune to fear-inducing effects are immune to this ability.

The save DC is Strength-based.

Unholy Reinvigoration (Su): A shade knight's most terrible power is that of spontaneous healing. Once per day as a swift action, the shade knight may heal itself for 4d12+12 points of damage.

Before you stands an armor-clad shadow of a man; its armored form is wreathed in shadows that conceal his form. This warrior's once gleaming plate armor is tarnished and black and it carries a wickedly serrated greatsword that looks to have seen the resolution of a great many battles.

Shade knights are the damned souls of powerful warriors who, in their moment of need, were betrayed by those they trusted most. Instead of rising as a wraith or specter, these mighty warriors chose to embody their hatred in a much more physical way; animating their arms and armor and fueling their fell powers with a rage that can never be quelled. In its rage a shade knight

While shade knights are intelligent creatures, their minds are wracked with both endless fury and madness; everyone they meet looks, in their eyes, like those that betrayed them unto death, this leads shade knights to attack with a surprising furor that has been known to strike stark terror into the hearts of the bravest men.

Should a shade knight come upon a lone warrior battling against a group of foes, it will charge forth to render aid to the beleaguered combatant. Once battle has been resolved it will typically wander away wordlessly or at most give a solemn nod to the warrior it assisted before leaving. A shade knight never attacks a warrior it aids in this way unless the warrior attacks it first.

All shade knights speak Common and most also speak one other language that depends upon their origins before death. While shade knights are capable of speech, most never speak in any way beyond a guttural howl as they charge into battle.

Lore

A successful knowledge (religion) check will reveal the following information about a shade knight:

- DC 22 This creature is a shade knight, the animated remains of a powerful warrior who was betrayed by his closest friends. This reveals all undead traits.
- DC 27 The charge of a shade knight can strike fear into those it combats. In addition, the shadows that cloak a shade knight allow it to duck into shadows and evade attacks.
- DC 32 The strike of a shade knight carries with it powerful negative energies that wrack the forms of those it strikes. Shade knights also possess the ability to momentarily transform their weapons into crackling shadow energy that allows them to easily bypass even the strongest armor.

Feat Notes

Unholy Endurance: Grants an undead creature bonus hit points equal to its Charisma modifier multiplied by its hit dice. Also allows the creature to use its Charisma bonus in place of its Constitution bonus in regards to fortitude saves.

First appeared on the blazing skeleton and full details on the feat can be found with that monster's stat block.

Skeleton, Blazing

CR 3

NE Medium Undead (Fire)

Initiative: +4; **Senses:** Darkvision 60 ft.

Defense

AC: 19, **Flat-Footed:** 14, **Touch:** 15

(+5 dexterity, +4 natural)

HP: 42 (5d12+10)

DR: 5/bludgeoning

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

SR: None

Resistances: None

Immunities: Fire plus undead immunities

Defensive Abilities: Fiery Aura

Offense

Base Attack +2; **Grapple** +3; **Space/Reach** 5 ft. / 5 ft.

Speed: 30 ft.

Melee: 2 Claws +4 (1d4+1 plus 1d6 fire)

Ranged: Fiery Orb +6 (1d6 fire; 60 ft. range inc.)

Special Abilities: None

Tactics

During Combat: During combat, a blazing skeleton will rush forward and attempt to envelop as many enemies as it can in its fiery aura. If several blazing skeletons are working in tandem several will rush forward while the others hang back and pepper their enemies with fiery orbs.

Morale: While blazing skeletons are somewhat intelligent, they are consumed with a mindless rage towards the living, and if faced with a living foe will never flee from combat.

Statistics

STR 13 (+1)

DEX 18 (+4)

CON --- (---)

INT 4 (-3)

WIS 6 (-2)

CHA 15 (+2)

Armor Check Penalty: -0 (-0 armor, -0 shield)

Feats: Unholy Endurance, Weapon Focus (Claw)

Skills: Spot +5 (+7 ranks, -2 wis)

Languages: None

SQ: Cold Vulnerability, Ember Light, Undead Traits

Combat Gear: None

Other Gear: None

Ecology

Environment: Any non-freezing climate

Organization: Any

Treasure: None

Special Abilities

Cold Vulnerability: A blazing skeleton takes half again as much (+50%) damage as normal from cold, regardless of whether a saving throw is allowed, or if the save is a success or failure.

Ember Light (Su): A blazing skeleton sheds light as a sunrod at all times.

Fiery Aura (Su): Any creature beginning its turn within 10 feet of the blazing skeleton must succeed on a DC 12 reflex save or take 1d4 points of fire damage. Likewise, any creature striking the blazing skeleton with a non-reach melee weapon takes 1d4 points of fire damage (no save).

Shambling towards you is a humanoid skeleton wreathed in flames. It moves with an almost supernatural grace and seems to emit a scream borne of eternal suffering.

Blazing skeletons are brought into being when a criminal or other deviant is burned alive to atone for his or her crimes. As the criminal dies, they are infused with negative energies and animated in a cruel mockery of the end of their life.

Unlike most forms of basic undead, blazing skeletons retain some small measure of their intelligence and are well aware of their abilities.

While they retain some measure of intelligence, blazing skeletons are incapable of speech, for at all times they wail horribly as they remember the pain that ended their lives and consumes them in undeath.

Lore

A successful knowledge (religion) check will reveal the following information about a blazing skeleton:

DC 15 This is a blazing skeleton, formed when a particularly evil being is burned alive in an attempt to punish them for their transgressions. This reveals all undead traits.

DC 20 Burning skeletons, as obvious by their form, are composed of hellish fires, this grants them the ability to hurl orbs of fire at nearby foes.

DC 25 Creatures standing near burning skeletons risk being burned by their hellish flames; likewise, creatures striking a blazing skeleton risk burning themselves as well.

New Feat: Unholy Endurance

Your willpower grants you a staying power that is not normally possessed by your kind.

Prerequisite: Undead Type, Charisma 13

Benefit: You gain a number of additional hit points equal to your charisma modifier multiplied by the number of hit dice you possess. In addition, you may add your charisma modifier to your fortitude save instead of your constitution modifier.

Spider, Deathjump

CR 2

N Medium Vermin

Initiative: +4; **Senses:** Darkvision 60 ft.

Defense

AC: 19, **Flat-Footed:** 15, **Touch:** 14
(+4 dexterity, +5 natural)

HP: 26 (4d8+8)

DR: None

Fort: +6, **Ref:** +5, **Will:** +3

SR: None

Resistances: None

Immunities: Poison

Defensive Abilities: Safe Fall

Offense

Base Attack +3; **Grapple** +6; **Space/Reach** 5 ft. / 5 ft.

Speed: 30 ft.

Melee: Bite +6 (2d4+3 plus poison)

Special Abilities: Death from Above, Poison, Prodigious Leap

Tactics

During Combat: Deathjump spiders prefer to leap towards groups of enemies and often attack the most frail looking creatures first.

Morale: Unless on the brink of starvation, a deathjump spider flees from combat if reduced to fewer than 10 hit points.

Statistics

STR 17 (+3)

DEX 18 (+4)

CON 15 (+2)

INT --- (+---)

WIS 14 (+2)

CHA 8 (-1)

Armor Check Penalty: -0 (-0 armor, -0 shield)

Feats: None

Skills: None

Languages: None

SQ: Vermin Traits

Combat Gear: None

Other Gear: None

Ecology

Environment: Temperate Forests

Organization: Solitary, pair, or brood (2-12)

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

Special Abilities

Death from Above (Ex): Whenever the deathjump spider charges it ignores attacks of opportunity as it leaps over creatures in its way and lands upon its prey. Creatures carrying reach weapons or those that are large-sized or larger, still gain attacks of opportunity as the spider passes by them. When the deathjump spider leaps in this way, it may, if it so chooses, attempt a grapple check at the end of its charge without drawing an attack of opportunity.

Poison: Injury, Fortitude DC 14, initial damage 1d4 STR and CON, secondary damage causes the target to become exhausted. The save DC is constitution based.

Prodigious Leap (Ex): As a full round action, the deathjump spider may make a tremendous leap that can carry it out of battle. The deathjump spider may jump up to 50 feet in a straight line, it can jump over medium sized and smaller creatures without drawing attacks of opportunity (medium or small creatures carrying reach weapons do get an attack of opportunity as the spider passes over them). This ability is usable once per minute.

Safe Fall (Ex): A deathjump spider treats falls as if they were 30 feet shorter than they actually are.

A large hairless brown spider eyes you hungrily from the distance, the thing appears to be the size of a pony and its fangs drip with a viscous fluid. The thing continues to eye you for a moment more before suddenly making a huge leap in your direction!

Deathjump spiders are predators in the purest sense of the word; while most large spiders are content to wait for prey to come to them, the deathjump spider actively hunts for its food. Large sections of forest have been almost entirely depopulated by a small number of deathjump spiders as the beasts know almost endless hunger.

A deathjump spider's powerful legs allow it to leap great distances and more than a single would-be hero has been pounced upon and summarily devoured by a deathjump spider whose grasp he felt he was beyond.

Lore

A successful knowledge (nature) check will reveal the following information about a deathjump spider:

DC 14 This is a deathjump spider, a rare breed of spider that is capable of leaping long distances in the pursuit of prey. This reveals all vermin traits.

DC 19 Deathjump spiders are able to make long-range jumps that give them the advantage when it comes to attacking prey.

DC 24 Deathjump spiders possess powerful legs that allow them to fall long distances without any danger of harm coming to themselves.

Spider, Phaseweb

CR 7

NE Large Vermin

Initiative: +5; **Senses:** Darkvision 60 ft., Tremorsense 60 ft.

Defense

AC: 21, **Flat-Footed:** 16, **Touch:** 14

(+5 dexterity, +7 natural, -1 size)

HP: 85 (10d8+40)

DR: None

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

SR: None

Resistances: None

Immunities: Mind-affecting effects

Defensive Abilities: Phasing Form

Offense

Base Attack +7; **Grapple** +14; **Space/Reach** 10 ft. / 10 ft.

Speed: 30 ft., climb 20 ft.

Melee: Bite +9 (1d8+4 plus Shifting Realities)

Special Abilities: Join the Fray, Phase Web, Phasing Form

Tactics

During Combat: During combat, phaseweb spiders typically attempt to flank foes if possible and they take great glee in teleporting foes into the air with their phase web ability only to watch them crash back into the ground. If accompanied by other spiders or demons, they make good use of their join the fray ability and often display an unnerving cunning that has driven more than one foe to think that the beasts are more intelligent than they truly are.

Morale: Unless in the presence of allied creatures, a phaseweb spider flees when reduced to 20 or fewer hit points.

Statistics

STR 17 (+3)

DEX 21 (+5)

CON 18 (+4)

INT --- (+---)

WIS 14 (+2)

CHA 9 (-1)

Armor Check Penalty: -0 (-0 armor, -0 shield)

Feats: None

Skills: Climb +15 (+12 racial, +3 str), Hide +9 (+8 racial, +5 dex, -4 size), Spot +10 (+8 racial, +2 wis)

Languages: None

SQ: Vermin Traits

Combat Gear: None

Other Gear: None

Ecology

Environment: Any

Organization: Solitary, pair, or pack (3-12)

Treasure: None

Special Abilities

Join the Fray (Su): Phaseweb Spiders are capable of short-range teleportation so long as they are nearby a creature that they are familiar with. As a move action, a phaseweb spider may teleport itself to any unoccupied square adjacent to a demon or spider ally within its line of sight.

Phasing Form (Su): A phaseweb spider only resides partially on the plane in which it is encountered. All physical attacks made against a phaseweb spider have a 25% miss chance and all bite attacks made by a phaseweb spider have a 25% chance to be resolved as touch attacks instead of normal melee attacks.

Phase Web (Su): As a standard action, a phaseweb spider may expel a 30 foot cone of webbing, any creatures within the cone must succeed on a DC 19 reflex save or be teleported up to 20 feet in any direction of the phaseweb spider's choosing (typically straight upwards if there is room; this will cause falling damage). The save DC is constitution-based. This ability is usable once every 1d4 rounds.

Shifting Realities (Su): Any creature bitten by a phaseweb spider is teleported against its will; any creature so bitten is teleported 5 feet in a direction of the phaseweb spider's choosing (no save).

Skills: Phaseweb spiders have a +8 racial bonus on hide and spot checks and a +12 racial bonus on climb checks. A phaseweb spider can always choose to take 10 on climb checks, even if rushed or threatened.

A large, hairless, jet-black spider looms before you; bits and pieces of softly glowing webbing coat its glistening body and a look of malign cunning can be seen in its many eyes. As your eyes finally settle upon terrifying form of the beast, you realize that you're having a very difficult time focusing on it.

Phaseweb spiders are bred by demons using only the finest giant hunting spider stock. In a foul ritual they are imbued with the nether and forced into a state of semi-existence; during this half-life many phaseweb spiders die as they lack the willpower required to hold themselves together. Those that survive become phaseweb spiders and are slavishly loyal to their demon masters.

When left to their own devices, phaseweb spiders happily hunt for themselves and are more than happy to eke out an existence on whatever hell that they were created upon. If released onto the material plane, however, phaseweb spiders take on an almost feral demeanor, something about the material plane drives them to a state of near-insanity that seemingly forces them to hunt and kill repeatedly to sate their madness.

Phaseweb spiders are incapable of speech though they are capable and willing to follow orders given to them telepathically or in demonic tongues.

Lore

A successful knowledge (nature) check will reveal the following information about a phaseweb spider:

DC 20 This is a phaseweb spider, a massive hunting beast bred by demons to function as shock troops and assistants in battle. This reveals all vermin traits.

DC 25 Phaseweb spiders are capable of spraying a cone of webbing that can displace creatures that are struck by it.

DC 30 A phaseweb spider only partially exists on whatever plane it resides on, as such, attacks have a chance of missing them and the phaseweb spider is capable of sometimes bypassing almost any type of armor by phasing through it.

Thunderblast Cyclone

CR 24

NE Huge Elemental (Air)

Initiative: +21; **Senses:** Blindsight 60 ft., Darkvision 120 ft.

Defense

AC: 58, **Flat-Footed:** 41, **Touch:** 35

(+10 deflection, +17 DEX, +23 natural, -2 size)

HP: 510 (60d8+240)

DR: None

Fort: +24, **Ref:** +49, **Will:** +20

SR: 35

Resistances: Electricity 30

Immunities: Ability Damage, Ability Drain, Critical Hits, Death Effects, Disease, Energy Drain, Exhaustion, Fatigue, Nonlethal Damage, Paralysis, Petrification, Poison, Sleep, Stunning

Defensive Abilities: Evasion

Offense

Base Attack +45; **Grapple** +61; **Space/Reach** 15 ft. / 15 ft.

Speed: Fly 150 ft. (perfect)

Melee: 4 Slams +53 (4d10+8)

Ranged: Lightning Arc +63 (6d10 electricity; 60 ft. line) or Thunderclap +62 (6d10 electricity; 20 ft. burst within line-of-sight)

Spell-like Abilities (CL 30th – Charisma-based)

At Will – *Lightning Bolt* (10d6; DC 23)

3/day – *Chain Lightning* (15d6; DC 26)

Special Abilities: Air Grand Mastery, Charged Mist, Insubstantial, Lightning Storm, Spell-like Abilities

Tactics

During Combat: Thunderblast cyclones typically open combat with a blast of *chain lightning*, and depending upon its effect upon its foes changes tactics appropriately. If faced with opponents susceptible to electricity damage a thunderblast cyclone flies out of reach and peppers its foes with lightning bolts or its lightning arc attacks. If faced with opponents resistant to electricity, a thunderblast cyclone rushes into melee to pulp its foes with gale-force winds.

Morale: Thunderblast cyclones are so sure of their incredible powers that they never flee from combat.

Statistics

STR 26 (+8)

DEX 45 (+17)

CON 18 (+4)

INT 10 (+0)

WIS 11 (+0)

CHA 30 (+10)

Armor Check Penalty: -0

Feats: Ability Focus (Lightning Storm), Cleave, Deflect Arrows^B, Dodge, Empower Spell-like Ability (Chain Lightning), Empower Spell-like Ability (Lightning Bolt), Flyby Attack, Great Cleave, Improved Initiative, Improved Natural Armor x7, Mobility, Power Attack, Quicken Spell-like Ability (Chain Lightning), Quicken Spell-like Ability (Lightning Bolt), Spring Attack

Skills: Hide +5 (+13 ranks, -8 size), Listen +40 (+40 ranks), Move Silently +30 (+13 ranks, +17 dex), Spot +40 (+40 ranks), Tumble +37 (+20 ranks, +17 dex)

Languages: Auran

SQ: None

Combat Gear: None

Other Gear: None

Ecology

Environment: Elemental Plane of Air

Organization: Solitary or court (1 thunderblast cyclone, 3d6 huge air elementals, 2d6 greater air elementals, and 1d4 elder air elementals)

Treasure: None

Special Abilities

Air Grand Mastery (Ex): Airborne creatures take a -6 penalty to attack and damage rolls against a thunderblast cyclone.

Charged Mist (Ex): As a standard action, a thunderblast cyclone may cause the very air surrounding it to become electrically charged. All creatures within 60 ft. of the thunderblast cyclone take 5d10 points of electricity damage (no save). After using this ability the thunderblast cyclone becomes immune to physical damage for 1 round.

Evasion (Ex): If a thunderblast cyclone makes a successful reflex saving throw against an attack that normally deals half damage on a successful save, it instead takes no damage.

Insubstantial (Ex): Thunderblast Cyclones are made from the very winds themselves, as such, any physical attack made against them has a 50% chance to miss regardless of whether or not it would hit normally.

Lightning Storm (Ex): As a full round action, a thunderblast cyclone may cause a thunderstorm to instantly appear and strike down its foes. All creatures within a 30 ft. by 30 ft. area of the thunderblast cyclone's choosing suffers 10d8 points of electricity damage (no save). This ability ignores a target's electricity resistance; electricity immunity functions normally. This ability is usable once every 1d6 rounds.

The very air before you churns at terrific speeds as lightning crackles across a cyclone that stretches into the sky.

Thunderblast cyclones can be likened to the gods of the air elementals; they are incredibly powerful and there have been tales of legions of hardened warriors attempting to best one only to have their most powerful attacks fail them.

Thunderblast cyclones are typically very difficult to see because their form is that of the air itself, however, unlike normal air, a thunderblast cyclone is almost constantly surrounded by roiling waves of electricity and lightning bolts regularly leap out of its form to strike anything nearby. Thunderblast cyclones are typically hundreds of feet tall but are incredibly thin and have no discernable weight.

Thunderblast cyclones speak auran and if the thunderblast cyclone possesses an intelligence of 13 or higher they also speak common.

Lore

A successful knowledge (the planes) check will reveal the following information about a thunderblast cyclone:

DC 70 This is a thunderblast cyclone, a veritable god amongst the air elementals. This reveals all elemental traits.

DC 75 Thunderblast cyclones are capable of calling lightning storms from nothing and electrifying the air around them.

DC 80 Thunderblast cyclones are able to call bolts of lightning at will and are very difficult to harm with physical weapons of any type. In addition, airborne creatures find it almost impossible to do battle with a thunderblast cyclone.

Wight, Deathlock

CR 4

LE Medium Undead

Initiative: +6; **Senses:** Darkvision 60 ft.

Defense

AC: 18, **Flat-Footed:** 16, **Touch:** 12

(+2 DEX, +6 natural)

HP: 39 (6d12)

DR: 5/Magical

Fort: +2, **Ref:** +4, **Will:** +4

SR: None

Resistances: None

Immunities: Undead immunities

Defensive Abilities: Horrific Visage

Offense

Base Attack +3; **Grapple** +3; **Space/Reach** 5 ft. / 5 ft.

Speed: 30 ft.

Melee: Claw +3 (1d4 plus energy drain)

Special Abilities: Create Spawn, Energy Drain, Grave Bolt, Reanimate

Tactics

During Combat: In battle, deathlock wights typically hang back and use combat expertise to its fullest effects while hurling grave bolts at any enemies who they deem a credible threat. Should any of the deathlock's non-living allies fall in battle, it is quick to reanimate them. Deathlock wights typically lead groups of normal wights in combat and are more than capable of creating some if their numbers begin to dwindle.

Morale: While deathlock wights have no fear of death, they do have a strong sense of self-preservation. If reduced to fewer than 20 hit points, a deathlock wight flees from combat.

Statistics

STR 10 (+0)

DEX 14 (+2)

CON --- (+---)

INT 16 (+3)

WIS 9 (-1)

CHA 18 (+4)

Armor Check Penalty: -0 (-0 armor, -0 shield)

Feats: Blind-Fight, Combat Expertise, Improved Initiative

Skills: Hide +11 (+9 ranks, +2 dex), Knowledge (religion) +12 (+9 ranks, +3 int), Knowledge (any two) +12 (+9 ranks, +2 int), Listen +8 (+9 ranks, -1 wis), Move Silently +19 (+9 ranks, +2 dex, +8 racial), Spot +8 (+9 ranks, -1 wis)

Languages: Common and three others

SQ: Undead Traits

Combat Gear: None

Other Gear: None

Ecology

Environment: Any

Organization: Solitary, pair, gang (1-4 deathlock wights and 3-5 wights), pack (2-8 deathlock wights and 3-12 wights)

Treasure: None

Special Abilities

Create Spawn (Su): Any humanoid slain by a deathlock wight becomes a standard wight within 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 deathlock wight's slam attack gain one negative level. The DC is 16 for the fortitude save to remove a negative level. The save DC is charisma-based. For each negative level bestowed, the wight gains 5 temporary hit points.

Grave Bolt (Su): As a standard attack action, a deathlock wight can summon a blast of negative energy to assail its foes. The deathlock wight makes a ranged touch attack on any enemy within sight, if it is successful that enemy takes 1d8 points of negative energy damage and must succeed on a DC 16 fortitude save or be dazed for 1 round. The grave bolt has a range increment of 60 feet.

Horrific Visage (Ex): Any creature able to see a deathlock wight must succeed on a DC 16 will save or be shaken for 1 minute. A creature who succeeds on this save is immune to this ability for 24-hours.

Skills: Deathlock wights have a +8 racial bonus on move silently checks.

Reanimate (Su): As a full-round action, a deathlock wight can reanimate an undead creature that has been slain. The reanimated undead is returned to unlife with half of its total hit points. A deathlock wight cannot use this ability to reanimate an undead with more than 4 hit dice. The deathlock must be within 60 feet of the creature it is going to reanimate for this ability to take effect.

Walking towards you is the desiccated corpse of what appears to have once been a spellcaster of some sort. Loose robes hang from his lanky form and profane energy crackles around its hands

Deathlock wights are the result of a lich's transformation gone wrong. While most failed transformations result in the death of the spellcaster, on the rare occasion in which the required rituals were performed correctly but the participant was unable to contain the negative energies occurs, a deathlock wight is the result.

Deathlock wights speak common and often several other languages as well but it is a truly rare occasion in which a deathlock wight actually spends time to converse with a creature that isn't undead itself.

Lore

A successful knowledge (religion) check will reveal the following information about a deathlock wight:

DC 16 This is a deathlock wight, their existence is the proof that not all lich transformation rituals are successful. This reveals all undead traits.

DC 21 A deathlock wight is capable of conjuring bolts of nether-energy and hurling them at nearby foes, often dazing them.

DC 26 Deathlock wights are capable of reanimating slain undead creatures.

Zombie, Chillborn

CR 4

NE Medium Undead (cold)

Initiative: +4; **Senses:** Darkvision 60 ft.

Defense

AC: 22, **Flat-Footed:** 22, **Touch:** 10

(+12 natural)

HP: 52 (8d12)

DR: 10/slashing

Fort: +2, **Ref:** +2, **Will:** +6

SR: None

Resistances: None

Immunities: Cold plus undead immunities

Defensive Abilities: None

Offense

Base Attack +4; **Grapple** +8; **Space/Reach** 5 ft. / 5 ft.

Speed: 20 ft.

Melee: Slam +9 (1d6+4 plus Ice Reaper)

Special Abilities: Chillborn Aura, Death Burst, Ice Reaper

Tactics

During Combat: In battle, chillborn zombies tend to swarm a single target in an attempt to freeze him with their chillborn auras and paralyze him with their slam attacks. This also grants them the benefit that if one of their numbers is slain it will heal all other nearby chillborn zombies.

Morale: Chillborn zombies have no fear of death and fight until slain.

Statistics

STR 19 (+4)

DEX 10 (+0)

CON --- (+---)

INT 4 (-3)

WIS 10 (+0)

CHA 6 (-2)

Armor Check Penalty: -0 (-0 armor, -0 shield)

Feats: Improved Initiative, Weapon Focus (Slam), Ability Focus (Ice Reaper)

Skills: Spot +11 (+11 ranks)

Languages: None

SQ: Fire Vulnerability, Icy Invigoration, Undead Traits

Combat Gear: None

Other Gear: None

Ecology

Environment: Any cold locale

Organization: Solitary, pair, or pack (2d4)

Treasure: None

Special Abilities

Chillborn Aura (Ex): The chillborn zombie exudes an aura of supernatural cold at all times. Any creature beginning its turn within 10 feet of a chillborn zombie takes 1d6 points of cold damage. Multiple chillborn auras deal cumulative damage.

Death Burst (Ex): When a chillborn zombie is slain, it explodes in a great blast of icy energy. All creatures within 10 feet of a slain chillborn zombie must succeed on DC 16 reflex saves or take 4d6 points of cold damage. The damage dealt increases by 1d6 points for every 2 hit dice the chillborn zombie possesses.

Fire Vulnerability: A chillborn zombie 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.

Icy Invigoration (Ex): Cold damage of any kind heals chillborn zombies. The amount healed is equal to the damage that would be dealt.

Ice Reaper (Ex): Any creature struck by a chillborn zombie is assaulted by the icy claws of death itself. Any creature a chillborn zombie hits with its slam attack must succeed on a DC 18 fortitude save or take 1d6 points of cold damage and be stunned for 1 round. The save DC of this ability is increased by 2 due to the chillborn zombie possessing the Ability Focus (Ice Reaper) feat.

Shambling towards you is the ice covered corpse of a humanoid who looks to have frozen to death. As it approaches, the very air around you seems to grow cold and you can see a gleam of both loneliness and hatred in its dead eyes. A lonely wail escapes its lips and its body sprouts armor of ice.

Chillborn zombies are the animated corpses of humanoids who died alone, cold, and abandoned. Typically freezing to death does not result in a chillborn zombie being created, only creatures that died of freezing and were home to the bitterness felt by being abandoned by those closest to you become chillborn zombies (a guard, or guards, abandoned by

their patrol in a freezing wasteland would be good candidates for becoming chillborn zombies). Unlike normal zombies, chillborn zombies have some rudimentary form of intelligence and are capable of working together to bring down tougher foes.

Chillborn zombies can be difficult to kill because their bodies are sheathed at almost all times in a thick layer of unholy ice that grants them protection greater than that of heavily enchanted plate armor.

Lore

A successful knowledge (religion) check will reveal the following information about a chillborn zombie:

DC 18 This is a chillborn zombie, a magically animated corpse of someone whose death was caused by the cold. This reveals all undead traits.

DC 23 Chillborn zombies are capable of paralyzing creatures by touch alone.

DC 28 When killed, chillborn zombies explode in a burst of freezing energy.